

FEATHERED LIES

A 4e PLANESCAPE™ adventure for characters levels 11-13

Being a daring planar heist to steal the Book of Lies out from under the burning gaze of Dispater.

CREDITS

Writing Aaron Infante (@Quickleaf)
Cartography
Cover Art
Interior Art
Special Thanks

CONTENTS

- ✓ **Introduction**page 2
Setting up the background and the PCs' motives for stealing the Book of Lies.
- ✓ **Part I: Carnival of Doors**page 6
In which the PCs engage in a game of intrigue to reach an elusive contact during a masked street carnival in Sigil.
- Part 2: Canal of Curses**page 24
In which the PCs enter the secret canals beneath Sigil's streets to find a marraenoloth guide to the River Styx, evading the three curses trapped in the canals.
- Part 3: Niflheim**page #
An optional quest in which the PCs recruit the damned soul of a betrayed thief from Hel's own table in the eternally bleak winter realm Niflheim.
- Part 4: Mentiri**page #
An optional quest in which the PCs infiltrate the labyrinthine prison of Dis to recruit an imprisoned paladin with special knowledge of weak points in Dispater's defenses.
- Part 5: Dis, The Iron City**page #
In which the PCs execute their heist in the heart of Dispater's Iron City, contending with myriad betrayals and traps, and must decide what to do with the Book of Lies.
- Appendix**page #
Stat blocks for devils, treasure tables, minis/maps lists, and other odds & ends.

™ **Word from the Legal Mephit:** PLANESCAPE™ is a registered trademark of Wizards of the Coast, and its use here is not intended to imply ownership of the trademark, nor any affiliation with Wizards of the Coast.

INTRODUCTION

Lies have a way of coming back around. It's the Unity of Rings in action. With every lie a body tells, a boil forms in the fabric of the multiverse, a hissing venomous thing with a life of its own. Good thing for the Book of Lies then, which binds each festering lie to its countless pages so that the cancer cannot spread. Yet this "blessing" hides a curse. While no one knows who created the Book of Lies, the stories of the devastation it has wrought have reached the ear of many a planewalker. See, the book describes every lie ever told by every being in creation, but it does so without context or explanation of motives. Thus, it should come as no surprise that men have clashed violently because of what a petulant reader found within the Book of Lies.

It was the Dustmen alone who had the wisdom necessary to keep the Book of Lies without succumbing to the passions it inspired in past owners. Since the Dustmen see all of "life" as a lie anyhow, a book containing nothing but lies didn't impress them much. For ages they kept the Book of Lies in an inhospitable fortress secreted deep within the Elemental Chaos, where no would-be tyrant could find the book. However, taking advantage of recent conflicts within the Dustmen's ranks, a notorious thief called the Canary infiltrated the fortress and stole the Book of Lies.

While the thief finished her job, she was betrayed by her employer Dispater and left to meet her eternal reward. With the Book of Lies at his disposal, Dispater stands to ruin his rivals and is one step closer to his plan of conquering Sigil.

◆ A PLANAR HEIST ◆

There are three things to bear in mind when running this adventure.

First, the familiar elements of the PLANESCAPE multiverse are tied together with a heist theme. Pacing follows many heist movies and novels, where there's an extended planning and recruitment period followed by the plan being put into action...and the team dealing with all the complications that inevitably arise.

Second, it's no secret that the PCs are going to be facing overwhelming opposition; for example, the bone devils (osyluths) inhabiting parts of Dis are level 17 enemies, and Dispater himself is level 28. Part of the thrill of PLANESCAPE adventures is facing enemies that you can't defeat by force of arms, and gaining the upper hand, even just slightly, through quick wit and a clever tongue (or failing dramatically and dealing with the consequences). In short, there are monsters in this adventure the party can't beat into submission with a stick. Count on it.

Third, this adventure strives to seriously challenge the players (as well as the PCs), so expect puzzles, riddles, strategic dilemmas, and situations requiring out-of-the-box thinking. Hey, PLANESCAPE is all about out-of-the-box!

◆DM'S DARK◆

A large part of this adventure is gathering reconnaissance on Dis and the Iron Tower, acquiring helpful magic objects, recruiting NPCs with special skills or knowledge, and otherwise planning the heist. Thus, a lot of what drives the adventure is the defenses Dispater can bring to bear against would-be thieves.

SECRET AGENTS

Three secret agents of Dispater are on the lookout for any who seek the Book of Lies. Jarak Sool, the tiefling occultist, keeps a lookout in Sigil. Mirazzia, the erinyes, may be encountered in Sigil and/or Baator; however, she is a triple agent with ambiguous loyalties. Anefisor, the osyluth (bone devil), keeps tabs on ambitious baatezu who might claim the Book of Lies as their own...or sell out Dispater's secrets to other archdevils.

WARDING RITUALS

Enhanced versions of *Teleport Catcher* and *Safeguard* ward the Iron Tower. Anyone attempting to teleport inside instead ends up in the Oubliette (#9). Likewise, any time an unauthorized creature enters a room in the Iron Tower, they probably trigger one of the *eyes of alarm* (darkvision, tremorsense, truesight), allowing a group of up to 9 devils to teleport to their location.

TEMPTING OFFER

Every party has at least one PC who is more easily swayed to the "dark side" than the rest, and it's exactly this PC who Dispater's agents will attempt to subvert.

CONTINGENCY PLANS

Part of Dispater's special charm is his proclivity for having multiple contingency plans for every scheme he concocts.

Establishing a legitimate cover story to be in Dis

Reaching the "inside man"

Setting up the "fall guy"

Distraction for the getaway

◆PC KNOWLEDGE◆

BOOK OF LIES (ARCANUM)

DC 20: The Book of Lies is an artifact which supposedly contains every lie ever told written on its infinite pages. For ages it was kept by dispassionate Dustmen stewards.

DC 28: Arcane texts depict the book as being the size of a man, and often show scenes of mass conflict and violence surrounding the Book of Lies.

DISPATER (RELIGION)

DC 20: Dispater is the lord of Dis, the second hell, an infernal city unusually welcoming of visitors. His palace is the Iron Tower, from where he engages in diabolical intrigues.

DC 25: Dispater is sequestered in the Iron Tower, and sends out aspects to manage affairs outside of Dis, but he rules his city with an iron fist.

DC 28: Dispater does not seek to create cults; instead he lures ministers, bureaucrats, and councilors to act as the secret powers behind the throne.

DC 33: Dispater is a master of baatezu politics, and he is allied with Mephistopheles, lord of the eighth hell; both are bitter enemies of Baalzebul, lord of the seventh hell.

◆THE PRE-GENS◆

Six pre-generated PCs are included with this adventure; these 11th level PCs are intended for groups who don't have an ongoing PLANESCAPE game and just want to run the adventure as a one-shot. Each pre-gen also has a bit of story background and personal motive to seek out the Book of Lies; however, their alignment and personality are left up to the players. In addition, each pre-gen is designed for an approximate level of minimum player skill, as noted below. The pre-gens include:

For advanced players...

Aiendra: A storm genasi blaster wizard who has sought forbidden knowledge no matter the risk – she may just find the temptation of the Book of Lies too great to pass up.

Pious: A tiefling devoted cleric who told a lie with terrible consequences and has been atoning for it ever since – the Book of Lies may offer a way to wipe out the lie entirely.

For intermediate players...

Kekyaweth: A bariaur polearm fighter who was once the runt of his tribe, he secretly lacks confidence in his warrior prowess – a fact he is afraid the Book of Lies will reveal.

Natahk: A githzerai centered breath monk who found peace through meditation after his people were betrayed by a fiend – he is sworn to protect the Book of Lies from evil.

For beginner players...

Shianee: An eladrin thief who fell from the graces of fey nobility, and has been offered to have her noble title restored – if she'll give the Book of Lies to her noble family.

Cubit: A rogue modron knight falsely accused of a "crime of chaos" it did not commit – the Book of Lies holds the key to proving its innocence in the courts of Mechanus.

✦WHAT'S MY MOTIVATION?✦

The premise of the adventure is deceptively simple: steal the Book of Lies from the Iron City of Dis. However, *why* the PCs are after the Book of Lies can dramatically change how the adventure unfolds and what avenues they seek out. Three possible hooks are provided below.

HOOK: ANGEL WITH A DIRTY HALO

While exploring Sigil the PCs meet a handsome older man named Examander who claims to represent several powers of good (though he's deliberately vague about just who he serves). Examander is a disguised angel involved in a plot to turn the arch-devils against each other. He offers the PCs an obscene sum of gold and magic items if they'll infiltrate the vaults where the Book of Lies is kept, destroy the Book of Lies, then plant "evidence" that another arch-devil (such as Baalzebul or Levistus) stole the book.

HOOK: THE DUSTMEN

The most straight-forward hook is to have the PCs be working for the Dustmen, traditional keepers of the Book of Lies. A faithful servant of the Dustmen, the aging necromancer Komosahl Trevant invites the PCs to a wine tasting at his morbid manor in Sigil; there he presents an offer for employment, putting a spin on the situation to appeal to the PCs. Trevant offers them a sizeable treasure trove if they'll retrieve the Book of Lies for the Dustmen. You can introduce a twist, if you wish, by having Trevant intend to use the book for his own nefarious purposes, and revealing his intentions if the PCs search the Book of Lies for Trevant's name. His latest lie will be in bloody ink.

HOOK: FREE AGENTS

It's possible the PCs could use the powers of the Book of Lies toward their own ends, particularly if there is an NPC in your campaign that they seek leverage over. Alternately, you could take a more esoteric route and have a campaign secret hidden within the Book of Lies... perhaps one of the PCs lived a double life before losing their memory and the book holds the key to their identity. More mercenary-minded PCs might intend to auction off the book to the highest bidder, or even to "sell" it back to Dispaten now that they have his attention.

✦STARTING THE ADVENTURE✦

Once you've read the introduction and determined a suitable hook for the PCs, you're ready to start the adventure. The PCs are directed by their employer or network of allies to get in touch with three contacts during the Carnival of Doors:

- **Sheng** is a gnomish magewright who was an accomplice to the thief, and knows more about the Book of Lies than he's letting on...much more.
- **Far'bulaz** is an elusive fiend who possesses knowledge of secret entrances into the most fortified of locations...such as the Iron City Dis.
- **Damiana Fortunata** is a Vistani gambler in possession of a minor artifact which can conceal a group from all scrying magic...but her games have a steep price.

PART I: CARNIVAL OF DOORS

Sigil is consumed by the Carnival of Doors, a three-day celebration honoring the portals which supply the city with its lifeblood. Ethereal green and purple flames glow as masked revelers parade through the streets day and night, seeking out decorated portals which they stumble through in a drunken parody of pilgrimage. More than a few souls go missing during these wanderings, their names written on garish floats of portal guardians like per, modrons, and lillendi which are hauled through the Grand Bazaar.

Minor Quest: Get in touch with three contacts with critical information that will be helpful in pulling off the heist. The players decide in which order to pursue the contacts, or whether to pursue a given contact. Any of the contacts can provide the PCs with information about the secret entrance into Dis via the River Styx, and can point them to the Canal of Curses. Reaching just one contact merits quest XP.

◆ CHANT ON THE STREET ◆

STREETWISE

DC 14: The paladin Temerin was the last mortal who visited the Book of Lies before it was stolen. He descended into Dis to hunt down a fiend and was never heard from again. Temerin was well-beloved in Sigil and a vigil is held for him during the carnival.

DC 18: Chant has it the thief who stole the Book of Lies was the Canary, a notoriously self-centered and independent scoundrel. Since the carnival began, there's been no sign of her; either the Canary is very well hidden or she's been put in the dead-book.

DC 22: Baatezu are closely monitoring travel into and out of Dis, particularly portal travel. Planewalkers are being turned back from portals, several have been abducted on allegations of conspiracy and unlawful portal use, while others mysteriously vanished.

DC 26: Dispater's spies became more active in Sigil in the months leading up to the theft, yet even with the theft accomplished they remain. No one is sure what the spies are up to (or who they are exactly), but it does have folks on edge.

THE TAIL

Dispater's spies are active during the Carnival of Doors and are keeping tabs on anyone who might be after the Book of Lies. If the PCs draw attention to themselves during their sweep of the streets for information, then they pick up a spy who tails them. This spy will be the tiefling Jarak Sool (*tiefling occultist, level 8 controller; MV*) who reports back to his hamatula handler in Dis via a messenger imp. Allow the PCs at least one chance to notice the tail with a group Perception check (DC 20) while they are in Sigil. If Jarak Sool is killed – or otherwise prevented from making daily contact with his hamatula handler – then a group of 4 barbaz are sent to find out what happened the next day. If threatened, Jarak Sool will try to use his daily contact with his handler in Dis as leverage for convincing the PCs to spare his life, though it takes an Intimidate check (DC 28) to actually get Jarak Sool to turn a blind eye to the PCs and not report them.

✦ CARNIVAL RANDOM ENCOUNTERS ✦

These encounters are intended to evoke the flavor of a gaudy and macabre carnival environment. You can use them as twists when making Streetwise checks, in between the PCs' interactions with the three contacts, as complications in the "Chasing Far'bulaz" skill challenge, as side quests for particular PCs, or however else you see fit.

Carnival of Doors, Random Encounters (d10)

- | | |
|----------------------------|--------------------------|
| 1. Pickpocket/Tout | 2. Pub Crawl |
| 3. Hanged Man | 4. Indecent Proposal |
| 5. The Vigil | 6. Macabre Cultists |
| 7. Gate Key & Mask Traders | 8. Acting Troupe |
| 9. Portal Dust | 10. King/Queen of Arches |

1. PICKPOCKET/TOUT

A young pickpocket works the drunken crowds (Thievery +15). He may target PCs who have been drinking or who look particularly Clueless. The pickpocket delivers most of whatever he steals to XXX, where it can be bought back at marked up prices. He daylights as a tout; for 10 gold he'll help the PCs navigate the Carnival of Doors and Sigil (Streetwise +12). For 15 gold he'll be mostly honest about it.

2. PUB CRAWL

A group of inebriated adventurers and merchants make their way through Sigil's taverns, insisting the PCs join them as "brothers and sisters in cups." If the PCs join in the pub crawl, each makes an Endurance check (DC 18); success means they've retained their sober senses long enough to make some contacts and learn the latest chant (as if they rolled Streetwise 28), while failure means they've passed out and awaken somewhere unusual.

3. HANGED MAN

A man has been tarred and dusted with garish colored paint, his hands bound behind his back, and a noose around his neck tied to a broken rafter which he drags behind him. Six masked youths jovially prod him along with clubs and empty wine bottles, loudly proclaiming to passersby that this is the "Hanged Man" who has volunteered as a portal sacrifice to be tossed through a random portal. A PC trained in History knows this practice dates back to the days when Aoskar was worshipped in Sigil. Strictly speaking, it's an illegal practice. However, the truth is the masked youths are thugs who get paid by tanar'ri for abandoning Clueless sods to a portal to the Abyss. The "Hanged Man" is a desperate beggar who the thugs promised to pay his family a reward if he volunteered to be the "Hanged Man."

6 Masked Thugs (♂ HUMAN, TIEFLING, OR HALF-ELF/HP 20/DEFENSES 20/INITIATIVE +10/SPEED 6/SHORT SWORD +10 v. AC/DAMAGE 1D6+6, WITH COMBAT ADVANTAGE +2D6/NE).

4. INDECENT+ PROPOSAL

An alluring woman in a peacock mask propositions an amenable PC with a night of unbridled passions, hinting that she has useful information about the Book of Lies. In fact, she is the erinyes Mirazzia; an Insight check (DC 30) realizes her true nature. Going to bed with the erinyes costs a healing surge, allows Mirazzia to temporarily dominate the PC (their memory is fuzzy after), and henceforth Mirazzia's attacks against Will always effect them. After the tryst, she reveals the Book of Lies is magically warded against those who've spoken lies in the last day, and that simply opening it has killed chronic liars. She also may point out if the PCs are being tailed by Jarak Sool.

5. THE VIGIL

A procession of robed clergy of Erathis (or other god of civilization) makes their way through the crowds bearing candles and the golden mask of a lion which sheds tears of blood. They offer benedictions for the sick and confused, saying they do so to honor the memory of the paladin Temerin who was lost in the Nine Hells and is held captive there. Temerin always attended the Carnival of Doors in the lion mask, and would regale celebrants with tales of battle against the fiends. As long as the paladin lives the mask he once wore sheds tears of blood, so the clerics believe.

6. MACABRE CULTISTS

A large floating pavilion of writhing men and women in devilish masks and gaudy black and gold robes is pulled down the street by howlers. A frightened old man is kicked off the pavilion platform, and scrambling to his feet begins shouting: "Help! Someone please help! They've got my daughter!" If the PCs come to his aid, he explains he is Cretcher the cobbler, and that his daughter Gretchin gazed upon the Book of Lies and has since become possessed and fallen in with a bunch of devil worshippers. The truth is Gretchin snuck a peak of the Book of Lies while the thief Canary was moving it thru Sigil, and witnessed a lie that Cretcher told – that her mother died in childbirth. The truth is Gretchin's mother was became possessed by a devil and was killed by the paladin Temerin to save Gretchin's life. Filled with vengeance, Gretchin wants to join the cultists to reach Baator and plunge a knife into Temerin's heart. If the PCs don't convince her otherwise, she'll show up during their quest in Mentiri and attempt to kill Temerin.

10 Cultists of Baalzebul (♂♀ HUMAN OR TIEFLING/HP 20/DEFENSES 20/INITIATIVE +6/SPEED 6/OVERWHELMING AURA 1: ENEMIES ENDING THEIR TURN IN THE AURA TAKE 4 POISON DAMAGE/MORNINGSTAR +9 V. AC/DAMAGE 1D10+4/LE).

7. GATE KEY & MASK TRADERS

There are two things which folks seek by the thousands during Carnival of Doors – gate keys and masks – and merchants selling both set up stalls along the route the revelers travel through Sigil. Gate keys to common portals are priced anywhere from 5 gold to 50 gold depending on what the particular gate key is, whereas masks run the gamut from 15 gold for simple half masks to 100 gold for ornate full masks.

8. ACTING TROUPE

A troupe of masked performers entertains the crowds with a comic skit and song which illustrates the death of a group of thieves who tried to double-cross their employer. One of the actors will call out to a random audience member (a PC?), accusing them of . Alternately, an actor may beg a charismatic PC to help play the role of ?

9. PORTAL DUST

During the Carnival of Doors, so many portals are activated that a strange phenomenon drifts through the streets of Sigil, a shimmering cloud of particles that distort light and space which seek out active portals. This “portal dust”, a type of arcane pollution, is made from the small particles that drift in from the planes each time a portal is opened.

Portal Dust	Level 12 Obstacle
Hazard	XP 700

A shimmering cloud of space-distorting particles wafts through the crowd; flecks of celestial light, infernal cinders and astral ice fill the air as it passes.

Hazard: A cloud of portal dust fills about 5 x 5 squares. On its initiative the portal dust drifts 4 squares on its way to the next portal. The portal dust provides concealment.

Arcana

DC 18: Recognize the portal dust for what it is and the hazard it presents.

Opportunity Attack

Initiative: +4

Targets: Any creature entering the portal dust or ending its turn in the dust.

Attack: +15 vs. Fortitude

Hit: Teleported 2d10 squares in a random direction to an empty square. This may include being vertically teleported, so long as there is a solid surface to stand on.

Countermeasures

- ✦ *Teleportation magic, travel rituals, and portals:* Portal dust is drawn to teleportation circles, teleportation spells, and activated portals; move the entire cloud 8 squares toward any such power, ritual, or portal in its vicinity.
- ✦ *Wind & weather magic:* Certain spells may be able to create gusts of wind to move or even dissipate the portal dust at the DM’s discretion.

10. KING/QUEEN OF ARCHES

As the carnival unfolds, the person who has passed thru the greatest number of portals is named the “King/Queen of Arches”. If a PC can convince the crowd that they have traversed the greatest number of portals, they are crowned and given **treasure** (see APPENDIX). This is purely a role-playing challenge and is left up to the discretion of the DM. Of course, drawing so much attention is also bound to attract Dispaters’ spies (see “Chant on the Street”).

✦ SHENG + THE MAGEWRIGH ✦

Sheng organizes the float competition during the Carnival of Doors. Considering the quantity of residuum-infused libations he partakes of, it's a wonder he can tell a float from a fountain. The Canary came to him to develop a way to conveniently transport an immense object that wouldn't fit in a bag of holding; of course, she had the Book of Lies in mind, though Sheng didn't realize it at the time.

Unfortunately for Sheng, two agents of Dispater have been dispatched to silence him as a precautionary measure. The assassin is a disgruntled half-devil named Ducaint who was offered a chance at "regaining Dispater's good graces"; he is accompanied by an osyluth assigned to make sure he finishes the job. Ducaint tried to escape Dispater's service with his half-devil lover Adessa; Dispater had Adessa imprisoned on trumped up conspiracy charges and thus leverages Ducaint to continue working for him. However, the truth about what happened with Adessa is a bit more complex than Ducaint knows.

As the PCs question Sheng, Dispater's agents make their move. Terrified, Sheng pleads with the PCs to save him, promising to tell them everything once he is safe. Then the gnome flees for his life.

LEVERAGING DUCAIN

If you've role-played the dynamic between the osyluth and the half-devil Ducaint, then your players may pick up on the disaffected half-devil's attitude toward Dispater. Perhaps they can turn his disgust at the politics of the Nine Hells to their advantage? Ducaint could make an excellent informant, as he knows the secret Styx entrance into Dis, the typical devils guarding the city, and the rough layout of the Iron Tower. What could entice Ducaint into turning against his former master? First the PCs need to "deal with" the osyluth to get it off Ducaint's tail. Second they need to play on Ducaint's already dim view of Dispater. Third, if the PCs swear to free Ducaint's beloved, the half-devil Adessa, from the prison Mentiri he agrees to help them.

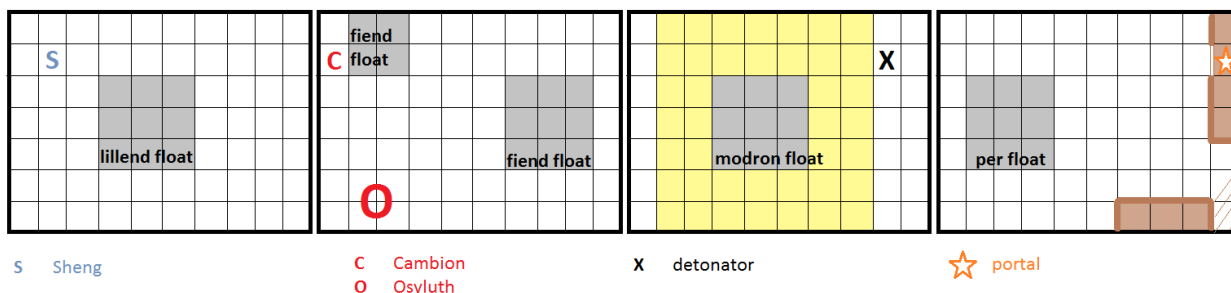
DISPATER'S HIT SQUAD

Level 10 Combat; 2,500 XP

PROTECTING A FLEEING GNOME

The main goal of this fight is to keep Sheng from getting killed, which is complicated as Sheng runs in blind panic once he's attacked. Because Sheng is so familiar with the float parade and the Carnival of Doors he ignores the difficult terrain caused by the crowd. Unless prevented from doing so, Sheng "double runs" on each of his turns for 14 squares. If he covers 28 squares he triggers the **carnival float trap**, hoping to stall his pursuers; unfortunately, he endangers the PCs as well. If he covers 40 squares he flees thru a portal which is affected as if the *scramble portal* ritual (MotP) had been cast on it; for the next hour it leads to a random destination. At that point, Sheng has evaded death but is probably beyond the reach of the PCs.

Dispatser's Hit Squad



S + A + S

Stats for the **half-devil assassin** and **osyluth taskmaster** can be found in the APPENDIX.

Sheng (♂ GNOME/HP 24/DEFENSES 20/INITIATIVE +5/SPEED 5/ACROBATICS +10/SA THE FIRST TIME SHENG TAKES DAMAGE HE TURNS INVISIBLE UNTIL THE END OF HIS NEXT TURN).

Carnival Float Trap Level 13 Minion Blaster XP 200

A garishly decorated float of a modron portal guardian erupts in smoke before toppling over, smashing into the street in a shower of plaster.

Trap: The huge float collapses in a 8 x 8 square area.

Perception

DC 14: Notice that the modron float is rigged with explosive alchemical charges.

Trigger

When Sheng flees a total of 28 squares through the float parade, he triggers the trap.

Attack

Close burst 3

Targets: All creatures in the burst

Attack: +16 vs. Reflex

Hit: 2d10 +6 damage, knocked prone, and restrained until start of their next turn.

Miss: Half damage.

Effect: The blast area becomes difficult terrain and provides concealment for a round.

Countermeasures

- ✦ *Locking down Sheng:* If the PCs keep Sheng in one place by force or coercion, then he does not trigger the trap.
- ✦ *De-fusing the explosives:* A PC who notices the trap and reaches it before Sheng can remove the fuses with a DC 14 Thievery check, preventing it from being triggered.
- ✦ *Preemptive trigger:* A ranged or area fire attack dealing at least 10 damage to the modron float (AC/Reflex 3, Fortitude 15, HP 40) triggers the explosion.

T A C + I C S

The osyluth is poorly hidden in a giant cloak as a fiendish float; an active DC 14 Insight or Perception check reveals the osyluth. Ducaint, on the other hand, is well-disguised as a masked reveler; an active DC 28 Insight check reveals the half-devil is watching Sheng closely and is armed. Ducaint springs into action soon after the PCs approach focusing

his attacks on Sheng at first. He begins 12 squares from Sheng. The osyluth intervenes on the second round, focusing its attacks on the PCs.

CROWD OF REVELERS

Most of the parade is flooded with so many revelers that the encounter area acts as difficult terrain. As a minor action a character can attempt to pass thru the crowd as if it were normal terrain by making a skill check (the particular skill depending on what they're attempting); a DC 14 avoids 6 squares difficult terrain, DC 20 avoids 10 squares difficult terrain, and DC 28 avoids 16 squares difficult terrain. Alternately, clever use of powers or magic items might avoid the difficult terrain of the crowd altogether.

TREASURE

The osyluth carries an empty *soul trap gem*, a type of magic receptacle used by fiendish soul traders; though useless to the PCs, it is a valuable trade item (see APPENDIX).

THE DARK ACCORDING TO SHENG

Once the threat is dealt with, Sheng conveniently regains his “courage” and just as conveniently forgets he promised to tell the PCs everything he knows. Clever questioning can get most of dark from Sheng, as can intimidation exploiting the recent assassination attempt on him. Here are the key pieces of information Sheng may share:

When Sheng last met with the thief Canary, he was unable to contain his curiosity, and tried to open the Book of Lies (he can describe its physical appearance). Instead, he was struck by an overwhelming vision that knocked him senseless: His brother Geran lied about the family inheritance, claiming it was all squandered by their father. Sheng had always wondered how Geran financed his trading business...

The thief Canary planned to use a secret byway of the River Styx to return to Dis. Conventional wisdom holds that the River Styx doesn't pass thru the second layer of Dis, but the Canary claimed a marraenoloth told her a way to reach it thru Sigil's Canal of Curses. According to the Canary, this secret byway is unguarded.

Sheng designed a way for the thief to carry a massive object via a modified handy haversack. He can be persuaded to share his first experimental version... for a price.

Sheng's Experimental Haversack

Level 10

This fist-sized amber glass sphere is full of air pockets which seem to drift through the glass; faint fracture lines trace the exterior as if it were a puzzle box.

Wondrous Item 5,000 gp

Property: When properly manipulated, this glass sphere expands to reveal a 10 foot x 10 foot area (a pocket dimension) where up to 100 cubic feet or 1,000 pounds of goods can be stored. It resumes its former size and weight (1 lb.) after being used.

Drawing an item from *Sheng's experimental haversack* requires an Intelligence check which determines how long it takes (DC 10, an entire round; DC 15, a standard action; DC 20, a minor action).

◆ FAR'BULAZ + THE MASKED FIEND ◆

Far'bulaz is an urban legend that is all too real: a shape-shifting fiend who only appears in Sigil during the Carnival of Doors, with uncanny knowledge of secret passages throughout the planes. In fact, Far'bulaz is much stranger than that; he is a disembodied devil who was forcibly ejected from Sigil thru multiple portals at the same time by the Lady of Pain. It was a gruesome sight, to be sure. Until his body is reassembled Far'bulaz can only appear during the Carnival of Doors, when he possesses vulnerable minds of masked revelers to go on a spree of murderous mischief. With his body scattered across the planes, Far'bulaz has gathered a vast amount of information on hidden routes between realms as his animated claws, eyes, and ears search for a way back to Sigil.

According to a commonly known Sigil legend, Far'bulaz can be summoned at night amidst a crowd of carnival revelers by uttering his name three times and driving a silver knife thru a mask. This compels Far'bulaz to possess a masked reveler in the immediate vicinity, though the binding is only temporary, fading within ten minutes. Once summoned, Far'bulaz possesses a masked reveler who convulses for a moment before turning to stare at the PCs with glowing eyes as the mask shifts into a devilish smirk. Then the possessed reveler takes off running into the crowd – the chase is on!

CHASING FAR'BULAZ

Level 12 Skill Challenge + Hazards; Complexity III (8 successes before 3 rounds); 2,650 XP

SETUP

As the PCs chase Far'bulaz, they have limited time to catch him; the magical binding of the summoning fades within ten minutes, after which he can possess a new victim. This chase scene is divided into three rounds lasting roughly 3 minutes each.

Use the map entitled CARNIVAL OF DOORS that comes with this adventure; each square represents a city block. Place the PC miniatures in the marked square, and place the included chase tiles in the remaining squares.

PLAY

Each PC's turn they roll on the obstacle table, then make a pursuit check using a skill that makes sense given the obstacle (suggestions are in the table below), and then move a number of city blocks depending on the degree of success they get. If they achieve a DC 14 they enter a city block and flip over its tile, if they achieve DC 20 they enter and flip over 2 tiles, and if they achieve DC 28 they enter and flip over 3 tiles. If they fail to achieve even a DC 14, then they suffer the failure condition of the obstacle.

The chase tiles include images of clues representing momentarily spotting Far'bulaz or finding some trace of him. When two matching tiles are revealed they are removed from the map – that counts as one success toward the skill challenge. Failure, on the other hand, is simply failing to achieve 8 successes (matched pairs) before the end of the skill challenge. There is no need to keep track of the group's total number of failed checks, though individual failures may have consequences.

I STUN, RESTRAIN, IMMOBILIZE, DOMINATE, AND SLOW HIM!

When the chase begins, it's natural for players to look to every resource their characters have to stop the prey from escaping. The approach this skill challenge takes is to make the PCs work for those windows of opportunity where they can get a clear shot at Far'bulaz (and are in range to do so). At the beginning of the encounter there's just too many obstacles and masked revelers; however at certain moments a PC may have a chance to use a ranged or area power. If a PC hits with a power which would incapacitate Far'bulaz at that moment, then they win the skill challenge.

Far'bulaz, as possessed reveler (♂ HUMAN/HP 24/AC 18, FORT 18, REF 18, WILL 28/INITIATIVE +6/SPEED 6/ATHLETICS +12, ACROBATICS +12)

RØUND 1: HIDE AND SEEK

Far'bulaz dodges and weaves his way through the crowded streets of the Carnival of Doors, attempting to lose you. You only catch glimpses of him as you pursue – a flash of his fiendish grin among masked revelers, knocked over lanterns, swearing drunkards – but not enough to have clear line of sight.

Failed Checks: A failed check only results in the effect of the obstacle described below.

Attacks/Line of Sight: The frenetic pace of this first round means the PCs don't have a clear line of sight to Far'bulaz to make attacks.

RØUND 2: BACK ALLEY FIREWORKS

Far'bulaz sprints down a narrow alley, unhooking a street lantern as he goes. You spot him pause long enough to cast a taunting grin at you before he throws the lantern onto a wagon full of fireworks. As the fireworks flare to life, he continues fleeing.

Special: At the start of round 2, all PCs are subject to the *Chaotic Fireworks* hazard.

Failed Checks: A failed check also subjects the PC to the *Chaotic Fireworks* hazard.

Attacks/Line of Sight: If the PCs score 5 successes in the alleys, then one may attempt an attack against Far'bulaz (provided the attack's range is at least 10 squares).

RØUND 3: ILLUSIØNARY CARNIVAL

Far'bulaz dashes into a thick crowd where the raucous heart of the revelry takes place. For a moment you see his image distort in a mirror carried by some imps, then he is gone. Here mages weave illusions, dancers writhe in ecstatic trances, and all manner of bizarre creatures cavort and beckon you to join them.

Failed Checks: A failed check also subjects the PC to the *Illusionary Carnival* hazard.

Attacks/Line of Sight: On their turn, a PC can attempt a DC 28 Arcana or Insight check to pinpoint where Far'bulaz actually is. This check doesn't count toward the party's overall successes and failures. If it succeeds the PC locates Far'bulaz and may make an attack (provided the attack's range is at least 10 squares). If the check fails the PCs are convinced a masked bystander – or possibly a fellow PC wearing a mask – is Far'bulaz, and after they resolve any attack they're subject to the *Illusionary Carnival* hazard.

Chaotic Fireworks

Level 12 Minion Blaster

Hazard

XP 175

Fireworks erupt from the wagon, whistling in every which direction, zigzagging down alleys in a roar of sparks and smoke.

Hazard: The entire alley network Far'bulaz flees down is the hazard.

Perception

The hazard the fireworks present is obvious.

Trigger

At the start of round 2 in "Chasing Far'bulaz", and whenever a PC fails a skill check during round 2.

Opportunity Attack

Ranged special

Target: The PC who failed the skill check.

Attack: +15 vs. Reflex

Hit: 1d8+5 fire damage and a -2 penalty to all skill checks and attack rolls until the end of their next turn.

Illusionary Carnival

Level 12 Minion Obstacle

Hazard

XP 175

Leering masked faces appear in the disorienting revelry, a cacophony of drums seems to bend the shadows, and for the briefest moment you are drawn into the revelry like a moth to flame.

Hazard: The entire street where Far'bulaz flees to is the hazard.

Arcana (trained only)

DC 20: Notice that illusion and enchantment magic permeates this part of the carnival.

Trigger

When a PC fails a skill check during round 3 of "Chasing Far'bulaz."

Opportunity Attack

Close burst special

Target: The PC who failed the skill check.

Attack: +15 vs. Will

Hit: The PC is removed from play, having been drawn into the reveling crowd and concealed by illusion magic. The PC returns to play once the skill challenge ends, but the player must roll a d4 to determine what befell them:

1. *Vague Memories:* The PC vaguely recalls doing something that they might regret.
2. *Geased by Far'bulaz:* Far'bulaz charmed the PC to retrieve his claw from Dis (see "A Deal With Far'bulaz"), claiming that doing so would end Far'bulaz's cursed existence.
3. *Mask is Stuck:* The PC wears a carnival mask magically bonded to their face until they take an extended rest or can dispel the enchantment.
4. *Gave Away Information:* The tiefling spy Jarak Sool or the erinyes Mirazzia got some information out of the PC while in disguise.

OBSTACLES TABLE

d20	Result
1	<i>Crazed crowd:</i> Arcana (trained) to notice and disrupt enchantment magic influencing the crowd. Insight to notice outside influence and avoid the crowd. If either is failed, all PCs in that city block are mobbed by the crowd (+16 vs. AC; 2d8+5 damage).
2	<i>Smoke choked street:</i> Endurance to pass thru smoke unscathed; if failed lose a healing surge. Perception to see a way out of smoke to a side street (enter adjacent city block of your choice); if failed enter a random adjacent city block.
3	<i>Labyrinthine alleys:</i> Streetwise or Perception to navigate; if failed you cannot leave current city block next round.
4	<i>Sedan chairs:</i> Acrobatics or Athletics to scramble over or Intimidate to clear a path thru; if failed carried into random adjacent city block.
5	<i>Floating lanterns:</i> Athletics to jump across lanterns onto rooftop; if failed fall 30'. Arcana (trained) to move and amplify lanterns to help search for Far'bulaz; if failed all Perception checks take -2 penalty that round as lantern flicker.
6	<i>Market/souq:</i> Bluff/Diplomacy to fast barter for something useful in chase, or Thievery to steal it; if failed accused of stealing and questioned by guards - the delay gives Far'bulaz an edge, conceal one revealed chase tile, turning it back over.
7	<i>Murder of ravens:</i> Nature or Stealth to move past the ravens without startling them; if failed conceal one revealed chase tile, turning it back over.
8	<i>Howler stables:</i> Nature to calm howlers and ride one, or Stealth to slink by undetected. If either is failed, subject to a howler attack (+14 vs. Reflex; 2d8+5 damage).
9	<i>Street entertainers:</i> Diplomacy, Intimidate, or 20 gold to get entertainers to stop harassing you; if failed take -2 penalty to your next check.
10	<i>Dead-end locked portcullis:</i> Athletics to climb the wall; if failed fall 30' but still make it to other side. Thievery to open the lock; if failed attacked by a poison needle (+14 vs. Reflex; slowed and ongoing 10 poison damage (save ends both)).
11	<i>Under-Sigil thoroughfare:</i> Streetwise or Dungeoneering to navigate under the streets and move an extra city block; if failed face 4 masked thugs .
12	<i>Religious procession:</i> Religion to quickly make appropriate prayer and slip by; if failed
13	<i>Dabus repairs:</i> History to interpret dabus' rebus directions; if failed take -2 penalty on your next check. Dungeoneering to realize dabus abandoned work on a nearby bridge and use it to close in on Far'bulaz; if failed
14	<i>Portal nimbus:</i> A portal flares to life in an archway just ahead of the PC
15	<i>Rickety tenement:</i> Acrobatics to balance on unsteady floorboards; if failed fall 30'.
16	<i>Light boys:</i> 20 gold and Diplomacy or Streetwise to hire lightboys and get them to illuminate where you want; if failed
17	<i>Foreboding architecture:</i> Stealth to use buildings to shadow; if failed Far'bulaz moves one city block. History to locate a shortcut; if failed ??
18	
19	
20	

2 Acrobatics	2 Athletics	2 Arcana
1 Bluff	3 Diplomacy	2 Dungeoneering
1 Endurance	Heal	1 History
1 Insight	2 Intimidate	1 Nature
2 Perception	Religion	2 Stealth
3 Streetwise	1 Thievery	

SUCCESS

Cornering Far'bulaz, the PCs have him at their mercy and he provides them with the answers they seek. See "The Dark According to Far'bulaz."

FAILURE

Far'bulaz evades the PCs long enough so that the binding power of the ritual wears off, allowing him to possess a masked reveler of his choosing. He easily loses the PCs in the crowd and is free to indulge in murderous mischief. The PCs can try to summon and corner Far'bulaz again on the second or third nights of the Carnival of Doors.

THE DARK ACCORDING TO FAR'BULAZ

Here are some key pieces of information that Far'bulaz may share:

There is a secret unguarded way into Dis via the River Styx, though only the fiendish boatmen called "marraenoloths" know of it. A finger of the River Styx flows through the bowels of Sigil in the Canal of Curses.

Mentiri, the prison of Dis, can be entered via a portal which shifts through different locales in the Fetters, the "trade district" of Dis. The portal key is the thigh bone of an osyluth (a.k.a. bone devil).

The Iron Tower of Dispater is comprised of rooms without doors or windows whose only means of entry is a teleportation circle. Visitors are given a "flower of holes" which allows them to create holes in the walls using the flower's petals – each petal is keyed to a different room.

A DEAL WITH FAR'BULAZ?

Far'bulaz might offer his blessing to morally ambiguous PCs if they agree to retrieve something of his – a claw to be exact – from the Iron City of Dis and bring it to Sigil. What is the blessing of a disembodied fiend worth? That's up for the DM to decide; some kind of a group Bluff bonus to disguise would be an appropriate blessing from the Masked Fiend. Of course, since Far'bulaz was expelled by the Lady of Pain, if the PCs do follow through on their end of the deal, they could be looking at a stern warning from the dabus or even the Lady herself.

✦ DAMIANA FORTUNATA ✦

Down a crowded alley you find an enclave of Vistani dancing and playing music around a blazing bonfire. A middle-aged woman with raven hair streaked by silver runs a card game under a deep red tent. A withered bearded man, his clothes too large for his skin and bones, folds his cards over, "The price is too rich for my blood, witch. I forfeit." Standing shakily, the man leaves in a hurry. The woman looks up at you with haunting eyes as she reshuffles the cards. "Care to try your fortunes?"

Damiana, the *raunie* (matriarch) of her clan, took on the surname "Fortunata" when she discovered the gift fate bestowed upon her...or the curse. When she plays a gambling game with someone, their wildest dreams may be realized, but they must first risk their worst nightmares: financial ruin, decrepitude, being forgotten by all they love, even losing their soul. Perhaps the blood of noble djinn flows in Fortunata's veins, granting her a limited form of wish-granting. Perhaps she is a proxy to a god of luck or fate. Perhaps she is actually a hag in disguise. No one knows, and the last berk who inquired about it with Fortunata was dealt a very bad hand indeed.

Damiana Fortunata possesses the Umbral Ring, a minor artifact with the power to conceal a small group from the most powerful of scrying spells. She is willing to part with it if the PCs play her game. Should they attempt to take the ring by force, she calls on **8 Fortunata's Vistani Guards** attack before mysteriously vanishing.

Fortunata's Vistani Guard		Level 12 Skirmisher
Medium natural humanoid		XP 700
HP 118; Bloodied 59		Initiative +14
AC 26; Fortitude 24; Reflex 25; Will 24		Perception +14
Speed 6		
Traits		
Combat Advantage		
The Vistani deals +2d8 damage against enemies granting combat advantage.		
Standard Actions		
⚔ Rapier (weapon) • At-Will		
Attack: +17 vs. AC		
Hit: 2d8 + 10 damage.		
Effect: Shift 1 square before or after the attack.		
🗡 Throwing Dagger (weapon) • At-Will		
Attack: Range 5; +17 vs. AC		
Hit: 2d4 + 10 damage.		
Minor Actions		
👁 Evil Eye of the Vistani • Encounter		
Attack: Range 10; +15 vs. Will		
Hit: Until the end of the Vistani's next turn, the target grants combat advantage and cannot approach any closer to Fortunata.		
Str 16 (+9)	Dex 22 (+12)	Wis 16 (+9)
Con 14 (+8)	Int 13 (+7)	Cha 13 (+7)
Alignment unaligned Languages Common, Secret Language		
Equipment leather armor, rapier, dagger		

FORTUNATA'S GAME

Level 12 Puzzle/Hazard; 2,100 XP

***A quick note:** This encounter requires a deck of cards, all the better if it is THREE-DRAGON ANTE, the HARROW™ DECK, the DECK OF MANY THINGS, or a similar fantasy-themed deck. The rules here assume you're using regular playing cards, but adapt them to whatever game you choose to run at your table.*

Fortunata runs a 3-round game based on poker with cards whose suits symbolize cosmic forces, where players bid cards into a gambit to control which cosmic force is at stake. Each suit/cosmic force has certain stakes associated with it.

- ♣ **Clubs** represent time and mortality, the stakes are divination vs. premature aging
- ♦ **Diamonds** represent money and power, stakes are influence in Dis vs. loss of reputation
- ♥ **Hearts** represent faith and love, the stakes are self-empowerment vs. crisis of belief
- ♠ **Spades** represent conflict and strife, stakes are the artifact vs. attracting monsters

THE RULES

Each player, including Fortunata, is dealt a hand of five cards – one for each finger (a subtle threat to would-be cheats). A player who doesn't like their hand may choose to be dealt a new one, though in doing so they forfeit contributing one card to the gambit.

Beginning with the dealer, every player places a card in the **gambit** (though make sure everyone's cards remain separate from each other), and is dealt a new card so their hand is always at five cards. This continues for two more rounds, after which the **dominant suit** of the gambit is determined according to the suit with the highest net face value (Jacks as 11, Queens as 12, Kings as 13, and Aces as 1). The dominant suit determines the stakes of that round. If a player did not contribute any cards of the dominant suit to the gambit they are considered "disadvantaged", whereas the player who contributed the highest value card of the dominant suit is considered "advantaged" – this matters only for purposes of resolving tied hands.

At the same time as players attempt to control the dominant suit, they also seek to make poker combinations in their hand. Once the dominant suit of the gambit is determined, the players reveal their hands and determine the winner. A player may fold at any point before the final round.

2 Jokers represent the whims of fortune and have different uses in a hand or the gambit. In a hand jokers are "wild" and may be used in place of any card; however, a joker in a player's hand means that player cannot win, but neither do they suffer the effects of losing. In the gambit jokers are used to negate other cards.

TM **Word from the Legal Mephit:** HARROW™ is a registered trademark of Paizo, and its use here is not intended to imply ownership of the trademark, nor any affiliation with Paizo.

For reference, here are the various poker hands in order from highest to lowest:

Royal Flush	Ace, King, Queen, Jack, 10 of the same suit
Straight Flush	5 consecutive cards of the same suit
Four of a Kind	Four of the same card, one from each suit
Full House	Three pair and a Two pair
Flush	Any 5 cards of the same suit
Straight	5 consecutive cards of any suit
Three of a Kind	Three of the same card
Two Pair	Two pairs of the same cards
One Pair	One pair of the same card
High Card	The highest value single card

♣ **CLUBS**

When clubs is the dominant suit, the PCs feel disoriented and may have flashbacks to past events or brief glimpses into the future. The game takes on a life-or-death quality and the face cards seem to depict skeletal characters.

Winning: The PC gains a glimpse of the future, learning a critical clue or piece of lore pertinent to their quest as if the *consult mystic sages* ritual (PHB) had been cast. This could potentially include any information that could be learned from the other two contacts, streetwise checks, knowledge checks, the whereabouts of the thief Canary or the paladin Temerin, and so forth.

Losing: Each PC who loses ages 3d6 years and witnesses a possible moment of death for him or herself, suffering -1 attack, save, skill and ability checks until they take an extended rest.

♦ **DIAMONDS**

When diamonds is the dominant suit, the PCs alternately feel supremely confident or utterly desperate, consumed by delusions of grandeur. The deck seems to be gilded and the face cards depict characters bedecked in glittering jewels.

Winning: The PC will receive acknowledgment from high-ranking devils in Dis, granting them a +4 bonus to social skill checks there, and base reaction is neutral. In addition, run random encounter #1 while they're in Dis and include as a reward two extra **treasures** if they complete the quest – specifically given to the winning PC.

Losing: Each PC who loses suffers a blow to their reputation, power base, or financial investments. The DM is encouraged to be creative with how this affects individual PCs, especially since the curse isn't readily apparent.

♥ HEARTS

When hearts is the dominant suit, the PCs reminisce of old loves, grow reverent (or bitter) of the gods, and wax philosophical. The game feels as if the PCs had known Fortunata for years, and each card seems to hold special significance.

Winning: The PC has discovered a person or belief they truly care for; let the player come up with the specifics. For the remainder of this adventure the PC can spend action points to perform amazing deeds:

- ♦ **Automatic success:** Succeed an attack roll, skill or ability check, or saving throw.
- ♦ **Gain an intuitive clue:** Ask the DM a question or get a hint without making a roll.
- ♦ **Reshape the planes:** Initiate a worldfall, (de)stabilize a portal, establish a temporary sanctuary in a hostile plane, or shape unstable planar matter,.

Losing: Each PC who loses suffers a crisis between two opposing beliefs they hold, or perhaps between a belief and a relationship. Let the player come up with the specifics. Until this crisis is resolved, the PC cannot gain or use action points.

♠ SPADES

When spades is the dominant suit, the PCs grow quarrelsome with each other and suspicious of Fortunata. Some of the cards appear to be blood-stained, and the face cards depict gruesome murders in the background.

Winning: Fortunata passes on the *Umbral Ring* artifact to the PC with these words:

“This ring has kept me safe from many prying eyes of fiends and wizard alike. The cards have revealed it is time for the ring to move on. It is yours now. Use it well.”

Umbral Ring

Minor Artifact – Paragon Tier

A ring made of solidified dark grey, black, and purple ethers from which a faint hissing whisper can be heard as the ethers bend toward the nearest living creature.

Ring

Property: You always notice scrying sensors created by scrying rituals. Additionally, increase the DC of all scrying Arcana checks against you by 4.

Power (Daily): You and up to 8 allies are magically shrouded from all scrying rituals, even from the powerful magic of arch-devils, arch-fey, demon princes, and the like in their realms. This effect lasts for 24 hours, after which there is a 5% cumulative chance that the ring vanishes into shadow, moving on to find its next wielder. Alternately, the DM should assign a % chance that suits the needs of his or her campaign.

Losing: Each PC who loses is cursed to attract hostile creatures for the remainder of this adventure; whenever you roll on a random encounter table, roll an extra time if one of the losing PCs is present.

CLUES & TRICKS

Intelligence DC 16: Get a hint about the best way to use your hand.

Arcana DC 28 (trained only): Determine the exact nature of what's at stake in a given dominant suit.

Insight DC 28: Realize the dominant suit is alerting the party's emotions and perceptions. The player may now offer help to other players. If failed, can't make further Insight checks during Fortunata's game.

Bluff DC 28: Share innuendo with fellow PCs about a ploy you want to try without revealing what you plan to Fortunata. For example, the PCs may very well all fold save for the one with the strongest hand – in order to communicate that they'll need to rely on innuendo. If caught, the PC is reprimanded that it's against the rules. If a PC is caught a second time, Fortunata curses him or her (see below).

Thievery DC 28: Swap a card with a willing player, or steal a card from an unwilling one. If caught, the PC is reprimanded by Fortunata who re-deals the hand, making a menacing joke that tradition demands a finger for each time a cheater cheats. If a PC is caught a second time, Fortunata curses him or her (see below).

FORTUNATA'S CURSE

Rather than call on her Vistani guards to punish cheaters, Fortunata weaves a subtle curse into the game. The cheater becomes completely consumed by the energy of the dominant suit, behaving fearful, cocky, pensive, or belligerent as appropriate.

Clubs Curse: The cheating PC is so disoriented by the skewed perception of time and terrified of their own mortality, that every other card the player is dealt is face down and they cannot look at it (representing the PC's altered state). If they add a face down card to the gambit it is turned upright.

Diamonds Curse: The cheating PC becomes obsessed with the dominant suit being diamonds, and always puts their highest diamond cards into the gambit.

Hearts Curse: The cheating PC sees their likeness in one of the playing cards, and gets a creepy feeling about it (what this means is left up to the DM). In addition, even if the PC wins or folds they are also affected as if they lost.

Spades Curse: The cheating PC won't cooperate with the rest of their party, and attempts to win by any means necessary – they absolutely will not fold.

◆GETTING TO BAA+OR◆

The whole point of the PCs pursuing the secret River Styx byway into Dis is to avoid detection by Dispater's agents who monitor other means of ingress into the Iron City. That said, if the players decide to take their chances on a portal directly into Dis, or travel to Avernus and walk through the Gates of Malsperanze, use these notes to develop suitable encounters.

POR+AL TO DIS

A two-way portal in the Lower Ward leads to Dis: it is a smithy's door and the portal key is an iron symbol of Dispater. Once activated, this portal deposits the PCs at ?? in the Fetters (see PART V: DIS, THE IRON CITY).

The Sigil-side of the portal is guarded by **2 barbazu**, **6 legions devils**, and **2 hell hounds** (see APPENDIX). The Baator-side is guarded by a **half-devil mage**, **2 barbazu**, and **6 legion devils**. All of the barbazu wear iron symbols of Dispater around their necks, and besides the mage only the barbazu know the password to bypass the *arcane lock*.

The portal is warded by two rituals cast by a half-fiend mage in Dis: an *arcane lock* (PHB) and a planar variant of *eye of alarm* (PHB).

The *arcane lock* prevents anyone from activating the portal who doesn't speak the password: "For the eternal glory of Dispater."

Arcana DC 22 (trained only): A PC can make an Arcana check to identify the *arcane lock* if they've attempted to activate the portal but could not, or if they spent a minute detecting magic around the portal.

Strength or Thievery DC 30: Physically break the enchantment locking the door or disrupt the ward using thieves' tricks, thus dispelling the *arcane lock*. The **half-devil mage** immediately becomes aware of this and raises the alertness level by one step.

The planar *eye of alarm* alerts the guards on the Baator-side of the portal if someone tries to activate the portal without speaking the password. The eye has darkvision and is invisible. Once alerted, the devils on the Baator-side will raise the alarm, increasing the alertness level one step.

Perception DC 32: Detect the glint of the hidden silver and ruby eye focus (worth 100 gp) above the portal.

Arcana DC 22 (trained only): A PC can make an Arcana check to identify the *eye of alarm* if they've detected the ruby eye focus, have spent a minute detecting magic around the portal, or triggered the ritual.

If the alertness level increases as a result of the PCs using this portal, a crew of petitioners are sent to destroy the portal after an hour, and a squad of **4 barbazu**, **12 legion devils**, led by a **hamatula** are posted to wait for the PCs should they return.

GATES OF MALSPERANZE

Finding a portal to Avernus should be easy enough for paragon-tier adventurers; the PCs' contacts know about a one-way portal in the Lower Ward at a temple to Bane: the portal key is casting a fire spell (if no PC is capable, the priests of Bane can for a 50 gp fee). The portal leads to the ruins of an old gate-town amidst burning crags of volcanic rock several miles away from the immense iron Gates of Malsperanze.

As the PCs travel to the gates, they will encounter a patrol of **24 legion devils** led by a **barbazu** who will attempt to pressgang them into serving Bel, the pit fiend ruler of Avernus. If a fight breaks out, the first time a creature is bloodied an **Avernus cinderstorm** appears!

Avernus Cinderstorm	Level 15 Blaster
Hazard	XP 1,250

A streaking ball of hellfire falls upon the battlefield, spewing a cloud of sizzling embers which seem to burst into flame upon contact with blood.

Hazard: An Avernus cinderstorm appears only when a creature is bloodied in battle, forming around that creature and engulfing everything within 10 squares.

Skill Checks

Perception DC 22: Notice ashen clouds forming above the battlefield.

Arcana DC 27: Recognize the phenomenon as an Avernus cinderstorm.

Initiative +7

Trigger

When a creature is bloodied, the Avernus cinderstorm appears and rolls initiative.

Standard Action Close burst 10

Target: Each creature in burst

Attack: +18 vs. Reflex

Hit: 2d6 + 15 fire damage.

Miss: If a creature is bloodied it takes half damage.

Special: The Avernus cinderstorm continues to attack each round until no creatures within its area are bloodied, at which point it ceases.

Once at the Gates of Malsperanze (above which reads "abandon all hope, ye who enter here"), the PCs face a **hamatula** who questions them about their reasons for traveling to Dis. The hamatula won't initiate combat; its purpose is to send messenger imps (**3 imps** pester the hamatula) back to Disater should any suspicious mortals pass the gates. If the hamatula does send the imps, increase the alertness level in Dis by one step. A sufficient bribe (1,000 gp) or a convincing cover story appeases the hamatula. The hamatula is accompanied by a force of **10 red abishai** should a fight break out.

From the Gates of Malsperanze, it's a twenty mile journey following a road littered with skulls on pikes across the burning landscape of Dis to reach the Iron City.

PART II: CANAL OF CURSES

Dirty burgundy water flows through barrel-vaulted passageways carved through the dark grey rock of Sigil. A narrow walkway on either side of the water allows you to skirt the edge, though human-sized characters will need to hunch over because of the curved walls. Strange sickly vapors roll across the surface of the water disappearing into darkness down the nearest passage, and the distant echoes of shrieking creatures turn your hair on end. This is a cursed place – you can feel it in your bones.

Minor Quest: Navigate the Canal of Curses to either find a marraenoloth guide or to find an outlet to the River Styx leading to Dis and navigate it themselves.

The entrance to the Canal of Curses lies in an off-the-way side street in the Lower Ward. Refer to the map included with this adventure as the PCs navigate the canals. From the Canal of Curses the PCs can access a secret byway of the River Styx that leads into the lower reaches of Dis without alerting Dispater's guards.

If the PCs decided to risk the portal or the Gates of Malsperanze instead of pursuing the Canal of Curses, you can still weave the Canal into the adventure as part of the PCs' escape plan or as an alternative escape route when a complication arises with their original plan.

◆ ENVIRONS ◆

STYX WATER

Simply coming into contact with a bit of River Styx water can wipe away memories, the amount of exposure determining the extent of memory loss.

Attack: 5 + character level vs. Will

Styx Exposure	Hit	Miss
Splash	Lose 5 minutes memory	Lose held actions & sustained powers
Wading	Lose a day of memory	Lose 5 minutes memory
Dunked/Submerged	Lose a week of memory	Lose an hour of memory
Imbibing Styx water	Lose all memories	Lose a day of memory

NAVIGATING THE STYX

If the PCs reach area #8 and decide not to contract the marraenoloth's services, run a complexity III skill challenge covering their navigation of the River Styx. Allow PCs to use any skills within reason (DC 20) to safely navigate the Styx. Each time the PCs fail a check, throw a random encounter at them. If they fail 3 checks before reaching 8 successes, then they end up on an unintended Lower Plan (e.g. Gray Waste instead of Baator, or vice versa).

✦ CANAL RANDOM ENCOUNTERS ✦

These random encounters can be used as you desire to add flavor to the PCs' exploration of the canals and, to a lesser extent, the River Styx. You can use them in conjunction with the "Negotiating with the Marraenoloth" skill challenge, as filler in between the PCs ventures on the Lower Planes, as a wandering monster table should the PCs try to rest in the canal, or you can assign them to particular empty rooms and make the Canal of Curses a proper dungeon crawl.

Canal of Curses, Random Encounters (d10)

- | | |
|-------------------------|------------------------|
| 1. Flock of Vargouilles | 2. Cursed Memories |
| 3. Ghostlight | 4. A Familiar Ghost |
| 5. Laghathti | 6. Unearthly Mists |
| 7. Styx Sirines | 8. Bodies in the Water |
| 9. Trelon Pack | 10. Wraiths of Lethe |

I. FLOCK OF VARGOUILLES

A flock of **9 vargouilles*** feed on the bloated corpse of a poor drowned soul. They attack living beings, preferring small creatures or those bearing a light source. If 5 or more are killed, the remaining attempt to flee.

Vargouille	Level 2 Lurker
Small aberrant humanoid	XP 125
HP 29; Bloodied 15	Initiative +7
AC 16; Fortitude 14; Reflex 15; Will 13	Perception +6
Speed Fly 6 (hover)	Darkvision
Traits	
Light Vulnerability	
Blinded by sunlight or the equivalent.	
Standard Actions	
⬇ Bite (poison) • At-Will	
<i>Attack:</i> +7 vs. AC	
<i>Hit:</i> 1d6 + 7 damage and cannot spend healing surges or regain hit points (save ends).	
⬇ Vargouille's Kiss • At-Will	
<i>Requirements:</i> Can only be used on a stunned target.	
<i>Attack:</i> +5 vs. Fortitude	
<i>Hit:</i> Target is infected with the Vargouille's Transformation Disease.	
Minor Actions	
↩ Shrieking Visage (fear) • Encounter	
<i>Requirements:</i> Must be used on the vargouille's first turn.	
<i>Attack:</i> Close burst 5 (enemies in burst); +5 vs. Will; Enemies that haven't acted yet this encounter grant combat advantage for this attack.	
<i>Hit:</i> Stunned (save ends).	
Skills Stealth +8	
Str 12 (+2)	Dex 14 (+3)
Con 11 (+1)	Int 7 (-1)
	Wis 11 (+1)
	Cha 7 (-1)
Alignment evil	Languages —

* The vargouille and its disease are from @Sorcerer_Blob's work at www.legend4rydnd.blogspot.com

Vargouille's Transformation	Level 2 Disease
<i>Caused by the kiss of a vargouille, this disease is almost impossible to cure as it transforms its victim into another vargouille.</i>	
Stage 0: The target recovers from the disease.	
Stage 1: Initial Effect: The target takes a -2 penalty to attack and perception checks. All their hair falls out and their face begins to swell.	
Stage 2: The target takes a -4 penalty to attack and perception checks, and reduces their maximum number of healing surges by 2. Their ears begin to grow leathery wings, and tentacles sprout on their chin and scalp, while their teeth become pointed fangs.	
Stage 3: As above, plus reduce maximum number of healing surges by half, and the target suffers a -4 penalty to Charisma checks as its appearance grows stranger.	
Stage 4: The target's head breaks free of its body, instantly killing them, and turning into a hostile vargouille!	
Check: After every 1d6 hours or extended rest, the target must make an Endurance check if it is in stage 1 to 3:	
11 or lower: The stage of the disease increases by one.	
12-15: No change.	
16 or higher: The stage of the disease decreases by one.	

2. CURSED MEMORIES

Silvery glowing spheres float into the main body of the Styx from a creek which runs with blood – these are memories of those who died wishing they could forget, recognizable with a Religion check (DC 28, trained only). The delicate spheres can be handled and examined safely with a Thievery check (DC 20), but a failed check indicates the sphere has broken and the memory contained within is unleashed. Consult the table below whenever a PC successfully examines (or accidentally breaks) a sphere.

Cursed Memories (d6)	
1	
2	
3	A star-crossed lover who was forbidden from wedding her love because he belonged to a rival family, she died when her brother killed her to restore the family's "honor."
4	Son of a noble family who was ordered to kill his sister for extramarital affair with a rival of the family; after killing her he learned they had never consummated their love.
5	
6	Nameless man burdened by knowledge that he could never die, and that in past lifetimes he committed terrible acts of evil.

3. GHOSTLIGHT

A **ghostlight** floats up and begins to weave a hypnotic pattern off the side of the skiff. If the PCs travel with the marraenoloth, it warns them not to look at the ghostlight at which point the ghostlight floats to the marraenoloth and the two hold an angry

telepathic conversation which ends with the ghostlight possessing the marraenoloth. It directs the marraenoloth to abandon steering the skiff and attack the PCs instead. If the PCs travel by themselves, then once the effects of the hypnotic pattern wear off, the ghostlight attempts to possess the PC piloting the skiff.

Ghostlight		Level 10 Elite Lurker
Small shadow magical beast		XP 1,000
HP 114; Bloodied 57		Initiative +15
AC 22; Fortitude 19; Reflex 24; Will 22		Perception +11
Speed 0, fly 6 (hover)		Darkvision
Saving Throws +2; Action Points 1		
Standard Actions		
⬇ Energy Drain (necrotic) • At-Will		
<i>Attack:</i> Reach 2; +13 vs. Reflex		
<i>Hit:</i> 2d10 + 6 necrotic damage, and cannot use healing surges (save ends).		
⬇ Possess (charm) • At-Will		
<i>Attack:</i> Reach 2; +13 vs. Will		
<i>Hit:</i> The target is dominated and the ghostlight is removed from play (save ends). When the target makes their save, the ghostlight returns to play in any square adjacent to the target.		
↩ Hypnotic Pattern (charm, gaze) • At-Will		
<i>Attack:</i> Close burst 5 (all enemies in burst); +12 vs. Will		
<i>Hit:</i> The target is confused (save ends). While confused, the target rolls a d4 at the start of its turn to determine its course of action: (1) Stands motionless and takes no action, (2) Runs away from the ghostlight, (3) Moves toward the ghostlight, (4) Attacks the nearest creature.		
Move Actions		
⬇ Dissipate (teleportation) • Encounter		
<i>Effect:</i> The ghostlight teleports up to 20 squares.		
Minor Actions		
↩ Dancing lights • Recharge when all balls of light are destroyed		
<i>Effect:</i> The ghostlight divides its form into 4 separate balls of light, which appear in any squares within 10 squares of its former position. Each has 5 hit points and the same defenses as the ghostlight; when the ghostlight attacks it may attack thru any one of these balls of light. When all are destroyed, the ghostlight reappears within 10 squares of the last one destroyed.		
Free Actions		
⬇ Corpse Candle • At-Will		
<i>Effect:</i> A ghostlight can give off dim light as a candle. Corpse Candle must be on for the ghostlight to make any attack. When darkened, the ghostlight has concealment and can make a Stealth check to remain unnoticed.		
Skills Stealth +16		
Str 4 (+2)	Dex 22 (+11)	Wis 12 (+6)
Con 13 (+6)	Int 18 (+9)	Cha 18 (+9)
Alignment evil	Languages Telepathy (touch)	

4. A FAMILIAR GHOST

Recently dead Sigil-dwellers bound for the Lower Planes are ferried by a **marraenoloth** (stats under area #8), emerging from the mists on a barge lit by a single lantern. However, among the dead is an NPC the PCs know is good and/or was alive when they last checked. If the PCs speak directly to the damned NPC, their passionate words may cause the soul to attempt to disembark, only to be yanked by in by the marraenoloth. If the PCs are with Sradival and attempt to fight the other marraenoloth, Sradival will help out its fellow through any means short of directly attacking the PCs.

5. LAGHA+H+I

A **laghathti** bursts forth from the Styx waters, intent on subduing a weak target to modify the memory of in its lair. An unintelligent demon, it lives vicariously through the memories that it saps from its victims.

Laghathti	Level 14 Lurker
Large elemental magical beast (aquatic, demon)	XP 1,000
HP 107; Bloodied 54	Initiative +17
AC 28; Fortitude 26; Reflex 26; Will 25	Perception +14
Speed 4, swim 10	All-Around Vision, Darkvision, Truesight 10
Traits	
Form of Madness • Aura 10	
Enemies entering or ending their turn in the aura suffer partial amnesia and end all sustained powers, stances, marks, and similar abilities.	
Regeneration	
When the laghathti begins its turn with more than 0 HP, it regenerates 5 HP so long as it is in contact with the River Styx.	
Standard Actions	
⬇ Tentacle • At-Will	
<i>Attack:</i> Reach 3; +17 vs. Reflex	
<i>Hit:</i> 1d10 + 10 damage and grabbed. If this attack reduces the target to 0 HP or fewer, the laghathti shifts 4 squares as a free action, dragging the unconscious victim along with it.	
Tentacle Flurry • At-Will	
<i>Effect:</i> The laghathi makes 2 tentacle attacks.	
Minor Actions	
⬇ Mind-wipe • At-Will (1/round)	
<i>Attack:</i> (One grabbed creature); +17 vs. Will	
<i>Hit:</i> The target momentarily forgets itself, is dazed, is not considered an "ally" to their companions, and cannot use encounter or daily powers (save ends).	
Triggered Actions	
⬇ Constricting Coils • At-Will	
<i>Trigger:</i> A grabbed creature attempts to escape and fails.	
<i>Effect (Opportunity):</i> The creature takes 10 damage.	
Skills Athletics +17, Stealth +17	
Str 20 (+12)	Dex 20 (+12)
Con 17 (+10)	Int 6 (+5)
	Wis 14 (+9)
	Cha 10 (+7)
Alignment chaotic evil	Languages Abyssal

6. UNEAR+HLY MIS+S

Sickly green and gray mists crawls over the PCs as if it were half alive, faint moans, distant rattles, and fading lights filling their peripheral awareness. Have each PC make a save modified by their Wisdom modifier (if any); each PC who fails feels their sanity slipping and must roll a d6 on the table below.

Unearthly Mists (d6)	
1	Stranded Spirits: As the party passes a rocky islet, the PC is convinced they see a shipwrecked mother and son pleading for help, though the rest of the party only sees vague shadows. If the PCs attempt a rescue, they are attacked by 2 wraiths of Lethe (see PART III: NIFLHEIM for stats).

2	Obscuring Mist: The PC mistakes some of the other PCs for enemies in the mist, though this only lasts for a round or two.
3	Ghostly Marker: The PC sees a marker they are convinced they already passed. If they double back, PCs become lost for hours and grant combat advantage until they sleep.
4	Poisonous Fear: The PC's fears begin to turn the mist into poison. Unless the rest of the party comes up with a way to help the PC thru their overwhelming fear, the entire party must make an Endurance check (DC 18) or lose a healing surge.
5	Vision of Betrayal: The PC sees a vision in the water in which one of their companions fights against them and grows suspicious. Until the two resolve any differences they have, they are not considered "allies" for the purposes of combat.
6	Lost in the Mist: The PC seems to evaporate into the mist. If the PCs spend more than 5 minutes looking for the evaporated PC, they all must roll on this table again. Once the PCs are clear of the mist any evaporated PCs suddenly appear back among the party, a bit disoriented because they think they've been with the party all along.

7. S+YX SIRINES

A trio of alluring **styx sirines** call to the PCs from the River Styx. They are particularly interested in PCs with great stories such as bards or those with very strong beliefs such as paladins. While they initially attempt to take what they want – slaves, essentially – they can be convinced to parlay by a charismatic PC who makes an offer of a way the sirines can gain even more delicious stories/beliefs. If sated, the sirines will warn the PCs of hazards found in the Canal of Curses / River Styx or provide **treasure** (see APPENDIX).

Styx Sirine		Level 11 Controller
Medium shadow humanoid (aquatic)		XP 600
HP 110; Bloodied 55		Initiative +8
AC 25; Fortitude 22; Reflex 23; Will 24		Perception +12
Speed 6, swim 6		Darkvision
Standard Actions		
⬇ Sirine's Touch (charm, psychic) • At-Will		
<i>Attack:</i> +15 vs. Reflex		
<i>Hit:</i> 3d8 + 6 psychic damage. A target who would be reduced to 0 HP or less is instead permanently dominated and leaps into the river to join the sirines. They can only be freed if the sirines voluntarily release them.		
↩ Song of the Sirines (charm) • At-Will		
<i>Attack:</i> Close burst 6 (enemies in burst); +15 vs. Will; For each sirine adjacent to the singer, increase the attack bonus by +1 against male enemies		
<i>Hit:</i> Pull the target 5 squares.		
✳ Fog Cloud (conjuration) • Encounter		
<i>Effect:</i> Wall 8 within 10; The sirine conjures a wall of contiguous squares filled with fog which blocks line of sight and provides concealment to all creatures within it.		
<i>Sustain Minor:</i> The wall persists.		
↩ Call of the Styx (poison) • Encounter		
<i>Attack:</i> Close blast 3 (enemies in blast); +15 vs. Reflex		
<i>Hit:</i> 2d10 + 6 poison damage and target loses last 5 minutes of memory.		
<i>Effect:</i> End all of the target's sustained powers, stances, marks, and similar abilities.		
Str 12 (+6)	Dex 16 (+8)	Wis 14 (+7)
Con 14 (+7)	Int 16 (+8)	Cha 21 (+10)
Alignment evil Languages Common, Telepathy 10		

8. BODIES IN THE WATER

Several corpses float to the surface, recent victims of one of the other hazards of the canal. Searching reveals **treasure** (see APPENDIX), but requires an Acrobatics or Thievery check (DC 18) or else the searching PC is splashed with Styx water.

9. TRELON PACK

A pack of **9 trelons** attacks from the shadows of the canal's raised walkways in two waves. On the first round, 5 trelons charge the group, focusing on mages and characters holding bright light sources. On the second round, the other 4 (which remain hidden) swarm the most injured character.

Trelon			Level 6 Lurker
Medium aberrant magical beast			XP 250
HP 58; Bloodied 29			Initiative +11
AC 20; Fortitude 18; Reflex 19; Will 23			Perception +9
Speed 7			Darkvision, Truesight 10
Immune illusion			
Traits			
A Creature of Phantasm			
Trelons can make Stealth checks with concealment. A trelon remains hidden when it moves so long as it has some concealment when it ends its move.			
Pack Attack			
Trelons deal +5 damage against enemies flanked by other trelons.			
Standard Actions			
⬇ Armspikes • At-Will			
<i>Attack:</i> +11 vs. AC			
<i>Hit:</i> 2d8 + 5 damage (+1d8 critical) and shift 1 square.			
Triggered Actions			
⬇ Devouring Mandibles • At-Will			
<i>Trigger:</i> The trelon reduces a target to 0 HP or less.			
<i>Effect (Immediate Interrupt):</i> The target is grabbed and takes ongoing 10 damage until the trelon is dead or the grab is broken.			
Skills Stealth +12			
Str 16 (+6)	Dex 19 (+7)	Wis 13 (+4)	
Con 16 (+6)	Int 7 (+1)	Cha 10 (+3)	
Alignment evil		Languages —	

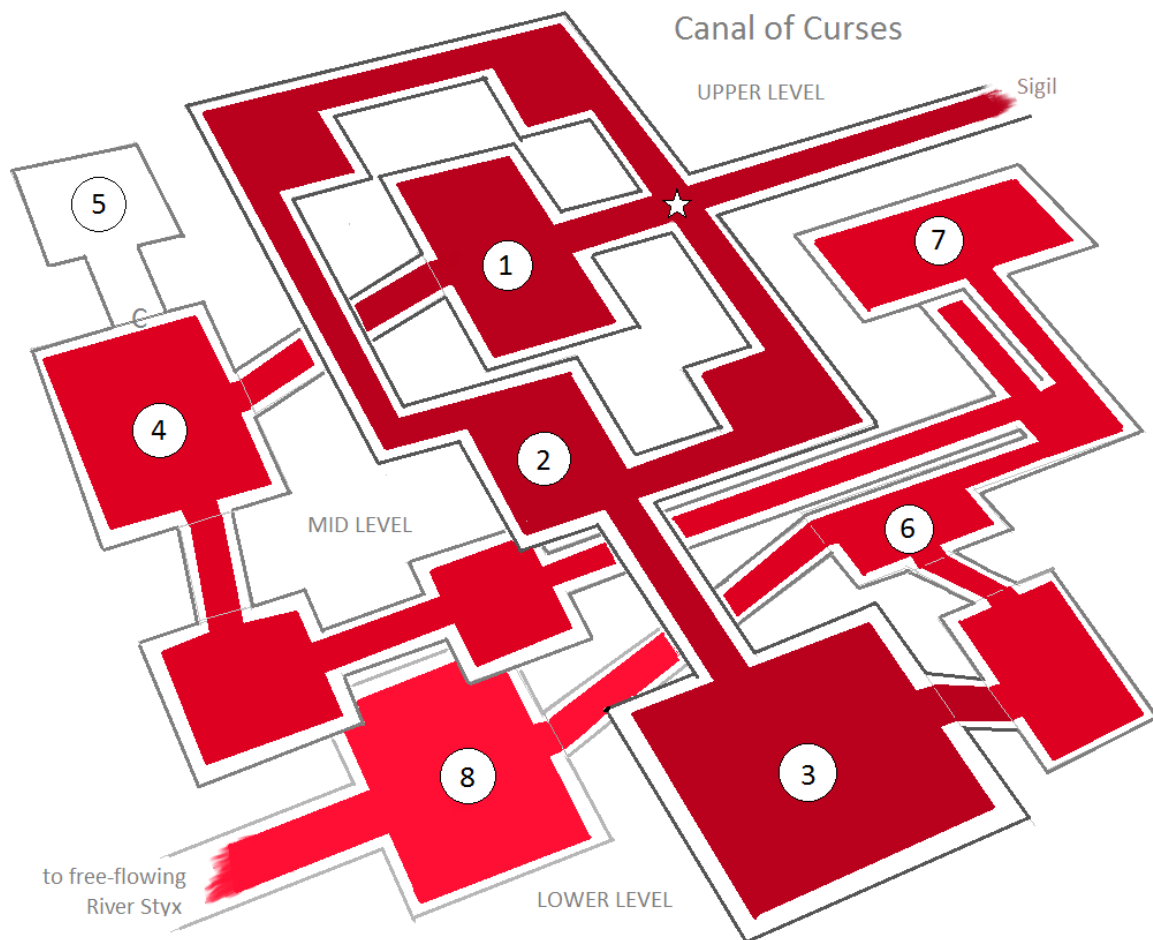
10. WRAITHS OF LETHE

A large mass of souls who died upon the River Styx with no memories of their past lives hunger for the vital memories of the living. Pressing in around the PCs, they must be appeased or fought. The **wraiths of Lethe** (see PART III: NIFLHEIM for stats) are equal to twice the PCs' number. Two wraiths can be appeased with an offering of one of the following things (thus each PC must offer something to appease all of the wraiths):

- Convince some of the wraiths you know their identities with Bluff
- Distract some of the wraiths by tossing a personally significant memento at them
- Offer a bit of treasure found while wandering the Canal of Curses to the wraiths
- Use illusions to create a semblance of what the wraiths' lives might have been
- A PC suffering amnesia automatically causes some wraiths to lose interest

WHAT IF THE ENTIRE PARTY FORGETS THEIR QUEST?

In the event that all the PCs suffer extensive memory loss on the River Styx, you have a couple tricks to reintroduce the quest. The PCs might have companions, allies, or an employer who knows what the PCs were last up to. A different employer might approach them while they drift along the River Styx, perhaps using the marraenoloth as a middle man. Alternately, the marraenoloth may offer to reveal (selectively) what it knows about them and their quest...in exchange for a steep payment. Cunning PCs may have written notes to themselves, or perhaps they bear an item of treasure like a *torn page of the Book of Lies* which jogs their memory.



◆ AREAS ◆

I. GUARD LOCKS

This entire chamber and the tunnel stretching back to the intersection at the star (★) is guarded by a series of gates designed to seal off the passage in the event fiendish armies attempted to navigate into Sigil, or in the case the River Styx waters flooded the canals. A Dungeoneering check (DC 14) recognizes these *guard locks* for what they are, while an Arcana check (DC 20 trained only) recognizes that some sort of construct is magically bound to the gates.

?

Cursed doorway puzzle into the subterranean canal

2. VERTIGO SHIPWRECK CHAMBER

A spell gone haywire caused the gravity in this chamber to reverse when a mage defended against a ship full of demons. Now the wrecked ship hangs upside down from the ceiling which is covered in Styx water which erratically rains down on the chamber as the magic fails; the mast and sails are buried in the Styx water on the ground. The ship's anchor chain floats at just above human head height in a thin strip of null gravity between the two gravitational poles (ground & ceiling). Any PC who manages to search inside the ship discovers a **treasure** (see APPENDIX).

Vertigo Shipwreck Hazard	Level 12 Warder XP 700
<i>A sporadic rain of Styx water and the occasional bit of the decaying ship rain down on the chamber. Simply being in between the two gravitational pulls is extremely disorienting.</i>	
Hazard: The hazard fills the entire 12 square by 12 square chamber.	
Skill Checks	
Arcana DC 24: Realize the strange environment is the result of an anti-gravity spell.	
Initiative +7	
Trigger	
When a creature enters the chamber, the hazard makes an opportunity attack.	
Opportunity Action	
Target: The creature(s) entering the chamber.	
Attack: +15 vs. Reflex	
Hit: Hit by a splash of Styx water, slide 1 square and knocked prone.	
Standard Action	
Target: One creature inside the chamber is attacked by a falling piece of decaying ship.	
Attack: +15 vs. Reflex	
Hit: 2d6+5 damage and knocked prone.	
Countermeasures	
◆ <i>Force field/wall:</i> A spell creating a magic barrier between the PCs and the ship protects them from both debris and raining Styx water.	

- ✦ *Waterproof cloak:* A waterproof barrier protects PCs from the raining Styx water.
- ✦ *Mending magic:* Spells and rituals used to repair things temporarily prevent the ship from decaying as the PCs cross the chamber.

3. ? CURSE

The Three Curses: Betrayal, Delusion, Mortality

4. DROWNING CURSE

Styx water pours from the PC's mouth and they begin drowning as long as they advance along the River Styx. Any PC attempting to help them is subject to a splash of Styx water. Ways past might include wounding PC and draining water out? Walking backwards? Dunking their head underwater in the Styx?

5. CONCEALED TREASURE

An old overflow tunnel has been sealed up with bricks and mortar, which has been covered by scum and refuse over the years. A Dungeoneering or Perception check (DC 24) reveals the nature of the passage. Breaking it down requires a Strength check (DC 30). Alternately, the PCs can deal 80 points of damage with bludgeoning weapons or explosive magic (AC 4, Fortitude 12) to bring the brick wall down, though the noise is likely to attract a random encounter while the PCs work. Within this side chamber is a **treasure** (see APPENDIX) stashed there by thieves, along with several barrels of salted cod, candied ginger, and other foodstuffs useful for a long trip.

6. GATE MIMIC

Slow moving waters pass through a large gate which appears to be operated by a chain winch to the side of the passage. In reality, this is a large predatory mimic waiting for its next meal. PCs who devise a means to communicate with the mimic may be able to convince it to leave them alone if they can point out a better "hunting ground".

Gate Hunter Mimic	Level 12 Elite Lurker
Large aberrant magical beast	XP 1,400
HP 200; Bloodied 100	Initiative +16
AC 26; Fortitude 24; Reflex 24; Will 23	Perception +11
Speed 5	Darkvision, Tremorsense 10
Saving Throws +2; Action Points 1	
Immune acid	
Traits	
Ambush	
The gate mimic deals 3d8 extra damage against surprised creatures.	
Ironskin	
If the mimic takes no standard action on its turn, it gains resist 30 all damage until the start of its next turn.	
Standard Actions	
⊕ Grasping Tendrils (acid) • At-Will	
<i>Attack:</i> Melee 4 (one or two creatures); +17 vs. AC	
<i>Hit:</i> 3d8 + 8 damage and the target is grabbed. The target takes a -4 penalty on attempts to escape	

the grab. Applying alcohol to the grasping tendril's adhesive secretion negates this penalty. <i>Sustain Minor:</i> The mimic sustains the grab and the target takes 15 acid damage.
Minor Actions
Shapeshift (polymorph) • At-Will <i>Effect:</i> The gate mimic assumes the form of a large arch, gate, door, portcullis, or other passageway. It remains in this form until it uses this power again.
Reel in the Prey • At-Will (1/round) <i>Effect:</i> Pull a grabbed creature 3 squares with its tongue.
Triggered Actions
↩ Frenzied Tendril Flurry • Encounter <i>Trigger:</i> When the mimic is first bloodied. <i>Effect (No Action):</i> Close burst 4 (all creatures in burst). <i>Effect:</i> Make a Grasping Tendrils attack against each creature in the burst.
Slavering Maw • Recharge when no creature is swallowed whole <i>Trigger:</i> When a grabbed creature ends its turn adjacent to the mimic. <i>Attack (Immediate Reaction):</i> +17 vs. AC <i>Hit:</i> 3d12 + 6 damage and the target is swallowed whole. While swallowed the target is restrained, dazed, only has line of sight to the mimic, and cannot wield large weapons like swords. They break free with an Acrobatics or Athletics check (DC 28). Likewise killing the mimic frees the target. Other means of escape may be possible.
Skills Stealth +17
Str 22 (+12) Dex 22 (+12) Wis 21 (+11)
Con 22 (+12) Int 16 (+9) Cha 15 (+8)
Alignment unaligned Languages Deep Speech, Common (mimicking only)

7. CURSE OF DEVOURING TRUE NAMES

A curse of ancient origins inhabits this chamber in the form of a cloud of smoke with scattered lightning bursts inside of it revealing faces and true names of those it has killed. It was this curse which ended the Canary's life, and her corpse floats amidst some barrels; a PC examining the corpse will find **treasure** (see APPENDIX), a cheap silver pendant of a canary in flight, and a scroll (see HANDOUT #1). A Heal check (DC 18) reveals she was killed by indeterminable magic.

Curse of Devouring True Names	Level 15 ?
Hazard	XP 2,000

Hazard: The curse becomes active only when a living creature with a true name enters the chamber. At that point the smoke is clearly visible.

Skill Checks

Arcana DC 27: Recognize the strange smoke is a curse given form – a type of living spell.

Initiative +7

Trigger

Standard Action **Close** burst 10

Target: Each creature in burst

Attack: +18 vs. Reflex

Hit: 2d6 + 15 fire damage.

Miss: If a creature is bloodied it takes half damage.

Special: The Avernus cinderstorm continues to attack each round until no creatures within its area are bloodied, at which point it ceases.

8. MARRAENOLOTH

The marraenoloth Sradival can be found waiting in this chamber, attracted by the sounds of the PCs' exploring and fighting. If the PCs decide to parlay and contract the the marraenoloth's services, go to "Negotiating with Sradival" below. If they decide to kill the marraenoloth and take its skiff (or negotiations devolve into violence), use the stat block below. Sradival will attempt to flee once bloodied, and if the PCs are aboard the skiff, the marraenoloth pilots into turbulent waters and random encounters.

Marraenoloth	Level 14 Controller
Medium immortal humanoid (yugoloth)	XP 1,000
HP 137; Bloodied 69	Initiative +9
AC 28; Fortitude 26; Reflex 26; Will 26	Perception +18
Speed 6, teleport 6	Darkvision
Immune memory loss; Resist 10 acid, 10 poison	
Standard Actions	
⊕ Scythe (weapon) • At-Will	
<i>Attack:</i> +19 vs. AC	
<i>Hit:</i> 4d6 + 8 damage.	
↩ Burning Eyes of Dread (fear, gaze) • At-Will	
<i>Attack:</i> Close blast 5 (enemies in blast); +18 vs. Will	
<i>Hit:</i> Target moves their speed away from the marraenoloth, and cannot attack the marraenoloth or approach within 5 squares of it (save ends). Once a target succeeds this saving throw, it cannot be effected by Burning Eyes of Dread for the rest of the encounter.	
↩ Call of the Styx (poison) • Encounter	
<i>Attack:</i> Close blast 3 (enemies in blast); +18 vs. Reflex	
<i>Hit:</i> 2d10 + 8 poison damage and end all of the target's sustained powers, stances, marks, quarries, shrouds, and similar abilities.	
Move Actions	
Boatman's Stride (teleportation) • Encounter	
<i>Effect:</i> The marraenoloth teleports up to 20 squares, so long as it is on the River Styx. It may teleport its skiff and/or any passengers and cargo along with it.	
Skills Intimidate +15, Arcana +18, Bluff +15, Diplomacy +15, Insight +18	
Str 14 (+9)	Dex 14 (+9)
Con 17 (+10)	Int 23 (+13)
	Cha 17 (+10)
Alignment evil	Languages Speak all languages, Telepathy 20
Equipment skiff	

The marrenoloth's skiff has the following stats:

HP: 200; **Space** 2 x 4 squares (huge); **AC:** 2; **Fortitude** 18, **Reflex** 4; **Speed** Swim 8;
Pilot/Crew only one boatman is needed; **Load** 12 Medium creatures or 20 tons of cargo;
Out of Control moves according to the current; **Decks** one open deck and a cramped cargo hold below; **Current** at DM's discretion change speed by +/4.

◆NEGOTIATING WITH SRADIVAL◆

Level 12 Skill Challenge; Complexity II; 6 successes before 3 failures; 1,400 XP

The marraenoloths are fiendish boatmen who pilot the River Styx. Sradival is typical of his kind – that is, mostly untrustworthy and filled with malign cunning. Unusually neutral (and unusually greedy), marraenoloths will ferry passengers of all ilk along the Styx, though they are notorious for betraying charges. Indeed, marraenoloths are all telepathically linked so that if one is cheated or harmed, all the others become aware of the cheater (who in turn faces a significantly higher risk of treachery from marraenoloths until “restitution” is made).

Regardless of the PCs’ success or failure in this skill challenge, Sradival agrees to guide them. However, as the PCs accumulate failures, Sradival becomes more devious, potentially even betraying and abandoning them on the Lower Planes. Once the PCs achieve 3 successes (including payment), Sradival invites them aboard its skiff; however, it will take another 3 successes before the marraenoloth deals with them honestly.

STRATEGIES

PAYMENT

PCs can automatically score successes in this skill challenge by providing the marraenoloth with any of the following forms of payment. However, at least one success *must* come from one of these forms of payment:

- 5,000 gp (or 2,500 gp if PCs also offer an empty soul trap gem)
- A magical item of 10th level or higher
- Soul trap gem *with* a soul inside
- Swearing their soul to the marraenoloth when they die (the PC can no longer be raised from the dead)

Note that the payments are much higher than marraenoloth usually charge because the PCs want to enter Dis via a secret byway of the Styx.

RAPPORT

PCs can attempt to build rapport with Sradival by appealing to its malign cunning through flattery (Bluff), illustrating knowledge of the Blood War (Arcana), discussing the fine points of boat-building (Nature), engaging in rigorous theological debate (Religion), etc. A player who comes up with a bright idea or does a great job role-playing merits a bonus (+2 to +4) on their skill check (DC 20).

THREATS

A lone marraenoloth is not physically threatening to a seasoned party of adventurers, and Sradival realizes this. A PC can attempt an Intimidate check (DC 28) to secure

Sradival's cooperation as a guide. The first successful Intimidate check nets 2 successes, though subsequent Intimidate checks only net 1 success. Any number of PCs may attempt to intimidate Sradival, however once a PC fails an Intimidate check, further attempts at intimidation have no effect. However, a failed Intimidate check requires that the PCs gain an additional success by paying the marraenoloth (i.e. instead of one, now two successes *must* come from payment).

⊕ U ⊕ C ⊕ M ⊕ E

SUCCESS

The PCs arrive at their desired location safe and sound – Sradival is true to his word. If they have not offended Sradival, they may negotiate a contract for the marraenoloth to wait for them during their “business” in Dis...though whether Sradival remains honest on any return voyage is up to the DM's discretion.

FAILURE

1st Failure: Sradival glares menacingly, and may withhold information about certain hazards the PCs encounter on the River Styx.

2nd Failure: Sradival “accidentally” leads the PCs into a random encounter, and if it goes poorly for PCs, he offers to lead them to safety if they'll just “renegotiate” their contract (i.e. make more payments).

3rd Failure: Sradival will attempt to extort extra payment from the PCs in exchange for keeping quiet about their plans to steal the Book of Lies (if he has learned of the PCs' plans). Regardless of whether the PCs make the extra payment or not, he abandons them on one of the Lower Planes besides their destination before vanishing. If the PCs were heading directly to Baator, he deposits them in the Gray Waste, and vice versa.

PART III: NIFLHEIM

Minor Quest: Free the damned soul of the thief Canary from Hel's banquet hall and recruit her to get back at Dispaten who double-crossed her.

◆ ENVIRONS ◆

MAGIC

Color-based spells do not function in the Gray Waste.

THE GRAY LANGUOR*

Everything takes longer in the Gray Waste; extended rests require more than 6 hours, overland travel which should take days takes weeks instead. And the longer one remains the more the emotion-sapping color-draining energies of the plane feed.

Actions strengthening Gray Languor: Extended rest & Failing death save

Action diminishing Gray Languor: "Winning" an encounter/challenge

	Effect	Extended Rests	Overland Travel
Stage 1: Lack of Vitality	-2 speed and reduce max healing surges by -2.	8 hours	1 day = 2 days
Stage 2: Ennui	During short rests healing surges provide -2 hit points than normal.	10 hours	1 day = 4 days
Stage 3: All Hope is Lost	Afflicted with <i>Languor to Larvae</i> disease	12 hours	1 day = 7 days

LANGUOR TO LARVAE (II⁺ LEVEL DISEASE)

The infected creature's demeanor becomes more and more apathetic until they disappear in a cloud of gray smoke. In its stead is a 5' long larva with a grotesquely familiar face.

Stage 1: can't charge or move faster than speed -2, draw apathy card from DESPAIR DECK

Stage 2: half max healing surges & slowed, draw apathy card from DESPAIR DECK

Stage 3: target dies and becomes a larva

* Gray Languor and Languor to Larvae are from @TriskalJM's blog www.stormindacastle.wordpress.com

Check: After each extended rest, target makes Endurance check. (13- worsen) (14-18 no change) (19+ improve)

✦ NIFLHEIM RANDOM ENCOUNTERS ✦

Journey to Hel's hall is 25 miles thru dense forest (½ overland multiplier); on foot 15 miles/day, horseback 25 miles/day. Every day make group orienteering check (DC 17); *Failure:* roll on encounter table; *Success:* roll on TERRAIN FEATURES – FOREST.

Niflheim, Random Encounters (d10)	
1. Night hag larvae herder	2. Deathdogs
3. Poisoned root of Yggdrasil	4. Hungering shades
5. Blood War deserters	6. Arcanloth resurrection advocate?
7. Haunting mists	8. Spirit bound in ice
9. Niflheim wraiths	10. ?

1. NIGHT HAG LARVAE HERDER

Night hag with **larvae swarm**, will reveal PCs' presence/purpose to goddess Hel unless deal with

2. DEATHDOGS

A pack of **10 deathdogs** stalk PCs thru the woods, wearing them down by killing mounts/companions, interrupting camp, and making hit and run attacks. deathdog (level 6 elite brute, Open Grave) combine with shadow hound (level 6 skirmisher, MM)

3. POISON ROOT OF YGGDRASIL

An **adult blight dragon**, offspring of the dragon Nidhogg, poisons a root of Yggdrasil (any adjacent at start of turn take 5 poison damage); it will chase PCs away for two rounds. Or they can try to sneak by with group Stealth check (DC 16). If casting a purifying ritual on the root, PCs gain blessing against the Gray Languor.

4. HUNGERING SHADES

Yearning for physical form, shades emerges from the misty woods en masse; if the PCs can hold the shades at bay for 3 rounds they can escape to safety. The shades can be repelled with a powerful display of flame or light (an encounter/daily power with the fire/radiance keyword), a blood offering (lose HP = healing surge), wine in place of blood (DC 12 Bluff), a use of channel divinity, a display of emotion/art, etc. Each round a PC doesn't protect themselves with one of these measures, a shade breaks from the mass as a ?? and attacks.

5. BLOOD WAR DESERTERS

4 **mezzoloths** hunt down a Blood War deserter who seeks refuge with PCs. Deserter's name is Lin Rath, if treated well can become a henchman, but he has his own agenda and he's less than honorable.

6. ?

7. HAUNTING MISTS

Impenetrable mists descend through the trees as if to confound the PCs, whispering: *"Mercy is weakness, see things as they truly are, free from false hopes and idle dreams."* They must make an extra orienteering check; if they fail increase Gray Languor by 1, but if they succeed gain +2 Will defense & Wisdom-based checks until extended rest.

8. SPIRIT BOUND IN ICE

A bitter wind drops the temperature far below freezing. Endurance DC 24; lose a healing surge (two if lower than 12). Wind reveals block of ice encasing a wraith, though its hand holds black gem just below the surface of ice. This is a servant of Hel who displeased the goddess; the gem is a soul trap (recognized with Arcana DC 20; 500 gp), activates if touched (+12 vs. Will; swap consciousnesses). If interrogated/negotiated with, the wraith reveals dangers of Long Table of the Hungry and will guide PCs if released (+2 to orienteering checks).

9. NIFLHEIM WRAITHS

A number of **Niflheim wraiths** equal to the party surround them

10. ?

◆ AREAS ◆

MEGDUG OF THE BRIDGE

Frost giantess proxy of Hel guards bridge over circular river Gioll encompassing the realm. (level 20 elite, based on frost giant chieftain MM3)

GARM THE HOUND

Garm, a huge dog with an oversized head, watches the road for his next snack. PCs can avoid fighting Garm (a level 18 elite) by appeasing him with a suitable meal, distracting him from watching the road, or else leaving the road and risking the hostile wilds of Niflheim (make extensive use of the random encounter table in this case).

LONG TABLE OF THE HUNGRY

Skill challenge, 12th level, complexity III (8 successes before 3 failures); 2,100 XP

Exploration

Success/Failure

10+ Great Success:

8-9 Success:

6-7 Partial Success:

4-5 Failure: The PCs must pay the ultimate price to secure the petitioner's freedom

3- Disastrous Failure: As above, plus the petitioner's freedom is a ruse

Bypassing: If PCs choose to leave the table or simply kidnap the petitioner, they're immediately attacked by **adult blight dragon**, with **4 Niflheim wraiths** (soldier 8) blocking exit; **8 deathrattle vipers** plus **viper swarm** (8) and **venomous ceiling hazard** emerge on second round. (XP 3,550)

Adult blight dragon, Niflheim wraith, Snake swarm, Deathrattle viper, Poison dripping from ceiling?

◆THE CANARY◆

THE DARK ACCORDING TO THE CANARY

S+A+ BLOCKS

COMPANION WRITE-UP

Level 13 striker

ENEMY NPC WRITE-UP

Elite Level 13 lurker

PART IV: MENTIRI

Minor Quest: Free the imprisoned paladin Temerin from the prison of Dis and recruit him to aid their heist with his superb knowledge of weaknesses in the city's defenses.

The vast prison of Dis lies in the heart of a confusing labyrinth that is guarded by bone devils, bearded devils, chain devils, and barbed devils. Living mortals captured in the Nine Hells languish here. The inmates include crusading paladins, planar mercenaries, demon cultists—and more than a few luckless adventurers. The souls of mortals who somehow wind up in the Nine Hells without damning themselves in life are also held here. Due to ancient compacts, these do not belong to the devils and cannot be tormented or destroyed—but neither need they be released. If the PCs are defeated at any point in Mentiri (as well as the rest of Dis), there's a good chance the survivors will be taken to Mentiri for interrogation.

◆ ENVIRONS ◆

HEAT & FOUL INDUSTRY

This hazard is identical to the one described in PART V: DIS, THE IRON CITY.

MAGIC IN BAA+OR

Magical conditions are identical to those described in PART V: DIS, THE IRON CITY.

“ALERTNESS LEVEL”

Mentiri is crawling with devils, making it an extremely important that the PCs don't draw attention to themselves. The “alertness level” measures how aware the devils are of the PCs' infiltration, how actively they are hunting the PCs, and how quickly they can mobilize patrols. The “alertness level” begins at *low*, unless the PCs were deceived by ?? in the Fetters, in which case it begins at *moderate*. “Extra enemies” refers to the number of extra enemies you should include with a random encounter.

Alertness Level	Extra Enemies	Stealth/ Bluff DC	Description
Low	+0	20	Default response is unfriendly, may mistake PCs

			for disguised cambions or mercenaries, and rely on passive Perception/Insight checks.
Moderate	+4 legion devils	24	Default response is ??
High	+4 legion devils +1 standard	28	Default response is hostile
Maximum	+8 legions devils +2 standards	32	Default response is hostile

✦ MENTIRI RANDOM ENCOUNTERS ✦

Mentiri and the labyrinth surrounding it are crawling with devils and their prisoners (both living and dead). Roll on the random encounter table when the PCs fail a check during the infiltration skill challenge, when they make a mistake navigating the labyrinth, when they enter a new area of the prison, or when they are betrayed by an NPC. The “alertness level” of Mentiri adds extra enemies and determines how extreme the response of the randomly encountered devils is. All stat blocks are in the APPENDIX.

Mentiri, Random Encounters (d10)	
1. Legion devil patrol	2. Erinyes toying with prisoner
3. Kytons with new prisoners	4. Duplicitous prisoner
5. Barbazu fight club	6. Lesser baatezu conspiring
7. Kocrachon blackmails kyton	8. Osyluth questioning barbazu
9. Osyluths debating	10. Hamatula & the sending stone

I. LEGION DEVIL PATROL

12 legion devils walk the halls of Mentiri, keeping an eye out for trouble. If the alert level is “low” make no active Perception checks, if it’s “moderate” then make one active Perception check (with a +2 bonus), if it’s “high” make two (with a +4 bonus), and if it’s at “maximum” make three (with a +6 bonus each).

2. ERINYES TOYING WITH PRISONER

An **erinyes** teases a distraught prisoner by assuming different forms of his or her loved ones, attempting to reveal the underlying wicked motives behind all beings. She offers release from the torments – perhaps even release from Mentiri – if the prisoner will but sell out who is orchestrating a movement against Dispat from within the Bastille of Flesh. If the PCs don’t intervene, the erinyes breaks the prisoner who reveals the paladin Temerin to be the mastermind behind the movement; the erinyes then alerts her superiors who take decisive action in a few hours: a group of evil-aligned prisoners (use **12 masked thugs** from PART I: CARNIVAL OF DOORS) are offered a chance to escape if they “deal with” Temerin. In his defenseless state, Temerin is easy prey. This circumvents the compact forbidding baatezu from killing uncorrupted mortal prisoners.

3. KYTONS WITH NEW PRISONERS

3 **kytons** drag three terrified prisoners to the dungeons where they will spend eternity; the prisoners wail and fight to no avail. If the PCs betrayed the ?? in the Fetters, then one of these prisoners is ??.

4. DUPLICIOUS PRISONER

A beady-eyed prisoner spots the PCs and whispers that he'll call the guards over unless the PCs free him (the iron prison door is Strength DC 24, the lock is Thievery DC 28). If the PCs don't deal with the prisoner, increase the alertness level by one step.

5. BARBAZU FIGHT CLUB

A group of 8 **barbazus** has prisoners fight for sport, betting soul-forged coin on who will win. Though the bouts are not supposed to be lethal, accidents do happen, especially among the more chaotic-minded fighters. If a PC ends up in a bout, use a **masked thug** from PART I: CARNIVAL OF DOORS as their opponent.

6. LESSER BAAEZU CONSPIRING

A group of 4 **barbazus** and 8 **legion devils** speak in conspiratorial tones about murdering one of the osyluths; unbeknownst to the rest of the conspirators, one of the legion devils is actually an **erinyes** spy serving the osyluths (Insight DC 30 sees through her disguise). If a PC presents a convincing case for a way to kill an osyluth without the lesser baatezu conspirators being implicated, they may help the PCs. However, if the PCs reveal themselves without dealing with the disguised erinyes, she reports them – increase the alertness level to *high*.

7. KOCRACHON BLACKMAILS KYTON

A chittering **kocrachon** attempts to blackmail a **kyton**, threatening to reveal its secret infatuation for the half-devil Adessa unless the chain devil allows the kocrachon access to the torture chambers. The kocrachon claims this is only for scientific research, but if admitted the kocrachon will be unable to control its zest for torture and end up violating the ancient compact that forbids baatezu from torturing good mortals imprisoned in Mentiri. If the PCs do nothing, the kyton relents to the kocrachon. If the PCs side with the kocrachon, it can provide them entry to the torture chamber. If the PCs side with the kyton, he can tell them where to find Adessa.

8. OSYLUTH QUESTIONING BARBAZU

An **osyluth** interrogates a group of 6 **barbazus** (some are involved in fight club #5, others in conspiracy #6) about their comings and goings, and how they can explain contraband – ritual books, holy symbols, and weapons – found in the prisoners' cells. The osyluth confiscated a *cog of erathis* (13th level, AV) and a ritual scroll of *remove affliction* (8th level, PHB).

9. OSYLUTHS DEBATING

Two **osyluths** are vigorously debating how to best break the spirit of a prisoner so that they turn lawful evil. One believes that deprivation, brutality, and intense competition among prisoners for scarce resources are most effective. The other believes watching those you care for turn to evil, camaraderie broken, and betrayal to be most effective.

10. HAMATULA & THE SENDING STONE

A **hamatula** guarded by 2 **barbazu** converses with an angel through a sending stone, attempting to broker a deal to recover a captured baatezu spy by exchanging mortal souls imprisoned in Mentiri. Mention is made of Temerin's name, confirming only that he is still alive (and thus not available for trade).

◆ INFILTRATING MENTIRI ◆

Skill challenge, 12th level, complexity III (special rules); 2,100 XP

STRATEGIES

DISGUISE

PCs who prefer to walk through the front gates of Mentiri may attempt an elaborate disguise as either devils or their prisoners (or both!).

LEVERAGE

PCs who seek a genteel way to infiltrate Mentiri, need to get leverage over key devils to blackmail and otherwise manipulate their way in.

STEALTH

PCs who want to infiltrate Mentiri without being spotted may rely on Stealth to slip by guards, Athletics to scale walls, Acrobatics to balance on rafters, Dungeoneering to navigate dungeon passageways, etc.

OUTCOMES

SUCCESS

FAILURE

Each time the PCs fail a check in this skill challenge, roll on the random encounter table. Depending on how the PCs handle various encounters, the “alertness level” may rise; once the “alertness level” reaches *maximum alert*, then things can’t get much worse. However, even at *maximum alert* the PCs can still attempt to evade some encounters or reduce the “alertness level” through clever action.

◆ AREAS ◆

1. THE LABYRINTH

Before the PCs can enter Mentiri, they'll need to find a way past the labyrinth which surrounds the prison. The labyrinth is set up as a logic puzzle (see table below), so you'll need to reveal the following critical pieces of information during, or possibly before, the PCs' exploration of the labyrinth.

- a
- a
- a
- a

	X		X
		X	X
	X	X	
	X	X	X

2. BASTILLE OF FLESH

Puzzle/role-play challenge, Bastille of Flesh (non-LE mortals trapped in Baator, prison designed to debase and corrupt good-aligned > then executed and harvested), contacting Temerin's sympathizers (including the imprisoned alu-fiend Adessa who was moved by Temerin's plight)

3. BASTILLE OF SOULS

Setback/complication, Bastille of Souls (non-LE who died in Baator and were trapped there, captured, crafty deal > held for ransom/exchange)

4. OUBLIETTE

Climax/conflict, Oubliette where the paladin Temerin is held

5. ESCAPE ROUTE

Revelation/twist, (a) Temerin has turned LN(E) and is now a blackguard with anger control issues, (b) the tunnels beneath Mentiri house an old secret which Temerin is after, (c) massive supports can be destroyed to cause havoc to Mentiri's structure

◆TEMERIN◆

THE DARK ACCORDING TO TEMERIN

STAT BLOCKS

COMPANION WRITE-UP

Level 13 defender

ENEMY NPC WRITE-UP

Elite Level 13 soldier (leader)

PART V: DIS, THE IRON CITY

Major Quest: The PCs have a plan to steal the Book of Lies and it's time they pull it off. If they decide to do something different with the Book of Lies once they have it – for example, destroy it if they planned on stealing it – that still merits experience.

Archdevils serving Dispater

Alocer – 36 companies of erinyes

Arioch – Avenger

>Biphant – Provost

Bitru – 70 companies of erinyes

Lilis – Consort

Merodach – 21 companies of hamatula

Talos the Triple Iron Golem

>Titivilus – Messenger of Dispater, Nuncio of the Iron Tower

Ustyhrin-Ja – erinyes who leads warrior harem

Zaggtuch – pit fiend lieutenant

Local contacts: Geran (Sheng's brother), ? (bureau minister who tricked the Canary)

◆ HAZARDS ◆

HEAT & FOUL INDUSTRY

PCs who brush up against exposed iron take 1d8 fire damage; PCs in metal armor are immune to the burning iron, but their armor heats up after 5 minutes in Dis, causing them to grant combat advantage so long as they wear it. Furthermore, for every 8 hours the PCs spend in Dis, they must make Endurance checks (DC 26) or lose a healing surge. If they take an extended rest in Dis, they recover healing surges lost to combat but not to failed Endurance checks (though they do gain +2 on Endurance checks during the extended rest).

MAGIC IN BAA+ΘR

Fire Affinity: Fire powers gain +1 attack. Cold powers deal half damage.

Divination: All divination rituals and powers have grim results, usually involving devils, which seem to be supernaturally drawn into the caster's future.

Healing Diminished: Healing powers function at half effectiveness.

Summoning: Summoning magic requires rigorous bindings to be performed, which generally require an Intelligence check (DC 12) to perform, or else the summoned creature is free to do as it desires.

DISPATER'S SECRET+ PΘLICE

While resting in the Iron City of Baator may not seem like a picnic for *anyone*, it presents a special danger for the PCs should Dispater's secret police catch wind of their heist. A network of spies, informants, and investigators – devils, half-devils, and mortal followers – comprise the secret police.

◆ DIS RANDΘM ENCΘUNTERS ◆

Dis, Random Encounters (2d10)	
2. Torture spectacle	3. Gang violence/shakedown, King Hejj
4. Wailing spirit	5. Agent of Baalzebul
6. Crawling claw of Far'bulaz	7. Sea of lemures
8. Supplicants	9. Street demolition
10. Abishai guards	11. Damned work crew
12. Legion devil contingent	13. Alley of twisting iron
14. Bureau ministers	15. Soul forge
16. ?	17. Agent of Mammon
18. Secret police entrapment	19. Erinyes' enticing offer
20. ?	

PCs who don't mind dealing with evil priests may be approached by an agent of Dispater's long-time nemesis, the slug-like Lord of Flies Baalzebul, who learned through his spy in the Iron Tower that Dispater had the Book of Lies.

2.

3. GANG SHAKEDOWN

4. WAILING SPIRIT

5. AGENT OF BAALZEBUL

6. CRAWLING CLAW OF FAR'BULAZ

7. SEA OF LEMURES

8. SUPPLICANTS

9. STREET DEMOLITION

10. ABISHAI GUARDS

11. DAMNED WORK CREW

12. LEGION DEVIL CONTINGENT

13. ALLEY OF TWISTING IRON

14. BUREAU MINISTERS

15. SOUL FORGE

16. ?

Imp, eyewing, bloodworm, maelephant, rakshasa, sympathetic, larvae?

17. AGENT ⊕ F MAMMON

18. SECRET ⊕ POLICE ENTRAPMENT

19. ERINYES' ENTICING OFFER

20. ?

✦ AREAS ✦

THE FETTERS

Inns: Crown of Iron; Fool's Hope; King's Arm

Taverns: Wages of Sin, Filched Kiss

Temples: House of Shadows (Zehir), Shrine of Swords (Bane), Fane of Glory (Tiamat)

The Fetters – combat/roleplay to get map

GARDEN ⊕ F DELIGHTS

An unearthly beauty, the Garden of Delights is filled with fragrant flowers, billowing clouds, and streams of honey nectar. It is all an illusion crafted by efreeti bound in service to Dispat

✦THE IRON TOWER✦

ENTERING THE TOWER

WALKING THRU

CLIMBING UP

FLOWER OF HOLES

1. PIT OF PATIENCE

2. CITY VISTA

3. PRISON GLOBE

4. TORTURE CHAMBER

5. THE HEART

6.

7. RING OF GATES

8. ENDLESS SPIRAL

9.

10. THE LIBRARY

11.

12. HALL OF DARK REFLECTION

13. MAZE

14. TRINKET HOARD

15.

16. FLOWER GARDEN

17. BOOK OF LIES

◆THE B O O K O F L I E S◆

The book is all lies, but every page it contains is true. Requiring four strong men to carry, the ominous book weighs 1,000 pounds and measures 7' by 4' (8' when open).

OPENING THE BOOK

Anyone opening the book is subject to an overwhelming cacophony of lies they've told and lies they've been told: *Attack*: +15 vs. Will (automatically hits anyone who has lied or made a Bluff check in past 24 hours); *Hit*: 4d10+5 psychic damage, restrained (save ends), and roll d10 on **affliction table**; *Miss*: Half damage (no damage if target told truth at expense in past 24 hours or is Lawful Good).

SEARCHING THE BOOK

Name an individual and book turns to a page (or more) describing every lie they've told. Finding a specific lie requires an Intelligence check (DC 15):

Fail by 5+: takes six hours and roll on Affliction table

Fail: takes an hour and roll on Affliction table

Success: takes 5 minutes

Succeed by 5+: takes three rounds

A trained Arcana or Religion check (DC 28) allows reader to stipulate other conditions in order to find exact lie they're seeking in one round, though a failure subjects the reader to the same attack as when opening the book.

AFFLICTION TABLE

Idly perusing the book – or overusing it – is dangerous. If a character simply flips thru the pages, or if they use the book more than once per day, roll a d10 adjusted by the reader's Wisdom modifier and consult the table to determine what affliction the character suffers until their next extended rest.

Book of Lies, Afflictions (d10)	
1	<i>Paranoia</i> : No one is above suspicion, you have no allies nor are you an ally.
2	<i>All is Lies</i> : You're convinced everyone is lying and illusions around every corner.
3	<i>Chronic Lying</i> : Whenever possible you must tell a convincing lie instead of truth.
4	<i>Horrific Revelation</i> : A piece of your past is revealed to be a lie – who are you?
5	<i>Betrayal</i> : You've been betrayed by a trusted NPC, though their motive is unclear.
6	<i>Blackmail for Higher Cause</i> : You learn an NPC's secret, and you are compelled to attempt to blackmail them.
7	<i>Lies of Omission</i> : Henceforth you "forget" to share critical facts to avoid implicating yourself/allies.
8	<i>Pangs of Guilt</i> : You're obsessively distracted by a damning lie you once told
9	<i>Little White Lie</i> : An innocent lie you told had unforeseen consequences – how do you feel about that?
10	<i>Truth within Lies</i> : You find a bit of truth in every lie, and gain +4 Insight until your next extended rest.

APPENDIX

✦DEVIL S+A+ BLOCs✦

A quick note: You'll notice that many of these devils have already been given stats in the various Monster Manuals/Vaults. Since this adventure isn't written with the GSL in mind, I cannot legally use WotC's copyrighted monsters – if you prefer swap in theirs for mine., I've tried to do something interesting with each devil's design, using 2nd edition PLANESCAPE materials for inspiration. Check 'em out and you decide.

ABISHAI

BARBAZU (BEARDED DEVIL)

Barbazu Guard	Level 12 Soldier
Medium immortal humanoid (devil)	XP 700
HP 120; Bloodied 60	Initiative +9
AC 28*; Fortitude 24; Reflex 21; Will 22	Perception +14
Speed 6	Darkvision
Resist 15 fire	
Traits	
Battle Frenzy*	
When bloodied, the barbazu gains a +2 to attack rolls, +5 damage with its melee attacks, and is immune to fear. However, while frenzied the barbazu's AC drops to 24.	
Standard Actions	
⊕ Barbed Glaive (weapon) • At-Will	
<i>Attack:</i> Reach 2; +19 vs. AC	
<i>Hit:</i> 2d4 + 10 damage and ongoing 10 damage (save ends).	
Triggered Actions	
‡ Implacable Beard • At-Will	
<i>Trigger:</i> When an adjacent enemy shifts or makes an attack that doesn't include the barbazu.	
<i>Attack (Immediate Reaction):</i> +19 vs. AC	
<i>Hit:</i> 1d4 + 10 damage, slide the target 1 square, and if a move provoked the attack their move ends.	
Skills Intimidate +11	
Str 22 (+12)	Dex 13 (+7)
Con 16 (+9)	Int 10 (+6)
	Wis 16 (+9)
	Cha 10 (+6)
Alignment lawful evil	Languages Common, Supernal
Equipment glaive	

ERINYES (TEMPTRESS DEVIL)

Erinyes Temptress	Level 11 Controller
Medium immortal humanoid (devil, shapechanger)	XP 600
HP 108; Bloodied 54	Initiative +9
AC 25; Fortitude 19; Reflex 23; Will 25	Perception +16
Speed 6, fly 6	Darkvision, Truesight 10
Resist 15 fire	
Standard Actions	
⊕ Entangling Whip (weapon) • At-Will	
<i>Attack:</i> Reach 5; +16 vs. AC	
<i>Hit:</i> 1d4 + 8 damage and the target is lifted 20' in the air and immobilized until the end of the	

erinyes' next turn...at which point they fall.
✈ Dominate (charm, gaze) • Recharge when the erinyes doesn't have a dominated victim
<i>Attack:</i> Ranged 5; +15 vs. Will
<i>Hit:</i> The target is dominated (save ends).
<i>1st Failed Save:</i> The target is dominated until the erinyes is killed or for the rest of the encounter.
<i>2nd Failed Save:</i> The target is dominated for the rest of the day, after which they get one save per day to break free. Killing the erinyes or convincing her to release the target ends the effect.
↩ Profane Mockery (necrotic, psychic) • Encounter
<i>Attack:</i> Close blast 5 (all enemies in blast); +15 vs. Will
<i>Hit:</i> 2d10 + 8 necrotic and psychic damage, and the target takes a -2 penalty to saving throws and is weakened until the end of the erinyes' next turn.
<i>Miss:</i> Half damage.
Minor Actions
Change Shape (polymorph) • At-Will
<i>Effect:</i> The erinyes can alter her physical form to assume the appearance of a medium-sized humanoid, including a specific individual.
↩ Cause Fear (fear) • At-Will (1/round)
<i>Attack:</i> Close burst 5 (one creature in burst); +15 vs. Will
<i>Hit:</i> The target flees their speed away from the erinyes. They may not approach within 5 squares of the erinyes nor may they attack her (save ends).
Skills Bluff +16, Diplomacy +16, Insight +16, Intimidate +16
Str 12 (+6) Dex 18 (+9) Wis 22 (+11)
Con 12 (+6) Int 16 (+8) Cha 22 (+11)
Alignment lawful evil Languages Speak all languages, Telepathy 10

HALF-DEVIL

Half-Devil Assassin	Level 12 Lurker
Medium immortal humanoid (devil, human)	XP 700
HP 94; Bloodied 47	Initiative +16
AC 26; Fortitude 24; Reflex 25; Will 24	Perception +14
Speed 6, fly 6 (clumsy)	Darkvision
Resist 10 fire	
Traits	
From the Shadows	
The half-devil assassin gains +2d8 damage when attacking a target he is hidden from.	
Standard Actions	
⬇ Poison Kukri (poison, weapon) • At-Will	
<i>Attack:</i> +17 vs. AC; the assassin shifts 2 squares before or after this attack	
<i>Hit:</i> 2d6 + 6 damage and target is slowed and takes ongoing 6 poison damage (save ends both).	
⬇ Hellfire Garrote (fire) • At-Will	
<i>Attack:</i> Reach 3 (one creature the assassin is hidden from); +15 vs. Reflex	
<i>Hit:</i> 2d6 + 6 fire damage and the target is grabbed (escape DC 20). While grabbed the target cannot speak and takes a -2 attack penalty, but the assassin cannot make other attacks. This special grab can be maintained at up to 3 squares, but if either the assassin or his target moves further apart than that the grab is broken.	
<i>Sustain Standard:</i> The grab persists and the target takes 2d6 + 6 fire damage.	
↩ Disorienting Gas (poison) • Encounter	
<i>Attack:</i> Close blast 3 (all creatures in blast); +15 vs. Fortitude	
<i>Hit:</i> Target's attacks have a 50% chance of targeting the wrong creature (save ends).	
Move Actions	
Silent Killer • At-Will	
<i>Effect:</i> The assassin moves up to 6 squares to a space no more than 2 squares from an enemy, and so long as he has cover or concealment he makes a Stealth check (with no movement	

penalty), remaining hidden until the end of this turn or until he attacks.		
Skills Acrobatics +18, Athletics +18, Bluff +18, Stealth +18, Thievery +18		
Str 16 (+9)	Dex 22 (+12)	Wis 16 (+9)
Con 16 (+9)	Int 14 (+8)	Cha 14 (+8)
Alignment lawful evil Languages Common, Supernal		

Half-Devil Mage (level 12 controller)

HAMATULA (BARBED DEVIL)

18 soldier/skirmisher

HELL HOUND

KOCRACHON (TORMENT DEVIL)

Kocrachon Torturer	Level 9 Lurker
Medium immortal magical beast (devil)	XP 400
HP 74; Bloodied 37	Initiative +11
AC 23; Fortitude 21; Reflex 22; Will 21	Perception +11
Speed 6, fly 6 (hover)	Darkvision
Resist 10 fire, 10 poison	
Traits	
Torture of the Nine Hells	
A bloodied creature hit by the kocrachon is slowed, weakened, and grants combat advantage until the end of the kocrachon's next turn.	
Standard Actions	
⬇ Claw • At-Will	
<i>Attack:</i> +14 vs. AC	
<i>Hit:</i> 2d10 + 5 damage.	
⬇ Flensing Claws • At-Will	
<i>Effect:</i> Make two claw attacks. If both attacks hit the same target, make a proboscis attack against it as a free action.	
Free Actions	
⬇ Proboscis (poison) • At-Will	
<i>Attack:</i> +14 vs. AC	
<i>Hit:</i> 1d10 + 5 poison damage, grabbed, and afflicted with blinding sickness (see DMG chapter 3).	
Skills Heal +11, Intimidate +11	
Str 14 (+6)	Dex 17 (+7)
Con 14 (+6)	Int 14 (+6)
	Cha 14 (+6)
Alignment lawful evil Languages Common, Supernal	

KYTHON (CHAIN DEVIL)

LEGION DEVIL

LEMURE

OSYLUTH (BONE DEVIL)

Osyluth Taskmaster	Level 17 Controller (Leader)
Large immortal humanoid (devil)	XP 1,600

HP 164; Bloodied 82 AC 31; Fortitude 30; Reflex 28; Will 29 Speed 8, teleport 8 Resist 15 fire	Initiative +12 Perception +15 Darkvision
Traits	
Aura of Fiendish Might • Aura 1 (fear) Enemies within the aura at the start of the osyluth's turn are pushed 1 square from the osyluth.	
Standard Actions	
⊕ Scything Claws • At-Will <i>Attack:</i> Reach 2; +22 vs. AC <i>Hit:</i> 2d8 + 8 damage.	
↓ Black-Barbed Stinger (poison) • At-Will <i>Attack:</i> Reach 2; +20 vs. Fortitude <i>Hit:</i> 2d8 + 8 damage and the target takes 10 ongoing poison damage and cannot spend healing surges (save ends both).	
↓ Flurry of Attacks • At-Will <i>Effect:</i> The osyluth makes two claw attacks. If both hit the same target, the osyluth follows up with a stinger attack against the target.	
Minor Actions	
✂ Taskmaster's Gaze (gaze, psychic) • At-Will (1/round) <i>Effect:</i> Ranged 5 (One devil in range); The devil takes 10 psychic damage, makes a saving throw against all conditions (even those that normally don't allow a save), and gains +5 attack and +5 damage until the end of its next turn.	
Skills Insight +15, Intimidate +18 Str 24 (+15) Dex 18 (+12) Wis 14 (+10) Con 20 (+13) Int 14 (+10) Cha 20 (+13)	
Alignment lawful evil Languages Common, Supernal, Telepathy 10	

SPINAGØN (SPINED DEVIL)

hell hound	9 brute
red abishai guard	9 soldier
legion devil	11 minion soldier
erinyes	11 controller
spined	11 skirmisher
chain	11 skirmisher
bearded	12 soldier
bone	17 controller
barbed	18 skirmisher

◆ TREASURE TABLES ◆

Each time a **treasure** is referred to, roll 4 times on this table to see what it holds.

Party Level	d20	Treasure
11 th	11+	4d8 x 100 gp
	13-19	Roll 1d20 on Minor Magicks Table
	18-19	Roll 1d12 on Gems & Art Objects Table
	13+	Roll 1d12 on Magic Item Table
12 th	11+	4d12 x 100 gp
	13-19	Roll 1d20 on Minor Magicks Table
	18-19	Roll 1d12+4 Gems & Art Objects Table
	13+	Roll 1d12+4 on Magic Item Table
13 th	11+	1d6 x 1,000 gp
	13-19	Roll 1d20 on Minor Magicks Table
	17-19	Roll 1d12+8 on Gems & Art Objects Table
	13+	Roll 1d12+8 on Magic Item Table

THE TABLES

Minor Magicks Table

- 1 *Blood fly charm*
- 2 *Scroll of summon mephit*
- 3 *Spherical lead portal trap*
- 4 *Three unguents of darkvision* (AV; 11th level; 350 gp) hidden in a makeup kit
- 5 *A seeker stone covered in creeping gatevine* (AV; 10th level reagent; 200 gp)
- 6 *Glowing blue spell crystal* bound in a hemp lattice
- 7 *Writhing cerebral parasite (kaseg)* in a glass vial
- 8 *Ceramic fiend globe (lesser)* engraved with ominous Supernal runes
- 9 *Torn page from the Book of Lies*
- 10 *Bitter orange potion of mimicry* (AV; 17th level; 2,600 gp)
- 11 *Minosaurean chocolate* in gift box with a love note plotting murder
- 12 Book bound in black leather with a vague screaming face on the front cover and pages made of skin containing the following rituals: *deathly shroud* (FRPG), *gravesight* (OG), *last sight vision* (OG), *speak with dead* (PHB), *spirit idol* (EPG), *undead servitor* (OG), and *undead ward* (OG)
- 13 *Inadvertent infernal contract*
- 14 *Thrice-blind charm*
- 15 Slick red portfolio enchanted with *secret page* (Perception DC 30) concealing the following rituals: *conceal object* (DRAG366), *secret page* (PHB), and *seeming* (EPG)
- 16 A cache of 4 *potions of vitality* (PHB) in a small wooden box
- 17 *Baatorian spell key*
- 18 *Sadistic frame* around bleak oil painting of souls flooding the River Styx
- 19 Tattered journal of a planewalker containing the following rituals: *analyze portal* (MotP), *linked portal* (PHB), *reverse portal* (PHB2), and *seal portal* (DUNG160)
- 20 Engraved *divine censer* crafted of white gold

Gems & Art Objects Table

1	Rare collection of books about the history of the baatezu and Nine Hells (1,500 gp) which provides a +2 bonus on Religion knowledge checks regarding devils.
2	Adamantine serpentine ring (1,500 gp) with fangs concealing a place to store a dropper of poison which can be applied to a weapon as a minor action.
3	Gaudy fire opal set in a golden brooch in a rose motif (1,500 gp).
4	Exquisite electrum embalming tools and a masterpiece illuminated embalming text (1,500 gp) which acts as a healer's kit. Together they weigh 4 pounds.
5	Masterwork celestial etherscope (2,000 gp) which provides a +2 bonus on divination ritual checks, its dimensions are 2' x 1' x 1' and weighs 50 pounds.
6	An ivory urn engraved with snakes eating a man (1,000 gp), and its sister piece, an ivory footstool depicting a man eating snakes (1,000 gp). Each weighs 20 pounds.
7	Bundled bones of a holy person, identified by the official church seal. Though they have no monetary value, the appropriate church would reward anyone returning such a sacred relic with 2,000 gp. The bones weigh 4 pounds.
8	Bebilith spinnerets (2,000 gp) which can be used a component for binding rituals. There are four spinnerets, each about 3' long and weighing 12 pounds.
9	Smoky black soul gem that is empty (2,500 gp).
10	2,500
11	Gold-plated maelephant skull "chalice" (2,500 gp) engraved with a map of the Lower Planes. The "chalice" weighs 4 pounds.
12	Deep violet corundum holy symbol (2,500 gp)
13	Clear black soul gem with the purple flicker of a soul trapped within (5,000 gp).
14	Blackmail documents on one of the NPCs in this adventure which, if revealed, would ruin them utterly. If returned out of the goodness of their hearts, PCs might receive a reward of 2,500 gp. If threatened, the NPC might cough up 5,000 gp to have the documents turned over to them.
15	Star sapphire (5,000 gp)
16	5,000
17	Three solid platinum statuettes of grinning devious-looking devil monkeys (7,500 gp all together) in the positions of "see no evil, hear no evil, speak no evil."
18	7,500
19	7,500
20	7,500

Magic Item Table	
1	12 th Level
2	12 th Level
3	12 th Level
4	13 th Level
5	13 th Level
6	13 th Level
7	14 th Level (<i>charm of blackness</i>)
8	14 th Level
9	14 th Level
10	14 th Level
11	15 th Level
12	15 th Level
13	15 th Level
14	15 th Level
15	16 th Level
16	16 th Level
17	16 th Level
18	17 th Level
19	17 th Level
20	17 th Level

NEW MINOR MAGICKS

Baatorian Spell Key Level 9

A chunk of obsidian fused with charred bone that is perpetually warm to the touch.

Wondrous Item 4,200 gp

Property: Roll a d4 to determine what kind of spells this spell key is tuned to: 1- cold, 2- summoning, 3- divination, 4- healing. When casting that kind of spell with the spell key, the caster ignores the usual restrictions Baator places on magic.

Blood Fly Charm Level 10

A desiccated red fly found only on the Lower Planes, it is pierced by a cocktail spear.

Consumable 200 gp

Power (minor action): When consumed during a rest it accelerates natural healing; for each healing surge the target spends during the rest, they regain an extra 3 hit points.

Cerebral Parasite, Kasseg Level 16

The grotesque kasseg slug is known to inspire a coldly logical mind when attached to the back of one's cerebrum.

Consumable 1,800 gp

Power (minor action): Gain a +2 bonus to Intelligence and Wisdom-based ability/skill checks and a +2 bonus to Will defense until the end of the encounter or for the next 5 minutes, whichever comes first.

Charm of Blackness

Level 14

Neck Slot 21,000 gp**Enhancement:** +3 Fortitude, Reflex, and Will**Property:** Gain a +1 item bonus to saving throws.**Power (short rest):** When lit and waved over a corpse during a short rest, this censer invokes the *raise dead* ritual so long as the target is heroic or paragon tier and willing to return to life. There is no cost in gold since the censer acts as the component**Divine Censer**

Level 20

*Crafted of white gold, this delicately engraved censer shows images of angels carrying a soul back to earth in some sort of ritual when it is lit.***Consumable** 5,000 gp**Power (short rest):** When lit and waved over a corpse during a short rest, this censer invokes the *raise dead* ritual so long as the target is heroic or paragon tier and willing to return to life. There is no cost in gold since the censer acts as the component; once used its magic is extinguished. The raised creature takes the normal penalty as per *raise dead*.**Fiend Globe, Lesser**

Level 16

*A ceramic globe carved with ominous Supernal sigils.***Consumable** 1,800 gp**Power (minor action):** Crack the glob to release the devil bound within for one encounter, after which the devil vanishes in a puff of smoke. The devil will serve you in any way short of throwing its life away, but attempts to warp your instructions in every possible way. Roll a d6 to determine the type of devil released: 1- spinagon, 2- abishai, 3- kocrachon, 4- erinyes, 5- kyton, 6- barbaz.**Inadvertent Infernal Contract**

Level 12

*A contract written in blood red Supernal script on the hide of a fiend.***Consumable** 5,000 gp**Power (immediate reaction):** When you have the contract in hand, you may react to anyone making a promise/oath in your presence, even if only in jest. From henceforth that creature is bound by the laws of Baator to make good on its promise. If it fails to do so, the creature is planeshifted to Baator to be punished.**Minosaurean Chocolate**

Level 17

*Repugnant chocolate in the vague likeness of a corpse sinking in the bog of Minauros, it tastes faintly of despair.***Consumable** 5,000 gp**Power (minor action):** When consumed, the chocolate grants you the following encounter attack which you can use at any time until the end of the encounter:**Breathe Swarm of Insects:** Standard action; close blast 4; +17 vs. Fortitude; on a hit deal 3d6 +6 poison damage and the target is slowed until the end of your next turn; as an effect the blast creates a zone of biting insects which lasts until the end of your next turn, any creature entering the zone or ending its turn within the zone takes 6 poison

damage and grants combat advantage.

Portal Trap

Level 14

A small lead sphere etched with faint lines in some kind of orbital pattern.

Consumable 800 gp

Power (minor action): Place the portal trap within a portal's frame and speak the command word. The trap can be noticed from either side of the portal with a DC 25 Perception check. The next creature to use the portal is subject to the trap. Attack: +15 v. Reflex; Hit: 3d8 fire damage; Miss: half damage.

Sadistic Frame

Level 19

A razor-sharp barbed picture framed made of iron infused with necromantic magic.

Consumable 4,200 gp

Power (minor action): Grasp the frame and bend it, causing it to turn into a phantasmal frame around you. Doing so causes you damage equal to your healing surge value. Until the end of the encounter, whenever you suffer damage, all adjacent enemies take an equal amount of damage as the sadistic frame shares your pain with them.

Scroll of Summon Mephitis

Level 5

??

Ritual Scroll 250 gp

Ritual (5 minutes, 100 gp): Choose one of the following types of mephitis to summon when you cast this spell:

Censor mephitis: Summon a mephitis to plague a named individual with the inability to swear or cuss for one day. Caster beware; wars have been started over lesser offenses.

Messenger mephitis: Summon a mephitis to deliver a message anywhere in the multiverse. However, there's a 10% chance the mephitis either mixes up the message or delivers it to exactly the wrong person. In this case you get a refund minus a 149 gp deductible.

Among devils, sending a censor mephitis is considered an extremely foul gesture.

?:

Seeker Stone

Level 5

Wondrous Item 1,000 gp

Power (standard action):

Spell Crystal

Level 16

This glimmering blue crystal is bound in a hemp lattice, and represents either a summoning spell or a divination from the Prime Material plane.

Consumable 4,200 gp

Power (standard action): Unleash the spell crystal on an enemy within 10 squares.

Attack +17 v. Reflex; Hit: The target is either removed from play until the end of its next turn or cannot take actions and grants combat advantage as it answers questions (save ends). The DM chooses which. If your attack misses, the spell crystal targets random creatures until it hits one.

Thrice-Blind Charm

Level 18

A loop of twisted bramble enchanted to hold a curse of blindness.

Consumable 4,200 gp

Power (minor action): When broken, the charm releases the curse of blindness. The wielder must direct the curse with a standard action before the end of their next turn or else the curse attacks a random creature within 10 squares.

Direct the Curse: standard action; close burst 10 (one creature); +18 vs. Will; blinded (save ends); when the creature saves the curse is released again as above, if the wielder does not direct it before the end of its next turn the curse attacks a random creature within 10 squares; the curse repeats this a third time before falling inert.

Torn Page from the Book of Lies

Level 11

Over the long life of the Book of Lies, many a reader has become upset by what they've discovered in its treacherous pages; some become so upset that they tear the page from the book in a blind act of indignation. Such feeble efforts do not alter the actual contents of the Book of Lies (which "regenerates" lost pages), but they do create what are called the "torn pages." When discovered, a torn page is usually rolled up, tied, and appears as an unusually large scroll (3' x 6'). It contains a nonsensical list of lies written in the reader's native language.

Consumable 2,200 gp

Power (standard action): Any character may read from the torn page as if it were a ritual scroll; doing so requires their entire turn, at the end of which all creatures which can hear ??

◆ RESOURCES ◆

D&D MAPS & MINIATURES

PART I: CARNIVAL OF DOORS

Sheng the Magewright: Bone devil (#29 Archfiends), Ascendant Hellsword (#21 Dungeons of Dread), Gnome Trickster (#17 Blood War), Streets of Shadow/Dungeon Tiles Master Set: The City

Far'bulaz the Masked Fiend: Map & tokens included with this adventure

Damiana Fortunata: –

PART 2: CANAL OF CURSES

Random Encounters: 9 Vargouilles (#49 Angelfire), Will O'Wisp (#55 Lords of Madness, for the ghostlight), 3 Stormwatch Sirens (#52 Dreamblade Anvilborn), ?, ?

PART 3: NIFLHEIM

PART 4: MENTIRI

PART 5: THE IRON CITY

REFERENCE MATERIAL

2e D&D Planescape Campaign Setting Boxed Set

2e D&D Planescape Fires of Dis

2e D&D Planescape Monstrous Compendium I

2e D&D Planescape Planes of Conflict

2e D&D Planescape Planes of Law

3e D&D Fiendish Codex II

4e D&D Manual of the Planes

"BACK COVER" BLURB

Sigil's Canal of Curses. The eternally bleak winter realm Niflheim. Dis, the Iron City of Baator. Three planar locations connected by ties thicker than blood, the River Styx, and the Book of Lies. Filled with nothing but lies told by every being in the multiverse, the Book of Lies was once kept by the Dustmen, but was recently stolen by a thief who delivered it into the hands of Dispater. Whether the PCs represent the traditional Dustmen keepers of the Book, a certain angel with a dirty halo, or their own interests, they aim to steal it from under Dispater's burning eye. As they follow the River Styx from Sigil to the Gray Waste and ultimately to Baator, the PCs are guided by an ingratiating marraenoloth who probably intends to betray them, deal with the damned soul of the thief sold out by her employer, and navigate a (literal and metaphorical) maze of intrigue and deadly traps within Dis. Once the PCs pull off this planar heist, they're faced with the dilemma of how to use the Book of Lies. Will they find the wisdom to use the Book's terrible knowledge to their advantage? Or will they become bound to the Book of Lies like other souls before them?