

# No Time to Lose

**A one round High Level Living City adventure (HLP #5)**

**by Paul Pederson**

Ravens Bluff must honor its treaty obligations, especially when the fate of the Prime Material plane may be at stake. Heroic deeds have become so routine that sometimes it seems that all the world is a stage and you are pawns in some grand cosmic game. A high-level event for Living City characters of at least 250,000 xp.

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This is a non-standard RPGA Network tournament. An **eight-hour** time block has been set aside for this event. It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier to keep track of who is playing which character.

The actual playing time will be about seven hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players summarize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way their ratings and comments will not influence you.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T6:	less than 70	less than 77	less than 83
T7:	71-84	78-92	84-100
T8:	85+	93+	101+

Note that this adventure is designed for at least six players, and seven will be better. Do not play this adventure with fewer than five player characters.

## Adventure Background

The following is paraphrased from the *Legends and Lore* tome...

*In the beginning, there was only Chaos, from which were formed Gaea (the earth, sometimes referred to as Arborea in the Planescape multiverse), Tarterus*

*(beneath the earth, also known as Carceri), and many other primeval gods such as Eros, Night, and Day. Gaea created Uranus, the Mountains, and the Sea, then she married Uranus and gave birth to the Titans, the Cyclopes, and the Hecatoncheires (pronounced "Hek-uh-ton-KI-reez").*

*Uranus turned out to be a harsh and jealous husband who cruelly kept the Hecatoncheires prisoner inside their mother. In retaliation, she called upon her other children to avenge her, and the Titan Cronus wounded his father so severely that the cruel Uranus was vanquished. The Furies, the Ash-Tree Nymphs, and the Giants were created when the deposed ruler's blood fell to the earth.*

*After assuming his father's reign, Cronus married Rhea. But, fearing that one of his offspring (who were the gods) would usurp his throne as he had his father's, he swallowed all of his children as Rhea gave birth to them. The furious Rhea managed to hide her sixth born child, Zeus. After growing to manhood on a remote island, he returned to his father disguised as a cupbearer. Zeus served Cronus a potion that caused the Titan to vomit up the young god's siblings, and the gods united to overthrow their despotic father.*

*The task was far from over, however. After their victory over Cronus, Zeus and the other gods had to battle the rest of the Titans. After more than a decade of cosmos-shaking warfare, in which the elements of nature raged unchecked, the gods finally managed to confine the Titans to Tarterus, the Greek underworld. The gods went on to defeat many other creatures that stood in their way, including a hundred-headed dragon, the Hecatoncheires and the Giants.*

*Thus, long ago the Titans were driven out of Arborea by the Olympian powers. Many of them saw the handwriting on the wall and simply moved to the other planes. The mightiest of them, however, were tracked down, captured, and banished to Carceri, the plane of imprisonment. This includes all of the Titans born to Gaea and Uranus, with the exception of Rhea (the wife of Cronus).*

## Judge Background

The PCs are summoned by Mayor Thoden under dire circumstances. They are needed to travel to the Astral plane, to defend the githzerai fortress from invading tanar'ri. This is a treaty obligation, and is compulsory for knights, militia members, and most likely for any self-respecting powerful adventurer.

## **APPROXIMATE TIMELINE**

Encounter	Minutes
Introduction and Setup	30
#1: The Ministry of Art	30
#2: The Grand Melee	120
#3: The Great Machine	30
#4: The Great Cage	30
#5: Ballooning	60
#6: The Crumbling Palace	30
#7: The Cosmic Game	120
Conclusion and Wrap-up	30

Note that this timeline assumes that everything goes according to plan. This may not be the case, if the party is foolish or unlucky.

## **Introduction**

Inform the players that this tournament is for powerful characters, and that they should play a suitable character. Characters with at least 250,000 xp are required. When everyone is ready, begin the adventure...

*It is a beautiful day in the city of Ravens. Not a cloud may be seen in the sky, and you find yourself enjoying the atmosphere of DeVillars Park, as you stroll through on your way to wherever it is you are going. Near you are a number of other adventurers...*

Allow the PCs to introduce themselves before continuing. Choose the most senior knight in the party, and/or most famous or powerful adventurer to receive the following message. It is delivered via a *whispering wind* spell...

***At this point a gentle breeze blows by you, seeming to circle (the chosen PC) for a moment before dissipating.***

Whisper this message (or otherwise communicate it) to the player of the chosen character: “YOUR MAYOR NEEDS YOUR ASSISTANCE NOW. BRING ALL AVAILABLE ADVENTURERS WITH YOU AND REPORT TO THE MINISTRY OF ART IMMEDIATELY. THERE IS NO TIME TO LOSE.”

The party should lose no time in answering the city’s call. Continue to Encounter 1.

## **Encounter 1: The Ministry of Art**

*Along with dozens of other adventurers, you quickly arrive at the Ministry of Art building. It is an old government building, which would look dignified if it hadn’t sustained extensive damage during the war. Myrkyssa Jelan’s siege engines took their toll on her stately columns and, amazingly, it appears that only cosmetic repairs were ever made. As you approach, you overhear some workmen carrying furniture out of a side entrance. One of them muses to the other, “Two defections this month! I don’t blame him for being touchy...”*

*At the entrance, you are greeted by Mayor Thoden and a number of stone-faced city officials, as she asks you to gather in the meeting hall. At her elbow is a gaunt man, probably a gith, who appears extremely agitated and concerned. He seems to be urging her to hurry.*

*As you are ushered into a large chamber, a number of city officials gather at a dais at one end. Soon the mayor speaks. “Thank you all for heeding my urgent request.” Turning to the githzerai, she continues. “I have been informed by this gentleman, Ambassador Courmtamor, that his home and his people are about to be attacked. We have a treaty obligation to protect and defend the githzerai. I don’t think I need to remind you that they have held up their end of the agreement. Because of our githzerai friends, we have prospered greatly from trade with civilizations far removed from our own.*

***“In summary, this is neither a request, nor are you being hired to do this. This is a call that must be answered. Please gather into groups, so that members of the Ministry of Art can brief you on your mission. You have one hour to prepare.”***

Any knights or knight-squires who refuse to join in this mission, or who are extremely insubordinate, should be awarded a negative chivalry point. City watch members and others who hold positions in organizations within city organizations may also gain infamy points as appropriate. Knights of the Lady will be expelled on the spot if they refuse to answer this call. If this is necessary, be sure to submit a report to the Knights Council.

As the adventurers gather into groups, Master Fire approaches the party. Although he is a powerful wizard, he is known more for his political abilities than skillful wizardry. Life has been very hard for him of late, due to a lot of problems he has had with operation of the Ministry of Art, and lately, even political issues have

proven difficult. He will attempt to maintain a matter-of-fact style when speaking with the PCs, but will soon become impatient with them if they appear less than stellar in any way.

*“Esteemed adventurers, please pay attention. I don’t have much time, so let me get right to the point about what you will be facing...” Gesturing briefly, the aged wizard causes an image to appear in the air. It depicts several stone portals, beautifully elegant in a strange way. Each consists of a pair of cracked marble columns, complete with lintels and steps leading down. They are arranged with quite a distance between them, forming a semi-circular ring.*

*“This is not an exact image, but it is roughly what you will be facing. Only - the portals will be far, far larger and there are over a score of them.”*

Master Fire will emphasize the following before moving along to another party of adventurers.

- The tanar’ri are preparing a major assault on Tah’Darr, the Astral fortress home of the githzerai.
- The fiends seek to obtain the Great Machine, an artifact that is being studied by the gith.
- Moments ago, at least twenty enormous doorways appeared in the Astral plane only a few miles from Tah’Darr. We believe these portals to be gates to a lower plane.
- All of this information has been independently corroborated. (This was performed by the Wizards Guild, but he will not admit it.)
- We have provided some helpful guidelines for dealing with the Astral plane and tanar’ri. We hope you find it useful, now please prepare like you’ve never prepared before. (This document, too, was provided by the Wizards Guild.)
- Do not flee. We will send reinforcements as soon as we can. You must provide as much resistance as possible, and every minute you delay the invaders is valuable.

This information is summarized in PLAYER HANDOUT #1: INFORMATION PROVIDED BY THE MINISTRY OF ART. The party must quickly prepare for serious combat. Do not allow this preparation - including interaction with the NPCs, which is documented below, to exceed 30 minutes, as players will often “overplan” in the face of a serious challenge. Experience has shown that such planning is generally of little use, used by some players to wring too much additional information out of friendly judges, and can eat far in the time needed to complete the adventure.

*Soon the time for preparation is over and you are marshaled into groups, asked to hold hands, and teleported north of town to the Ministry’s dimensional gateway. As you may recall from a prior trip, it is a stone slab ten paces across, which is located in a large clearing. Towering around it are a dozen large wooden beams, their surfaces covered with magical runes and glyphs.*

*A nearby barracks houses the numerous guards and apprentices who are assigned here. Besides them, many other adventurers are gathered into groups, and an aura of tension is almost palpable as each group waits its turn on the transporter. The only counsel you receive before your group is summoned comes from a young lad on guard duty. Barely more than a boy, he looks at you admiringly and says, “Go get ‘em! We’re proud of you!”*

*As you take your places on the stone disk, the pillars around you shimmer slightly. The sound of chanting rises as the wizards and their apprentices waste no time in activating the device. Your vision becomes shrouded in fog, which soon coalesces into a silvery landscape, and you feel the sensation of weightlessness.*

## **Encounter 2: The Grand Melee**

Note: Do not tear up any certs for items, which are used or destroyed during this melee. Events may be reversed upon the arrival of Simon Regulus.

*Arriving in the vast, silver emptiness of the Astral plane, you quickly become acclimated to the weightless environment. Soon you are using your mind rather than your muscles to move about.*

*Just in front of you is a gargantuan portal of some kind. Twin columns of white stone rise far above and below you. Above you - a relative concept on the Astral plane - a sort of lintel connects the ends of the two columns. Below you a number of enormous steps seem to lead out and down from the colossal doorway. The Astral expanse may be seen through this doorway, as well as all about you. In the distance you see other teams of adventurers, as they are taking up positions in front of similar portals.*

Show the players PLAYER HANDOUT #2: THE PORTAL to reinforce the image of the portal. It is well over 100’ tall.

As you await the impending attack, you feel a warmth, perhaps even a celestial presence behind you. As you turn to investigate, you see the hollow outline of Lithuriel, the Planetar.

***She whispers, “Remember me, and I shall be with you.” Just as quickly as she arrived, she fades away.***

Lithuriel is a planetar who the party has aided in the past with information. She has every expectation that the party will do so once again.

At this point, Lithuriel will cast *protection from fire* (at 14<sup>th</sup> level) on the “most vulnerable” member of the party. The recipient will be protected from 168 points of fire damage. There is no opportunity to use spellcraft this on this attempt.

***Just then the entire portal begins to glow with a powerful enchantment, casting a bright illumination over the entire area.***

Allow the PCs to take up final positions and briefly prepare for the assault (just one round of prep time). Be sure to note where they are, and understand how this might modify the tanar’ri tactics in the following encounter. The use of a battle mat and tabletop miniatures or counters is required to make this a meaningful melee. The party cannot travel through this gate since it is one-way, leading from Carceri to the Astral. Attempts to pass through the doorway leave them in the Astral.

***Without warning, a barrage of spheres flies through the portal. They explode spectacularly all about you, creating a gigantic, rippling fireball.***

These globes are a couple dozen globes from a *necklace of missiles*. Many-armed marilith tacticians on the other side of the portal are aiding their troops by “carpet bombing” the party using *necklaces of missiles*. Note that they are able to view the Astral plane through the one-way gate, and will adjust their tactics based on what they have observed. For example, they will target these projectiles as effectively as they can, and will not simply hurl them into *walls of force* unless the party was somehow able to fool them. They are geniuses, and veterans of centuries of conflict, able to demonstrate great tactical insight in coping with the party’s placement and defenses.

<b><u>Tier</u></b>	<b><u>Base Fire Damage</u></b>	<b><u>Radius</u></b>
6	40	100’
7	60	125’
8	80	150’

Each die of damage from these globes does 4 points of damage. Ask each player to make two saving throws vs. spell and to mark off two *stoneskins*, due to the overlapping explosions. PCs who fail either saving throw must make item saving throws for exposed items.

*Rings of fire resistance* or similar devices will reduce fire damage to one-half the listed amount (save for one-quarter damage). Accordingly, *rings of coolness* will reduce base damage by 10, 15, and 20 points of damage, by tier respectively. Deal with other considerations as appropriate before continuing with the assault. Customize the following for tiers 7 and 8, since additional vrocks and glabrezu are present.

***At this point a number of forms breach the portal. To one side of the steps is a horde of wretched creatures smaller than men. Hurling toward you is group of gaunt humanoids the size of giants. Large patches of darkness pop into existence all about you, striking an extreme contrast with the flashes of light that just erupted. A tight group of vulture-like creatures streaks into the Astral void, squawking and cackling noisily. An enormous dog-like creature with pincers emerges nearby, stopping short to regard you from above the horde of smallish creatures. The small creatures appear to be working together to haul large metal objects, some of which are the size of a large wagon. All of your adversaries, with the exception of these smallish creatures, are cloaked in shifting images of themselves.***

All but the rutterkin are *enlarged, mirror imaged*, and have *detect invisibility* active. Thus their appearance is altered in that they are double their normal size, and are cloaked in 4 shifting images. For a typical combatant to physically strike them, he must first successfully attack against their armor class, and then check to see which image or actual adversary was struck.

This encounter will challenge most parties. If a TPK occurs, be sure to have Regulus arrive such that the last PC to fall will see him reverse events with a *wish*. Most importantly, bring in the *wish* if the combat stops being fun.

**Game Plan and Tactical Notes:** The vrocks and nabassu are escorting the 3 groups of rutterkin, who are carrying supplies (materials to be used to deal with and perhaps pack the Great Machine) toward the asteroid. The hordes of rutterkin will arrive staggered throughout the combat (first group in round 1, another in round 3, the last in round 5). The glabrezu will provide direction, coordination, and ranged attacks. Once within the

fortress, their plan is to join with many other fiends, slay any githzerai who interfere, and deal with the Great Machine (perhaps carrying it off to the Abyss). The materials being hauled are mostly composed of a strange blue-black metal, which is very hard to scratch and which smells like burning flesh.

The tanar'ri will exhibit substantial coordination despite their chaotic nature (they are carrying out the will of a number of mariliths, and fear for their lives). Their roles will be as follows, unless and until things break down. The weaker serve out of fear for the stronger.

**Rutterkin** are non-combatants, and if prevented from carrying out their assignment they will flee if at all possible (to nowhere in particular). They are not effective in melee and will only fight with the objective of escaping.

**Nabassu** throw themselves at the party to engage them, while ringing them with *darkness, 15' radius* spells. They do this as their primary action in round 1, and thus although they can engage the PCs they cannot attack until round 2. Since they have been prepared with *detect invisibility, enlarge, and mirror image* spells and have support from the glabrezu and a vrock or two in the higher tiers, they should be able to tie up the party and allow the vocks to dance. They will melee as best they are able, attempting to keep the party's attention.

**Vrocks** split up, with 5 disappearing behind the darkness "clouds" to perform their dance of ruin and the rest meeleing with the party. Those who are dancing join hands and attempt to begin immediately, and maintain constant movement trying to keep darkness or other tanar'ri interposed between them and the party. Despite being unseen due to darkness, their presence will be obvious due to the screeching, cackling, chanting, and general racket they create. Their colleagues will do their best to aid them with additional *darkness 15' radius* spells, for example. They have high magic resistance and active *mirror image* spells, and thus should be difficult to melee or otherwise interrupt. At the end of round 3, their dance will culminate in a weave of crackling energy which scintillates the area within 100' feet of them. All creatures in this area take damage from this, according to tier. Of course, the tanar'ri receive a magic resistance check to avoid this effect.

<u>Tier</u>	<u>Dance of Ruin Damage</u>
6	30
7	35

A saving throw vs. spell is applicable for one-half damage. Afterward, they will join the fun. As a reminder, vocks have a lot going for them, including:

- They always go first (always!)
- Spore attacks are very effective against spellcasters
- *Mass charm* abilities are esp. effective since PCs are without much magical protection here and it incurs a -2 saving throw penalty (for a total of -3, since ench/charm spells incur a penalty in the Astral). They can each use this ability on a single PC up to 16th level, and will attempt to "recruit" help in this way.

**Glabrezu** use *true sight* to determine if anything isn't as it appears, and telepathically communicate with the others, coordinating their efforts. *Power word stun* abilities will be used to neutralize PCs from a distance, esp. non-warriors since the glabrezu have learned from experience that some warriors are resistant to it (> 90 hit points).

The tanar'ri are familiar with combat in this environment, and will attempt to melee three-dimensionally with the PCs and concentrate their attacks if allowed to do so.

If an opportunity presents itself, be sure to introduce them to a horrible reality of dealing with fiends. Fiends eat their opponents, and in fact rely on their stomach acids to kill opponents who otherwise would regenerate. Vrocks in particular are ravenous creatures, and are capable of spectacular ways of ending adventuring careers. Given an opportunity, a pair or more of vocks will each take a limb of a fallen opponent and pull it apart as they devour him. A lone vrock might opt to bite the head off of its opponent, or pull out its heart as a snack. Stunned characters are particularly vulnerable to this. Tanar'ri are raging, foul, and evil beings, and should be presented as such.

This should be dramatic and intense, but not overly so. Bleak results will be reversed at the beginning of the next encounter, but this is intended to be an eye opening experience. Be careful to follow the rules and be fair about this, as emotions can run high and the destruction of a character in a seemingly unfair encounter could result in all manner of poor sportsmanship. Prepare for this encounter and be careful to run it fairly and methodically. Remember, this is a fair test of their resolve to remain faithful to their orders.

Maintain an awareness of how much time remains in the slot so that you can stage this “pressure cooker” properly. The party will receive xp based on how much they are able to accomplish (excluding the fiends destroyed by Regulus), so it is in their interest to be pressured. Further, it should be a big learning experience for many. If you feel that they did something particularly clever (perhaps delaying the fiends by blocking them for a while with stacked *walls of force*, or other barriers), award them additional experience commensurate with the fiends you feel they would’ve defeated during that time. Note that magical barriers are not likely to be of much use in blocking the portal. “In place” magical effects such as magical wall spells are dispelled by a successful MR check. Refer to the DMG section on magic resistance for more.

Throughout the combat, sure to emphasize that similar battles are occurring to the range of their vision, all over the place. Explosions, bursts of light, flashes, darkness, fast-moving units of githzerai, etc. are visible. Similarly, battle cries, screams of agony, bellowing, zaps, fizzles, thunderclaps, and much more may be heard breaking out all over. This is truly a grand melee, so make it come to life for the players...

**IMPORTANT NOTE:** Unlike in early events in the HPL series, fiends are unable to *teleport without error*. As is the case in the Planescape multiverse, they have now lost this ability; although they are loathe to admit it.

### **Tier 6:**

**Mirror Imaged, Enlarged Vrocks (5 real):** Int high; AL CE; AC -5; MV 42 in the Astral; HD 8; hp 64; THAC0 13; #AT 5; Dmg 2d4/2d4/2d8/2d8/2d6; SA spores, screech, first attack, dance of ruin, spell-like abilities; SD *mirror image* (4 images), *detect invisibility*, *detect magic*, +2 magical weapons to hit, immunities: electricity/lightning, non-magical fire, poison, (half damage from cold and magical fire); MR 70%; SZ L (16’ tall), ML 18.

Spell-like innate abilities (at 10th level of ability): *detect invisibility*, *detect magic*, *dispel magic*, *mass charm*, *mirror image*, *telekinesis*.

**Mirror Imaged, Enlarged Nabassu (10 real):** Int high; AL CE; AC -4; MV 42 in the Astral; HD 7+18; hp 60; THAC0 13; #AT 3; Dmg 4d4/4d4/6d4; SA Death gaze, backstab, paralyzation, spell-like abilities; SD *detect invisibility*, *mirror image* (4 images), +1 magical weapons to hit, immunities: electricity/lightning, non-magical fire, poison, (half damage from cold and magical fire); MR 50%; SZ L (14’ tall), ML 16.

Spell-like innate abilities: *darkness*, 15’ radius and *death gaze* (once per day, requires a saving throw vs. spell or transform over 10 days into a ghost (or ghoul if a demi-human). The death of the nabassu or a *remove curse* spell will reverse this process.

**Mirror Imaged, Enlarged Glabrezu (1 real):** Int exc; AL CE; AC -7; MV 45 in the Astral; HD 10; hp 80; THAC0 11; #AT 5; Dmg 4d6/4d6/2d3/2d3/2d4+2; SA hits by claws enable it to grab opponents of up to 150 lbs (dex check to avoid, strength (intelligence) check to break free, else suffer -4 penalty to THAC0), spell-like abilities at 10th level of ability (*burning hands*, *charm person*, *confusion*, *enlarge*, *power word stun* (7 times/day); SD *mirror image* (4 images), spell-like abilities at 10th level of ability (*detect magic* (always active), *dispel magic*, *mirror image*, and *true seeing* (always active), +2 or better weapon to hit, immune to all non-magical attacks including gas and acid); MR 50%; SZ L (15’ tall); ML 18

**Rutterkin (three hordes of 20):** Int avg; AL CE; AC 0; MV 30 in the Astral; HD 4; hp 20; THAC0 17; #AT 2; Dmg 1d6+1/1d6+1; SA none in this encounter; SD immunities: electricity/lightning, non-magical fire, poison, (half damage from cold and magical fire); MR 10%; SZ M (5’ tall), ML 12

Spell-like innate abilities (at 4th level of ability): *fear* (by touch), *fly*, *telekinesis* (3 times daily).

### **Tier 7:**

**Mirror Imaged, Enlarged Vrocks (6 real):** Int high; AL CE; AC -5; MV 42 in the Astral; HD 8; hp 64; THAC0 13; #AT 5; Dmg 2d4/2d4/2d8/2d8/2d6; SA spores, screech, first attack, dance of ruin, spell-like abilities; SD *mirror image* (4 images), *detect invisibility*, *detect magic*, +2 magical weapons to hit, immunities: electricity/lightning, non-magical fire, poison, (half damage from cold and magical fire); MR 70%; SZ L (16’ tall), ML 18.

Spell-like innate abilities (at 10th level of ability): *detect invisibility*, *detect magic*, *dispel magic*, *mass charm*, *mirror image*, *telekinesis*.

**Mirror Imaged, Enlarged Nabassu (10 real):** Int high; AL CE; AC -4; MV 42 in the Astral; HD 7+18; hp 60; THAC0 13; #AT 3; Dmg 4d4/4d4/6d4; SA Death gaze, backstab, paralyzation, spell-like abilities; SD *detect invisibility*, *mirror image* (4 images), +1 magical weapons to hit, immunities: electricity/lightning, non-magical fire, poison, (half damage from cold and magical fire); MR 50%; SZ L (14’ tall), ML 16.

Spell-like innate abilities: *darkness*, 15’ radius and *death gaze* (once per day, requires a saving throw vs.

spell or transform over 10 days into a ghost (or ghoul if a demi-human). The death of the nabassu or a *remove curse* spell will reverse this process.

**Mirror Imaged, Enlarged Glabrezu (2 real):** Int exc; AL CE; AC -7; MV 45 in the Astral; HD 10; hp 80; THAC0 11; #AT 5; Dmg 4d6/4d6/2d3/2d3/2d4+2; SA hits by claws enable it to grab opponents of up to 150 lbs (dex check to avoid, strength (intelligence) check to break free, else suffer -4 penalty to THAC0), spell-like abilities at 10th level of ability (*burning hands, charm person, confusion, enlarge, power word stun* (7 times/day); SD *mirror image* (4 images), spell-like abilities at 10th level of ability (*detect magic* (always active), *dispel magic, mirror image, and true seeing* (always active), +2 or better weapon to hit, immune to all non-magical attacks including gas and acid); MR 50%; SZ L (15' tall); ML 18

**Rutterkin (three hordes of 20):** Int avg; AL CE; AC 0; MV 30 in the Astral; HD 4; hp 20; THAC0 17; #AT 2; Dmg 1d6+1/1d6+1; SA none in this encounter; SD immunities: electricity/lightning, non-magical fire, poison, (half damage from cold and magical fire); MR 10%; SZ M (5' tall), ML 12

Spell-like innate abilities (at 4th level of ability): *fear* (by touch), *fly, telekinesis* (3 times daily).

### Tier 8:

**Mirror Imaged, Enlarged Vrocks (7 real):** Int high; AL CE; AC -5; MV 42 in the Astral; HD 8; hp 64; THAC0 13; #AT 5; Dmg 2d4/2d4/2d8/2d8/2d6; SA spores, screech, first attack, dance of ruin, spell-like abilities; SD *mirror image* (4 images), *detect invisibility, detect magic*, +2 magical weapons to hit, immunities: electricity/lightning, non-magical fire, poison, (half damage from cold and magical fire); MR 70%; SZ L (16' tall), ML 18.

Spell-like innate abilities (at 10th level of ability): *detect invisibility, detect magic, dispel magic, mass charm, mirror image, telekinesis*.

**Mirror Imaged, Enlarged Nabassu (10 real):** Int high; AL CE; AC -4; MV 42 in the Astral; HD 7+18; hp 60; THAC0 13; #AT 3; Dmg 4d4/4d4/6d4; SA Death gaze, backstab, paralyzation, spell-like abilities; SD *detect invisibility, mirror image* (4 images), +1 magical weapons to hit, immunities: electricity/lightning, non-magical fire, poison, (half damage from cold and magical fire); MR 50%; SZ L (14' tall), ML 16.

Spell-like innate abilities: *darkness, 15' radius and death gaze* (once per day, requires a saving throw vs. spell or transform over 10 days into a ghost (or ghoul if

a demi-human). The death of the nabassu or a *remove curse* spell will reverse this process.

**Mirror Imaged, Enlarged Glabrezu (3 real):** Int exc; AL CE; AC -7; MV 45 in the Astral; HD 10; hp 80; THAC0 11; #AT 5; Dmg 4d6/4d6/2d3/2d3/2d4+2; SA hits by claws enable it to grab opponents of up to 150 lbs (dex check to avoid, strength (intelligence) check to break free, else suffer -4 penalty to THAC0), spell-like abilities at 10th level of ability (*burning hands, charm person, confusion, enlarge, power word stun* (7 times/day); SD *mirror image* (4 images), spell-like abilities at 10th level of ability (*detect magic* (always active), *dispel magic, mirror image, and true seeing* (always active), +2 or better weapon to hit, immune to all non-magical attacks including gas and acid); MR 50%; SZ L (15' tall); ML 18

**Rutterkin (three hordes of 20):** Int avg; AL CE; AC 0; MV 30 in the Astral; HD 4; hp 20; THAC0 17; #AT 2; Dmg 1d6+1/1d6+1; SA none in this encounter; SD immunities: electricity/lightning, non-magical fire, poison, (half damage from cold and magical fire); MR 10%; SZ M (5' tall), ML 12

Spell-like innate abilities (at 4th level of ability): *fear* (by touch), *fly, telekinesis* (3 times daily).

## Encounter 3: The Great Machine

Once the grand melee has timed out or the party has defeated the fiends, Simon Regulus approaches the party's assigned sector. If necessary, he will employ a *wish* spell to return things to the state they were in before the gate activated. His criteria for determining necessity is triggered if one or more PCs are dismembered/dead/eaten, or some circumstance has occurred which will significantly reduce their ability to carry out this assignment. He needs them for a crucial assignment, but will not *wish* back a lost magical item or restore their memorized spells.

If the party fled, Regulus will most likely be forced to use a *wish* to halt the incursion. In so doing, he will bring the party back to their original locations, and able to continue the adventure. Note that if they fled Regulus will be less than impressed, and his disappointment should be conveyed to some extent. He will not, however, directly insult them because their services are needed.

Note: If they fled - and they shouldn't have - the judge is directed to award them each **one infamy point in the City Government category**. Knights, squires, and knight-squires may also receive a negative chivalry

point for not hanging in there until the very end, if they behaved inappropriately with respect to their knighthood. If a “penalty” award is appropriate, do not make it now. Defer it until the adventure is over and the paperwork is completed.

If a *wish* spell is necessary, continue with all of the following boxed text. If not, skip the first paragraph and continue with the 2nd paragraph. Customize this to suit the situation.

***Suddenly, you sense a powerful force sweep over you. You begin to move faster and faster until you reach an unimaginable velocity. Your first thought is that your adversaries are all moving backward, and then you realize that this entire battle is reoccurring in reverse. Every action you took is being reenacted in reverse order, so that soon all damage anyone sustained has been “undone”, and before long all of your adversaries are sucked back through the enormous portal. You then find yourselves looking toward a dark gate, as you were before the battle started.***

***A voice greets you from behind. “Please travel that way - toward the fortress Tah’Darr - and do as A’rinthorm requests. He is with the Great Machine in the forehead area of the asteroid. Our fate may rest on how well you perform your service.” Recognizing a familiar voice, you turn to see Simon Regulus, one of the leaders of the Wizards Guild. A non-descript apprentice flanks him. His blue robe pulses rhythmically, and his brow is damp from exertion. He is pointing off into the distance.***

***“I must stay and aid the other teams, but A’rinthorm needs you to travel somewhere to obtain information which will set this situation aright.”***

If the party questions him, he will apologize and provide evidence that he is who he says he is (answer questions, show a badge of the Wizards Guild, etc.). He is rushed because he must return to ensure that the other teams do not falter.

When the conversation is over, he nods and they disappear.

***With your mind as the engine of your speed, you travel for perhaps a minute until the large asteroid that contains the githzerai fortress begins to come into view. It is massive, literally miles long, and in the shape of a man. In the distance you can still hear the sounds of combat - explosions, curses, screams of the dying... It is a tense situation.***

***Journeying through an entrance into the forehead area of the asteroid, you note a loud humming sound. As you continue, it grows in intensity, eventually requiring you to shout in order to communicate. Entering the chamber from which the humming is emanating, you can view the Great Machine. The wall opposite you contains many gleaming, silvery glyphs. The glyphs are configured in columns along each end of the wall, and compose some sort of design in its center. One of the glyphs is flashing brilliantly, bathing the room in an intense silver-white light. A few paces from the center of the glyphs is a large area of shimmering white mist.”***

***A drab-cloaked man with facial features similar to those of the githzerai ambassador greets you. Raising his voice so that you can hear him, he says, “Thank the powers Simon was able to send you! I am A’rinthorm. I need you to travel through this gate and obtain the meaning of the symbol which is flashing. I do not know why it is flashing, but it has opened a portal to a lower plane, and someone has passed through it. Whoever did so may have already learned the secret of its relic.”***

***A’rinthorm activates a series of glyphs and the silver cover starts to slide down. Behind the area where the glyph was, a black and white iron chain pulsates with energy.***

***“You must seek that person and persuade him to share this information. If necessary, force the information from him. The consequences of failure could mean doom for my people!”***

It is very hard for A’rinthorm to hear the PCs. If they do nothing to deal with the noise, he will probably be forced to yell, “What?!” in order to get them to speak up. This is a potentially interesting role-playing opportunity, although there isn’t much time for it. A’rinthorm is used to having adventurers barge in with important missions to accomplish, and he is sympathetic to this. Although very polite, he is most interested in his scholarly research. To him, his research of the Great Machine is inextricably linked with the future of the gith.

The PCs may recall that there used to be a crystal platform and two crystal-tipped pylons where the mist is now located. This portion of the machine is nowhere to be seen. A’rinthorm will try to be helpful, but has little to offer other than a plea to have them inform him of whatever they learn. The party will not be able to actually touch the chain (or any other relic). It is protected by a force similar to a *wall of force*, which

cannot be dispelled. He must closely observe the PCs as they step into the mist...

## Encounter 4: The Great Cage

*Stepping into the mist, you experience a brief disorientation. Then you recognize a sensation quite familiar to you. You are falling.*

If any character has an active *fly* or *levitate* spell, or similar magic which must be mentally activated or controlled, allow them a surprise check to halt their fall. Otherwise they join the others in being unceremoniously dumped into the Carcerian swamp. Damage sustained is 5d6 due to a 100' fall into the marshy swamp.

*Gathering your wits about you, you begin to take in your surroundings. You have just fallen into a swampy bog. Despite the cushioned impact, the experience was not pleasant. The stench of rotting vegetation is strong.*

*The only break in this landscape is a very, very large mountain rising into the clouds far in the distance.*

Allow the party to begin to assess their situation before bringing Elendil into the picture. He is observing from a distance, attracted by the activity, and will approach them once he determines that they are friendly. He will hail the party in a friendly, though careful, manner. Once he has their attention, his first action will be to cautiously call out to the PCs, asking them if there are any diviners in the party. He is truly scared of diviners, and will explain that diviners are especially vicious backstabbers who need to murder others to cast their spells. (This is true of diviners on Carceri. See JUDGE AID #1: THE ETERNAL PRISON for the revolting requirements for casting divination spells.)

He has not seen anyone come through here, and has no idea what the PCs are up to. He did hear a loud splash a couple of hours ago, but that isn't anything unusual. He wants to know what the party is doing here, and will engage them in a dialog.

Elendil is a hale and hearty half-elf, unusually tall at about 6'6" and perhaps 200 lbs. His blond hair has grown long and extends from under his helm. His armor is covered with grime, and he smells of the swamp. His eyes have a certain hardness to them, as if he has seen a lot of hardship. He has developed an occasional nervous twitch from his odyssey in Carceri. A former paladin, he retains his normal lawful good

persona for the most part, although he will admit that it is weakening. [The horrible truth is that Carceri wears down visitors, ultimately bending all who spend enough time here to its chaotic evil nature.]

Although Elendil will present himself as helpful (and he truly wants to help), as he speaks with the party he will realize that they have presented him with an opportunity. He really needs the party's escort to return to the palace of the titans to rescue his colleague Uri, another paladin. This objective is more important to him than whatever the PCs are concerned about, and in his selfishness he hopes to use the party to gain freedom for himself and his friend. In his mind, this will enable them to return to their homeland and resume their paladin status. He knows he wouldn't survive the journey alone, and thus will build a case for the party to (1) go to the palace of the titans, and (2) take him along. He will base his case on his value to the party, and their "requirement" to seek an audience with Cronus. If it comes down to it, he will resort to outright extortion (he's not the paladin he once was). He is a very capable and resourceful adventurer, and he holds a lot of bargaining chips... He knows the following:

- This place is Othrys, the first layer of Carceri.
- Carceri is known as the "Great Cage", or sometimes "The Eternal Prison".
- Othrys is the realm of the titans. Their leader, Cronus, demands that all who travel here must present themselves to him. No one who is taken here can escape until they become more powerful than their captors. It is Elendil's duty to inform them of this. [He won't tell them this, but the party was not imprisoned here, so this does not apply to them. Those who come here on their own are not necessarily trapped. This is a half-truth, but not a lie.]
- Cronus lives on Mount Othrys, at the peak of the mountain far in the distance. Cronus is said to be omnipotent, and must be a god. He is the party's best bet for resolving whatever issue brought them here.
- Teleportation abilities are very dangerous in Othrys, if they even work, and an overland trip to the top of the mountain would take a number of weeks. The best way to travel there is via a "skin balloon". He happens to have one nearby, but it is in disrepair since he crashed it while fighting demons some time ago.

If the PCs will help him repair the balloon, he will gladly fly them to an audience with Cronus in the morning. He has tools for repairing the balloon manually, and it will require several hours to

complete by stitching and sealing. Spells like *superior mending*, *fabricate*, etc. will help greatly to reduce this time.

- The ground is alive, in that it crawls and shifts slowly, and that is why he lives in a crude “lean to”. Any shelter he builds lasts for maybe a week before being pulled into the bog.
- He will share that his goal is to win the freedom of his colleague, a paladin named Uri, who is held in a tower in the palace of the titans. Uri has been a captive there for several years, and serves as gladiatorial entertainment for the titan Hyperion. Fiends killed all of the other members of his adventuring party, and he only wishes to find Uri and a way to leave. (Once again he is omitting a key detail. He left a couple of his colleagues to die when he fled to save his life. He really isn’t thinking clearly about that, and has a sort of mental block vis-à-vis his past errors. Perhaps this, too, is a consequence of his descent into evil.)
- He will also digress into stories of Uri’s unrelenting faithfulness to his god (Ajanti, a power unknown to the party) and peerless skill in combat. [He also follows Ajanti, but does not want to discuss it because his paladin powers have failed him and he is beginning to succumb to the inevitable evil of the plane.]
- He knows far more about the dangers of this realm than he could possibly share with the party. He will describe dangers which he has reason to believe the party would be concerned about (tanar’ri, gehreleths, diviners who travel here from Sigil, acid rain, whatever). Feel free to ad lib stories about the things he has seen here, the challenges he has overcome, etc. as Elendil relates them in a colorful way.

Once the party decides to work with Elendil, he will take them to a nearby knoll in which he has built a couple of lean-to structures. He will suggest that spellcasters attempt to memorize or pray for whatever spells they can before morning. Since he is not a spellcaster himself, he has no suggestions as to spell selection, but he will offer that tanar’ri are common here, as are what he calls “mythological creatures” (dragons, hydra, centaurs, etc.).

If the PCs press him to hurry, he will make the point that he understands their urgency but without the proper winds they won’t be able to get there any sooner. On the off chance that the party has the means to fly everyone there, or perhaps repair the balloon and propel it there without waiting, then by all means let them continue.

Elendil happens to have a weakness for the ladies, and he cannot help being a bit too overt with them. This attraction with any female who is even remotely attractive (a little below average appearance or better) will begin as flirting, and progress to blatant attempts at carnal knowledge. However, once he is reprimanded (slapped or whatever), he will regain control and bother them no longer. Of course, use good judgment to avoid offending the sensibilities of the players.

If anyone thinks to ask him about any other topics, they can learn that he knows a lot about trade in Sigil. He will provide them with the names of a number of reputable merchants who make a good living there. Some of these are Ophelia Istook (a sought-after sculptor), Bernie “the Barrister” (a wheeler-dealer attorney and agent), and “Honest Jack” Bomhoff (a dealer in exotic novelties). Each of these leads is an opportunity for the city of Ravens Bluff, if the PCs recognize and report them.

**Elendil (14th level warrior):** Int high; AL LG (CE tendencies, due to effects of Carceri); AC 0; MV 12; HD 14; hp 115; THAC0 3; #AT 5/2; Dmg 1d8+6 (strength, +3 *longsword*); SA none; SD none; MR nil; SZ M; ML 19 [Stats: STR: 18/44, INT: 13, WIS: 15, DEX: 18, CON: 18, CHA 10 (formerly 18)]

The religion proficiency will not help to recall information about the Greek pantheon unless the PCs have had a chance to study it sometime during their careers. This is very doubtful. Similarly, the god Ajanti is an unknown.

The Skin Balloon (paraphrased and modified from the “Planes of Conflict” supplement): An excellent means of travel, the skin balloon is made from the hides of Carceri’s creatures (though some say the skin of foolish travelers also becomes part of certain balloons). Though a body’s still at the mercy of the wind, a cutter who knows how to pilot a balloon has a degree of control (Dex check at -4, with penalties for strong winds). It’s built on the same principle as a hot-air balloon, with a small flame filling the skin sac and raising the balloon above the ground, where the wind takes control.

Another problem is leakage; skins balloons aren’t made to withstand serious damage, and a puncture can send a crew screaming to the surface of an orb. Also, certain creatures that fly in the void usually take a dim view of their fellows’ skin being used as a method of transportation.

If the PCs are cooperating with Elendil and plans to use the skin balloon, continue to the next encounter. If not, they are free to deal with Carcerian challenges on their own. Use the material in ENCOUNTER 5A: CARCERIAN CHALLENGES. Understanding these general challenges and situations, the abilities of the party, and where the adventure is intended to lead, the judge must use good judgment to hold the adventure together. The party may end up trapped on Carceri if they do not take effective action to return home or lack the means to do so. Before allowing this to occur, the judge should ensure that they have been provided with ample opportunity to get back on track with the adventure.

## Encounter 5: Ballooning

Elendil has a tinderbox for lighting the device which inflates the balloon. Ballooning is a feat of engineering that will interest scholarly, mechanical, or research-oriented characters, not to mention thrill-seekers.

*Elendil hurriedly sets up a makeshift table on which he lights a flame. A metal tube carries heated air into the balloon, which inflates quickly. Soon you are all aboard the crowded basket and on your way toward the mountain. With Elendil at the helm, you rise higher and higher into the sky. The bleak landscape below seems endless, and after a time you note occasional groups of creatures far below you. It isn't clear what they are, or what they are doing.*

*It is very windy, and the ride is bumpy. Perhaps two hours into your journey Elendil points toward the horizon and curses. "Here come some vrocks... Our best bet is to outrun them. Can you do anything to slow them down, or speed us up?" As he adds more fuel to the fire, you note five vulture-like figures carrying spears, who are on a collision course with you. Judging by their speed, they will intercept you in about two minutes.*

The vrocks are following the orders of their leader, who squawks belligerently at the others. They each carry a single spear (1d8+7 damage, long range of only 30' (incurring a standard range penalty of -5)). They are effective in flying in these rough winds, and are able to keep pace with the balloon (aerial movement rate of 18, maneuverability class C). If allowed to do so, they will simply fly up alongside the balloon skin and attack it point blank. If forced to throw the spears, range penalties apply.

The party's most likely options are:

- Outrun the vrocks by speeding the balloon or slowing the vrocks (via various locomotive/propulsion spells, various magical barriers, or illusion magic could be effective in this case). If they are able to place over 500 yards between them (about 3 rounds of aerial movement), the tanar'ri will give up.
- Defeat the vrocks. This could take a while, and may require leaving the balloon. The risks involved with leaving the balloon include separation from the balloon (which continues sailing upward) and separation from the party (not good if no one can prevent you from falling 20 miles). Note that *winged boots* and similar flight or levitation devices are subject to the vrocks innate *dispel magic* abilities. Note further that the *winged boots* in the LC campaign commonly have a maneuverability class of "C", which enables a combat pass every other round.
- Force a morale failure. Check morale (base morale of 18) whenever a vrock is killed or the party does something sufficiently impressive that even a battle-hardened vrock would reconsider this course of action. If the leader is killed, impose a -5 modifier, along with a -2 penalty for every vrock which has been killed or immobilized.
- Prevent the balloon from being ruptured or repair it (on the fly, so to speak). Certain spells could be used for these purposes.

**"Skin Balloon":** AC 8; MV typically 18(E+); hp 40.

The balloon itself is big and very easy to hit, and every successful attack causes it to become punctured. It can withstand up to 4 punctures without being ruined, although each will hiss loudly. If it is ruined, the final puncture results in an obviously fatal flaw, causing the balloon to pick up speed and make a beeline for the mountainside. They will crash-land near the Othryasian Dodecahydra detailed in ENCOUNTER 5A: CHALLENGES OF THE CAGE. Use the guidelines documented later in this encounter to handle the collision into the mountainside. These will determine whether or not actions are successful, the appropriate penalties to assign to proficiency checks, etc.

After dealing with the hydra, they'll have to continue to the palace on their own (repairing the balloon again is their best bet).

**Vrocks (5):** Int high; AL CE; AC -5; MV 12 Fl 18(C); HD 8; hp 64; THAC0 13; #AT 1 (spear); Dmg 1d8+7 (spear); SA spores, screech, first attack, dance of ruin, spell-like abilities; SD *detect invisibility*, *detect magic*,

+2 magical weapons to hit, immunities: electricity/lightning, non-magical fire, poison, (half damage from cold and magical fire); MR 70%; SZ L (8' tall), ML 18.

Spell-like innate abilities (at 10th level of ability): *detect invisibility, detect magic, dispel magic, mass charm, mirror image, telekinesis.*

If the party is successful in protecting the balloon, continue as below.

***Your journey continues. You rise, and rise, and rise - gloriously high upon the alien winds. The higher you journey, the faster the winds seem to become. The swamp is now only rarely visible between clouds, yet its malodorous presence is still evident.***

***Presently you seem to have risen above the clouds. You are finally nearing the mountain's summit. Through the scattered clouds beyond the mountain, you can see a series of orbs stretching far into the distance. The winds aloft become increasingly swift, and soon you are rising toward the peak of the amazingly large mountain.***

***Perhaps even more amazingly, you note that the peak of this mountain seems to touch the peak of a similar mountain. This mountain rises from what appears to be an indescribably large orb - another world - and there is a series of other such worlds beyond it. Their appearance is that of a humongous pearl necklace, composed of worlds. You realize that few mortals ever witness views such as this.***

***At this twin summit, is a titanic white structure - an immense palace - turned on its side so that its entrance faces toward the orb. By now, the winds are buffeting your craft, as Elendil tries mightily to keep it from being blown into the mountainside.***

The balloon is headed toward the massive steps leading to this gigantic entrance. It appears that there is approximately 2 minutes until the PCs will arrive at the peak of the mountain, where they will crash onto the humongous marble steps. This may be prevented if they come up with a clever enough solution, powerful enough magic, and/or impressive enough teamwork to defeat the extreme winds whistling around the peaks. Those who remain in the balloon or who fall or jump take 5d6 points of damage upon impact. Gravity in the palace and its environs switches from subjectively "up" while in the balloon, to what would be "down" while standing on the palace steps. This switch will occur suddenly (esp. if falling) around 50' from the palace,

but it will not cause added harm. (It amounts to an odd pivoting while descending.)

Allow them to take action for two rounds, if desired, before continuing. During these two rounds:

- Spellcasting may be performed if the caster successfully makes a dexterity check at a -10 penalty.
- Those attempting to fly (via spell, magical boots, or whatever) may control themselves even to avoid a crash by making a standard dexterity check. If they attempt to carry someone else, one of the two must make BOTH a dexterity check and a strength check. Failure indicates that they were not able to maintain flight without a rough landing (taking half damage). Use of *levitation* or *feather fall* magic is only partially effective, preventing heavy impact but causing the beneficiaries to land up to a quarter-mile away.
- Other actions are subject to ability checks or proficiency checks, with penalties applied as you see fit due to the wind and cramped quarters aboard the craft.

Each orb is a separate layer of Carceri. The miles-long palace is wedged between the peaks of two colossal mountains, connecting the layers. The entrance to the palace is facing "up", so that it is toward the distant mountain and away from the bogs below. It may be helpful to sketch this.

Once they arrive, continue to ENCOUNTER 6: THE CRUMBLING PALACE.

## Encounter 5A: Challenges of The Cage

The party may choose not to balloon to the palace of the titans. Or, for whatever reason, they may find themselves dealing with the denizens of this realm. If this is the case, they are probably at risk of not completing the adventure, and the judge will have to decide if they end up imprisoned here or escape. That is left to judge discretion, with the caveat that the judge must make it clear to the players what the circumstances are and then decide if the actions they take would enable them to return home. Presumably they will be in a hurry to complete their mission.

The following are a few of the denizens of this place, along with the settings they are usually found in. This must be modified using judge discretion, considering

whether or not the party is careful to avoid attention, or if they draw it.

Eventually the party will arrive at the palace of the titans. Relate the description in the prior encounter, and continue with the following encounter.

#### **Swamp Encounter:**

**Trolls** (2 per tier): Int low; AL CE; AC 4; MV 12; HD 6+6; hp 40; THAC0 13; #AT 3; Dmg 1d4+4/1d4+4/1d4+8; SA none; SD regenerate 3 hp/round beginning in 3rd round after damage is taken; MR nil; SZ L (10' tall), ML 14

These creatures lie in wait, hiding nearly invisibly in the swampy bogs to ambush unsuspecting prey. They prefer to stake out areas near quicksand, hoping for a situation to occur in which they can attack by surprise with massive force and overwhelming numbers.

#### **“Mountain Base” Encounter:**

**Kelubar Gehreleths** (2 per tier): Int very; AL CE; AC -2; MV 12, fl 24(C); HD 13; hp 100; THAC0 7; #AT 3; Dmg 2d4/2d4/4d4; SA Stench, acidic slime; SD +2 or better weapons to hit, 120' infravision, immunities: fire, acid, cold, poison; MR 50%; SZ M (6 1/2' tall), ML 16

Spell-like Abilities (at 13th level of ability): *detect good, detect invisibility, detect magic, dispel magic* (2x/day), *ESP, fear, fog cloud* (3x/day), *invisibility, tongues, weakness* (3x/day), *ray of enfeeblement* (1x/day), *spider climb*. Once per day may attempt to gate in 1-2 additional kelubar.

The kelubar are slimy ebon humanoids, whose skin constantly exudes a slimy secretion with a debilitating odor. Anyone with 30 feet of a kelubar in combat must successfully save vs. poison or be incapacitated for 1d10 melee rounds.

They will appear unless the PCs took precautions to avoid being obtrusive and noisy. They arrive by teleportation, intermixed among the party, forcing a surprise check with a -2 penalty (unless the party took extraordinary precautions). PCs who fail the surprise check may not act during this first round. This is the gehreleth's homeland and they will be very indignant and hostile toward intruders.

#### **Mountain Encounter:**

**Othryian Dodecahydra:** Int low; AL CE; AC -10; MV 24, fl 36 (C); HD 30; hp 240; THAC0 -9; #AT 12; Dmg 1d20 bite for each head, up to 4 heads per opponent; SA swallows opponent whole on a to hit roll of 18+, immobilizing them and causing 1d10 points of acid damage per round; SD regenerate 1 head per

round; MR 70%; SZ G (300' long, including tail), ML 18

This 12-headed beastie is a pet of the Titans, and is no normal hydra. It lives in a series of caves on Mount Othrys itself, and is said to be aware of any who set foot on its mountain. It isn't hungry, just ornery, as it emerges from behind a huge outcropping of rock concealing one of its many cavern entrances.

Each time this creature sustains 30 points of damage, one of its heads is assumed to be severed. When this happens, a natural reflex seals the neck arteries shut to prevent blood loss. When attacking a head, any given attack may do no more than 30 points of damage since this is all the hit points each head possesses. PCs may switch attacks to other heads, which are meleeing with them after severing a head.

Attacks on its body have no effect unless a single attack inflicts damage equal to the hydra's original hit points. Since it has 240 hit points, this is very unlikely unless it succumbs to a *disintegrate* spell or something similar. As with all hydras, all 12 heads must be destroyed to defeat the beast. Bear in mind that it regenerates one head per round; so destroying all of them should be a challenge.

The dodecahydra has no apparent ranged attacks, and it will not pursue the PCs far, so fleeing is an option. However, it will cough any swallowed colleagues as projectiles at fleeing party members, doing bite damage (1d20). It does this with deadly accuracy (using its base -9 THAC0).

## **Encounter 6: The Crumbling Palace**

Reminder: under no circumstances will the party be able to *teleport, teleport without error, dimensional fold, or plane shift* without a spell or power key. All such space-transversing spells are ineffective, and do not work here without one.

The party will likely have crash-landed their balloon at this point or arrived by some other means. Modify the following as necessary.

*Gathering on the amazingly large steps, you take in the awe-inspiring view. The steps are each the height of a man, and the entrance columns above-and-beyond you seem to rise into the sky. The incredible scale dwarfs your party. Even more amazingly, every structure seems to be made of solid marble. The value of these structures is incalculable.*

*Looking closely you note that the beauty of the place is tragically flawed, however. There are cracks nearly everywhere, and bits of marble have chipped away in many places. The palace appears to be in a state of advanced disrepair.*

*Off in the distance is a horrible sight. A column of spears is jammed into a crack in one marble pillar, and on each of them is the rotting visage of a man. The column stretches about 50' up, containing the severed heads of perhaps 20 men.*

The impaled heads are actually mounted on Chiron's arrows, as mute testimony to his method of dealing with problems. The party will want to begin to deal with their situation. Allow them to do so, although Elendil will encourage them to wait for the "guardian" to appear...

*Just then, you hear a familiar clip-clop sound - the approach of a horse, echoing loudly from the direction of the entrance. Stepping forcefully into the huge entrance is a horse-bodied man the size of a building. The creature's torso and upper body is that of a man taller than a giant. Its body is that of a tawny horse. It carries a mighty sword, along with a huge bow and quiver of arrows the size of ballista bolts. Over one shoulder it carries an enormous leather bag the size of a large tent.*

*The titanic centaur bellows thunderously. "I am Chiron, son of Cronus, and I hold your fate in my hand. Who enters the palace of the titans?"*

He will allow the party to respond, and will probe for their true purpose for being here. As guardian of this place, he has an awareness of the environs akin to a dragon's knowledge of its lair. The PCs cannot fool him with ruses such as *invisibility* or *non-detection*.

Chiron uses his position as guardian to amass treasure for himself for one reason: because he can. He will demand a tribute from the party in exchange for an audience with this father. His demand is one (certed) magical item per PC, or 1,000 gp value per character level. He is willing to bargain, but only does so in an arbitrary way to demonstrate his self-importance. He will not haggle, as it would imply the existence of some amount of power and autonomy on the part of the PCs.

For his part, Elendil will coach the party to answer honestly. He will give gems equal to the required value. He still has an honest streak, although his nervous twitch is acting up and causing him some difficulty.

*Why should we cooperate with you?*

Chiron will remove the massive leather bag he carries and carefully dump out its contents. It contains a dozen kings' ransoms. Diamonds the size of grapefruits, weapons constructed of adamantite and other superior metals, fine silk clothing, and hundreds of other such items. He will declare that all of this is tribute he was given by others seeking an audience with his father.

During the conversation, Chiron will threaten all manner of cruelty if the PCs do not quickly comply. He claims to have Cronus' ear and offers to put in a good word for them if they respect him by quickly responding to his offer. If they question him, Chiron will ask them why they are disrespecting him when he holds their fate in his hands. All he wants is a "fair" tribute in exchange for an audience with his father.

Blatant dishonesty or disrespect will provoke a severe reaction from Chiron. He will call the character's judgment into question, and double the tribute he demands. He will brook no threat, and will fight if necessary. (Do not take this too far. He won't go so far as to create a situation in which the party would be giving up so much they feel they have to fight him.)

*How do we know you're telling the truth?*

"You don't. I could be lying, but I'm not." (He is lying, he's evil and that's his nature. Leveling with him, opening up to him, or being really sincere will not help in dealing with *this* NPC.)

*What else can you tell us?*

Chiron might be willing to share the following information, depending on how the conversation is going. Be sure to sprinkle falsehoods in with this information.

- The crumbling marble is everywhere here. Do not mention it, as it is considered rude.
- Many tanar'ri are "visiting" with Cronus. He can be a generous host.
- Elendil's colleague Uri was recently involved in combat with the tanar'ri. He does not know how well he fared, though.
- You are pathetic mortals. I could tell you many things, but you would not comprehend them.

After securing as much tribute as he can from the party, he will take them to meet with Cronus. Despite what he offered, he will do nothing to help them when they meet Cronus. This is his way of double-crossing the party.

**Chiron:** Int exc; AL CE; AC -8; MV 15; HD 30; hp 240; #AT 5/2; THAC0 -9; Dmg 5d10+14 (sword), 2d10+14 (long bow); SA none; SD immune to fire and acid, regenerates 25 hit points/round, +3 or better weapon to hit; MR 70%; SZ G (30' tall); ML n/a

Note that Chiron is himself a mortal who voluntarily dismissed his immortality and status as a god ages ago. However, for all intents and purposes, he hasn't changed much. He regenerates like a maniac, and is immune to the things which would prevent him from regenerating.

## Encounter 7: The Cosmic Game

This encounter is divided into 4 acts: PRE-GAME, PHASE 1, PHASE 2, and POST-GAME.

### PRE-GAME

Alter the following if the party chose to fight Chiron, or got here somehow on their own. For example, Elendil may suddenly recall how he traveled here, or come up with something similar to help them get on track. [Remember that magical teleportation is not an option, however.] This encounter contains extensive boxed text, which is best summarized and paraphrased for the players rather than read verbatim.

*Before embarking, Chiron bellows a stern warning. "Theft of the titans' property results in the true death. Your soul will be forfeit. Heed me well... disturb nothing." Without waiting for a response, he turns to leave.*

*Following the enormous centaur, you travel through corridors, which seem to stretch on forever. After passing by untold numbers of colossal urns, tapestries, and other such possessions, many of which are surely priceless, you eventually enter an amphitheatre, which is perhaps a half-mile across. Its dominant feature is a man perhaps 100' tall, sitting in a marble throne which is large even for him. Wrapped around and atop a huge marble pillar beyond him is a serpent-bodied woman with many arms. She displays no visible reaction to your appearance.*

*In the distance, many groups of creatures gather in front of the numerous columns. The areas between some of the columns shimmers with a white light, just as the gates you viewed earlier did. Not surprisingly, the columns are the size and configuration of the gates you guarded not long ago. As you watch, you can see a number of additional figures materialize and charge through the shimmering gates. The*

*tanar'ri are clearly gating in reinforcements and sending them through the gates.*

If a PC has magically-augmented sight (e.g. from *eyes of eagle vision*), provide a more detailed and complete description of marilith, nalfeshnee, and others gating in additional tanar'ri and ordering them through the gates.

Cronus instantly scans the party's minds, to know everything they know.

*A brief, penetrating presence seizes your mind, jarring you. Soon it releases you, as a booming voice echoes off into the distance. Though very loud, the voice is refined and not harsh. "So, you mortals seek the secret of the Carcerian glyph? How ironic... So does the demoness..." He gestures to the creature wrapped around the 50' column beyond him. "She has information which I desire, and has engaged me in a contest, the stakes of which are that which you seek."*

*Continuing, he explains, "I will make you an offer, and I will only make it once. I suggest you accept it... If you will assist me in triumphing in this game I will reveal this secret to you. If you lose, the fiends will obtain it instead. I expect that you will not fail."*

If a PC stole anything from the palace, Cronus will vaporize him and all his belongings on the spot. This harsh result should NOT occur based upon a misunderstanding, or a situation in which the player did not hear Chiron's warning. However, if it does truly happen, it is time to start a new character.

Cronus will answer no questions from the mortals, dismissing them with veiled threats and obvious impatience. He will honor his pledge, even though it isn't his nature to do so, because this will position him better for negotiations with the fiends. Further, he is aware of the Great Machine and how this knowledge can help those who possess it. Lastly, he will truly be entertained watching the reactions of both the fiends and the party as the PCs are "melded" with powerful fiends taken from their own memories.

Cronus is the lord of Mount Othrys, and has near omnipotence here. Consider him to be a near-power like the Lady of Pain, ruler of Sigil. What this means to the PCs is that he can will nearly anything into effect innately, and cannot be harmed unless he wills it. Should a PC threaten or disrespect him, he might decide to seal his mouth over permanently to prevent him from speaking further. Should this occur, ensure that the player role plays properly from this point on,

and does not speak except perhaps through sign language, etc. No spells requiring verbal components may be employed, either. Further, this problem will have to be handled through the use of a *heal* spell before the adventure is over, or be noted on the character's logbook. Do not do this to a character without at least one reasonable warning.

Of course, Cronus could also will the character dead, but he derives more enjoyment from the increased suffering caused by an inability to speak. Besides, he wants to win the cosmic game, and can always snuff the individual later with a wave of his hand. Cronus can also choose to scan another's mind at any time, gaining complete knowledge from this. No magic possessed by the PCs can prevent these divine effects.

Cronus has not shown his displeasure with Cucathne's use of mythological creatures from his domain - yet. He still needs to win the knowledge she is wagering. The introduction of the PCs created an opportunity for him to both turn the tables on her, and respond to her slight in kind.

See JUDGE AID #5: THE COSMIC GAME for details.

When ready to begin play, continue...

## **PHASE 1**

*From out of nowhere springs a huge board, marked into squares of 5' on a side. Gigantic pylons rising out of the air but not touching the ground support this platform.*

*"Just prior to your arrival, Cucathne selected Ravens Bluff plot ST1." Turning to the fiend, he confidently states, "My selection is for rules set 172, variant H." Cucathne hisses forcefully, yet dispassionately, "Variant H has not been used for millennia. You must select from the first 11 octets." She apparently is raising a rules issue of some kind. Cronus quickly parries her line of reasoning, and they debate for a moment before the titan prevails. Without knowing any context it is difficult to understand what they are discussing. Cucathne slithers and winds her serpentine tail around the pillar, evidently in an expression of anger.*

*On the board are a number of figures. Along the side nearest Cronus and Cucathne are a number of figures. (List the figures as described in PLAYER HANDOUTS #3-9.) Near the center is what appears to be a huge mound of mud. On the far side are a*

*number of metal statues. All of the game pieces are quite large.*

Show the players JUDGE MAP: THE COSMIC GAME to ensure they understand before continuing.

*"You will each control a figure on this game board. Your friend Elendil will be the keeper of the essence of your memories, and thus will not participate in the game." At this, a pillar springs up from the ground beneath Elendil, elevating him far above the board, and he seems to be holding a large bottle.*

*"Elendil, I have some news for you regarding your colleague Uri. I will reveal it momentarily." Visibly affected by this news, Elendil looks on hopefully.*

*"Cucathne, for the knowledge you are wagering, I'll add the 'holy sword' of the paladin Uri to my own wager." His disdain for the sword is clear.*

If asked about the essence, Cronus will only reply that it is distilled from their memories. He will not explain what that means, although Cucathne apparently knows. She will complain forcefully yet dispassionately and without emotion, that this is not proper procedure. Cronus will dismiss her series of appeals as "ridiculous," or "nonsense," adding that it pleases him to teach her sponsor a lesson. All of this will be very unclear to the PCs.

Allow the players to select a piece they will play. Hand them each the appropriate handout for their figure, but ask them to keep them face down until all of them have been selected. When all have been selected, they may turn them over and begin to prepare. Any figures that are not chosen disappear when the game begins.

The party will battle together on behalf of Cronus and against the forces of Cucathne (the bronze golems and the hecatoncheires listed below). They should easily outmatch their opponents in this phase of the game. Even so, Cronus does not intend to answer their questions while the game is underway. He is very serious about winning, and any attempts to quiz him while the game is underway will result in terse responses to the effect that they had better not fail.

**Bronze Golems (7):** Int exc; AL CE; AC 4 (bronze plate mail); MV 15; HD 18; hp 80 each; THAC0 3; #AT 1; Dmg 4d10 (sword); SA none; SD +3 or better weapon to hit (all PC-creatures have sufficient hit dice); MR nil; SZ H (12' tall); ML n/a

Treat these as iron golems, such that magical electrical attacks slow them and magical fire attacks

heal one point of damage per die sustained. They are unlike iron golems in two respects: (1) they are made of bronze and thus are slightly easier to hit and are not subject to rust, and (2) they do not have a breath weapon.

**Lesser Hecatoncheires:** Int exc; AL CE; AC 5; MV 6 (but can reach anywhere in the arena); HD 40; hp 320; THAC0 1; #AT 10; Dmg 1d10 each; SA none; SD none; MR 50%; SZ G (50' tall); ML n/a

The original Hecatoncheires (pronounced "Hek-uh-ton-KI-reez") was born to Gaea and Uranus, and it is a bitter enemy of the Olympian gods. This creature is its offspring, born of an unknown mother. It will not communicate or interact with the adventurers other than to attempt to slay them.

## **PHASE 2**

Once this battle is complete, Cronus will push Elendil over the edge. Fully aware of Elendil's mental state, he knows precisely which buttons to push.

*Gesturing toward Cucathne, Cronus dismisses her and she disappears. He then waves his mighty hand in the direction of the distant tanar'ri. They are vaporized in a staccato series of explosions, leaving only a hazy mist where there were hundreds of fiends only seconds ago.*

*Leaning forward in his throne, Cronus focuses his attention on Elendil. "My dear paladin, you have my condolences. Your friend died like a screaming rat at the hands of the tanar'ri. Then they ate him." He chuckles in a deep, rumbling laugh...*

*The news seems to be more than Elendil can bear. "Uri!!!" he shouts, dropping to his knees. Sobbing, he turns his vindictive gaze upon you. "Damn you for bringing me here!" At this he hurls the bottle - the so-called essence of your memories - to the ground. Instantly you can each feel a fiendish intelligence overpower your mind, demanding action. It's time for more combat, this time with your colleagues!*

The shock of the destroyed essence causes the party to lose control and turn upon itself. Those who survived phase one will now experience a control shift such that their fiendish "soulmates" take over primary control, and they must do battle until only one of them remains.

During phase 2, Cronus desires to be entertained. If any of the combatants does not participate during this "free for all," preferring to hang back and allow the others to do all the work, Cronus will administer punishment in

the form of an energy jolt. During the first round this occurs the offender(s) will suffer 10 points of damage, with each successive round incurring twice the damage as the last (10, 20, 40, 80, etc.). Magic resistance will not protect them from this.

Make a note of the winning creature, as it will be related back to the party in a most disturbing way, at the conclusion of the adventure.

## **POST-GAME**

*When the combat is complete, you realize that you are standing atop small marble pillars along one side of the game board, watching the dust settle from your recent combat. Clapping his massive hands together such that the concussions seem to rock the huge chamber, Cronus laughs. Picking up the sword, he holds it between his thumb and index finger, in mock admiration he says, "This is the relic used by the 'great' Uri, paladin and hero." At that he snaps the beautiful two-handed sword in half. With a flash of white light and an almost human shriek, both pieces of the relic clatter at your feet. "You may also keep these trinkets lost by the marilith. I know you will use them against the fiends, and I desire this."*

*A number of items appear near you. Smiling slightly, Cronus continues. "Besides, your thoughts revealed far more about your plight than you realize. You'll need these items..."*

Cronus pauses only briefly to allow the party to acquire the items before continuing.

*Speaking rapidly, the gargantuan being continues. "Pay attention, mortals, as I will only say this once. The black and white chain is a physical representation of the power of this plane. You may not have bargained for my game, nor for what I have gained from it, but here you are within my power. Elendil told you that you are trapped here and may not leave without my permission. He was right that you are trapped, but only by his deception. He also did not mention that it was his cowardice that caused his party to die and Uri to fall into my hands. Yes, this chain was forged by Elendil and by all those who deceive, for **DECEPTION STEELS THE CHAINS OF BONDAGE**. Remember that, mortals."*

*Elendil falls to his knees, overcome by the consequences of his own deceptions and actions.*

*Cronus gestures toward the nearest gate, his face taking on a twisted sneer. "NOW BE GONE - SILENTLY - before I decide to keep you for my*

***further entertainment!” Directly ahead of you, the Astral plane is visible through one of the portals.***

If the party takes its time leaving for any reason, he will wave his gargantuan hand and they will be whisked through the gate. The first character who behaves disrespectfully toward Cronus will find that his mouth has been permanently sealed. Such an individual will have no lips or facial features beneath his nose, and a *heal* spell will be required to correct this. (He could do much worse... Never argue with an evil god in his own realm!)

## Conclusion

The party arrives through the same gate they defended.

***After passing through the gate, you find yourselves in the Astral plane near the portal you defended earlier. A great many battle-weary adventurers and gith are here, many of them injured or dead. A cheer goes up, celebrating your success. Soon, the defenders of the other portals pick it up, their cheers creating a distant echo unlike you’ve ever heard before.***

***As you look behind you to the collapsing gate, you are surprised by a ghostly image from Carceri. You see Cronus bending down to pick up Elendil when suddenly appearing next to him is a tall black-skinned male elf with curly black hair. He wears a grey toga with purple trim and a featureless Silver Mask covering his face. This figure, in a surge of energy, rushes toward Elendil. Elendil’s body bends and floats toward the Silver Mask as if in a vacuum. Just as the gate closes, you see the Silver Mask absorb the entirety of his body and wink out of existence. With that, the gate closes leaving you floating in the silvery void.***

They may return home in a number of ways:

- The party can return using its own resources (*plane shift, teleport without error*, etc.)
- A color pool within the githzerai fortress leads to Lady DeVillars’ estate. A’rinthorm will escort them to it if they provide him with the information, or persuade them that they truly need his help to go home.
- Lithurriel can get them home using spells or innate abilities listed above, or in the case of the githzerai, taking them to an appropriate color pool.

Before the party leaves the Astral...

***Once again, the ghostly visage of Lithurriel, the Planetary appears in the silvery void before you.***

***“Well, do you have something to share?”***

She will happily take their information about the Carcerian relic, the black and white iron chains. She does not know anything about Silver Mask other than he has interest in the Great Machine as well. She will be disturbed to hear the news about Elendil. However, she will happily give the PCs her favor once again in exchange for the information.

As you conclude the game, read the following to the players:

***Soon after arriving in Ravens Bluff, you note that town criers have been dispatched to carry news. It seems that monstrous creatures destroyed the Ministry of Art, almost totally razing it to the ground. Talk around town focuses on reports of a battle between a huge, many-armed earthen beast and a variety of hideous fiends who slew it and a number of metal statues before turning on each other. It seems that when it was all over, only (describe the winner of the Cosmic Game battle) remained. As you listen to the description of what happened, the story seems all too familiar. Worst of all, your sponsor was killed and his body was devoured. Master Fire is no more...***

At this point the PCs are likely to have questions about what occurred in Ravens Bluff while they were away. If there is sufficient time, please make them roleplay this. If not, summarize it in terms of what their characters would learn.

What happened, of course, is that the Ministry of Art was “totaled” by fiends - the very fiends who shared consciousness with the PCs. You can ad lib details of the goristro pounding through the walls, or the marilith slicing the employees at the Ministry, etc.

A paladin or other holy character should seek to atone for his inadvertent involvement with fiends in this adventure. This is to be encouraged, and the character’s willingness to do so should be considered when awarding role-playing experience. The *atonement* spell is sufficient to assuage the character’s guilt because he is truly repentant AND was not in command of his own will. This spell is readily available at most temples within the city.

A brief examination of the weapon will reveal nothing definitive about its powers, but divination spells will indicate that it is clearly a lawful goodly-aligned device

with high amounts of residual magic. If taken to a temple, those in charge will offer to accept it on a PC's behalf, and will inform them that the best hope of repairing it lies with the Wizards Guild since they have the most knowledge about repairing broken weapons. If the party treks to the Wizards Guild and seeks an audience with Simon Regulus, he will offer that he may be able to repair the holy sword of Uri.

The Ministry of Art building has been destroyed, and if the party goes there, they will find a major operation going on to haul off pieces of the building and recover the bodies. No one there is interested in talking, and will refer the party to the Wizards Guild. Other institutions will likewise direct them to the Wizards Guild.

The Wizards Guild will return to the party saying the powers of the Holy Sword could not be restored, but it did take on the enchantment of a *two-handed sword* +3, *defender*.

## The End

## Experience Point Summary

Add up the values for each point listed, award discretionary experience for character portrayal and roleplaying, and give this amount to each PC.

### Encounter 2: The Grand Melee

Per Rutterkin slain (non-combatants)	-0-
Per Nabassu slain	1,400 xp
Per Vrock slain	2,700 xp
Per Glabrezu slain	2,000 xp
---> Maximum Award (tier 6)	29,500 xp
---> Maximum Award (tier 7)	34,200 xp
---> Maximum Award (tier 8)	38,900 xp

This award is earned even if a *wish* is required to save the party, since its wording is such that they recall and have learned from this combat. Do not award xp for opponents not slain entirely by the party.

### Encounter 5: Ballooning

Successfully Protecting the Balloon	3,000 xp
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### Encounter 5A: Challenges of the Cage (OPTIONAL)

Per Troll Slain (2 per tier)	200 xp
Per Kelubar Slain (2 per tier)	2,400 xp
Slaying the Othrysiian Dodecahydra (1)	8,000 xp

### Encounter 6: The Crumbling Palace

Fighting Chiron	-1,000 xp
Penalty for Disturbing Anything	-1,000 xp

### Encounter 7: The Cosmic Game

Prevailing over the Opponents	7,000 xp
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### Conclusion

Reporting to the Authorities:

1) Secret of the B/W Chains	250 xp
--> Obtained in Encounter 7	
2) Knowledge about Trade in Sigil	250 xp
--> Obtained in Encounter 4	

Roleplaying Experience:	0 – 500 xp
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### **Total Possible Experience**

---	40,500 xp possible (TIER 6)
---	45,200 xp possible (TIER 7)
---	49,900 xp possible (TIER 8)

Note: the total experience award may not exceed tier maximum even if the party needlessly fought opponents in optional ENCOUNTER 5A.

## Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the

criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

### **Encounter 8: The Cosmic Game**

*Figurine of wondrous power: hecatoncheires:* This tiny statuette appears to be a wide-bodied humanoid with many arms. Once per day it may be tossed down and a command word spoken, causing it to become a living creature. It instinctively obeys and serves its owner. When it dies, it reverts to its figurine form and cannot be used again for one month. [Int semi; AL N; AC 5; MV 12; HD 5; hp 25; THAC0 15; #AT 10; Dmg 1d2 (x10); SA none; SD none; MR nil; SZ M (6' tall); ML n/a.]. Restricted to Living City high level games only.

*Cloak of protection +3*

*Philter of glibness*

*Potion of vitality (6):* Six *potions of vitality* in a single container

*Potion of extra healing (6):* Six *potions of extra healing* in a single container

*Purse of tithing:* Usable only by a lawful good priest or paladin, this small purse is made of black velvet, closed with a drawstring. Any coins, gems, or treasure placed in the bag are instantaneously teleported to the character's church or other charitable institution, so long as it is on the same plane when used. The character keeps a small chip of stone, wood, or glass from the designated institution in the bottom of the bag to indicate the destination. Once it is attuned to a certain church, it is no longer considered the property of the PC. Thus, it does not count against a paladin's 10-item limit. Its dimensions when laid flat are 4" x 4", and it otherwise has a normal capacity of 20 gp.

*Urn of titanic holding:* This finely crafted 6" diameter receptacle is etched with the images of several athletic figures sprinting. Constructed of pottery, it operates similarly to a *bag of holding* of the largest size. Although its aperture is only 6" across and it weighs just 5 pounds at all times, it opens into an extra-dimensional space with a capacity of 1,500 pounds and a volume of 250 cubic feet. As it is pottery it saves as

normal ceramic on the item saving throw table; it has no save bonuses. It also has to save vs crushing blow whenever the person carrying it falls more than 20 feet. Restricted to Living City high level games only.

*Talisman of fiend summoning (8):* Fashioned from the leg bone of a farastu gehreleth and boiled in its ichor, this rough cylindrical black trinket is 6" long and weighs less than a pound. Each charge summons 1 tanar'ri of 9 or fewer hit dice, typically a chasme or babau, but according to judge wishes. Due to its creation in the manner of a spell key, summoned creatures are not free-willed and remain under the control of the caster for 12 rounds, at which time they disappear. They cannot gate in additional creatures, but will otherwise obey so long as both they and the caster remain on Carceri. It must be activated when on Carceri; it does not work on other planes. Restricted to Living City high level games only.

*Ring of spell storing:* Worn for decades by the fallen paladin, Uri the Unrelenting, this polished mithril band may be used to store ONLY the following spells. It has the additional property that these spells operate at the 10th level of ability regardless of the level of the caster who stored them: *light, warp wood, neutralize poison, cure critical wounds, flame strike*. The ring only works for characters currently able to cast priest spells when the ring is worn. Restricted to Living City high level games only.

### Conclusion

*Two-handed sword, +3 defender.* Restricted to Living City high level games only.

Favor of Lithuriel (one per PC): The character named above has earned the favor of Lithuriel the planetar. In return, the character can invoke Lithuriel's aid once for one of the services listed below. Some services require two or more favors. Spell-like abilities are cast at 14<sup>th</sup> level. The character does not have to be conscious to use these abilities on himself. Each certificate counts as one favor.

- This can be used to do one of the following effects: Neutralize Poison, Cure Critical Wounds, Cure Disease (even Lycanthropy and Mummy Rot), Abjure, or Remove Curse. Choice is made at time of use.
- Lithuriel uses her influence in Sigil to get the character cleared of charges. The character is no longer restricted from entering the City of Doors.

Two favors can be used to have Lithuriel cast one of the following: *raise dead, heal, or blade barrier*. Three favors can be used to invoke a *fire storm, a holy word, or a resurrection*.

This favor cannot be given to anyone else, but it can be used for someone else. Restricted to Living City high level games only.

### **Fame Awards**

Award one fame point in City Government for successfully completing the adventure. This does not apply if the party fled the grand melee in the Astral plane, in which case they will receive an infamy point because of the burden it imposed (or could have imposed) on the forces of Ravens Bluff.

### **Knightly Awards**

Note that in this event, both a chivalry point and knightly honor may be earned, but must not be awarded unless earned.

Knights, squires, and knight-squires may earn one chivalry point for accepting, remaining faithful to, and completing this mission. Merely being present is not cause for this award, as the PC must contribute - to the best of his ability - to the success of the mission in a manner which is consistent with his or her knighthood.

### **Possible Negative Chivalry Points**

Knights, squires, and knight-squires who failed to respond to the mayor's demand for their service, or who were disrespectful receive a negative chivalry point.

In addition, those who fled the grand melee in the Astral plane may receive a negative chivalry point. Master Fire impressed upon them how important it would be to stay. If you feel that the individual behaved in any way dishonorably (such as by leaving his party in jeopardy to save his own life, or ignoring the intent of his orders), you must make this award.

### **Knightly Honors**

No knight or squire may receive more than one honor from this tournament. Further, no knight or squire may receive both a chivalry point AND an honor; one or the other only. Award whichever is most appropriate.

Gold Cloak Pin: A gold symbol of the knight's current order. This is awarded to a knight who sacrificed his own life so that a vital mission for the safety of Ravens Bluff would succeed. Any knight or squire who died in the Astral battle will receive the Gold Cloak Pin.

Griffon Feather Necklace: For reckless courage that inspires others to accomplish a great victory over a powerful enemy. If a Griffon knight or squire recklessly inspires his comrades to victory in either the Astral

battle or with the Othryisian Dodecahydra, he will receive this honor.

Blood Cloak: Awarded to a Griffon Wing Knight who, single-handedly, defeats a creature of legendary status. If a Griffon Wing Knight single-handedly defeats the Othryisian Dodecahydra, she receives this honor.

The Light of the Silver Flame: This round pin is made of a ruby backed with gold. The center of the backing has a piece of silver in the shape of a flame. This honor is given to a knight who single-handedly defeats a powerful, evil, extra-planar creature. This creature must have been greater or equal to the knight in level and hit points. The knight did not have to be alive at the end of the battle. If a Phoenix Knight of the Order of the Silver Flame single-handedly defeats the Othryisian Dodecahydra, she receives this honor.

## Judge Aid #1: the Astral Plane

The Astral is a plane of transit, a planar link between the prime material and outer planes. Another view is that it is not really a plane at all, but rather the void between all true planes. It is a realm of the mind which touches the Prime Material Plane as well as the first layer of each outer plane at all points. Lastly, it is the scaffolding upon which the true planes were built.

The Astral appears as a bright, well-lit grayness that extends endlessly in all directions like a thick, silver atmosphere. Although very big objects can be seen at great distance, both vision and hearing have effective ranges of 200 yards. Of the few breaks in this infinite silver expanse, the most common are conduits to/from other planes, along with small islands of matter which have broken off from their native dimensions. A very rare occurrence is the forgotten husk of a dead power. The Githyanki fortress in this adventure is built within such a structure.

The Astral plane is gravitiless and directionless. Objects have mass but not weight, so that they can be thrown at normal velocities. There is no up or down, or magnetic directions. There are only reference points. Further, concepts such as space, distance, time, movement, body, and even plane itself exist only as perceptions, not necessarily as reality.

The Astral plane may be traveled either physically or via *astral projection* magic. All creatures in this adventure are physically traveling, so the projection rules may be ignored for this tournament. Physical travel involves physically moving into the Astral plane, bringing along all of one's possessions. As occurs when traveling to the true planes, travelers and their possessions are translated into Astral material. That is, they are translated into constructs of the mind, composed only of mental energy. In this tournament, the PCs enter through a metallic-silver color pool (a form of Astral conduit).

Time does not pass on the Astral plane. As a result, poison and aging attacks are ineffective and potions are permanent on the Astral plane. However, when a visitor returns home, all the time that he missed instantly catches up with him (although hungry, the visitors will not suffer from starvation). **For purposes of this tournament, ignore any time paradoxes which may occur.**

### Movement

Visitors to the Astral plane must become acclimated. Movement is accomplished in either of two ways, only one of which may be used in a single round:

1) Physical: accomplished by pushing off of objects, movement continues indefinitely at the following rates per round, all of which can be negated by force of will:

- A large object pushing off of a small object moves 10 feet per round, regardless of the rate of the small object. For example, a man firing an arrow moves backwards 10' per round.
- Two similarly sized objects pushing off each other each move at a rate equal to ½ the total intelligence involved.
- A small object pushing off a large object moves at a speed equal to its intelligence. The large object moves in the opposite direction at a rate of 10' per round.

2) Mental: accomplished by concentrating on where to go, with a movement rate equal to one's intelligence (measured in yards). This movement is similar to the *fly* spell, although sudden stops and maneuvers require a successful intelligence check. Once engaged in melee, differences in combatant speed will probably not make much difference. Rules for long distance travel do not apply for this adventure.

### Combat

Combat is governed by weightlessness and mentally-controlled movement.

#### Armor Class alterations:

- 1) Dexterity provides no bonus. Instead Wisdom score is used to determine defensive adjustment on the Dexterity table.
- 2) Magical armor and protective devices are reduced in effectiveness by 1 bonus point (see the subsequent section entitled "Effects on Magical Items" for more detail).

#### Attack and Damage alterations:

- 1) Strength provides no bonuses. Instead the Intelligence score is used to determine these on the Strength table.

#### Missile Fire alterations:

- 1) Dexterity provides no bonus. Instead Wisdom is used to determine missile attack adjustment on the Dexterity table.
- 2) Those from planes with gravity suffer a -2 penalty on all their shots.

- 3) All ranges are double their prime material equivalents.
- 4) Beyond long range, all missiles miss their targets and continue moving until they strike something.

Engagement in melee can occur from above and below, as well as from the sides. The maximum numbers of attackers are:

<u>Defender</u>	<u>Size</u>	<u>Size of Attackers</u>		
		<u>S</u>	<u>M</u>	<u>L</u>
S	8	6	3	
M		12	8	6
L	18	12	8	

Individual orientation is self-determined and can change each round. The “higher” opponent is usually granted a +1 THAC0 bonus, unless the combatants have opposing orientations (i.e. they are both “above” each other).

## Character Class Considerations

### Wizards

- 1) Spells cannot be recovered normally due to the slow passage of subjective time.

### Priests

- 1) Unless his deity resides in the Astral plane, the priest must find a plane with faster time flow to regain spells. None of the Forgotten Realms deities resides in the Astral plane.

### Rogues

- 1) The chance to hide in shadows is virtually 0%, since light comes from the Astral plane itself.
- 2) The chance to move silently is virtually 100%, unless the PC purposefully moves in such a way as to create noise.
- 3) The ability to *climb walls* is usually of little value since most movement is by mental concentration. However, it can be used to move over an object’s surface without pushing off into space.

### Rangers

- 1) Can still surprise others normally, but lose their advantage against being surprised.
- 2) Tracking skills are only useful on solid objects.

## Effects on Magical Items

- 1) **IMPORTANT: Weapons, armor, and protective devices (except those which confer a particular armor class) are reduced by one magical bonus point.** This applies to attack, damage, AC, and saving throw protection.

- 2) Potions normally have the viscosity of ketchup and tend to cling to the sides of solid containers (such as vials but not wineskins), requiring 1d4 rounds to consume. Solid containers also have a 5% chance of causing choking which loses the effect of the potion. Magical oils are applied by dipping a finger into them and allowing them to flow over the user for a round.
- 3) Magical items are subject to the magical effects listed in the next section. For example, items involving extraplanar space, such as a *bag of holding*, do not function.

## Effects on Magical Spells

This magical plane is one in which spells are easily cast. Spells which have casting times of less than a round are reduced by one segment. Those spells which normally require more than one round only require one round to cast here.

All spell ranges are increased by 50%. Further, the duration of mind-affecting spells is increased by 50%, and a -1 penalty to saving throws applies (if such is allowed).

The modifications for each wizard school are listed below. Priest spells behave similarly, but function only if the cleric’s deity resides in the Astral, Prime, or Outer planes. Spells from the priest creation sphere behave like wizard alteration spells. Priest spells from the divination, necromancy, and summoning spheres behave similarly to spells from wizard schools of the same name.

Abjurations - work normally, but cannot affect the fabric of the Astral plane itself, which overwhelms all spells. For example, a *dispel magic* spell could disrupt a spell effect but would not disrupt the astral properties in its area of effect.

Alterations - have the following qualifications:

- 1) Spells that deal with physical matter, time, or space must behave according to general rules for this plane.
- 2) Spells cannot contact the ethereal or inner planes, or make use of extradimensional space.
- 3) Objects that are animated by alteration spells have an intelligence of 0 for movement purposes.
- 4) Spells can modify existing conditions, but cannot call conditions into existence.
- 5) Teleportation spells do not require the caster to arrive with his feet on something solid. Since gravity does not exist in the Astral plane and there is no concept of standing, per se, this restriction

does not apply here. The Astral is the plane of the mind, and mental orientation is sufficient to qualify as standing.

**Conjurations/Summonings** - are 25% likely to fail, and:

- 1) Creatures of the Outer planes are aware of how the Astral plane functions and will not move into spells which ensnare, subjugate, or harm them.
- 2) *Monster Summoning* spells can call creatures from the Prime or Outer planes.
- 3) Spells which call for the direct intervention of a power work only if it is native to the Astral plane. No Faerunian deities are native to the Astral plane. Other deities may be beseeched but are reluctant to involve themselves.

**Divinations** - operate normally, with exceptions:

1. *Detect magic* causes the entire plane to radiate (due to a flaw in the spell), although with a little effort it is possible to detect other magic against this background.
2. *True sight* reveals the infinite nature of the plane, possibly overwhelming the caster (with a 100% - 5%/viewer level chance of being stunned for 1d4 rounds) when first used.

**Enchantments/Charms** - operate normally with exceptions:

- 1) The target creature(s) must be present in the plane.
- 2) Extra-dimensional space cannot be called into being or manipulated.

For example the *feblemind* spell works normally, resulting in an intelligence of zero for purposes of movement and combat.

**Evocations/Invocations** - operate normally except that materials created by evocation spells have physical properties appropriate to the Astral Plane. Exceptions are those spells which deal directly with matter.

**Illusions/Phantasms** - very effective in the Astral environment since they may well be more believable here...

- 1) Illusions are 30% likely to be usurped by “floating thoughts”, which randomly alter them.

**Necromancies** - n/a

## JUDGE AID #2: The Eternal Prison

The first layer of the prison known as Carceri is Othrys, and the realm in which the adventure leads is known as Mount Othrys.

The Red Prison, also called the Great Cage and many other things, is a place of darkness and despair, of passions and poisons, of betrayal greater than the heavens above. Treachery is the watch word in this place that breeds despair, betrayal, and self-hatred. Getting into Carceri is easy enough, but getting out is another matter. The “dark” is that a body who is intentionally imprisoned here can only escape when he’s become stronger than whatever imprisoned him. The Titans have been held here for eons, imprisoned by the Olympian gods.

Carceri is one of the prime staging areas and battlefields of the blood war. Tanar’ri generals come here to conscript troops, and draft others they come across into their army.

### **REALM: Mount Othrys**

The following is paraphrased from the “Planes of Conflict” boxed set, Liber Malevolentia book.

Character: Scheming and plotting are the blossoms of the flower of revenge.

Powers: Mount Othrys, as home to the Titans, holds immeasurable power in its walls. The mightiest Titan is Cronus, the father of the current Greek powers. Though he’s the youngest of the Titans, he served as their leader after overthrowing their despotic father, Uranus. He was jealous of his power in the young days of the world, and he’s even more fearful of his position now. He rules his 10 brothers and sisters with an iron hand, trying to keep them from plotting against him. As a plotter himself, he’s constantly watchful for the machinations of his siblings.

Every visitor to the realm is encouraged to seek out Cronus in the central throne room. If a body fails to present himself to Cronus, the Titan knows it, and decrees some nasty form of doom to fall on the offender’s head. Once a body’s in the throne room, Cronus examines the traveler’s thoughts to make sure the fellow hasn’t been sent by the Olympians or fellow Titans on some evil plot to discredit him.

Description: Mount Othrys rests on the mountains of two different orbs. The mountains are each 50 miles tall, and nearly touch at the tips. Wedged in between

the two is the marble palace of the Titans. It’s a truly titanic affair, with white marble columns, amphitheaters, and a view that has to be seen to be believed. The palace maintains its own plane of gravity. Though its entrance is upward, a traveler’s frame of reference suddenly shifts so that he’s approaching it dead on.

The palace is constructed of white marble, but it’s slowly crumbling to pieces. White marble can’t be found on Carceri, and the titans have no way to escape the confines of their prison to fetch more, so they have to watch their handiwork disintegrating before their eyes. It’s a horrible feeling for them, and it makes them that much more furious at the Olympian gods who imprisoned them here. Most of the Titans have gotten used to the effect, and they willfully turn their gazes elsewhere. It rouses their ire when someone else comments on the dilapidation, and they’ll likely destroy anyone foolish enough to draw their attentions to it - even if that leatherhead has a plan to repair it. The sight of the palace rouses feelings of despair in those who watch it too long.

Plenty of creatures from Greek legend inhabit the area around the palace, and the Titans encourage their growth. The Titans make a few of these special pets, and woe unto anyone who kills one.

Tanar’ri high-ups also occasionally visit Mount Othrys, hoping the Titans will lend their considerable might to their side of the Blood War. While the Titans treat the fiends with respect (on the surface, at least), it’s only because they’re hoping that some Abyssal secret may be their way off the plane of their imprisonment.

### **Effects on Magical Items**

1. **IMPORTANT: Weapons, armor, and protective devices (except those which confer a particular armor class) are reduced by TWO magical bonus points.** This applies to attack, damage, AC, and saving throw protection. Those adversaries in this tournament which require magical weapons to hit must consider this penalty.
2. Magical items are subject to the magical effects listed in the next section. For example, *wands of conjuration* will summon creatures native to Carceri, as do the *Monster Summoning* spells.

## **Effects on Magical Spells**

Magic on Carceri demonstrates chaotic tendencies, and a key thing to remember is that magic which is used for selfish purposes at the expense of others functions at maximum effectiveness, subject to the rules below.

1. **Alteration** spells always produce the most evil result possible, and those which can't actually produce evil always manifest in a hostile way (e.g. flames writhe into tortured faces, symbols twist into screaming faces, etc.). Space-transversing spells such as *teleport*, *teleport without error*, *dimension door*, *dimensional folding*, etc. do NOT work without a spell key. The innate teleport ability possessed by fiends is a spell-like ability, and not subject to this restriction.
2. **Conjuration/Summoning** spells do in fact call the creature summoned by the spell (even if not native!), but the creature is not bound by the spell. Summoned creatures aren't specifically hostile, although intelligent ones almost always will be. Typically, however, the caster must bribe them to avoid being torn to pieces.
3. **Divination** spells require the sacrifice of a comrade. The spell takes shape in the spreading pool of the poor sod's blood. It's for this reason that diviners are universally hated on Carceri and bonds of treacherous friendship form between those who practice the forbidden art.
4. **Necromancy** which provide healing function at half of their normal power. Those that create undead or cause damage, are much more efficacious. Raised undead are automatically free-willed, and may well choose to attack the caster. Damage-causing spells grant a bonus of +1 per level of the caster to the damage caused.

The following spells require contact with the inner planes and will not function: *aerial servant*, *chariot of sustarre*, *conjure earth elemental*, *conjure elemental*, *conjure fire elemental*, *demishadow magic*, *demishadow monsters*, *distance distortion*, *elemental swarm*, *energy drain*, *estate transference*, *etherwalk*, *invisible stalker*, *Khazid's procurement*, *Leomund's secret chest*, *Lorloveim's creeping shadow*, *Lorloveim's shadowy transformation*, *major creation*, *minor creation*, *negative plane protection*, *reflecting pool*, *restoration*, *shades*, *shadowcat*, *shadow engines*, *shadow magic*, *shadow monsters*, *shadow walk*, *summon shadow*, *vanish*.

## Judge Aid #3-Planar Reference Tables

*(Taken from the Planewalker's Handbook)*

### TABLE I: WIZARD SPELLS WITH PLANAR PATHWAYS AND EXTRADIMENSIONAL REQUIREMENTS

Astral (Cannot be cast on the Inner Planes, the Ethereal, or layers of planes separated from the Astral)

*Astral spell*  
*Duo-dimension*  
*Find familiar\**

Ethereal (Cannot be cast on the Astral or Outer Planes)

<i>Conjure elemental**</i>	<i>Etherealness,</i>	<i>Shadowcat,</i>
<i>Conjure elemental-kin,</i>	<i>Invisible stalker</i>	<i>Shadow form</i>
<i>Demishadow magic</i>	<i>Leomund's secret chest</i>	<i>Shadow magic</i>
<i>Demishadow monsters</i>	<i>Lorloveim's shadowy</i>	<i>Shadow monsters</i>
<i>Detect phases</i>	<i>transformation</i>	<i>Shadow walk</i>
<i>Dimension blade*</i>	<i>Major creation</i>	<i>Summon shadow</i>
<i>Distance distortion</i>	<i>Minor creation</i>	<i>Vanish</i>
<i>Energy drain</i>	<i>Phase door</i>	
<i>Estate transference,</i>	<i>Shades</i>	

Dual (varies)

<i>Banishment</i>	<i>Ensnarement</i>	<i>Succor</i>
<i>Contact other plane</i>	<i>Hornung's random dispatcher**</i>	<i>Vision</i>
<i>Demand</i>	<i>Magic mirror</i>	
<i>Dismissal</i>	<i>Reincarnation</i>	
<i>Drawnij's instant summons</i>	<i>Sending</i>	

Extradimensional (Cannot be cast on the Astral Plane [and possibly some Ethereal demiplanes])

*Deepockets*  
*Maze*  
*Mordenkainen's magnificent mansion*  
*Rope trick*

\* *May or may not cross planar pathways, depending on the creature called.*

\*\* *Remember that with the proper spell key, the mage summons a pseudoelemental as described above.*

**TABLE II: PRIEST LEVEL LOSS BY PLANE (QUICK REFERENCE)**

<i>Deity's Plane</i>	<i>Priest's Plane</i>	<i>Loss</i>
<i>Astral</i>	<i>Outer Planes</i>	<i>0</i>
<i>Astral</i>	<i>Prime or Sigil</i>	<i>0</i>
<i>Astral</i>	<i>Ethereal Plane</i>	<i>-1</i>
<i>Astral</i>	<i>Inner Planes</i>	<i>-2</i>
<i>Ethereal</i>	<i>Inner Planes</i>	<i>0</i>
<i>Ethereal</i>	<i>Prime or Sigil</i>	<i>0</i>
<i>Ethereal</i>	<i>Astral Plane</i>	<i>-1</i>
<i>Ethereal</i>	<i>Outer Planes</i>	<i>-2</i>
<i>Inner Plane</i>	<i>Ethereal, Prime, or Sigil</i>	<i>0</i>
<i>Inner Plane</i>	<i>Astral Plane</i>	<i>-2</i>
<i>Inner Plane</i>	<i>Outer Planes</i>	<i>-3</i>
<i>Inner Plane</i>	<i>adjacent Inner Plane</i>	<i>0</i>
<i>Inner Plane</i>	<i>other Inner Plane</i>	<i>varies</i>
<i>Outer Plane</i>	<i>Astral, Prime, or Sigil</i>	<i>0</i>
<i>Outer Plane</i>	<i>Ethereal Plane</i>	<i>-2</i>
<i>Outer Plane</i>	<i>Inner Planes</i>	<i>-3</i>
<i>Outer Plane</i>	<i>adjacent Outer Plane</i>	<i>0</i>
<i>Outer Plane</i>	<i>other Outer Plane</i>	<i>varies</i>
<i>Prime</i>	<i>Ethereal or Astral</i>	<i>0</i>
<i>Prime</i>	<i>other prime world or Sigil</i>	<i>0</i>
<i>Prime</i>	<i>Outer or Inner Planes</i>	<i>-1</i>

**TABLE III: MAGICAL ITEM BONUS LOSS BY PLANE (QUICK REFERENCE)**

<i>Astral</i>	<i>Outer Planes or Prime</i>	- 1
<i>Astral</i>	<i>Ethereal Plane</i>	-2
<i>Astral</i>	<i>Inner Planes</i>	-3
<i>Ethereal</i>	<i>Inner Planes or Prime</i>	-1
<i>Ethereal</i>	<i>Astral Plane</i>	-2
<i>Ethereal</i>	<i>Outer Planes</i>	-3
<i>Inner Plane</i>	<i>Ethereal Plane</i>	- 1
<i>Inner Plane</i>	<i>adjacent Inner Plane</i>	- 1
<i>Inner Plane</i>	<i>other Inner Plane or Prime</i>	-2
<i>Inner Plane</i>	<i>Astral Plane</i>	-3
<i>Inner Plane</i>	<i>Outer Planes</i>	-4
<i>Outer Plane</i>	<i>Astral Plane</i>	-1
<i>Outer Plane</i>	<i>adjacent Outer Plane</i>	- 1
<i>Outer Plane</i>	<i>other Outer Plane or Prime</i>	-2
<i>Outer Plane</i>	<i>Ethereal Plane</i>	-3
<i>Outer Plane</i>	<i>Inner Planes</i>	-4
<i>Prime</i>	<i>Ethereal or Astral</i>	- 1
<i>Prime</i>	<i>Outer or Inner Planes</i>	-2

Note that items forged on the Astral or the Outlands lose only - 1 on all the Outer Planes (since they're adjacent to all of those planes), making them some of the most useful items around when adventuring on the Great Ring. For a complete chart of all planar changes to magical items, see page 157.

Items reduced to +0 bonuses are still magical and can strike creatures vulnerable only to magical weapons. They register as magical when subjected to detect magic spells, and are still generally extremely sturdy and finely crafted. Items that have additional powers lose such powers when the item's bonus falls to +0, so a defender sword +4 with the special ability to detect sloping passages loses the defender ability and the power to detect sloping passages at this point. A weapon with two sets of bonuses, such as a sword +1, +4 vs. lycanthropes, uses the higher bonus to determine the loss of additional powers. As a final note, cursed items with negative bonuses aren't affected in any way by planar travel.

**TABLE IV: ORDER OF OUTER PLANES (LOOPING AROUND)**

*Limbo*  
*Pandemonium*  
*Abyss*  
*Carceri*  
*Gray Waste*  
*Gehenna*  
*Baator*  
*Acheron*  
*Mechanus*  
*Arcadia*  
*Mount Celestia*  
*Bytopia*  
*Elysium*  
*Beastlands*  
*Arborea*  
*Ysgard*

## Judge Aid #4: Party Planar Alterations Sheet

<u>Character Name</u>	<u>Armor Class</u>	<u>Saving Throw</u>	<u>Magical Weapon(s)</u>
	<u>Astral / Carceri</u>	<u>Bonus</u> <u>Astral / Carceri</u>	<u>Astral --&gt; decrement by -1</u> <u>Carceri --&gt; decrement by -2</u>
1)	/	/	
2)	/	/	
3)	/	/	
4)	/	/	
5)	/	/	
6)	/	/	
7)	/	/	

**Note: before beginning play, ask the players to provide the following information for their characters:**

- 1) Intelligence
- 2) Wisdom
- 3) All items, magical and otherwise, which enhance their armor class or saving throws.

Use this information to complete the table above.

### Determining Planar Modifications

When traveling the planes away from the plane of their enchantment, magical items which contain a “plus” value attenuate. For each plane removed, these items lose one “plus” value. The Astral Plane is one plane removed from the Prime Material plane, while Carceri is two planes removed. Effects on “plus-based” magical items are described below. Note that items reduced to +0 lose all other powers, since although they are still magical, their secondary powers are subordinated to this attenuation.

**Armor Class** is worsened in that all magical protection items (such as enchanted armor, shields, rings/cloaks of protection, etc.) each have their bonuses reduced. On the Astral the penalty for items originating on the Prime Material plane is one magical “plus”, while on Carceri the penalty is two. Devices which confer a particular AC (e.g. *bracers of defense*) are unaffected.

**Saving Throw Bonuses** are also reduced by the same factor. On the Astral the penalty for items originating on the Prime Material plane is one magical “plus”, while on Carceri the penalty is two.

**Magical Weapons**, like other magical devices, these are similarly reduced by one “plus” while on the Astral, and two “pluses” while on Carceri. Therefore, THAC0 and damage bonuses are similarly worsened when traveling the planes.

Importantly, there are exceptions to these guidelines (such as the *planar voyager* short sword and *long sword of the planes*). Weapon bonuses can also be magically altered by such things as *oil of sharpness* or *oil of impact*.

Note that not every weapon was enchanted on the Prime. For example, if a PC possesses an item which was enchanted on Carceri itself, it would not suffer any penalty while on this plane.

## Judge Aid #5: the Cosmic Game

**Setup and Background:** As the party enters the Amphitheatre, Cronus is engaged in the 5th round of this game with the marilith Cucathne, who obtained this game of the gods along with training to an expert level by Asphometh, a rogue baatezu. Cucathne traveled here as part of a bargain with Asphometh, to offer entertainment to Cronus and win the opportunity to use Carceri as a staging area to launch an attack on the Tah'Darr fortress. This bold maneuver intrigued Cronus, who was impressed not only with the grand entertainment, but also the knowledge that they wagered. Cucathne has used rules which were heretofore unknown to Cronus, and has unintentionally slighted him by involving his own realm's creatures in the game against him. Through these maneuvers Cucathne has won the ability to stage her attack, but she stands to lose it if defeated by Cronus. The party's arrival has given him the avenue he needs to reverse the game and repay Cucathne for her minor insolence.

**Dimensions:** This arena is sized to fit appropriately on a small (17" x 22") battle mat, using standard 25mm scale (one inch = five feet). The walls, floor, and ceiling are sealed with an invisible barrier of force within which the characters must remain. The ceiling height is 50', such that the Hecatoncheires towers to its limits.

**Rules:** Rules are of no consequence to the PCs as they are simply pawns in the game. They will hear snippets of the rules without context, from Cronus and Cucathne. Suffice it to say that there are thousands of rules and the judge should portray the immensity of the body of rules as well as the irrelevance of understanding them to the PCs.

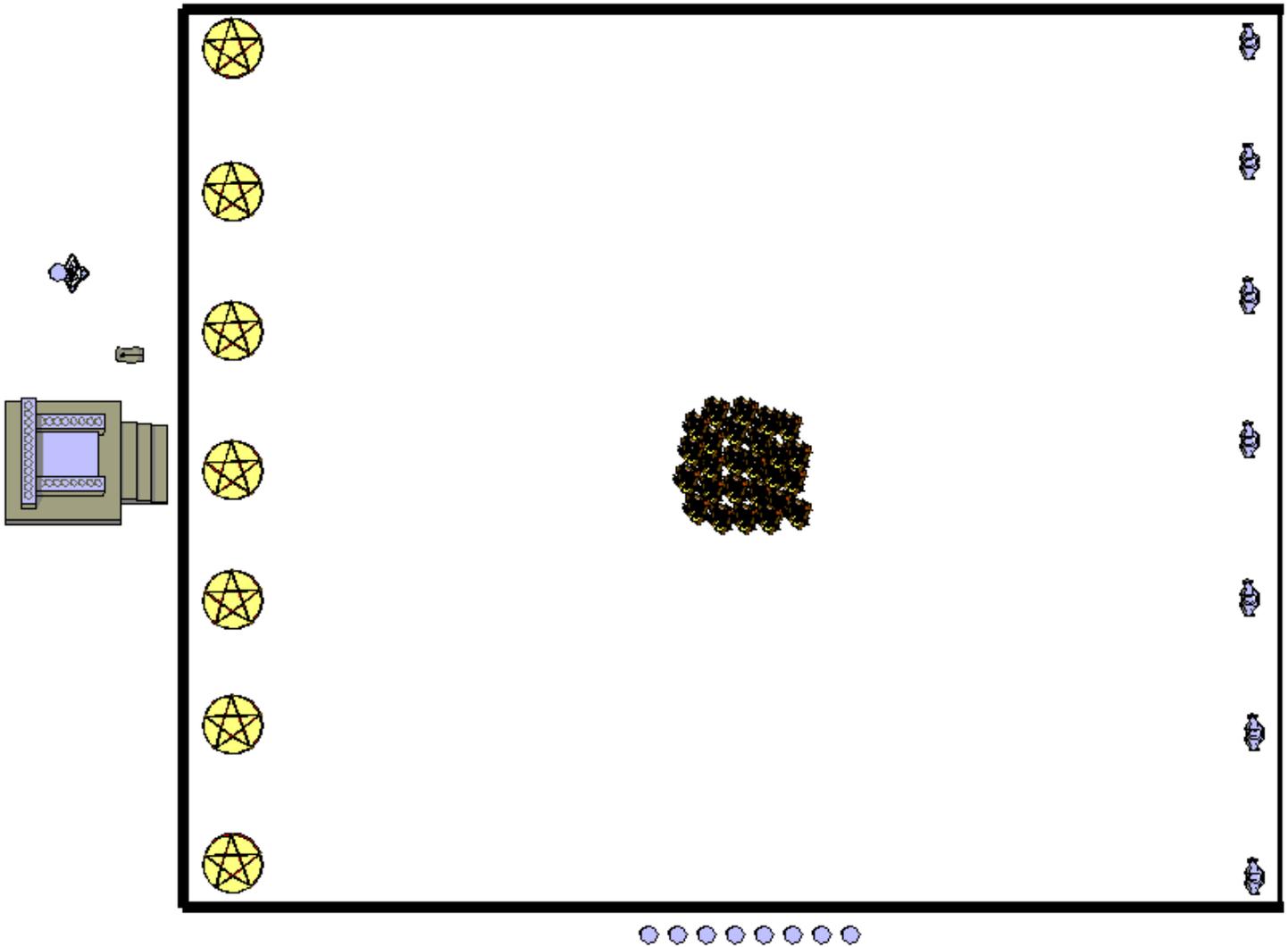
**Plane-Spanning Aspect of Game:** Ravens Bluff plot ST1, selected by Cucathne as the location of this combat, is the site of the Ministry of Art. Although open to conjecture, this was probably chosen due to the Ministry's sponsorship of extraplanar excursions which involved destruction of tanar'ri. As a result of this game, the Ministry building will have been utterly razed.

### **Other Notes:**

1) If dumb mistakes occur, let them. Players may claim that since they now possess tremendous intelligence, their character wouldn't have made such a mistake (e.g. using an electrical attack against a tanar'ri). Chalk dumb mistakes up to the conflict between their two personalities.

2) Melded fiends have facial features, posture, mannerisms, etc. very similar to those of the PCs who they have melded with. Further, melded names are useful to describe the PCs in this state. When bonded with a marilith's consciousness, Kima Greyleaf is known as a "Kimalith". A Jay/Goristro is called a "Jayistro". A combination Cuenduhol/Lord Vondryxx could be said to be a "Lord Cuendryxx" (identifiable by his well-groomed flaming beard and confused expression). Have fun with this!

# Judge Map: The Cosmic Game



## Player Handout #1: Information Provided by the Ministry of Art

**Your Mission:** Contain the tanar'ri incursion which occurs through your assigned portal, a one-directional gate which opens toward your assigned position. You will be one of many teams with such an assignment. Under no circumstances should the tanar'ri be allowed to leave the vicinity of the gate or proceed to the githzerai fortress. DO NOT FLEE, as this will create a breach that could jeopardize our entire strategy. Every minute you can delay the incursion is precious to us, as we deploy more forces and take additional steps. We will send reinforcements as soon as possible.

**The Astral Plane:** This is the plane of the mind, and as a consequence, your mental abilities will replace your physical abilities here (i.e. intelligence equates to strength while wisdom replaces dexterity). Intelligence also governs the speed at which movement occurs. If you've never been to this plane before, you must first learn to control your movement mentally to be effective in combat.

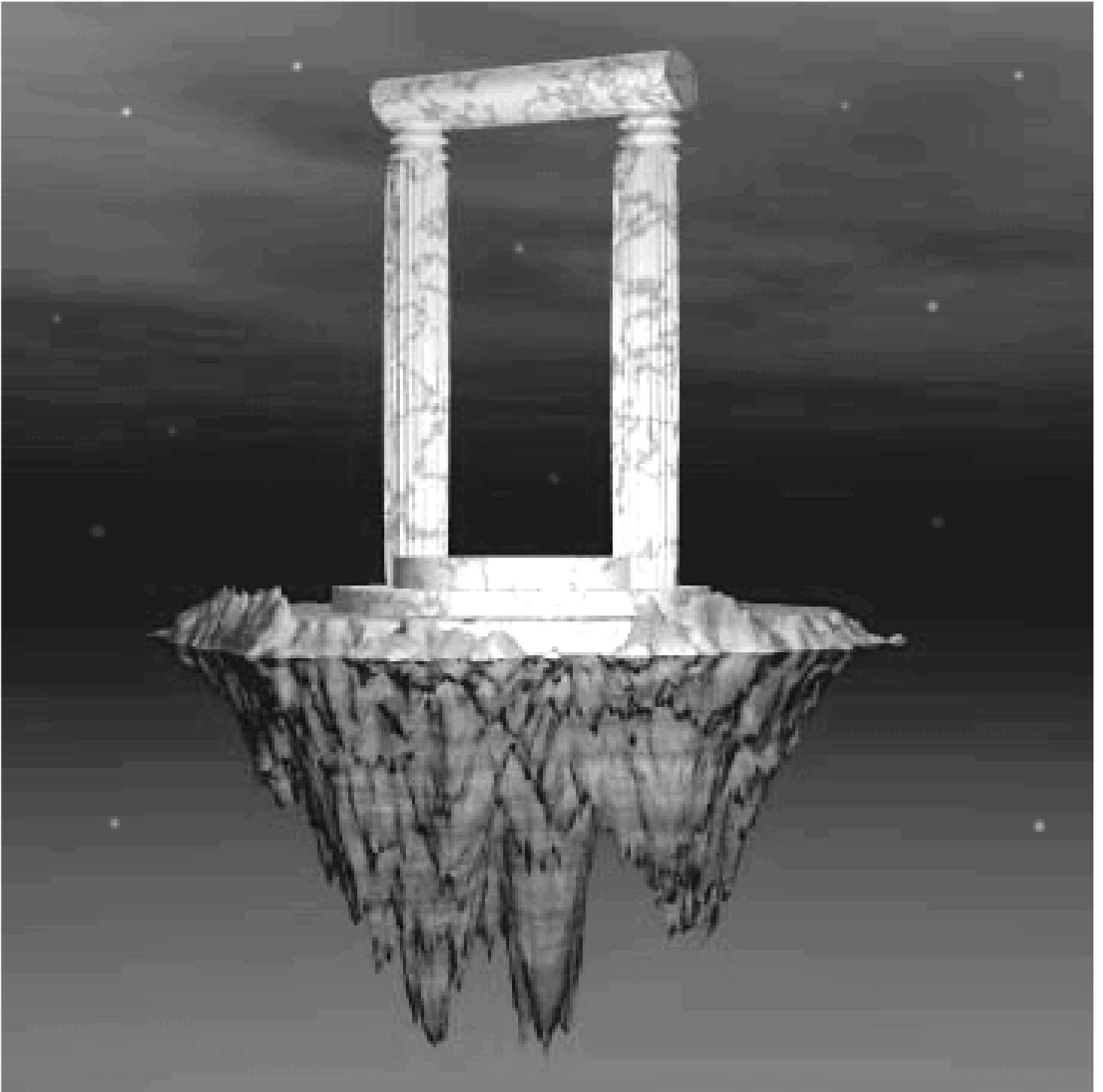
Magic functions significantly differently here:

- Extradimensional spaces do not function, so the contents of *bags of holding* and similar items are not accessible.
- The inner planes are not accessible, so elementals and similar creatures cannot be summoned from there. All summoning spells are unreliable, and fail altogether with some frequency.
- The enchantments of certain magical items such as weapons, armor, and protection devices attenuate somewhat unless they were fashioned on this plane. With very few exceptions, this is true of all such items and all planes of existence.
- Time elapses far more slowly than on the Prime Material plane, and bodily processes virtually stop. This means that you will not become hungry, and significantly, that the effects of potions, edibles, ointments and similar limited duration magical items which are based on metabolic processes will continue virtually forever. Spells function differently, so alteration spells such as *haste* do not exhibit this property. Further, spells cannot be memorized while on the Astral plane due the extreme elongation of time.
- The range of most spells seems to be about half-again-as-much as they ordinarily are.
- Illusions are often very potent here, but they fail with some frequency too.
- *True seeing* magic has been known to stun those who use it on the Astral.

**Tanar'ri:** these demons are powerful, cruel, prone to rages, and unpredictable. They are typically:

- highly magic resistant
- immune to lightning, poison, and non-magical weapons
- partially immune to heat and cold, more powerful ones are partially immune to silver weapons
- suffer damage from iron weapons
- able to teleport at will, providing tremendous movement and escape abilities, although they cannot attack simultaneously while teleporting.

## Player Handout #2: The Portal



## Player Handout #3: Winged, Armored with Lightning Bolt Figure

You are traveling at the speed of thought, hurtling through a void at the limits of your ability to perceive what is occurring. Perhaps you are in the Astral plane again, perhaps you are somewhere else. This sensation is unlike any you have ever experienced, and is as if you are beyond time and space.

Your purpose is clear: you must locate something immediately. You are compelled to find it without pause... Soon you become aware of something, somewhere far in the distance. It is a mind, an entity like yet unlike yourself. It, too, approaches rapidly, bridging the gap of reality which separates you. It slams into you, colliding with a force so jarring that you awaken as a new creature. Somehow your thoughts are those of two. Alien, wicked thoughts flood into your consciousness at such a rate that your mind threatens to explode. Then a horrible realization demands your attention. You have merged with the other creature, and have somehow become that creature. A downward glance reveals the awful truth of this conjecture, as your body is that of a foul creature of the lower planes...

You have joined with the consciousness of Lord Vondryxx, a balor of tremendous ability and reputation. You were just squaring off in a meaningful repeat combat with a hated foe, Ellaquin Shadowsteel of Clan Shado, and now you find yourself here. As an accomplished wizard and true tanar'ri, you hold a simmering arrogance beyond that which you had previously thought possible. You fear nothing, and take pleasure in humbling every being you meet...

The following statistics are those of this creature, which are to be blended with those of your PC using the greater of either. If your PC has an attribute superior to this creature, you may use the greater of the two. You retain any spells which you had in memory, if applicable. Your possessions are gone, but you do not care - you are truly a superior being, having been melded with a fiend of tremendous power. For the time being, you retain slight control over your alter ego.

**Lord Vondryxx:** Int supra (20); AL CE; AC -10; MV 15, Fl 36(B); HD 15; hp 120; THAC0 5; #AT 4 (*vorpal sword*, whip); Dmg 1d12/1d12/1d4+special/1d4+special; SA terror, body flames, spells; SD +3 or better weapons to hit; MR 70%; SZ L (12'); ML n/a

**Spell-like Abilities (at 20th level):** *darkness 15' radius, infravision, teleport without error, detect invisibility* (always active), *detect magic* (always active), *dispel magic, fear, pyrotechnics, read magic, suggestion, symbol (any type), telekinesis, tongues.*

**Spells in memory (at 15th level):** *enlarge, mirror image, wall of force, disintegrate*

**Pre-cast Spells (at 15th level):** *Stoneskin (10), Spell Turning, Improved Haste* (as follows)

Alteration	Level: 6
Range: Touch	Components: V, S, M
Casting Time: 1 rd.	Duration: 1 rd./level
Area of Effect: Creature touched	Saving Throw: None

This spell lets the wizard bestow tremendous speed on any one creature. The quickened creature functions at double its normal movement and attack rates, moving and attacking twice in the round. The quickened creature rolls initiative for each round normally; the first basic action always happens at initiative "0" in the round, and goes again on his rolled initiative number. The creature also receives a +4 bonus to its Dexterity score (to a maximum of 25) for the duration of the spell, which can affect reaction adjustment, missile attack adjustment, and defensive adjustment.

Casting the spell takes one entire round, during which both the recipient and caster can do nothing else. This spell lasts for a number of rounds equal to the caster's level. Unlike the normal haste spell, this spell has no effect on the recipient's age. This spell negates the effects of a slow or improved slow spell. It is not cumulative with itself or similar magic.

## Player Handout #4: Serpent-and-Wolf Headed Figure

You are traveling at the speed of thought, hurtling through a void at the limits of your ability to perceive what is occurring. Perhaps you are in the Astral plane again, perhaps you are somewhere else. This sensation is unlike any you have ever experienced, and is as if you are beyond time and space.

Your purpose is clear: you must locate something immediately. You are compelled to find it without pause... Soon you become aware of something, somewhere far in the distance. It is a mind, an entity like yet unlike yourself. It, too, approaches rapidly, bridging the gap of reality which separates you. It slams into you, colliding with a force so jarring that you awaken as a new creature. Somehow your thoughts are those of two. Alien, wicked thoughts flood into your consciousness at such a rate that your mind threatens to explode. Then a horrible realization demands your attention. You have merged with the other creature, and have somehow become that creature. A downward glance reveals the awful truth of this conjecture, as your body is that of a foul creature of the lower planes...

You have joined with the consciousness of an enraged Molydeus, a tanar'ri of tremendous ability and reputation. You were just attempting to decapitate a foolish dwarf when you were brought here. As a guardian tanar'ri, you hold a simmering arrogance beyond that which you had previously thought possible. You fear nothing, and will brook no threat from any creature, especially other tanar'ri. You will enforce the true death on any who step out of line.

The following statistics are those of this creature, which are to be blended with those of your PC using the greater of either. If your PC has an attribute superior to this creature, you may use the greater of the two. You retain any spells which you had in memory, if applicable. You see nearly all things within 60' as they truly are, thanks to your continual *true sight*. Your possessions are gone, but you do not care - you are truly a superior being, having been melded with a fiend of tremendous power. For the time being, you retain slight control over your alter ego.

**Molydeus:** Int exc (16); AL CE; AC -5 (-9 due to *improved invisibility*); MV 15; HD 12; hp 132 (due to *vampiric touch*); THAC0 9; #AT 3 (bite, bite, *dancing vorpal axe*); Dmg 2d6/1d6/2d10+5; SA *dancing vorpal axe*, poison; SD cold iron weapons to hit, never surprised; MR 90%; SZ L (12'); ML n/a

**Pre-cast Spells (at 12th level):** *improved invisibility*, *vampiric touch* (obtained 36 extra hit points)

**Spell-like Abilities (at 12th level):** *darkness 15' radius*, *infravision*, *teleport without error*, *affect normal fires*, *animate object*, *blindness*, *charm person or mammal*, *command*, *Evard's black tentacles*, *fear*, *improved invisibility*, *know alignment*, *lightning bolt (7x per day)*, *polymorph other*, *sleep*, *suggestion*, *true seeing* (always active), *vampiric touch*.

## Player Handout #5: Gargantuan Bull-Headed Figure

You are traveling at the speed of thought, hurtling through a void at the limits of your ability to perceive what is occurring. Perhaps you are in the Astral plane again, perhaps you are somewhere else. This sensation is unlike any you have ever experienced, and is as if you are beyond time and space.

Your purpose is clear: you must locate something immediately. You are compelled to find it without pause... Soon you become aware of something, somewhere far in the distance. It is a mind, an entity like yet unlike yourself. It, too, approaches rapidly, bridging the gap of reality which separates you. It slams into you, colliding with a force so jarring that you awaken as a new creature. Somehow your thoughts are those of two. Alien, wicked thoughts flood into your consciousness at such a rate that your mind threatens to explode. Then a horrible realization demands your attention. You have merged with the other creature, and have somehow become that creature. A downward glance reveals the awful truth of this conjecture, as your body is that of a foul creature of the lower planes...

You have joined with the consciousness of a magically enlarged gargantuan goristro of tremendous size and power. You recall vaguely that you were in the process of trampling a group of foolish mortals in a Baatorian passageway when brought here. You hold a simmering anger which is far beyond the intelligence of this "soulmate". You fear nothing, and take pleasure in destruction on a grand scale...

The following statistics are those of this creature, which are to be blended with those of your PC using the greater of either. If your PC has an attribute superior to this creature, you may use the greater of the two. You retain any spells which you had in memory, if applicable. Your possessions are gone, but you do not care - you are truly a superior being, having been melded with a fiend of tremendous power. For the time being, you retain slight control over your alter ego.

**Enlarged Goristroi (2):** Int low; AL CE; AC -2; MV 15; HD 20; hp 200; THAC0 1; #AT 2 and 1; Dmg 12d4+12/12d4+12 AND 10d8 (doubled due to *enlarge*); SA stamp for 10d8 points of damage (opponents 12' tall or shorter within 20' - all details doubled due to *enlarge*), spell-like abilities (*fear* as a wand, by gaze), hurl boulders (4d12 points of damage, 240 yard range); SD spell-like abilities (*detect invisibility*, *detect magic*, *levitation*, *spider climb*), regenerate 1 hit point/turn, 360' infravision, immune to cold, fire, acid, and gas, +1 or better weapons to hit; MR 60%; SZ G (44' tall due to *enlarge*); ML n/a

**Pre-cast Spell (at 10th level):** *enlarge*

**Spell-like Abilities (at 20th level):** *darkness 15' radius*, *infravision*, *teleport without error*.

## Player Handout #6: Leering, Horned, Winged, Barb-Tailed Figure

You are traveling at the speed of thought, hurtling through a void at the limits of your ability to perceive what is occurring. Perhaps you are in the Astral plane again, perhaps you are somewhere else. This sensation is unlike any you have ever experienced, and is as if you are beyond time and space.

Your purpose is clear: you must locate something immediately. You are compelled to find it without pause... Soon you become aware of something, somewhere far in the distance. It is a mind, an entity like yet unlike yourself. It, too, approaches rapidly, bridging the gap of reality which separates you. It slams into you, colliding with a force so jarring that you awaken as a new creature. Somehow your thoughts are those of two. Alien, wicked thoughts flood into your consciousness at such a rate that your mind threatens to explode. Then a horrible realization demands your attention. You have merged with the other creature, and have somehow become that creature. A downward glance reveals the awful truth of this conjecture, as your body is that of a foul creature of the lower planes...

You have joined with the consciousness of Charbane, a pit fiend of tremendous ability and diabolical reputation. As a cunning plotter and powerful fiend, you hold a calculated arrogance beyond that which you had previously thought possible. You see all things as simply means to your ends, and take pleasure in destroying every creature you meet... - Although direct combat like this is not your normal mode, at the moment are well-prepared because you have employed a *wish* for protection (see pre-cast spells, below).

This situation is ridiculous. You are outnumbered by tanar'ri, the fools, without an opportunity to prepare or bring other resources to bear. Some of the other beings here may be of use to you, perhaps you can exploit their simplemindedness, or cause them to believe you want to secure a binding pact. Perhaps your illusionary abilities can fool many of your opponents...

The following statistics are those of this creature, which are to be blended with those of your PC using the greater of either. If your PC has an attribute superior to this creature, you may use the greater of the two. You retain any spells which you had in memory, if applicable. Your possessions are gone, but you do not care - you are truly a superior being, having been melded with a fiend of tremendous power. For the time being, you retain slight control over your alter ego.

**Charbane, baatezu - pit fiend:** Int genius (18); AL LE; AC -5 (-9 due to *improved invisibility*); MV 15, Fl 24(C); HD 13; hp 104; THAC0 7; #AT 6; Dmg 1d4/1d4/1d6/1d6/2d6 (claws, wings, bite); SA fear, poison, tail constriction; SD +3 or better weapons to hit, immunites fire, iron, poison (half for cold and gas); MR 50%; SZ L (12'); ML n/a

**Pre-cast Spell-like Abilities:** *improved invisibility*, *wish* (if killed, will be instantly resurrected and teleported to a location within the arena, chosen by Charbane, with all self-affecting innate abilities active (*infravision*, *know alignment*, *detect magic*, *detect invisibility*, and *improved invisibility*))

**Spell-like Abilities (at 13th level):** *advanced illusion*, *animate dead*, *charm person*, *infravision*, *know alignment*, *teleport without error*, *detect magic*, *detect invisibility*, *fireball*, *hold person*, *improved invisibility*, *polymorph self*, *produce flame*, *pyrotechnics*, *wall of fire*.

## Player Handout #7: Oval-Faced, Hooded and Robed Figure

You are traveling at the speed of thought, hurtling through a void at the limits of your ability to perceive what is occurring. Perhaps you are in the Astral plane again, perhaps you are somewhere else. This sensation is unlike any you have ever experienced, and is as if you are beyond time and space.

Your purpose is clear: you must locate something immediately. You are compelled to find it without pause... Soon you become aware of something, somewhere far in the distance. It is a mind, an entity like yet unlike yourself. It, too, approaches rapidly, bridging the gap of reality which separates you. It slams into you, colliding with a force so jarring that you awaken as a new creature. Somehow your thoughts are those of two. Alien, wicked thoughts flood into your consciousness at such a rate that your mind threatens to explode. Then a horrible realization demands your attention. You have merged with the other creature, and have somehow become that creature. A downward glance reveals the awful truth of this conjecture, as your body is that of a foul creature of the lower planes...

You have joined with the consciousness of Matthias, an ultroloth of tremendous ability and reputation. As an accomplished leader of the true fiends, you hold a subdued and calculating evil arrogance. Smug beyond words, you recently experienced freedom from a long imprisonment within a prison of obsidian.

This situation is ridiculous. You are outnumbered by tanar'ri, the fools, without an opportunity to prepare or bring other resources to bear. Some of the other beings here may be of use to you, perhaps you can exploit their simplemindedness, or cause them to believe you want to secure a binding pact.

The following statistics are those of this creature, which are to be blended with those of your PC using the greater of either. If your PC has an attribute superior to this creature, you may use the greater of the two. You retain any spells which you had in memory, if applicable. Your possessions are gone, but you do not care - you are truly a superior being, having been melded with a fiend of tremendous power. For the time being, you retain slight control over your alter ego.

**Matthias / Eyes of Fire:** Int supra (20); AL NE; AC -8; MV 15, Fl 15(C); HD 13+26; hp 130; THAC0 3; #AT 2 (*sword of sharpness*); Dmg 1d12+10/1d12+10; SA innate abilities; SD +3 or better weapons to hit, immunities: acid, fire, poison; MR 70%; SZ M (6'); ML n/a

**Pre-cast Spell-like Abilities (at 15th level):** *airwalk*

**Spell-like Abilities (at 15th level):** *gaze attack* (paralyzes on target as per hold person spell), *detect invisibility* (always active), *airwalk*, *animate dead*, *cause disease*, *charm person*, *color spray*, *fear*, *fire storm* (1/day), *improved phantasmal force*, *mass suggestion*, *produce flame*, *shout* (1/day), *solid fog*, *symbol* (any type, 1/day), *wall of fire*.

**Important Possession:** you wear a *collar of tusmet*, a legendary device which protects you from decapitation.

## Player Handout #8: Putrescent Winged with Lightning Bolt Figure

You are traveling at the speed of thought, hurtling through a void at the limits of your ability to perceive what is occurring. Perhaps you are in the Astral plane again, perhaps you are somewhere else. This sensation is unlike any you have ever experienced, and is as if you are beyond time and space.

Your purpose is clear: you must locate something immediately. You are compelled to find it without pause... Soon you become aware of something, somewhere far in the distance. It is a mind, an entity like yet unlike yourself. It, too, approaches rapidly, bridging the gap of reality which separates you. It slams into you, colliding with a force so jarring that you awaken as a new creature. Somehow your thoughts are those of two. Alien, wicked thoughts flood into your consciousness at such a rate that your mind threatens to explode. Then a horrible realization demands your attention. You have merged with the other creature, and have somehow become that creature. A downward glance reveals the awful truth of this conjecture, as your body is that of a foul creature of the lower planes...

You have joined with the consciousness of a crazed balor, which has just been released from a long imprisonment within a gem. You hold an explosive rage far, far beyond that which you had previously thought possible. You are positively stoked to destroy, and your sword crackles with excitement. You fear nothing, and take pleasure in humbling every being you meet...

The following statistics are those of this creature, which are to be blended with those of your PC using the greater of either. If your PC has an attribute superior to this creature, you may use the greater of the two. You retain any spells which you had in memory, if applicable. Your possessions are gone, but you do not care - you are truly a superior being, having been melded with a fiend of tremendous power. For the time being, you retain slight control over your alter ego.

**Balor Horror:** Int supra (19); AL CE; AC -8; MV 15, Fl 36(B); HD 13; hp 104; THAC0 2 (enraged, sword); #AT 2 (*vorpals sword* +5, whip); Dmg 1d12/1d4+special; SA terror, body flames, spells; SD +3 or better weapons to hit; MR 70%; SZ L (12'); ML n/a

**Spell-like Abilities (at 20th level):** *darkness 15' radius, infravision, teleport without error, detect invisibility* (always active), *detect magic* (always active), *dispel magic, fear, pyrotechnics, read magic, suggestion, symbol (any type), telekinesis, tongues.*

## Player Handout #9: Many-Armed Serpent Woman Figure

You are traveling at the speed of thought, hurtling through a void at the limits of your ability to perceive what is occurring. Perhaps you are in the Astral plane again, perhaps you are somewhere else. This sensation is unlike any you have ever experienced, and is as if you are beyond time and space.

Your purpose is clear: you must locate something immediately. You are compelled to find it without pause... Soon you become aware of something, somewhere far in the distance. It is a mind, an entity like yet unlike yourself. It, too, approaches rapidly, bridging the gap of reality which separates you. It slams into you, colliding with a force so jarring that you awaken as a new creature. Somehow your thoughts are those of two. Alien, wicked thoughts flood into your consciousness at such a rate that your mind threatens to explode. Then a horrible realization demands your attention. You have merged with the other creature, and have somehow become that creature. A downward glance reveals the awful truth of this conjecture, as your body is that of a foul creature of the lower planes...

You have joined with the consciousness of Jaggta'Noja, a powerful and high-ranking general of the tanar'ri blood war forces. You hold a simmering arrogance beyond that which you had previously thought possible. You fear almost nothing, and take pleasure in crushing every tactical encounter you face. Your collection of matching enchanted long swords is legendary, and is feared. You arrived here, having just been summoned to a fortress outside of Tantras by someone named Varakan, a powerful conjurer in the service of a mortal pawn named Myrkysa Jelan. Varakan magically doubled your speed and place a *stoneskin* ward upon you.

The following statistics are those of this creature, which are to be blended with those of your PC using the greater of either. If your PC has an attribute superior to this creature, you may use the greater of the two. You retain any spells which you had in memory, if applicable. Your possessions are gone, but you do not care - you are truly a superior being, having been melded with a fiend of tremendous power. For the time being, you retain slight control over your alter ego.

**Jaggta 'Noja:** Int genius (18); AL CE; AC -9; MV 15; HD 12; hp 96; THAC0 6 (+3 *long swords*), 9 (tail); #AT 14 (+3 *long swords*, tail squeeze); Dmg 1d12+3 (x12)/4d6/4d6 (+3 *long swords*, tail); SA constriction; SD +2 or better weapons to hit, never surprised, spell immunity; MR 70%; SZ L (7'); ML n/a

**Spell-like Abilities (at 12th level):** *darkness 15' radius, infravision, teleport without error, animate dead, cause serious wounds, cloudkill, comprehend languages, curse, detect good, detect magic, detect invisibility, polymorph self (7x/day), project image, pyrotechnics, and telekinesis.*

**Pre-Cast Spells (at 20th level):** *haste, stoneskin (4 remaining)*