

THE WORLD OF FARLAND

WIZARD'S ISLE

An adventure for four 18th-level
player characters.

CREDITS

Author:	S. Baker
Cartography:	S. Baker
Editor:	M. McKenzie
Production:	S. Baker

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"Wizard's Isle" is a D&D adventure for four 18th-level player characters (PCs). The scenario takes place in the World of Farland (www.farlandworld.com), specifically on a volcanic island called Wizard Isle and in the dungeon below the ruins on that island. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign and in your world.

PREPARATION

You (the DM) need the D&D core rulebooks, including the Player's Handbook, the Dungeon Master's Guide and the MM to run this adventure. Featured monsters include many demons, many undead, some deadly traps, and a powerful Balor named Pestilence. This scenario utilizes the D&D

v.3.5 rules, but it can easily be used with the 3.0 rules as well. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs. Text that appears in bold italic print is player information that you can read aloud or paraphrase for the players at the proper times. Maps for this adventure are included in this document as Appendix One.

ADVENTURE BACKGROUND

Millenia ago, the powerful archmage Seldorius of Farland built for himself on Hamor Island a compound and fortress where he could do his research undisturbed, and where he could found a council of wise people to combat evil in the world. This was the second Cadre of the Wise. Eventually they interfered with the dreaded Dweller-in-the-Wintervale, a powerful evil personage. The Dweller decided that the Cadre had to be dealt with, and it sent a powerful Demon named Pestilence to slay Seldorius and destroy the council. The demon attacked and managed to slay a powerful member of the Cadre, the Bard Flann, but its attack was shortly rebuffed. But not before the demon had gained important information-- the archmage Seldorius had developed a way to travel backwards in time. The Dweller sent Pestilence back with orders to slay all present and to find the secret of utilizing Seldorius' time travel mechanism. Pestilence marshaled his forces and made careful plans, and his second attack was successful; all in the council were killed. Seldorius himself disappeared. To his fury, however, Pestilence was unable to discover the secret. Cursed by the Dweller not to leave the dungeons below the keep until the secret was discovered, Pestilence, remains there, his rage growing...

ADVENTURE SYNOPSIS

The characters must loot the dungeon, survive meeting Pestilence, and possibly unlock the secret of the Mists of Time.

GETTING THE CHARACTERS INVOLVED

The PCs may choose to explore the dungeons below the ruins of Seldorius' keep for any number of reasons. As the DM, it is your job to decide how best to involve them in the adventure. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

- The PCs hear rumors that untold treasure and great evil lie below the ruins on the "Isle of Death."
- The PCs are hired by a secret agent of the Dweller to discover the secret of the Pool of Mists (the way to operate the time travel mechanism).
- While sailing on a ship, the PCs spot and rescue a dying man who is raving about "The Mists of Time, the greatest treasure of all." He bears a map to Wizard Isle.
- The PCs find an ancient tome detailing the legend of Seldorius and his disappearance. The tome states that his fortress was filled with magic of all sorts and that he was attacked by a demon, whereupon he disappeared into the "Mists of Time." This should peak their interest.

WIZARD'S ISLE

The isle is dominated by a large, extinct volcano. The island itself is relatively wild. There is an old cove, with a broken dock. A road winds one mile up into the forest, where it ends at the ruins of a large stone fortress. The walls of this fortress stand, but the roof and doors are gone. In the back corner of this fortress, overgrown with weeds, is a staircase going down to a

sealed door. The staircase can be found with a DC 20 search check. The stone door is locked with an amazing lock. Behind the door is the dungeon; see **Level One**.

BEGINNING THE ADVENTURE

The adventure begins when the PCs find the dungeon below the ruins of the ancient keep. There they must defeat the evil that dwells within, survive meeting Pestilence, and perhaps unlock the secrets of the Mists of Time. Wise PCs, if they have any idea where they are going to end up, will do some research on Seldorius, the Cadre of the Wise, or Pestilence. As powerful as he is, Pestilence is something of a legend, and the PCs will be able to uncover some information about what he is with a DC 25 gather information check. A DC 35 check will reveal that he is a Balor.

LEVEL ONE

An overgrown stone stair leads down some 30 feet to a stone door locked with an old but high-quality (amazing) lock.

The walls of the dungeon are solid limestone rock supported with stone supports. Unlit torches can be found in sconces approximately every fifty feet. There is a 50% chance that any single torch will not light, as it is too old and the wood is all but petrified. The ceilings are 15 feet high. The doorways lack doors unless otherwise noted. Those doors that can be found have a hardness of 20 and 50 hitpoints. The air is stale and thin (no game effect). Creatures in adjacent areas have a chance to hear combat with the regular DC as detailed in the Listen skill.

Random Encounters:

Encounters not keyed to a specific area occur with a 1 in 8 chance per hour. Each encounter is from a specific area, so if a creature is defeated during a random encounter, the DM should be careful to remove it from its normal location.

Random Encounter Table**Roll Monsters**

- 1 Nalfeshnee from Area 6.
- 2-3 Dretch fighters from Area 8.
- 3 Ice devil from area 13.
- 4 Render from area 12.

Area 1 (EL 16)

This room shows evidence of an ancient battle. Debris and crushed bones lie strewn about the room, most of it by now crumbled to near-dust.

An old Vrock has been doomed to guard this room and will attack viciously any creature moving through it.

Demon, Vrock; Ftr7: CR 16; ECL 25; Size L; HD 10d8+70 + 7d10+49; hp 211; Init +6; Spd 30 ft, fly 50 ft. (average); AC 22, touch 11, FF 20; BAB +17/+12/+7/+2; Grapple +28; Atk: +23/+23 melee (2d6 + 7, claws), +21 melee (1d8 + 4, bite), +21/+21 melee (1d6 + 4, talons); SA Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +19, Ref +11, Will +12; Str 25, Dex 15, Con 25, Int 14, Wis 16, Cha 16.
Skills and Feats: Appraise +2, Balance +9.5, Bluff +3, Climb +7, Concentration +20, Craft (Armorsmith) +2, Craft (Bowmaking) +2, Craft (Gemcutting) +2, Craft (Locksmithing) +2, Craft (Trapmaking) +2, Craft (Weaponsmith) +2, Craft (Other) +2, Diplomacy +5, Disguise +3, Escape Artist +2, Forgery +2,

Gather Information +3, Heal +3, Hide +11, Intimidate +23, Survival +3, Jump +13, Knowledge (Other) +15, Listen +24, Move Silently +15, Perform +3, Ride +2, Ride (Air) +2, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Swim +7, Use Rope +2, Perform (Act) +3, Perform (Comedy) +3, Perform (Dance) +3, Perform (Keyboard instruments) +3, Perform (Oratory) +3, Perform (Percussion instruments) +3, Perform (Sing) +3, Perform (String instruments) +3, Perform (Wind instruments) +3, Control Shape +3, Perform (Keyboard) +3, Perform (Percussion) +3, Perform (String) +3, Perform (Wind) +3; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Martial Weapon Proficiency, Mobility, Multiattack, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spring Attack.

Special Abilities: Cold, Damage Reduction, Darkvision, Spell Resistance.

Racial Spells Known: 0--Greater teleport, Heroism, Mirror image, Telekinesis.

Racial Spells Prepared: 0--Heroism.

Area 2 (EL 18)

This large room was apparently once some sort of a laboratory for brewing potions and mixtures of some kind. Smashed beakers and tubes are strewn across a stone table in the back room.

The back of the room is bathed in some sort of strange shadow not dispelled by almost any light source. This is magical darkness cast by a 22nd level caster and emanating from the wall above the table. Hidden in the darkness are two beings of pure evil. They are undead demons with the stats of Nightwalkers. These creatures are only size large and are vaguely manshaped. These creatures cannot leave

this area. Some potions remain in this room. See items below.

2 Nightshades, Nightwalkers: CR 16; Size H; HD 21d12; hp 178, 176;

Init +6; Spd 40 ft, fly 20 ft. (poor); AC 32, touch 10, FF 30; BAB +10/+5; Grapple +34; Atk: +24/+24 melee (2d6 + 16, slams); SA Crush item, desecrating aura, evil gaze, spell-like abilities, summon undead; SQ Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 29, telepathy 100 ft., undead traits; AL CE; SV Fort +11, Ref +11, Will +19; Str 38, Dex 14, Con 0, Int 20, Wis 20, Cha 18.

Skills and Feats: Appraise +5, Balance +2, Bluff +4, Climb +14, Concentration +28, Craft (Armorsmith) +5, Craft (Bowmaking) +5, Craft (Gemcutting) +5, Craft (Locksmithing) +5, Craft (Trapmaking) +5, Craft (Weaponsmith) +5, Craft (Other) +5, Diplomacy +6, Disguise +4, Escape Artist +2, Forgery +5, Gather Information +4, Heal +5, Hide +18, Intimidate +4, Survival +5, Jump +14, Knowledge (Arcana) +29, Listen +29, Move Silently +26, Perform +4, Ride +2, Ride (Air) +2, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Swim +14, Use Rope +2, Perform (Act) +4, Perform (Comedy) +4, Perform (Dance) +4, Perform (Keyboard instruments) +4, Perform (Oratory) +4, Perform (Percussion instruments) +4, Perform (Sing) +4, Perform (String instruments) +4, Perform (Wind instruments) +4, Control Shape +5, Perform (Keyboard) +4, Perform (Percussion) +4, Perform (String) +4, Perform (Wind) +4; Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Power Attack, Quicken Spell-Like Ability.

Special Abilities: Damage Reduction, Darkvision, Spell Resistance, Undead Traits.

Racial Spells Known: 0--*Cone of cold, Confusion, Contagion, Deeper darkness, Detect magic, Finger of death, Greater dispel magic, Haste, Hold monster, Invisibility, Plane shift, See invisibility, Unholy blight.*

Racial Spells Prepared: 0--*Cone of cold, Confusion (3), Finger of death, Hold monster (3), Invisibility (3), Plane shift.*

Treasure

Coins (0 gp, 0 lb), Oil of greater magic weapon +4 (2400 gp, 0.1 lb), Potion of greater magic fang +4 (2400 gp, 0.1 lb), Potion of protection from energy (sonic) (750 gp, 0.1 lb), Potion of undetectable alignment (300 gp, 0.1 lb), Potion of fox's cunning (300 gp, 0.1 lb), Potion of bear's endurance (300 gp, 0.1 lb).

Area 3

This large room appears empty. Several dusty cisterns made of stone sit against the east wall. They are filled with stale water.

At the bottom of the southernmost cistern, submerged in the water, is a corpse.

The corpse wears a ring and carries a sealed waterproof tube, both of which can be found with a DC 20 search check or a DC 30 spot check. See items below for the ring. Inside the tube is a piece of paper with the enigmatic statement: "The Sage also cannot avoid his Folly."

This is a clue to the title of the book in which the *Summon Time Portal* spell can be found. See **Area 19**.

Treasure

Ring of chameleon power (12700 gp, 0 lb).

Area 4 (EL 8)

This shadowy room appears to be a dead end.

This room contains a dark pit. Seeing the pit if light sources are present is a DC 13

spot check. A character who is not moving faster than one move action will have no trouble stopping if she spots the pit. A character moving more quickly than a move action will need to make a DC 20 REF save to avoid the pit. A character who is sprinting will need to make a DC 22 REF save. The spikes on the pit are poisoned with a black lotus extract. The demons periodically renew the poison.

Trap, Spiked Pit (100 Ft. Deep)

Challenge Rating: 6

mechanical

location trigger, manual reset

DC 20 Reflex save avoids

100 ft. deep (10d6, fall)

pit spikes (1d4 per target)

Atk +10 melee (1d4+5, pit spikes)

Search DC 20

Disable Device DC 20

Market Price: 6,000 gp.

Black Lotus Extract

Contact DC 20

3d6 CON Initial, 3d6 CON Secondary

Area 5

This room seems to be empty. Ancient bits of wood, perhaps from chairs, are piled on the ground.

Area 6 (EL 17)

This room is an ancient foundry or forge, apparently used to construct armor. A long-cold forge sits against the west wall, and a thin chimney reaches up into the ceiling. Racks of armor line the room, some suits rusted beyond recognition; others still gleam, as shiny as the day they were forged.

Guarding this room is a demonic Nalfeshnee, clad in a beautifully crafted magical breastplate. Near the center of the room is a permanent teleportation circle. A rogue (only) can use the Search skill to find the circle and Disable Device

to thwart it. The DC in each case is 34. If someone is detecting magic or can see magical auras, he too can spot the circle with a DC 35 spot check. The circle teleports creatures (no save) over the pit in **Area 4**. The trap gives them little chance to avoid falling into the pit. A DC 32 reflex save will allow a victim to grab the rim. In this room are several suits of magical armor. See items below

Demon, Nalfeshnee, Ftr2: CR 17; ECL 16; Size H; HD 14d8+112 +2d10+16; hp 207; Init +6; Spd 20 ft (base 30 ft), fly 40 ft. (poor); AC 36, touch 10, FF 34; BAB +16/+11/+6/+1; Grapple +31; Atk: +22 melee (2d8 + 7, Bite), +19/+19 melee (1d8 + 3, claws); SA Smite, spell-like abilities, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 22, telepathy 100 ft., true seeing; AL CE; SV Fort +20, Ref +11, Will +15; Str 25, Dex 14, Con 27, Int 22, Wis 22, Cha 20.

Skills and Feats: Appraise +6, Balance +2, Bluff +22, Climb +7, Concentration +25, Craft (Armorsmith) +6, Craft (Bowmaking) +6, Craft (Gemcutting) +6, Craft (Locksmithing) +6, Craft (Trapmaking) +6, Craft (Weaponsmith) +6, Craft (Other) +6, Diplomacy +26, Disguise +5, Escape Artist +2, Forgery +6, Gather Information +5, Heal +6, Hide +11, Intimidate +22, Survival +6, Jump +23, Knowledge (Arcana) +23, Listen +31, Move Silently +19, Perform +5, Ride +2, Ride (Air) +2, Search +23, Sense Motive +23, Spellcraft +25, Spot +31, Swim +7, Use Magic Device +22, Use Rope +2, Perform (Act) +5, Perform (Comedy) +5, Perform (Dance) +5, Perform (Keyboard instruments) +5, Perform (Oratory) +5, Perform (Percussion instruments) +5, Perform (Sing) +5, Perform (String instruments) +5, Perform (Wind instruments) +5, Control Shape +6, Perform (Keyboard) +5, Perform (Percussion) +5, Perform (String) +5,

Perform (Wind) +5; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Dodge, Improved Bull Rush, Improved Initiative, Martial Weapon Proficiency, Mobility, Multiattack, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus.

Special Abilities: Cold, Damage Reduction, Darkvision, Spell Resistance.

Racial Spells Known: 0--*Call lightning, Feeblemind, Greater dispel magic, Greater teleport, Slow, Unholy aura.*

Possessions: Breastplate +3.

Other demons are immune to this effect. The save DC is Charisma-based.

Spell-Like Abilities: At will--*call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 23). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Twice per day a nalfeshnee can attempt to summon 1d4 vrocks, 1d4 hezrous, or one glabrezu with a 50% chance of success, or another nalfeshnee with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Nalfeshnees continuously use true seeing, as the spell (caster level 14th).

Skills: Nalfeshnees have a +8 racial bonus on Listen and Spot checks.

Treasure

Coins (0 gp, 0 lb), Adamantine breastplate +2 (spell resistance 13) (26350 gp, 30 lb), Chainmail +4 (16300 gp, 40 lb), Full plate +3 (cold resistance) (28650 gp, 50 lb), Tower +3 shield (arrow catching) (16180 gp, 45 lb), Banded mail mw (400 gp, 35 lb).

Area 7

This room has stone benches that line the walls and a small fireplace in the south wall. It was apparently an ancient station for guards. Steel binges mark the doorways, but the only thing

that remains of the doors they once held are a few splinters of wood. Other debris, rocks and scraps of cloth and leather, are strewn about.

A large stone block (10 feet by 10 feet) sits in the center of the room, an ancient pedestal right in front of the block. An equal-sized hole in the ceiling is evident directly above the block. Inside the hole is evidence of some rusted ancient mechanism. This is obviously the remains of a deadly trap, now sprung.

A DC 25 search check will find some items of value.

Treasure

Potion of cure moderate wounds (300 gp, 0.1 lb), Brass mug with jade inlays (500 gp, 0.1 lb), Gold music box (4000 gp, 0.1 lb).

Area 8 (EL 19)

This room is an ancient foundry or forge, apparently used to construct weapons. A long cold forge sits against the west wall, and a thin chimney reaches up into the ceiling. Racks of weapons line the room, some pieces rusted beyond recognition, but others still gleam, as shiny as the day they were forged.

Four dretch with fighter levels have been doomed to guard this room. They have armed themselves with the best of the weapons herein. Although not incredibly intelligent, they will use tactics including flanking and attacking a single opponent. They will begin any assault with a volley of missile weapons, targeting clerics first, then mages. These particular Dretch are larger than average; they are medium-sized. In this room are several racks of weapons. Many are rusted and useless but some are very useful. See below.

Four Demon, Dretch, Ftr 13: CR 15; ECL 17; Size M; HD 2d8+4 + 13d10+26; hp 115,

II2, II6, II4; Init +6; Spd 20 ft; AC I9, touch I4, FF I6; BAB +I5/+I0/+5; Grapple +I7; Atk: +I7/+I7 melee (Id6 + 2, claws), +I5 melee (Id4 + I, bite), +20/+I5/+I0 melee (Id8 + 7/crit I9-20, Longsword +I (Dancing)), +2I/+I6/+II melee (Id8 + 8/crit I7-20, Longsword +2 (Unholy)), +I8/+I3/+8 ranged (Id8/crit I9-20, Crossbow, light MW); SA Spell-like abilities, summon demon; SQ Damage reduction 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid I0, cold I0, and fire I0, telepathy I00 ft.; AL CE; SV Fort +I3, Ref +9, Will +7; Str I5, Dex I4, Con I4, Int 8, Wis II, Cha II.

Skills and Feats: Appraise -I, Balance +2, Bluff +0, Climb +2, Concentration +2, Craft (Armorsmith) -I, Craft (Bowmaking) -I, Craft (Gemcutting) -I, Craft (Locksmithing) -I, Craft (Trapmaking) -I, Craft (Weaponsmith) -I, Craft (Other) -I, Diplomacy +2, Disguise +0, Escape Artist +2, Forgery -I, Gather Information +0, Heal +0, Hide +II, Intimidate +0, Survival +0, Jump +2, Listen +5, Move Silently +7, Perform +0, Ride +2, Ride (Air) +2, Search +4, Sense Motive +6.5, Spot +5, Swim +2, Use Rope +2, Perform (Act) +0, Perform (Comedy) +0, Perform (Dance) +0, Perform (Keyboard instruments) +0, Perform (Oratory) +0, Perform (Percussion instruments) +0, Perform (Sing) +0, Perform (String instruments) +0, Perform (Wind instruments) +0, Control Shape +0, Perform (Keyboard) +0, Perform (Percussion) +0, Perform (String) +0, Perform (Wind) +0; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Dodge, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Dodge, Improved Initiative, Martial Weapon Proficiency, Mobility, Multiattack, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Weapon Focus, Weapon Specialization.

Special Abilities: Cold, Damage Reduction, Darkvision.

Racial Spells Known: 0--*Scare*, *Stinking cloud*.

Racial Spells Prepared: 0--*Scare*, *Stinking cloud*.

Possessions: Longsword +I (dancing), Longsword +2 (unholy), Light mw crossbow.

Treasure

Dagger +I (2302 gp, I lb), Heavy +2 flail (axiomatic) (323I5 gp, I0 lb), Lance +2 (83I0 gp, I0 lb), Heavy +3 mace (I83I2 gp, 8 lb).

Area 9 (EL I5)

This area is a sunken amphitheatre, apparently once used for meetings of some sort of council.

It was also apparently once the scene of some pitched battle. Rusted swords and weapons of all sorts lie strewn about the floor, as well as pieces of bone and other nondescript debris.

Resident in this room is an advanced devourer, particularly stealthy and hungry for the living energy of the PCs. It is currently hiding behind a pile of debris and will attempt to attack with surprise.

Devourer, advanced: CR I5; ECL 28; Size H; HD 28dI2; hp I9I; Init +5; Spd 30 ft; AC 27, touch 9, FF 26; BAB +I4/+9/+4; Grapple +35; Atk: +26/+26 melee (Id8 + I3, claws); SA Energy drain, trap essence, spell-like abilities; SQ Darkvision 60 ft., spell deflection, spell resistance 2I, undead traits; AL NE; SV Fort +II, Ref +I2, Will +2I; Str 36, Dex I2, Con 0, Int I6, Wis I6, Cha I7.

Skills and Feats: Appraise +3, Balance +I, Bluff +I3, Climb +28, Concentration +I8, Craft (Armorsmith) +3, Craft (Bowmaking) +3, Craft (Gemcutting) +3, Craft (Locksmithing) +3, Craft (Trapmaking) +3, Craft (Weaponsmith) +3, Craft (Other) +3, Diplomacy +7,

Disguise +3, Escape Artist +1, Forgery +3, Gather Information +3, Heal +3, Hide +32, Intimidate +5, Survival +3, Jump +28, Listen +34, Move Silently +32, Perform +3, Ride +1, Ride (Air) +1, Search +10, Sense Motive +34, Spot +34, Swim +13, Use Rope +1, Perform (Act) +3, Perform (Comedy) +3, Perform (Dance) +3, Perform (Keyboard instruments) +3, Perform (Oratory) +3, Perform (Percussion instruments) +3, Perform (Sing) +3, Perform (String instruments) +3, Perform (Wind instruments) +3, Control Shape +3, Perform (Keyboard) +3, Perform (Percussion) +3, Perform (String) +3, Perform (Wind) +3; Blind-Fight, Combat Casting, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus.

Special Abilities: Darkvision, Energy Drain, Spell Resistance, Undead Traits.

Racial Spells Known: 0--*Confusion, Control undead, Ghoul touch, Lesser planar ally, Ray of enfeeblement, Spectral hand, Suggestion, True seeing.*

Area 10 (EL 15)

This small room houses a narrow stair that descends into the earth. The room itself appears empty.

The stairs descend some 70 feet to **Area 14**. The stairs are trapped. If someone descends ten feet without saying the password "Mists of Time," several things occur. Two blade barriers appear blocking the top of the stairs and blocking thirty foot down from the top of the stairs. Burnt Othur vapor fills the area. It will dissipate in five rounds. The walls also move together, crushing those still between the blade barriers.

Trap, Blade Barrier
magic device

proximity trigger (alarm)
automatic reset
spell effect (blade barrier, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage)
Search DC 31
Disable Device DC 31
Cost: 33,000 gp, 2,640 XP.

Trap, Burnt Othur Vapor

mechanical
location trigger
repair reset
gas
multiple targets (all targets in a 10-ft.-by-10-ft. room)
never miss
onset delay (3 rounds)
poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con)
Search DC 21
Disable Device DC 21
Market Price: 17,500 gp.

Trap, Crushing Room

mechanical
location trigger
automatic reset
walls move together (16d6, crush)
multiple targets (all targets in a 10-ft.-by-10-ft. room)
never miss
onset delay (2 rounds)
Search DC 22
Disable Device DC 20
Market Price: 29,000 gp.

Area 11 (ECL 19)

The small back area of this large room contains a small furnace, its chimney stretching up into the ceiling. This furnace is apparently designed for delicate work. The furnace area is small and the tools lying near it are small and delicate.

This room is especially cursed. The ghost of an adult half-fiend black dragon named Scorus lurks here. Many years ago, Scorus was summoned from the abyss by Pestilence but refused to serve him. Pestilence was forced to slay Scorus, but he knew that the dragon could still be of use. He used dark forces to summon the ghost of the dragon back and bind him to this area, ordering him to guard it for eternity. Scorus is rather confused because of his undeath and is prone to attack any living thing that enters the area. He is quite an unreliable guard, however, and if his situation is somehow explained to him, he could possibly be convinced to give valuable information about Pestilence to PCs. Iron crates, rusty, sit against the walls. Most contain rusted rings and rods, now worthless, but one contains useable magic rings and another contains useable magic rods. These can be found with a DC 20 search check.

Dragon, black, adult, half-fiend, ghost:

CR 16; ECL 28; Size L; HD 19d12; hp 123; Init +6; Spd 60 ft, fly 150 ft (poor), swim 60 ft, Fly 30 ft.; AC 30, touch 11, FF 28; BAB +19/+14/+9/+4; Grapple +31; Atk: +27 melee (2d6 + 8, Bite), +24/+24 melee (1d8 + 5, claws), +24/+24 melee (1d6 + 5, wings), +24 melee (1d8 + 11, tail slap), +26/+26 melee (1d6 + 8, Claw), +26 melee (1d8 + 8, Bite), +20/+15/+10/+5 ranged touch (1d6, Incorporeal Touch); SA Breath weapon (80ft Line of acid, 12d4, Ref DC 23), spell-like abilities, corrupt water, frightful presence (DC 20), Smite Good, manifestation, 1-3 of Corrupting Gaze, Corrupting Touch, Draining Touch, Frightful Moon, Horrific Appearance, Telekinesis; SQ Water breathing, immunities, DR 5/magic, blindsense, keen senses, SR 18, darkvision 60 ft; resistance to acid, cold, electricity, fire 10; immunity to poison, DR 10/magic, rejuvenation, Turn Resistance +4; AL CE;

SV Fort +11, Ref +13, Will +12; Str 27, Dex 14, Con 0, Int 16, Wis 13, Cha 18.

Skills and Feats: Appraise +3, Balance +2, Bluff +4, Climb +8, Concentration +0, Craft (Armorsmith) +3, Craft (Bowmaking) +3, Craft (Gemcutting) +3, Craft (Locksmithing) +3, Craft (Trapmaking) +3, Craft (Weaponsmith) +3, Craft (Other) +3, Diplomacy +4, Disguise +4, Escape Artist +21, Forgery +3, Gather Information +4, Heal +1, Hide +29, Intimidate +23, Survival +1, Jump +8, Listen +28, Move Silently +21, Perform +4, Ride +2, Ride (Air) +2, Search +30, Sense Motive +1, Spot +28, Swim +27, Use Rope +2, Perform (Act) +4, Perform (Comedy) +4, Perform (Dance) +4, Perform (Keyboard instruments) +4, Perform (Oratory) +4, Perform (Percussion instruments) +4, Perform (Sing) +4, Perform (String instruments) +4, Perform (Wind instruments) +4, Control Shape +1, Perform (Keyboard) +4, Perform (Percussion) +4, Perform (String) +4, Perform (Wind) +4; Cleave, Hover, Improved Initiative, Multiattack, Power Attack, Weapon Focus.

Special Abilities: Blindsense, Breath Weapon, Darkvision, Frightful Presence, Resistance To Energy, Smite Good, Spell Resistance.

Racial Spells Known: 0--*Blasphemy, Darkness, Desecrate, Destruction, Poison, Unballow, Unboly aura, Unboly blight.*

Sor Spells Known (6/5): 0--*Dancing lights, Detect magic, Detect poison, Read magic, Resistance, 1--Endure elements, Mage armor, Shield, 4--Contagion, 8--Horrid wilting, 9--Summon monster ix.*

Racial Spells Prepared: 0--*Blasphemy, Darkness (6), Desecrate, Destruction, Poison (3), Summon monster ix, Unballow, Unboly aura (3), Unboly blight.*

Sor Spells Prepared (6/5): 4--*Contagion, 8--Horrid wilting.*

Treasure

Ring of invisibility (20000 gp, 0 lb), Ring of protection +4 (32000 gp, 0 lb), Ring of x-ray vision (25000 gp, 0 lb), Maximize lesser rod of metamagic (14000 gp, 5 lb), Rod of wonder (12000 gp, 5 lb).

Area 12 (ECL 15)

This area was apparently once a place used to do wood work, because it has a work table on which sit wood working tools. Rusted steel crates, abnormally long, sit against one wall.

Guarding this room is a mindless powerhouse: a fiendish gray render summoned by Pestilence. Although it serves him loyally, accomplishing many tasks for him, when not immediately serving him, it resides here. In the chests are mostly wood splinters, although a DC 20 search check will reveal a chest with several well-preserved magical staves.

Gray Render, improved, fiendish, Bbn4: CR 15; ECL 33; Size H; HD 20d10+180 + 4d12+36 + 2d10+18; hp 397; Init +3; Spd 40 ft (base 30 ft); AC 20, touch 7, FF 20; BAB +26/+21/+16/+11/+6; Grapple +46; Atk: +38 melee (3d6 + 12, Bite), +32/+32 melee (1d8 + 9, claws); SA Improved grab, rend 2d6+9, Smite Good; SQ Darkvision 60 ft., low-light vision, scent, darkvision, DR 10/magic, resistance to cold, fire 10; AL NE; SV Fort +28, Ref +15, Will +11; Str 35, Dex 8, Con 28, Int 3, Wis 12, Cha 8.

Skills and Feats: Appraise -4, Balance -1, Bluff +0, Climb +12, Concentration +9, Craft (Armorsmith) -4, Craft (Bowmaking) -4, Craft (Gemcutting) -4, Craft (Locksmithing) -4, Craft (Trapmaking) -4, Craft (Weaponsmith) -4, Craft (Other) -4, Diplomacy -1, Disguise -1, Escape Artist -1, Forgery -4, Gather Information -1, Heal +1, Hide +1, Intimidate +3, Survival +3, Jump +12, Listen +6, Move Silently -1, Perform -1, Ride -1, Ride (Air) -1, Search -4, Sense Motive +1, Spot +16, Swim +12, Use

Rope -1, Perform (Act) -1, Perform (Comedy) -1, Perform (Dance) -1, Perform (Keyboard instruments) -1, Perform (Oratory) -1, Perform (Percussion instruments) -1, Perform (Sing) -1, Perform (String instruments) -1, Perform (Wind instruments) -1, Perform (Keyboard) -1, Perform (Percussion) -1, Perform (String) -1, Perform (Wind) -1; Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Track, Weapon Focus.

Special Abilities: Darkvision, Fast Movement, Illiteracy, Low-light Vision, Rage, Resistance To Energy, Scent, Smite Good, Spell Resistance, Trap Sense, Uncanny Dodge.

Treasure

Staff of defense (58250 gp, 5 lb), Staff of enchantment (65000 gp, 5 lb).

Area 13 (ECL 17)

This area was apparently once a place used to do wood work, because it has a work table on which sit wood working tools. Rusted steel crates, abnormally short, sit against one wall.

Guarding this room is an old ice devil sorcerer. He was forced because of an old favor to help Pestilence, but he resents every moment of it and is not particularly interested in helping him. He will not be inclined to help the PCs either, but if he hears nearby combat, he will decidedly not come to investigate. In the boxes are remnants of old wands crumbled to dust. A DC 20 search check, however, will reveal a box with a few useable wands. This box is locked with an amazing lock.

Devil, Ice, Gelugon, Sor4: CR 17; ECL 18; Size L; HD 14d8+84 + 4d4+24;

hp 180; Init +9; Spd 40 ft; AC 32, touch 14, FF 27; BAB +16/+11/+6/+1; Grapple +26; Atk: +22/+17/+12/+7 melee (2d6 + 9 plus slow/crit x3, Spear), +16 melee (2d6 + 3, bite), +16 melee (3d6 + 3 plus slow, tail), +21/+21 melee (1d10 + 6, or claws), +16 melee (2d6 + 3, bite), +16 melee (3d6 + 3 plus slow, tail); SA Fear aura, slow, spell-like abilities, summon devil; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 25, telepathy 100 ft.; AL LE; SV Fort +16, Ref +15, Will +19; Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 21.

Skills and Feats: Appraise +6, Balance +5, Bluff +25, Climb +23, Concentration +27, Craft (Armorsmith) +6, Craft (Bowmaking) +6, Craft (Gemcutting) +6, Craft (Locksmithing) +6, Craft (Trapmaking) +6, Craft (Weaponsmith) +6, Craft (Other) +6, Diplomacy +9, Disguise +5, Escape Artist +5, Forgery +6, Gather Information +5, Heal +6, Hide +5, Intimidate +24, Survival +6, Jump +27, Knowledge (Arcana) +27, Knowledge (Other) +23, Listen +25, Move Silently +22, Perform +5, Ride +5, Ride (Air) +5, Search +23, Sense Motive +23, Spellcraft +29, Spot +25, Swim +6, Use Rope +5, Perform (Act) +5, Perform (Comedy) +5, Perform (Dance) +5, Perform (Keyboard instruments) +5, Perform (Oratory) +5, Perform (Percussion instruments) +5, Perform (Sing) +5, Perform (String instruments) +5, Perform (Wind instruments) +5, Control Shape +6, Perform (Keyboard) +5, Perform (Percussion) +5, Perform (String) +5, Perform (Wind) +5; Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Simple Weapon Proficiency, Weapon Focus.

Special Abilities: Damage Reduction, Darkvision, Familiar, Regeneration, Spell Resistance.

Racial Spells Known: 0--*Cone of cold, Fly, Greater teleport, Ice storm, Persistent image, Unholy aura, Wall of ice.*

Sor Spells Known (6/8/4): 0--*Detect magic, Light, Ray of frost, Read magic, Resistance, Touch of fatigue*, 1--*Magic missile, Protection from good, Shield*, 2--*See invisibility.*

Possessions: Spear, Wand of dispel magic (10th), Wand of poison.

Treasure

Wand of call lightning (8th) (18000 gp, 0.1 lb), Wand of slow (11250 gp, 0.1 lb), Wand of wall of ice (21000 gp, 0.1 lb).

LEVEL TWO

The walls of the dungeon are solid limestone rock supported with stone supports. Unlit torches can be found in sconces approximately every twenty five feet. There is a 50% chance that any single torch will not light, as it is too old and the wood is all but petrified. The ceilings are 15 feet high. The doorways lack doors unless otherwise noted. Those doors that can be found have a hardness of 20 and 50 hitpoints. Creatures in adjacent areas have a chance to hear combat with the regular DC as detailed in the Listen skill.

Random Encounters:

Encounters not keyed to a specific area occur with a 1 in 8 chance per hour. Each encounter is from a specific area, so if a creature is defeated during a random encounter, the DM should be careful to remove it from its normal location.

Random Encounter Table

Roll Monsters

1-2 3 Spectre from area 15.

3-4 Shadow from area 17.

5-6 2 Steel predator from area 19.

Area 14 (ECL 7)

This dusty room contains stairs that ascend out of sight.

The stairs go up 70 feet to **Area 10**. On the south wall near the hall that leaves the room is a *Greater Glyph of Warding* (*Force Blast*).

Trap, Glyph Of Warding (greater Blast)
Challenge Rating: 6

spell
spell trigger
no reset
spell effect (glyph of warding [blast], 20th-level wizard, 10d8 force, DC 15 Will save half damage)
multiple targets (all targets within 5 ft.)
Search DC 28
Disable Device DC 28
Cost: 680 gp to hire NPC spellcaster.

Area 15 (ECL 18)

Ancient stone benches sit facing a stone podium that rests a few feet from the east wall. This was apparently once a lecture room of some sort. A cracked slate hangs on the wall behind the podium. Some very old runes and sigils are partly erased on the slate, but the center of it is dominated by two hastily-scribbled words: "Not Again!"

The words on the slate refer to the second attack by Pestilence on the Cadre's headquarters. The second time he came his power was overwhelming, and the residents of the keep feared that their time had come. They were right. Now the students haunt this room as spectres, sitting silently on the benches or wandering the halls forlornly. If they are aware of the PCs' approach they will sink into the walls and benches and try to attack from ambush, retreating back into the walls to avoid attacks if they are able. As prior students of wizardry, these specters are wizards. However since they cannot manipulate physical objects, they cannot use material components or even turn the pages of their books. Their six

books are thrown about, open to various pages, and they must memorize their spells from these pages. Thus their choice is limited and they all have the same spells memorized. These spectres bear Pestilence no love, and their only desire is to kill.

6 Spectres, Wiz6: CR 13; ECL 13; Size M; HD 7d12 + 6d4; hp 64, 65, 66, 63, 64, 65; Init +7; Spd 40 ft, fly 80 ft. (perfect); AC 15, touch 15, FF 12; BAB +6/+1; Grapple +3; Atk: +9/+4 melee (1d8 plus energy drain, Incorporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +4, Ref +7, Will +12; Str 0, Dex 16, Con 0, Int 16, Wis 14, Cha 15.

Skills and Feats: Appraise +3, Balance +3, Bluff +2, Climb +0, Concentration +5, Craft (Armorsmith) +3, Craft (Bowmaking) +3, Craft (Gemcutting) +3, Craft (Locksmithing) +3, Craft (Trapmaking) +3, Craft (Weaponsmith) +3, Craft (Other) +3, Diplomacy +2, Disguise +2, Escape Artist +3, Forgery +3, Gather Information +2, Heal +2, Hide +13, Intimidate +12, Survival +2, Jump +0, Knowledge (Arcana) +14, Knowledge (Religion) +13, Listen +14, Move Silently +3, Perform +2, Ride +3, Ride (Air) +3, Search +13, Sense Motive +2, Spellcraft +15, Spot +14, Swim +0, Use Rope +3, Perform (Act) +2, Perform (Comedy) +2, Perform (Dance) +2, Perform (Keyboard instruments) +2, Perform (Oratory) +2, Perform (Percussion instruments) +2, Perform (Sing) +2, Perform (String instruments) +2, Perform (Wind instruments) +2, Control Shape +2, Perform (Keyboard) +2, Perform (Percussion) +2, Perform (String) +2, Perform (Wind) +2; Alertness, Blind-Fight, Brew Potion, Craft Wand, Improved Initiative, Scribe Scroll, Toughness.

Special Abilities: Darkvision, Energy Drain, Familiar, Undead Traits.

Wiz Spells Known (4/4/4/3): 0--*Acid splash, Arcane mark, Dancing lights, Daze, Detect magic, Detect poison, Disrupt undead, Flare, Ghost sound, Light, Mage hand, Mending, Message, Open/close, Prestidigitation, Ray of frost, Read magic, Resistance, Touch of fatigue*, 1--*Burning hands, Cause fear, Identify, Shield*, 2--*Continual flame, Invisibility, Scorching ray, Spectral band*, 3--*Dispel magic, Lightning bolt, Protection from energy*.

Wiz Spells Prepared (4/4/4/3): 0--*Dancing lights (2), Detect magic (2)*, 1--*Burning hands (3), Shield*, 2--*Scorching ray (3), Spectral band*, 3--*Dispel magic (3)*.

Treasure

6 Wizard's spellbook (45000 gp, 3 lb).

Area 16 (EL 15)

The door to this room is steel. It has a small, barred window near the top.

The door is locked with an amazing lock. Pestilence holds the key. He uses this cell, which has a permanent anti-magic field cast within it, to hold his minions that do not obey him. Currently it holds a wily Demon named Gerleez. Since he cannot communicate via telepathy from within his cell, the PCs will have to speak to him if they wish to communicate. He will promise them anything if they will get him out, including help against Pestilence, but the second he is free he will teleport to Pestilence, warning him of the PCs in hopes of regaining his favor.

Demon, Glabrezu, improved: CR 15.25; ECL 21; Size G; HD 21d8+252; hp 356; Init +4; Spd 40 ft; AC 29, touch 6, FF 29; BAB +21/+16/+11/+6/+1; Grapple +47; Atk: +31/+31 melee (3d8 + 14, pincers), +29/+29 melee (1d8 + 9, claws), +29 melee (2d6 + 9, bite); SA Improved

grab, spell-like abilities, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 21, telepathy 100 ft., true seeing; AL CE; SV Fort +24, Ref +12, Will +17; Str 39, Dex 10, Con 35, Int 18, Wis 16, Cha 20.

Skills and Feats: Appraise +4, Balance +0, Bluff +25, Climb +35, Concentration +27, Craft (Armorsmith) +4, Craft (Bowmaking) +4, Craft (Gemcutting) +4, Craft (Locksmithing) +4, Craft (Trapmaking) +4, Craft (Weaponsmith) +4, Craft (Other) +4, Diplomacy +19, Disguise +5, Escape Artist +0, Forgery +4, Gather Information +5, Heal +3, Hide +24, Intimidate +24, Survival +3, Jump +22, Knowledge (Planes) +13, Knowledge (Other) +19, Listen +29, Move Silently +18, Perform +5, Ride +0, Ride (Air) +0, Search +19, Sense Motive +29, Spellcraft +19, Spot +26, Swim +14, Use Rope +0, Perform (Act) +5, Perform (Comedy) +5, Perform (Dance) +5, Perform (Keyboard instruments) +5, Perform (Oratory) +5, Perform (Percussion instruments) +5, Perform (Sing) +5, Perform (String instruments) +5, Perform (Wind instruments) +5, Control Shape +3, Perform (Keyboard) +5, Perform (Percussion) +5, Perform (String) +5, Perform (Wind) +5; Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Negotiator, Persuasive, Power Attack.

Special Abilities: Cold, Damage Reduction, Darkvision, Spell Resistance.

Racial Spells Known: 0--*Chaos hammer, Confusion, Dispel magic, Greater teleport, Mirror image, Power word stun, Reverse gravity, Unholy blight*.

Racial Spells Prepared: 0--*Power word stun*.

Area 17 (ECL 19)

There is a large column in the north section of this room, 10 foot in diameter. Remnants of some sort of ancient furniture line the floor. Strange shadows seem to dance on the walls.

This column contains the pit from **Area 4**. Also in this room is a tormented shadow, a remnant of one of the guards of the famous Cadre. His guilt in not protecting the Cadre will not let him rest, and eventually it turned to hatred of the world. A search DC 20 among the debris will reveal a leather sack.

Shadow, Greater, FtrII: CR 19; ECL 20; Size M; HD 9d12 + 11d10; hp 133; Init +7; Spd 40 ft, (8 squares); AC 16, touch 16, FF 12; BAB +15/+10/+5; Grapple +11; Atk: +17/+12/+7 melee (0 plus 1d8 str, Incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +10, Ref +9, Will +12; Str 0, Dex 17, Con 0, Int 7, Wis 12, Cha 14.

Skills and Feats: Appraise -2, Balance +3, Bluff +2, Climb +0, Concentration +0, Craft (Armorsmith) -2, Craft (Bowmaking) -2, Craft (Gemcutting) -2, Craft (Locksmithing) -2, Craft (Trapmaking) -2, Craft (Weaponsmith) -2, Craft (Other) -2, Diplomacy +2, Disguise +2, Escape Artist +3, Forgery -2, Gather Information +2, Heal +1, Hide +15, Intimidate +2, Survival +1, Jump +0, Listen +11, Move Silently +3, Perform +2, Ride +3, Ride (Air) +3, Search +6, Sense Motive +15, Spot +12, Swim +0, Use Rope +3, Perform (Act) +2, Perform (Comedy) +2, Perform (Dance) +2, Perform (Keyboard instruments) +2, Perform (Oratory) +2, Perform (Percussion instruments) +2, Perform (Sing) +2, Perform (String instruments) +2, Perform (Wind instruments) +2, Control Shape +1, Perform (Keyboard)

+2, Perform (Percussion) +2, Perform (String) +2, Perform (Wind) +2; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Combat Reflexes, Dodge, Far Shot, Improved Dodge, Improved Initiative, Iron Will, Martial Weapon Proficiency, Mobility, Point Blank Shot, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Toughness.

Special Abilities: Darkvision, Undead Traits.

Treasure

Coins: 200 gp.

Area 18 (EL 14)

This room has a small, cold forge that sits against the east wall and several work tables that sit against the south wall. In the center of the room is a wooden table with a jeweled amulet on it. Several metal crates line the walls.

This well-worked amulet (worth 350 gps) has a permanent *N's Magic Aura* cast on it such that it radiates strong abjuration. In fact it is non-magical. Moving the amulet, however, will trigger a trap in the ceiling. A four-ton 10 X 10 block will drop if the amulet is moved, falling on the space immediately in front of the alter. The sound of the block falling can be heard with a DC 14 listen checks by creatures in **Area 17**, **Area 19**, and **Area 20**. A split second after the clock fall, the two squares to each side of the block and one square behind it (all squares that characters are likely to jump into if they avoid the block) will spout whirling poisoned blades. Most of the chests are filled with rusted, useless items. Two chests, however, which can be discovered with a DC 20 search check, contain valuable items.

Trap, Huge Falling Block
mechanical

location trigger
 manual reset
 Damage 25d6
 Ref Save DC 20 half
 multiple targets (can strike all characters
 in two adjacent specified squares)
 Search DC 30
 Disable Device DC 25
 Market Price: 30,000 gp.

Trap, Whirling Poison Blades

mechanical
 timed trigger
 automatic reset
 hidden lock bypass (Search DC 27, Open
 Lock DC 30)
 Atk +10 melee (1d4+4/19-20 plus poison,
 dagger)
 poison (purple worm poison, DC 24
 Fortitude save resists, 1d6 Str/2d6 Str)
 multiple targets (one target in each of
 three preselected 5-ft. squares)
 Search DC 20
 Disable Device DC 20
 Market Price: 30,200 gp.

Treasure

Ioun stone (pale lavender) (20000 gp, 0
 lb), Sacred scabbard (6400 gp, 1 lb), Harp
 of charming (7500 gp, 5 lb), Bronze
 griffon figurine of wondrous power
 (10000 gp, 0 lb).

Area 19 (ECL 18)

*This large room appears to be a library. There
 are books of all sorts in shelves on every wall.
 A large swath of books on the north wall
 appears to have burned at some time in the
 indeterminate past.*

This library can be used to provide a
 circumstance bonus to any knowledge
 check when it is used to research an
 answer. Research on a single question takes
 one hour for every +1 the library provides,
 up to a maximum of +4. This bonus can
 only be gained on one single roll per

question. This library also contains
 several scrolls.

Three advanced steel predators guard this
 room.

This library also contains the spell
Summon Time Door. The spell is disguised
 with Permanent Image as a blank page,
 the last page, in an obscure text called
Sage's Folly. The spell is also protected
 with a wish such that the page will always
 appear blank to a character that is of evil
 alignment. This effect can be dispelled. It
 was cast by a 22nd level caster. A DC 45
 search and four hours of search time will
 reveal this blank page if one does not
 know the title of the tome in which it is
 located. If one does know the name of the
 book, one will be able to find it with a
 DC 20 search.

Summon Time Door

Conjuration
Level: Sor/Wiz 8
Components: V, S,
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Duration: 1 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell has one function. To those not
 in their present time and their current
 year, it summons a glowing circular portal
 in the air. The portal is ten feet by ten
 feet. Those stepping through it find
 themselves in The Mists of Time. See
Area 20. Trying to cast it in the present
 (relative to the character casting the
 spell) will cause the spell not to function.

3 Steel Predators, improved: CR 15; ECL
 20; Size H; HD 20d8+140; hp 257;
 Init +9; Spd 50 ft.; AC 33, touch 14, FF 28;
 BAB +21/+16/+11/+6/+1; Grapple +16;
 Atk: +30/+25/+20/+15/+10 melee (3d6
 + 11, Bite), +28/+28 melee (2d6 + 7,
 claws); SA Pounce, Improved Grab, Rake

Id6+3, Roar, Sundering Bite; SQ
Blindsight 30 ft., Deaf, immunities, Magic
Sense, Resistances, Scent, DR 20/magic;
AL N; SV Fort +19, Ref +17, Will +15;
Str 33, Dex 20, Con 24, Int 11, Wis 16, Cha
12.

Skills and Feats: Appraise +0, Balance
+21, Bluff +1, Climb +34, Concentration
+7, Craft (Armorsmith) +0, Craft
(Bowmaking) +0, Craft (Gemcutting) +0,
Craft (Locksmithing) +0, Craft
(Trapmaking) +0, Craft (Weaponsmith)
+0, Craft (Other) +0, Diplomacy +1,
Disguise +1, Escape Artist +5, Forgery +0,
Gather Information +1, Heal +3, Hide
+28, Intimidate +1, Survival +3, Jump
+34, Listen +26, Move Silently +28,
Perform +1, Ride +5, Ride (Air) +5,
Search +12, Sense Motive +6, Spot +25,
Swim +11, Use Rope +5, Perform (Act)
+1, Perform (Comedy) +1, Perform
(Dance) +1, Perform (Keyboard
instruments) +1, Perform (Oratory) +1,
Perform (Percussion instruments) +1,
Perform (Sing) +1, Perform (String
instruments) +1, Perform (Wind
instruments) +1, Control Shape +3,
Perform (Keyboard) +1, Perform
(Percussion) +1, Perform (String) +1,
Perform (Wind) +1; Dodge, Improved
Bull Rush, Improved Initiative,
Multiattack, Power Attack.

Special Abilities: Blindsight, Scent.

Treasure

Greater scroll of shadow evocation (arc)
(3000 gp, 0 lb), Scroll of song of discord
(arc) (1625 gp, 0 lb), Scroll of summon
monster viii (arc) (3000 gp, 0 lb), Scroll of
wail of the banshee (arc) (3825 gp, 0 lb),
Scroll of weird (arc) (3825 gp, 0 lb), Scroll
of permanent image (arc) (1650 gp, 0 lb),
Mass scroll of invisibility (arc) (2275 gp, 0
lb).

Area 20 (ECL 20+)

Two secret doors, locked with amazing
locks, lead into this center area.

*This large circular room is dominated by what
at first glance appears to be a pool of some sort.
A look into the pool, however, reveals a strange
swirling mist. The walls are adorned with
magical inscriptions and glyphs of all sorts.
Along the edge of the pool is a short set of silver
runes, written in the language of magic.*

The glyphs on the wall do not mean
anything in particular-- they are used to
help harness the magic of the pool.
Pestilence thinks they can unlock the
secret of using the pool. The runes on the
pool edge are a warning. They say, "Do not
enter the Mists of Time unless you know
the dangers and the secret of how to
return." Pestilence is here in the circular
room, guarding the pool. If he is aware of
the PCs, he will have recruited some
creatures from whatever nearby rooms he
has been able to visit. Note that he can
only recruit willing allies, as noted in the
description of each room. Pestilence is a
very intelligent opponent and will use
complex tactics. He will not hesitate to
flee if he is losing, but he cannot leave
the confines of the dungeon, because of
the Dweller's curse. If he does flee,
however, it will merely be to regroup and
attack the PCs when he feels they are
weak. If Pestilence feels he can
manipulate the PCs, he will attempt to
use them to discover if they know the
secret of how to return from the Mists of
Time. He would also like to get them to
agree to slay the Dweller itself in order
that the curse be removed. He will
promise them nearly anything, but he does
not intend to deliver on any promise. The
pool can actually be used to travel to an
extra dimensional space called The Mists
of Time. This is a misty place without
walls and with a spongy floor. In the mists
of time is a glowing doorway. Stating a
year and stepping through this door will
cause those doing so to literally be
transported back in time to the year
spoken. Once back in time, characters will

not be able to summon the door to take them back to The Mists of Time unless they know and are able to cast the *Summon Time Door* spell, found in the library at **Area 19**. Using this spell while back in time will bring the characters back to the Mists of Time, whereupon they will see another glowing portal; stepping through this second portal will return the characters to the present, in front of the pool in **Area 20**. The Game Master should be aware that time travel is a paradoxical, potentially game breaking effect. He should take great care to decide on what can and cannot be accomplished via time travel, and what the rules of time travel are, and stick to them. This adventure leaves that task to the Game Master.

Demon, Balor (Pestilence): CR 20; Size L; HD 20d8+200; hp 290; Init +11; Spd 40 ft, fly 90 ft. (good); AC 35, touch 16, FF 28; BAB +20/+15/+10/+5; Grapple +36; Atk: +31/+26/+21/+16 melee (2d6 + 8, vorpal longsword), +30/+25/+20/+15 melee (1d4 + 4 plus 1d6 fire plus entangle, flaming whip), +31/+31 melee (1d10 + 7, or slams); SA Death throes, entangle, spell-like abilities, summon demon, vorpal sword; SQ Damage reduction 15/cold iron and good, darkvision 60 ft., flaming body, immunity to electricity, fire, and poison, resistance to acid 10 and cold 10, spell resistance 28, telepathy 100 ft., true seeing; AL CE; SV Fort +22, Ref +19, Will +19; Str 35, Dex 25, Con 31, Int 24, Wis 24, Cha 26.
Skills and Feats: Appraise +7, Balance +7, Bluff +31, Climb +12, Concentration +33, Craft (Armorsmith) +7, Craft (Bowmaking) +7, Craft (Gemcutting) +7, Craft (Locksmithing) +7, Craft (Trapmaking) +7, Craft (Weaponsmith) +7, Craft (Other) +7, Diplomacy +35, Disguise +8, Escape Artist +7, Forgery +7, Gather Information +8, Heal +7, Hide +26, Intimidate +33, Survival +7, Jump +12, Knowledge (Other) +30, Listen

+38, Move Silently +30, Perform +8, Ride +7, Ride (Air) +7, Search +30, Sense Motive +30, Spellcraft +30, Spot +38, Swim +12, Use Magic Device +31, Use Rope +7, Perform (Act) +8, Perform (Comedy) +8, Perform (Dance) +8, Perform (Keyboard instruments) +8, Perform (Oratory) +8, Perform (Percussion instruments) +8, Perform (Sing) +8, Perform (String instruments) +8, Perform (Wind instruments) +8, Control Shape +7, Perform (Keyboard) +8, Perform (Percussion) +8, Perform (String) +8, Perform (Wind) +8; Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability, Two-Weapon Fighting, Weapon Focus.

Special Abilities: Damage Reduction, Darkvision, Spell Resistance.

Racial Spells Known: 0--*Blasphemy, Dominate monster, Fire storm, Greater dispel magic, Greater teleport, Implosion, Insanity, Power word stun, Telekinesis, Unboly aura.*

Racial Spells Prepared: 0--*Fire storm, Implosion.*

Possessions: Vorpal longsword, Flaming whip.

Demon

Demons are a race of creatures native to chaotic evil-aligned planes. They are ferocity personified and will attack any creature just for the sheer fun of it—even other demons. Demon Traits: Most demons possess the following traits (unless otherwise noted in a creature's entry).

-Immunity to electricity and poison.

-Resistance to acid 10, cold 10, and fire 10.

-*Summon (Sp):* Many demons share the ability to summon others of their kind (the success chance and type of demon summoned are noted in each monster description). Demons are often reluctant to use this power until in obvious peril or extreme circumstances.

-Telepathy.

Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.

Balor

A balor stands about 12 feet tall. Its skin is usually dark red. It weighs about 4,500 pounds.

Combat

Balors love to join battle armed with their swords and whips. If they face stiff resistance, they may teleport away to lose a few spell-like effects at the foe.

A balor's +1 flaming whip is a long, flexible weapon with many tails tipped with hooks, spikes, and balls. The weapon deals bludgeoning and slashing damage, in addition to fire damage. A balor's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Death Throes (Ex): When killed, a balor explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 30 half). This explosion automatically destroys any weapons the balor is holding. The save DC is Constitution-based.

Entangle (Ex): A balor's +1 flaming whip entangles foes much like an attack with a net. The whip has 20 hit points. The whip needs no folding. If it hits, the target and the balor immediately make opposed Strength checks; if the balor wins, it drags the target against its flaming body (see below). The target remains anchored against the balor's body until it escapes the whip.

Spell-Like Abilities: At will- blasphemy (DC 25), dominate monster (DC 27), greater dispel magic, greater teleport (self plus 50 pounds of objects only), insanity (DC 25), power word stun, telekinesis (DC 23), unholy aura (DC 26); 1/day-fire storm (DC 26), implosion (DC 27). Caster level 20th. The save DCs are Charisma-based.

Vorpal Sword (Su): Every balor carries a +1 vorpal longsword that looks like a flame or a bolt of lightning.

Summon Demon (Sp): Once per day a balor can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor. This ability is the equivalent of a 9th-level spell.

Flaming Body (Su): The body of a balor is wreathed in flame. Anyone grappling a balor takes 6d6 points of fire damage each round.

True Seeing (Su): Balors have a continuous true seeing ability, as the spell (caster level 20th).

Contagion (Sp): Merely coming within 20 feet of Pestilence causes any non-undead, nonoutsider to be afflicted with a contagion spell. The save DC is 22. Individuals who save cannot be affected by this contagion for 24 hours. Caster level 20th. The save DCs are Charisma-based.

Skills: Balors have a +8 racial bonus on Listen and Spot checks.

Tactics Round-by-Round

The balor is most effective as a ranged combatant, using its spell-like abilities to attack from a distance.

Prior to combat: Unholy aura.

Round 1: Fire storm or implosion and quickened telekinesis, or summon additional demons. If the balor does not deem itself seriously threatened, it conserves abilities usable only once per day and uses blasphemy instead.

Round 2: Insanity or power word stun.

Round 3: Full melee attack with weapons, including entangle with whip.

Round 4: Teleport or fly away with entangled foe to reestablish range; repeat round 1 and continue.

A balor who wants to drive off or neutralize a party without slaying its foes avoids lethal attacks.

Prior to combat: Unholy aura.

Round 1: Dominate monster.

Round 2: Power word stun.

Round 3: Insanity or telekinesis to incapacitate or repel a dangerous opponent.

Round 4: Teleport or fly away to reestablish range; repeat round 1 and continue.

CONCLUDING THE ADVENTURE

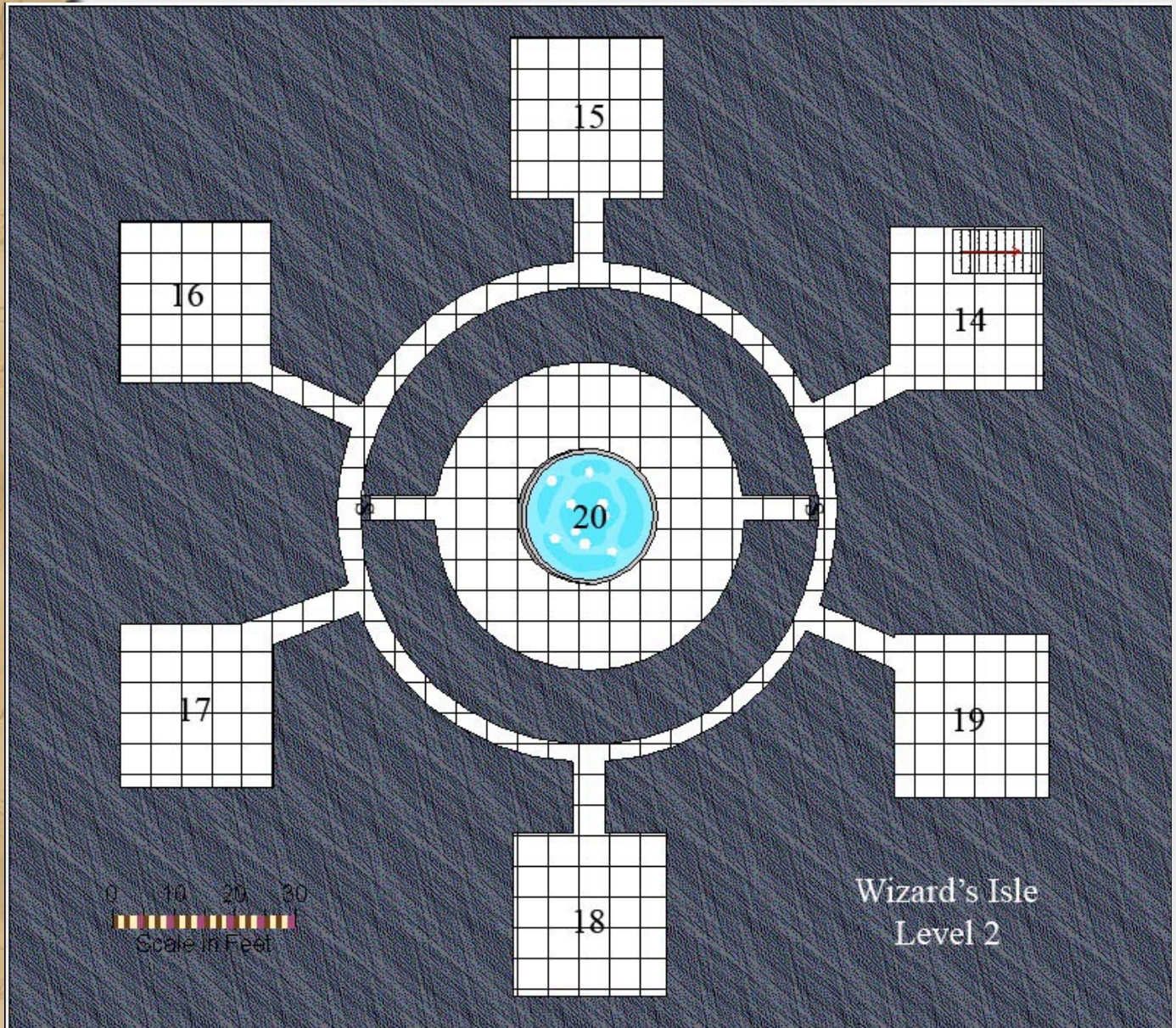
How the adventure concludes is entirely up to the PCs. If they defeat Pestilence, they could simply loot the place and leave. If Pestilence escapes, he may begin machinating against them and could become a recurrent villain if he is somehow released from his curse. But if the PCs discover the secret of how to use the Mists of Time, that will lead to many possible adventures.

FURTHER ADVENTURES

If the characters know how to operate the Mists of Time, they can use the mists to go back in time and attempt to correct the wrongs of the world or otherwise use it to their advantage. The possibilities are endless, and this adventure could be a perfect springboard for an epic campaign based on time travel.

APPENDIX ONE: MAPS





APPENDIX TWO: OGL

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