

FORTRESS

duty – faith – love – power – revenge

War. Only you five of the original nine defenders remain. The war began five years ago, when you were all friends – you have not seen each other since it started.

Succession. You are the Empress' greatest allies – her husband, her cousin, her uncle, her sister-in-law, and her personal champion. The Empress has now died.

Defeat. Each of your once great armies is decimated, the empire in tatters. Your retreat ends at the Fortress – the last stronghold.

**A two session character-driven fantasy game for five players.
By Stephen Gryphon & Nick Kabilafkas**

Contents

Introduction	3
Adventure Background	4
Adventure Summary	5
Character Summary	6
Part I	9
Adventure Start: Daughter mine	9
The Lab (EL varies)	10
Parley (EL 14)	12
Dinner Distractions (EL 3)	13
The Dungeon (EL 10)	14
Concluding Part I	15
Part II	17
Assassin (EL 10)	17
Funeral (EL 5)	18
Battle (EL 10)	19
The Summoning (EL 15)	21
Concluding the Adventure	24
Appendix I: NPCs and Monsters	25
Appendix II: New Rules	29
Appendix III: Reference	33
Appendix IV: Handouts	Handouts
Appendix V: Characters	Characters



Requires the use of the Dungeons & Dragons®, Third Edition Core Books, published by Wizards of the Coast®

Notices

Copyright © 1994-2004 Stephen Gryphon and Nick Kabilafkas.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form, or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior consent.

This document contains Open Game Content and permission to copy, modify and distribute the identified sections only is granted through the use of the Open Gaming License, Version 1.0a.

The sections Appendix II: New Rules and Appendix III: Reference of this document are Open Game Content as described in Section 1(d) of the License.

All other sections of the document are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content.

'D20 System' and the 'D20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the D20 System License version 3.0. A copy of this License can be found at www.wizards.com/d20.

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission.

Introduction

This game is centred around an accidental war. The player characters, although they do not realize it, all contributed in some way to the mistakes that caused the war. The characters are now losing the war, and it is time for them to make their final stand. If the characters remain together they may find a way to change the past such that the war never happens. All the characters have interwoven lives, and may find out secrets that change their feelings towards each other.

This game may be played with either a large amount of character interaction – involving angst and catharsis – or as a fairly standard Dungeons and Dragons combat-oriented game. There are plenty of adversaries for the characters to fight, and at they end they may find enough magical power to defeat the enemy. The dungeon bash side is fairly easy to work out, but there are a few points about the characterization side that should be made.

The characters have led very interwoven lives, most of them are related to one another in various

ways, and they all grew up together. They have, however, been fighting a war for five and three quarter years, and have not see each other in that long. Thus they may get quite emotional at meeting for the first time in many years – but all of them have change in those years, and others may not like those changes.

As the game progresses, particularly towards the end, many secrets about the characters are revealed (some which they don't even know themselves). At this point many characters will realize that the true identity of lifelong hated foe is in fact one of the other characters. This is likely to result in a lot of emotion, and possibly fighting between party members. There is a large scope for character interaction and development throughout the entire module.

Partly this module is written to show how wars can be so much trouble. There is no real 'bad guy' to fight against – the enemy army is just as righteous as the side the characters are on. If anyone, it is their own insane leader who they must fight against. None of the characters are saints, although they all believe themselves to be on the side of right and the side of good.

The characters do not even know the enemy they are fighting – they are just 'the enemy'.

Dungeons and Dragons Miniatures

To run this adventure it's recommended you have the following miniatures:

From the Harbinger set:

- 1 Bearded Devil (40/80) for the quasit
- 1 Half-Orc Fighter (43/80) to represent Dratu
- 5 Man-at-Arms (10/80) to represent guards
- 1 Cleric of Order (1/80) for the high priest
- 1 Human Thug (47/80) for Bobby Quickfinger
- 5 Skeletons (55/80)

From the Dragoneye set:

- 1 Elf Spearguard (19/60) to represent Dueté
- 1 Kerwyn (22/60) to represent Vindicare
- 2 Human Crossbowmen (5/60) for gatehouse guards
- 1 Regdar (12/60) to represent Yondrek

From the Archfiends set:

- 1 Cleric of Lathander (Archfiends #1) for Lufu
- 1 Paladin of Torm (7/60) to represent Fei
- 1 Red Wizard (37/60) to represent Poer
- 1 Sage (24/60) to represent the chamberlain
- 1 Halfling Wizard (18/60) to represent Cild
- 1 Ragnara (21/60) for Aieleen
- 1 Greycloak Ranger (16/60) for the ninja
- 1 Cursed Spirit (49/60) to represent the ghost
- 5 Dalelands Militia (2/60) for enemy soldiers
- 4 Soldier of Cormyr (8/60) for elite soldiers
- 1 Aspect of Orcus (47/60) for the pit fiend

From the Giants of Legend set:

- 1 Eberk, Adventurer (10/72) for Drago

Hopefully the characters will not only overcome their own personal problems (and tension between characters), but also realize that what they are doing is wrong, and that there should not be a war.

I do not expect every game to turn out this way, and hope that players find many interesting things to do with the module.

Timing

This game is designed to run over two separate three hour game sessions, with a specific break point (overnight) in the middle. During this break there are important dream handouts for characters.

It is preferable that the two sessions run straight after one another, to keep the players immersed in their characters and the game, but a short break is advisable.

Having adjacent sessions also gives more flexibility in the timing of encounters, for example if the first half of the scenario is completed quickly then, after a quick break, the second part (which can run longer, especially if players are combat oriented) can start early.

Not every scene is critical to the main plotline, and depending on how characters are going you may want to alter or remove some scenes.

It also depends on how the characters approach the game - note that combat rounds can slow down the game quite a lot, and not leave much room for other character interaction.

In particular in Part II there is a lot of action, and it may be best to skip some of the parts e.g. not have characters personally involved in the assault on the gatehouse, in order to complete the game.

As a guide, in most cases you want to get to the final scene an hour before the end of the last session.

Adventure Background

There events of the adventure are based upon two main background plot lines. The first major, and obvious, influence is the war the characters have been fighting for the last five years.

The other major plot line, and the one that more personally affects the characters throughout the second half of the adventure is that the Empress Femina has turned insane and her spirit

has possessed the body of her "child" in an attempt to prolong her reign.

War

The war is all a big mistake. It was caused by the combined actions of the characters and the insane Empress (although they don't know this).

The contributing actions were: Sir Fei started the ball rolling six years ago, just after Femina and Lufu's engagement, when she received reports of evil rumours and strange happenings - as a loyal soldier of the church she convinced the Empress that these rumours should be investigated (a little over zealous as she didn't confirm them herself first).

Lufu was initially asked to be an Inquisitor to investigate these rumours, but declined due to a longing to remain with both Femina and Sir Fei.

Prince Poer saw an opportunity and manoeuvred to get his own minion, Lady Pedro, appointed Inquisitor. Poer then used her powers to accuse and kill the then current Duchess Vindicare and husband (one of the Empress's cousins), who he knew were the evil heads of the thieves guild.

Martyn learnt of his parents death, and in rage ordered those responsible destroyed - thus preventing the full story from being heard. When the Empress received simultaneous reports of both her Inquisitor and one of her Dukes being killed in the same area she became angry and summoned her general.

The Empress and General Dueté discussed declaring a state of war, and Dueté's intuition was against it. The Empress, however, was quite adamant (she was beginning to go insane) and Dueté ceased arguing when the Empress made her order to declare war.

And so the war was started, and each defender took a portion of the army and travelled outwards. Of course, the lands upon which they marched reacted against the approaching armies by defending themselves and fighting back. The view from the other side is of the "evil" empire coming to conquer all.

Thus, the war was started by a few small mistakes, and just continued to escalate. Eventually the various enemies banded together and began to defeat the armies of the Empire and push them back. They are now poised to destroy the "evil" Empire once and forever.

They do not yet know that the Empress herself is (supposedly) dead, and so will believe attempts

to convince them are merely some form of trickery. The Empress herself is well hated, for she has used a lot of dark magic to assist her armies defeat the enemy, including gaining the aid of creatures from the lower planes to attack the enemy (merely reinforcing their view of the “evil” empire, and its infernal lackeys).

Empress Femina

The Empress has turned quite insane. She has been unstable, and the war finally caused her to “flip”. Her initial objectives were to save the Empire, but she began making too many bargains with those of the lower planes, who in turn corrupted her soul and mind.

During the five and three quarter years of the war she has done many cruel and evil things, giving aid to her forces, and sending destructive demons against the enemy. The expenditure of so much magical energy has dramatically aged her body, which now appears well over 100 years old.

Soon after the forces left, Femina discovered, through her arts, that Lufu had had a short affair with Sir Fei (one of the things which tipped her over into insanity). She was angry at them both, but in her rage convinced herself that the baby was rightfully hers. Thus she faked her own pregnancy, and when Sir Fei had the baby and left in the care of her parents, the empress had them killed (made to look like the thieves guild did it), and took the baby for herself.

Through trickery she convinced everyone that the baby was truly hers, having those who knew otherwise killed (such as the old maid which the characters would have known). Over time her insanity has grown, and Femina has convinced herself that Cild is her own child.

As Femina grew older she learnt of ways that the soul could be transferred to a new body upon death, and so prepared to transfer herself to her “daughter” Cild. This happens just after she speaks her last words to the remaining defenders.

Initially Femina is disoriented, and the child remains nothing more than a young child (in terms of actions and thoughts, particularly for ESP spells). She does however have slightly more intelligence than would be expected, and has unusual knowledge (which as a five year old child she should not know).

The only outward indication of the change is that Cild’s eyes change colour to that of the Empress’s (a deep, dark blue) – an important clue that should be subtly hinted to the players.

This also further convinces the characters that Cild is the child of Femina and Lufu. There is however evidence (a locket that Lufu has) of her true eye colour (crystal blue, matching Sir Fei’s), and when questioned servants will confirm this (although they will be unsure, particularly if presented with other evidence, such as her current eye colour).

Adventure Summary

Part I

The characters begin having just arrived in the castle, retreating. They are immediately summoned to the Empress Femina’s chambers, where she says a few last words and then dies. A young child then enters the room, and the characters find she is called Cild, and is apparently the child of the Empress and Lufu (but is in fact the child of Lufu and Sir Fei, who was adopted by Femina, and has now been possessed by her soul).

The characters may search the Empress’s chambers and discover her magical laboratory, where they can learn a little of what has been happening (mostly from an imp trapped in a magical circle, who will bargain to be let free).

The enemy then requests a parley, at which they demand the players unconditional surrender, and vow their death if they decline.

Next the characters have dinner, where Poer may get into a fight with a drunken soldier.

Dinner is then interrupted by the enemy attempting to tunnel in. Investigating the dungeons the characters meet the ghost of the first Emperor, whom they may fight or talk to and learn more information.

When the characters retire for the night it is the end of the first session. During the night (they fall asleep no matter what) all characters have dreams – these may be handed out to read between sessions.

Part II

The second session begins with Lufu being awoken from his dream by the attack of an assassin.

After dispatching him the characters must attend the Empress’s funeral. When they take the body to the crypts beneath the chapel they meet a

thief who has come to pledge the loyalty of the townsfolk (and thieves guild).

A major attack now occurs, in which the characters will begin to lose as the gatehouse is stormed. Luckily they are saved by Femina-Cild, the child who is now possessed by a very powerful mage. They may attempt to track down the child, but cannot find her until she summons them to the throne room.

Femina-Cild leads the characters back down into the dungeons, where she is attempting to summon an ancient god. Once her spell has started it will not fail until she is killed, allowing her to deal with the characters. The characters must battle animated skeletons and summoned monsters, as well as the mage. Eventually they can defeat her and end the summoning.

The characters now have access to a large amount of magical resources which will allow them to win the battle. Or else they may use a magical wish they find to change one of their past actions and prevent the war from ever happening.

Of course, nothing will go to plan, and the enemy will try to convince the characters to kill each other. No matter what the ending, the characters should have fun, and so should the game master.

Character Summary

All the characters are concept based, and this is reflected in their names (which are the root words from the dictionary for each of their concepts). Sir Fei is faith, Lufu is love, Prince Poer is power, Duke Vindicare is revenge, and Dueté is duty. These concepts represent the main failings of each character and reflect their contribution to causing the war.

Each character also has certain secrets and goals. During the game they may find out that other characters are personifications of long held vendettas, resulting in party conflict (to the advantage of the enemy). The characters will only succeed if they overcome these problems and remain together as a group.

Lufu

Lufu is the husband of the Empress, but has had an affair with Sir Fei. When he arrives he has no knowledge that he has a child, but soon finds out that he has produced the royal heir (or so he thinks). Sir Fei is now avoiding Lufu, who still

loves her, and also still loves Femina. Lufu also has a locket with a picture of Cild, revealing the change in her eye colour.

Prince Poer

Prince Poer starts the game believing to have achieved his goal (that he is now Emperor), but quickly finds out this is not true (when Cild appears). Although he believes himself "neutral", Poer has in fact become corrupted. His "the end justifies the means" attitude has tainted his soul evil (faint evil aura).

Poer had Martyn's parents killed (they were evil), and also killed his incompetent brother, Prince Deth. None of the other characters really like Poer (he has a low charisma), but should not suspect him of enough to kill him too early in the game.

Poer also knows of the mirror in the maze which reveals who is a potential Emperor (and what their correct colour is). Poer's imperial colour is black and yellow stripes. Poer, in his rummaging about other people's personal business has also found (and read) some of Dueté's personal diary, where she described her hate for Magos, and her plans to kill him (although she didn't do it).

Martyn, Duke Vindicare

Martyn, Duke Vindicare, is young and brash. He is angered at his parents death, and wants to kill those responsible (which is in fact Prince Poer, although he does not know this). Martyn, is also the Ruler of the Thieves Guild, inherited from his mother, although this is another fact he doesn't know yet.

During the game he is contacted by one member who recognises him and expects Martyn to know his position. Martyn knows that Sir Fei returned to the capital a few months after the armies left (when she was pregnant). Martyn's Imperial colour is green and lavender swirls, although he has no ambition to be Emperor.

General Dueté

General Dueté is becoming a man hater. Her husband Magos cheated on her, and she found out. Although she wanted to kill him, she never did. Dueté did however kill one of her captains whom she caught cheating on his wife. If she finds out that Lufu cheated on Femina she will probably try to kill him as well. Dueté is totally

loyal to the Empire, and Emperor, knowing the significance of the crown and probably following all orders issued under its authority.

Sir Fei

Sir Fei is a paladin who has sinned. She has not lost her paladinhood, for she now regrets what she did (she had an affair with Lufu, resulting in a child). Sir Fei no longer has love for Lufu, only for God – but she is still punished by intense pain when in religious ceremony with others. There is at least one religious ceremony (Femina's funeral), where this will become apparent.

Sir Fei's child was left in the care of her parents in the city, but if she tries to find it she will find that her parents have died. Further investigation will reveal that Imperial troops visited the house, and no baby was ever mentioned. Fei's family was originally a wealthy merchant family, however they got into a dispute with the ruler of the Thieve's Guild (over protection payments), and their fortune was destroyed – that is what prompted Sir Fei to become a paladin, and she has a sworn vendetta against the Mysterious Theives Guild (and may want to kill Martyn).

Part I

The first day of the siege, immediately after the last of the characters arrives and is summoned to the Empress' chambers, only to arrive as she dies.

Characters should start the game being provided with handout 1 (and preferably one copy for each player).

Fortress features

Unless otherwise noted, the fortress has the following features.

Stairs: Stairs are curved to the right going up, making it easier for those above.

Walls: The walls of the fortress are worked stone, 9 feet high, Climb DC 20. Corridors are typically 5 feet wide.

Doors: Unless otherwise noted all internal doors are made from wood.

Wooden Door: 1 in. thick; hardness 5; hp 10; AC 3; Break DC 18.

Light: Corridors and rooms within the fortress are lit by torches.

Sounds: The fortress is filled with the constant noises of the besieged army. Smithies clang day and night whilst soldiers drill and practice. Sentries shout warnings and the occasional cries of the injured can be heard from makeshift hospitals.

Auras: Descriptions assume that characters are examining the location and not looking at the other characters. If one does decide to examine the other characters then Poer will register as faint evil, and the most powerful magical auras are Dueté's *breastplate of command* (strong DC 22 enchantment) or Fei's *spell resistance +1 large steel shield* (strong DC 22 abjuration).

NPCs: Members of the character's own forces are everywhere and characters moving around the fortress will regularly encounter patrolling soldiers.

Guards (2); human or elf War 1; hp 11; see Appendix I.

The head of the local garrison is Captain Eisen, leader of the Imperial Guard. Both Dueté and Fei may remember that Captain Onur was the appointed successor to that position, however he was transferred out as reinforcements some time

ago and Eisen has held the position for the last 4 years. In fact, neither will recognise any of the remaining 30 Imperial Guard members – they are all new recruits, the rest having been sent to war.

As well as general fortress guards, the remaining forces from each character's army are described in handout 2.

Adventure Start: Daughter mine

The surviving defenders assemble in the sun room – some straight from the saddle. They have not seen each other for many years, and all have changed. The once young Empress appears aged and weak, but uses her last reserves to rise from the sick bed. "Once again we are assembled, but have we failed?", dying words as her strength fails and she exhales her last breath.

It is early afternoon in a richly appointed sun room, with a large, plush bed containing the Empress. The characters have just been summoned to the Empress, who, after saying her last words promptly dies. The crown on the Empress's head fades from bright red to a dull greyish-black as her soul leaves her body. The chamberlain nearby says short commiserations and then leaves to arrange for the body to be taken care of.

Light: Lit, well maintained torches adorn the walls, sunlight fills the room from a balcony.

Sounds: Silence falls in the chamber as the Empress dies, such that the faint industrious sounds from outside can be heard. The chamberlain issues orders in a hushed whisper, and a few minutes later trumpets can be heard to announce the event.

Auras: Magic – strong DC 22 necromancy (*greater magic jar* affecting the host Cild).

Alignment – moderate evil (Femina's possessing spirit).

If characters check the sunroom within a short time they can detect a magical aura. There is a dim magical aura lingering for 1d6x10 minutes and a successful Spellcraft check DC 22 can determine it was a spell from the necromancy school (*greater magic jar*).

NPC: Shortly after the chamberlain leaves a young girl walks in.

Cild Imperare; female human (child) Ari2; hp 11; see Appendix I.

The body of this young girl is in fact the child of Lufu and Sir Fei, but believes herself the child of the Empress (and Lufu). The body is currently co-inhabited by the soul of the Empress who is trying to gain control – the Empress is insane. The child resembles Lufu in facial features, except for the eyes, which are the same dark deep blue of the Empress.

Her name is Cild Impare and she skips in gaily saying hello. The child acts quite wise: “Hello daddy”, “Poor mummy, mummy is gone” (not dead), quite forward to the characters “Who are you?”, “Are you friends of mummy’s?”. The child personality is dominant, but confused, still acting like a child (i.e. ask lots of “Why?” questions), maybe play some child’s game (patticake, patticake, etc).

Eventually a nanny comes bustling into the room, her name is Mistress Sarah, not the nanny you remember from childhood, but a new, younger one. The older one died a few years ago (questioning other servants can reveal that she died in mysterious circumstances, by magic some say).

Mistress Sarah was supposed to be looking after Cild who escaped. She will scold the child, apologise to the characters and take her off to bed; she is not very nice, but Cild will obey her. Sarah will apologise and be distraught that the child has found her mother dead, as she believes she is “too young to understand”. Sarah is egotistical about her position (and promotion) and doesn’t really know much at all.

If questioned later she will be more forthcoming, and it can be found out that she was directed to look after Cild in a particular chamber when some strange events occurred. There was a large gem on the mantelpiece which glowed briefly (or it could have been reflected sunlight), and then it was after that Cild started acting crazy and wildly flinging things around before knocking Sarah to the ground and running off. The gem is now gone.

Development: The chamberlain comes back with servants to remove and prepare the body for the funeral tomorrow; the Empress has foreseen this and already prepared everything! The characters have rooms nearby, indeed Lufu is the (former) Empress’s husband, and these are his chambers.

The chamberlain can confirm that the child is indeed the daughter or Femina (the Empress) and Lufu. The child is the heir to the empire, until she attains the required age perhaps Lufu, Poer and

Vindicare are suitable as regents, but that can be arranged later – all the characters are Defenders and there is no one else who wants to be in charge.

The characters can settle into their chambers, servants are bringing up their personal belongings they took with them, other clothes, etc are already in their old chambers. Baths and refreshments are available for those who have just arrived.

The Lab (EL varies)

Certainly the most interesting chambers are those of the Empress, including her magical lab, which is located around a corner and down a short dead end corridor from her main chambers (and currently Lufu’s chambers).

Light: The corridor outside is lit by the usual torches.

Sounds: None. The chamber has thick walls and is warded against scrying.

Auras: Magic– moderate DC 20 universal (*permanency* spells, one 30 ft. from door, one 5 ft. in from door, one 5 ft. behind), moderate DC 20 abjuration (*mage’s private sanctum*, 5 ft. behind door), faint DC 17 illusion (glamer) (*magic mouth*, 30 ft. from door), faint DC 17 abjuration (*arcane lock* on door), faint DC 16 abjuration (*alarm*, 5 ft. from door).

Alignment – none.

NPCs (EL 2): The door to the lab is found down a short corridor and is heavily protected.

First there is a permanent *magic mouth* that appears when the characters get within 30 ft. (just around the corner) and warns them “Be warned, all who enter here are doomed” and fades (it is permanent and reappears each time they return).

Next, an audible, permanent *alarm* spell is triggered by anyone approaching within 5-ft of the door unless the password (“Cild”) is spoken.

Note that the effect is centred 15 ft. inside the chamber, covering the entire lab and is also triggered by anyone teleporting into, or entering the lab by other means.

The *alarm* is audible and alerts guard post 60 feet away, and 4 guards rush to the corridor ready to attack, trapping the characters. The characters can easily pull rank and get rid of them (they are really silly if they fight their own soldiers!).

Finally the door is secured by an *arcane lock* spell. As only the caster can freely pass an *arcane lock*, the door must be broken or a successful *dispel magic* or *knock* spell cast.

All spells were cast by Femina at the height of her power and require a successful *dispel* check DC 26 to remove them.

♥ **Arcane locked good wooden door:** 1.5 in. thick, AC 3, hardness 5, hp 15, Break DC 28, Open Lock DC n/a.

⚔ **Guards (4);** human or elf War 1; hp 11; see Appendix I.

Development: When the door is finally opened the characters see nothing but a “dark, foggy mass” and can still hear no sounds from within. The lab is warded by a permanent *mage’s private sanctum*, which also prevents scrying into the chamber.

The ward does not, however, prevent the characters from moving into the area (and once inside they can see out normally).

Inside the lab

The lab contains all sorts of magical apparatus. Along one wall is a cupboard of magical materials, along the other is a library of books. In the centre of the room is a large workbench holding an alchemical lab.

In the far core is a raised dais with a pedestal holding two large ornate books, and opposite it is a careful laid down silver magical circle containing an imp-like creature.

Next to the door is an alcove in the wall containing a table covered by a dark velvet cloth and holding a crystal ball.

Light: The lab is lit by *continual flame* sconces on all four walls.

Sounds: Sounds made in this chamber may not be heard from outside.

Auras: Magic – faint DC 18 abjuration (*magic circle against evil*), faint DC 18 abjuration (*explosive runes* inside spellbook), faint DC 16 evocation (*continual flame* sconces).

Alignment – faint evil and faint chaos (quasit).

Trap (EL 6): The books on the pedestal are Femina’s spell books (she needs two) and are each protected by an *Explosive Runes* spell on the first page (the cover is blank). The top book contains her low level spells, the second book her more high level ones.

⚡ **2 Explosive Runes Traps:** CR 4; spell; spell trigger; no reset; spell effect (*explosive runes*, 5th-level wizard, 6d6 force, reader takes full damage, object destroyed, others within 10 ft. DC 18 Reflex save half damage); Search DC 24; Disable Device DC 28.

Note that the energy fluctuations between the two *explosive runes* spells as well as several other abjuration spells are visible, providing a +4 bonus to the Search to find the traps (already included in the reduced DC 24).

Creature (EL 3): On the floor opposite the dais

is a carefully laid down, and active, *magic circle against evil* of powdered silver. Enclosed within the diagram and magical sigils is a small, imp like creature (actually a quasit, Knowledge (Planes) check DC 13 to recognise). The quasit is very talkative and tries to convince the characters to release it.

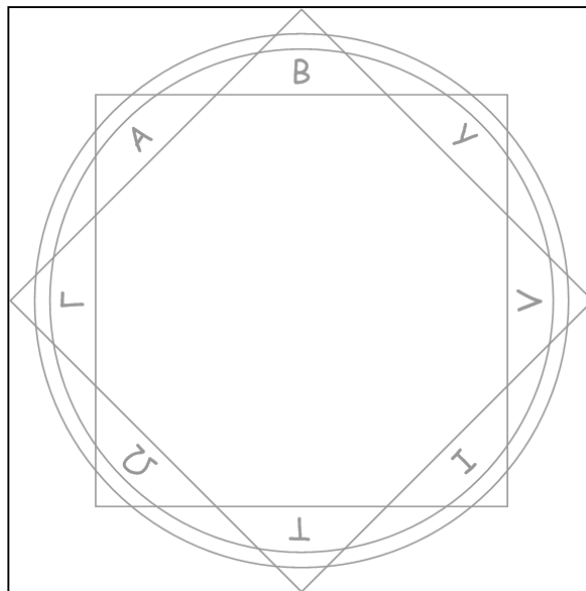
⚔ **Advanced Quasit;** hp 27; see Appendix I.

The imp is in fact a quasit, and thus slightly different in power than an imp. The quasit’s special

attack does not cause immediate death, but the temporary loss of a point of dexterity. Also, the quasit can commune with the lower planes once per week, and thus may be forced to use this power to answer some of the character’s questions.

The quasit will try to convince the characters to free it and let it return home. It will offer all sorts of bargains and information and will lie and cheat to secure release. Unless its true name is used it will hold to none of its bargains and merely play a trick or two on the characters and then leave. The quasit is a very smooth-spoken creature, the archetypal devil, he is also quite devious but egotistical.

If the characters look in the library for particular subjects they can find information, the



most useful is on demonology (reduces DC of Knowledge (Planes) relating to demons and devils by 5).

This means that the an untrained DC 8 intelligence check can identify the quasit and find the following information: The quasit is typical of creatures from the lower planes, it will lie and cheat unless its true name is invoked, for then it must tell the truth and honor bargains made. A magical diagram inscribed with the creatures true name can be used to summon and hold such a being.

The quasit's true name is GABULITO. This is inscribed in the surrounding circle (Handout 10), however there are several obstacles that must be overcome. First of all it is written in Ancient and must be translated to common – either Dueté or Poer can do this (give them the second part of Handout 10, the language key).

Second, it is inscribed such that one can not identify where the beginning or end is. All permutations appear valid, e.g. BULITOGA, ITOGABUL, LITOGABU and so the characters will have to devise some way of deducing which is correct by asking the quasit questions and invoking guesses at its true name – it must tell the truth when it's true name is invoked, but can lie otherwise.

The quasit will try to create dissent by telling the characters that one amongst them is a traitor, etc. It does know some useful information: the spell book is trapped on the first page; Femina's soul is destined for the lower planes, but has not yet left this plane; and Femina was working on a summoning for a dead god from the past.

The quasit was bound approximately two weeks ago, and so only knows recent events. Note that the creature will only be imprisoned for a maximum of 15 days, and so can disappear as necessary to keep the plot moving.

Treasure: The *crystal ball* next to the door is fully operational and can be used to *scry* outside the room.

There are many books on magic, herbalism, history, religion, etc in the library. There are a large number of books (one whole shelf) all pertaining to an ancient demons and devils.

On the table, as well as the clutter of alchemical apparatus, there is one book also on the main table.

It is a historical book named "The book of the sage", and was apparently written in Year 318.

There is one page bookmarked, describing the "ring of fate" (handout 14).

Lufu, and possibly others, may recognise the ring described as similar to one worn by Femina as a family heirloom, although they were not previously aware it was magical.

The ring can no longer be found amongst here belongings (it is already hidden in the chambers below).

If the characters do not encounter this room, or do not find out this information, then this book (and the handout) can be found alongside the ring in encounter "The Summoning".

Other information is also available from the books:

1 hour of research, Search DC 10, provides information on the crown.

2 hours of research, Search DC 15, provide information on the mirror.

Parley (EL 14)

Late afternoon a messenger bearing a white flag arrives from the enemy inviting the Empress to parley (the enemy does not yet know the Empress is dead). The enemy will try and get the location to their advantage (they do not plan an ambush), but will accept anything to at least talk before fighting (i.e. now).

Light: Daylight.

Sounds: From the middle of the field the distant sounds of both armies can be heard.

Auras: magic – , alignment – varies.

NPCs: If the characters agree to visit the enemy they are taken to a large guarded tent, inside two benches are set up, several enemy are already seated at one bench, the characters are indicated the bench opposite.

There are three obvious military commanders (one male human, one female human, and one male dwarf) and one silent observer hooded in black whose face is in shadows and masked.

The one in black is wearing a quiver of arrows and short bow on their back, at their side are two short swords. The middle enemy commander looks old and tired, he does most of the talking. None of them are recognisable from previous battles, however they claim to represent the combined forces surrounding the fortress.

Commander Pieren Yondrek: male human Ari3/Ftr8; hp 94; see Appendix I.

✂ **Drago Blackhammer;** male dwarf Ftr7/Def3; hp 115; see Appendix I.

✂ **Aieleen Leukós;** female aasimar Fighter 9; hp 72; see Appendix I.

✂ **Ninja;** female wild elf Rog 5 / Sor 3 / Shadowdancer 2; hp 56; see Appendix I.

✂ **Enemy Soldiers (10);** human or dwarf War 1; hp 8; see Appendix I.

The black-cloaked enemy will silently stare at each character in turn during preparations (using pre-cast *detect magic*), but turn and leave before negotiations start. The ninja was trying to scope out their target, but has left to start their infiltration.

The enemy spokesperson is Commander Pieren Yondrek, he has lived a long life and has become an embittered misanthropist. Throughout life he has met all sorts of scoundrels and knows all the tricks in the book. As the characters are somewhat younger than him he will treat them as children.

Yondrek is more known for his wisdom than his fighting ability. He is a mid-level fighter, but has very little magical weapons and armour. He carries a long sword +1, a simple dagger and wears chainmail.

Yondrek is pursuing the death of the Empress and the destruction of the Empire. He demands unconditional surrender and will accept nothing less for the characters. It would be nearly impossible to alter the attitude of the attacking forces (Diplomacy DC 40, and only after taking several hours of negotiation).

He may be convinced to spare the servants and common soldiers, but will not let “women and children” go, as he will want the heir killed, and other royal children – women can be as good fighters and leaders as men.

The enemy does not know that the Empress is dead, and do not know that she has an heir. Either of this information will be valuable and they will try and extract information from the characters.

Yondrek is quite civilised and formal, but will not change his demands and quickly becomes impatient.

The characters may also try to talk to the other military commanders, and find them quite different.

Drago is the leader of a large mercenary force helping the enemy, and is in it for the money. He is cruel and unforgiving, and is not afraid of using dirty tactics to win.

Aieleen is quite the opposite to the point of being a righteous zealot in her opposition to the Empire. On the battlefield she always fights with honor, and in general she is a caring and forgiving person – except in the case of the Empire.

The other military commanders will contribute towards the end of the discussion and swear the death of the characters, Aileen being particularly vocal. The discussion will end in disagreement and an even worse position.

Development: If the characters agree to surrender they are allowed to return and tell their troops. They will then be imprisoned (weapons taken) and then executed along with senior staff, soldiers and lots of others (Cild is not found). This team is dead, really stupid, and they will not win, restart the module (from the parley scene).

The characters may of course try some trickery such as ambush, Yondrek will be expecting it, but it will probably work anyway. Whilst the others may remain and fight, the one in black (if still there) will flee direct confrontation.

The enemy has nothing of value (very little magic), and their places will be quickly taken by others in the enemy army.

Once the characters complete the parley (unsuccessfully) they can return to the keep to continue defense preparations.

At some point an officer will provide General Dueté, or whomever is in charge of the military, with the details in handout 12. This information could arrive at any convenient time, but should be delivered some time during dinner (see below) at the latest.

Note that each character should also know the (approximate) current disposition of their own forces, if they ask (but not those of anyone else).

Dinner Distractions (EL 3)

As the sun sets a feast begins in the dining hall of the Fortress. As well as celebrating the return of the Defenders it is also a wake for the Empress. The Fortress is well provisioned to last just about forever and a huge feast is prepared. There are even a few musicians!

Light: A roaring fire and many lit torches.

Sounds: Little can be heard over the sounds of celebration.

Auras: none.

NPC: As the night wears on some of the soldiers become quite drunk. Not all the soldiers are at dinner, they are rotating through shifts so that the walls are constantly guarded.

One soldier, a young officer who remained at the capital approaches Poer.

✦ **Dratu;** male half-orc Ftr3; hp 5; see Appendix I. Dratu is a competent soldier, but will never rise too far.

✦ **Guards (10);** human or elf War 1; hp 11, see Appendix I.

His name is Dratu, and his brother was an officer serving under Power. He asks Poer where his brother is, accuses him of abandoning his soldiers, accuses him of using magic to control their minds and forcing them to fight, accuses him of war atrocities, etc. He says his brother managed to write and tell him of the evil things Poer did. He challenges Poer to a duel to the death and draws his sword and attacks. No other soldiers intervene.

The Dungeon (EL 10)

Strange sounds have been heard in the dungeons by the servants when they were getting more supplies for the feast. As small group of soldiers were sent to investigate, although they returned in fear, claiming the dungeons were haunted. A messenger is sent to inform the characters.

Light: The dungeons are not kept lit and the characters will need to take a light source with them.

Sounds: Faint sounds of digging can be heard in the distance (Listen check DC 20).

Auras: none.

The dungeons are damp, old and twist to form a maze. Only the areas near the staircases are used (for storage) and the dungeons hold many ancient secrets. They are rumoured to once extend deep into the mountainside and lead to sources of great power and riches, but now all deeper passages have been sealed.

A dull thudding and scraping sound can be heard from one direction and may easily be followed until the edge wall of the dungeon. The sounds is coming from a bricked up archway near the edge of the fortress. It appears to be an old passageway, but from the looks of it, it was closed off over 100 years ago. It sounds like someone is trying to dig through from the other side.

♥ **Brick Wall:** 2 ft. thick, AC 2, hardness 8, hp 360, Break DC 44.

NPCs: Enemy soldiers, led by Drago, have an old map with a secret entrance to the fortress, however their information is out of date and it was bricked up over 100 years ago. It will take them two hours before they can break through (at net 3 hp damage to the wall per minute).

If the wall is breached, the characters can follow worked stone passages back 100 ft, then natural tunnels for 200 ft, before opening to a ravine on the side of the mountain which continues a final 100 ft to a small ledge. The ledge is out of sight of the Fortress, although parts of the encamping army can be seen. Drago and his mining crew climbed up on ropes, and have additional forces at the base of the mountain.

✦ **Drago Blackhammer;** male dwarf Ftr7/Def3; hp 115; see Appendix I.

✦ **Enemy Soldiers (10 or more);** dwarf War 1; hp 9; see Appendix I.

Creature: As the characters decide what to do a ghost appears. The ghost appears as a white misty form, its legs fading to nothing. The face is of a regal looking bearded man. He wears a crown similar to the Royal Crown, and is wearing richly appointed robes. He attempts to frighten the characters away with his Frightful Moan and Draining Touch.

✦ **Ghost of the First Emperor:** male human ghost Aristocrat 9; hp 58; see Appendix I.

If attacked it will fight back and then leave (it does not want to be destroyed).

The ghost's initial attitude is unfriendly (it is trying to scare, not kill), and it must be raised to at least indifferent (rushed Diplomacy check DC 25) to halt combat. Characters who can communicate that they are from the royal lineage, or similar, get a +5 bonus on this check.

If this succeeds then the ghost will reply "I am the ghost of Emperor Imperare, I built this Fortress". A dialogue may be established and an additional Diplomacy check can be made after 1 minute.

This is the ghost of the first Emperor, who built the Fortress. He has been summoned from the realm of the dead as the Fortress is under attack and in danger; his purpose is thus in line with that of the characters.

He can't manifest in sunlight, and cannot leave the area of the Fortress (or the worked stone parts

of the dungeon), but may be able to help the characters with his powers.

If friendly he can provide information, such as the background of the crown or reveal that only powerful magic such as a wish could recall someone from the land of the dead.

If helpful he can, in the immediate instance, check what the sound is (he is incorporeal and can pass through rock) and provide other help. It is a bunch of motley soldiers (the enemy) digging their way in, they have along way to go and will take at least two hours (in his estimation) to get through. However he has scared them off (quite easy to do) and even killed a few, so they probably won't be back.

After having performed his duty, the ghost will begin to fade and be drawn back into the ether. As the ghost was only recently summoned he knows little of what has been going on anyway. Before departing he will guide the characters out of the maze, as they may have become lost.

The Mirror Room

Several characters know of the existence of a magical mirror, hidden in a room in the dungeon.

This magical item still exists and can be found if looked for.

♥ *Mirror of True Lineage*: see Appendix II.

If any Dueté, Fei, or Lufu use the mirror they will see nothing. Poer will see himself wearing a black and yellow striped glowing crown, whilst Vindicare will see himself wearing a crowning glowing with green and lavender swirls.

Concluding Part I

It is now quite late at night, and it suggested that the characters may want to get some sleep - there are lots of soldiers around who will be guarding the Fortress and the characters will be woken if anything strange happens. For anyone who wishes to stay awake, or if they have some sort of watch system then whoever is awake will be extremely tired in the morning, they will also eventually fall asleep anyway!

While the characters are asleep they will each have a dream of the past. Hand out these dreams to be read between sessions. This is the end of the first session.

Part III

Ensure characters have received their “dream” handouts, which lead to the start of the second part of this adventure.

Troubleshooting: Overnight the characters (in particular Lufu the cleric) may choose to prepare additional divination spells.

locate object – Can be used to locate various items, the best of which is probably the ring of fate. This is located approximately 200 feet below the fortress, although the spell provides direction only (not distance).

Following the spell to the actual object involves navigating the dungeon maze and caverns below. Initially this takes longer than a single casting lasts (only 8 minutes). It take an additional 3 castings (total time 30 minutes) to locate the cavern.

During this time events will have progressed on the surface to the point where Femina-Cild is ready to start the summoning, and she will teleport into the cavern, meeting the characters (and bringing any remaining ones with her).

If necessary to follow Femina-Cild after she has left to begin summoning, assume that a single casting is enough, but the characters arrive barely a minute before the spell is due to complete.

divination – Lufu’s god has strong opposition to the demon Femina is attempting to summon and will warn of great danger. If asked what to do about the current problems, an appropriate response is “the solution lies within”.

speak with dead – As Femina is not actually dead, this spells simply fails, with no explanation, if cast upon her body.

Assassin (EL 10)

All characters, except Lufu, are awoken by the intense dreams they have just had, they are quite disturbed. Thus they will have just woken when the action begins in the royal chamber and may react (characters may grab a weapon, but do not have time to put on armour).

Light: Early morning pre-dawn light; anything further than 5 ft away is considered dimly lit (10 ft if a character has low-light vision).

Sounds: Morning quiet. Listen check DC 30 to hear “something unusual”, giving the character one round to react.

Auras: magic – , alignment – .

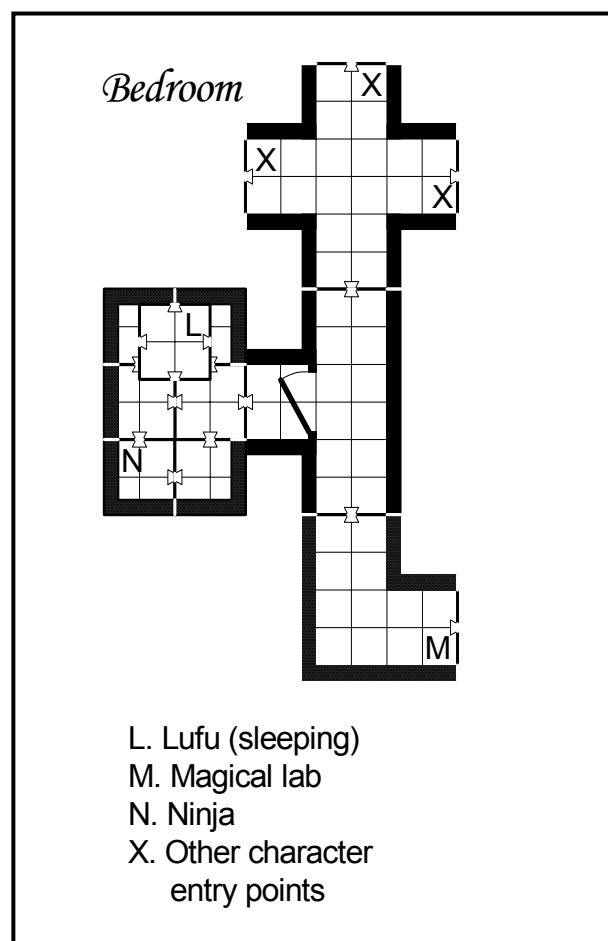
NPC: Early morning in the Empress’s chambers. A ninja assassin has been sent to kill the Empress in her sleep (if the enemy knows they Empress is dead, then the assassin is trying to kill Lufu). The assassin has sneaked into the Fortress and made their way to the royal chambers. They enter and prepare.

✂ **Ninja:** female wild elf Rog 5 / Sor 3 / Shadowdancer 2; hp 56; see Appendix I.

Tactics: The ninja attempts to use antimagic and slaying arrows to finish the job.

Prior to combat: Use one of the scrolls to attempt to cast *antimagic field* (110 mins). They must make a caster level check DC 12 to succeed, and the sleeping Lufu may make a Listen check DC 12 to wake up (in which case there is no surprise round).

The other characters, who are already awake (but still lying in bed) can make a DC 20 listen check to hear a female spellcasting from Lufu’s



room.

Surprise Round: make a single ranged attack, firing a *slaying arrow* at the sleeping form in the bed. Once they leave the antimagic field the arrows begin to glow with magic. If it hits it does 1d6+1, plus 3d6 sneak attack damage as Lufu is asleep.

Note: The slaying arrow (human) death effect does not affect Lufu, as he counts as an elf for the purposes of magical items. He only takes normal damage (including any sneak attack damage).

Round 1: use full attack to fire two *slaying arrows* at the figure, if still visible, otherwise draw wakizashi swords and close to attack. (Note that the assassin does not get flat-foot sneak attack against Lufu this round due to his Uncanny dodge.)

Round 2: the assassin is surprised that the Empress did not die as expected and draw wakizashi swords, closing to attack in melee, jumping on the bed for height advantage.

One she realises her opponent is not the Empress, the assassin will ask "Where is she?" (later Lufu will realise this was in elven), and look around the room and in the bed (all whilst fighting).

Any attempt at negotiation with the hostile assassin is very difficult (rushed Diplomacy check DC 30 or more).

Other characters are already awake, and will be attracted by loud noise of battle (still Listen check DC 10, due to distance and intervening doors). In the first round of action (if they succeed at the Listen check) they can jump out of bed and grab one item. During the second round they can open their door and rush from their room, entering at one of the points marked on the map at the end of round 2.

Four nearby guards will arrive at the marked entry points during round 3, as well as raising the alarm for more to arrive 1d6 rounds later.

Once defeated the assassin can be found to be the cloaked figure from the parley – wearing a hooded black robe and mask. She only speaks elven, and knows only her mission – nothing of the armies outside.

She is a professional assassin from islands to the far west and her organisation was hired to kill "an evil human sorceress". She came specifically prepared for her target, and was surprised to find Lufu instead.

Funeral (EL 5)

In the morning the funeral for the Empress is held. There is a ceremony given by a simple priest and then the body is taken to the royal crypts beneath the chapel. The noble characters (all except Fei) are expected to carry the Empress to her resting place – only nobles may normally enter the royal crypt. Cild is also present under the guidance of her nanny Sarah, but appears very withdrawn today and won't talk to anyone much.

If Sir Fei is present at all during the religious ceremony (within earshot) she will become nauseated (unable to concentrate or take any action except a single move action per turn). This is due to her previous transgressions and the guilt she carries. Watchers will merely assume that Sir Fei is in a very emotional state.

Light: Outside is daylight, inside is dark except for torches carried by priests (20 ft radius bright, 40 ft radius shadowy).

Sounds: Once in the crypt a scraping is heard from 30 ft away, Listen DC 13.

Auras: magic – strong DC 22 necromancy (*greater magic jar* affecting the host Cild), alignment – moderate evil (Femina's possessing spirit).

The body is taken down below the chapel to the crypts. All the past Emperors are buried here (including the first Emperor, whose stylised lid to his casket is quite recognisable as the same as those of the ghost). Each crypt is decorated with jewels matching the colour of each Emperor's crown.

The crypts are dark, dank and rotting. Rats scatter in the darkness and the place has an atmosphere of death. As the casket of Femina is solemnly carried to the appointed place a scraping is heard (Listen check DC 13) beneath one of the other caskets as it is moved aside by a thin, bony, slime covered hand.

Characters who are not surprised may roll initiative. During their first action the figure climbs half out of the hole beneath the tomb – it is gaunt, with skin stretched tight over bones, wearing ragged clothes and covered in dirt and muck.

NPC: Bobby is here to help and will quickly start talking, trying to surrender, as soon as he notices armed people (especially if he is wounded).

He introduces himself as Bobby Quickfingers and completes his emergence from the hole. Bobby looks like he has been crawling through the sewers, maybe because he has.

✂ Bobby Quickfingers; male human Rog5; hp 15; see Appendix I.

This guy is a stereotypical thief, he's got lots of street smart, and speaks flash lingo (thieves cant) – "You know, I've been sent by the Upright Man, the Prince Prig."

When he sees Vindicare he kneels and greets his liege, for he knew Martyn when he was a child. Unfortunately Martyn can not remember ever seeing this guy!

This messenger has been sent by the leader of the thieves in the city (known as the "Prince Prig" – the same person who has been sending Vindicare messages over the years).

Bobby will explain that he knew the previous Count Vindicare (and leave further explanation for later in private) and that he has evaded the army below and come from the city. He will explain that there are certain elements within the city who wish to support the Empress, if pressed he will explain that some of them do represent the underground element (i.e. thieves).

Quickfingers produces a scrawny pigeon from this meagre clothing and explains he can send a message to instruct the forces. Bobby will also try to get Vindicare alone to say that he followed the previous Count Vindicare and now pledges himself to Martyn. He pledges that the thieves of the city will faithfully follow his and rise at his command to destroy the enemy from behind and within.

By now Bobby will be quite tired, he is wounded and has just crawled through the sewers. He wishes to be able to rest for a while (and take part of some royal hospitality, and maybe even borrow the silverware and anything else he can pick up). Quickfingers is not that great a thief, although he is a good administrator, he is also getting a little old for fighting and won't help the characters directly.

Troubleshooting: The characters may be hesitant about holding the funeral and wasting time on it in the middle of a siege (let alone they may have things they want to explore around the fortress).

The chamberlain, and priests, will explain however, how it is tradition that the Empress be buried as soon as possible, and that it is a bad

omen if she is not carried into the open crypt before the sun rises above the chapel.

Lufu can verify the importance of these priestly rituals, and Dueté is familiar with the correct procedure (she has seen two previous rulers buried).

Besides, as the chamberlain points out, "the Empress already made all the arrangements last week". In fact she had prearranged the funeral, coronation for the following day (although she will move this forward), and even the feast the night before.

Battle (EL 10)

Small skirmishes are made during the day, and then finally, just after lunch, a major attack is launched. The Fortress is through to be impenetrable, and although the soldiers inside are tired and worn out (and many have died) they are still holding the castle quite easily. The characters will probably be directing the defenses from within. The major attack is quite obvious, with ladders and a battering ram, a siege tower is being constructed in the distance. The characters should have their hands full.

Light: Daylight outside. Inside the gatehouse is well lit by torches and light from the windows.

Sounds: Listen check DC 15 to hear the cry; if not heard characters will be quickly informed by their lieutenant.

Auras: magic – none, alignment – none.


Elite troops


A cry goes up from the gate house and friendly troops start withdrawing from within it. An elite force of the enemy have broken through and are attempting to raise the portcullis. It is quite obvious that the ordinary soldiers are no match for whoever is inside.

The characters have to fight their way through their own withdrawing soldiers to get to the gatehouse.

♥ Crowds: count as difficult terrain (half movement), DC 15 Diplomacy (full round) or DC 20 Intimidate (free), see DMG p.100.

NPCs: The soldiers are lead by the military commander from the parley. She moves to engage the characters with her other soldiers, whilst a few stay behind to continue lifting the portcullis.

 **Aieleen Leukós:** female aasimar Fighter 9; hp 72; see Appendix I.

 **Elite Enemy Soldier;** human War 5; hp 29; see Appendix I.

This woman considers herself a skilled fighter and will try to engage either Sir Fei or Dueté, restating her oath to kill them all. While the characters are fighting, pretty much on even terms, they can see the soldiers behind slowly raising the portcullis, and can hear the fighting begin below as the enemy breaks in through the main gate. It looks like the battle will be lost.

Development: Whilst fighting Dueté suddenly gets one of her flashes of insight. This has not happened since before she ignore it and allowed the Empress to declare war. Dueté has gotten used to the loss of her special ability and its return is a real shock. The feeling Dueté gets all of a sudden is to get the hell out of there, fast! Hopefully she will tell the others to withdraw also, she only has a few seconds before...

Even without Dueté's insight, the Empress would have attempted a *message* spell with the important people (i.e. characters) near the gatehouse to allow them to get out in time.

Here comes the cavalry

Cild enters the battle, although she is not noticed for the first couple of rounds. During preparation and up to round 1 of her appearance the only clue are the beginnings of death, hinted at by the descriptions below.

In round 2 the attack on the gatehouse begins, with the arrival of a *delayed blast fireball*.

In round 3 the gatehouse is engulfed in flame and any characters who are still within take 15d6 fire damage (Reflex save DC 22 for half damage). The portcullis drops again as those attempting to raise it die, and the building is quickly retaken by rallying defenders.

Those who leave the tower also arrive outside in time to see the manifestation of the widened *ice storm* and the continuing effects of the *cloudkill*.

In round 4 the source of the magical assault becomes obvious although there is little the characters can do about it.

NPC: The source of the blast is the top of the main tower; a young child can be seen standing up there, blonde hair whipping in the wind, and power crackling in the air around her.

 **Femina-Cild;** female human (child) Wiz13/Archmage2; hp 11; see Appendix I.

Tactics: Cild uses the largest area damage spells possible against enemy soldiers. If at all threatened before then she teleports away instead.

Prior to combat: *unseen servant* (15 hrs); *mage armor* (15 hrs); *protection from arrows* (15 hrs); *stoneskin* (150 mins); *protection from energy - fire* (150 mins); *message* - to Dueté, her general (150 mins).

Round 1: *cloudkill* - yellowish-green vapours arise on the outside the gatehouse, and screams of pain can be heard from within.

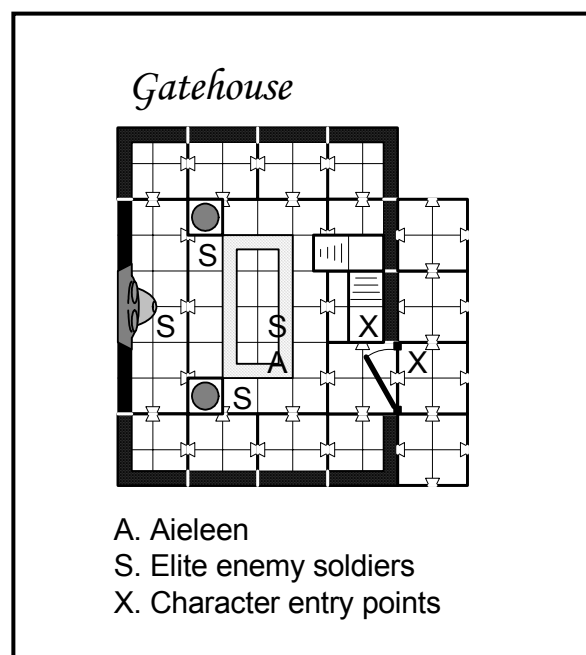
Round 2: use *message* to tell Dueté to "get out", plus *delayed blast fireball* (delay 1 round) - there is small clatter, like a thrown pebble, and a small glowing red bead comes to rest in the middle of the chamber.

Round 3: widened *ice storm* - the gatehouse disappears in a ball of flame, whilst a large storm, 80 ft wide, gathers over the main cavalry force on the right flank, meanwhile the yellowish green vapours have continued to move outwards, leaving a trailing of fallen bodies.

Round 4: *chain lightning* - you now locate the source of the magical assault as a bolt of lightning streaks from the top of the main tower to the central enemy command. From it's point of impact more than a dozen strikes arc outwards, destroying all those nearby.

Round 5: widened *fireball* - the figure turns their attention to the other flank and a red bead speeds from their hand, exploding into a fireball twice the size of the one that destroyed the gatehouse.

Round 6: *ice storm* - another storm of ice



pounds the remaining siege engines, destroying them.

Round 7: empowered *fireball* – some cavalry veterans attempt to rally, but another powerful explosion burns man and horse alike to ashes.

The enemy is now in full rout, and the figure disappears into the tower. The child wizard has killed over 600 enemy soldiers in less than a minute.

Once the enemy have begun to retreat the child will re-enter the tower, not to be seen again. The defending soldiers are cheering, but there are also many dead and defences to repair after the attack. The characters begin to become swamped with reports coming in from various subordinates. Cild can not be contacted or found, but summons the characters soon enough anyway.

The Summoning (EL 15)

Summoning the characters

The characters are summoned to appear before Cild. The child is seated quite comfortably in the Imperial Throne, the chamberlain is beside her and follows her every command. Cild Imperare appears older than when you last saw her, but perhaps it is just her eyes, they have the same wisdom of age that Femina had. She is wearing the Imperial Crown, which is now a bright red and black, the same colour her mother had.

Light: The Imperial throne room is well lit. Cild cast's *light* (bright 20 ft radius, shadowy 40 ft radius) on an amulet around her neck when descending into the dungeon.

Sounds: None.

Auras: magic – strong DC 22 necromancy (*greater magic jar* affecting the host Cild), strong DC 21 divination (the crown), faint DC 17 transmutation (*amulet of natural amor*), moderate DC 19 abjuration (*stoneskin*), various faint auras from other protection spells still active.

alignment – moderate evil (Femina's possessing spirit).

The Empress has now fully taken over the body (although she does not reveal this to the characters). She is quite confident and orders the characters to follow her, for she has found something of "mummy's" which will help you win.

If the characters are hostile Cild will disappear (teleport) and continue her summonings herself. Otherwise she will lead the characters down into the dungeon, deep into the mountainside into a chamber filled with magical weapons and a huge magical circle and summoning octagon engraved into the cavern floor. A large number of magical weapons and armour adorn the skeletons of ancient heroes, but there are still many more adorning the walls of the cavern.

Characters should be able to trace her here if they are hostile and Cild is forced to teleport. The chamberlain assisted the Empress and knows where Cild has gone (or can guess). Alternatively the Ghost may come to help direct them (he can't reach the caverns as they are not part of the Fortress), or Bobby Quickfingers will just happen to know the way by some legend.

Summoning again

Either the characters are present, or arrive as Cild begins the spell to summon the ancient god.

Light: The room is well lit.

Sounds: None.

Auras: as above, plus: magic – strong DC 25 universal (*ring of three wishes*) strong DC 22 necromancy (*greater magic jar* from the sapphire), faint DC 16 evocation (*continual flame* sconces);

alignment – overwhelming evil (summoned pit fiend), if Fei attempts to *detect evil* then on the second round she will be stunned for 1 round (and the effect ends) as the pit fiend is at least twice her level (Lufu is high enough level to avoid this), multiple faint evil (undead skeletons).

NPC: Cild is protected by a number of magical circles and effects, and is chanting a spell over an altar in an alcove at one end of the cavern. On the altar is a ring, matching the description of the "ring of fate", but with only one ruby (and two empty sockets). Set in the wall at the back of the alcove is a large blue sapphire (Appraise check DC 15 to determine the value is approximately 1,000 gp). Cild is wearing an ornate eight pointed iron star around her neck (her *amulet of natural armour*).

The alcove is protected by a permanent *wall of force* – Cild was the original caster of this wall, and may cause it to deactivate as a standard action (treat as dismissing a spell), or activate again (also as a standard action).

To get around the *wall of force* characters can use *dispel magic*, various *teleport* spells, or even destroy the surrounding rock.

♥ **Hewn Stone:** 1 ft. thick, AC 2, hardness 8, hp 180, Break DC 35.

Cild will first of all order the characters to arrange themselves in a group circled around the summoning area.

She will then cast *magic circle against evil*, focussed inward using the special diagram she has already prepared (having taken 20). The silver diagram begins to glow. If necessary she warns the characters not to break the circle. (Spellcraft DC 18 to identify)

Next she casts *dimensional anchor*, a green ray springs from her outstretched hand towards the diagram covering it with a shimmering emerald field of energy. (Spellcraft DC 19 to identify)

Finally she begins casting the spell *greater planar binding*, which she has memorized with incense of metamagic (background casting). (Spellcraft DC 23 to identify)

Once she has begun the spell the area inside the circle will fill with a greyish mist and the vague outline of a giant humanoid creature starts to form. The spell will take 10 minutes to complete, with the outline becoming noticeable more distinct as time passes.

At this point the characters may also notice (Spot DC 25, or DC 20 if closely inspecting the gem) the sapphire in the alcove has a slight pulsating glow, the timing like that of a heartbeat (actually matched to Femina-Cild's heart).

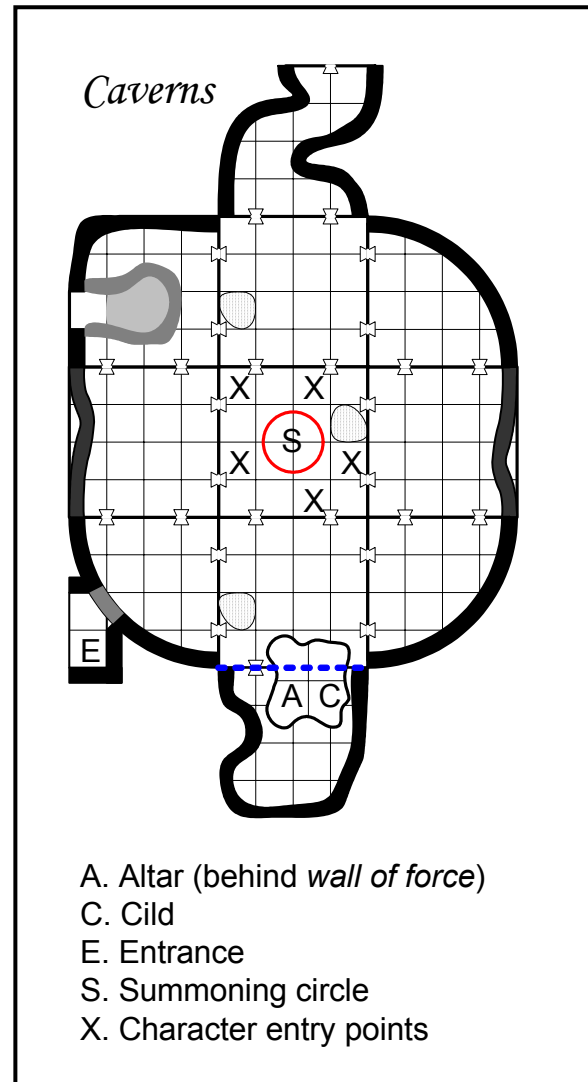
The spell may now continue working by itself and Femina-Cild can fight the characters if necessary. Luckily most of her spell power has been used in the battle above and to cast her protections. (Most of the protections are still active.)

✂ **Femina-Cild;** female human (child) Wiz13/ Archmage2; hp 11; see Appendix I.

✂ **Armed Human Skeleton (15);** hp 6; see Appendix I.

Tactics: The child is no match for the characters in direct combat, and her main weapon is her intelligence and ability to manipulate them.

Prior to combat: Cild still has the following spells active (assuming it has been 1 hour since the battle): *unseen servant* (14 hrs); *mage armor* (14 hrs); *stoneskin* (90 mins); *protection from energy* – fire (90 mins); *message* – to Dueté, her general (90 mins).



Cild will initially try to secure her position, such as by remaining behind her wall of force, and then cast the three spells above to initiate the background cast summoning of her "help".

Her next actions after that will be to cast additional defensive spells – *shield* (raising her AC to 22), then *bear's endurance* (raising her hp to 15), then *fly* (improved mobility).

If attacked she will try to stay out of the battle and order her skeleton warriors to attack (they are already animated).

If cornered, or grappled, she will try to escape, possibly using *teleport* (e.g. to behind the *wall of force*).

Against a single opponent, she may use *forceful hand*, to hold them at bay and buy some time.

Cild can also influence characters through either *suggestion* or *dominate person* spells. Handout 7 details the effects of those spells.

Note that the Empress simply can't leave the area as she is required to be present to complete the background cast spell.

In her current state Femina-Cild is not acting rational enough to worry even if the *magic circle against evil* is broken (which would immediately let the pit fiend loose), and she will attempt to complete the casting anyway.

Of course Femina-Cild's best tactic in the fight is the fact that she is the Empress, the characters indecision, and, when things get bad, Femina will reveal various character's secrets (she knows them all through her *crystal ball* and other magics) in an effort to get the characters to kill each other. She still has a *message* spell active with Dueté to whisper her commands, and can use a second one with another character likely to take her side.

She can tell Vindicare how Poer had his parents killed, or tells Dueté that Lufu cheated on the Empress. She also mentions that Sir Fei has lost her faith and that Martyn is the head of the Thieves Guild, meanwhile commanding Dueté to defend the rightful Empress.

As a last resort she will try and act innocent so that the characters don't kill her, or even tell Fei that she is really her daughter, taken by the Empress as a child. (Femina's Bluff skill is +10, so on average it requires a DC 20 Sense Motive check to detect her lies.)

Basically she is quite insane and attempting to get the characters to fight each other, or at least delay and argue for the 10 minutes the summoning takes, in which case the summoning will be successful.

If the characters manage to stick together they can defeat Femina-Cild – killing her current body merely forces her back into the *magic jar* – the pulsing of the sapphire is then even more noticeable (Spot DC 20, or DC 15 if closely examined).

For simplicity's sake, if forced back into the *magic jar* she will be disoriented and not able to repossess someone (otherwise she would easily repossess one of the characters), although you can do this if you really want.

Note that whilst Femina's soul is still alive, the spell continues to gather energy and will appear unstoppable, until the final round where Femina will be unable to complete the casting and it will fail.

Destroying the gem causes Femina to be sent back to her own body (which kills her) and ends the summoning (the god slowly fades, and its rage at being defeated can be quite easily seen).

If the gem is destroyed whilst Cild is still alive, the characters will see her eyes change back to crystal blue before she faints into unconsciousness from the ordeal.

The characters now find themselves in a storehouse of magical items.

♥ **Sapphire:** diminutive gem, 1 ½ in. thick, AC 7, hardness 5, hp 15, Break DC 21. The gem may be pried from the wall with a DC 13 Strength check.

Arrival

Creature: If the characters are stupid enough not to try to stop her, the summoned god becomes more and more real until (after about 10 minutes say) it is fully formed.

If the magic circle is still intact then the creature is trapped – none of its attacks or abilities can cross the circle, it can't use dimensional travel to escape, and it can't use its spell resistance against the circle.

Although it still gets a Charisma check once per day to break free it is DC 29 (including the +5 bonus from the prepared circle) and can not succeed (the pit fiend's Charisma modifier +8).

If the circle is at all disturbed, it can escape, in which case it then proceeds to kill Femina-Cild, the characters, both the defending army and the enemy outside, and destroying the entire surrounding area.

Note that the binding spells holding the pit fiend will only last for 15 days, after which it may break free normally.

In fact, the quasit, which Femina summoned two weeks ago, has just passed its 15th day and is free. Having used invisibility to follow everyone down to the caverns it now appears next to the circle, its claw raised – it chuckles evilly and then smudges just the tiniest bit of the *magic circle*...

✂ **Pit Fiend;** hp 225; see Appendix III.

Concluding the Adventure

The sounds of renewed battle can be heard above, you were almost defeated in the first assault, and without the dead child wizard's help you will probably be fully defeated this time. This room holds many magical swords, items and armour, perhaps you can hold off long enough to equip your army.

Option: Battle

The characters do have time to equip their soldiers, and then they will not only repulse the attack, but begin to scatter the surrounding army. The Empire will eventually be re-established, but it will now forever be a cruel, oppressive rulership with a restless population who eventually rise again and overthrow the new Emperor (whoever it is).

Option: Wish

As well as the *magic jar* gem on the altar, there is also a ring that Lufu, and possibly others will recognise as a heirloom of the Emperesses.

The ring, however, is different than last time you saw it worn. Previously it always had three rubies, of different shades.

Now, two of the settings are empty, and only one ruby remains. Upon closer inspection it can be seen the inside of the band contains the inscription "call upon the aid of the dwarven lords who bequeath this gift".

The remaining wish on this *ring of three wishes* may be used however the characters desire safely within the usual confines of the spell.

Any wish that falls outside the usual confines has the usual unintended meaning (to prevent unusually long and complicated wishes with lots of clarifications, only the first 20 or so words should be counted).

Most of the characters should have a clue that they can prevent the war through a "wish of regrets" (as described in handout 14) - this use will work as intended, but can only change the wishing characters personal choices.

This will allow the reader to change a single past action which they took (hopefully for the

better). Note that the ring must actually be worn to activate it, and so one character cannot just use the wish immediately.

The command word to use the ring is "Othere", which could be guessed from the inscription (if the characters randomly name dwarves they know), or is described in handout 14 (written in Ancient).

Which possible actions can be changed to prevent the war: Poer can choose not to kill the Vindicares, Sir Fei can decided to investigate the rumours more, Lufu can accept the task as inquisitor, Vindicare can decide not to execute his parents murders, and Dueté can decide to follow her gut feeling and not allow the Empress to declare war.

To invoke the wish the characters must call upon the dwarven lords Othere to activate it (the ruby starts to glow) and then make their request, starting with the words "I wish...".

Note that once the ring is used to alter the past, the characters memories of the alternate future will quickly fade.

All that will be left is the mystery of the ring of fate, whose inset rubies are unexplainably missing.

Debrief

If there is time, feel free to allow the players to discuss their characters afterwards, reveal their various secrets, secrets they know and goals.

You can also answer any questions they have about what was really going on.

Appendix I:

NPCs and Monsters

Fortress

Guard; human or elf War 1; CR ½; medium humanoid; HD 1d8; hp 11; Init +0; Spd 20 ft.; AC 16 (+5 armor, +1 shield), touch 10, flat-footed 16; BAB +1; Grp +1; Atk +2 melee (1d8, longsword); Full Atk: +2 melee (1d8, longsword) or +1 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Jump +0, Listen +2, Spot +2; Toughness, Weapon Focus (longsword).

Possessions: breastplate, light wooden shield, longsword, light crossbow, 20 quarrels, 10 gp.

Daughter mine

Child Imperare; female human (child) Ari 2; CR 1; small humanoid; HD 2d8-2; hp 11; Init -1 (-1 Dex); Spd 20 ft.; AC 12 (+1 size, -1 Dex, +2 natural), touch 10, flat-footed 12; BAB +1; Grp +0; Atk +3 melee (1d4-1, dagger); Full Atk: +3 melee (1d4-1, dagger) or +3 ranged (1d4-1, dagger); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL N; SV Fort -1, Ref -1, Will +4; Str 8, Dex 9, Con 8, Int 10, Wis 9, Cha 11.

Skills and Feats: Diplomacy +5, Knowledge (nobility) +5, Perform +4, Ride +3, Sense Motive +4; Magical Aptitude, Iron Will.

Possessions: royal outfit, signet ring, jewellery, amulet of natural armor +2, masterwork dagger, 10 gp.

The Lab

Advanced Quasit; CR 3; tiny outsider; HD 6d8; hp 27; Init +8; Spd 20 ft. (4 squares), fly 50 ft. (perfect); AC 19 (+2 size, +4 Dex, +3 natural), touch 16, flat-footed 15; BAB +6; Grp -3; Atk: Claw +12 melee (1d3-1 plus poison); Full Atk: 2 claws +12 melee (1d3-1 plus poison) and bite +7 melee (1d4-1); Space/Reach 2½ ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10; AL CE; SV Fort +5, Ref +9, Will +6; Str 8, Dex 18, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +9, Diplomacy +2, Disguise +0 (+2 acting), Hide +21, Intimidate +2, Knowledge (the planes) +9, Listen +10, Move Silently +13, Search +9, Spellcraft +9, Spot +9; Ability Focus (poison DC 15), Improved Initiative, Weapon Finesse.

Parley

Commander Pieren Yondrek; male human Ari3/Ftr8; CR 10; medium humanoid; HD 3d8+8d10+33; hp 94; Init +2 (+2 Dex); Spd 30 ft.; AC 21, touch 12, flat-footed 19; BAB +10/+5; Grp +XX; Atk +13 melee (1d8+3, +1 longsword); Full Atk: +13/+8 melee (1d8+3, +1 longsword) or +13/+8 melee (1d8+3, masterwork lance) or +13/+8 ranged (1d8, masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL LN; SV Fort +7, Ref +3, Will +5; Str 14, Dex 14, Con 16, Int 12, Wis 10, Cha 9.

Skills and Feats: Craft (weaponsmith) +9, Diplomacy +7, Handle Animal +15, Intimidate +7, Knowledge (history) +10, Knowledge (nobility) +7, Ride +20, Sense Motive +6; Animal Affinity, Combat Expertise, Improved Shield Bash, Improved Trip, Leadership, Mounted Combat, Ride-by Attack, Skill Focus (Knowledge - history), Spirited Charge, Trample.

Possessions: +1 longsword, +1 elven chain, +1 mithral heavy shield, masterwork lance, masterwork light crossbow, heavy warhorse.

Drago Blackhammer; male dwarf Ftr7/Def3; CR 10; medium humanoid [dwarf]; HD 7d10+3d12+50+3; hp 115; Init +2 (+2 Dex); Spd 20 ft.; AC 23, touch 14, flat-footed 19; BAB +10/+5; Grp +11; Atk +13 melee (1d10+1, adamantite dwarven waraxe); Full Atk: +13/+8 melee (1d10+1, adamantite dwarven waraxe) or +13/+8 ranged (damage, throwing axe); Space/Reach 5 ft./5 ft.; SA none; SQ Darkvision 60 ft, defensive stance 2/day, dwarven traits, uncanny dodge; AL LE; SV Fort +13, Ref +5, Will +6; Str 13, Dex 14, Con 20, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +11, Spot +4; Alertness, Dodge, Endurance, Improved Sunder, Mobility, Power Attack, Toughness, Weapon Focus (dwarven waraxe).

Racial Traits: dwarven traits

Possessions: +2 breastplate, adamantite dwarven waraxe, masterwork throwing axe (2), masterwork heavy wooden shield.

Aieleen Leukós: female aasimar Fighter 9; CR 10; medium outsider [native]; HD 9d10+18; hp 72; Init +1 (+1 Dex); Spd 20 ft.; AC 21, touch 11, flat-footed 20; BAB +9/+4; Grp +XX; Atk +15 melee (2d6+7, +1 *greatsword*); Full Atk: +15/+10 melee (2d6+7, +1 *greatsword*) or +11/+6 ranged (1d8+3, masterwork composite longbow); Space/Reach 5 ft./5 ft.; SA *Daylight* once/day; SQ Darkvision 60 ft., resistance to acid 5, cold 5, and electricity 5; AL LN; SV Fort +8, Ref +4, Will +3; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +9, Intimidate +9, Jump +9, Listen +2*, Spot +2*, Swim +9; Cleave, Die Hard, Endurance, Great Cleave, Greater Weapon Focus (*greatsword*), Improved Critical (*greatsword*), Power Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*).

Racial Traits: +2 racial bonus on Spot and Listen checks.

Possessions: brooch of shielding, +2 full plate armor, +1 *greatsword*, masterwork composite longbow [strength 16].

Ninja: female wild elf Rog 5 / Sor 3 / Shadowdancer 2; CR 10; medium humanoid [elf]; HD 5d6+3d4+2d8+20; hp 56; Init +4 (+4 Dex); Spd 30 ft.; AC 18¹, touch 15, flat-footed 13; BAB +5; Grp +5; Atk +10¹ ranged (1d6¹, masterwork composite shortbow); Full Atk: +4 melee (1d6, wakizashi) and +4 offhand (1d6, wakizashi); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6; SQ Hide in plain sight, darkvision 60 ft, evasion, improved uncanny dodge, low light vision, trap sense +1, trapfinding; AL CN; SV Fort +4, Ref +11, Will +3 Str 10, Dex 19, Con 14, Int 12, Wis 8, Cha 12.

Skills and Feats: Balance +10, Bluff +5, Climb +8, Concentration +5, Jump +6, Hide +16, Listen +7*, Move Silently +16, Open Lock +12, Perform (dance) +6, Spellcraft +4, Spot +7*, Tumble +16, Use Rope +4; Combat Reflexes, Dodge, Mobility, Two-weapon Fighting.

¹ Inside antimagic field

Racial Traits: * Includes +2 racial bonus on Listen, Search, and Spot checks.

Spells Per Day: 0-level - 6, 1st - 6.

Spells Known: 0-level - Resistance, Detect Magic, Daze, Ghost Sound, Mage Hand; 1st - Obscuring Mist, Disguise Self, Animate Rope.

Possessions: wakizashi (x2), masterwork composite shortbow, +1 shadow & silent moves

studded leather armor, scroll of antimagic field (x2), +1 slaying arrow (humanoids, human) (x3).

Enemy Soldier; human or dwarf War 1; CR ½; medium humanoid; HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 15 (+4 armor, +1 Dodge), touch 10, flat-footed 14; BAB +1; Grp +1; Atk +2 ranged (1d8, longbow); Full Atk: +1 melee (1d8, spear) or +2 ranged (1d8, longbow); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +2, Survival +2; Dodge, Weapon Focus (longbow).

Possessions: chain shirt, spear, longbow, 20 arrows, 10 gp.

Dinner distractions

Dratu; male half-orc Ftr3; CR 3; medium humanoid; HD 3d10+3; hp 24; Init +2; Spd 20 ft.; AC 19 (+5 armor, +1 two-weapon defense, +2 Dex, +1 Dodge), touch 12, flat-footed 17; BAB +3; Grp +3; Atk +7 melee (1d8+3, longsword); Full Atk: +5 melee (1d8+3, longsword) plus +4 melee (1d4+1, dagger); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL N; SV Fort +4, Ref +3, Will +0; Str 16, Dex 15, Con 13, Int 10, Wis 8, Cha 8.

Skills and Feats: Handle Animal +5, Jump +2, Listen +2, Spot +2; Dodge, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword).

Possessions: breastplate, longsword, dagger, signet ring, 10 gp.

The Dungeon

Ghost of the First Emperor: male human ghost Aristocrat 9; CR 10; medium undead [incorporeal]; HD 9d12; hp 58; Init -1 (-1 Dex); Spd fly 30 ft. (perfect); AC 12, touch 12, flat-footed 12 (-1 Dex, +3 deflection); BAB +6/+1; Grp +XX; Atk +5 incorporeal touch (draining touch); Full Atk: +5/+0 incorporeal touch (draining touch) or +8/+3 melee (1d8+1, longsword +2 - 50% fail chance); Space/Reach 5 ft./5 ft.; SA Draining touch, frightful moan, manifestation; SQ rejuvenation, turn resistance +4, undead traits; AL N; SV Fort +3, Ref +2, Will +8; Str 9, Dex 8, Con -, Int 12, Wis 11, Cha 17.

Skills and Feats: Diplomacy +20, Hide +7*, Intimidate +15, Knowledge (nobility) +13, Knowledge (history) +13, Listen +8, Perform +6,

Ride +2, Sense Motive +14, Search +9*, Spot +11*; Iron Will, Leadership, Negotiator, Skill Focus (Diplomacy), Weapon Focus (longsword).

Languages: common, elven, dwarven, celestial, draconic

Racial Traits: *Includes +8 racial bonus on Hide, Listen, Search, and Spot checks

Possessions: Ghostly royal outfit, ghostly jewellery, longsword +2.

Funeral

✠ Bobby Quickfingers; male human Rog5; CR 3; medium humanoid; HD 5d6-5; hp 15; Init +2 (Dex +2); Spd 30 ft.; AC 15 (+2 armor, +2 Dex, +1 Dodge), touch 12, flat-footed 12; BAB +3; Grp +3; Atk +3 melee (1d4, dagger); Full Atk: +3 melee (1d4, dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6; SQ evasion, trap sense +1, trapfinding, uncanny dodge; AL N; SV Fort +1, Ref +6, Will +1; Str 11, Dex 14, Con 9, Int 12, Wis 8, Cha 10.

Skills and Feats: Appraise +12, Bluff +8, Diplomacy +8, Disable Device +9, Escape Artist +10, Forgery +9, Open Lock +10, Search +9, Sleight of Hand +13, Tumble +10; Dodge, Skill Focus (Appraise), Skill Focus (Sleight of Hand).

Possessions: leather armor, dagger, signet ring, thieves tools, 3 sp.

Battle

✠ Elite Enemy Soldier; human War 5; CR 4; medium humanoid; HD 5d8; hp 29; Init +0; Spd 20 ft.; AC 20 (+7 armor, +2 shield, +1 Dodge), touch 10, flat-footed 17; BAB +5; Grp +6; Atk +7 melee (1d8+1, longsword); Full Atk: +7 melee (1d8+1, longsword); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL N; SV Fort +4, Ref +1, Will +1; Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 11.

Skills and Feats: Intimidate +8, Jump +1, Survival +4; Dodge, Toughness, Weapon Focus (longsword).

Possessions: half plate, heavy steel shield, longsword, 10 gp.

✠ Femina-Cild: female human Wiz13/Archmage2; CR 15; small humanoid; HD 2d8-2 [15d4]; hp 11 [43]¹; Init -1 (-1 Dex); Spd 20 ft.; AC 2 18 (+4 armor spell, +1 size, -1 Dex, +2 natural, +2 deflection), touch 12, flat-footed 18; BAB +7/+2; Grp +6; Atk +8 melee (1d4-1, dagger); Full Atk: +8/+3 melee (1d4-1, dagger) or +8 ranged (1d4-1, dagger); Space/Reach 5 ft./5 ft.; SA spells, high

arcana (arcane fire); SQ spells, summon familiar, high arcana (mastery of counterspelling); AL NE; SV Fort +5, Ref +5, Will +14; Str 8 [8], Dex 9 [13], Con 8 [10], Int 20, Wis 12, Cha 14.

¹ Values in square brackets are for Femina in her own body.

² After power-up spells.

Skills and Feats: Bluff +10, Concentration +17, Decipher Script +16, Diplomacy +4, Knowledge (arcana) +23, Knowledge (history) +12, Knowledge (nobility) +12, Knowledge (planes) +16, Knowledge (religion) +10, Search +9, Spellcraft +28; Background Casting, Empower Spell, Extend Spell, Greater Spell Focus (Conjuration), Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Conjuration), Spell Focus (Necromancy), Spell Mastery (*dispel magic, lightning bolt, dominate person, teleport, mislead*), Weapon Proficiency (wizard weapons), Widen Spell.

Wizard Spells Prepared (4/ 6/ 5/ 5/ 5/ 5/ 3/ 2/ 1; base DC = 15 + spell level, †DC 16 + spell level for Necromancy, ‡DC 17 + spell level for Conjuration): 0 – *light, ~~message~~, message, read magic*; 1st – ~~mage armor~~†, *magic missile, magic missile, ray of enfeeblement*†, *shield, ~~unseen servant~~*†; 2nd – *bear's endurance, blur, detect thoughts, shatter, web*†; 3rd – *dispel magic, fly, magic circle against evil, ~~protection from energy~~*, *suggestion*; 4th – *dimensional anchor, ~~ice storm~~, lesser globe of invulnerability, ~~stoneskin~~, extended stinking cloud*†; 5th – ~~cloudkill~~†, *dominate person, teleport*†, *wall of force, empowered fireball*; 6th – ~~chain lightning~~, *forceful hand, widened fireball*; 7th – ~~delayed blast fireball, widened ice storm~~; 8th – *greater planar binding*† (prepared with incense of metamagic – background casting).

First Spellbook: 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*; 1st – *charm person, identify, mage armor, magic missile, ray of enfeeblement, shield, unseen servant*; 2nd – *bear's endurance, blur, detect thoughts, shatter, web*; 3rd – *dispel magic, explosive runes, fly, magic circle against evil, protection from energy, stinking cloud, suggestion*; 4th – *animate dead, dimensional anchor, ice storm, lesser globe of invulnerability, stoneskin*; 5th – *cloudkill, dominate person, lesser planar binding, wall of force*.

Second Spellbook: 5th – *mage's private sanctum, permanency, sending, teleport*; 6th – *acid fog, chain lightning, disintegrate, mislead*; 7th – *delayed blast*

fireball, greater magic jar, greater scrying, reverse gravity; 8th – clone, greater planar binding.

Possessions: royal outfit, signet ring, jewellery, amulet of natural armor +2, ring of three wishes (one wish left), crown of true lineage, masterwork dagger, 10 gp.

The Summoning

☠ Armed Human Skeleton: CR 1/2; Medium Undead; HD 1d12; hp 6; Init +5 (+2 Dex, +3 Improved Initiative); Spd 30 ft.; AC 24 (+7 armor, +1 Dex, +2 natural, +4 heavy steel shield), touch 11, flat-footed 23; BAB +0; Grp +1; Atk +4 melee (1d8+4, longsword) or +1 melee (1d4+1 claw); Full Atk: +4 melee (1d8+4, longsword) or +1/+1 melee (1d4+1 claw); Space/Reach 5 ft./5 ft.; SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 15, Con -, Int -, Wis 10, Cha 1.

Possessions: +2 breastplate, +2 heavy steel shield, +3 longsword.

Appendix III: New Rules

This document contains Open Game Content and permission to copy, modify and distribute the identified sections is granted solely through the use of the Open Gaming License, Version 1.0a.

The sections Appendix II: New Rules and Appendix III: Reference of this document are Open Game Content as described in Section 1(d) of the License.

All other sections of the document are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich baker, Andy Collins, David noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.
Fortress Copyright 1994-2004, Stephen Gryphon and Nick Kabilafkas.
END OF LICENSE

This material is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a.

New Spell

Magic Jar, Greater

Necromancy

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: Permanent; see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell functions like *magic jar*, except that the spell does not have a limited duration.

The caster may freely attempt to possess bodies within range of the *magic jar* for as long as it likes. The spell still ends if the caster chooses to send their soul back to their own body or if the receptacle is destroyed.

Whilst the caster's spirit is affected by this spell their lifeless body continues to deteriorate and upon returning they take 1 point of temporary Constitution damage for each complete 24 hours the body was uninhabited. The *gentle repose* spell, or multiple castings of it, may extend this time. If the accumulated damage would reduce the body's Constitution to 0 when the caster returns then upon choosing to do so the caster dies.

Once this point is reached the caster must remain under the effect of the *magic jar* spell forever or risk death. If the spell is suddenly ended, such as by destruction of the receptacle or if dispelled, then the caster's soul dies (as their body has been destroyed). If the caster's soul was currently possessing a host then the trapped soul in the *magic jar* returns to its body (or dies if it is out of range).

If the caster possesses a single target for an extended period of time then the spell may end another way. At the end of each complete week of continuous imprisonment a trapped soul must make an additional Will save. If they succeed they remain trapped, however if they fail then their tenuous link to their mortal body fails and the spell ends.

At this point the trapped soul dies, and the caster is forced to make a successful Will save to attempt to permanently possess the, now unowned, host body. If they succeed then, from that point forward, their life force can permanently inhabit the host body and it is treated as their own. If they fail the Will save, then (unless their original body is still available) they die.

Note that using this spell to permanently inhabit another body, killing the original life force, is usually considered an evil act.

Focus: A gem or crystal worth at least 1,000 gp.

New Feat

BACKGROUND CASTING [METAMAGIC]

Benefit: You may cast a spell with a casting time of longer than 1 round without needing to concentrate. The spell still takes the same casting time for the magical energies to build up, the caster just does not need to be actively casting during that time. Casting the spell requires a full round action in the first round to initiate the spell, and then a further full round action in the final round of the normal casting time.

The final full round action must be completed at the same location, or close to (within 5 ft. per caster level) of the initial casting action. Both the initial full round action and the completion full round action provoke an attack of opportunity and are vulnerable to disruption (effects requiring Concentration checks). If the caster is killed, knocked unconscious, or if they are unable to complete it during the required round, the spell fails.

You can perform other actions, even casting other spells, during the intervening rounds. You may background cast only one spell at a time. A background cast spell uses up a spell slot three levels higher than the spell's actual level.

Normal: When you begin a spell that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least), and for each of those rounds, you are casting a spell as a full-round action.

This material is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a.

New Wondrous Items

Crown of True Lineage: This powerful magical item can be created to help protect the bloodlines of kings and emperors by identifying the true and correct heir. When placed upon the head of the true and correct heir, based on the rules set at the time of creation (e.g. primogeniture or otherwise), the crown changes from its dormant dull grey to a glowing, bright, strong colour. It also provides magical benefits to the wearer.

When the true heir is wearing the crown they gain a +2 deflection bonus to AC and a +2 resistance bonus to all saving throws. They also gain a non-magical +2 circumstance bonus to all Charisma based skill checks where the assurance that the person is dealing with the true heir is of benefit. Whilst this Charisma bonus is non-magical it is only due to the assurance of the glowing crown and hence would not apply inside an anti-magic field or whilst the magic of the crown is otherwise suppressed.

If a person who is descended from the same bloodline, but is not the current head, dons the crown then it still glows, but not as brightly. For the next-in-line it glows about 50% that of the true owner (a noticeable difference), then 25% for the second in line (also noticeable) and so on, until it becomes undetectable to normal vision at a dozen or so places removed.

For each descendent in the bloodline the crown glows a specific combination and pattern of colours, and when the current head of the bloodline dies the strength of the aura for all other members increase based on their new position (but keep the same colour). It is not known what the limit of the crown is but a crown has never been known to repeat a recorded combination of colours and patterns within a particular bloodline (normally only the regents are recorded as those unsure of their ancestry rarely risk the judgement of the crown).

If a person not of the bloodline at all wears the crown then it remains a dull grey and the wearer immediately gains two negative levels. While these negative levels never result in lost levels, they remain as long as the crown is worn and cannot be overcome in any way.

Creation of the crown involves careful wording of the rules of inheritance that it embodies, which then become magically visible on the inside of the item, and attuning it to the particular bloodline it tracks.

Strong divination; CL 12th; Craft Wondrous Item, *shield of faith*, *resistance*, *true seeing*; Price 22,000 gp; Weight 1 lb.

Incense of Metamagic: Each variety of this magical incense holds the essence of a metamagic feat. The block may be used by any spellcaster, either arcane or divine, who prepares spells to prepare a single spell as though affected by a particular metamagic feat, although the spell is prepared at its normal level.

When lit, the block of incense burns for 15 minutes, during which time the spellcaster may prepare a single spell (only a single spell may be so prepared for each block of incense). Whilst burning, the special fragrance of the incense are recognizable by anyone making a DC 15 Spellcraft check.

A caster may only use one magical incense whilst preparing spells, but it is permissible to combine the incense with metamagic feats possessed by the spellcaster. In this case, only the feats possessed by the spellcaster adjust the spell slot of the spell being prepared.

Use of metamagic incense does not confer the associated feat on the spellcaster, only the ability to prepare a single spell as though affected by it, and the effects only persist for 24 hours after preparation.

Lesser and Greater Metamagic Incense: Normal metamagic incense can be used to prepare spells of 6th level or lower. Lesser incense can be used to prepare spells of 3rd level or lower, while greater incense can be used to prepare spells of 9th level or lower.

Fragrance	Metamagic Effect	Market Price
Frankincense	Extend Spell	200 gp (lesser), 750 gp (normal), 1,650 gp (greater)
Musk	Silent Spell	200 gp (lesser), 750 gp (normal), 1,650 gp (greater)
Myrrh	Enlarge Spell	200 gp (lesser), 750 gp (normal), 1,650 gp (greater)
Vanilla	Still Spell	200 gp (lesser), 750 gp (normal), 1,650 gp (greater)
Jasmine	Empower Spell	600 gp (lesser), 2,100 gp (normal), 4,800 gp (greater)
Lotus	Widen Spell	900 gp (lesser), 3,600 gp (normal), 8,100 gp (greater)
Sandalwood	Maximize Spell	900 gp (lesser), 3,600 gp (normal), 8,100 gp (greater)
Patchouli	Quicken Spell	2,300 gp (lesser), 5,000 gp (normal), 11,000 gp (greater)

Moderate (no school); CL 11th; Craft Wondrous Item, metamagic feat; Price varies; Weight 1 lb.

Incense of Metamagic, Background Casting: This variety of *metamagic incense* has the fragrance of Rose and provides the benefit of the Background Casting metamagic feat.

Moderate (no school); CL 11th; Craft Wondrous Item, Background Casting feat; Price 900 gp (lesser), 3,600 gp (normal), 8,100 gp (greater); Weight 1 lb.

Mirror of the Crown: This item was created many years ago by a vain archmage of the royal line who could not wait until they inherited.

This large dressing mirror is linked to a specific *crown of true lineage*. The reflection in the mirror shows any person from the related bloodline as if they were wearing the linked *crown of true lineage* upon their head, thus revealing the colour that the crown would be if they were to wear it. The reflection, however, always shows the crown glowing as if the viewer were regent and thus does not reveal where they stand in the line of heirs.

For those not of the linked bloodline, or those more than a dozen places away from the current regent, the device operates as nothing but an ordinary mirror.

Moderate divination; CL 7th; Craft Wondrous Item, *silent image*, *scrying*; Price 14,000 gp; Weight 45 lb.

Appendix III: Reference

Creatures

This material is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a.

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.

QUASIT

Tiny Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 50 ft. (perfect)
Armor Class:	18 (+2 size, +3 Dex, +3 natural), touch 15, flat-footed 15
Base Attack/Grapple:	+3/−6
Attack:	Claw +8 melee (1d3−1 plus poison)
Full Attack:	2 claws +8 melee (1d3−1 plus poison) and bite +3 melee (1d4−1)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10
Skills:	Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6
Feats:	Improved Initiative, Weapon Finesse
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	4–6 HD (Tiny)
Level Adjustment:	— (Improved Familiar)

In its natural form, a quasit stands about 1-1/2 feet tall and weighs about 8 pounds.

Quasits speak Common and Abyssal.

Combat

Although quasits thirst for victory and power as other demons do, they are cowards at heart. They typically attack from ambush, using their alternate form ability and *invisibility* to get within reach, then try to scuttle away. When retreating, they use their *cause fear* ability to deter pursuit.

A quasit'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.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th.

The save DCs are Charisma-based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

DEVIL

Devils are fiends from lawful evil-aligned planes.

Many devils are surrounded by a fear aura, which they use to break up powerful groups and defeat opponents piecemeal. Devils with spell-like abilities use their illusion abilities to delude and confuse foes as much as possible. A favorite trick is to create illusory reinforcements; enemies can never be entirely sure if a threat is only a figment or real summoned devils joining the fray.

Devil Traits: Most devils possess the following traits (unless otherwise noted in a creature's entry).

—Immunity to fire and poison.

—Resistance to acid 10 and cold 10.

—See in Darkness (Su): Some devils can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

—*Summon* (Sp): Some devils share the ability to summon others of their kind (the success chance and type of devils summoned are noted in each monster description).

—Telepathy.

Except when otherwise noted, devils speak Infernal, Celestial, and Draconic.

PIT FIEND

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	18d8+144 (225 hp)
Initiative:	+12
Speed:	40 ft. (8 squares), fly 60 ft. (average)
AC:	40 (–1 size, +8 Dex, +23 natural) touch 17, flat-footed 32
Base Attack/Grapple:	+18/+35
Attack:	Claw +30 melee (2d8+13)
Full Attack:	2 claws +30 melee (2d8+13) and 2 wings +28 melee (2d6+6) and bite +28 melee (4d6+6 plus poison plus disease) and tail slap +28 melee (2d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constrict 2d8+26, fear aura, improved grab, spell-like abilities, <i>summon devil</i>
Special Qualities:	Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 32, telepathy 100 ft.
Saves:	Fort +19, Ref +19, Will +21
Abilities:	Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26
Skills:	Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise +29 (+31 acting), Hide +25, Intimidate +31, Jump +40, Knowledge (arcana) +29, Knowledge

	(nature) +10, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +29, Search +29, Spellcraft +31, Spot +29, Survival +8 (+10 on other planes, +10 when tracking), Tumble +31
Feats:	Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (<i>fireball</i>)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, team (3–4), or troupe (1–2 pit fiends, 2–5 horned devils, and 2–5 barbed devils)
Challenge Rating:	20
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	19–36 HD (Large); 37–54 HD (Huge)
Level Adjustment:	—

A pit fiend often wraps its wings around itself like a grotesque cloak, and appears wreathed in flames.

A pit fiend is 12 feet tall and weighs 800 pounds.

Combat

Pit fiends are wily and resourceful fighters, using *invisibility* to gain the upper hand and biting at foes seemingly able to see them. They don't hesitate to blanket an area with *fireballs*, and can call down the wrath of an inferno with *meteor swarm*.

A pit fiend's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A pit fiend deals 2d8+26 points of damage with a successful grapple check.

Disease (Su): A creature struck by a pit fiend's bite attack must succeed on a DC 27 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

Fear Aura (Su): A pit fiend can radiate a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a *fear* spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a pit fiend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

Spell-Like Abilities: At will—*blasphemy* (DC 25), *create undead*, *fireball* (DC 21), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility*, *magic circle against good*, *mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun*, *unholy aura* (DC 26); 1/day—*meteor swarm* (DC 27). Caster level 18th. The save DCs are Charisma-based.

Once per year a pit fiend can use *wish* as the spell (caster level 20th).

Summon Devil (Sp): Twice per day a pit fiend can automatically summon 2 lemures, bone devils, or bearded devils, or 1 erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell.

Regeneration (Ex): A pit fiend takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Tactics Round-by-Round

A pit fiend typically opens combat by using its spell-like abilities, attempting to neutralize dangerous opponents before entering melee.

Prior to combat: *Unholy aura*; activate fear aura, *summon devil*.

Round 1: Quicken *fireball* and *mass hold monster* if facing three or more visible, active opponents; otherwise *power word stun* against unarmored opponent (preferably a spellcaster).

Round 2: *Meteor swarm* against as many foes as possible, approach worst-injured enemy.

Round 3: Full attack against injured enemy.

Round 4: Continue melee against injured enemy, or *power word stun* against annoying spellcaster.

Round 5: Repeat from round 1, or *greater teleport* to safety if endangered.

GHOST

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered.

CREATING A GHOST

“Ghost” is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or plant. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 6.

A ghost uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. Do not recalculate the creature’s base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Ghosts have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: Natural armor is the same as the base creature’s but applies only to ethereal encounters. When the ghost manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Full Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Damage: Against ethereal creatures, a ghost uses the base creature’s damage values. Against nonethereal creatures, the ghost usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost also gains a manifestation ability plus one to three other special attacks as described below. The save DC against a special attack is equal to 10 + 1/2 ghost’s HD + ghost’s Cha modifier unless otherwise noted.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost’s gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost’s moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost’s horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost’s Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target’s space; moving into the target’s space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost’s Cha modifier). A creature that successfully saves is immune to that same ghost’s malevolence for 24 hours, and the ghost cannot enter the target’s space. If the save fails, the ghost vanishes into the target’s body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost

always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Special Qualities: A ghost has all the special qualities of the base creature as well as those described below.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Abilities: Same as the base creature, except that the ghost has no Constitution score, and its Charisma score increases by +4.

Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Environment: Any, often as base creature.

Organization: Solitary, gang (2–4), or mob (7–12).

Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Any.

Level Adjustment: Same as the base creature +5.

Ghostly Equipment

When a ghost forms, all its equipment and carried items usually become ethereal along with it. In addition, the ghost retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement, however, can harm material creatures when the ghost manifests, but any such attack has a 50% chance to fail unless the weapon is a ghost touch weapon (just as magic weapons can fail to harm the ghost).

The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the ethereal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place.

SKELETON

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed.

CREATING A SKELETON

"Skeleton" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Size and Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice gained from class levels (to a minimum of 1) and raise remaining Hit Dice to d12s. If the creature has more than 20 Hit Dice, it can't be made into a skeleton by the *animate dead* spell.

Speed: Winged skeletons can't use their wings to fly. If the base creature flew magically, so can the skeleton.

Armor Class: Natural armor bonus changes to a number based on the skeleton's size:

Tiny or smaller	+0
Small	+1
Medium or Large	+2
Huge	+3
Gargantuan	+6
Colossal	+10

Attacks: A skeleton retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature, except for attacks that can't work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with each of its claw attacks at its full attack bonus. A skeleton's base attack bonus is equal to 1/2 its Hit Dice.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size. (If the base creature already had claw attacks with its hands, use the skeleton claw damage only if it's better.)

Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A skeleton retains none of the base creature's special attacks.

Special Qualities: A skeleton loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A skeleton gains the following special qualities.

Immunity to Cold (Ex): Skeletons are not affected by cold.

Damage Reduction 5/Bludgeoning: Skeletons lack flesh or internal organs.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Abilities: A skeleton's Dexterity increases by +2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A skeleton has no skills.

Feats: A skeleton loses all feats of the base creature and gains Improved Initiative.

Environment: Any, usually same as base creature.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
1/2	1/6
1	1/3
2–3	1
4–5	2
6–7	3
8–9	4
10–11	5
12–14	6
15–17	7
18–20	8

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature (or — if the base creature advances by character class).

Level Adjustment: —.

Human Warrior Skeleton

	Medium Undead
Hit Dice:	1d12 (6 hp)
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14
Base Attack/Grapple:	+0/+1
Attack:	Scimitar +1 melee (1d6+1/18–20) or claw +1 melee (1d4+1)
Full Attack:	Scimitar +1 melee (1d6+1/18–20) or 2 claws +1 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks: —	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +0, Ref +1, Will +2
Abilities: Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1	Str 13, Dex 17, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Temperate plains
Organization:	Any
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—
Level Adjustment:	—

Spells

This material is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a.

Dimensional Anchor

Abjuration

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (object)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. The spell also prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

Magic Circle against Evil

Abjuration [Good]

Level: Clr 3, Good 3, Pal 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

All creatures within the area gain the effects of a *protection from evil* spell, and no nongood summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from evil* and vice versa.

Arcane Material Component: A little powdered silver with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

Magic Jar

Necromancy

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 hour/level or until you return to your body

Saving Throw: Will negates; see text

Spell Resistance: Yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or at the host's location.

Focus: A gem or crystal worth at least 100 gp.

Planar Binding

Conjuration (Calling) [see text for *lesser planar binding*]

Level: Sor/Wiz 6

Components: V, S

Targets: Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

This spell functions like *lesser planar binding*, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

Planar Binding, Greater

Conjuration (Calling) [see text for *lesser planar binding*]

Level: Sor/Wiz 8

Components: V, S

Targets: Up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

This spell functions like *lesser planar binding*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Planar Binding, Lesser

Conjuration (Calling) [see text]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

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

Target: One elemental or outsider with 6 HD or less

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No and Yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap with by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Cha modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *magic circle against evil*) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or

unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Wall of Force

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 round /level (D)

Saving Throw: None

Spell Resistance: No

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a *permanency* spell.

Material Component: A pinch of powder made from a clear gem.

Wish

Universal

Level: Sor/Wiz 9

Components: V, XP

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you.

Even *wish*, however, has its limits.

A *wish* can produce any one of the following effects.

- Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school.
- Duplicate any other spell of 5th level or lower even if it's of a prohibited school.
- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
- Create a nonmagical item of up to 25,000 gp in value.
- Create a magic item, or add to the powers of an existing magic item.
- Grant a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent

bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. *Note:* An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

- Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*. A *wish* can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Revive the dead. A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell. A *wish* can revive a dead creature whose body has been destroyed, but the task takes two *wishes*, one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from losing an experience level.
- Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.
- Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

Material Component: When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

XP Cost: The minimum XP cost for casting *wish* is 5,000 XP. When a *wish* duplicates a spell that has an XP cost, you must pay 5,000 XP or that cost, whichever is more. When a *wish* creates or improves a magic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.