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CHAOS RISING

by James Collura

A d20 adventure for 4 to 6 characters of 12th level and above

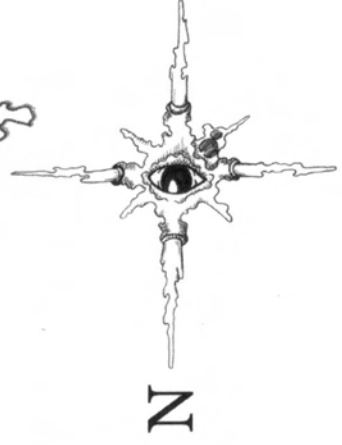
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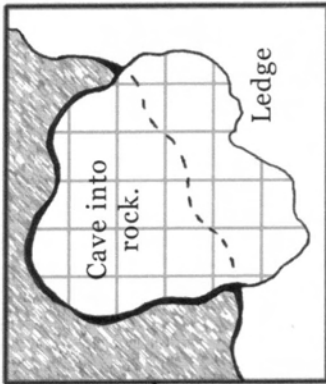
Elevations



Citadel

Devil's Finger Elevation
Height: 750 ft.

Gargoyle Nest



1 Square equals 5 ft.

The Vault

Upper Citadel

Towers

Barbican



Citadel Sideview

Wheel House

Fest Haus

Tents

Lower Citadel

Cauldron

Map not to scale.

CHAOS RISING

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To Brenda, the love of my life, for encouraging me to write this module; to Brian & Alex for all of their support; to Clark & Bill for the opportunity to be part of a great team; to Casey & Lance for all of their assistance; and to my parents for fostering my love of reading and for buying me a red box, a white crayon, six blue dice, and a book that unlocked my imagination.

Product Update Password for **Chaos Rising**: Jubilex

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This book uses the supernatural for settings, characters, and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

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Introduction

A challenging adventure for four to six characters of 10th to 12th level, **Chaos Rising** offers an excellent add-on to any fantasy campaign. The location of the Devil's Finger—the main site of the adventure—can be placed in any mountain chain. The benefactor the PCs serve is generic and customizable to the DM's campaign; where the party meets the benefactor is similarly up to the DM's discretion. The deities presented in the adventure—Dwurfater, Orcus, and the Faceless Lord—may also be changed to fit the DM's campaign. The major enemy, Lord Raob, could easily be a reoccurring enemy in the DM's campaign. The timing of the adventure is a fortnight before a blood moon. Since blood moons are rare and not easily predictable, this event could be added to the DM's campaign at any time.

The adventure begins when a benefactor implores the PCs to take on a nearly impossible quest to retrieve a demon's amulet. First, the heroes must scale a 750-foot tall monument to reach an ancient dwarven castle, known in modern times as the Citadel. Arriving at the Citadel, the PCs evade the machinations of an evil lord and travel through time to acquire a key that unlocks an ancient vault created by a long forgotten demon prince. In the Citadel, the heroes confront both demons and undead. Once the key is obtained, the PCs wait for the appointed hour: the rising of a blood moon. Once the vault is bathed in the rising moon's crimson glow, the adventure concludes as the PCs enter the vault, awaken and confront the avatar of a demon prince, and recover pieces of a riddle that allows them to seize the prince's amulet.

The Legend of the Faceless Lord

In the beginning, when the fires of creation cooled and the first mortals began to walk the Material Plane, the greater gods gathered to divide the multiverse. Those of weal took the most pleasant planes. They shared these planes with their allies and made them as they saw fit. Thus, the heavens were created. As well, some of the evil spawned by creation banded together and formed a great army that seized the remaining planes. Thus, the hells were created. These lords of hell demanded tribute from all of evil bent. Along with this tribute, they demanded subservience to their will and rule.

Not all were happy with this division between good and evil. Some were left with only the most inhospitable and deformed areas of the multiverse. These beings challenged this so-called natural order of the celestials and the devils. They cried out in dissention and formed a great horde that ravaged the planes. These were the first demons. Sent forth to lead an army of celestials against the demons was a being of absolute rigidity and perfection. His body was fair and his mind keen. This beacon of light had no visage but a perfectly smooth face from which blinding light emitted. He was known as the Faceless Lord.

Unfortunately, during the battles with the demons, the Faceless Lord was led astray. He learned to revel in his brilliance on the battlefield, and so his vanity was his undoing. He began to see the demons not as the vile beacons of lawlessness, but as

oppressed beings subjugated by both celestials and devils. Soon, he was swayed to the side of disorder and led many of his celestial followers to the dark. Who tempted this icon of perfection? Orcus? Demogorgon? Who can say?

What is known is that when the combined armies of the good-aligned planes overtook the demonic hordes, they cast the demons into the worst of all planes, the Abyss. To mark his sin permanently, the greater gods of good stripped the Faceless Lord of his perfection. He became a liquefied and ever-changing deity. Some say that a certain greater power remarked that this was done so all would know the Faceless Lord for what he was: ever-changing and devoid of trust. The Faceless Lord is the personification of chaos. He is always changing, always plotting, and always thoroughly evil. He is known by some as Jubilex.

Adventure Background

The adventure begins at the Devil's Finger, a 750-foot tall granite monument. At the apex of this monolith is an ancient and abandoned dwarven castle. Although the true name of the castle is Dwurschmiede, this name is lost to the ages, and the castle is known in modern times simply as the Citadel. The Citadel surrounds a gigantic cube of obsidian. Impervious to magic, the true nature of this obsidian vault is known to only a few scholars.

The obsidian vault is a creation of Jubilex, the Faceless Lord. Like most powerful demons, the Faceless Lord spent considerable effort in hiding his soul, which was made manifest in the form of an amulet. To protect his amulet, the Faceless Lord created the obsidian vault. Crafted from the then dwindling fires of creation, the obsidian vault is impervious to everything, whether magical or mundane, mortal or divine. After placing his soul within the vault, the Faceless Lord let loose the great cube and sent it wandering through the planes.

For reasons unknown, several thousand years ago the vault appeared on the PCs' home plane and crashed on top of a mountain. As a result of the magical energies that protect the vault, combined with the force of the impact, the Devil's Finger was formed. Ancient dwarves discovered and revered the monolith as a work of wonder. Soon, some wicked dwarves began to revere the Faceless Lord on the grounds that, out of chaos, he constructed the vault, an example of nearly perfect craftsmanship. Since the dwarven pantheon abhors chaos, the leader of the dwarven gods, Dwurfater, grew wrathful.

The vault's protections were beyond even the power of Dwurfater to breach. Using all of his strength, Dwurfater could not penetrate the vault. Only through placating the inherent evilness of the vault by sacrificing dwarven lives did Dwurfater gather the strength to bore an opening through the stone and create a door. As tears ran down Dwurfater's face, many dwarves gave their lives to aid their god in his task. Blood washed the entire Devil's Finger as generations of dwarves were sacrificed for this gruesome but necessary deed.

Though the penetration was finally accomplished, Dwurfater was too weakened to open the door he created

and seize control of the amulet, so with his last bit of strength he crafted a key such that mortals could accomplish what he could not. The Faceless Lord learned of what Dwurfater planned and attempted to stop the followers from securing the amulet that contained his soul. Arriving at the Citadel, the Faceless Lord's avatar rushed after Dwurfater's disciples and entered the vault.

In the battle that ensued between the Faceless Lord and Dwurfater's followers, the dwarves accomplished their true task: as the Faceless Lord entered the vault, Dwurfater's strength returned, and he closed the door. The Faceless Lord was trapped inside with his amulet.

After this great victory by the dwarves, they built Dwurschmiede, the Citadel, a structure designed to safeguard the vault. The Citadel was to bar those who would seek to free the Faceless Lord or take his amulet for themselves. Also, the Citadel was created to guard the key used by Dwurfater to lock the vault. To remember the bloody sacrifice of the dwarves and to placate the evil that imprisons the Faceless Lord, the door to the vault appears once only every 400 years when a blood moon rises and bathes the Devil's Finger in an unnatural red light.

Dwurfater assisted in the creation of the Citadel. He infused his divinity into the Citadel to protect the only means of returning the Faceless Lord to the world: the key. One protection prevents anyone from directly accessing any other plane (such as the Astral Plane for teleportation) while on the Devil's Finger. This divine infusion also prevents anyone from contacting an evil-aligned plane for divination, summoning, or other purposes.

The second protection is stronger and unusually arcane for the dwarves. To the outside world, the Citadel appears as a great fortress with towers and walls encircling the vault. This appearance is merely a ruse, however. Through Dwurfater's guidance and divinity, these outer walls and defenses are a façade protecting the Citadel's true nature: its interior is actually a demiplane.

The interior of the Citadel exists and ages the same as the outer world. Entrance to the Citadel, however, is limited to a single planar gate inside a great barbican. This planar gate is far from simple, for it uses temporal wells to send intruders through time. Only with a *portal rune* (described in Chapter 1) can someone gain access to the actual Citadel.

Within this interior demiplane, an entire clan of dwarves — Clan Flammeaxte — willingly submitted to live apart as protectors of the Citadel. Their mission was simple: prevent anyone from acquiring the key.

To further guard the key, Dwurfater fashioned a second demiplane. Like the first planar gate, the second gate uses time itself as a defense. Only with a special rune known only to the Lord or King of the Citadel may one enter this second plane. In the second plane, the dwarves created many wards and guardians to protect the key. Disguising the second demiplane as catacombs to baffle aggressors, the dwarves have thus far succeeded in their task. No one has acquired the key.

During the millennia since the first dwarves stood guard in the Citadel, many armies have marched on the Devil's Finger seeking the key as a first step to acquiring the demon's amulet. Even with the temporal portals, the clan of dwarves, and the

confusion created by shifts in time and space, evil was undeterred from acquiring the Faceless Lord's amulet-soul.

Two such undeterred armies were those of the demon prince Orcus and, later, a legion of undead commanded by a powerful necromancer named Giltz. Orcus, a deceiver, learned of the Citadel's nature. Knowing that Dwurfater's protections prevented direct entry, Orcus turned a goodly priest to evil and taught him a way to overcome the protections and open a *gate* to Orcus' home plane. Eventually, possibly with the PCs' help, the dwarves pushed back the demons and closed the unusual gate.

Later, Giltz accomplished what Orcus could not: he and a host of undead overcame and wiped out the dwarves. Yet before Giltz could claim his prize, the last dwarves assassinated him. In his anguish, Giltz's spirit remained and now haunts the Citadel demiplane.

Currently, the Citadel abides in a parallel plane but is abandoned and its purpose lost to the minds of human and dwarf alike. So, too, is the name of the Faceless Lord forgotten. Knowledge of him is only a whisper among those who study the arcane. To this day, the Faceless Lord stirs trapped within the vault, nursing a hatred of all dwarves. For the ironic secret of the vault the Faceless Lord created is this: though the vault is a reliquary for the Faceless Lord's amulet, it also serves as his prison.

This situation is about to change, however. The evil Lord Raob Blackenheart has gathered an army and encamped it at the summit of the Devil's Finger. Here, he and his men are excavating the Citadel and attempting to dig down to the key's resting place. This strategy is folly, for Raob has yet to suspect that the now ruined towers and walls are merely a ruse. It is only a matter of time before this evil lord learns of the Citadel's true nature and acquires the key.

A blood moon approaches in two weeks' time.

Enter the PCs. Through the hook of your choosing, they are charged with a daunting task: acquire the key, spoil an evil lord's machinations, open the vault, and save the world — all in a day's work for heroes.

Adventure Hooks

The adventure begins when the PCs learn portions of the background from a benefactor such as a church (good or evil) or a guild (wizard or rogue), as fits your campaign and particular PCs. Whichever organization or individual ultimately employs the PCs, that entity is referred to hereafter as the benefactor. The benefactor's primary motivation is to obtain a demon prince's amulet. What the benefactor wishes to do with the amulet depends on several issues. For example, a goodly church would wish to destroy the device, while a wizards' guild would want to study it, and an evil sect would want to use its powers to further their own fell agenda.

Here are several suggested hooks:

- One of the PCs owes a great debt to the benefactor, and the benefactor is now asking that the debt be paid. In a good-aligned campaign, now is the time to pay up for all that free healing at the local church. In

an evil-aligned campaign, the benefactor could attempt to assassinate one of the PCs and blame Raob. During the time that the benefactor approaches the PCs with the helpful information as to who is trying to kill them, the benefactor lets them know of Raob.

- An agent of the Faceless Lord could hire the PCs. The PCs have no idea that their benefactor works for the fallen celestial. Still, the PCs rush off to save the day not knowing that their actions loose the Faceless Lord on the world. This is a difficult scenario because of the horrific twist that will likely take place assuming the PCs overcome the Faceless Lord, just to learn seconds after their victory that they were the pawns of chaos.
- If you do not want to use a benefactor, you could have the party's wizard learn of the Citadel while deep into studying a recently acquired tome (conveniently placed in the prior adventure). In the margins of the tome are notes by Sleeara, the necromancer serving Raob. The party's wizard puts together what Sleeara plans, the location of the Citadel, and the time remaining to stop her.

Basically, **Chaos Rising** can take place at any time and in virtually any locale. You should be creative in starting the adventure and impress upon the PCs the grave danger that threatens the realm if Raob takes the amulet for himself.

The PCs and the benefactor should know a few key facts (or acquire such information from the tome, if using that hook), including the existence of the Citadel, the existence of the key, and that a demon prince's amulet lies within the vault. The benefactor should also know that Lord Raob is attempting to seize the amulet for himself. Furthermore, through an astrologer, the benefactor knows that a blood moon approaches in 14 days.

Finally, the benefactor has discovered that there is a portal into the Citadel. The benefactor might believe, as Raob does, that the Citadel is in ruins and therefore the passageways and tunnels that lead to the key are collapsed and full of rubble. Therefore, to beat Raob to the key, the PCs must use the portal, travel back through time to where the passageways are intact, and snatch the key out from under Raob.

To activate the portal, the benefactor has employed an ancient dwarven priestess. This priestess actually knows the Citadel's planar secret, but does not disclose this information under any circumstances. Instead, she marks or tattoos the necessary *portal rune* on all the PCs' necks to allow them access in an effort to destroy the Faceless Lord once and for all.

The important fact that is omitted in any set-up for this adventure (although wily PCs might correctly guess this fact) is that the Faceless Lord is trapped within the vault. Thus, the PCs should be unaware of this matter at the time they embark upon their quest.

Players' Introduction

With a minimum of alteration, the following background is usable for most any benefactor or hook you choose — good or evil, arcane, divine or worldly. Read or paraphrase as necessary:

The heavy eyes of your benefactor peer over the tomes and scrolls on her desk to look you square in the eye. She awaits an answer.

You and your friends received the summons less than a week ago. The urgency in tone could not be mistaken — grave danger threatens the realm.

You have been asked to retrieve a fabulous artifact, the amulet of a demon prince. Like most who have studied or encountered demons before, you know that a demon's amulet contains its soul. One who possesses such an artifact can banish the demon for centuries or even command it to heed one's will. Thus, the amulet of a minor demon in the wrong hands can be a force of destruction. The amulet of a demon prince can render anyone invincible.

To accomplish this quest, you must travel to an arid mountain chain. In the midst of these mountains stands a gigantic granite monument 750 feet high that resembles the bony knuckles of a finger. It is known as the Devil's Finger. On top of the Devil's Finger lies an ancient fortress carved directly out of the granite. Legends tell that the fortress, known today simply as the Citadel, was built by ancient dwarves. The entire complex has collapsed and is in ruins.

The dwarves built the Citadel around a gigantic cube — or vault — of obsidian. The origin of the vault is unknown; however, religious scholars working for your benefactor think that it is otherworldly in nature and predates the Citadel. Thus, these scholars assume that the Citadel was built to protect the vault.

Within the vault, the amulet lies undisturbed as it has for thousands of years. Armies laid siege to the Citadel hoping to acquire the key and the amulet. Breaking their attacks against the granite, no army succeeded. Now that no one guards the key, however, the evil Lord Raob Blackenheart might succeed where others have failed.

Although few texts and histories concerning the Citadel are extant, what is known is that once every 400 years a blood moon rises and reveals an entrance to the vault. If someone stands at the entrance at this appointed hour with a special key, then he may enter the vault. No other means magical or otherwise can penetrate the cube. The key is presumed to reside in a complex of caves and catacombs beneath the Citadel.

Your benefactor had very little interest in the Citadel until a month ago, when after 1,200 years it once again became occupied. Apparently, the evil Lord Raob and his pet necromancer are determined to find the key and open the cube. They and a small army are camped around the ruins of the Citadel and are attempting to dig their way through the collapsed halls and find the key. Going by his reputation for malice and slaughter, Raob likely intends to take the amulet and begin a campaign of carnage and bloodshed.

Your benefactor has employed astrologers and learned that a blood moon approaches in a fortnight. Your party is asked to climb the Devil's Finger, enter the Citadel, and steal the key before Lord Raob succeeds.

Naturally, this task naturally will not be easy. First, numerous magical protections are still active in the Devil's Finger. These protections make scaling the monument with extreme caution necessary. In addition, the presence of Lord Raob and his army requires you to use stealth. Once you are on top of the Devil's Finger, you must find the main entrance to the Citadel. This entrance is believed to be within a massive barbican.

Your benefactor has devised an unusual way for you to acquire the key before Lord Raob. One of the protections that the dwarves used involved magical portals that allowed guards to travel back through time to warn of invaders. Your benefactor's scholars presume that two such portals remain today. One is at the entrance to the Citadel's top level, and the other is a hidden entrance into the catacombs where the key lies.

Thus, you will use these portals to shift to a time when the passageways are not blocked by rock and rubble. In this alternate reality or time, the Citadel is in its full splendor, and you should therefore be able to acquire the key and return to your home time. Your benefactor has convinced an ancient dwarven priestess to inscribe the necessary *portal rune* on each of you. This tattoo will be placed on your neck and under no circumstance should fall into the enemy's hands. Although nothing is known of the denizens of this other time, they should prove less hostile than dealing with Lord Raob and his army.

Once the key is acquired, your task is not over. Retrieving the key and foiling the evil lord's plans is not enough. This evil must be ended once and for all so that future generations are not caught unaware. You must enter the cube on the night of the blood moon, retrieve the amulet, and return it so that it may be destroyed, ending the vileness of the demon prince's essence.

Your benefactor's stare breaks for a moment. She licks her cracked lips and speaks harshly, "What say thee?"

Running the Adventure

The PCs start by meeting with their benefactor, as determined by the DM. After this meeting, the PCs have an opportunity to prepare for the assault on the Devil's Finger, purchase supplies and items, and plan for the adventure. The benefactor also provides the PCs with a device or key to activate the portals.

As explained in the Adventure Background, the PCs have a fortnight to scale the Devil's Finger and retrieve an item known simply as the key. The key allows the PCs to enter the vault (during a blood moon) and attempt to take the Demon's Amulet. The challenge is presented in five stages.

Stage One — Assaulting the Devil's Finger (The Present)

Described in Chapter I, the PCs must find their way into the Citadel. The Devil's Finger stands over 750 feet tall. The challenge lies in arriving at the top of the monument without alerting Lord Raob. One obvious option is to climb the cliff face; however, not only are guards patrolling the perimeter, but several gargoyles act as

natural guardians. The PCs will more likely use magical means to arrive atop the great pillar. Some magical energies such as teleportation are suppressed by enchantments still active in the Citadel. So, arriving on top of the Devil's Finger without Raob noticing will not be easy for the PCs. In addition, using magic might be prove dangerous than climbing because of a series of magical alarms that alert the small army commanded by Lord Raob and Sleeara. A third option is to use the makeshift elevator that Lord Raob uses. This approach should also prove difficult, owing to the many guards that protect the elevator. Although these guards might be easily overcome, they could sound an alarm that brings an entire army down on the PCs. Once on top of the Devil's Finger, the PCs penetrate the barbican near where Raob's archeological operation is underway. After arriving, the party passes through the portal, which is activated by their personal *portal rune*, in an effort presumably to bypass hundreds of feet of rock and rubble.

Stage Two — Entering the Portal and the Siege of Orcus (3,000 years in the past)

As described in Chapter III, the second stage of the adventure begins once the party passes through the portal, which allows the party to enter the Citadel demiplane. Whether the PCs perceive of the change in planes is ultimately up to the DM. The interior of the Citadel has two portals that allow such travel through time or space. The first portal is the entrance to the Citadel's Upper Halls, the second is an archway in the Lower Halls that leads to the catacombs where the key lies.

The upper archway sends the PCs to an alternate plane, "The Siege of Orcus," a place that is similar in every way to the PCs' home plane, save that the Siege of Orcus occurs almost 3,000 years in the past. Remember that the Citadel demiplane and the PC's home plane move through time — or, age — at the same rate, but due to the planar gate's temporal nature, the PCs have gone back through time. The Citadel is simply inaccessible except through the barbican portal.

During the "Siege of Orcus," the PCs appear at the start of a siege by the forces of the demon prince Orcus, who desires the Faceless Lord's amulet for himself. Specifically, the PCs appear shortly before Orcus bypasses the magical wards of the Citadel and opens a *gate*. Using this *gate*, a group of demons attempts to seize the dwarven king, who holds the rune to access the catacombs. The PCs may or may not assist the dwarves in defending the Citadel, although success might be impossible without assisting them. The PCs' prime goal is to find the lower portal that will send them to the catacombs demiplane where the key lies.

Stage Three — Acquiring the Key (The Present)

Leaving the "Siege of Orcus" behind, the PCs enter the catacombs as explained in Chapter IV. Again, the PCs change planes and travel through time — to the present. Like the Citadel, this demiplane moves through time at the same rate as the party's home plane; however, the portal's temporal nature sends the PCs to another era.

The catacombs were built for the dwarven kings who served the Citadel. The use of the crypts is to hide the real

INTRODUCTION

purpose of the area: to protect and guard the key. At the very bottom of this area is the complex with the key. The acquisition of the key is the PC's primary goal.

Stage Four — The Return Journey and Necromantic Dreams (1,200 years in the past)

In Chapter VI, after acquiring the key, the PCs return through the lower archway and travel back to the Citadel demiplane. The PCs do not, though, return to the time of the Siege of Orcus. Instead, they are sent to "Necromantic Dreams," where an army of undead has decimated the dwarves. These events take place on the Citadel demiplane 1,200 years in the past from the time of the PCs' home plane. Approximately 100 years before the PCs' arrival, a powerful necromancer led an army in an effort to take the amulet. The necromancer died during the final assault, so the undead have settled in the Citadel.

The "Siege of Orcus" is described in Chapter III and "Necromantic Dreams" is described in Chapter V. The different rooms and physical features of the Citadel itself are detailed in Chapter II, which also details various NPC parties that also seek the key. In other words, the PCs will traverse the same dungeon at least twice, but with different sets of encounters for each sojourn.

Stage Five — Confronting the Faceless Lord (The Present)

Once the PCs leave the Citadel and return to their home plane and time with the key, they may have to deal with Lord Raob and wait for the blood moon that appears at the end of the fortnight. Raob and Sleeara are possibly one of the groups of time traveling NPCs that the PCs confront during the "Siege of Orcus" or "Necromantic Dreams." During the interim between acquiring the key and the blood moon's rising, the PCs may vanquish Lord Raob or perhaps join forces with him, if they are so inclined. Raob may also quite possibly discover that the Citadel was a façade and out of frustration decide to take

his army elsewhere. In any event, once the blood moon rises, the PCs should use the key and enter the vault of the demon prince. These events are explained in Chapter VI.

Within the strange obsidian cube, the PCs find themselves at the threshold of a sea of ooze. In the middle of this sea is a small island with an odd cube and obelisk. In the final stage, the PCs are to find pieces to a riddle to retrieve the amulet. The Faceless Lord, compelled to protect the amulet by the divine force of Dwurfater, has over the many millennia of his captivity created alternate realities and sub-planes linked together within his prison. Within these sub-planes, he has hidden four stanzas of a riddle. The four stanzas are necessary to open the amulet's resting place. The DM is encouraged to create these sub-planes, as they are a mechanism to expand the module significantly. Alternatively, the DM might forego the sub-planes and reach the ultimate conclusion — the direct confrontation with an avatar of the Faceless Lord. With or without the sub-planes, the adventure concludes at this point. The PCs may leave the vault victorious with the Demon's Amulet, or they may become the latest liquefied victims of the Prince of Chaos.

Planar Travel

In *Chaos Rising*, the PCs repeatedly enter and exit planes and travel through time. The DM can deal with this element in two ways. The first is to explain the travel as dimensional or planar travel, as is described in the module. In other words, the heroes travel from one plane of existence to an almost identical, but finite plane of existence that happens to exist in the past. This explanation avoids many of the consistency issues with time travel.

An alternate way of dealing with this matter is to explain the travel as true temporal relocation and time travel and ignore the demiplanes. In other words, the PCs are actually traveling through time, and the interior of the Citadel and catacombs exist on the PCs' home plane. This explanation may prove difficult for the DM, as many consistency issues arise. There is also the inevitable, "What happens if I kill my great great grandfather?" A

Chronology of Events

Eons ago	The creation of the universe. The crafting of the vault by the Faceless Lord.
10,000 years ago	The vault crashes down on the PCs' world and forms the Devil's Finger. Dwarves begin to revere it.
9,000 years ago	Dwurfater tricks the Faceless Lord and imprisons him in his vault. Construction begins on Dwurschmiede, the Citadel. Dwurfater creates two demiplanes to protect the key.
3,000 years ago	Orcus lays siege to the Citadel in an attempt to acquire the Faceless Lord's amulet for himself. The events of Stage Two take place.
1,300 years ago	The necromancer Giltz succeeds in destroying the last dwarves occupying the Citadel. He dies in the battle.
1,200 years ago	The events of Stage Four take place.
1 year ago	Lord Raob learns of the amulet and its unspeakable power. He begins his quest to acquire it.
1 month ago	Lord Raob arrives at the Devil's Finger and begins to dig down toward the key. The PCs' benefactor begins to learn of what Raob is trying to accomplish.
Today	The PCs learn of Raob's plan from their benefactor. In the next two weeks, the events of Stage One and, later, Stage Three take place.
2 weeks from today	A blood moon rises and shows the door into the Citadel. The events of Stage Five take place.

Introductory Characteristics

Each level of the dungeon has a sidebar such as this one that details the following basic information:

Wandering Monsters: Details the frequency of encounters, including a table of encounter results.

Shielding: Details any material, magical barriers, or shielding that prevents divination or other spells and effects from functioning. Not listed if there is no shielding on the level.

Detections: Details results of general divination spells on the level. All general detections associated with a level are set at DC 10, unless otherwise noted.

Spell Function and Recovery: Details any interference with spell recovery due to magnetic influences or sheer evil detachment from the gods. Not listed if function and recovery are normal on the level.

Continuous Effects: Details any effects that apply throughout the level, such as *fear* or extreme heat as though a *heat metal* spell was in effect throughout the level. Not listed if there are no continuous effects on the level.

Standard Features: Details door type and quality to be encountered throughout the level, as well as any other recurring features, such as color of stone or carved motifs. If there are no standard features on a particular level, this characteristic will not be detailed.

good response is, "The inertia of time and destiny flattens the smallest ripples in time." Though this statement is rather meaningless, it is sufficiently ambiguous to quiet over-anxious questioners. The time stream does not abide a paradox.

A third option is not to explain the travel at all. The mystery of the situation allows the PCs to come up with their own understanding of what is occurring. With any of these options, the DM should tailor the concept to what the players will most enjoy.

Playing effective NPCs

This module includes a number of NPCs and NPC parties. A major NPC, of course, is the Faceless Lord. Raob and Sleeara are attempting to seize the amulet in the present; Lord Galm fights the forces of Orcus in the past. As well, numerous parties of "time traveling" NPCs (as described in Chapter II) await the PCs.

Playing these NPCs effectively is a challenge, especially since the NPCs are not necessarily set encounters. Having completely new groups of NPCs jumping into the picture may not suit your game. If the adventure seems too hard for the PCs, these NPCs allow you to scale the difficulty. For example, one change could be substituting

Lord Raob with one of your campaign's reoccurring enemies. Another change could be not using an NPC party if the PCs are bogged down in one of the Citadel levels. Furthermore, you could use your own NPC party that gains access to the Citadel upon learning what the PCs are trying to accomplish.

Whether you use your own NPCs or those described in this adventure, understanding their motivations as well as their powers is important for playing them effectively with the encounters and events described in this adventure.

Maps and Encounter Numbering

Since the PCs traverse the same "maps" twice in some circumstances, having a different map numbering and encounter system is necessary. Also, some of the encounters are not keyed to a specific place. Thus, the encounters are presented alphabetically with the chapter number (i.e., I-A). For the map references, the first letter indicates the specific map and the second is the Area number (i.e., A-1 refers to Map A and Area 1).

Modifications to the Adventure

Modifications to this adventure are not only recommended, they are expected. This adventure is written in such a way that it can take place on any world, in any campaign. These events could occur virtually anywhere.

A benefactor and evil demon are required. The benefactor, however, need not necessarily be good. An evil party could be hired by an evil deity to fetch the amulet for themselves. The demon could be the Faceless Lord or a long-forgotten demon of your own making. Likewise, the dwarves in this module could be any race that died out long ago or some other campaign-specific race.

Additionally, as was already mentioned, the NPCs are an easy target for modification to make the adventure more or less difficult. Chapters III and V are designed in such a way that you can tailor entire sections of encounters. In Chapter VI, you are expected to expand the sub-planes to provide strange and exciting locales for your campaign that the PCs might not normally encounter.

One final note: some encounters in this adventure are written with boxed, read-aloud description text. These descriptions are provided for your benefit. Whether you use the descriptions or not is up to you. Yet their purpose is to provide you with important pieces of dialogue, complex area descriptions, and ideas. The best descriptions for your players are yours. Consider the descriptions provided as helpful suggestions, not constraining requirements.

Chapter I: Assault on the Devil's Finger

The adventure begins with the PCs arriving at a valley within three miles of the Devil's Finger. How the PCs arrive at this locale is up to you. Arriving at the remote location might be a difficult challenge for the PCs; however, since time is of the essence (pun intended), having the benefactor described in the Introduction spend the necessary funds to send the party via *teleport without error* to a grove of dead trees a few miles from the Devil's Finger might be easier. This adventure assumes that you have managed to get the PCs to an area near the base of the Devil's Finger undetected by the agents of evil on the summit.

The Devil's Finger

The Devil's Finger rises above one end of the valley. On all sides of the valley, dark mountains loom. Thunderstorms are common in the afternoon, and occasional strong winds have made the valley floor nearly barren. These strong winds impose a -2 circumstance penalty to ranged attacks and to Listen checks, might knock down Tiny or smaller creatures (Fortitude save [DC 10]), and hamper those who attempt to fly (flying speed reduced by 25% and maneuverability class reduced one step — i.e., from “good” to “average”, etc.).

Warning Cubes

A *warning cube* is a 6-inch silver cube with intricate runes covering its surface. The *cube* constantly detects a specific effect out to a 30-foot radius, as per the spells of the same name: animals or plants, chaos, evil, good, law, magic, poison, scrying, secret doors, and snares and pits. Once an effect is detected, a *magic mouth* activates on the *cube* and shouts a specific phrase the creator has designated.

The warning cubes used by Sleeara are keyed to *detect magic*. Anyone carrying magical items and passing within 30 feet of a *cube* activates the *magic mouth*. The *magic mouth* begins to yell “ALERT!” repeatedly. A guard on a Listen check (DC 10) hears an activated *cube*.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, appropriate *detect* spell, *magic mouth*; **Market Value:** 1,200 gp.

The Devil's Finger resembles the bones of a humongous three-jointed finger. It is over 750 feet tall and made of granite. At the top of the Finger are two flat elevations. The lower elevation has a number of rudimentary struc-



tures that are carved directly from the stone. These structures include the Fest Haus (Encounter I-D) and the Wheel House (Encounter I-E).

The Wheel House is a recent addition commissioned by Lord Raob. He has placed an enormous cauldron at the end of a very thick rope that is connected to an immense wheel. The cauldron is large enough to accommodate 5 Medium-size creatures. Lord Raob uses the Wheel House as an elevator to supply and move troops. Here and the landing area (Encounter I-F) see almost constant activity, making them two of the most heavily guarded areas.

The higher elevation is the Citadel itself. Like the buildings on the lower elevation, the Citadel is carved out of the Finger. A large barbican allows entry from the lower elevation to the higher elevation. In addition, within the barbican is the first magic portal — through which the PCs must enter (Encounter I-G) in order to gain access to the Citadel's interior.

Visible in the center of the Citadel is the upper two-thirds of the massive obsidian cube that houses the Demon's Amulet. This cube is referred to as the vault. The Citadel flows around the vault, although the walls and towers that encircle the vault are devastated. The disrepair and collapsed walls and towers have in turn toppled the Citadel's two main levels, leaving rubble blocking nearly all of the passages. The dig (Encounter I-C) is slowly working through solid granite in an effort to reach the key. Until a week ago, Lord Raob made little progress. Now, Sleeara is personally overseeing the operation. Due to her motivational skills, the men have dug down nearly 100 feet. They have yet to discover any artifacts or remains from the "interior." Sleeara is starting to suspect the truth of the Citadel, that it is merely a façade.

Archers from Lord Raob's army watch the valley floor. During the day, the archers have a very difficult Spot check (DC 20) to notice the PCs far below, even if the PCs approach in the open. At night, seeing anything that is not lit is nearly impossible for the archers, requiring a Spot check (DC 25). If the PCs use a light source, modify all Hide check DCs for the archers by up to -4, depending on the light used.

Ascent

The PCs cannot *teleport* to the top of the Devil's Finger. Dwurfater infused the Citadel with magical energies that cause two effects that impact the adventure. The first effect is that contact with the Astral Plane is impossible; thus, spells such as *teleportation* do not function around the Citadel. Second, spells cast within 100 feet around or on the Devil's Finger that contact other planes do not function unless the contact is to a non-evil plane. Thus, summoning spells targeting evil creatures fail; *gate* and divine spells to evil planes also fail. Both magical enchantments are permanent and imbued in the stone.

Once at the base of the Devil's Finger, the PCs may attempt to climb it. Each side of the Devil's Finger is smooth granite that flows in and out over the knobby protrusions or knuckles. Although natural edges can assist the PCs in their ascent, the Climb check is still very difficult (DC 25). In addition, the gargoyles (Encounter I-A) make this method even harder.

Introductory Characteristics

Wandering Monsters: Patrols are infrequent beneath the Devil's Finger, as described above. This table is based on the party being at the top of the Devil's Finger. Check once every 10 minutes on 1d12:

Roll 1d12	Encounter
1	Sleeara and 4 guards (from I-C)
2	Lord Raob and 4 guards (from I-D)
3-5	1d4 guards
6	1d4 gargoyles (from I-A)
7-12	No encounter

Shielding: Neither arcane nor divine spells can penetrate the vault (Area A-7). Nothing can damage or see beyond its jet-black obsidian walls. Ancient magical protections prevent anyone from traversing through the Astral Plane in and around the Citadel and the top of the Devil's Finger. Thus, astral travel and teleportation are impossible on, within, or 500 yards around the Devil's Finger. In addition, summoning and similar spells that target other planes only function if the target of the spell is good- or neutral-aligned.

Detections: PCs detect strong evil and overwhelming magic from the vault (A-7) due to the presence of the Faceless Lord and his amulet. Also, the Devil's Finger itself radiates moderate magical energies.

Standard Features: Unless otherwise noted, all doors are central pivot and made of stone (5 in. thick; Hardness 8; hp 20; Break [DC 22]; Open Lock [DC 20]).

Map Used: Map A: The Devil's Finger

PCs may attempt to *fly*, *levitate*, or use some other magical means of ascent. Sleeara (Encounter I-C) has placed a number of *warning cubes* on the perimeter of the army's base. These *warning cubes* are spaced evenly 100 feet apart on the perimeter. In between each warning cube are oil-fueled torches; although wind-resistant, they frequently blow out. A torch near where the party "arrives" has a 25% chance of being out.

PCs may also attempt to use the "cauldron-elevator" built by Lord Raob. See Encounter I-F for more details. This means of ascent, however, is very closely watched and will most likely lead to detection.

Presuming the PCs find a way to ascend the Devil's Finger (most likely by flying and invisibility), they may have several encounters during their ascent. This initial set of encounters should be suspenseful but not overly difficult for the PCs (unless they are spotted by Lord Raob's men). They should feel that they are being challenged, but not taxed to their limits — that is for later.

Encounter I-A: Gargoyles (EL II)

Native gargoyles have taken up residence two-thirds of the way up the Devil's Finger. Their nest, little more than a small ledge in the granite, is located on the east side. This lair is more a repository of shiny objects and bits of wood

than an actual nest, since the gargoyles sleep hanging on the Finger's surface during the day. More active at night, the gargoyles care little if the PCs arrive on top of the Finger. However, while climbing the face of the formation, the PCs are fair game to the gargoyles. The creatures' primitive minds believe that a new, but dangerous food source has arrived.

The gargoyles lazily circle the Finger at dusk and dawn, creating an ominous image. During the day, they sleep with their wings folded over themselves, as still and silent as stone. Sleeping gargoyles are difficult to see. A climbing PC may accidentally touch one of the gargoyles during the ascent. If a PC attempts to climb the Citadel, use an opposed Spot check versus the gargoyle's Hide check; on a failure, such an event occurs.

At night, the gargoyles fly, taking the occasional guard from above as a meal. The gargoyles like to linger near the perimeter torchlight and pull prey into the darkness between torches. Sleeara feeds the gargoyles occasionally by staking into the ground near the perimeter of the Citadel a member of Raob's army who has "disappointed" her. The gargoyles are used to the strong winds by the Devil's Finger and are not affected by them.

Gargoyles (10): CR 4; hp 30, 32, 33, 33, 38, 39, 40, 41, 45, 48; see the MM.

Tactics: A single gargoyle that spots or is otherwise made aware of the party's presence gathers two other gargoyles before attacking. Thereafter, all three attempt to knock the "shiniest" party member (wearing gleaming armor, has a large gem, and so forth) to the ground below. The gargoyles are cowards at heart and do their best not to engage the PCs directly. If the gargoyle nest is threatened, then the entire wing attacks the PCs until a bargain is made (for more shiny objects) or one group or the other is dead.

Make Spot checks (DC 15) for the archer guards above if a battle ensues with the gargoyles. If spotted, the guards inform Sleeara, who engages the PCs (as described in Encounter I-C).

Treasure: Stuffed into a large crack on a small 3-foot ledge is the gargoyles' treasure. Numerous skulls, pieces of bone, and odd bits of metal are crammed into this crack. Far back in the space is a +3 *greatsword* that requires 5 minutes of sorting and throwing items over the edge to acquire (Search DC 18). Such actions, however, almost certainly grabs the attention of the guards.

Atop the Devil's Finger

Encounter I-B: Guards (EL variable)

Lord Raob's army is 98 members strong on and around the Devil's Finger. These men are both guards and manual laborers being used to dig down to the key. The guards work in three shifts: for 8 hours they dig, for the next 8 they rest, then for the final 8 they assume sentry duty. These shifts rotate so that a crew is always digging, resting, and guarding. There are 30 men per crew.

At any one time, 30 men are working at the dig (Area A-3), 30 sleeping in tents outside of the Fest Haus (Area

A-4), and 30 on guard. Of the men on guard, 15 patrol the perimeter in teams of 2 or 3, 12 occupy the Wheel House (Area A-5), and the remaining 3 guards assist Sleeara in her motivational efforts at the dig (Area A-3).

The remaining 8 guards are sergeants, who command the men and serve as Raob's personal guards.

Raob's Men, Human War5 (90): CR 4; SZ M; HD 5d8+3; hp 23 (average); Init +1; Spd 20 ft.; AC 16; Atk +7 melee (2d4+1, guisarme, crit x3) or +7 ranged (1d8, longbow, crit x3, 100 ft.); AL NE; SV Fort +4, Ref +2, Will +1; Str 13, Dex 13, Con 10, Int 8, Wis 9, Cha 9.

Skills: Listen +2, Search +2, Spot +2.

Feats: Dodge, Toughness, Weapon Focus (guisarme or longbow).

Possessions: Each guard is a human man or woman and is outfitted with black enameled chainmail, a white cape, and either a longbow or a guisarme. If armed with a longbow, the guard has 30 arrows. Each guard carries 1d4 gems worth 1d10 x 10 gp.

Raob's Sergeants, Human War7 (8): CR 6; SZ M; HD 7d8+3; hp 34 (average); Init +1; Spd 20 ft.; AC 16; Atk +9/+4 melee (2d6+1, greatsword, crit 19-20) or +8/+3 ranged (1d8, longbow, crit x3, 100 ft.); AL NE; SV Fort +5, Ref +3, Will +2; Str 13, Dex 13, Con 10, Int 8, Wis 9, Cha 9.

Skills: Listen +3, Search +2, Spot +3.

Feats: Dodge, Power Attack, Toughness, Weapon Focus (greatsword).

Possessions: Each sergeant is a human man or woman and is outfitted with black enameled chainmail, a red cape, and both a greatsword and a longbow (with 30 arrows). Like the guards, the sergeants carry 1d4 gems worth 1d10 x 10 gp.

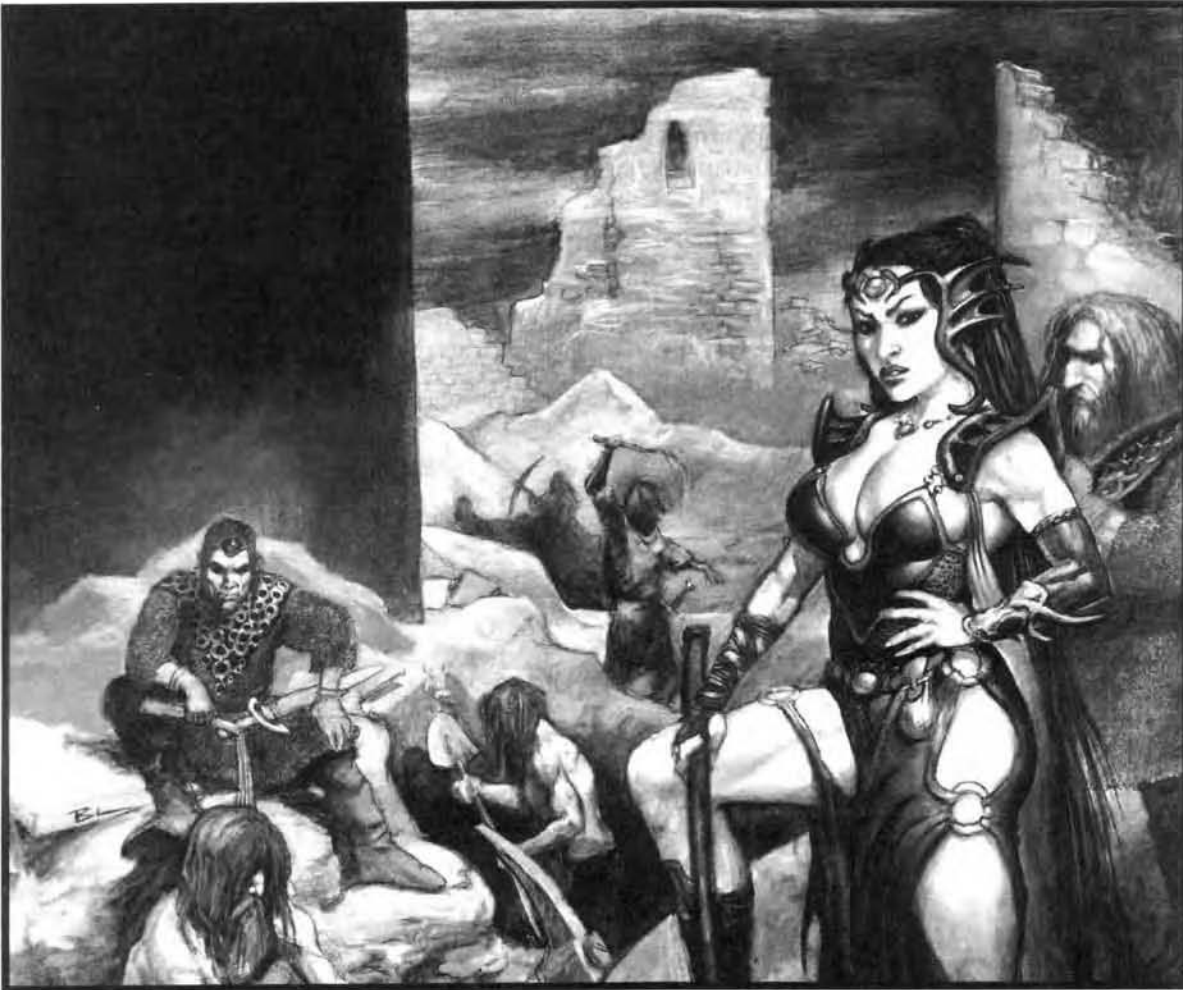
Tactics: If a "credible enemy" is spotted, a large bell rings out at the Fest Haus. This bell was taken from a church as plunder and put to use as a warning device. A credible enemy is one that presents a potential threat to the dig, Sleeara, or Raob. If the general alarm is sounded, the army springs into action. After 1d4+2 minutes, the guards at the dig arrive at the Fest Haus. The guards who were asleep pick up their weapons and are ready to engage after 1d6+2 minutes. After 10 minutes, the dig guards are ready for battle. The guards at the Wheel House remain in position to defend the cauldron elevator.

The guards' tactics are simple: charge and kill. The sergeants lead sorties against the enemy, striking at the largest target first. If casualties drop their numbers to 50%, the guards flee to regroup. Sleeara and Raob's tactics are listed separately in Encounters I-C and I-D, respectively.

Encounter I-C: Sleeara and the Dig (EL 20) (Area A-I)

The dig is near the barbican's west tower. Digging down into the tough granite, Raob and his men are slowly inching their way toward where they presume the key lies. The men work in a long line, passing rocks to one another and eventually depositing them on a large mound that is growing outside of the barbican.

Sleeara and three guards oversee this operation. The guards are callous, brutal, and quick to whip their fellows



at any opportunity. One day, a guard may be whipped and the next he is the one holding the whip.

Sleeara stalks around the dig, making sure the men are properly motivated. She has executed a few men for failure to meet her harsh expectations. Some of these men were staked out for the gargoyles, and one was thrown over the ledge. Sleeara's motivation is to press the men to complete the task before the end of the fortnight when the blood moon rises.

Raob's Men, Human War5 (33): CR 5; hp 20; see Encounter I–B, above.

Sleeara, Human Female Nec10: CR 10; SZ M; HD 10d4+20; hp 49; Init +6; Spd 30 ft.; AC 17; Atk +6 melee (1d4+1, +1 dagger); SA spells; SQ *Robes of the Archmagi* (SR 17); AL CE; SV Fort +6, Ref +6, Will +10; Str 11, Dex 14, Con 14, Int 18, Wis 14, Cha 8.

Skills: Concentration +13, Knowledge (arcana) +5, Knowledge (history) +13, Knowledge (the planes) +8, Listen +2, Scry +9, Search +2, Spellcraft +13, Spot +2.

Feats: Combat Casting, Empower Spell, Heighten Spell, Improved Initiative, Scribe Scroll, Silent Spell, Still Spell.

Arcane Spells Prepared (4/5/5/4/4/2): 0 — *detect magic, disrupt undead, light, read magic*; 1st — *grease, hold portal, mage armor, magic missile, ray of enfeeblement*; 2nd — *blur, ghoul touch, invisibility, knock, web*; 3rd — *blink, fly (x2), vampiric touch*; 4th — *contagion, enervation (x2), stonkskin*; 5th — *animate dead, cone of cold*.

Possessions: +1 dagger, *hand of the mage, robe of the archmagi*. Sleeara also has pockets full of spell components for her spells. She has hidden her spellbook detailing the above spells in her room in the Fest Haus.

Personality: Sleeara is an over-ambitious brat. She believes she is vastly more powerful than she really is and goes to great lengths to prove her "superiority." Early in her short career, she fell in with Lord Raob, who at the time went under the name Raob Darkly. Although she no longer fancies him as much as she once did, he is still deeply infatuated with her. Sleeara, of course, has used his feelings to her advantage. She disposed of all competitors, such as a priestess of Demogorgon, and has solidified her position by discovering the history of the Demon's Amulet through her necromantic studies. Sleeara is likely to inquire about the PCs' *portal rune* tattoo if they are captured. If possible, she tries to copy and use it. Sleeara goes to any length to impress someone, because doing so she impresses herself.

Tactics: If she has time to prepare herself, Sleeara casts *mage armor, stonkskin, invisibility, blur* or *blink*, and then *fly*. She takes to the air and hits the most powerful caster with *enervation*. She tries to keep out of range with flight and attempts to hit the party with her more powerful spells, using her *hand of the mage* if necessary. Sleeara does anything to save her own skin if the battle turns against her.

Encounter I—D: Raob and the Fest Haus (EL 15) (Area A—2)

The above-ground Fest Haus is a long and narrow structure that the dwarves once used presumably to host celebrations outside of the Citadel. It is made entirely of stone and has a simple opening as its entrance. Above the entrance, in an ancient dialect of Dwarven, an inscription reads "Festival House." The roof on the Fest Haus is of poor construction and tends to leak during rain. The interior of the structure is bare, except for the items Raob has moved into it.

Raob uses Fest Haus as his base of operations. In fact, he pitched an elaborate red pavilion in the structure's center. Raob and Sleeara sleep in this pavilion (apart, much to Raob's chagrin). Raob's personal guards (the sergeants; see Encounter I—B, above) also sleep in the Fest Haus, but outside of the pavilion.

The pavilion itself has three "rooms." Two are the sleeping chambers and one is a common area where Raob eats, dresses, and contemplates how he will rule the world once he obtains the demon's amulet. On the floor is a large map of the known world, with many of the country's names changed to "Skullcracker," "Raobland," or "Sleeara Hold." The map has a base value of 1,000 gp. There are also silk pillows, an incense burner, and a small mirror; together, these furnishings are worth 300 gp.

In Raob's sleeping chamber is an armor stand, a king-sized bed (which the guards still grumble about hauling up the Devil's Finger), and a stuffed bear missing a button eye hidden under the bed. The chamber also contains a chest, which is trapped with a poisoned arrow. Inside the chest are 10 platinum bars worth 1,000 gp each, a large ruby worth 250 gp, and an ancient cloth map showing the location of the Devil's Finger in the nearby mountain range.

Poisoned Arrow Trap: CR 2; +5 ranged (1d6/x3 crit and poison [Fortitude DC 16; 1d6 Str/1d6 Str]); Search (DC 20); Disable Device (DC 20).

In Sleeara's sleeping chamber are black silk blankets and a pillow. Underneath this bedroll is her spellbook. The spellbook contains all of the spells Sleeara currently has memorized; the DM can include additional spells as he or she sees fit. The bedroll was a gift from Raob. A *warning cube* also rests on a small locked crate. The crate has been secured with a lightning trap, though nothing is inside the crate because Sleeara always carries her possessions with her. If activated, the lightning blast destroys the crate.

Lightning Trap: CR 3; 5-ft. wide, 50-ft. long blast (3d6 electricity); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

Lord Raob Blackenheart, Male Human Ftr 12: CR 12; SZ M; HD 12d10+24; hp 85; Init +5; Spd 20 ft.; AC 21; Atk +19/+14/+9 melee (1d10+6, +2 *heavy flail*, crit 17–20); AL NE; SV Fort +10, Ref +5, Will +6; Str 18 (20), Dex 13, Con 14, Int 11, Wis 11, Cha 14.

Skills: Diplomacy +4, Listen +2, Search +2, Sense Motive +2, Spot +2.

Feats: Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (heavy flail), Improved Initiative, Iron Will, Mobility, Power Attack, Sunder, Weapon Focus (heavy flail).

Possessions: +2 full plate, gauntlets of ogre power, +2 heavy flail. Fully armed, Raob is an imposing sight. He wears black enameled full plate armor with a large helm bearing metal eagle's wings. Painted in gold on his breastplate is a large open hand with an eye in the palm, Raob's symbol. He usually has his helm open so he can bark orders at his men, showing his yellow teeth and grizzly beard.

Personality: Raob Blackenheart, a self-proclaimed Lord with no ties to nobility, has the mewling personality of a four-year old. Although clearly an adult, his basic motivations are similar to a young child's: he is moody, he loves to satisfy himself and his needs, and he hates anyone who stands in the way. He has a deep infatuation with Sleeara. This is the reason why he allows her to command him. Yet Raob may grow tired of her one day and eliminate her, as he has eliminated other concubines. Finally, Raob is a force of destruction. He is very large (standing 6 feet 5 inches tall and weighing over 250 pounds), with jet-black hair and a long black beard. His eyes dart around the room when anyone talks to him, as if he is always wary of an attack. He wields absolute control over his men due to the awe he has struck in them with his prowess in battle.

Raob's Sergeants, Human War 7 (8): CR 7; hp 22, 25, 30, 33, 45, 46, 50, 52; see Encounter I—B, above.

Tactics: Although he is fearful of magic and hates wizards (Sleeara excepted), Raob usually charges into the thick of any combat and calls out challenges to the largest of the enemy. While a few large battles have gone differently, Raob personally has never lost a challenge. With the cliff nearby, Raob may try to push someone over it to eliminate him or her. No tactic is beneath him. Raob commands his men as described in Encounter II—B.

Encounter I—E: The Wheel House and Landing Area (EL 12) (Area A—3)

As previously mentioned, the Wheel House is a new building on the lower elevation on top of the Devil's Finger. It is a shanty-like wood structure, crafted of odd pieces of brushwood hastily gathered far below.

The Wheel House hangs slightly over the cliff's edge. Inside the structure is a large and well-crafted wheel, which functions as a spool for a very thick rope. The rope is connected by way of a pulley to a gigantic iron cauldron. Together, the entire system acts as an elevator.

At all times, three guards are far below watching the landing area; at night, they use torches to provide light for this operation. Above, the remaining eight guards work in shifts to turn the wheel, moving around in a great circle. Operating the wheel requires a successful Strength check (DC 18); it usually takes three to four guards to turn the wheel (each successful assist [DC 10] adds +2 to the guard's Strength check). The remaining guards watch outside, always alert and present when the cauldron reaches the top. The rope itself has a hardness of 0 and 8 hit points. The cauldron weighs 200 pounds. If for any reason the cauldron is let loose and falls on top of someone, it deals 2d6 points of damage for ever 10 feet it plummets, to a maximum of 20d6.

Ritual: Portal Rune

Level: True Ritual, Clr 5

Components: V, S, M, DF

Proxy: The flesh of the person inscribed with the rune

Casting Time: 1 hour

Range: Touch

Target: Individual being tattooed

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A *portal rune* tattoos a portal key directly onto the recipient's flesh. This portal key is permanent and can only be destroyed with an *erase* or similar spell or by the destruction of the flesh where the rune is inscribed. A *portal rune* is usually tattooed on the back of the neck in order to prevent someone from hacking off a limb and attempting to use the rune. Granted, chopping off someone's head might accomplish the same task with a precision cut.

In *Chaos Rising*, the *portal rune* to the Citadel is the dwarven rune for the fire that fuels Dwurfater's forge. This rune is recognized by most of the dwarves encountered in *Chaos Rising* as a holy symbol of good.

The use of a *portal rune* in the appropriate portal to which it is keyed is instantaneous and individual. Any other being carried by the recipient of a *portal rune* does not transport. Due to the ritual used, the *portal rune* is permanent and does not disappear by use of the portal. A *portal rune* is only keyed to one portal. Also, a *portal rune* functions within an *antimagic field* because it is merely a trigger for magic beyond the field — namely, the portal itself, which draws magic from planar effects beyond the scope of the field.

In *Chaos Rising*, the *portal rune* allows the PCs to access only the Citadel's interior (i.e., through the upper portal). They must convince King Galm (in Chapter III) to receive the necessary *portal rune* to access the catacombs.

Material Components: Sepia ink, a long platinum needle, and a tome or scroll showing the necessary rune. For more information on ritual magic, see **Relics & Rituals** from *Sword & Sorcery Studios*.

Raob's Men, Human War5 (11): CR 5; hp 20 (average); see Encounter I–B, above.

Encounter I–F: Outer Barbican (Area A–4)

Like most of the Citadel, the outer barbican is nearly completely dilapidated. The great stone ceiling and towers are collapsed and crumbling. The Citadel is distinguished from the Devil's Finger because it has a brushed and smooth structure. Yet the Citadel has no visible entrance, except in the courtyard around the vault and the barbican.

The entrance to the Citadel through the barbican was formerly a 30-foot wide entryway. This way has since been blocked by rubble. The dig nearby is concentrating on the west tower (Area A–1). The north tower is accessible from a collapsed wall on the north side. This collapsed wall has created a hole through which the PCs could climb and enter the barbican.

Once inside, the PCs enter a passageway in the north tower. The upper floors are destroyed. There are a number of rooms in the north tower, but they are empty, with only bits of wood and dust (this area was once a barracks). In a corner room is a hole in the floor that has larger stones around its perimeter. This is not a privy, but

rather access to a lower storage area. Through this storage area is the archway that gives the PCs access to the Citadel (Encounter I–J). No guards patrol here.

Encounter I–G: The Vault (Area A–5)

The vault is a very large cube of obsidian, each side flawless and mirror-like black stone. Around the edges is a crater that was smoothed by the Citadel's architects. Only 50 feet of the cube is visible from the surface, but it extends another 16 feet into the granite. Only the key provides access into the vault, as described in Chapter VI.

Around the vault is a low 5-foot wall that forms a pentagram. The wall is made of individual stones and has crumbled and fallen in places. Each individual stone has the same dwarven rune on it; the rune reads "Evil" and is non-magical.

There is no way into the Citadel itself, since it is a façade. The outer Citadel was dug out of the granite below. Theoretically, a party could blast its way down 40 to 50 feet, such as Raob did; however, this strategy is merely folly and a waste of valuable time. The vault radiates both strong evil and overwhelming magic.

Encounter I—H: The Upper Citadel (Area A—6)

The old remnants of the Citadel's towers and walls barely stand. The wall was made of individual bricks of granite that fit together without mortar. This is an example of the unique and marvelous structure that the dwarves created. When it was first built, the wall formed a circle and was 50 feet high and 5 feet wide. Now, large holes show in the wall where the bricks were toppled over.

The large, 70-foot tall towers are also nearly all collapsed. Some are mere rings, and at least one retains part of its crenulations (like the wall, it was made of granite bricks). The party can explore the towers, but the only entrance to the Citadel below is through the barbican (Encounter I—F).

Encounter I—I: Outer Buildings (Area A—7)

Like the Fest Haus, these buildings were made of large slabs of granite stacked together. Whatever occupied the interior has long since turned to dust or been removed. The original purpose of these buildings is unknown.

The buildings are somewhat unstable. Combat or some other such activity has a 10% chance of toppling a structure. If this event occurs, a character must succeed at a Reflex save (DC 18) to avoid suffering 3d6 points of damage from falling rubble.

Encounter I—J: Entry to Chaos

The corner room of the lower barbican leads to a great archway, which is carved with numerous ancient dwarven runes inlaid with brass. Rubble and rock lie 5 feet beyond the archway. Near the archway, the ribcage of a dwarf is propped up against the wall, the rusted blade of a dagger lying within it. A few rats have made their home in a corner rubble pile.

Here, the PCs activate the portal by merely walking through it if they wear the *portal rune*. Anyone else present described in Chapter I — other than Sleeara — would be too perplexed or frightened to attempt to follow the PCs. If anyone does and fails to have a *portal rune*, he is transported through time and considered lost (the exact location is up to the DM, although a time when the PCs' home planet has long since been destroyed — and thus transported to a vacuum — or when the entire planet is covered in primal molten rock are good choices).

If secretly observing the PCs, Sleeara may immediately realize the truth of the archway and the necessary rune. If she saw such a rune on a PC's neck, she is likely to follow them (as described in Chapter II) once she inscribes and tattoos the rune.

When the PCs move through the archway, they are instantly transported to the "Siege of Orcus" in Chapter III. The rubble is gone, the area is changed, and the silence is soon broken by sounds of dwarven battle cries resonating through the halls.

If the PCs look through the archway back toward the direction from which they entered, they see blackness. In other words, when standing in the archway during the "Siege of Orcus," the PCs do not see the broken stone and collapsed barbican from which they entered. Instead, they see inky blackness and apparent nothingness.

Chapter II: The Citadel

Chaos. Total chaos. This is the path the PCs select. This is the path you must arbitrate. What follows is bizarre, unusual, and — with preparation by you — thoroughly fun.

This chapter first explains a general outline for the PCs' adventures in the Citadel. Next is a description of and motivations for "competing" NPC parties. Although whether to include these parties in **Chaos Rising** is up to you, doing so is ultimately a wise idea. Finally, this chapter includes a description of the Citadel's two levels. Since the Citadel is mostly unchanged the two times the PCs move through it, these descriptions are provided here. Further specifics are explained in the pertinent chapters, *Chapter III: Descent – The Siege of Orcus* and *Chapter V: Ascent – Necromantic Dreams*.

A Journey Through Chaos

In Stage Two, the PCs time travel. They leave the present and enter the Citadel through the upper archway. In doing so, they enter an alternate demiplane that occupies only two levels of the Citadel. The laws of physics on the demiplane are the same as the PCs' home plane, and time advances at the same rate. In other words, the dwarves on the demiplane age and die the same as dwarves on the home plane. Practically, nothing is different except that the barbican portal can access only the demiplane.

Once through the archway, the PCs are thrust into the middle of a battle. Orcus has persuaded an evil dwarven priest, Kinst, to open a special gate into the Citadel, bypassing all defenses. The dwarven high priest, Usis, received a vision two days prior to the attack. In this vision, Usis saw demons devouring dwarves within the Citadel. Usis warned King Galm, the Clan Flammeaxte leader, and together they prepared for the assault.

During the preparations, Usis fell into a coma due to Kinst poisoning him one day prior to the PCs' arrival. No one suspects Kinst and believes that the poisoning is the work of demons. Undeterred, King Galm prepares patrols and believes that the demons might arrive through the upper portal.

As the PCs enter the upper portal, they are met by a group of guardian dwarves. The PCs must do some quick explaining and possibly show the *portal rune* they used to gain access to the Citadel. If the PCs gain these dwarves' trust, they are escorted to King Galm who then interrogates them. Galm wants to know why they are in the Citadel and how they gained access; he should at best be skeptical during this conversation.

Toward the end of the conversation, King Galm is alerted that demons are within the Citadel and running amok. Galm immediately wants to join the battle. His advisors restrain him, however, and warn that if he should fall and the demons acquire his *portal rune*, the enemy will gain access to the catacombs. An advisor to Galm — or perhaps Galm himself — suggests that the PCs take care of the threat as a sign of their good intentions. This suggestion triggers a whirlwind of events that is more fully described in Chapter IV.

Assuming that the PCs persuade King Galm to give them the *portal rune* to the catacombs, which might be inscribed by the priests of Dwurfater from the rune on the back of Galm's neck, they enter the catacombs demiplane. Like the Citadel, the catacombs are similar physically and temporally to the PCs' home plane. Yet the catacombs the PCs enter are at a different era than the "Siege of Orcus": they are in the present — or, the same time that the PCs left behind when they entered the Citadel.

Once in the catacombs, the PCs must overcome guardians and traps to retrieve the key. The key is unusual in many respects. One such property is that the key suppresses magic as per an *antimagic field*. This property does not prevent the PCs from using the *portal key* to return from the catacombs and re-enter the Citadel demiplane. The *portal key*, as explained in Chapter I, actually functions in an *antimagic field*. Yet it does not return the PCs to the time of Galm, where they are likely heroes. Instead, the *portal key* takes them to "Necromantic Dreams" (see Chapter V).

In "Necromantic Dreams," the Citadel is completely abandoned. A necromancer (Giltz, now a nightwalker) led his army into the Citadel in search of the key. While his army was successful, Giltz died in a suicide effort by the last defenders. These events occurred over 100 years before the PCs arrive via the lower portal.

The remnants of Giltz's army, the undead, roam the Citadel. The entire complex is dark and seems barely disturbed; thrones sit empty and benches gather dust. Although the Citadel was attacked, the interior is oddly in the same condition as when the PCs left the "Siege of Orcus"... as if the dwarves suddenly disappeared and were replaced with undead. The PCs must make their way through this nightmarish Citadel and return to their home plane through the upper archway. Unfortunately for them, Giltz has other plans.

In both the "Siege of Orcus" and the return trip through "Necromantic Dreams," the PCs cannot leave the demiplane without going through the upper or lower portal. Any attempt to leave the upper or lower levels via *teleportation* or similar means is stunted by the Citadel's magical wards. The Citadel was designed with magical protections imbued into the fabric of the structure or plane to stop any evil-aligned entity from entering it via a *gate* or other magical means (note, however, that Orcus overcame these wards by using a specially crafted magic item). *Teleportation* and similar spells *within* the levels are permissible. In other words, the PCs may *teleport* between rooms they are familiar with inside the Citadel. They cannot *teleport* outside the Citadel. Furthermore, the Citadel demiplane is infused with dwarven magical energy that repairs any attempt to break through the Citadel's walls.

Overcoming Giltz, the PCs return to their home plane. Here, the final chapter begins. The PCs discover that while they entered the demiplanes of the Citadel and the catacombs, time moved very shortly in the outside world (perhaps one day for every four the PCs experienced) — giving them time to deal with Raob (if necessary) and use

the key when the blood moon rises. With preparation, you can easily play these chaotic events as described above.

Competing NPCs (Time Travelers)

Recommended, but not necessary, is the addition of an unexpected challenge. The PCs might assume that they will meet guardians and traps. They might not foresee others seeking to take the key.

These competing NPCs might enter the Citadel during either the "Siege of Orcus" or "Necromantic Dreams" and challenge the PCs. This challenge could be to beat the PCs into the catacombs in the "Siege of Orcus", or it could be to take the key while the PCs are in "Necromantic Dreams."

Below are three groups of NPCs and a single NPC "operative": the Brotherhood of Ooze, the Cabal of the Beard, the Silvereyes, and the nefarious mercenary Imbo the Undying. With the exception of the Cabal, any of these NPCs may be inserted in either the "Siege of Orcus" or "Necromantic Dreams."

Use these groups with caution. To be certain, this adventure is not easy. Thus, the NPCs should be inserted with a specific plan in mind, as each group employs different tactics.

For simplicity's sake, using only a couple of the NPC groups in either time period might prove more effective. For example, use Imbo the Undying during the "Siege of Orcus" and the Brotherhood of Ooze along with the Cabal of the Beard during "Necromantic Dreams." Still, a fun challenge for any DM is to arbitrate two such groups at the same time against the PCs. The PCs might find themselves allying with one against another. Switching allegiances or joining together against a common foe such as Kinst, these NPCs provide unique challenges for the party beyond the norm.

When introducing the NPCs, having the NPCs fight the denizens of whichever era you place them in "behind the scenes" may be too difficult. Instead, simply place the NPCs in a set locale and consider that they fought or made their way there by eliminating other creatures not described. This way, the NPCs become a living entity from the encounter point forward in harrying the PCs and their quest.

Also, with the exception of the Brotherhood of Ooze, the NPCs are not illigical or dim. They are some of the finest warriors, priests, and wizards who, just like the PCs, are after a prize of considerable value. They might leave the Citadel and return later (such as leave in the "Siege of Orcus" and return in "Necromantic Dreams"); or, they might leave and attempt to ambush the PCs in the PCs' real world. Also, these NPCs could ambush the PCs after the events of this adventure take place as the PCs attempt to return the demon's amulet to their benefactor. Finally, these NPCs might even become a reoccurring enemy in your campaign world long after *Chaos Rising*.

The Cabal of the Beard (EL 12)

The Cabal of the Beard is a group of dwarven guardians that was established in the Citadel hundreds of years after the "Siege of Orcus." These guardians believe that King Galm of old made a horrendous mistake in allowing the PCs to enter the catacombs. Over the years, the Cabal grew

strong and opposed the ruling King. Successful in their coup, the Cabal sends Bertram and company through time to take the key from the PCs. Interestingly, the rise of the Cabal is directly responsible for the success of Kinst later in time owing to the divisions it caused within Clan Flammeaxte.

The Cabal of the Beard should be used only in "Necromantic Dreams." The Cabal is perplexed that the Citadel is in ruins and is only discovering the truth that the dwarves have all perished. This realization causes much sadness to the Cabal, which, although good-aligned, is likely to blame the PCs for the death of their people.

The leader of the Cabal is Bertram, who is arrogant and foolish. The rest of these dwarves are not as foolish and do not likely risk their lives fighting a foe that they recognize as having good intentions. Thus, a parley is possible, especially if a good-aligned dwarf leads or appears to lead the party.

All of the Cabal have a *portal rune* to enter the upper hall. Instead of taking them to the outer world, it returns them to their time era.

Encountering the Cabal is an excellent opportunity for the PCs to gain allies to help them to defeat some of the more difficult foes in "Necromantic Dreams." These dwarves are skeptical and have large chips on their shoulders (for dwarves); they are likely to attack, retreat, and assess the situation. An initial encounter will not likely lead to death, as far the Cabal is concerned. What the PCs do is another story.

If the party does not include a dwarf, the PCs may have difficulty explaining why they are carrying around a 500-pound platinum anvil. The Cabal, like almost all dwarves of the Citadel at any time, has never seen the key and is unlikely to recognize it as such. If the PCs tell the Cabal that the anvil is the key, however, a battle to the death is very likely.

Even with a dwarf in the party, unless the words "holy quest" or some similar dire reason is quickly explained, the Cabal may become hostile. A good way for the PCs to gain the Cabal's assistance is to implore their help and ask for guidance through the Citadel. The Cabal may view this as a redeeming opportunity and be happy to oblige.

The Cabal is immediately hostile if the PCs are in the company of the Brotherhood of Ooze. The Cabal knows little of the Brotherhood but can tell immediately that they serve chaos and the Faceless Lord, the defeated foe of Dwurfater.

The following description details the Cabal. Its use is a matter of DM discretion.

This entire room is full of rubble, trash, and splintered wood. Where once the dwarves of the Citadel lived is now destruction and decay.

Four dwarves stand among the junk. One wears a dwarven-sized suit of silvery plate mail that has an otherworldly glow from the magical light his group is using. He has a tuft of red whiskers below a full helm and a mask of a jolly dwarf face with the wearer's beard and lower chin uncovered. The dwarf holds a large battleaxe. Next to him stands a shorter dwarf in the same style of armor. Obviously a female, she presses her lips together as if ready to blurt something out; she holds an oversized warhammer with a gleaming silver

head. Behind them, balanced on a plank of wood sticking out of the junk pile, is a very thin and raven-haired dwarf, smiling broadly. This dwarf begins to snicker, slowly twirling a quarterstaff.

Finally, at the base of the junk pile is a filthy dwarf wearing a tattered cloak over rust-spotted armor. He has a large scar across his face that ends in a gap between his teeth. His bristly red hair and beard are unkempt. He hefts a large scythe and braces as if to swing it.

The first dwarf says to you, "The deceivers! Come me brudders, let us have our taste of sweet vengeance!"

Lord Bertram auth'Tanak, Male Dwarf Ftr8/Def5: CR 13; SZ M; HD 8d10+40 plus 5d12+25; hp 148; Init +6; Spd 20 ft.; AC 25; Atk +21/+16/+11 melee (1d8+8, +2 battleaxe, crit 19–20/x3) or +16/+11/+6 ranged (1d4+7, +1 bullet); SA dwarven traits; SQ dwarven traits, defensive stance (3/day), defensive awareness (Dex bonus to AC); AL LN; SV Fort +15, Ref +7, Will +9; Str 22, Dex 15, Con 20, Int 12, Wis 12, Cha 10.

Skills: Climb +4, Handle Animal +4, Jump +4, Knowledge (history) +6, Listen +6, Sense Motive +6, Spot +6.

Feats: Alertness, Dodge, Endurance, Improved Critical (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Toughness.

Possessions: Large steel shield, masterwork half-plate, sling, amulet of natural armor +3, +2 battleaxe, +1 bullets (30), gauntlets of ogre power, potion of bull's strength, potion of darkvision, potion of delay poison, potion of endurance, potion of enlarge (5th level), potion of speak with animals.

Description: Bertram appears as a squat suit of pristine armor with a tuft of red whiskers billowing from his chin. He is never without his family's great heirloom: a battleaxe dating back to the time of the Citadel's founding. He is harsh and is incredibly bigoted against all non-dwarves.

Background: Bertram is the direct descendent of a coward who hid during the "Siege of Orcus." This dwarf was so consumed by guilt that he swore that one day a descendent of his would make up for his cowardice. Bertram knows this story and is fanatical about protecting the Citadel.

Motivation: Bertram had little interest in the Cabal until he received the vision from Dwurfater. As an elder of the Cabal, he is a zealot through and through. Bertram has trained his group hard and accepts nothing less than total victory.

Kunuld, Female Dwarf Clr8 (Dwurfater): CR 8; SZ M; HD 8d8+16; hp 57; Init +6; Spd 20 ft.; AC 21; Atk +8/+3 melee (1d8+2, masterwork warhammer, crit x3); SA dwarven traits, spells, turn undead; SQ dwarven traits; AL LG; SV Fort +8, Ref +4, Will +10; Str 15, Dex 14, Con 14, Int 12, Wis 19, Cha 16.

Skills: Diplomacy +8, Heal +11, Knowledge (religion) +11, Listen +4, Spellcraft +5.

Feats: Empower Spell, Heighten Spell, Improved Initiative.

Divine Spells Prepared (6/5/4/4/3): 0—*create water, detect magic, light* (x3), *read magic*; 1st — *bless, command, magic weapon, sanctuary, shield of faith*; 2nd — *aid, hold person, remove paralysis, shatter*; 3rd — *daylight, dispel magic, prayer,*

Dwurfater

Alignment: Lawful good

Domains: Earth, Good, Strength

Typical Worshippers: Dwarves (good-aligned)

Symbol: Hammer and anvil

Favored Weapon: Warhammer

Dwurfater is the father of all dwarves. He eternally works his forge creating dwarves to populate the universe so that they can glorify him with works of mithral and steel.

remove curse; 4th — *divine power, lesser planar ally, summon monster IV*.

Domain Spells (Earth, Strength): 1st — *endure elements*; 2nd — *bull's strength*; 3rd — *stone shape*; 4th — *spike stones*.

Possessions: Full plate, masterwork buckler, masterwork warhammer, *potion of aid, potion of blur, potion of detect thoughts, divine scroll (augury, delay poison, inflict light wounds; caster level 3), divine scroll (command and lesser restoration; caster level 3), divine scroll (delay poison, sanctuary, summon monster II; caster level 3), pearl of power.*

Description: Kunuld is a devotee of Dwurfater. Like Bertram, she wears gleaming plate armor. Beneath the armor, she has a pleasant, plump face and a smiling disposition. Kunuld is a kind person but does not flinch from a chance to smite evil.

Background: Kunuld was born into the priesthood of Dwurfater. She has dedicated her life to his cause and is delighted that Bertram selected her for this holy mission.

Motivation: Kunuld worries that Bertram's fervor will be his undoing. She is levelheaded and will be one of the first to attempt to parley with the PCs if possible.

Teera auth'Narak, Female Dwarf Rog7: CR 7; SZ M; HD 7d6+21; hp 52; Init +4; Spd 20 ft.; AC 18; Atk +7 melee (1d6+2, +1 illuminating quarterstaff) or +9 ranged (1d8, masterwork light crossbow, crit 19–20, 80 feet); SA dwarven traits, sneak attack (+4d6); SQ dwarven traits, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CG; SV Fort +5, Ref +11, Will +5; Str 12, Dex 19, Con 17, Int 18, Wis 17, Cha 10.

Skills: Appraise +8, Balance +9, Bluff +8, Climb +8, Decipher Script +8, Disable Device +10, Disguise +4, Escape Artist +10, Hide +10, Intuit Direction +8, Listen +10, Move Silently +10, Pick Pocket +10, Read Lips +10, Search +3, Sense Motive +10, Spot +10, Tumble +10, Use Magic Device +6.

Feats: Dodge, Point Blank Shot, Precise Shot.

Possessions: Masterwork light crossbow, bolts (x21), *bag of tricks (gray)*, +1 illuminating quarterstaff, +2 leather armor, arcane scroll (*vampiric touch*; caster level 5), *wand of detect magic* (17 charges).

Description: Teera is a thin dwarf with flowing, raven-colored hair. She almost always has a smile on her face and loves the thrill of adventure. Teera tends to annoy others because of her shrill voice and laughter. She wears oversized (elf-sized) leather armor that she keeps well oiled. Also, she uses an unusual weapon for a dwarf: the quarterstaff.

Background: Teera always longed to leave the Citadel and explore the outside world. Yet her father prohibited such wander-

lust. As a youth, the elves—the dwarves' ancient enemy—fascinated her. Although she never met one, reading about their carefree lifestyle and troublemaking suited her. Bertram was smitten with her and still bears feelings for her. Teera has always thought of Bertram as stuffy, but she is very loyal to him.

Motivation: Teera lives for adventure. She secretly fancies herself an elf soul (a being with the soul of the elf, but who is actually something else). She will stick with Bertram as long as the arrangement suits her; however, if a situation gets very dangerous or deadly, she may sneak off.

Auran, Male Dwarf Ftr9: CR 9; SZM; HD 9d10+18; hp 73; Init +8; Spd 20 ft.; AC 20; Atk +16/+11 melee (2d4+5, masterwork scythe, crit 19–20/x4) or +14/+9 ranged (1d8+1, light crossbow, crit 19–20, 80 feet); SA dwarven traits; SQ dwarven traits; ALLN; SV Fort +9, Ref +8, Will +5; Str 20, Dex 18, Con 14, Int 12, Wis 12, Cha 10.

Skills: Appraise +3, Balance +9, Climb +11, Craft +15, Handle Animal +11, Hide +4, Listen +3, Move Silently +4, Spot +3.

Feats: Alertness, Blind-Fight, Cleave, Dodge, Endurance, Improved Critical (scythe), Improved Initiative, Power Attack, Sunder, Weapon Focus (scythe).

Possessions: Light crossbow, bolts (x30), masterwork splint mail, masterwork scythe, *cloak of resistance* +1, +1 bolts (x15), +1 large steel shield.

Description: Auran is an incredibly hairy dwarf. With the exception of his cheekbones, nose, and eyes, Auran has brown hair covering his entire face. He rarely speaks, but when he does, he usually barks out insults and threats. He wears a raggedly old cloak over armor that squeaks a bit too much. He is very fond of his scythe (“Cutting the chaff of life” is a favorite expression) and

his shield that is emblazoned with Dwurfater's symbol (a hammer and anvil).

Background: Auran is an old friend of Bertram's, but he does not trust the other dwarf's leadership. He was regimented to learn to be a guard while his noble-born friend Bertram was privileged to learn the secrets of dwarven paladinhood (dwarven defender). In addition to his station in the Citadel during the time from which they came, Auran feels everyone picks on him as he had a very difficult childhood.

Motivation: Auran is a very bitter dwarf with little patience for folly. Like Bertram, he is secretly infatuated with Teera, which explains how he can stand her “shenanigans.” Auran does not trust any of the bigger people (humans, elves, orcs) he has read about, and due to the stories he has read, he usually displays an open disdain for the smaller people (halflings, gnomes). Auran is likely to lead the group if Bertram is killed.

Sample Tactics: If combat becomes necessary, the Cabal will spring into action. Bertram drinks a *potion of enlarge* and immediately bellows challenges at the enemy. He then engages them. Auran attempts to move to the back of the enemies' position and use his massive scythe on enemy casters, hopefully flanking the front lines of the enemy fighters. Teera fires her crossbow while protecting Kunuld. Kunuld's tactics change depending on the encounter, though her primary role is to heal and support her comrades.

The Brotherhood of Ooze (EL17)

The Brotherhood of the Ooze is a bumbling and absent-minded group dedicated to the worship of absolute chaos. Each of the members has at least one level of the Brother of the Ooze prestige class (described in the Appendix). You should familiar-



ize yourself with the nuances of this prestige class to run the Brotherhood to their full potential.

Through the direction of their master, the Faceless Lord, they preach and chant litanies on the virtues of sludge and muck. Slime is chaos perfected to the Brotherhood: it is ever flowing, ever moving, and its effects are unpredictable.

One way you may use the Brotherhood is to make them comical, as per the below description. A group that is chanting about the glory of sludge while sliding about on their own slime is humorous in its own way. The humor vanishes, however, when these comical antics end in a deadly encounter.

The Brotherhood made a pilgrimage to the Devil's Finger to discover more about their obscure religion. Since the Faceless Lord's imprisonment within the vault, his powers as a deity have greatly diminished. Although the Faceless Lord is faintly aware of the Brotherhood and how pathetic they are, he believes that they could also be his salvation. In a vision, he sent the Brotherhood the image of the *portal name*. After a week of debate, someone figured out what the *portal name* meant and the Brotherhood entered the Citadel.

If the PCs have the key, the Brotherhood attempts to take it from them and leave the Citadel. Such an outcome could effectively end the adventure, so the encounter must be judged very carefully.

Down the hallway, you hear shouts and angry intonations. Suddenly, a group of people turns the corner. They are engaged in deep conversation and are pushing one another into the wall. Above them floats a magical light.

"I still believe that the primordial order of all things begins with ooze," says one of the men. He is a gigantic blob of a person. He wears a stained and greasy night shirt, has long gray hair down the middle of his back, and gigantic bags droop under his fleshy eyes.

"What are you talking about, Sludgebearer?" a woman responds. "You just said *order*. What do you know about the purity of the ooze if you used the word *order* in the same breath?" She pushes the obese blob into a wall, making a loud slap of flesh against stone. Her long dark hair has not seen a comb in at least a decade, and her skin looks rotted; she wears a simple purple tunic that is badly in need of repair. Without warning, the woman begins to retch and looks as if she will be sick.

"Shut up, Slimetalker," speaks the group's tallest member. "You are obviously still addled — the truth of chaos is embodied within the ever-changing perfection of slime." The man wears a heavy brown robe. He has a vulture-like neck and an enormous mole at the end of his crooked nose. Leaning on a twisted piece of black wood as he walks, the man seems to be sweating profusely.

"Quagmire, if I may say something," asks a similarly robed man. This member of the group has no hair at all and his skin is heavily wrinkled and covered in thick, viscous goo.

"No you may not," Quagmire says, taking a slow jab at the smaller man with his staff. The other man jumps

out of the way, making the final member of their group trip over him.

Jumping to her feet, the thick and squat woman with short-cropped hair points in your general direction. Wearing a nearly transparent pink robe that reveals, among other things, boils all over her body, the woman seems otherwise unarmed. She shouts, "Look!"

The entire group falls silent, staring at you with narrowing eyes.

Quagmire, Male Human Clr10 (The Faceless Lord)/BrO5: CR 15; SZ M; HD 15d8; hp 85; Init +5; Spd 30 ft.; AC 16; Atk +13/+8 melee (1d8+3, +2 *morningstar*); SA spells, rebuke/command undead, predictably unpredictable (2/day), litany of chaos (5/day); SQ purity of chaos, slippery mind, ooze armor (+5 Escape Artist, +5 dodge bonus to AC); AL CE; SV Fort +11, Ref +5, Will +14; Str 13, Dex 12, Con 11, Int 14, Wis 18, Cha 11.

Skills: Alchemy +4, Concentration +18, Craft (sculpture) +8, Diplomacy +4, Escape Artist +17, Gather Information +5, Intimidate +4, Knowledge (arcana) +6, Knowledge (religion) +6, Scry +7, Spellcraft +10.

Feats: Combat Casting, Dodge, Improved Initiative, Leadership, Mobility, Silent Spell, Still Spell.

Divine Spells Prepared (6/6/6/6/5/4/3/2/1; 15th-level caster): 0 — *create water*, *detect magic*, *inflict minor wounds*, *light*, *read magic*, *resistance*; 1st — *bane*, *cause fear*, *doom*, *sanctuary*, *shield of faith*, *summon monster I*; 2nd — *bull's strength*, *darkness*, *desecrate*, *hold person*, *summon monster II* (x2); 3rd — *contagion*, *deeper darkness* (x2), *dispel magic*, *meld into stone*, *summon monster III*; 4th — *divine power*, *giant vermin*, *inflict critical wounds*, *lesser planar ally*, *poison*; 5th — *circle of doom*, *greater command*, *insect plague*, *slay living*; 6th — *geas*, *harm* (x2); 7th — *blasphemy*, *destruction*; 8th — *firestorm*.

Domain Spells (Chaos, Slime): 1st — *protection from law*; 2nd — *ooze bolt**; 3rd — *muck**; 4th — *mucus mask**; 5th — *dispel law*; 6th — *turn to ooze**; 7th — *slimball**; 8th — *word of chaos*.

Note: All chaos spells are cast at +2 caster level, owing to the Brother of the Ooze prestige class (see the Appendix).

* See the Appendix for new spells.

Possessions: Robes, 2d8 gems worth 1d4 x 100 gp, +2 *morningstar*, *potion of aid*, *potion of alter self*, *potion of cure moderate wounds* (x2), *staff of sludge* (30 charges) (see sidebar), *vial of sovereign glue*.

Description: Quagmire is a tall and lanky man. He has an enormous mole on the end of a crooked nose and tufts of bristly brown hair that sprout sporadically around his egg-shaped head. Quagmire wears the long thick brown robes of his order and leans on the twisted *staff of sludge*. His appearance is not nearly as nasty as his horrific personality — for he is sadistic and self-loathing. Quagmire is the quintessential grumpy leader.

Background: Quagmire, whose original name is not even remembered by him, was once a sculptor. For years, he

tried to create a perfect sculpture of a paramour. Although his skills were strong, he was never satisfied with his results. Eventually, he made a pact with the Faceless One to give him the ability to accomplish this task. In exchange for the ability, Quagmire devoted his soul to the demon. The Faceless Lord turned the sculptor's beloved into stone and tricked Quagmire into believing that he had accomplished the task. When Quagmire discovered his folly, he grew mad with rage and lost his sanity. Now, many years later, his hatred of his master has spurred Quagmire to devote himself faithfully to the Faceless Lord in the hope that the Faceless Lord will destroy him and allow him the death for which he yearns. Unfortunately, the Faceless Lord finds the tormented life of Quagmire humorous and amusing.

Motivation: Quagmire is the leader of the Brotherhood because he has served the Faceless Lord the longest and can yell the loudest. He believes that the Faceless Lord has sent the Brotherhood on a suicide mission to retrieve the key. He relishes the opportunity to meet his end; however, he will not act foolishly. **Sludgebearer, Male Human Mnk6/BrO2:** CR 8; SZ M; HD 8d8+16; hp 50; Init +8; Spd 50 ft.; AC 19; Atk +7/+4 melee (1d8+2, unarmed strike); SA stunning attack (6/day); SQ evasion, still mind, slow fall (30 ft.), purity of body, purity of chaos, slippery mind; AL LE, SV Fort +10, Ref +9, Will +10; Str 15, Dex 19, Con 14, Int 13, Wis 14, Cha 15.

Skills: Alchemy +4, Balance +11, Climb +8, Escape Artist +1, Hide +7, Jump +7, Knowledge (arcana) +4, Listen +4, Move Silently +2, Spot +3, Swim +6, Tumble +10.

Feats: Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Mobility.

Possessions: Simple robes, 2d8 gems worth 1d4 x 100 gp, bracers of armor +2, potion of bull's strength, potion of cure moderate wounds (x3), wind fan.

Description: Sludgebearer is a disgusting, obese blob of a person. Looks are deceiving, though, as he can use the morass of slime about him to move with amazing speed. Instead of the long brown robes of his brothers, he wears a greasy nightshirt and cap. Sludgebearer also has long, greasy gray hair and sunken eyes. He rarely speaks.

Background: Once a good-aligned monk, Sludgebearer now barely remembers his name and the name of the deity to whom he was devoted. Sludgebearer long ago committed a grave sin that turned him from the light. Finding solace in food, he quickly became a glutton. Quagmire found him in this state and recruited him for the Brotherhood.

Motivation: Sludgebearer cares not for his fellow brothers. He simply desires to kill as a means of striking out at a world that turned its back on him. Sludgebearer has a deep-seated hate for Quagmire, due to his years serving with him.

Slimetalker, Female Human Ill9/BrO3: CR 12; SZ M; HD 9d4-9 plus 3d8-3; hp 41; Init +7; Spd 30 ft.; AC 18; Atk +8 melee (1d4+3, +1 dagger, crit 19-20); SA spells, predictably unpredictable (1/day); SQ purity of chaos, slippery mind; AL CE; SV Fort +5, Ref +9, Will +13; Str 15, Dex 16, Con 8, Int 18, Wis 15, Cha 14.

Staff of Sludge

This unusual staff is a favorite among the twisted followers of the Faceless Lord because of its ability to summon oozes. This long wooden staff is knotted and twisted, and it seeps and pumps out a green ichor as if it were a living being. It can call forth an ooze three times per day. Yet there is a chance every time the staff is used that the wielder will be reduced to a puddle of muck. The oozes summoned are as follows (roll 1d12):

Roll 1d12	Summoned Ooze
1-2	green slime
3-5	grey ooze
6-7	ochre jelly
8-10	gelatinous cube
11	black pudding
12	The user must succeed at a Fortitude save (DC 20) or be reduced to a puddle of green slime. All non-stone possessions are immediately destroyed.

Caster Level: 11th; **Prerequisite:** Craft Staff, polymorph self or other, summon monster V; **Market Price:** 50,000 (varies).

Skills: Alchemy +12, Concentration +12, Knowledge (arcana) +8, Knowledge (the planes) +8, Listen +4, Search +4, Spellcraft +12, Spot +4.

Feats: Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Silent Spell, Toughness.

Arcane Spells Prepared (5/6/6/5/4/2): 0 — detect magic, ghost sound, light, mage hand, read magic; 1st — change self (x2), color spray (x3), ventriloquism; 2nd — blur, invisibility (x3), minor image (x2); 3rd — displacement (x2), invisibility sphere, major image; 4th — illusory wall, improved invisibility, phantasmal killer, shadow conjuration; 5th — false vision, persistent image.

Note: Casts all chaos spells at +1 caster level (as per the Brother of the Ooze prestige class).

Possessions: Simple wool tunic, spellbook (with above prepared spells and *summon monster I-IV*), 5d4 gems worth 1d4 x 100 gp, bracers of armor +3, +1 dagger, ring of protection +2, rod of wonder, individual arcane scrolls of phantasmal killer, rot to the core*, *summon monster IV*, transmutation, a jug of the liquor of vomit (see sidebar).

Description: Slimetalker is short and fair, with long dark hair that is in knots and tangles. She wears a simple purple tunic showing off her bruised and torn skin. She always expresses an opinion, but follows whoever is in charge of the Brotherhood.

Background: Slimetalker is a former spy for the church of a good-aligned deity. She was charged with infiltrating the Brotherhood and determining the level of threat it posed. Unfortunately, her ruse was discovered, and she was forced to drink a strange sludge concoction: the liquor of vomit (see sidebar). The drink made her thoroughly evil, and to

The Faceless Lord

Alignment: Chaotic evil.

Domains: Chaos, Evil, Slime (see below).

Typical Worshipers: Humans (insane; usually males).

Symbol: A splatter mark with a red eye in the center.

Favored Weapon: Morningstar (The Pulper).

The Faceless Lord is a demon prince sometimes worshipped as a deity. He is chaos personified. Also thoroughly evil, he strives to sow chaos and discord among the planes. He is most often depicted as an enormous and amorphous blob that spews forth foul and sickly slimes of many colors.

See the **Tome of Horrors** by Necromancer Games for more details on Jubilex, the Faceless Lord.

Slime Domain

Granted Power: May call forth level-equivalent oozes instead of planar creatures with a *summon monster* spell. Also may rebuke or command ooze creatures as an evil cleric rebukes undead. The ability to rebuke oozes may be used a total number of times per day equal to 3 + the character's Charisma modifier.

Slime Domain Spells:

- 1 *green water**
- 2 *ooze bolt**
- 3 *muck**
- 4 *mucus mask**
- 5 *slime bucket**
- 6 *turn to ooze**
- 7 *slimeball**
- 8 *word of chaos*
- 9 *summon monster IX* (Calls an ooze demon to fight.)**

*See Appendix for new spells.

**See Appendix for ooze demon.

this day she is prone to vomit at inopportune times as a result of imbibing the potion.

Motivation: Slimetalker speaks in between belches. She willingly serves the Brotherhood as a mindless zealot. Only a *wish* or *miracle* can cure her condition.

Muck Creeper, Male Human Rog4/Asn3/BrO4: CR 11; SZ M; HD 4d6+12 plus 3d6+9 plus 3d8+12; hp 59; Spd 30 ft.; AC 18; Atk +13/+8 melee (1d6+2, +3 rapier of shocking burst, crit 18–20 and 2d10 electricity) and +12 melee (1d4+1 and poison, +2 dagger, crit 19–20); SA sneak attack (+4d6), death attack (Fort DC 16), poison use, spells, predictably unpredictable (2/day); SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked), +1 save v. poison, purity of chaos, slippery mind, ooze armor (+4 Escape Artist, +4 dodge bonus to AC); AL CE; SV Fort +5, Ref +9, Will +4; Str 9, Dex 19, Con 16, Int 17, Wis 15, Cha 12.

Skills: Alchemy +4, Bluff +8, Decipher Script +8, Diplomacy +5, Disable Device +7, Disguise +10, Escape Artist +14, Forgery +7, Gather Information +8, Hide +10, Innuendo +6, Knowledge (arcana) +4, Move Silently +10, Open Lock +9, Pick Pocket +10, Read Lips +7, Search

+13, Sense Motive +6, Spot +6, Tumble +10, Use Magic Device +5, Use Rope +10.

Feats: Ambidexterity, Two-Weapon Fighting, Weapon Finesse (dagger), Weapon Finesse (rapier).

Arcane Spells Prepared (2): 1st — *spider climb* (x2).

Possessions: Robes, 3 vials (6 applications) of giant wasp poison (injury, Fort DC 18, 1d6 Dex/1d6 Dex), 5d4 gems worth 1d4 x 100 gp, +2 dagger, *potion of cure moderate wounds* (x2), *potion of invisibility*, +3 rapier of shocking burst (Int 9, Wis 6, Cha 9; semi-empathic; AL CE; at will — *detect lawful good*, *detect secret doors*; Ego 7).

Description: Muck Creeper is short and his face is heavily scarred from acid. Like Quagmire, he wears the robes of the Brotherhood. He has no hair at all. His skin is heavily wrinkled from prolonged exposure to the prismatic slime that seeps from his skin. Muck Creeper is talkative, but prefers talking to his sword than to anyone else.

Background: Muck Creeper was a street urchin who Quagmire took as a slave. Muck Creeper grew to hate Quagmire. Still, he took his licks and learned to appreciate the chaos that the Brotherhood seeds throughout the world.

Motivation: Muck Creeper believes that he is almost ready to lead. Unlike Quagmire, he is fully devoted to the utter chaos that the Faceless Lord represents. Thus, Muck Creeper is biding his time before he takes over the Brotherhood. He truly puts his heart into his work and revels in the blood of his victims. Muck Creeper is the most likely to run and escape from an encounter with the PCs.

Oozespouter, Female Human Mnk5/Clr2 (The Faceless Lord)/BrO1: CR 8; SZ M; HD 5d8+5 plus 2d8+2 plus 1d8+1; hp 45; Init +4; Spd 40 ft.; AC 18; Atk +6 melee (1d8+2, unarmed strike); SA stunning attack (5/day), spells, rebuke/command undead; SQ evasion, still mind, slow fall (20 ft.), purity of body; AL LE; SV Fort +10, Ref

Liquor of Vomit

The *liquor of vomit* is a horrific brew. It has the consistency of mucus, the color of pus, and the odor of the dirtiest troglodyte in all of creation. Once imbibed, the brew curses the drinker, although a successful Will save (DC 15) negates the effects. The alignment of the imbiber is radically altered to chaotic evil. Like a *helm of opposite alignment*, the alternation is mental as well as moral, and the individual changed by the *liquor of vomit* thoroughly enjoys his new outlook.

Only a *wish* or *miracle* may restore the former alignment. If a character with a class restriction on alignment imbibes the noxious drink, he must use an *atonement* spell to regain his former abilities, assuming the curse is lifted.

Also, the drink causes the imbiber to lose permanently 4 points of Constitution as he wretches and vomits incessantly for the rest of his days or until the curse is removed.

Caster Level: 12th; **Prerequisites:** Brew Potion, 6 ranks in Alchemy, *stinking cloud*, *cloudkill*, spellcaster level 12th+; **Market Value:** 0 gp.

+8, Will +13; Str 15, Dex 19, Con 12, Int 12, Wis 18, Cha 16.

Skills Alchemy +4, Balance +8, Concentration +5, Escape Artist +6, Knowledge (Arcana) +4, Knowledge (Religion) +5, Listen +8, Move Silent +6, Tumble +8; *Spellcraft* (divine) +1.

Feats: Alertness, Blind-Fight, Combat Reflexes, Deflect Arrows, Extend Spell, Improved Unarmed Strike.

Divine Spells Prepared (4/3/2; 3rd-level caster): 0 — *create water, detect magic, inflict minor wounds, light*; 1st — *cause fear, entropic shield, summon monster I*; 2nd — *hold person, summon monster II*.

Domain Spells (*Evil, Slime*): 1st — *protection from good*; 2nd — *ooze bolt**.

* See Appendix for new spells.

Possessions: Simple robes, 1d8 gems worth 1d4 x 100 gp, *bracers of armor* +3, *pearl of power* (1st), *potion of blur*, *potion of levitate*.

Description: Oozespouter is a thick and squat woman. She has extremely short-cropped brown hair and boils everywhere on her skin. She wears a bright pink robe that is torn. She is prone to breaking down and bawling during combat.

Background: Oozespouter was stolen from an orphanage by Quagmire when she was a very young girl. Living the life of a virtual slave, she idolized Quagmire and emulated every aspect of him. She is also completely infatuated with Sludgebearer, who has been reluctantly showing her the ways of the monk.

Motivation: Oozespouter deeply desires to be accepted. She always tried to find this acceptance from Quagmire; later, she tried to find what she desires from Sludgebearer. Although Sludgebearer has taught her some of his skills, Oozespouter still yearns for guidance. Of the Brotherhood, she is the most likely to help the PCs.

Oozespouter surrenders to the PCs if battle is hopeless for the Brotherhood. She bows down and begs for mercy immediately. This act enrages the other members of the Brotherhood and they attack her.

Once in a situation where Oozespouter is on speaking terms with the PCs (as opposed to at the business end of a weapon), she attempts to escape at the earliest possible opportunity. If the PCs make a bargain with her, however, she keeps the bargain. Oozespouter prizes her life and is highly motivated by even-handed promises to spare her life in exchange for cooperation. Dark threats only encourage her to run during the next battle in which the PCs participate.

Tactics: The PCs will likely catch the Brotherhood off-guard. The Brotherhood is immediately hostile to the PCs if they are in the company of the Cabal of the Beard since the Brotherhood hates all dwarves for imprisoning their lord. If possible, the Brotherhood attempts to learn what the PCs are doing before attacking. The Brotherhood has no idea what the key is, but makes many inquiries about it. If the Brotherhood somehow learns that the key opens the vault, they make a grab for it and a mad dash to the exit.

If combat becomes necessary, Quagmire casts *insect plague* on any visible spellcasters, followed by *deeper darkness*. Slimetalker casts *improved invisibility* on Muckcreeper.

She then uses her *rod of wonder* and her illusions to cover an escape. Sludgebearer and Oozespouter use their potions of *bull's strength* and *blur*, respectively. They work together and attack a single enemy. Muckcreeper guards Quagmire and Slimetalker, attempting to protect them while they assail the enemy with spells. In subsequent rounds, Quagmire stays out of range and is relentless with his spells. To represent the total chaos of Quagmire, you might wish to randomly roll the spell he casts. If Quagmire is engaged in melee, he flees.

The Silver Eyes (EL 15)

The Silver Eyes were originally a group of drow who came to the surface seeking their lot among the "weaker species." Running afoul of their patron demoness, they left the underdark in the service of a new patron — a duke of the hells. At this devil's behest, the Silver Eyes recently "replaced" one of their members with another underdark outcast — a mind flayer. Although the devil rarely calls upon their service, he has sent many visions to them ordering the retrieval of the Faceless Lord's amulet.

The Silver Eyes are a methodical and calculating bunch of rogues. They do not attack unless confident that their plan will work. In other words, the Silver Eyes constantly monitor the situation with *clairvoyance* and other means of scrying before attacking.

The osyluth spy (see Chapter III) is an advanced scout for the Silver Eyes. His report (or lack thereof) spurs the group into action. This group could be placed in either the "Siege of Orcus" or "Necromantic Dreams."

Mandan Silvereyes, Female Drow Rog5/Ftr5: CR 10; SZ M; HD 5d6 plus 5d10; hp 55; Init +9; Spd 30 ft.; AC 18; Atk +10/+5 melee (1d4+1, masterwork light hammer) or +14/+9 ranged (5d6 electricity, *javelin of lightning*; or 1d6+1, javelin, 30 feet); SA sneak attack (+3d6), spell-like abilities (1/day — *dancing lights, darkness, faerie fire*); SQ drow traits, evasion, uncanny dodge (Dex bonus to AC), SR 21; AL CE; SV Fort +5, Ref +12, Will +3; Str 13, Dex 21, Con 10, Int 20, Wis 13, Cha 11.

Skills: Appraise +6, Decipher Script +13, Disguise +13, Escape Artist +13, Forgery +6, Gather Information +13, Intimidate +13, Listen +13, Move Silently +13, Open Lock +13, Read Lips +13, Search +13, Sense Motive +13, Spot +13, Tumble +13, Use Magic Device +13, Use Rope +13.

Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Point Blank Shot.

Possessions: Javelin (x4), masterwork light hammer (runes note that it was once *svirfneblin*), bag with 285 gp, 3d4 gems of various value, *bag of holding* (bag 2), +1 *banded mail*, *amulet of natural armor* +1, *javelin of lightning* (x3), *potion of cat's grace*, *potion of cure serious wounds*, *potion of invisibility*, *potion of nondetection* (x2), *necklace of fireballs* (Type V), *wand of magic missile* (42 charges; 5th level), *wand of magic missile* (20 charges; 5th level).

Description: Mandan Silvereyes is a gorgeous drow elf with flowing white hair and flashing silver eyes. She is as deadly as she is beautiful, however. She wears banded mail covered in carvings of drow figures performing unspeak-

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able acts. Mandan carries a large, crude hammer, a boon from a battle with deep gnomes.

Background: Mandan Silvereyes began life as a scion of a powerful drow household. Yet like many drow scions, her house was destroyed before she could assassinate her way to power. She lays the blame for this event at the feet of the drow patron deity. Thus, she has no time for spiders. Finding other “orphans” of a similar mind, she led them to the surface and rules them through wit and will. Jurak threatens her position, however, because of guidance from the devil they serve.

Motivation: Greed, lust, and self-preservation motivate Mandan Silvereyes. She may change goals on a whim. She will, though, plan any confrontation thoroughly. She cares little about the other members of her group and sees them as only pawns to help her accomplish her goals.

Epar Griz, Male Drow Rog9: CR 9; SZ M; HD 9d6; hp 36; Init +10; Spd 30 ft.; AC 16; Atk +8/+3 melee (1d4+1, masterwork punching dagger, crit x3) or +13/+8 ranged (1d8, masterwork light crossbow, crit 19–20, 80 ft.); SA sneak attack (+5d6), spell-like abilities (1/day — *dancing lights, darkness, faerie fire*); SQ drow traits, evasion, uncanny dodge (Dex bonus to AC, can't be flanked), SR 20; AL CE; SV Fort +4, Ref +13, Will +8; Str 12, Dex 22, Con 10, Int 17, Wis 18, Cha 11.

Skills: Appraise +12, Balance +12, Decipher Script +12, Diplomacy +12, Disguise +12, Forgery +12, Gather Information +12, Innuendo +9, Intimidate +12, Listen +12, Move Silently +12, Open Lock +12, Read Lips +12, Search +12, Spot +12, Tumble +12, Use Magic Device +8, Use Rope +10.

Feats: Dodge, Expertise, Improved Disarm, Improved Initiative.

Possessions: Bolts (x12); masterwork light crossbow; masterwork punching dagger simple black cloak; bag with 83 gp and 1d6 gems of various value; *bag of tricks* (tan), *cloak of resistance +1*, *periapt of proof against poison*, *arcane scroll (cat's grace, detect undead; caster level 3)*, *wand of charm person* (36 charges).

Description: Epar Griz is boastful and arrogant. He wears a black scarf on his head and occasionally spits between a huge gap in his front teeth. Epar never sits still and has a tendency to talk rapidly (spraying spit all over whomever he is talking to). Epar Griz wears no armor because he is amazingly quick.

Background: Epar Griz tells whoever will listen that he is a bastard child of a high priestess. The truth is that his boasting is a veil for the fact that he is actually a drow of low birth. Also, despite his arrogance, he is actually a very good thief.

Motivation: Like Mandan, Epar Griz is motivated by coin. He finds exciting the adventure and constant danger he and his companions experience. Epar is wary of the recent addition of the illithid and absolutely hates the worship of the devil — to whom he is only paying lip service for the time being.

Jurak Grubber, Female Drow Clr8 (Orcus): CR 8; SZ M; HD 8d8; hp 39; Init +2; Spd 30 ft.; AC 21; Atk +11/+6 melee (1d4+5, +1 dagger, crit 19–20); SA spells, rebuke/command undead, spell-like abilities (1/day — *dancing*

lights, darkness, faerie fire); SQ drow traits, SR 19; AL CE; SV Fort +6, Ref +4, Will +9; Str 18, Dex 14, Con 10, Int 20, Wis 16, Cha 15.

Skills: Bluff +8, Concentration +11, Diplomacy +9, Escape Artist +7, Heal +11, Knowledge (arcana) +7, Knowledge (religion) +8, Listen +4, Scry +7, Sense Motive +8, Spellcraft +11, Spot +4.

Feats: Alertness, Combat Casting, Extend Spell.

Divine Spells Prepared (6/5/4/4/2): 0 — *detect magic* (x3), *mending*, *read magic*, *resistance*; 1st — *bane*, *comprehend languages*, *curse water*, *deathwatch*, *obscuring mist*; 2nd — *darkness*, *death knell*, *resist elements*, *silence*; 3rd — *bestow curse*, *blindness/deafness* (x3); 4th — *lesser planar ally*, *tongues*.

Domain Spells (Chaos, Evil): 1st — *protection from good*; 2nd — *desecrate*; 3rd — *magic circle against good*; 4th — *unholy blight*.

Possessions: +1 dagger, +1 full plate, +1 large steel shield, *divine scroll (detect snares and pits, undetectable alignment; caster level 3)*, *divine scroll (barkskin, flaming sphere, shillelagh; caster level 3)*, *divine scroll (remove disease; caster level 5)*, *divine scroll (command, cure light wounds, faerie fire; caster level 1)*, *divine scroll (doom, invisibility to undead; caster level 1)*, *divine scroll (magic fang; caster level 1)*, *divine scroll (break enchantment, divine power, neutralize poison, water walk; caster level 9)*.

Description: Jurak Grubber is an attractive drow who has shaved off all of her hair, leaving only a topknot. She frequently uses white makeup to create a skull visage on her face. Jurak communicates with the devil who has sent them on the mission to retrieve the amulet from the PCs; however, she receives her powers from her true master, Orcus. Although younger than the other drow, her fervor and devotion to Orcus has gained her an ally in Sinad.

Background: Jurak, like Mandan, was a progeny of a noble drow house. Yet unlike Mandan, her house was not destroyed. Instead, Jurak willingly left to discover more of the Lord of Undead after learning of him from a visiting illithid dignitary. Jurak wants to lead the group back into the underdark, as she has megalomaniacal dreams of converting all drow to Orcus.

Motivation: Jurak is a megalomaniac; she believes that Orcus has made her nearly invincible. She views Mandan with disdain, but sees her as a tolerable nuisance until she has gained enough of Orcus' favor to lead an army of undead to convert the drow populace. She is excited that the illithid joined them because it has tilted the scales in the group in her favor over Mandan. She feels great distaste in working with the devil, but she plots to take the amulet for Orcus.

Sinad, Male Drow Wiz 12: CR 12; SZ M; HD 12d4+48; hp 75; Init +2; Spd 30 ft.; AC 14; Atk +7/+2 melee (1d4+1, masterwork light hammer) or +8/+3 ranged (1d6+1, javelin, 30 feet; or 5d6 electricity, *javelin of lightning*); SA spells, spell-like abilities (1/day — *dancing lights, darkness, faerie fire*); SQ drow traits, SR 23; AL CE; SV Fort +8, Ref +6, Will +12; Str 12, Dex 15, Con 18, Int 18, Wis 18, Cha 14.

Skills: Alchemy +7, Concentration +15, Knowledge (arcana) +15, Knowledge (nature) +15, Knowledge (reli-

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gion) +15, Listen +6, Scry +15, Search +6, Spellcraft +15, Spot +6, Wilderness Lore +5.

Feats: Brew Potion, Craft Magic Arms and Armor, Combat Casting, Craft Wand, Heighten Spell, Silent Spell, Still Spell.

Arcane Spells Prepared (4/5/5/5/4/3/2): 0 — *disrupt undead, flare, ghost sound, read magic*; 1st — *change self, feather fall, mage armor, magic missile (x2)*; 2nd — *ghoul touch (x2), levitate, web (x2)*; 3rd — *dispel magic, haste (x2), hold person, slow*; 4th — *charm monster, lesser geas, polymorph other, wall of ice*; 5th — *cone of cold, teleport, wall of iron*; 6th — *disintegrate (x2)*.

Possessions: Spellbook (0 — all; 1st — *burning hands, change self, feather fall, identify, mage armor, magic missile, shield, sleep, summon monster I*; 2nd — *ghoul touch, knock, levitate, resist elements, web*; 3rd — *dispel magic, flame arrow, gust of wind, haste, hold person, slow, vampiric touch*; 4th — *arcane eye, charm monster, improved invisibility, lesser geas, minor creation, polymorph other, polymorph self, wall of ice*; 5th — *cone of cold, summon monster V, teleport, wall of iron, wall of stone*; 6th — *disintegrate, eyebite, flesh to stone, guards and wards, Morden's lucubration, summon monster VI*), bag of holding (bag 1), bracers of armor +2, +1 dagger, figurine of wondrous power (onyx dog — **Rexor**: CR 1/2; SZ S Animal; HD 1d8+2; hp 6; Init+3; Spd 40 ft.; AC 15; Atk +2 melee [1d4+1, bite]; SQ scent, speaks Common, darkvision 60 ft., *see invisible*; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 8, Wis 12, Cha 6; **Skills:** Listen +5, Search +3, Spot +9, Swim +5, Wilderness Lore +1 [+8 when tracking by scent]), arcane scroll (*summon monster II*; caster level 3), arcane scroll (*protection from arrows, stinking cloud*; caster level 3), arcane scroll (*contagion, displacement, fireball*; caster level 7), arcane scroll (*hold person, levitate, mage armor*; caster level 5), arcane scroll (*contagion, summon monster III* caster level 7), arcane scroll (*displacement, fireball, invisibility sphere, suggestion*; caster level 5), arcane scroll (*charm person, see invisibility*; caster level 3), wand of magic missile 38 charges, 5th-level).

Description: Sinad is a morose drow who left the underdark to learn more of the surface world. He is quiet and rarely speaks. When he does speak, however, Mandan usually considers his words. Sinad is secretly in love with Jurak. He wears a long drow robe of bluish hue and has a large mane of white hair and piercing violet eyes.

Background: Sinad's parents ordered his death when he refused to yield his position as a high wizard to lead his family's estate. Eventually, he dealt with his parents by devastating the household and killing many of its servants. These acts made him an outcast, and Mandan eventually recruited him.

Motivation: Sinad is quiet and calculating, but he has the potential for great destruction (as his parents discovered). Sinad bears a deep affection for Jurak. Although he usually sides with her, his intellect does not allow him to let emotions rule his mind. He is curious about the illithid and sometimes engages it in hours of metaphysical discussion.

Bleela, Mind Flayer: CR 8; SZ M Aberration; HD 8d8+8; hp 44; Init +6; Spd 30 ft.; AC 15; Atk +8 melee (1d4+1 [x4], tentacle); SA mind blast, psionics, improved grab, extract; SQ SR 25, telepathy; AL CE; SV Fort +3, Ref

+4, Will +9; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.

Skills: Bluff +8, Concentration +12, Hide +8, Intimidate +10, Knowledge (Arcana) +9, Knowledge (Planes) +9, Listen +10, Move Silent +7, Spot +10.

Feats: Alertness, Combat Casting, Dodge, Improved Initiative, Weapon Finesse (tentacle).

Mind Blast (Sp): This attack is a cone 60 feet long. Anyone caught in this cone must succeed at a Will save (DC 17) or be stunned for 3d4 rounds.

Psionics (Sp): At will — *astral projection, charm monster, detect thoughts, levitate, plane shift, and suggestion*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Description: Bleela is a typical mind flayer. She (it refers to itself as she) wears long purple and pink robes, a square hat, and many jewels and gold trinkets.

Background: Bleela was ordered by her Overmind to serve a visiting priest of Orcus as a part of an evil pact between the church of Orcus and the illithid. The priest in turn gave Bleela's service to Jurak (immediately prior to Jurak murdering the priest). Bleela then disposed of the previous party member, whom Jurak did not like. She is very much the cold and calculating killer that illithids are notorious for being.

Motivation: Bleela thinks not of herself. She has devoted herself in undertaking the boon to the servants of Orcus until such time as the Overmind (with whom she is in infrequent contact) informs her that the service is at an end. At that time, Bleela will simply suck out the brains of her companions and return to her former life.

Imbo the Undying (EL 15)

Born to a whore — this is how Imbo began life in the cruel world. Reminded of his parentage and the limitless possibilities of his father, the young dwarf was beaten and brutalized throughout his childhood. Eventually running away from his broken home, Imbo was captured by a group of barbarian raiders.

Unaware of Imbo's past, the barbarians treated Imbo the same as they treated all of their children — that is, poorly. The barbarians trained Imbo to track, to hunt, and to wield a warhammer. Imbo learned his lessons well, but was ever the outsider, not being human born.

In adolescence, Imbo began to covet wealth. When booty was available, Imbo frequently held back a shiny object or item. Later, he began to steal items. Although there were whispers and a few open accusations, nothing was done to the dwarf. Late one night, Imbo tried to steal the warband leader's golden horn. The chieftain caught Imbo in this treacherous act, and Imbo slew his foster father in a fit of rage... then fled into the night.

Many years later, Imbo was an accomplished thief. He found his way into a village of elves. After an elf insulted his parentage (although the elf had no idea of the truth of it), Imbo went on a bloody spree. Within hours, the entire village was either dead or had fled into the wilderness. The final victim for Imbo's cruelty was an ancient and withered elf.

She did not beg for mercy. Before dying, she told Imbo, "For the blackness of your heart and the sins you commit, you shall be ever reminded and know no rest."

Imbo learned later the actual effect of the curse: he could not die. He could be subdued, disintegrated, or even, on one occasion, consumed; however, his life would always, eventually come back. His anger at this prospect grew greater and greater as the years wore on.

Now fully consumed by hatred, Imbo has become wrath incarnate. Thoroughly evil, Imbo does not hesitate to commit the foulest acts that his perverse mind can concoct. Menacing and brooding, Imbo does not hesitate to rain his ever-burning hatred upon those around him to occupy the emptiness in his soul that the fates have spun for him.

Particularly wealthy and evil individuals frequently hire Imbo as a mercenary. An astute warrior, a remarkable thief, and an evil force unto himself, Imbo is without remorse, without fear, and he brings carnage wherever he roams.

Imbo the Undying, Male Dwarf Bbn5/Ftr2/Rog7: CR 15; SZ M; hp 145; Init +4; Spd 30 ft.; AC 23; Atk +21/+16/+11 melee (1d8+9, *dwarven thrower*, crit 19–20/x3) or +20/+15/+10 ranged (1d8+9 plus 1d8 bonus or 2d8 bonus vs. giants, *dwarven thrower*, crit 19–20/x3); SA *dwarven traits*, *rage* (2/day), *sneak attack* (+4d6); SQ *dwarven traits*, fast movement, *uncanny dodge* (Dex bonus to AC, can't be flanked, +1 against traps), *evasion*; AL CE; SV Fort +14, Ref +10, Will +7; Str 22, Dex 18, Con 20, Int 18, Wis 18, Cha 16.

Skills: Bluff +14, Decipher Script +8, Disable Device +16, Handle Animal +8, Hide +19, Intimidate +9, Listen +11, Move Silently +19, Ride +6, Search +16, Spot +21, Tumble +19, Use Magic Device +8, Wilderness Lore +17.

Feats: Cleave, Dodge, Great Cleave, Improved Critical (warhammer), Mobility, Power Attack, Track, Weapon Focus (warhammer).

Possessions: *dwarven thrower* (+3 warhammer), +1 battleaxe, boots of speed, +2 mithral breastplate, gauntlets of *ogre power*, cloak of Charisma +2, ring of invisibility.

Raob and Sleeara

Another set of NPCs could be Raob and Sleeara (see Chapter 1). Placing these two with 5 of Raob's sergeants would be an easy way for the DM to deal with the PCs needing to eliminate Raob and his army completely if they leave the Citadel.

Basically, any dead guards or any sign of disturbance shows Sleeara that someone entered the Citadel. She already knows that the army has been digging directly into the granite and not finding any artifacts, bodies, or even rooms. She already suspects something. With her knowledge of arcana, the Devil's Finger, and *dwarven magic*, she and Raob could travel back in time and into the Citadel in either the "Siege of Orcus" or "Necromantic Dreams."

Dwurschmiede: The Citadel

The following areas of the Citadel are briefly described. They are depicted on Map B: Citadel Upper Level and Map C: Citadel Lower Level. The appropriate sets of encounters

are left for the DM to insert, depending on which era the PCs are currently investigating (either the "Siege of Orcus" or "Necromantic Dreams"). This is an excellent opportunity to challenge fully but not overwhelm the PCs by scaling the encounters up or down where appropriate.

Area B-1: The Grand Hall

A long hallway lies before the PCs. Colorful banners hang from a 20-foot high ceiling, depicting horns, a helm, an axe, and similar symbols. As well, a large red and black banner proclaims these halls as the abode of Clan Flammeaxte. The granite has changed from the rough grayish rock as it appears outside on the surface of the Devil's Finger. Here, the granite is a polished red. Arches carved in the ceiling proclaim in an ancient *Dwarven dialect*, "Welcome Friend!" and "Death to Fiend!" Small, 5-foot wide by 5-foot tall hallways lead off on both sides.

Area B-2: The Stairs

Hanging from a 20-foot high ceiling is an elaborate black, wrought-iron candelabra. On opposite walls, two sets of polished stairs lead down. To the north, the corridor splits left and right. Lining the walls to the north are polished skulls of orcs, elves, and other humanoids. Mixed among them are strange black skulls with spiraling horns and large fanged teeth.

The candelabra is raised and lowered by a chain in the northwest corner. There is a stone bench in the corner for the guards. Undereath the bench is a dwarf-hair blanket. The dwarves of the Citadel in times of shame cut off their beards, and their wives and loved ones routinely take the hair and make it into something useful as a symbol of redemption.

The stairs here are trapped. In each staircase is random stair an inch or two shorter than the rest. This rudimentary trap is to trip invaders who are unfamiliar with the stairs. The PCs will likely encounter someone in this heavily trafficked area; roll for the possibility of a random encounter in either time period.

Stair Trap: no attack roll necessary (1d6 points of falling damage and trip); Reflex save (DC 15) avoids; Search (DC 21); Disable Device (DC 20).

Area B-3: Workshop

Wooden benches and tables line the perimeter of this room. In the center sits a large brazier. On the wall are wooden pegs with aprons hanging from them. Runes written along the ceiling at odd intervals proclaim the greatness of Dwurfater and ask for his blessing in the crafting below.

Area B-4: Storage

This room has numerous stone shelves full of metal boxes and foodstuffs. The dwarves use this room to store food and basic supplies (bandages, empty flasks, dried meats, and so forth). In a corner is a broken wooden spoon where a particularly greedy dwarf was eating the stores. Bundles of twine are also lying about. Other than these ordinary items, there is nothing special about these rooms.

Area B-5: Barracks

Rows of triple bunk beds line this room; the beds are made of stained wood. Weapons and armor are ready for use in racks lining the wall. A few footlockers are set near the beds. In the corner of one barracks are several piles of stones—chits from gambling games played by the dwarves. In another barracks is a small kobold drum made of human skin and bone that has “Gog” written on it.

Area B-6: Kitchen

This room has various iron pots hanging from the low ceiling. A shelf carved in the wall has numerous tins for dwarven spices, and painted on the tins are such names as “shale oil,” “mountain mint,” and “sprig of toadstool.” The spice rack has a recipe for Kobold Kidney Pie carved into it. Large black pots sit on stoves cut into the floor. Small (3-inch wide) chimneys carry the smoke from the stoves into the Finger. The entire area is very cramped and crowded.

Area B-7: Mess Hall

Long wooden tables and chairs form a square in this room. Shields with dwarven heraldry are set on the walls. A large chair—the only chair in the room—sits at one end of the square. Numerous brass steins hang on one wall, and a forgotten brass tapper lies underneath a bench. At each place on the tables are placed a small wooden spoon, a sharp knife, and a wooden plate.

Area B-8: Hall of Heroes

Numerous carvings and statues line the length of this hall from west to east. All the statues depict dwarves looking menacing with snarls and large axes. The carvings show the Citadel's history.

The first carving depicts a mountain and a great cube falling from the sky. The mountain breaks apart in the next pane, with a dwarf in the corner covering his head with an arm. The third pane shows the Devil's Finger where the mountain once stood with the cube on its top.

The second carving shows dwarves climbing to the top of the Citadel. The second pane shows an upside-down crescent with spikes protruding from it in all directions within the cube and the dwarves kneeling and worshiping it. Very observant individuals (Spot DC 20) will notice tiny eyes with flecks of ruby all over the stone carving. The shards are worthless. The third pane shows a great dwarf god looking over a cloud high above the Citadel with a look of disbelief on his face.

The third carving shows the great dwarf god pointing at his worshipers. The next pane shows row after row of dwarf smiths hammering on a gigantic anvil. The final pane displays a circle of dwarves surrounding the anvil beneath the Devil's Finger.

The fourth carving depicts the anvil sitting atop the cube. In the distance is a rising moon, smeared with a brown paint that looks like dried blood. The next pane shows a column of swirling liquid with many eyes. In the final pane, the dwarf god is smiling on top of the crescent

with spikes on top of the anvil on top of the cube on top of the swirling column.

The fifth carving shows the dwarf god looking down from a cloud high above the Devil's Finger, pointing at the cube. The next two panes show construction of the Citadel's towers and barbican.

The sixth carving is visible in “Necromantic Dreams” but not in the “Siege of Orcus.” It shows demons invading the halls of the Citadel. If the PCs assisted the dwarves in defeating the demons, it shows the faces and bodies of the PCs and describes in two panes the events that transpired earlier. Alternately, it could show the PCs decimating the dwarves and the dwarves driving them back and defeating them.

Area B-9: Guard Room

This side guard room is the station area for the lord of the Citadel's personal guards. The guards use the secret passage (Search DC 25 to locate) only in case of emergency to escape or flank any assault in the stair area. The room has a small round table with chairs. The table has many notches, the result of the guards keeping score while playing dice or other games. There is also a cracked ivory pipe on the table.

Area B-10: Great Hall

This is the grand reception hall of the Citadel's lord. Great columns are carved from the same stone as the ceiling and the floor. These columns are ornately decorated with dwarven runes that list the many dwarves who died creating the Citadel. On the far end is a great throne on a dais that rises 5 feet above the floor, both throne and dais carved directly out of the granite. The throne is in the shape of an anvil that has a depression in it for the lord of the Citadel to sit. The ceiling of the room is 40 feet high. This room is directly beneath the vault.

Area B-11: Guest Quarters

This is one of the most elaborately furnished rooms in the Citadel. It has an unusual bed of gnome craftsmanship. The wooden bed is canopied and can be adjusted in length or width to fit any creature from 3 to 7 feet tall. A large painting on one wall depicts dwarves fighting elves. The scene in the painting, however, changes as one moves by it. From one angle, it shows the battle; from another angle, it shows the elves and dwarves embracing as brothers. It is magical and was a gift from an elf diplomat. (See the sidebar for more information on this item.)

The room also contains chairs, a dressing table, and a rack for weapons and armor. A large ogre skin rug lies on the floor. The ogre's skull is on display near the stairs (Area B-2).

Area B-12: Galm's Quarters

The lord of the Citadel during the “Siege of Orcus” is King Galm. His spartan lifestyle removed all frivolity from the room. There is a simple, hard bed, a rack for his greataxe, and a stand for his elaborate armor. As well, a footstool hidden underneath the bed has an elf's face on it. Galm said that he would use the stool to talk eye-to-eye

Painting of Enlightenment

A *painting of enlightenment* is a magical work of art. The scene depicted on the painting appears to move, its motion dependent upon the viewer's position in relation to the painting. If the viewer shuffles left to right, the particular scene is viewed in chronological sequence. If, however, the viewer moves right to left when beholding the *painting*, the scene plays out in reverse — horses appear to run backwards, the sun sets in the east, and so on. A *painting of enlightenment* may depict any event, real or imagined, that the artist desires, though the detail of the scenes is restricted by the physical size of the canvas.

On the day the PCs view the Citadel's *painting of enlightenment*, it shows a struggle between dwarves and elves. As the PCs move through time, the painting shows other scenes. In the Catacombs, the painting is about the hanging of a dwarf traitor, and it might change to show demons overcoming and killing Lord Galm. In "Necromantic Dreams," the painting depicts the coming of the necromancer and his army, the courage of the last dwarves defending the Citadel, and the death of the necromancer. A *painting of enlightenment* could thus be used in any campaign to foreshadow events or relate histories.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, Profession (artist) 8 ranks, *dream*, *legend lore*; **Market Value:** 40,000 gp.

with elves, but demanded that he be allowed to step on an elf's face to do so.

Area B-13: Reception Area

Inlaid on the floor in this room is a map of the surrounding countryside. The only furniture is a large throne for the Citadel's lord, who comes here in order to make plans to repel sieges. A large ruby is set in the center of the map. Anyone saying "map" in an ancient Dwarven dialect activates an illusion showing the Devil's Finger and the surrounding countryside. This is the only means by which the dwarves kept track of the immediate outside world. Although traveling to the outside world was forbidden, there were times when the dwarves made small excursions. The ruby can be removed with a successful Disable Device check (DC 25). A failed check destroys the stone. The ruby does not function if removed and is worth 5,000 gp.

Area C-1: Stairs Below

This area is identical to the stairs on the upper level (Area B-2). This stair, however, had a trap that was triggered with the arrival of the demons in the "Siege of Orcus." The trap released large boulders and rubble blocking the south passageway.

Area C-2: Forge

This large area is the Citadel's central smithing facility. Numerous forges, bellows, and elaborate chimneys line the walls. The chimneys are made of metal and take the heat and smoke off at angles; they enter the walls and funnel the smoke and fires to the side of the Citadel. Very narrow, the chimneys cannot be traversed by any non-magical means. In the center of the room are a number of anvils that form a circle around a small statue of Dwurfater that shows the god with a sour expression on his face, as if he is never satisfied with the smiths.

Area C-3: Kinst's Chambers

This is the bedchambers of Kinst, the traitor. Kinst has very gaudy taste for a dwarf. A number of chalk drawings on the wall show the Devil's Finger from various angles. Each drawing is signed with a gigantic Dwarven "K." The drawings emphasize the vault, making it appear larger than it is in reality. Kinst's bed is a simple cot, but he has an elaborately carved dresser and the only mirror in the entire Citadel.

The wall-mounted mirror is magical and allows Kinst to communicate with others outside the Citadel. The mirror functions exactly like a *crystal ball with telepathy*. Orcus plotted with Kinst concerning the Citadel's demise through this mirror. If removed from the wall, the mirror loses its magical properties.

Area C-4: Armory

Rack after rack of weapons and armor stand ready to be used against any aggressors who attack the Citadel. The DM must decide what the PCs find here. A few of the weapons are masterwork, but due to the preparations for the demon invasion, most of those weapons are already in the possession of the dwarves encountered in the "Siege of Orcus."

Area C-5: Storage

This massive storage area holds food and drinking water. A font in the middle of the room provides spring water magically; the water is drinkable in either dimension. The foodstuffs will either be pungent dwarven cheeses, hearty ales, disgusting brandy, hard breads and dried meats in the "Siege of Orcus," or dust on empty shelves in "Necromantic Dreams."

Area C-6: Temple of Dwurfater

This room has a high ceiling with columns identical to the Great Hall (Area C-11). At the far end is an altar upon which is a large statue of Dwurfater readying a great blow with his hammer on a large anvil. Behind Dwurfater is a secret door, noticed on a successful Spot check (DC 25). Hitting the anvil on the altar with a dwarven hammer activates the door; a hammer can be obtained from Area C-4. The hammer in Dwurfater's hand is part of the stone block from which the statue was carved. Breaking the hammer from the statue and using it to hit the anvil does nothing. The anvil shows many depressions from a hammer striking it. Below the anvil is an inscription in an ancient dialect of Dwarven: "With a Dwarven Blow, I Protect My Children."

This is the only way to open the magical door, as it was created by arcane dwarven magics that make it function similar to a *wall of force*.

Area C-7: Priest Quarters

This is the quarters of the priests attending to Usis, the High Priest of Dwurfater. This room has a number of beds and tables. Many holy symbols are carved into the ceiling, arranged in a circle and depicting the dwarven pantheon with Dwurfater's anvil large in the center.

Area C-8: Usis' Quarters

Usis, High Priest of Dwurfater, made his home here. During the "Siege of Orcus," he fell very ill and is comatose with priests attending him. This was the work of Kinst. The room has a simple cot, a small anvil shrine to Dwurfater, and an unlocked chest full of vestments and robes.

Area C-9: Burial Preparation and Masonry

Most dwarves are burned in the great forges when they die. For the Kings, their tenure as guardians remains in the afterlife. This room is used by the priests to prepare these bodies after death for burial in the catacombs below. The

dwarves are not experts in mummification, but they do use oils and spices to prepare the body; a long stone slab is used for this purpose. On a shelf are funerary oils and spices that smell very caustic.

The other part of the room is a storage area for mining tools (picks, shovels, and carts). These are sacramental tools used by the new dwarven king to bury the recently deceased lord. The mining tools are always caked with stone dust, for cleaning them is sacrilege, and they are usually lying about haphazardly.

Area C-10: Lower Archway

Hidden behind the statue of Dwurfater in Area C-6 is the lower archway, which is identical to the upper archway. This lower archway is accessible only with the rune belonging to the dwarven king, without which anyone entering the archway is lost through time. It is only visible from the stairwell side. Looking back through the archway, the PCs see most of the temple collapsed, due to the temporal anchors protecting the archway. Entering the archway from the catacomb side sends the PCs into "Necromantic Dreams."

The stairwell is a gigantic spiral staircase. The center is open, and the end of the stairs is 75 feet below.

Chapter III: Descent — The Siege of Orcus

The PCs enter the Citadel demiplane through the upper archway. At the same time, the PCs travel back 3,000 years, arriving during a siege by the minions of Orcus. A traitor to the dwarves is about to open a *gate*. Orcus wants to overrun the dwarves and take the Faceless Lord's amulet for himself and add to his own power.

The specific encounters described herein pertain to a *gate* that opens moments after the PCs arrive. Orcus conspired with a cowardly dwarf priest named Kinst. With the dwarf's assistance, Orcus pierced the Citadel's magical wards to open the *gate*.

Orcus provided Kinst with the means to create an evil totem that activates the *gate*. The only way to destroy the *gate* is to destroy the totem. In other words, the *gate* functions as per the spell of the same name, except it is permanent and cannot be dispelled but for destroying the totem. This may be difficult for the PCs to discern without speaking to Kinst or healing Usis, the High Priest.

The PCs may also befriend the dwarves, which is most likely through the gregarious and charismatic King Galm. Galm is as frightened as any dwarf at first seeing the strange party (unless the party is all dwarves), but he accepts any reasonable explanation if the party is willing to address the current situation.

Dwarves are watchful that an invasion is about to occur. The PCs must talk quickly to convince the dwarves that they are friends and not foes, as described in Encounter III-A.

The demons do not see the party as an ally except in the most unlikely of circumstances. They are intent upon finding the key and taking it as soon as possible. The only avenue for the demons to escape is through the *gate*, and they cannot *gate* in additional reinforcements. Please note that a good-aligned party can indeed summon monsters to its aid, as the magical energies that protect the Citadel allow such magics for the Citadel's defense. The prime goal is for the party to gain access to the catacombs, where the key is kept.

If the PCs have an easy time dealing with the demons, additional NPC parties from Chapter II can enter the fray. In particular, Raob and Sleeara and/or Imbo the Undying are recommended.

The accompanying sidebar contains a recommended timeline of events. This timeline takes the encounters out of the static and into the dynamic. Also, the timeline assumes no PC intervention. Moving the monsters and NPCs makes the battle more realistic; in addition, the intensity of the encounters increases as the demons rampage through the Citadel.

Introductory Characteristics

Wandering Monsters: The entire Citadel is about to break out into chaos when the PCs arrive. They might find the demons attempting to locate the lower archway, though they will more likely run into dwarves bent on routing the demons from their stronghold. Roll 1d20 every 10 minutes.

Roll 1d20	Encounter
1	King Galm from Encounter III-A
2-4	2d6 dwarves
5	The devils py from Encounter III-D
6-7	2d6 dretches
8	The 2 succubi and the dwarven smiths from Encounter III-C
9	A vrock fighting 1d6 dwarves
10	An NPC party (see Chapter II)
11-20	No encounter

Shielding: As previously described, using *teleport* or other forms of magic to exit the Citadel is impossible.

Detections: Characters detect strong evil in all rooms south of the stairwell on the lower level due to the presence of the *gate* and the demons.

Standard Features: Unless otherwise noted, all doors are central pivot and made of stone (5 in. thick; Hardness 8; hp 20; Break [DC 22]; Open Lock [DC 20]). The floor, walls, and ceiling are seamless. The rock is polished smooth and has a mirror-like quality; also, every noise echoes throughout stone structure. Both of these qualities of the Citadel's environment make sneaking about or hiding very difficult (-2 circumstance penalty). On the other hand, the echo effect makes it easier for a party to hear what is ahead and around the bend. As well, each room is as tall as wide, except where otherwise noted. Thus, a majority of hallways in the Citadel are only 5 feet tall. In these cramped areas, a PC suffers a -2 circumstance penalty to AC, attack rolls, and saving throws for every foot in height over 5 feet. Thus a 7-foot 1-inch tall half-ogre suffers a -6 circumstance penalty due to crouching down. The entire Citadel is lit with heavily smoking torches that burn the PCs eyes in crowded areas, imposing a -2 penalty to all Search and Spot checks.

Maps Used: Map B: The Citadel — The Upper Halls; Map C: The Citadel — The Lower Halls.

Timeline of the Siege of Orcus

Time (Minutes)	Event
2 days before the PCs arrive	High Priest Usis has a vision of demons invading the Citadel.
1 day before the PCs arrive	Kinst poisons Usis.
The PCs arrive (00:00)	Kinst murders two dwarves in the Armory.
+ 10:00	Kinst opens the <i>gate</i> . Immediately, dretches arrive and begin wandering the Citadel. Various demons enter and begin to attack the dwarves on all levels.
+ 12:00	King Galm becomes aware of the invasion. The order is given to seal the southern halls on Level Two. King Galm desires to fight, but his advisors restrain him for fear that the <i>portal rune</i> to the catacombs might fall into the enemy's hands.
+ 13:00	Gleegog and Tarashix (Encounter III-E) arrive to secure the gate.
+ 15:00	The southern rubble trap is sprung (Encounter III-B).
+ 20:00	The osyluth (Encounter III-E) arrives and stealthily evades the demons guarding the gate. The osyluth makes its way to Kinst's chambers.
+ 24:00	Kainhis, leader of the demonic forces, arrives and heads toward Encounter III-B.
+ 27:00	Two succubi arrive to take control of the dwarves in Encounter III-C.
+ 38:00	Kainhis finishes devouring the dwarves at Encounter III-B and heads upstairs.
+ 44:00	The succubi take their dwarven "friends" and slay all of the healers in the northern halls on Level Two. They are assisted by demon reinforcements.
+ 48:00	Kainhis and other demons assault the Main Hall.
+ 61:00	Kainhis kills Galm in his chambers. Demons cover her retreat to Level Two.
+ 70:00	The osyluth, realizing the battle is lost, makes his way back to the <i>gate</i> and leaves.
+ 72:00	All demons but Kainhis attack the remaining dwarves. Kinst begins to inscribe the <i>portal rune</i> onto Kainhis.
+ 80:00	Kainhis enters the catacombs. All is lost.

Defenders of the Citadel and Lord Galm (EL Variable)

There are 140 dwarves in the complex. They are guards, priests, cooks, lords, and so forth. The adventure assumes that the party attempts to work with the dwarves, though the DM decides when and where these dwarves are encountered throughout the complex. Many of them might be sleeping, some might be on guard at the stairwell, others could be cooking, or the majority might be outside defending the battlements. By deciding where to place the dwarves, the DM can control the difficulty of this level.

On the other hand, if you anticipate that your party is likely to fight it out, most of the dwarves are stout 3rd-level fighters.

King Galm is in the Reception Area (Area B-14), working with his advisors. Ever since Usis' prophecy and seemingly related illness, Galm is preparing for the worst. The Citadel has not suffered a breach in almost 300 years, and one is not about to occur during his watch.

The PCs will likely encounter King Galm very quickly. If they convince the dwarves in Encounter III-A that they are "friends" and not "foes," the dwarves take the PCs immediately to Galm. He is loud, boisterous, and rude. He is a kind dwarf at heart, though, and is the first to believe the PCs if they tell the truth of how they arrived at the Citadel. During this conversation, a guard rushes into the room warning of demons below. Galm wants to take care of this evil personally. Yet he is restrained. One of Galm's advisors — or perhaps Galm himself — recommends that the "purportedly good" PCs remove the threat while the

Location of Dwarves

A typical distribution of the dwarves when the PCs arrive is as follows:

Location	Occupants
Upper Stairs	6 dwarves — guards
Workshop	5 dwarves — relentlessly crafting
Barracks	20 Dwarves — exhausted from battle and near comatose
Guard Room	6 dwarves — guards
Great Hall	4 dwarves — guards
Reception Area	King Galm and 8 dwarves
Lower Stairs	Encounter III-B
Forge	Encounter III-C
Kinst's Chambers	Encounter III-D
Armory	Encounter III-E
Temple	2 priests and 10 dwarves
Usis' Chambers	Usis and 4 priests

dwarves attempt to protect Galm and contain the demons that have gained access to the Level One. If the PCs are amenable, this solidifies an alliance with the dwarves and is very likely to lead to Galm give them the necessary *portal rune* to enter the Catacombs (Chapter IV). If the PCs bluntly refuse, Galm goes into a tirade and attempts to seize them. Galm is not afraid of any foe.

In his quarters is the comatose Usis, who is attended by 4 priests (with similar statistics as Alejan in Encounter III–B). The priests lack the ability to help Usis. Poisoned by Kinst (Encounter III–D), Usis has 1 point of Constitution left. If the PCs use *restoration* or a similar magical means to restore Usis, he implicates Kinst and demands justice. Usis has received visions in his comatose state from Dwurfater and knows of his folly in trusting Kinst. If the PCs are successful, they should be rewarded bonus XP and a +2 *warhammer* (+4 vs. *demons*) as a boon from the faithful of Dwurfater (this is Usis' personal weapon). Also, Usis may use the rune on the back of Galm's neck and tattoo the appropriate rune for the PCs to move on to the Catacombs.

Dwarven Guard, Ftr3: CR 3; SZ M; HD 3d10+6; hp 21 (average); Init +0; Spd 15 ft. (base 20 ft.); AC 16; Atk +5 melee (1d10+2, dwarven waraxe, crit x3) or +3 ranged (1d6+2, throwing axe, crit x3, 10 ft.); SA dwarven traits; SQ dwarven traits; AL LG; SV Fort +5, Ref +1, Will +2; Str 14, Dex 10, Con 15, Int 10, Wis 12, Cha 8.

Skills: Craft (metalworking) +4, Listen +7, Spot +7.

Feats: Alertness, Cleave, Exotic Weapon Proficiency (waraxe), Power Attack.

Possessions: Dwarven waraxe, scale mail, shortbow, 35 arrows, 2d4 gems worth 1d10 gp each.

King Galm, Male Dwarf Ftr10/Ari3: CR 13; SZ M; HD 10d10+30 plus 3d8+9; hp 112; Init +1; Spd 15 ft. (base 20 ft.); AC 20; Atk +17/+12 melee (1d8+5, +2 battleaxe, crit x3); SA dwarven traits; SQ dwarven traits; AL LG; SV Fort +12, Ref +5, Will +8; Str 16, Dex 12, Con 17, Int 16, Wis 14, Cha 12.

Skills: Appraise +7, Bluff +6, Climb +10, Craft (metalworking) +16, Diplomacy +7, Gather Information +5, Intimidate +5, Jump +15, Listen +9, Search +6, Sense Motive +6, Spot +11.

Feats: Blind-Fight, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Trip, Mobility, Power Attack, Spring Attack.

Possessions: Crown, a simple band of gold with 3 large rubies (2,000 gp); +2 *battleaxe*; +1 *full plate*.

Personality: King Galm is very suspicious of any outsiders, but may view them as a gift of Dwurfater to help the Citadel in its time of greatest need. See Chapter II and above for more information on King Galm's motivations and personality. Galm has the only copy of the necessary *portal rune* that leads to the catacombs.

Encounter III–A: Friend or Foe? (Area B–I) (EL II)

As the PCs enter the room through the archway on top of the Devil's Finger, they are immediately confronted with 15 dwarves led by Nukion, who is ordered to destroy any demon that enters the upper archway. One of the few dwarves allowed to leave the Dwurschmiede demiplane as a spy in the outside world, Nukion is very suspicious but recognizes the PCs as being something other than a demon. Nukion is also the only dwarf that speaks Common. The others can understand Dwarven, but speak an ancient dialect. Fortunately for the PCs, Nukion also has a *helm of comprehend languages and read magic*.

The PCs must talk their way out of a direct confrontation. Although a Diplomacy check could be made, having the PCs explain themselves and their purpose provides a more interesting encounter. If successful in calming down the frightened and potentially angry dwarves, the PCs are immediately escorted to King Galm. Along the way, Nukion is likely to tell them proudly some of the history of Clan Flammeaxte.

Some of the dwarves, if shown the *portal rune* the PCs used to gain access to the Citadel, might believe that they are celestials sent by Dwurfater to rout the demons. Whether the PCs make this belief plausible is to be decided in the events and encounters to come.

Dwarven Guards, Ftr3 (15): CR 3; hp 21 (average); see the "Defenders" section, above.

Nukion, Male Dwarf Ftr6: CR 6; SZ M; HD 6d10+18; hp 65; Init +1; Spd 20 ft.; AC 16; Atk +12/+7 melee (1d8+6, masterwork longsword, crit 19–20) or +10/+5 melee (1d10+4, halberd, crit x3) or +9/+4 ranged (1d6, masterwork shortbow, crit x3, 60 ft.); SA dwarven traits; SQ dwarven traits; AL LG; SV Fort +8, Ref +3, Will +2; Str 18, Dex 12, Con 16, Int 14, Wis 10, Cha 9.

Skills: Appraise +4, Climb -2, Craft +6, Diplomacy -1, Gather Information +1, Handle Animal +0, Hide +1, Jump -2, Listen +0, Move Silently +1, Sense Motive +3.

Feats: Cleave, Combat Reflexes, Point Blank Shot, Power Attack, Weapon Focus (longsword), Weapon Focus (shortbow), Weapon Specialization (longsword).

Possessions: Chainmail, tower shield, masterwork longsword, halberd, masterwork shortbow, 30 arrows, *potion of swimming*, *potion of cure light wounds* (x2), *helm of comprehend languages & read magic*, 2 vials of antitoxin.

Encounter III–B: The Barricade (Area C–I) (EL I4)

Piles of bricks cover the south exit. Twelve dwarves stand with polearms before them pointing at the south pile. A small dwarf woman in a simple white robe grimaces, tears running down her cheek.

From beyond the south pile comes a muffled scream. Suddenly, the pile shifts and bricks clink together as they are pushed away from the top. Something horrifically foul, smelling of a combination of greasy manure and rotted flesh, is on the other side. The dwarves menacingly grit their teeth. "Stand fast, fellas," one utters.

At the top of the pile, a hole opens and a gigantic head pops through. With wild yellow eyes, bruise-purple skin, and a gigantic maw, the demon bellows a single word. Like dominoes, the dwarves fall over and are dead before they hit the ground. The small priestess collapses, and the demon cackles with delight as it continues to break through the rubble.

The above description should be used if the PCs are surprised (likely) by the demon. Although they might prepare themselves, the arrival of a demon combatant can shake any stout soul, causing hesitation.



The dwarves gathered here to make a stand against the newly arrived demons. By triggering a trap, the dwarves have barricaded themselves behind a mass of bricks. The hezrou casts *blasphemy* as soon as possible, ideally instantly killing the dwarves and paralyzing the priestess Alejan. Not a warrior, Alejan is shocked by recent events. Unfortunately, due to the *blasphemy*, she is not much help to the PCs.

Faced with the fallen guards, the PCs must now defend the Citadel or quickly move through the north passage and attempt to find the lower archway.

Digging through the northern barrier requires a combined Strength of 30 and 2d6 rounds of hard work.

Dwarven Guards, Ftr3 (11): CR 3; hp 21 (average); see the “Defenders” section, above.

Alejan, Female Dwarf Clr5 (Dwurfater): CR 5; SZM; HD 5d8; hp 23; Init +1; Spd 15ft. (base 20ft.); AC 19; Atk +8 melee (1d8+5, +1 warhammer, crit x3); SA dwarven traits, spells, turn undead; SQ dwarven traits; AL LG; SV Fort +4, Ref +2, Will +7; Str 18, Dex 12, Con 10, Int 11, Wis 16, Cha 8.

Skills: Diplomacy +3, Heal +7, Spellcraft +8.

Feats: Alertness, Extra Turning.

Divine Spells Prepared (5/4/3/2): 0 — *light* (x2), *purify food and drink*, *resistance*, *virtue*; 1st — *bles*, *bles water*, *entropic shield*, *shield of faith*; 2nd — *aid*, *enthral*, *shatter*, *silence*; 3rd — *prayer*, *remove curse*.

Domain Spells (Earth, Strength): 1st — *magic stone*; 2nd — *bull’s strength*; 3rd — *stone shape*.

Possessions: Full-plate, +1 warhammer, *potion of blur*, *potion of levitate*, *divine scroll* (*cure light wounds* [x5]; caster level 5), *divine scroll* (*cure moderate wounds* [x3]; caster level 5).

Kainhis, Hezrou (Tanar’ri) (1): CR 14; hp 65; see the MM.

Tactics: Kainhis casts *blasphemy*, then relies on her stench and half-damage abilities to keep enemies at bay while she uses her spells at range. She knocks the bricks down so as to give herself 90% cover. If physically engaged, Kainhis casts *teleport without error* to appear beside any obvious spellcaster, whereupon she promptly attacks. Kainhis fights until she is down to 30 hp; she then tries to flee to the gate.

Kainhis is the leader of the siege. This is a high honor for her to be granted such a command. Her actions past this room through entering the catacombs are described in the timeline above. Orcus is actually using Kainhis as a vanguard. If Kainhis is successful, and without the PCs assisting the dwarves she very well could be, then Orcus’ reliance is well placed. If Kainhis fails, Orcus sends the guards at the gate (Encounter III–E) to acquire the necessary rune.

Encounter III–C: Mommy! (Area C–2) (EL 13)

The heat in the room is oppressive. Numerous twisting metal pipes run along the walls. Smoke fills the air and flames roar from large forges. In the center of the room are a number of anvils that form a circle around a small statue of a dwarven deity. The deity has a disapproving look on his face as he glares down on the anvils.

No one works at the forges. The dwarven smiths in long aprons sit cross-legged on the floor in the circle around two

plump and cherub-faced dwarven women. The women seem to be telling a story of some sort.

The “dwarven women” are speaking in soothing tones, telling the smiths a fable about a little dwarf lost in the great maze of caverns below the surface world. The PCs hear part of the tale as they approach, which ends when the lost dwarf’s mother finds the little dwarf and escapes the clutches of an evil elf. At the end, both of the dwarven women ask their audience, “Who wants a kiss from mommy?” Two unlucky dwarves eagerly jump up and are smothered by the women.

Unless they intervene, the PCs watch in horror as both smiths drop lifeless to the floor with gigantic grins on their faces. The dwarven women lick their bloody lips and glare at the PCs.

The women are two succubi who have just enraptured a group of dwarves. They ask the PCs if they are interested in a kiss. At the same time, the succubi command the dwarves to protect their mommies. The dwarves are happy to oblige and are aghast that anyone threatens their mothers.

Dwarven Guards, Ftr3 (8): CR 3; hp 21 (average); see the “Defenders” section, above.

Succubi (Tanar’ri) (2): CR 9; hp 37, 44; see the MM.

Tactics: The succubi attempt to *suggest* to the PCs that their weapons and armor are on fire (in an attempt to get them to drop and strip off their weapons). They also try to cast *charm monster* on the strongest member of the party. If successful, the succubi try to “kiss” the charmed PC.

Meanwhile, the enraptured dwarves attack, believing that the party members are demons (due to a *suggestion*).

If the party is accompanying a group of dwarves from one of the previous encounters, these dwarves hesitate to attack their brethren. Instead, they try to flank their brothers and try to get to the succubi.

Eventually, the “mommies” and the dwarves begin to wander the complex, wreaking havoc. As a possible wandering encounter, if the succubi have enraptured a large number of dwarven men, then a group of dwarven women wanting to get their men back might join the PCs against the succubi.

Encounter III–D: The Traitor Kinst and the Devil Spy (Area C–3) (EL 9)

This room is a blast of purple, pink, and orange colors. A number of colorful chalk drawings on the room show the Devil’s Finger. There is a simple cot with a bright purple blanket. On one side of the room is a large wooden dresser of enameled orange; on top of the dresser stands a large mirror.

The particularly foul Kinst hides here while the demons maraud through the lower level. He talks in hushed tones to the mirror, but the mirror does not respond. The mirror is a magical scrying device that allowed Kinst to communicate with Orcus and plan the assault. Orcus does not answer Kinst now because he has much better things to do. Anyone with



Totem of the Gate

A *totem of the gate* is a magical device that opens a *gate* behind lead or a magical shield. The totem is 6 inches long and looks like a chalk stick carved in the shape of a demon. To activate the totem, the user draws the appropriate pentagram on a surface. The totem is a one-time use item. The *gate* is thereafter permanent and impervious to any magical attack (i.e., *dispel magic*, and so forth). The only means of eliminating the *gate* is breaking the totem in half, which destroys the magic and causes all creatures that have traversed the *gate* in either direction disappear and reappear on their home plane.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *anti-magic field*, *gate*, and *permanency*. **Market Price:** 69,500 gp.

the Scry skill can use the mirror as if it was a *crystal ball with telepathy*. The mirror loses all magical properties if removed from the dresser.

Kinst is a coward, a cheat, and thoroughly evil. Usis, the High Priest, had a soft spot in his heart for Kinst, believing that he could be a great priest dedicated to Dwurfater. Because of this love, Usis was blind to his disciple's treacherous nature.

After Usis predicted the demonic invasion, Kinst poisoned him by coating a manuscript with contact poison. Usis still has stains from this poison on his fingers. A jar containing one dose of the poison called "demon's ink" is hidden in a locked box under Kinst's cot. The poison is an oil-smelling tar. Anyone opening the jar should make a Reflex save (DC 10) to avoid initially touching the poison.

Demon's Ink: Contact, Fortitude (DC 20); 1d6 temporary Con/1d6 permanent Con.

Kinst used a magical totem that Orcus instructed him to make (see sidebar). Only through Orcus' direct intervention was Kinst able to create the device, which allowed him to open a *gate* in the armory (Area C-4). Kinst did so and immediately fled to this room. The totem is on a leather thong around Kinst's neck.

Kinst attempts to deceive the PCs and says that he is praying for Usis. He acts as if he is ignorant, trying to sneak off using his *ring of chameleon power* if combat becomes a possibility. Kinst may also try to give the PCs a spare manuscript that is poisoned with demon's ink, saying that it is a map of the catacombs or other useful information. The manuscript is in the top drawer of his dresser.

Lurking here in the Ethereal Plane is a bone devil, also known as an osyluth. The devil was sent to gather information about the key and the vault. Kinst originally tried to make a bargain with the devil's master, but did not agree to the devil's "commission" for assisting Kinst. The devil instead sent his spy to infiltrate.

The osyluth remains hidden in the Ethereal Plane and does not attack the PCs unless provoked. Instead, the spy follows them to gain information about their quest. The details of the adventure's outcome depend on whether or not the spy is still alive by the time the PCs leave through the

lower archway. Note that the size of the Ethereal Plane here is the same as the Citadel demiplane. Touching the Ethereal Plane here does not allow one to leave the plane and travel anywhere but on the Citadel demiplane.

Kinst, Male Dwarf Clr8 (Orcus): CR 8; SZ M; HD 7d8+14; hp 60; Init +5; Spd 15 ft. (base 20 ft.); AC 18; Atk +8/+3 melee (1d8+2, +1 *battleaxe*, crit x3); SA dwarven traits, spells, rebuke/command undead; SQ dwarven traits; AL CE; SV Fort +8, Ref +3, Will +8; Str 13, Dex 13, Con 15, Int 13, Wis 15, Cha 12.

Skills: Bluff +7, Concentration +6, Knowledge (the planes) +6, Ritual Casting +5, Scry +10.

Feats: Combat Casting, Dodge, Improved Initiative.

Divine Spells Prepared (6/5/4/3/2): 0—*light* (x2), *mending*, *read magic*, *resistance*, *virtue*; 1st—*divine favor*, *doom*, *entropic shield*, *sanctuary*, *shield of faith*; 2nd—*enthral*, *find traps*, *gentle repose*, *silence*, *sound burst*; 3rd—*blindness/deafness* (x2), *contagion*, *speak with dead*; 4th—*divination*, *poison* (x2).

Domain Spells (Chaos, Evil): 1st—*protection from law*; 2nd—*shatter*; 3rd—*magic circle against good*; 4th—*unholy blight*.

Possessions: +1 *battleaxe*, +2 *breastplate* (worn under tattered white robes), *ring of chameleon power*, *totem of the gate*.

Osyluth (1): CR 6; hp 41; see the MM.

Encounter III—E: The Gate (Area C-5) (EL 17)

This room is the epicenter of the demons' breach. After the *gate* was opened here, the demons secured the southern section of the lower level. Currently, Kainhis the hezrou is attempting to force her way into taking Galm and the only *portal rune* that leads to the catacombs.

Gleegog, Glabrezu (Tanar'ri) (1): CR 15; hp 85; see the MM.

Tarashix, Vrock (Tanar'ri) (1): CR 13; hp 59; see the MM.

The PCs should attempt to close the *gate*, yet they are under no obligation to do so. If the PCs are successful in closing the *gate* by destroying the totem (see Encounter III—D, above), they in effect banish instantaneously every demon who passed through the *gate*. Reinforcements may arrive through the *gate* every 15 rounds. Every 15 rounds, roll 1d12 and consult the table below. Note that additional vocks and hezrous only appear once. If you roll their associated number again, nothing arrives.

Roll 1d12	Reinforcements
1–8	Nothing arrives
9	Dretch: CR 2; hp 9.
10	Succubus: CR 9; hp 29.
11	Vrock: CR 13; hp 57.
12	Hezrou: CR 14; hp 68.
Note: See the MM for full details on all demons.	

Tactics: Gleegog and Tarashix are already bored. Although they had the pleasure of leading the surprise attack into the Citadel, the thrill quickly faded as no real challenge has presented itself. Their current master Orcus whipped the demons into a frenzy when he promised them

a river of blood and fresh souls. When they stepped through the portal and saw only a throng of angry dwarves, however, they rolled their eyes and commenced the slaughter. Neither demon can summon any allies due to the magic protecting the Citadel. Once they spot the PCs, though, Tarashix tries to subdue them with *mass charm*; he then closes on the PCs and uses his spores as much as possible. If Gleegog dies, Tarashix continues to fight, but if the battle seems hopeless, he rushes back through the gate. Meanwhile, Gleegog casts *confusion* on any cleric he spots. If engaged in melee, he casts *mirror image* and *enlarge* on himself. If Tarashix dies, Gleegog casts *reverse gravity* on the entire area and heads back to the gate. While Tarashix never negotiates, Gleegog is willing to do anything to reach the gate.

Concluding the Chapter

Once the PCs have convinced King Galm of their intentions (likely through saving the day and defeating the demons and exposing Kinst), he is amenable to giving them the *portal rune* to the catacombs. Galm has Usis or another priest inscribe the rune above the one used to enter the Citadel. This rune is of Dwurfater's anvil.

Many dwarves openly dissent from Galm's decision to allow the PCs into the catacombs. Although the debate is hostile and open, no dwarves make a move to stop the PCs. Ultimately, the division over this decision leads to the downfall of the dwarves.

As the PCs step through the portal, they travel once again through time and space and enter the catacombs.



Chapter IV: The Key

Introductory Characteristics

Wandering Monsters: This demiplane is only disturbed when the dwarves bury their dead kings. Due to its isolation, it is not home to many wandering monsters. Check once every 60 minutes on 1d12:

Roll 1d12	Encounter
1	The ghost of Galm (from IV-1)
2	The bodak of Kinst (from IV-2)
3-4	1d6 Corrupted (from IV-3)
5-12	No encounter

Shielding: Travel spells to the outside are blocked by a similar shielding magic that protected the Citadel (as described in Chapter II).

Detections: The entire area radiates a hint of evil due to the Corrupted and the bodak. Encounters IV-F and IV-G radiate strong magic.

Standard Features: Unless otherwise noted, all doors are locked, central pivot, and made of stone (5 in. thick; Hardness 8; hp 20; Break D[C 22]; Open Lock [DC 20]). Also, each room is as tall as wide, except where otherwise noted. Thus, a majority of hallways in the citadel are only 5 feet tall. In these cramped areas, a PC suffers a -2 circumstance penalty to AC, attack rolls, and saves (rounding up) for every foot in height over 5 feet. Thus a 7-foot 1-inch tall half-ogre suffers a -6 penalty due to crouching down. The entire area is dark.

Maps Used: Map D: The Catacombs and Map E: The Key

The PCs enter the catacombs with the *portal rune* obtained from Galm. Yet instead of sending the PCs to a timeline similar to that of the Citadel, strange chaotic energies exerted from the Faceless Lord send the PCs many years into the future (relative to the Citadel).

A demiplane created by Dwurfater, the catacombs serve a dual purpose. The first is as an actual catacomb for the dead kings of Clan Flammeaxte that lived in the Citadel. The second purpose is to guard the key. The dwarves believe that the spirits of their dead kings exist throughout time as guardians. This function is also to dissuade any visitors in believing that they are actually in the appropriate demiplane with the key.

Thus, the first part of this level houses the tombs. Rough-hewn out of granite, the caves are lined with the bodies of the dwarven kings. Some of these rooms have elaborate rune-covered walls emblazoned with gold leaf listing the battles and victories of the dead.

During his first few millennia trapped within his own vault, the Faceless Lord used what small divinity he had to find this demiplane and exert his influence upon it. He believed that doing so might return the key to him. Dwurfater subverted the Faceless Lord's folly by further strengthening the guardians and traps with the Faceless Lord's own slimes and oozes.

In this subversion, the power of the Faceless Lord created a special type of undead, the Corrupted (see the Appendix). The Corrupted are mindless and attack the

PCs on sight, as described in Encounters IV-D and IV-K. Two other residents in the tombs of priests and kings are of note. One is the ghost of Galm. Years after the PCs leave the "Siege of Orcus" era, King Galm, whom the characters met in the Citadel, was assassinated for allowing the PCs into the catacombs. Now that the PCs are in a different (and future) relative timeframe, they might once again meet Galm.

Galm's ghost laments the division between the dwarves and may become enraged or helpful depending on how the encounter unfolds with the PCs in the "Siege of Orcus." Galm holds no ill will about his decision to allow the PCs into the catacombs. His torment is that Kinst opened the *gate* in the first place and many innocent dwarves lost their lives.

Similarly, a bodak is present who may remember the PCs. The bodak is the remains of Kinst. If Kinst encountered the PCs in the "Siege of Orcus" and they foiled his plans, he definitely remembers them and becomes incensed.

Beyond the catacombs is the key complex. In the complex are a number of oozes and similar creatures due to the Faceless Lord's influence described above. The complex ends in a series of three rooms designed to prevent anyone from obtaining the key.

When he was laid to rest by the new King, Galm entered the catacombs centuries before the PCs. Similarly, preceding Galm, Kinst was laid to rest and also entered the catacombs at a different time before the PCs.

Encounter IV-A: Ghost of Galm (Area D-1) (EL 14)

Along two walls a number of burial vaults lie sealed and undisturbed. Intricate stone carvings, presumably of the entombed, adorn the covers of each vault. Some of the carvings show a dwarf in battle; some are of dwarves with large crowns and hideously large smiles on their faces; some are more detailed, with shields and weapons seeming to burst from the stone.

The walls are made of smooth bricks of black rock, like the bricks inside a forge. Soot is everywhere, as if the entire room was ablaze at one point. A few tracks lead from the entrance to a large life-sized statue in the room's center. The dwarf statue stands high on a dais, holding a battleaxe with two hands and wearing plate mail with a hammer tied to its belt. The statue seems somehow familiar.

This is one of the tombs containing the remains of Kings of the Citadel. The statue is of King Galm. Although vilified for allowing the PCs into the catacombs, many dwarves remembered his (presumably) remarkable victory over the demons. A PC may recognize the statue with a basic Intelligence check (DC 12) if he or she has previously encountered King Galm. On the statue is Galm's armor, battleaxe, and crown (+1 *full plate*; +2 *battleaxe*; the crown a simple band of gold with 3 large rubies valued at 2,000 gp each). The ghost of Galm hides within the statue.

The statue emanates a chill wind. Galm may speak, blink the statue's eyes, or prepare to strike, depending on how the PCs interacted with Galm in the "Siege of Orcus." Galm knows of the key, but does not know of the magical traps. He can direct the PCs past the boulder trap (Encounter IV-C) and to the secret door leading south. Finally, Galm may ask the PCs to help him destroy the "evil one" (Kinst) who torments him. Galm is much more subdued in unlife, but he still is very keen.

Galm desires to be laid to rest. His torment is that Kinst betrayed the dwarves and held a position of such high confidence, and so he blames himself for the lives of the dwarves who died. Furthermore, Galm suspected in life that Kinst was his own son. Galm never confessed his tryst with Kinst's mother to anyone, especially to Kinst's father. Galm always helped Kinst out from behind the scenes on the oft chance that this was his son, though now he feels that he overlooked the obvious evil in the boy due to his guilt about the adultery and many dwarves lost their lives as a consequence. Galm's torment continues as Kinst's flourishes and walks in unlife as a bodak. Now, Galm desires that Kinst's soul be extinguished for the evil Kinst caused. Defeating Kinst and returning evidence of the bodak's destruction to Galm lays Galm's soul to rest at last, releasing him from unlife.

King Galm, Male Dwarf Ghost Ftr10/Ari3: CR 15; SZ M Undead; HD 10d12; hp 78, Init +1; Spd 30 ft. fly (perfect); AC 11; Atk special; SA manifestation, corrupting gaze; SQ undead, incorporeal, rejuvenation, turn

resistance (+4); AL LG; SV Fort +10, Ref +4, Will +5; Str 16, Dex 12, Con -, Int 16, Wis 14, Cha 16.

Skills: Appraise +7, Bluff +6, Climb +10, Craft (metalworking) +16, Diplomacy +7, Gather Information +5, Intimidate +5, Jump +15, Listen +9, Search +6, Sense Motive +6, Spot +11.

Feats: Blind-Fight, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Trip, Mobility, Power Attack, Spring Attack.

Corrupting Gaze (Su): Galm can blast the living with a glance, at a range of up to 30 feet. Creature's that meet his gaze must succeed at a Fortitude save (DC 18) or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Possessions: None.

Encounter IV—B: Bodak of Kinst (EL8)

A soft whispering noise can be heard just ahead. A chill is in the air, and the smell of blood fills your nose. You hear the shuffling of feet and see something dart about up ahead. Around a corner, you see the long cowl of a rotten cloak turn and face you. From the height of the figure, you judge it to be a dwarf. A long hand paws at the wall as the figure peers at you. From your vantage, you can see that it wears the robes of a priest and seems to have a long piece of burned wood around its neck.



The figure is Kinst, lamenting his failure to become a powerful lord (his failure might be due to the PCs' actions in the Citadel during the "Siege of Orcus"). Kinst's soul has been damned to wander the catacombs as a bodak. As a mockery, the dwarves laid Kinst to rest as a "king," basically in the hallway of the catacombs, so that throughout time he would lie and see the true kings of the Citadel knowing he would never reach that status.

Hateful and remorseful, Kinst sometimes lurks in the tomb where Galm is buried. He sits upon a vault whispering hateful words and chastising Galm for not showing him the true path, interspersing his dialogue with gleeful giberish about how he triumphed over Galm.

If the PCs dispatched Kinst in the "Siege of Orcus," he remembers them and suffers the penalty bodaks suffer when something reminds them of the past (see the MM). A PC recognizes Kinst with a successful Intelligence check (DC 15), but only if he or she has encountered Kinst previously. Kinst still has the heart of a coward and may flee and attempt to ambush the characters later. Around Kinst's neck is a small totem he made to remind him of the totem he used to start the "Siege of Orcus."

Kinst wanders constantly and might be found anywhere in the catacombs. The DM should place him appropriately.

Bodak: CR 8; hp 47; see the MM.

Encounter IV—C: Boulder Trap (Area D—2) (EL 4)

This hallway has a faux ceiling made of plaster, painted to resemble rough-hewn granite. Evenly spaced about the floor are four tripwires made of thin hairs. Stepping on a wire releases one of four boulders that are concealed in a cavity above the plaster. Each boulder is 5 feet in diameter.

The hallway is also at a steep incline (30 degrees), so any boulder that falls may roll through other tripwires and trigger more boulders. This is an exceptionally fatal trap if all four boulders are triggered and the majority of the party is standing in front of the first boulder.

Boulder Trap: CR 4; no attack roll necessary (2d20 points of damage per boulder); Reflex save (DC 15) to avoid stepping on a wire or to dodge an oncoming boulder; Search (DC 21); Disable Device (DC 20).

Encounter IV—D: Corrupted (EL 10) (Area D—3)

Several apparently sick and feverish dwarves occupy this room. Lying in the room's small alcoves, some of the dwarves appear to be coughing or choking — although, strangely enough, they make no sound. Each of the dwarves wears chainmail and is armed with an axe. Their beards are tangled and some seem to have a blank stare to their gaunt faces.

These strange dwarves are actually undead creatures known as the Corrupted. The PCs may mistake the Corrupted for live dwarves (Spot check [DC 15] to discern the truth). The Corrupted attack mindlessly as soon as the PCs enter the room.

Corrupted (5): CR 5; SZ M Undead; HD 7d12; hp 27, 28, 32, 40, 45; Init +3; Spd 20 ft; AC 20; Atk +3 melee (1d8 and slime, battleaxe, crit x3); SA acidic slime; SQ undead, ooze, regeneration (2); AL CE; SV Fort +5, Ref +0, Will +4; Str 11, Dex 8, Con —, Int 10, Wis 10, Cha 6.

Skills: Hide +2, Listen +8, Move Silently -2, Search +4, Spot +8.

Feats: Alertness, Blind-Fight, Improved Initiative.

Encounter IV—E: Musical Chairs (Area D—4) (EL variable)

The walls, ceiling, and floor of this room are covered in sheets of beaten copper. Stepping on the floor's edge cause a creak of metal rubbing against stone. At various intervals, the metal is warped, creating a pocket underneath. In the center of the room is a five-step dais made of green marble. In the middle of the dais is a large silver key. A huge blob of slime and goo surrounds the key, and the slime covers the entire dais and overflows onto the floor. The ooze seems to have millions of little crystals in it that reflect light in a prism of colors.

The goeey mass is actually an entity known as a prismatic slime. Because of the size of the dais, the PCs may be forced to walk on it as they move around the room. The sticky slime is impervious to any elemental damage such as acid, cold, fire, or even magic, but it can be scraped away and does not damage any tool used to remove it. The slime and the key are merely decoys. If two PCs are standing on the dais at the same time, each of them must make a Will save (DC 25). If one PC fails, there is no effect. If two fail, they effectively switch bodies (i.e., their psyches trade places, so that they find themselves within the other's body). The players should trade character record sheets. They have access to all of their host's physical attributes, including attack bonuses, special attacks, and ranks in skills such as Climb and Listen. Mental abilities do not transfer (e.g., spellcasting and skills such as Knowledge and Wilderness Lore).

The transference lasts until the curse is removed by a *limited wish* or more powerful spell. In the meantime, it should make for interesting role-playing, especially when the wizard goes charging into battle with his dagger and the mighty barbarian scratches his head wondering where his wand of magic missiles is! If multiple PCs step on the dais at the same time, simply match the pairs randomly. The entire party could possibly be switched. Re-stepping on the dais does not trigger a reverse effect.

Encounter IV—F: Crawling Up the Wall (Area D—5) (EL 6)

Along this hallway is one of the Faceless Lord's creations, a livestone. This large ooze has formed the sidewalls and ceiling, and it now yearns for prey. It is very difficult to Spot in this area (Hide +20). Once a majority of the PCs are under it, the livestone attacks and attempts to engulf the party.

Livestone (1): CR 6; SZ H Ooze; HD 5d8+25; hp 57; Init +0; Spd 20 ft; AC 9; Atk +7 melee (1d8+7, slam); Face/Reach 5 ft. by 10 ft./10 ft.; SA solidify, improved grab, engulf; SQ ooze, blindsight, immune to petrification; AL



N; SV Fort +3, Ref +1, Will -4; Str 21, Dex 10, Con 14, Int -, Wis 1, Cha 1.

Skills: Hide -4*. *A livestone gains a +12 racial bonus to Hide checks in stony areas. If the livestone solidifies its entire form while in stony areas, the Hide bonus increases to +20.

Note: The livestone appears in the **Tome of Horrors** from Necromancer Games.

Encounter IV—G: Slime vs. Slime (Area D-6) (EL 9)

This room is similar to Area D-1. One of the vaults, however, is full of ooze. In the center vault or crypt is a dormant mustard jelly that awakens at the first vibration (i.e., a sound, a footstep) from anyone entering the room. On the ceiling is another dormant ooze, a stun jelly. This nearly transparent ooze covers the area of the ceiling opposite the crypt with the mustard jelly. If the crypt is disturbed and opened, the stun jelly senses movement and drops onto the victims and/or the floor to attack. The oozes are semi-aware of each other and realize that neither is as tasty as the PCs' flesh.

Mustard Jelly: CR 7; SZ L Ooze; HD 7d10+29; hp 70; Init -5; Spd 10 ft; AC 4; Atk +6 melee (2d4+3 and 1d4 acid, slam); SA improved grab, acid, poisonous aura, constrict (2d4+3 and 1d4 acid); SQ ooze, damage reduction 10/+1, blindsight, SR 13, cold immunity, split; AL N;

SV Fort +4, Ref -3, Will -3; Str 15, Dex 1, Con 15, Int -, Wis 1, Cha 1.

Stun Jelly: CR 4; SZ L Ooze; HD 4d10+27; hp 50; Init -5; Spd 10 ft; AC 4; Atk +2 melee (1d6 and 1d6 acid, slam); SA paralysis, engulf, acid; SQ ooze, blindsight, camouflage, electricity immunity; AL N; SV Fort +4, Ref -4, Will -4; Str 10, Dex 1, Con 16, Int -, Wis 1, Cha 1.

Note: The mustard jelly and stun jelly appear in the **Tome of Horrors** from Necromancer Games.

Encounter IV—H: Stone Portal (Area D-7) (EL 8)

The hallway ends abruptly. A large stone barrier here blocks further access. The barrier seems to be a large block of granite, and in its center is the Dwarven rune for death. Surrounding the rune are many warnings carved or painted onto the stone. The warnings read, "Do not enter. Grave danger!" and "Only evil seeks what is within!"

Thus, a 5-foot cube of granite blocks the path down to the key. The PCs will need to dig or mine through the cube in order to gain access below. There is nothing unusual about the granite; magic affects it as per standard stone.

If the bodak survived up this point, he ambushes the characters here, where he hopes to pin them against the granite wall with his gaze. In any event, the mining, loud noise, or even spellcasting awakens a vile ooze. The ooze long ago found refuge in a small space above the stone

barrier. As someone begins to pound on the rock, the yellowish ooze slips out of this area and flows down the face of the rock. The ooze has not found a decent morsel to consume since it found itself here eons ago. It thus attacks relentlessly due to its unnatural hunger.

Vampiric Ooze: CR 8; SZ L Ooze; HD 8d12; hp 78; Init -5; Spd 10 ft, climb 10 ft.; AC 4; Atk +7 melee (2d4+3 and energy drain, slam); SA improved grab, energy drain (1 negative level, Fort DC 14), constrict 2d4+3, create spawn; SQ undead, ooze, split, blindsight, sunlight vulnerability; AL CE; SV Fort +2, Ref -3, Will +1; Str 15, Dex 1, Con -, Int -, Wis 1, Cha 1.

Note: The vampiric ooze appears in the Tome of Horrors from Necromancer Games.

Encounter IV-I: Chimera Gate (Area D-8) (EL 9)

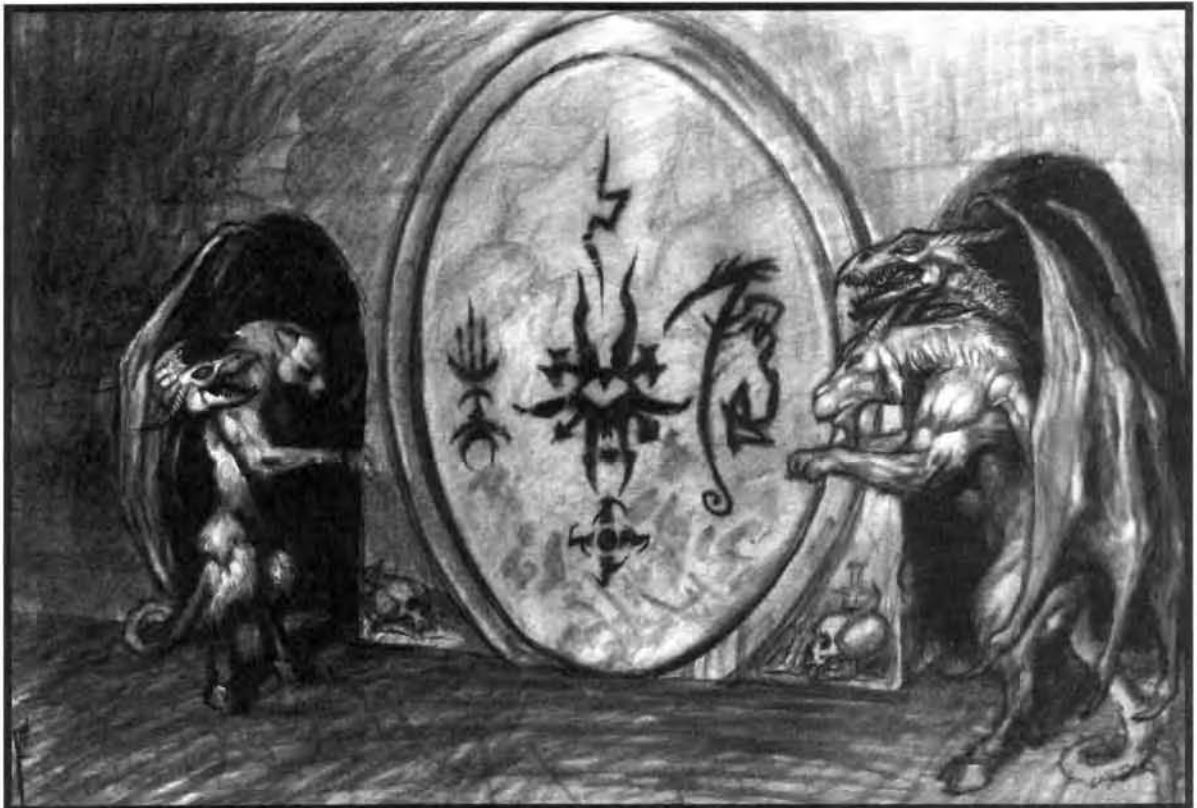
Dust hangs heavily in the air. The floor is black marble, crossed by small bars of silver. The ceiling high above is painted, showing a great battle. On the north wall is the picture of a large black cube that sits on a representation of the Devil's Finger. Above the cube is a vortex of swirling color with hundreds of red eyes, and a demon army is shooting out of the black cube like a ray. On the south wall is the picture of a seething dwarf striking a hammer against an anvil. The dwarf has black hair and large brown eyes; his teeth flash white as he grits them. From the anvil, a spray of dwarves shoots forth and meets the painted demons in combat. To the west, a gigantic 15-foot tall circular door stands closed.

In the center of the door is a large tablet with numerous runes on it, and on either side of the door stands a large statue of a three-headed beast with the body of a lion and the heads of a dragon, a goat, and a lion. The statues' stony paws are made to look as if they were swiping at each other. Their other paws are raised, ready to strike anyone standing before the door.

This room is the first of three traps designed to protect the key. Each room is 30 feet tall and has carvings showing the evil works of the Faceless Lord on the north side with the good works of Dwurfater on the south. On the far side is a large 15-foot tall circular door. The DM may wish to copy the tablet's inscription to hand to the players. The tablet in the center of the door reads in ancient Dwarven:

*Call forth the chaos!
Time lost he came to the shores of this world.
Defeated by the hand of dwarf.
His amulet is what you seek.
Go away! Go away!
Desire it, love it, hate it, make merry.
Take the eyes of the guardians, multiply by their
feet and subtract their scaled heads.
Speak the number of the enemy in the tongue of
the enemy.*

To open the door, the PCs must say the number "86" in Abyssal. The number is 11 eyes (one chimera has 5 eyes and the other 6) times 8 feet (4 on each chimera) and minus 2 scaled heads (2 dragon heads). The PCs might not notice that the black dragon head on one chimera is missing an eye. The PCs should specifically ask the DM to



look at the heads (Spot DC 12). Any answer that is incorrect or spoken in a language other than Abyssal activates the chimera.

Also, the PCs cannot “divine” an answer through *augury* or some other means. The magical enchantments of the Citadel prevent access to planes of evil. Furthermore, good-aligned planes and deities cannot answer in Abyssal, for it is the language of evil, and have little use for those seeking to obtain (no matter the purpose) a demon prince’s amulet. The PCs must determine the answer on their own without outside assistance. They should also not roll their way to victory with an Intelligence or other check. Finally, *knock* or similar spells do not function on the lock.

To make this encounter difficult, do not allow the players access to a calculator or other device. Any PC attempting to assist in calculating the answer or speaking the answer loses any Dexterity bonus to AC. Allow players only 6 seconds (1 round) to write down any calculation, and do not allow to continue until their turn. This is to simulate the difficulty of calculating an answer while in the midst of combat.

The chimeras return to their stasis only if the lock is successfully opened. If the chimeras are killed, they disappear and reappear as statues in the alcove 5 minutes later. Thereafter, they attack again if the lock cannot be opened.

Chimera (2): CR 7; hp 67, 75; see the MM.

Tactics: The larger chimera has a red dragon head and the fire breath weapon. The smaller chimera has a black dragon head and the acid breath weapon. Since both creatures are under a magical influence, they attack unremittingly. Each uses its breath weapon as often as possible, and both concentrate on a different enemy.

Encounter IV–J: Nasal Jellies (Area D–9) (EL variable)

This room is completely bare. Unlike the previous room and hallway, the walls in this room are smooth. Painted on the high, 30-foot ceiling and walls are a swirl of blood red, filth brown, and putrid green colors. Large fist-sized red gems are embedded in the walls and ceiling. The room is full of dust. Particles of dust glint in your [light source]. Across from the large door you entered is an identical 15-foot tall circular door with another large tablet in the center.

The room is a perfect cube of smooth stone. Each round spent in the room, the PCs must make Fortitude save (DC 15), failure meaning that a PC sneezes with tremendous force. The character must immediately make another Fortitude save (DC 18) or be subject to *feblemind* for 1d3 rounds. The product of the sneeze appears 10 feet in front of the PC — a small ochre jelly. This process repeats itself each round until the PCs leave the room.

Leaving will not be easy, however. The DM may wish to copy the tablet’s inscription to hand to the players. The tablet in the center of this door reads in ancient Dwarven:

Persistence.
You desire evil and evil you shall bring if you
continue.
Chaos abhors order as order brings righteousness
to the natural state.
One of chaos came and was defeated.
Shall you be as well?
Desiring chaos and evil now, you shall be one
with it.
Speak forth the answer to the following in the
tongue of evil:
What is the end of chaos?
The start of the swords,
The beginning of every secret,
And the end of the lords?

The answer in Abyssal is the letter “S.” If this is said aloud, the ceiling returns to its full height. As with the previous encounter, the PCs cannot “divine” an answer through *augury* or some other means. Basically, the PCs must determine the answer on their own without outside assistance.

As soon as a PC comes within 10 feet of the inscription, the ceiling begins to lower at the rate of 1 foot per round. After 18 rounds, the ceiling crushes all who remain in the room. Once the inscription is read, begin counting off rounds aloud to give the players a sense of urgency to solve the riddle. If the PCs fail to solve the riddle in a minute and a half, they are crushed. When the ceiling reaches the floor, the room remains in this state until the end of the adventure, effectively blocking the way to the key.

Ceiling Trap: CR 4; no attack roll necessary (4d10 points of crushing damage per round); Search (DC 30); Disable Device (DC 40).

Ochre Jelly: CR 5; SZ S Ooze; HD 1d10; hp 5; Init –5; Spd 10 ft., climb 10 ft.; AC 6; Atk +3 melee (1d4+3 and 1d4 acid, slam); SA improved grab, acid, constrict (2d4+1 and 1d4 acid); SQ ooze, blindsight, split; AL N; SV Fort +4, Ref –3, Will –3; Str 12, Dex 1, Con 15, Int –, Wis 1, Cha 1.

Encounter IV–K: The Slicer (Area D–10) (EL 12)

Each of the doors in this room is hexagonal and 7 feet in diameter. Each of the hexagons has faces carved and painted on it: one face is a dwarven visage with a horned helmet and long beard; the other face has no lips, ears, or nose, but has dozens of painted red eyes. On the walls near the “dwarf door” is a depiction of a great army of skeletons flowing up a valley toward the Devil’s Finger. The scene shows a cowed figure raising his hand in triumph, with many dwarven bodies on the ground around him. The scene in the next panel on the door shows dwarves being torn apart by undead and the cowed figure lying prone and bleeding on the ground. The last panel shows a spirit rising from the cowed figure. The spirit is very tall, with cold blue eyes, shaking his hands in rage at the heavens. The undead about him seem to walk aimlessly around the Devil’s Finger.



The walls by the faceless door show a boar-headed demon driving a horde toward the Devil's Finger. The next scene depicts the boar-headed demon talking to a dwarf, followed by the image of the dwarf waving a wand and demons appearing in front of him. The next panel shows the dwarf being hung in the Citadel's main hall. The last panel shows a spirit of the evil dwarf rising up in the form of a gray creature holding an arm over his head to shield his face from the glory of a stoic dwarven deity.

The floor of the room is comprised of black and white marble squares. There are visible grooves around each tile. In the center of the room is a large brass key suspended by a wire from the ceiling. Surrounding the key are several motionless dwarves. They seem to be perspiring profusely despite the fact that they are not moving.

This room has stonework unlike any other section of the Citadel. Instead of seamless stone, this area is made of marble tiles that are set apart with deep grooves between them. Lengths of razor sharp wire rest in the grooves. Pressure plates, denoted by an "X" on Map D, trigger the wires, causing them to rise rapidly, slicing into the foot of anyone standing on the grooves. Anyone standing above the wire must make a Reflex save (DC 20) to avoid being sliced by it.

Floor Wire Trap: CR 3; no attack roll necessary (3d10 points of damage); Search (DC 20); Disable Device (DC 30).

Upon entering the room, the dwarves — a gang of Corrupted lurking inside — immediately attack the PCs. The Corrupted know of the pressure plates and put two of their members in position to activate them at opportune times.

The key is a fake. If any PC touches the key, it turns to dust and a *magic mouth* activates. The *magic mouth* laughs and says in Dwarven, "You did not think it would be that easy, did you?" Once the key is touched, two doors open, revealing two different passageways. The only way to open the doors is by touching the fake key. One door opens to reveal a hallway, at the end of which is a gold-embossed door. This is a false door, and in front of it is a pit trap. The other door leads to a stairwell down to the true key.

80-ft. Pit Trap: CR 8; no attack roll necessary (8d6 points of damage); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Corrupted (8): CR 5; hp 24, 25, 28, 48, 65, 68, 73, 80; see Encounter IV–D, above.

Encounter IV–L: The Key Room (Map E) (EL 15)

The long stairway ends abruptly in a smooth stone landing. Beyond the landing is a room with its own light source. The landing, however, drops off into a chasm, the depth of which is impossible to estimate.

The room itself is large and round. The ceiling is 50 feet high at its apex, rounded like a dome. In the center of the room is a large column that begins from the darkness below and ends 10 feet above the landing. The column is almost 40 feet from the landing's edge.

The source of the light is a large anvil atop the pillar. The anvil sits on a three-step dais on the pillar's summit, filling the room with a silvery light, and it looks to be made of silver or platinum. Even from this distance, you

can tell that hundreds of intricate black runes cover the anvil. Flanking the anvil are two metal statues of 10-foot tall dwarves, both of them armed with large axes and posed as if they were in combat.

The anvil is the key. It is made of pure platinum, weighs 500 pounds, and is worth 250,000 gp based on the value of the metal alone. The anvil emits a pale light to 50 feet in all directions. It also radiates a 25-foot *antimagic field*, which is a permanent effect. The PCs must rely on their wits and natural abilities instead of magic in order to obtain the key. They must deal with this cumbersome challenge until they open the vault and the anvil teleports back to this location. Any spells cast within the sphere fail automatically. Furthermore, all wondrous items and magic abilities within the sphere are suppressed.

The statues on each side of the key are iron golems. The golems are both within the *antimagic field*. This means that they, like the anvil, cannot be the targets of a magical attack. This also means that their Special Abilities and Special Qualities (including damage reduction) are suppressed. They are still animated, however, and otherwise function normally.

If an unknowing PC approaches the key with magical aid (such as a *fly* spell), the spell shuts down as soon as the PC passes into the antimagic zone. Since this is a demiplane, anyone falling in the chasm falls for eternity. Anyone who successfully reaches the key is attacked by the golems, which were ordered long ago to protect the key at all costs.

Once the golems are eliminated as a threat, the PCs must come up with a non-magical, mundane means of removing the key, such as rigging a block-and-tackle system.

To complicate the issue, the dwarves engineered certain areas around the column to break away if anyone should land on them. Anyone over 50 pounds in the shaded area on Map E must succeed at a Reflex save (DC 20) or fall into the chasm.

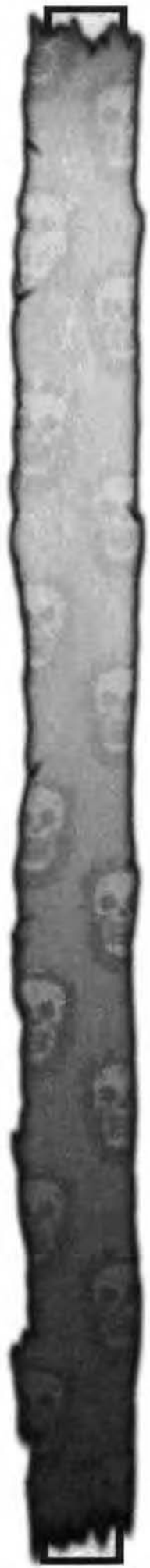
Iron Golems (2) CR 13; hp 85, 90; see the MM.

Tactics: The golems attempt to catch PCs in a grapple. Once they successfully grapple, the golems throw their victims over the edge.

Concluding the Chapter

Once the PCs have the key, they must trek back to the portal from whence they came. Moving the key should be a very difficult challenge. First, it weighs 500 pounds; second, it is a beacon of light; third, it creates an *antimagic field* in a 25-foot radius. Although many of the guardians and monsters in the catacombs might be defeated, the challenges in “Necromantic Dreams” are even harder with this burden.

Once the PCs reach the portal, they can use it even though it is within the antimagic field, for the portal’s source for its magic is not in proximity to the key. Thus, the PCs can step through with the key and — hopefully, surprising for them — not return to the “Siege of Orcus” but to the nightmarish “Necromantic Dreams.”



Chapter V: Ascent — Necromantic Dreams

Introductory Characteristics

Wandering Monsters: The entire Citadel is now abandoned. Only the remnants of an army of undead occupy the fortress. Check every 30 minutes on a 1d8.

Roll 1d12	Encounter
1	The nightwalker Giltz from Encounter V-A
2	The vampires from Encounter V-E
3	Roaming pack of mummies (2d4)
4	Ghasts (2d4) and ghouls (1d6+6)
5-6	An NPC party (see Chapter II)
7-12	No encounter

Shielding: Teleportation or travel outside the citadel in any form is impossible, as previously described.

Detections: The PCs detect a minor evil throughout the entire citadel. The Temple (Area C-6) radiates a strong evil because it has been thoroughly defiled by Giltz.

Standard Features: Unless otherwise noted, all doors are central pivot and made of stone (5 in. thick; Hardness 8; hp 20; Break [DC 22]; Open Lock [DC 20]). Since the Citadel was carved out of the granite of the Devil's Finger, the floor, walls, and ceiling are seamless. The rock was polished smooth and has a mirror-like quality. Also, every sound echoes in the stone structure. Both of these qualities of the Citadel's environment make sneaking about or hiding very difficult (-2 circumstance penalty). On the other hand, a party can more easily hear what is ahead and around the bend. Also, each room is as tall as wide, except where otherwise noted. Thus, a majority of hallways in the Citadel are only 5 feet tall. For each foot in height a character stands over 5 feet in such a hallway, he or she suffers a -2 circumstance penalty to AC, attack rolls, and saves (rounding up). Thus, a 7-foot 1-inch tall half-ogre would suffer a -6 penalty due to crouching down. The entire citadel is dark.

Maps Used: Map B: The Citadel — The Upper Halls; Map C: The Citadel — The Lower Halls.

Returning from the events of Chapter IV, the PCs enter the lower archway and travel through time to 1,200 years before the "present" on their home plane. Coming back through the archway, the PCs may anticipate that they are returning to the vibrant time of Galm with a siege of demons and dwarves running about to defend the Citadel. Or perhaps they are the heroes of the Citadel, and getting back to the upper archway should be an easy trek....

This anticipation is shattered when they return through the archway and enter the Citadel demiplane in another

era. Thus, the PCs must re-investigate many chambers they previously explored, as these areas are populated with a fresh slate of foes. If this proves too difficult a task for certain parties, tailor the encounters to match the PCs' resources.

The events of "Necromantic Dreams" occur over a century after the last dwarves to occupy the Citadel were slaughtered by an army of undead commanded by the necromancer Giltz. Giltz learned through his studies that the Citadel held the key and the means to access it. Inscribing the *portal rune* on his undead minions, he brought his host of undead against the dwarves.

The dwarves at the time were in a period of decline. Many of them had left the Citadel for their ancestral homes. Others felt that there was no longer a need to defend a key that seemed to be more myth than threat. Moreover, the work of the Cabal of the Beard had decimated the dwarves' strength. So, when Giltz arrived, he did not face a fully defended stronghold.

The final dwarven defenders made a trap for Giltz. Though dying in the process, the dwarves struck a mortal blow to the necromancer. Upon his death, Giltz's animosity and anger for his failure at the doorstep of success was so great and his debt to the powers of death so large that he now roams the Citadel as a nightwalker. The PCs must face Giltz to enter the upper archway. If they have the key with them, Giltz brings whatever forces he can against the PCs.

We highly recommend that two or more parties of NPCs described in Chapter II be placed in this era. One group is the Cabal of the Beard, which was sent forward in time to take the key from the PCs. Persuade the Cabal to join forces with the PCs is possible, especially if another NPC group is attempting to acquire or has already acquired the key.

Another group recommended for this era is the Brotherhood of Ooze. The members of the Brotherhood are fanatical devotees of the Faceless Lord who are ineptly searching for the key. Basically, the Brotherhood is a band of bumbling dolts intended to bring a bit of levity to the adventure. The Brotherhood is wary of Giltz and might join forces with the PCs to destroy him. The Brotherhood immediately takes the key if possible, though.

The DM could also easily place the mercenary Imbo, the devil-following Silver Eyes (who possibly received information about the PCs from the devil spy), or even Raob and Sleeara. In any event, the DM must know his party's strengths and weaknesses. Using these NPCs is important, but only where the PCs stand a chance; otherwise, they are overkill and not fun.

One eventuality is that an NPC group acquires and leaves the Citadel with the key. Make anyone leaving the Citadel return to the PCs' present time, including the Cabal. Thus, the PCs must fight in and around the Devil's

Finger in the time up to the blood moon. Due to the strange temporal nature of the archways, the PCs and the NPCs return 10 days before the blood moon. This should be plenty of time to reacquire a key from those desiring a cataclysm of evil.

Other than Giltz and any NPCs placed by the DM, the other Citadel residents are various undead who are also driven by their thirst to extinguish life. Shadow mastiffs constant hunting the infrequent visitor or adventuring party (Encounter V-B). Spectres of dwarven craftsmen still continue to work on jewelry and marvels of metalworking, even though they can no longer craft their work (Encounter V-C). A band of allips (Encounter V-D), shades of long-dead dwarves bemoaning the loss of the Citadel, harbor a deep-seated hate of those who attempt to make it their home. Finally, there is a pair of vane vampires (Encounter V-E).

Encounter V-A: Giltz the Nightwalker (Area B-1) (EL 16)

Pain and remorse are Giltz's hallmarks. He inflicted both upon his enemies in life. Now, in unlife, he knows nothing but these two emotions. The last dwarves sacrificed themselves to slay him, and his great anguish at the time of his defeat propels him forward.

Giltz may be encountered as a wandering monster because he constantly moves about. Unlike most nightwalkers, Giltz is 10 feet tall. Therefore, in hallways that are 5 feet tall, he is forced to crawl (suffering a -2 circumstance penalty to AC, attack rolls, and saves). Giltz has retained most of the cruel intelligence of his former life. Constantly seething with anger over his failure, Giltz's only freedom



from remorse and regret is the momentary distraction of squeezing the life out of others. That the PCs can communicate with Giltz is extraordinarily unlikely, especially so if he encounters the PCs with the Cabal of the Beard. Dwarves drive Giltz into a froth, and he stops at nothing to see them destroyed. Giltz wanders a bit, but if he sees the key, he might station himself at the upper portal, blocking it with his mass if necessary.

Giltz is aware of other intruders, such as other NPC parties, but elects to allow them to wander a bit to make a sport of their deaths. The PCs are treated differently if they have the key.

Giltz, Nightwalker: CR 16; SZ L Undead; HD 21d12; hp 80; Init +6; Spd 40 ft., fly 20 ft. (poor); AC 23; Atk +19 melee (2d6+8 [x2], slam); Face/Reach 10 ft. x 10 ft./10 ft.; SA nightshade abilities, crush item, evil gaze; SQ undead, nightshade abilities; AL CE; SV Fort +7, Ref +8, Will +17; Str 27, Dex 12, Con -, Int 20, Wis 20, Cha 18.

Skills: Concentration +19, Hide +12*, Listen +22, Move Silently +19, Spellcraft +19, Spot +22.

Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Sunder. *When hiding in a dark area, a nightwalker receives a +8 racial bonus to Hide checks.

Tactics: Giltz plays with the PCs unless one of the PCs is a dwarf, he recognizes the key, or the PCs are teamed with the Cabal of the Beard. Giltz tries to eliminate a member in each attack and attacks if the party is engaged with another foe.

A typical hit-and-run tactic for Giltz is to use *haste* prior to the encounter, cast *dispel magic* as an opening volley, followed by *cloudkill*. Giltz then wades into battle focusing on a single foe using his *evil gaze* and physical attacks. Once the focus of Giltz's aggression is killed, he attempts to leave. If warranted, Giltz summons aid per his *summon undead* ability.

If the party insists, Giltz fights to the death. If engaged in an all-out fight, Giltz attempts to snatch weapons from the largest physical opponents and use his *crush item* ability. Giltz uses his *finger of death* as a last resort.

Encounter V—B: Ghost Dogs of War (Area B—1) (EL 9)

The once great entry hall to the Citadel lies in ruins. Tattered standards and ripped banners hang from the high ceiling and move slightly in the heavy air. Once carvings proclaimed "Welcome Friend!" and "Death to Fiend!" Yet Giltz in his glee in taking the Citadel, prior to his death, had his minions paint over the carvings so that they read "Welcome Fiends!" and "Death to Friends!"

In the middle of the room when the PCs enter, pools of viscous liquid are forming. The liquid spills down from a source that seems to be floating in midair — what appear to be two sets of canine teeth. The teeth belong to a pair of shadow mastiffs. At one time, these creatures were Giltz's personal pets. They now guard the entrance into the Citadel (and the PCs' exit). Two of the shadow mastiffs are in the center of the room. The other two are in opposite hallways preparing to flank the party.

Shadow Mastiffs (4): CR 5; hp 25, 28, 30, 32; see the MM.

Tactics: The shadow mastiffs track the PCs if they flee. Each mastiff alternates between baying and attacking. If he is not already present, each time a mastiff bays there is a 25% chance of drawing Giltz to the room.

Encounter V—C: Spectres of the Past (Area B—3) (EL 11)

Unlike other parts of the Citadel in this era, this room does not seem to be in disrepair. It contains numerous wooden benches and tables, and near its center is a large brazier that has probably sat cold for over a hundred years.

At some of the tables, wispy images of dwarves sit staring at large pieces of platinum and ruby jewelry. One of these incorporeal dwarves put his hand through the table, and another is sobbing softly to himself.

This is a workshop for jewelers whose pieces funded the Citadel for over 1,000 years. In the PCs' home plane, these works of art are very valuable.

The dwarves are spectres. Interestingly, each spectre still longs to work on the last object that remained incomplete during its life. Although their incorporeal hands can no longer shape the stone and metal, if this fact is brought to their attention, they grow angry with the reminder. In other words, a PC blurting out anything similar to "Don't they know they are spectres?" or "What idiots! They can't work those forges!" sends the spectres into a frenzy, as their grief drives them mad. Anyone examining their wares also incurs their wrath.

These spectres were dwarves that refused to get up from their tables and fight when Giltz attacked. Their longing for perfection has kept them here endlessly attempting to work on the items they cannot touch.

Spectres (4): CR 7; hp 35, 47, 48, 56; see the MM.

Treasure: There are 7 pieces of jewelry on which the spectres are working. They are brocades of platinum and large rings with rubies. Each item is worth 1,000 gp.

Encounter V—D: Bemoaning the Past (Area B—9) (EL 8)

This room was cleared of its belongings to form a blockade prior to a skirmish during the siege. As the PCs approach, however, they hear the present occupants: a pack of ravening allips. The allips are constantly bemoaning their suffering, speaking mournfully in an ancient Dwarven dialect. As previously mentioned, these are the shades of dwarves who died defending the Citadel against Giltz.

Allips (5): CR 3; hp 22, 23, 24, 35, 36; see the MM.

Encounter V—E: Love, Undead Style (EL 14)

Even evil needs a reprieve. The two lieutenants of the host of undead led by Giltz were very unusual vampires. One was Tenear, a victim of a union between a foul demon and a beautiful nymph. Strikingly beautiful in life, Tenear hid her bat-like wings and small horns under cloaks and

long bangs. Living the life of a highway bandit and later a baroness of a small cadre of criminals, she grew prominent. Unfortunately, this prominence attracted the attention of a darker agent of evil — Zaitan.

Zaitan seduced the vile Tenear with his unearthly charms. Once a demon and now undead, Zaitan remembers little of the circumstances of his rebirth. His desire for the opposite sex was ravenous, though. Many ladies fell victim to his deadly kiss. Although satisfying, Zaitan desired something more.

Tenear caught Zaitan's eye. He was enraptured by her striking beauty and unusual parentage. He desired her and did not wish simply to rob her of life. The Abyss was no place for the likes of Tenear. Zaitan devised a plan and through his wiles soon had Tenear swooning for him. At the right moment, he granted her the dark gift. Ever since this union, the two have been mutually enraptured with one another and their stunning and dark beauty.

Coming to the call of Giltz, Tenear and Zaitan were the advance guard against the dwarves. When Giltz died, Tenear and Zaitan returned to their favorite pastime, admiring one another. The demon's amulet and the power that comes with it mean very little to the two. Since the day Giltz died, the two vampires find each other's company intoxicating. They do their best to avoid their tormented former master.

If the PCs encounter these stunning and unusual creatures, they do their best to ask politely that the PCs leave them. Although they hunger, the two frequently leave the Citadel demiplane and hunt since they both have the appropriate rune. If the PCs persist in asking questions, the pair is likely to send them away with their influences rather than attack. Basically, they view anyone below Charisma 20 as a peasant.

Only if openly provoked do the two bring their full powers to bear. The two have very little in the way of treasure, as they have little use for material items.

Tenear, Half-Fiend Nymph Vampire Ftr5: CR 13; SZ M Undead; HD 14d12; hp 120; Init +7; Spd 30 ft., swim 20 ft., fly 30 ft. (average); AC 20; Atk +8 melee (1d4+6, +3 dagger, crit 19–20), or +8 melee (1d6+3, bite) and +6 melee (1d4+3 [x2], claw), or +8 melee (1d6+3 and energy drain, slam); SA blinding beauty (60 ft., Fort DC 15 or permanent blindness), unearthly beauty (1/10 minutes, 30 ft., Will DC 17, death), domination (Will DC 23), energy drain, blood drain, children of the night (not available in the Citadel), create spawn, spell-like abilities (half-fiend: 3/day — *darkness*; 1/day — *desecrate*, *unholy blight*); SQ undead, spell-like abilities (nymph: 1/day — *dimension door*, caster level 7; druid spells as a 7th-level caster), damage reduction 15/+1, turn resistance +4, poison immunity, resistances (cold, electricity, and fire 20), gaseous form, spider climb, alternate form, fast healing; AL CE; SV Fort +6, Ref +9, Will +10; Str 16, Dex 17, Con –, Int 18, Wis 19, Cha 23.

Skills: Animal Empathy +12, Climb +11, Knowledge (arcana) +9, Escape Artist +9, Heal +10, Hide +9, Jump +11, Listen +12, Move Silently +11, Sense Motive +11, Spot +12.

Feats: Ability Focus (unearthly beauty), Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Quick Draw, Weapon Focus (dagger).

Appearance: Tenear has long red hair that reaches almost to her knees. She wears a simple gown of blue satin. From the back of the gown emerge two large, bluish bat wings. She has two small black horns that protrude from her forehead. She is incredibly beautiful... in the darkest sort of way.

Possessions: +3 dagger.

Zaitan, Succubus (Tanar'ri) Vampire: CR 11; SZ M Undead; HD 6d12; hp 50; Init +8; Spd 30 ft., fly 50 ft. (average); AC 28; Atk +11 melee (1d3+4 [x2], claw) or +10 melee (1d6+4 and energy drain, slam); SA spell-like abilities, energy drain (kiss — 1 negative level, Fort DC 20 to remove), summon tanar'ri (not available in the Citadel), domination (Will DC 20), energy drain, blood drain, children of the night (not available in the Citadel), create spawn; SQ undead, damage reduction 20/+2, SR 12, tanar'ri qualities, alternate form, tongues, turn resistance +4, gaseous form, spider climb, alternate form, fast healing; AL CE; SV Fort +8, Ref +8, Will +7; Str 19, Dex 17, Con –, Int 18, Wis 16, Cha 24.

Skills: Bluff +21, Concentration +2, Disguise +13*, Escape Artist +10, Hide +22, Knowledge (arcana) +10, Listen +26, Move Silently +20, Ride +9, Search +18, Sense Motive +9, Spot +25.

Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative, Mobility, Lightning Reflexes. *When using an alternate form, Zaitan receives an additional +10 circumstance bonus to Disguise checks.

Spell-Like Abilities: At will — *charm monster*, *clairaudience*/*clairvoyance*, *darkness*, *desecrate*, *detect good*, *detect thoughts*, *doom*, *ethereal jaunt* (self plus 50 pounds of objects only), *suggestion*, *teleport without error*; 1/day — *unholy blight*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 17 + spell level).

Appearance: Zaitan is very handsome. He has black hair that he keeps very short, small black horns, and black wings. He wears a simple red doublet over his milk white skin.

Concluding the Chapter

Assuming the PCs bypass or defeat Giltz and various NPC parties and do not incur the wrath of Tenear and Zaitan, they return to their home plane through the upper archway. At this point, they have 10 days to prepare for the blood moon. Although many days may have passed to them, relatively few passed in the outside world.

If Sleeara and Raob were not dealt with previously, they must be now. In the interim, Raob has possibly given up and moved his army away, believing that the key never existed after spending days tunneling into nothing but granite. In any event, in 10 days the blood moon rises and with it chaos.

Chapter VI: The Prince of Slime

Introductory Characteristics

Shielding: Neither arcane nor divine spells can penetrate the vault (Area A-7). Nothing can damage or see beyond its jet-black obsidian walls. Ancient magical protections prevent anyone from traversing through the Astral Plane in and around the Citadel and the top of the Devil's Finger. Thus, astral travel and teleportation are impossible on, within, or 500 yards around the Devil's Finger. In addition, summoning and similar spells that target other planes only function if the target of the spell is good- or neutral-aligned. Also, within the vault, the following spells do not function: *astral projection*, *augury*, *commune*, *commune with nature*, *contact other plane*, *dimension door*, *divination*, *Drawmij's instant summons*, *find the path*, *gate*, *legend lore*, *lesser planar ally*, *limited wish*, *locate object*, *planar ally*, *summon monster (any)*, *summon nature's ally (any)*, *teleport*, *teleportation circle*, *teleport without error*, *transport via plants*, *wish* (some exceptions noted), and *word of recall*. For more information, see below.

Detections: Characters detect strong evil and overwhelming magic from the vault (Area A-7) due to the presence of the Faceless Lord and his amulet. Also, the Devil's Finger itself radiates moderate magical energies. Within the vault, there is overwhelming evil and magic.

Map Used: Map E: The Vault

After obtaining the key, the PCs must use it to enter the vault and obtain the demon's amulet. Retrieving the demon's amulet, however, shall be much more difficult than they could imagine. In some ways, their adventure is just now beginning.

The PCs may have learned that the vault also contains the Prince of Slime, the Faceless Lord. They may have discovered this from Galm, Usis, the carvings in the Citadel, the *painting of enlightenment*, or deduced it themselves. Since they had 14 days to complete their mission, they may only have 10 days remaining to prepare for the confrontation with the Faceless Lord's avatar.

The PCs might also need to deal with Lord Raob and his army, either through the guerilla tactics of slowly weeding out the army or simply by driving Raob off. Alternatively, Raob and Sleeara might take the key, and the PCs must deal with them once the vault is opened.

On the 14th day in the PCs' relative home plane after starting the adventure, a blood moon rises in the east as the sun sets, casting the entire area in a crimson glow. When this event occurs, stairs and a round door appear in the vault's east side. In the center of the door is an anvil-shaped depression in which the key must be placed. Once this is done, the entire vault is covered with blue-hued

lightning. When the vault is opened, the immensely valuable key is *teleported* back to its resting area in the catacomb demiplane. This is permissible through the shielding of that plane because the anvil is the key. Thereafter, a door opens into the interior.

Once the door is opened, a blast of hot, moist air issues from the vault as the obsidian door swings inward. Below the door are a number of steps leading down to a small stone landing, and beyond the landing a rolling sea of slime rolls as far as the eye can see. Geysers of slime spout globs of sludge into the air. The door has opened into a different plane, for it is impossible that this great sea could fit inside the vault.

About 100 feet beyond the landing is a large island of white sand. Bones of all shapes, sizes, and colors litter the island. At one end is a 200-foot tall gold cube, featureless like the obsidian vault.

The interior of the vault is supernatural. Apparently, those who walk through the door stand in the middle of a gigantic rolling slime ocean. The walls of the vault are not visible. Yet anyone who approaches the walls or ceiling is rebuffed as if a *wall of force* is in effect. The doorway in which the PCs stand is in midair, 40 feet above the slime.

The ocean is a myriad of purple, orange, and black slimes and oozes. The slime is caustic and functions as if it were green slime, dealing 1d6 points of temporary Constitution damage per round while it devours flesh. In the first round of contact, the slime can be scraped off a creature, but after such time it must be frozen, burned, or cut away (applying damage to the victim as well). Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood; it does not harm stone. In addition, PCs in this ocean are subject to (see "The Drowning Rule" sidebar in Chapter 3 of the DMG). Swim checks are extraordinarily difficult (DC 35).

Certain spells do not function in the vault due to the polluting magic originally used by the Faceless Lord to construct it: *astral projection*, *augury*, *commune*, *commune with nature*, *contact other plane*, *dimension door*, *divination*, *Drawmij's instant summons*, *find the path*, *gate*, *legend lore*, *lesser planar ally*, *limited wish*, *locate object*, *planar ally*, *summon monster (any)*, *summon nature's ally (any)*, *teleport*, *teleportation circle*, *teleport without error*, *transport via plants*, *wish* (some exceptions noted), and *word of recall*. Also, "homebrew" spells or other spells that are not listed should be included in this list at the DM's discretion.

In the middle of the slime ocean rises a sandy island. A small surf of slime rolls onto the island's shores. The island is featureless except for a large 200-foot square gold cube, which is supported by numerous 8-foot tall stone pillars.

The entire area radiates overwhelming evil because the Faceless Lord lurks below the slime, attempting to ascertain the PCs' intentions. The Faceless Lord is compelled to protect the amulet due to the power Dwurfater used to trap



him. Yet he will not appear to the PCs until their intentions are known.

The Faceless Lord is well prepared for those seeking his amulet. Although compelled by Dwurfater to protect the amulet, he has done so in a way that brings amusement to him.

In his solitude, the Faceless Lord took the souls of the dwarves who perished and were trapped with him inside the cube. Along with the souls of those foolish enough to enter his prison domain, he crafted four alternate sub-planes. These sub-planes within this demiplane form a never-ending amusement for the Faceless Lord as he tortures the souls with bizarre and freakish circumstances. If the PCs desire the Amulet, they must overcome the worst the Faceless Lord can offer.

In the center of the gold cube is a hollow shaft, and in this shaft is a large green and white marble obelisk. The top of the obelisk barely crests the top of the cube. Within the obelisk is the Faceless Lord's amulet. To open the obelisk, a riddle must be solved, but in order to read the riddle, the PCs must first collect it.

Three of the obelisk's four sides are covered with intricate gold runes. The north side reads in Dwarven: *He who seeks misery and decay shall find it by speaking the solution!* The south side reads in Elven (a hated tongue of dwarves): *Speak the solution to the riddle and misery shall awaken!* The east side reads in Abyssal: *Return the tablets and answer the question and paradise is yours!* The west side is bare. Four large 4-foot by 4-foot square plates are visibly missing on

the west side. A frame of stone around each plate shows where the plate should be placed. The highest plate is 100 feet off the ground, and the lowest plate is 30 feet up. In the back of the plate are four symbols.

Beneath the obelisk is a circular stone platform that encompasses most of the area beneath the cube. Thirteen large openings are in the stone, some on the ceiling and others are on the floor. Around each circular opening are stones with the same markings. Each opening has a different marking.

The stone circles are opening to shafts that lead straight down. Each circle is coated with a different color of slime. Only those circles with the correct markings corresponding to the symbols on the obelisk lead somewhere. The other circle and shafts lead to almost certain death. The players are expected to have their characters jump into the shafts intentionally. The walls of the shafts are slippery, but the PCs can brace themselves to climb out of the shaft (Climb DC 20). The DM is encouraged to create symbols for the thirteen circles.

The Thirteen Circles (EL variable)

CIRCLE ONE: This circle is an incorrect choice. The circle and shaft are coated with red goo. The shaft, which goes 300 feet straight down, radiates some heat. At the end of the shaft is a furnace that is turned "on" every other day

Falling Trap: CR 10; no attack roll necessary (20d6 points of damage and 10d6 points of fire damage per round

THE PRINCE OF SLIME

as per abysmal heat [see “Heat Dangers” in Chapter 3 of the DMG]; Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

CIRCLE TWO: This circle is a correct choice. It leads to a sub-plane of the DM’s choosing, possibly the Slime Hole sub-plane described below. The cover of the shaft has a bubble of brown liquid that seems ready to pop. The cover acts as a membrane allowing any PC to pass through but not pierce the membrane. After falling 150 feet, the PC moves through a *gate* to the Slime Hole demiplane.

CIRCLE THREE: This circle is an incorrect choice. It is above the PCs on the ceiling, and a pool of bluish slime drips from the sides of the shaft onto the stone floor. As a PC moves beneath the circle, he begins to *levitate* up toward the shaft. After 2 rounds, the PC enters the shaft itself and begins to accelerate as she is pulled by *reverse gravity*. The shaft ends after 200 feet.

Reverse Gravity Trap: CR 10; no attack roll necessary (20d6 points of falling damage); Reflex save (DC 22) avoids; Search (DC 20); Disable Device (DC 20).

CIRCLE FOUR: This circle is an incorrect choice. A mound of black ooze pours out of it. The ooze is actually a semi-dormant black pudding, hoping that the PCs will-ingly jump into it. The black pudding refuses to move from its shaft. The shaft itself is only 10 feet long.

Black Pudding (1): CR 7; hp 115; see the MM.

CIRCLE FIVE: This circle is a correct choice. It leads to a sub-plane of the DM’s choosing, possibly the Ogre Rocks sub-plane described below. The shaft is coated with a thick stone-colored slime that looks like gray ooze; however, it is harmless. After falling 200 feet, a PC moves through a *gate* to the Ogre Rocks demiplane.

CIRCLE SIX: This circle is an incorrect choice. Like Circle Three, this circle is on the ceiling and has active *levitate* and *reverse gravity* effects. The walls of the shaft drip white ooze. Halfway down the shaft are three consecutive gelatinous cubes. Any PC in freefall will almost certainly be enveloped completely by the cubes.

Gelatinous Cube (3): CR 3; hp 46, 50, 58; see the MM.

CIRCLE SEVEN: This circle is an incorrect choice. On the ground, this circle has a purplish slime completely filling the shaft. The slime itself is harmless; however, the shaft widens to 40 feet in diameter after 5 feet. Furthermore, the slime acts like quicksand, is very difficult to swim or tread (Swim DC 30), and subjects PCs sinking in it to drowning (see “The Drowning Rule” sidebar in Chapter 3 of the DMG).

CIRCLE EIGHT: This circle is an incorrect choice. On the ground, this circle’s crimson slime seems to bleed. The shaft is 300 feet long and ends in many jagged pieces of crystal. These crystal shards are covered by 8 feet of blood.

Falling Trap: CR 10; no attack roll necessary (20d6 points of falling damage) and +10 melee (1d4+5 points of damage per successful hit by a crystal shard); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

CIRCLE NINE: This circle is a correct choice and is in the ceiling. It leads to a sub-plane of the DM’s choosing, possibly the Asteroid demiplane described below. Like Circle Three, this one has active *levitate* and *reverse gravity* effects. The shaft is full of a foamy brown liquid. While the

foam is harmless, some of it floats up along the shaft. Midway along the 100-foot shaft is a *gate* to the Asteroid demiplane.

CIRCLE TEN: This circle is an incorrect choice. In the floor, this shaft seems devoid of slime. Anyone moving a majority of his or her body over the ledge, however, triggers a trap from above. A small *dimension door* opens in the ceiling, releasing 100 gallons of green slime directly down the shaft. A PC must make a Reflex save (DC 15) or fall 200 feet for 20d6 points of falling damage in addition to the green slime.

Falling Trap: CR 10; 20d6 points of falling damage; Reflex save (DC 20) avoids the slime and a Reflex save (DC 15) avoids falling; Search (DC 30); Disable Device (DC 30).

Green Slime: Green slime deals 1d6 points of temporary Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off, but afterward it must be frozen, burned, or cut away (applying damage to the victim as well). Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal’s hardness but not that of wood. It does not harm stone.

CIRCLE ELEVEN: This is a correct choice. This shaft leads to a sub-plane of the DM’s choosing, possibly the Sleepytime sub-plane described below. This circle is on the floor and has thick yellow pus all along its shaft. The pus bubbles in places and moves as if alive. At the end of a 200-foot shaft is a *gate* to the Sleepytime demiplane.

CIRCLE TWELVE: This is an incorrect choice. The wall of the shaft seems to have hard ivory ridges and is covered with purple ichor. Trapped within the magical stone and unable to writhe free is a purple worm. The worm gladly accepts any meals and shuts its maw only when a morsel or two present itself.

Purple Worm: CR 12; hp 200, see the MM.

CIRCLE THIRTEEN: This is the final circle and an incorrect choice. The walls of the shaft are coated with a multitude of colored slime. The shaft is 200 feet tall, but 30 feet down is a *dimension door* that opens and deposits the PCs 20 feet above the rolling slime sea to the south. The PCs are thus likely fully submerged in the slime sea and face associated swimming and other difficulties.

Sub-Planes

The Faceless Lord is very interested in running the rats (i.e., the PCs) through his “toy” planes. He is not above using a booming telepathic voice to convince dimwitted PCs to pick a shaft and attempt to find the riddle plates. The Faceless Lord also tends to ridicule anyone who retrieves a plate through the same omniscient voice. He is unlikely, however, to confront anyone directly until the riddle is assembled and the obelisk opened.

The sub-planes are up to the DM to create, though we suggest that these are strange and wild places that the PCs might not normally encounter. This option provides the DM with many avenues to explore; entirely new tangents to a campaign could start with adventures in these sub-planes. Alternatively, the DM may wish to forego the use of sub-planes and begin this encounter with the four riddle

plates already in place. The plates weigh 50 pounds and are made of stone.

The following are examples of sub-planes that the DM may use. In each of these planes, the Faceless Lord appears as a different avatar. While the PCs are in these sub-planes, time should not progress on their home plane, assuring that they are not trapped within the cube when the light of the blood moon passes. Also, once the PCs retrieve the plates, they are all immediately *plane shifted* back through the hole into which they fell.

Slime Hole: In Slime Hole, the PCs are dropped into the center of the foulest swamp in all the multiverse. Constant bubbles of methane gas seep up from below the muck, creating gigantic bubbles that burst in riotous explosions. Depraved and wicked gnomes inhabit the swamp and attempt to trick and lure the PCs into danger. The Faceless Lord poses as the king of these gnomes and uses the first plate as the back of his throne.

Ogre Rocks: In Ogre Rocks, the PCs appear on the side of a gigantic mountain. Under four suns, the PCs must search for food and water in the rocky and uneven mountain chain populated by numerous giants and humanoids. The PCs journey to the only flat area, a gigantic amphitheater. Arriving in time for an eclipse of all four suns, a great concert begins with most of the vile populace in the audience. On stage, a group of ogres plays to the crowd with guttural cries and some sacrifices. The Faceless Lord poses as a large green ogre using the second plate as the back of his string bass.

Asteroid: The PCs find themselves popped into a deep tunnel within an unstable asteroid. The caverns flow in all three directions as gravity constantly shifts. The PCs must avoid opening holes in the asteroid and being sucked out into the void. At the center of the asteroid, a city of mind flayers cowers in fear from a gigantic beast that hunts them in the tunnels and passageways. The beast is the Faceless Lord, and the breastplate of his armor is the third plate.

Sleepytime: The PCs land softly in a field of poppies. Nearby sits the village of Sleepytime with its many faeries and joyous elves. Everyone is very, very happy in Sleepytime—until the clock tower strikes 6 p.m., that is. At this time, the poppy fields and babbling brooks turn to volcanic rock and rivers of molten lead. The sun quickly disappears, and the friendly inhabitants transform into undead and blood-thirsty demons. At 6 a.m., however, the clock tower tolls and everything is once again “right” in Sleepytime. The fourth plate is actually the face of the clock on the clock tower. The Faceless Lord poses as the Mayor of this happy village.

The Four Plates

Once all four plates are acquired, the end game plays out. A plate only fits in its corresponding slot on the cube in the vault. Each plate originally had Abyssal writing. This vile writing has been marked through and replaced with an ancient Dwarven dialect, even older than that spoken in the “Siege of Orcus.” Although someone may guess the answer to the riddle without all of the plates, the obelisk opens only with all four plates returned.

With the plates assembled, someone who reads and writes Dwarven has a moderate chance to decipher the ancient dialect (Intelligence check [DC 12]). Magical means of interpretation are possible. The runes glow with a white light. They read:

Plate One:

*Giant Killer am I!
Some kill for me,
Others wish to be as tough as me;
I can make others thirst with envy.*

Plate Two:

*For some a tool,
For others a barrier,
I will survive past all that stands before me.*

Plate Three:

*I come in all colors, shapes, and sizes,
From the smallest speck to the greatest mountain;
I am an instrument of life and death.*

Plate Four:

*I am silent and patient.
You have tread upon me and I have surrounded you!
Speak my name....*

The answer is “stone” or “rock.” The obelisk unleashes a *lightning bolt* (as cast by a 15th-level sorcerer) upon any PC who verbalizes an incorrect answer. A correct answer makes the obelisk unfold like a flower, with all four sides falling away slowly to reveal the demon’s amulet.

The Abyssal writing beneath the dwarven riddle reads as follows: “May the Lord of Slime slumber... not take... amulet... beyond breach... freedom.” This refers to the fact that anyone taking the amulet beyond the doorway frees the Faceless Lord from the magical wards of the vault and his divinely imposed obligation to protect it.

The Demon’s Amulet

The Faceless Lord’s amulet is a greater artifact. It is a 3-foot wide crescent made of red gold. Spikes protrude all about it. At the apex of the crescent is the Faceless Lord’s symbol. Anyone who directly touches the Amulet with the intent to take possession of it and control the Faceless Lord must make a Will save (DC 20). Failure means that the PC loses all hope and dies as his soul is sucked from his body and he or she collapses into a puddle of green slime. Success allows the player to bargain with the Faceless Lord. A PC may touch the Amulet with a cloth or other object and ignore the Will save, but he or she cannot command or strike a bargain the Faceless Lord without making

physical contact with the Amulet. An elaborate ritual that is most likely beyond the PCs' current knowledge and abilities is required to destroy the Amulet (a potential the reason why the PCs must take the Amulet to their benefactor).

If anyone standing on the island attempts to remove the Amulet, the Faceless Lord communicates telepathically with the party. "YOU KNOW NOT WHAT YOU HAVE WROUGHT!" strikes the minds of all of the party members, and the Faceless Lord reveals himself. If not, the Faceless Lord bides his time to see if the PCs can gain possession of the amulet.

When he appears, the column of filth that is the Faceless Lord's avatar rises up behind the party in the slime ocean. The Faceless Lord does not immediately attack.

The Faceless Lord deeply desires the amulet. He is prevented by Dwurfater's magic from leaving unless the Amulet is removed. He attempts to use his influence and horrific presence to barter with the PCs to remove the Amulet for him. This is a situation in which the PCs must deal with the demon or face destruction.

The Faceless Lord's bargain is that if the PCs take the Amulet beyond the threshold of the vault, he exchanges their lives for the Amulet. The Faceless Lord has no intention of keeping this bargain and liquefies the PCs as soon as he is free. If the PCs make such a bargain, then they should live with the obvious consequences. Also, the Faceless Lord may suggest that the bargain occur outside the vault, where both parties to the negotiation will be on even ground. The demon lord tries anything from threats to outrageous promises to get his Amulet back.

To gain the upper hand, the PCs should threaten not to remove the Amulet. By the end of the night, the door to the vault closes and the Faceless Lord will have to wait a very long time before someone else successfully opens the vault. Using this eventuality as leverage and convincing the demon, the Faceless Lord is amenable to self-banishment for 100 years if the PCs remove the Amulet. The Faceless Lord agrees to such a bargain even if he does not get the Amulet back. The Faceless Lord must keep this agreement, for once a demon pledges banishment he cannot break it — assuming that the PCs can take possession of the Amulet.

The PCs may attempt to command the Faceless Lord. Each command after gaining possession (as described above) requires a Will save (DC 25), with the same deadly effects for failure. Such commands must be simple but can include self-banishment.

Again, how the bargain is made and what it consists of is up to the DM. Once the party leaves with the Amulet and the Faceless Lord is either destroyed or banished, the adventure is effectively over.

If the PCs foolishly try to kill the Faceless Lord, they are very, very likely to die. It should be assumed that the Faceless Lord immediately dispatches the PCs. The only reason the PCs are alive is so someone might take the Amulet out of the vault before the Faceless Lord consumes them. The statistics for the Faceless Lord are included here, in the event that the characters feel that combat is absolutely necessary and the DM is willing to

indulge them. A full description of Jubilex may be found under "Demons" in *The Tome of Horrors*, by Necromancer Games. **Description:** Jubilex, The Faceless Lord, Prince of Slime, is one of the most disgusting and loathsome of all demons. He takes the form of mass of revolting liquid that is predominantly a swirl of brown, yellow, and purple. Among this liquid form are various glaring red eyes.

Motivation: The Faceless Lord is a constant plotter, always devising a scheme to accomplish a task that will in turn help along another plot, and so on. Unfortunately for his followers, the Faceless Lord is apt to completely forget about a plot or to change his methods in the middle of a task. See above for the Faceless Lord's specific motivation in this module.

Jubilex, The "Faceless Lord" (Demon Lord): CR 28; SZL Outsider (Chaotic, Evil); HD 33d8+363; hp 627; Init +5; Spd 10 ft.; AC 37 (-1 size, +1 Dex, +27 natural); Atk +43 melee (Slam, 2d6+15, plus 2d6 acid); Face/Reach 5 ft. by 20 ft./10 ft.; SA Spell-like abilities, spells, improved grab, constrict (2d6+15), acid, slime spittle, summon demons, summon oozes; SQ Amorphous, damage reduction (40/+4), SR 28, demon qualities, telepathy; AL CE; SV Fort +27, Ref +17, Will +24; Str 30, Dex 13, Con 32, Int 26, Wis 26, Cha 21.

Skills: Bluff +38, Climb +43, Concentration +44, Diplomacy +30, Gather Information +38, Intimidate +41, Intuit Direction +41, Knowledge (arcana) +41, Knowledge (the planes) +44, Knowledge (religion) +43, Listen +57, Move Silently +34, Search +41, Sense Motive +41, Spellcraft +41, Spot +57. The Faceless Lord receives a +8 racial bonus to Listen and Spot checks.

Feats: Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Weapon Focus (slam)

SA—Spell-Like Abilities (Sp): At will — *blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, pyrotechnics, read magic, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 lbs. of objects only), tongues (self only), unhallow, unholy aura, unholy blight, and wall of fire; 1/day — fire storm.* These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

SA—Spells (Sp): The Faceless Lord casts arcane spells as a 20th-level sorcerer (save DC 15 + spell level) and divine spells as a 20th-level cleric (save DC 18 + spell level). He has access to the domains of Chaos, Evil, and Water.

SA—Improved Grab (Ex): To use this ability, The Faceless Lord must hit an opponent with his slam attack. It he gets a hold, he can constrict. The Faceless Lord has a grapple bonus of +47.

SA—Constrict (Ex): The Faceless Lord deals 2d6+15 points of damage and 2d6 points of acid damage with a successful grapple check (grapple bonus +43).

SA—Acid (Ex): The Faceless Lord secretes an acid that dissolves only flesh. Any melee hit deals acid damage in addition to normal slam damage.

SA—Slime Spittle (Su): Once per minute, 20 foot line of slime; Fortitude save (DC 37) or 1d6 points of acid damage and 1d6 points of temporary Constitution damage per

round. On the first round, the slime may be scraped off (most likely destroying the scraper in the process), but after that it must be burnt, frozen, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a *remove disease* spell destroys the slime. Against wood or metal, it deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. The slime does not harm stone. A metal or wooden weapon that touches the slime dissolves immediately unless it makes a successful Reflex save (DC 37).

SA—Summon Demons (Sp): Three times per day, The Faceless Lord can automatically summon one balor, or two nalfeshnee or glabrezu, or 1d6 hezrous.

SA—Summon Oozes (Sp): The Faceless Lord can automatically summon up to 100 HD of oozes per day.

SQ—Amorphous (Ex): The Faceless Lord is not subject to critical hits, and having no clear front or back, cannot be flanked.

SQ—Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

SQ—Telepathy (Su): The Faceless Lord can communicate telepathically with any creature within 100 feet that has a language.

The Faceless Lord's Entourage

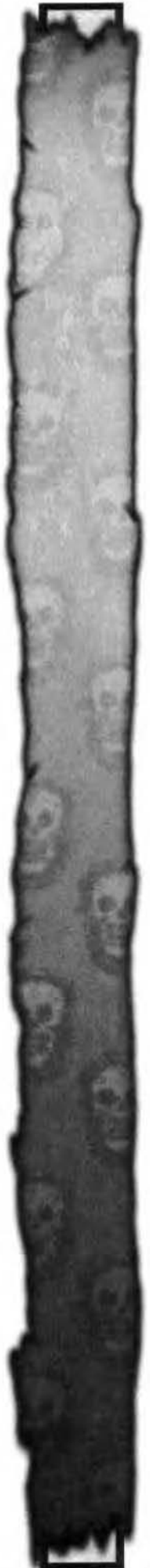
The Faceless Lord's entourage may be summoned at any time he is outside the vault. These vile slimes are dispersed in an area within 50 feet of the Faceless Lord. The entourage will not physically move to attack an enemy, but will take a strategic position to defend their lord. The entourage includes 1d2 black puddings, 1d4 gelatinous cubes, 1d4 gray oozes, and 1d6 ochre jellies.

Black Pudding: CR 7; hp 115; see the MM.

Gelatinous Cube: CR 3; hp 58; see the MM.

Gray Ooze: CR 4; hp 26; see the MM.

Ochre Jelly: CR 5; hp 60; see the MM.



Epilogue

You can conclude and continue the adventure in a number of ways. One way would be for the sponsoring church or benefactor to appear after the PCs are victorious. Perhaps the church sent an army and is in the final stages of routing the remains of Lord Raob's force when the PCs emerge from the vault. Sleeara and Lord Raob might be taken into custody, to return at some later date to exact their revenge. The church heavily rewards the PCs and provides any necessary healing and resurrections.

Another approach to ending the adventure is if the osyluth, who was spying on the PCs, learned of the PCs' true mission. The osyluth's master has hired a group to steal the amulet from the PCs. If not already used, this group could be the Silver Eyes. The PCs must contend with this group as they attempt to make their way back to civilization from the Devil's Finger. This approach may be too difficult for weary PCs, however.

Alternatively, you could use the amulet as a means for the PCs to garner the unwanted attention of a variety of unsavory beings. The Faceless Lord is perhaps banished, yet this does not stop him from sending his minions after the PCs. Orcus may learn of the PCs' success and send a number of followers after the PCs as well. Another ending could be that goodly beings appear and demand the amulet for their safekeeping. In any event, many hearts in many places secretly covet the amulet, and this desire can be the start of attempts to seize it before the PCs can return it to the church to be destroyed.

Now that the PCs have the amulet, their trip back to civilization or another destination makes for an interesting continuation to this story. Dealing with the machinations of demons and being in possession of a great artifact is in the future. The heroes won the day on the Devil's Finger. They survived the chaotic maelstrom and defeated evil.

Yet evil is never defeated. It shall return once again another day....

Appendix

New Prestige Class

Brother of the Ooze

Sickly and vile, a Brother of the Ooze makes his way through life seeding chaos wherever he roams. A Brother is the personification of chaos. He tries to bring disorder to order, disharmony to harmony, and is thoroughly evil.

Drawing both men and women, the Brotherhood of the Ooze has no sexism save the name. The Brothers of the Ooze are mostly clerics and some arcane spellcasters who specialize in alchemy. Through accident in alchemy or arcane research, they learn of the art of chaos, and this path leads them to the name of the Faceless Lord. Although some of lawful persuasion attempt to learn more of the chaos, they eventually are subsumed by the chaos and learn, as their patron learned, that it is the "true path." Thus, by 5th level, all Brothers must be of chaotic evil alignment.

Brothers of the Ooze cling together. They are outcasts, the downtrodden, and those with darkened hearts. Although a Brother might be found in any locale, the group recruits in beggar quarters in large cities and in deep underground temples where they perform horrific rites and delight in the perfection of chaos—the oozes.

Hit Die: d8.

Requirements

To qualify to become a Brother of the Ooze (BrO), a character must fulfill all the following criteria.

Alignment: Any evil.

Base Save Bonus: Will +5.

Skills: Alchemy 4 ranks, Knowledge (arcana) 4 ranks.

Patron: The Faceless Lord.

Special: The prospective Brother must have encountered and lived alongside an ooze for a period of 48 hours. Also, at 5th level, the character must be chaotic evil or he can no longer advance in levels of Brother of the Ooze.

Class Skills

The Brother of the Ooze's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (religion) (Int), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the Brother of the Ooze prestige class.

Weapon and Armor Proficiency: The Brother of the Ooze gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each Brother of the Ooze level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (i.e., improved chance of turning or destroying



undead, metamagic or item creation bonus feats, and so on). If the character had more than one spellcasting class before becoming a Brother of the Ooze, the player must decide which class to add each Brother of the Ooze level for the purpose of determining spells per day and spells known.

Purity of Chaos (Sp): At 1st level, a Brother gains the ability to cast chaos spells at +1 caster level. If the Brother already has the Chaos domain, this effect stacks.

Slippery Mind (Su): At 2nd level, a Brother gains the slippery mind ability due to his vigilant focus on the virtues of chaos. If a Brother with slippery mind is affected by an enchantment and fails his saving throw, he can attempt his saving throw again one round later. He receives only this one extra chance to succeed at his saving throw. If the Brother already has this ability (such as from the rogue class), then the Brother receives an additional chance one round later.

Predictably Unpredictable (Su): At 3rd level, a Brother may gain one extra partial action each round. He may do so a number of times per day up to one-half his class level. Furthermore, a Brother may use this ability in a number of consecutive rounds equal to his class level as well. Thus, for example, a 4th-level Brother may use the ability 2 times per day and for 4 consecutive rounds each use. When a Brother has either reached his consecutive round limit or decides not to use the ability before reaching his consecutive round limit, he must not act for an equivalent number of partial actions (rounding up) that he just used. Thereafter, he must spend his actions doing nothing as he is overcome with the wonders of chaos and is effectively paralyzed. For example, a 6th-level Brother may 3 times per day take an extra partial action for 6 rounds in a row. When the Brother is done using these partial actions, he is paralyzed for 6 rounds. Alternatively, the same 6th-level Brother might use 2 partial actions in 2 consecutive rounds. Thereafter he does not move at all for 2 rounds.

Ooze Armor (Su): At 4th-level, a Brother begins to excrete ooze from the pores on his skin. This ooze is similar to phlegm in color and consistency. As the Brother advances, this ooze becomes so viscous that he can slip away from attacks. The ooze armor has two effects. The first is that the Brother receives a bonus to all Escape Artist checks equal to his class level. Second, the Brother receives a dodge bonus to AC equal to his class level.

For example, a 4th-level Brother has a +4 bonus to Escape Artist checks and a +4 dodge bonus to his AC.

Litany of Chaos (Sp): At 5th-level, a Brother may begin a chant to confuse his enemies. A Brother may begin such a chant a number of times per day equal to his class level, and the chant may last up to the same number of rounds. For example, a 3rd-level Brother may chant the *litany of chaos* 3 times a day for up to 3 rounds each time. The chant is a diatribe on the benefits and wonders of pure chaos. The diatribe is naturally chaotic and makes no sense to those outside of the Brotherhood. As with casting a spell with a verbal component, a deaf brother suffers a 20% chance to fail. While chanting, the Brother may take a partial action each round that does not involve a verbal component (such as casting a spell). The *litany* functions as a *confusion* spell to those within 30 feet. The Will save to negate the effects of the *litany* has a DC of 10 + the Brother's class levels + the Brother's Wisdom modifier.

Purity of Slime (Su): At 7th-level, a Brother gains the ability to call forth level-equivalent oozes instead of planar creatures when casting a *summon monster* spell. Also, he may rebuke or command "ooze" creatures as an evil cleric rebukes undead. The ability to rebuke oozes may be used a total number of times per day equal to 3 + the Brother's Charisma modifier. If the Brother already has the Slime domain (see the sidebar in Chapter II), then he may rebuke ooze one additional time per day.

Everchanging Shape (Sp): At 8th-level, a Brother gains the spell-like ability to *shapechange* into a Small or Medium-size ooze and back again once per day. Like a druid, the Brother may adopt only one form. The Brother does not risk the standard penalty for being disoriented while in his *everchanging shape* (due mostly to the fact that the Brother's mind is already seemingly disoriented most of the time). The Brother may use this ability one more time per day at each additional level. For example, a 9th-level Brother may adopt the form twice per day. At 9th-level, a Brother may change into a Large ooze. At 10th-level, the Brother may change into a Huge ooze.

One with Chaos (Sp): At 10th-level, a Brother may summon a greater ooze demon (see below) once per week. This is a full-round action and opens a brief portal to the Faceless Lord's home plane. The greater ooze demon thereafter serves the Brother for 1 hour.

Brother of the Ooze

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Purity of Chaos
2	+1	+3	+0	+3	Slippery Mind
3	+2	+3	+1	+3	Predictably Unpredictable
4	+3	+3	+1	+3	Ooze Armor
5	+3	+4	+1	+4	Litany of Chaos
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	Purity of Slime
8	+6	+6	+2	+6	Everchanging Shape
9	+6	+6	+3	+6	
10	+7	+7	+3	+7	One with Chaos

New Spells

Green Water

Transmutation

Level: Clr 1, Slime 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell changes water to green slime, dealing 1d6 points of temporary Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature, but after that it must be frozen, burned, or cut away (applying damage to the victim as well). Green slimes deals 2d6 points of damage to wood or metal, ignoring metal's hardness but not that of wood. It does not harm stone.

Material Component: A stone flask of water and green dye.

Muck

Conjuration (Creation)

Level: Clr 3, Drd 4, Slime 3

Components: V, S, M

Casting Time: 1 action

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

Effect: 1-ft. deep brown ooze in a 15-ft. radius spread

Duration: 10 minutes/level

Saving Throw: Reflex negates (see below)

Spell Resistance: Yes

Muck creates an ooze under the feet of the caster's enemies. The muck is very thick and adhesive. Pseudopods from the muck instantly begin grappling those trapped. Any creature found where the muck is created may make a Reflex save: if the creature succeeds, it is not stuck; if the creature fails, it is stuck. A stuck creature may break loose by taking a full-round action and succeeding at a Strength check (DC 22) or an Escape Artist check (DC 27). Once loose, the creature may advance 5 feet. To advance again, the creature must make a similar check.

A stuck creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity, and cannot move. A stuck creature that attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.

Additionally, the muck tries to grapple creatures each round. The muck has a grapple check of +7 and a Strength of 17. If the muck succeeds, it prevents the creature from attempting to escape or move out from the muck. The muck creates enough pseudopods to attempt this action every round against each creature within the 15-foot radius.

The muck is susceptible to cold. Any cold-based spell (such as *cone of cold*) or ability can freeze up to a

5-foot square volume, allowing any stuck creatures to be freed.

Material Component: A drop of glue and a clod of dirt.

Mucus Mask

Conjuration (Creation)

Level: Clr 4, Slime 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Target: One living creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

A glob of mucus is hurled through the air at the intended victim. The caster must succeed at a ranged touch attack to hit. In flight, the glob becomes gigantic and strikes the victim in the head. As the glob strikes, mucus covers the victim's entire head. The mucus has three effects. The first is that it is caustic and burns out the victim's eyes (causing permanent blindness, until cured). The second is that the mucus seals the ears, causing temporary deafness. The third is that the creature begins to suffocate. Removing enough mucus for a victim to breath takes one creature 2 minutes; two creatures would need 1 minute. No more than two people can assist the victim. The mucus constantly flows, making this process very difficult and hence the extended time.

Material Component: Phlegm.

Ooze Bolt

Conjuration (Creation)

Level: Clr 3, Slime 2, Sor/Wiz 2

Components: V, S, M, F

Casting Time: 1 action

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

Effect: One ooze bolt

Duration: 1 round + 1 round/3 levels

Saving Throw: None

Spell Resistance: Yes

A bolt of gray ooze springs from the caster's hand toward the target. The caster must succeed at a ranged touch attack to hit. The bolt deals 2d6 points of acid damage, and there is no splash damage. For every 3 caster levels (maximum 15), the acid, unless somehow neutralized, lasts for another round, dealing another 2d6 points of damage for that round.

Material Component: Dried grey ooze and saliva (i.e., spit).

Focus: A bolt.

Rot to the Core

Transmutation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Touching a victim, the caster makes the target's inner body into a bright orange pulp, instantly killing it. Immediately thereafter, the victim's body breaks open with liquid and spores spewing out of every orifice. These spores form a cloud 20 feet in diameter. Any creature caught in the area of effect must succeed at a Fortitude save (DC 15) or suffer 2d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required 1 minute later — even by those creatures that succeeded at the first save — to avoid suffering another 2d6 points of temporary Constitution damage.

If the victim saves, he or she suffers 3d6 points of damage while fighting off the attack.

Material Component: Pumpkin seeds and a bit of mold.

Slimeball

Evocation

Level: Slime 7, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft. radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Throwing a ball of gunk, goop, or other protoplasmic material at a target, the caster causes a ball of slime to explode in all directions. The slime is not alive but has the heat and consistency of molten lead. The slimeball deals 1d6 points of fire damage per caster level (maximum 10d6). Each round after the first, the slimeball begins to eat through armor, clothes, and flesh for an additional 3d6 points of damage for 1 round/5 caster levels. The slimeball starts with the outermost covering and begins to eat through, destroying the material and continuing to do damage.

Slime Bucket

Conjuration (Creation)

Level: Clr 5, Slime 5

Components: V, S, DF

Casting Time: 1 action

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

Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates a bucket of black slime 40 feet above the victim. The bucket pours out a giant glob of slime onto the victim and then disappears. The victim suffers 1d6 points of cold damage per caster level (maximum 15d6) as the slime coats the victim. The slime is thereafter inert after dealing damage.

Turn to Ooze

Transmutation

Level: Slime 6, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

An unearthly pink light springs from the palm of the caster's hand, causing the target struck by the ray and all its possessions to turn into a puddle of harmless ooze. A creature that makes a successful Fortitude save is only partially affected, suffering 4d6 points of acid damage instead of liquefying. Only the first creature struck can be affected.

New Monsters

The Corrupted (Dwarf)

Medium-Size Undead

HD: 7d12 (42 hp)

Initiative: +3 (–1 Dex, +4 Improved Initiative)

Speed: 20 ft.

AC: 20 (–1 Dex, +5 chainmail, +6 natural)

Attacks: Battleaxe +3 melee

Damage: Battleaxe 1d8 and slime

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Acidic slime

Special Qualities: Undead, ooze, regeneration (2)

Saves: Fort +5, Ref +0, Will +4

Abilities: Str 11, Dex 8, Con –, Int 10, Wis 10, Cha 6

Skills: Hide +2, Listen +8, Move Silently –2, Search +4, Spot +6

Feats: Alertness, Blind-Fight, Improved Initiative

Climate/Terrain: Any

Organization: Solitary or group (2–6)

CR: 7

Treasure: None

Alignment: Usually chaotic evil

The Corrupted are humanoid undead with spirits corrupted by the primal forces of despair, wrath, and chaos. In this adventure, when the Faceless Lord attacked the Citadel, he used his corrupting influence to assail the minds of the dwarves. Some of these dwarves were thrown into a deep hatred, and their racial lust of treasure took over their spirits, which would likely lead them on a path of self-destruction. Once dead, instead of awakening as zombies or skeletons, these restless spirits awoke as undead corrupted by the essence of chaos that is the Faceless Lord. Thus, with this evil possessing their souls in undeath, the fabric of their bodies liquefied, including bone, sinew, and muscle. Although they maintain the appearance of dwarves, they are covered with a thick, viscous black slime.

Combat

A Corrupted attacks with the sentience of its former being. In other words, Corrupted attack with weapons. They rarely retreat, owing to their ever-consuming hate.

Acidic Slime (Ex): The entire "body" of a Corrupted is actually an ooze. Anyone who comes into contact with the slime must make a Reflex save (DC 15) or suffer 1d4 points of damage each round for 1d3 rounds. Once a Corrupted dies, it forms a pool of acid covering a 5-foot by 5-foot area. Anyone traveling through this area must make a Reflex save (DC 15) to avoid the acid or suffer the same damage.

Regeneration (Ex): A Corrupted regains 2 hit points per round. In battle, a part of the "body" may be cut off, though the slime will quickly "grow" into the former part.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing spells and effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effect requiring a Fortitude save, unless such an effect targets objects.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorph. Not subject to critical hits or flanking.

Demon, Greater Ooze (Tanar'ri)

Large Outsider (Chaotic, Evil)

HD:	10d8+30 (55 hp)
Initiative:	+3 (-1 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	23 (-1 size, -1 Dex, +15 natural)
Attacks:	Slam +15 melee, or bite +13 melee and 2 claws +13 melee
Damage:	Slam 1d8+7, bite 1d8+5, claw 1d6+2
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Vomit spray (breath weapon)
Special Qualities:	Damage reduction 20/+2, SR 22, tanar'ri qualities, ooze qualities, corrosive slime armor
Saves:	Fort +10, Ref +6, Will +8
Abilities:	Str 20, Dex 9, Con 16, Int 12, Wis 12, Cha 8

Skills:	Concentration +13, Hide +9, Knowledge (any one) +11, Listen +11, Move Silently +4, Search +11, Sense Motive +6, Spellcraft +10, Spot +11
Feats:	Blind-Fight, Improved Initiative, Multiattack
Climate/Terrain:	Any
Organization:	Solitary
CR:	15
Treasure:	None
Alignment:	Always chaotic evil

The long forgotten children of the Faceless Lord await the return of their master. Greater ooze demons are the officers and soldiers of the Faceless One's army who long ago were cast out of the heavens for their crimes. Though the millennia have been long, those faithful servants of the once great celestial general who went into exile with their master grow weary. They search the planes for signs of the Faceless Lord in hopes of his quick return.

A greater ooze demon is the appalling combination of demon and ooze. Resembling a wingless demon with a long crocodile-like snout, razor sharp teeth, long talons, and a humanoid figure, from far away this monster looks like a typical demon. Up close, the horror is easily ascertainable. The creature is a single entity of swirling black and white ooze in the shape of a demon.

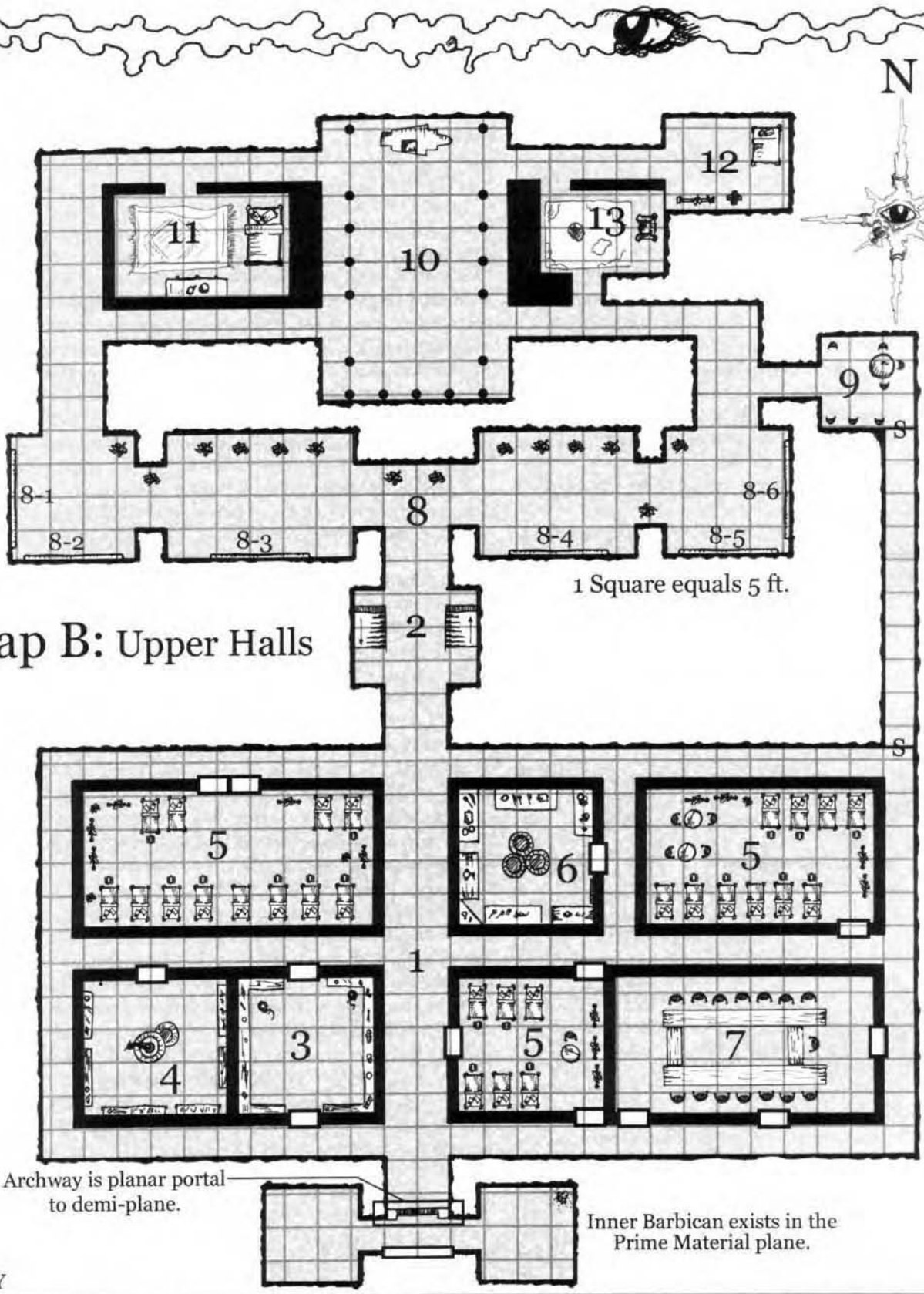
The greater ooze demon prefers melee to magic since its magic is weak. Using their physical attacks, greater ooze demons almost always early in battle expose a flank to allow an enemy to lose its weapon to their corrosive slime armor (see below). Thereafter, the demons prefer to vomit on the enemy, an act that revolts most foes, much to the demon's delight.

Vomit Spray (Su): As a breath weapon, the demon can project a line of acid up to 40 feet that deals 6d4 points of damage unless the target makes a successful Reflex save (DC 17).

Tanar'ri Qualities: Immune to poison and electricity. Cold, fire and electricity resistance 20. Can communicate telepathically with any creature within 100 feet that has a language.

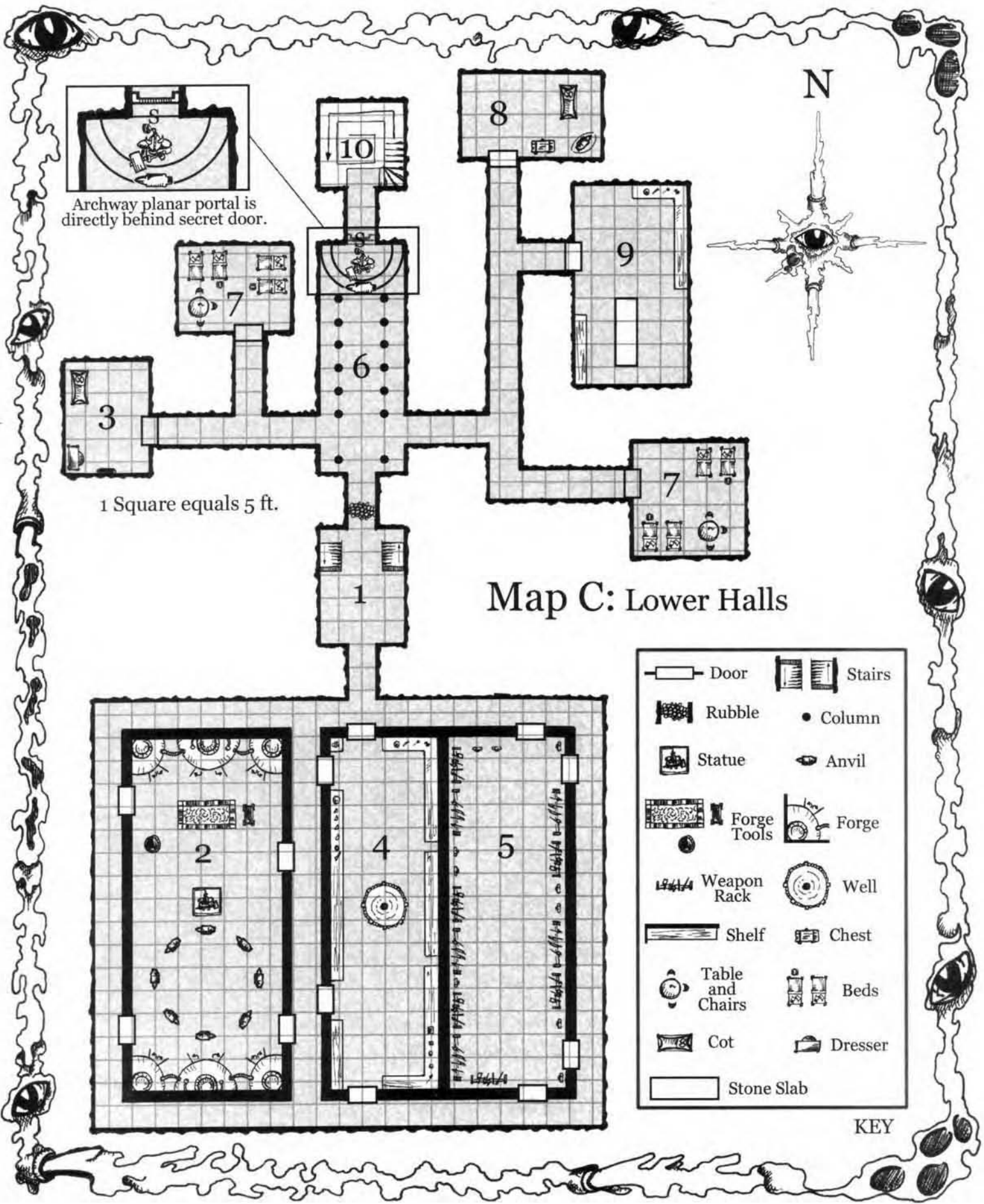
Ooze: In addition to its tanar'ri qualities, the ooze-like nature of the demon also makes it immune to mind-influencing effects, sleep, paralysis, stunning, and polymorph. Not subject to critical hits or flanking.

Corrosive Slime Armor (Ex): Weapons striking the ooze demon dissolve and become useless immediately unless the wielder succeeds at a Reflex save (DC 22).



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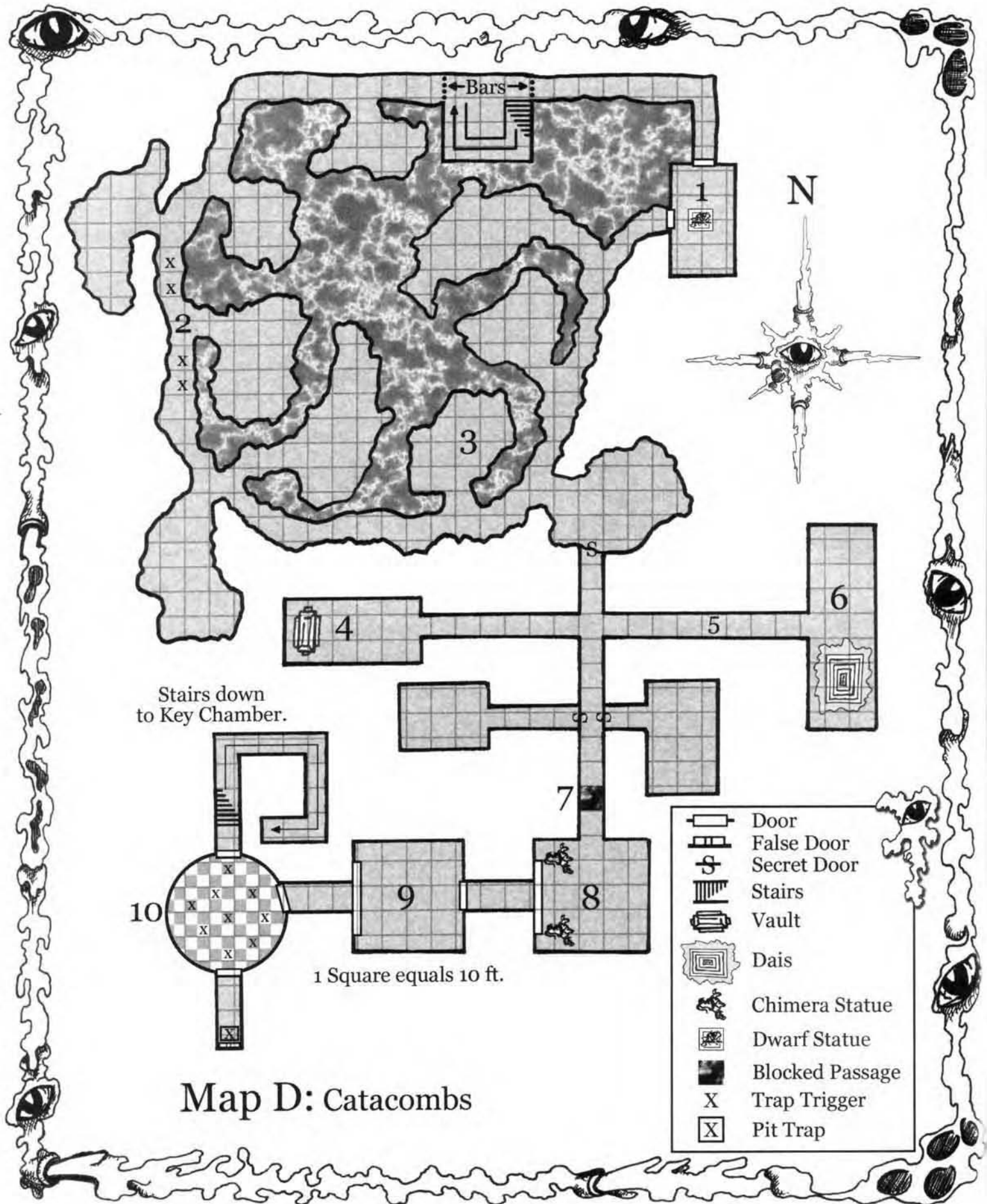
Archway planar portal is directly behind secret door.

1 Square equals 5 ft.

Map C: Lower Halls






	Door		Stairs
	Rubble		Column
	Statue		Anvil
	Forge Tools		Forge
	Weapon Rack		Well
	Shelf		Chest
	Table and Chairs		Beds
	Cot		Dresser
	Stone Slab		

KEY



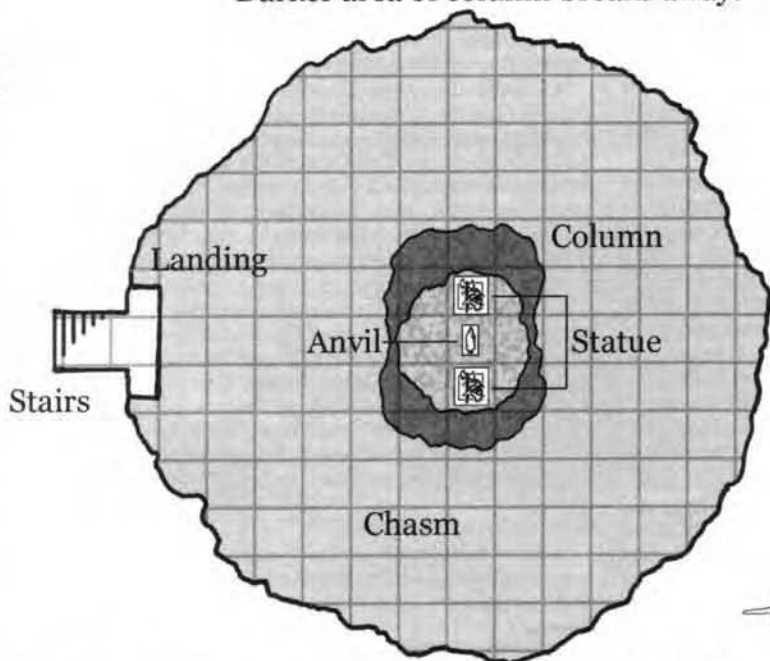
Stairs down
to Key Chamber.

1 Square equals 10 ft.

-  Door
-  False Door
-  Secret Door
-  Stairs
-  Vault
-  Dais
-  Chimera Statue
-  Dwarf Statue
-  Blocked Passage
-  X Trap Trigger
-  [X] Pit Trap

Map D: Catacombs

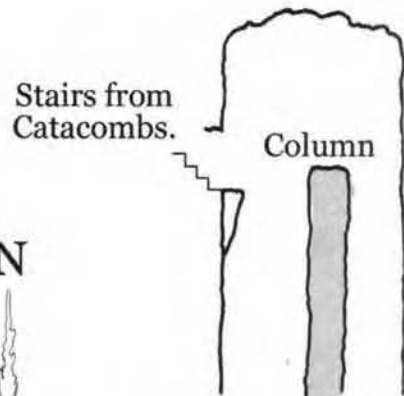
Darker area of column breaks away.



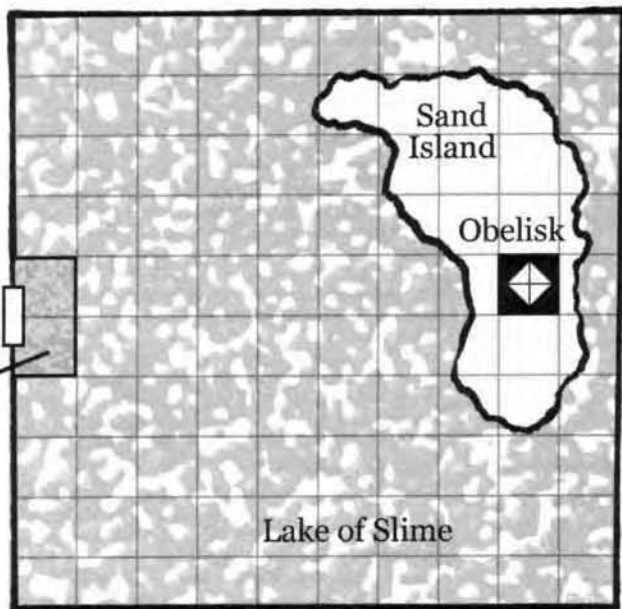
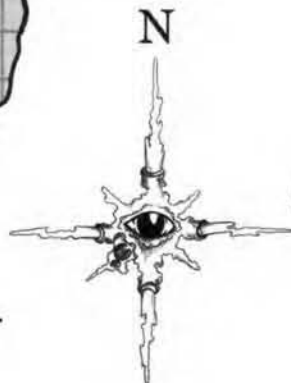
Map D: Catacombs
Detail: The Key Room

1 Square equals 10 ft.

Key Chamber
Crosssection



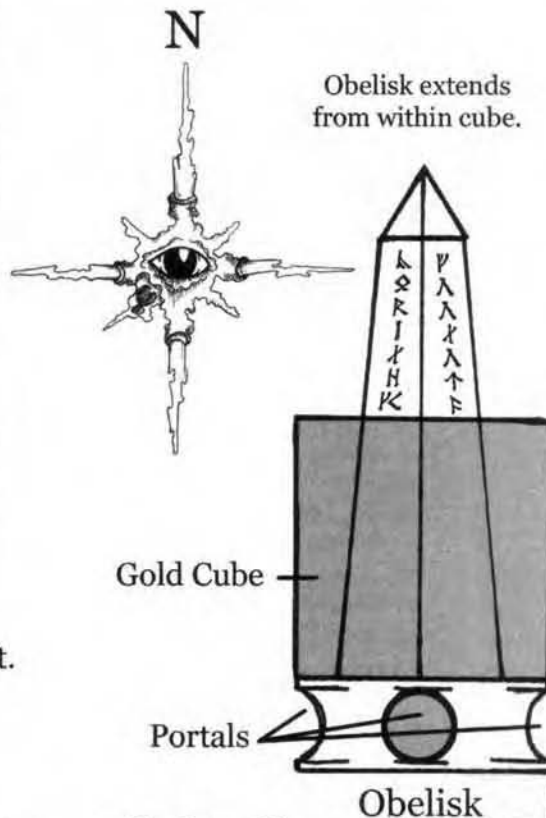
Chasm into darkness.



Map E: The Vault

1 Square equals 10 ft.

Obelisk extends
from within cube.



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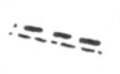

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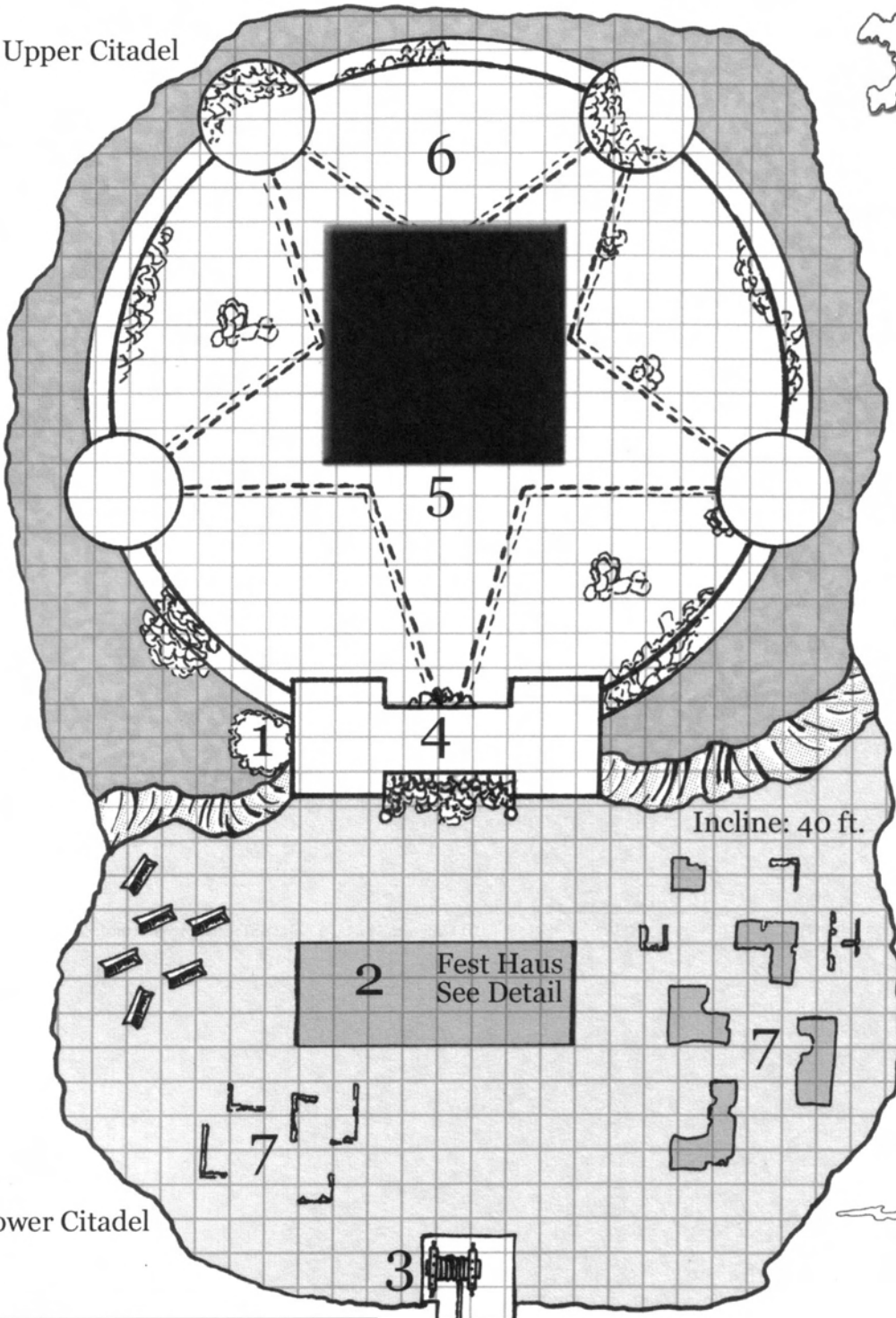
Vampiric Ooze from the *Tome of Horrors*, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene.

Upper Citadel

KEY

-  Tent
-  Building Ruins
-  Damaged Building
-  Rubble
-  Tower
-  Broken Wall
-  Entrance

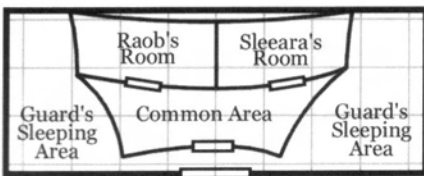
1 Square equals 10 ft.



Incline: 40 ft.

N

Lower Citadel



Detail:
Fest Haus

Map A: Overview

CHAOS RISING™

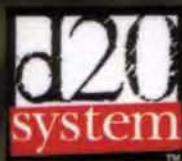
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