

DUNGEONS & DRAGONS®

Immortal Game Adventure

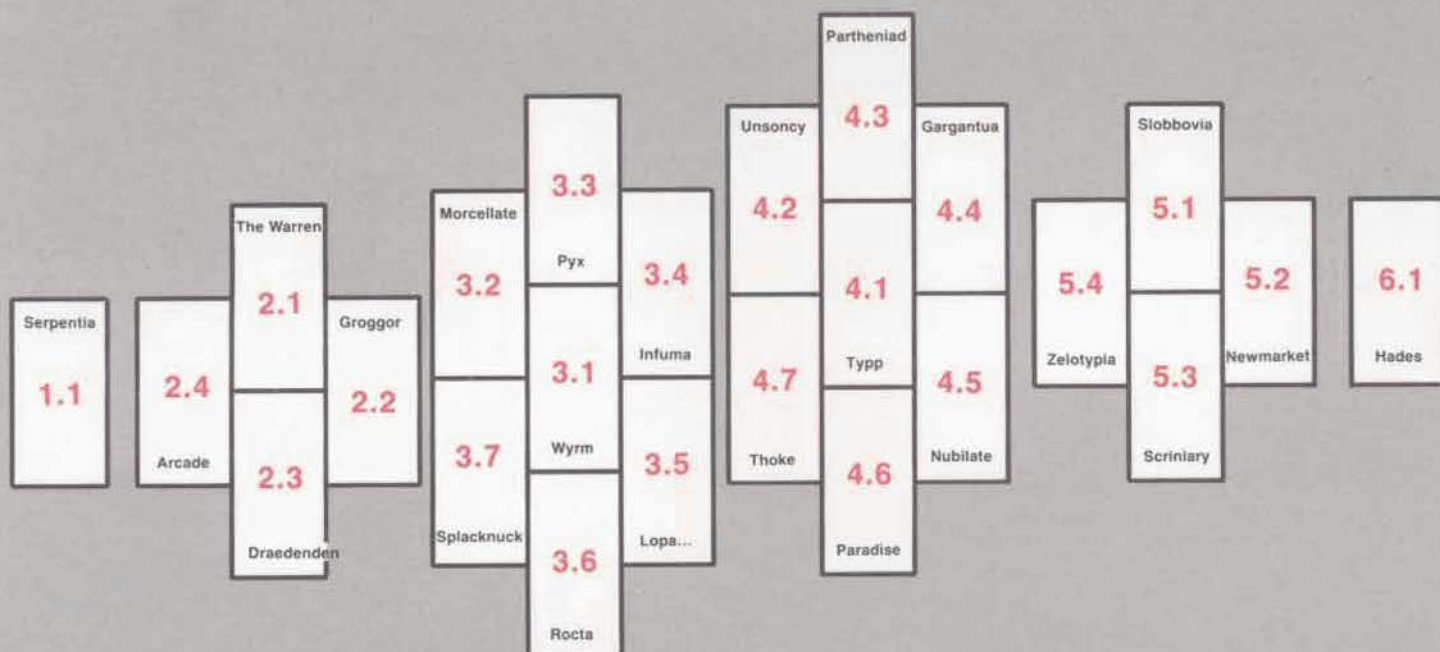
The Best of Intentions

by Ken Rolston



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

DUNGEONS & DRAGONS, D&D, PRODUCTS OF YOUR IMAGINATION, and the TSR logo are trademarks owned by TSR, Inc.



THE 24 PLANES QUICK REFERENCE CHART

- 1.1 SERPENTIA (spectrum): serpentmen.
 - 2.1 THE WARREN (tan): trispace high technology world run by an insane computer and populated by deranged citizens and bizarre meks.
 - 2.2 GROGGGOR (green): immense intelligent muck-whales; know layout of the 24 planes.
 - 2.3 DRAEDENDEN (*1) (pink): draeden larvae and avatar observatory; avatar Beta-Mazikeen.
 - 2.4 ARCADE (*2) (grey): blackballs being towed around a vast waste by an avatar observatory; avatar Epsilon-Mazikeen.
 - 3.1 WYRM (pink): evil dragons reign over a world of goblinoids.
 - 3.2 MORCELLATE (*3) (blue): armada of planar spider flying saucers; avatar Alpha-Mazikeen.
 - 3.3 PYX (pink): hostile space-voyaging meks; possible source of construct forms.
 - 3.4 INFUMA (tan): industrial world populated by dwarves; workshop of dwarven construct engineer; possible source of construct forms.
 - 3.5 LOPADOTEMACHOSELACHOGALEOKRANIOLEIPSANODRIMHYPOTRIMMATOSILPHIOPARAOMELITOKATAKECHYMENOKICHLEPIKOSSYPHOPHATTOPERISTER-ALEKTRYONOPTKEPHALLIOKIGKLOPELEIOLAGOIOSIRAIQBAPHETRAGANOPPTERYGON (#1) (blue): giant bacteria with complex language; artifact part #1—ESP power.
 - 3.6 ROCTA (green): a jumper farm.
 - 3.7 SPLACKNUCK (green): bubble-world with bubble lifeforms vulnerable to light and other radiant energy.
 - 4.1 TYPP (#5) (tan): slow-thinking, -talking, and -acting turtle beings; artifact part #5—invisibility power.
 - 4.2 UNSONCY (pink): cosmic Bermuda Triangle; wandering random encounters and gate to Astral Plane.
 - 4.3 PARTHENIAD (spectrum): Witch and amazon world.
 - 4.4 GARGANTUA (tan): planet-sized giants in a teraplane Dyson sphere; gate to Corridor.
 - 4.5 NUBILATE (*4) (blue): air elementals research station; avatar Delta-Mazikeen.
 - 4.6 PARADISE (pink): a Prime Plane mortal challenged with eternal bliss.
 - 4.7 THOKE (*5) (grey): avatar observatory in plane destroyed by draeden; avatar Omega-Mazikeen.
 - 5.1 SLOBBOVIA #6) (blue): Czar's empire threatened by loss in mongeef match; artifact part #6—mass charm power.
 - 5.2 NEWMARKET (*6) (spectrum): Mazikeen's Prime Plane Mortal Farm and Mega-Dungeon; avatar Gamma-Mazikeen.
 - 5.3 SCRINIARY (#3) (tan): Brownian-run molecular computer and processor; artifact part #3—ability score bonus power.
 - 5.4 ZELOTYPIA (#4) (pink): Latifundus the insane movement-mage; artifact part #4—polymorph other power.
 - 6.1 HADES (#2): eternal torment for a Prime Plane guinea pig; artifact part #2—speak with plants power.
- CORRIDOR: tri-space ice world inhabited by reptilian-avian Sudarans; Mazikeen confined in insane asylum.
 LODESTAR: Mazikeen's home plane; scene of abduction by Pharamond.
 NOUS: Pharamond's home plane; astral access sealed; only entrance through gate to Corridor.

The Best of Intentions

by Ken Rolston



Editor: Christine Christensen
Cover Artist: Jeff Easley
Interior Artist: Jim Holloway
Cartographers: Dennis and Ron Kauth,
Sue Myers
Typographer: Betty Elmore

©1987 TSR, Inc. All Rights Reserved Printed in U.S.A.

DUNGEONS & DRAGONS, D&D, PRODUCTS OF YOUR IMAGINATION and the TSR logo are trademarks owned by TSR Inc.

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR UK Ltd.

This adventure is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR Inc.

TSR, Inc.
POB 756
Lake Geneva,
WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom



Table of Contents

Prologue	2
Introduction	3
Episode 1: The Olympic Trials	5
Episode 2: The 24 Planes of Mazikeen	8
Power Awards Chart	18
Pull-out Section for DM	19-30
Pre-Rolled Characters	19
NPC Stats	26
Hierarch Reference Chart	28
War Machine Mechanics	30
Episode 3: The Rescue of Mazikeen	31
Episode 4: Ambushing The Ambushers	35
Episode 5: In The Lion's Den	41
Epilogue: Immortal Justice	44

PROLOGUE

Marick of Glevum, Archbishop of Thonia and High Cleric of Serison, awakened with a start. Something moved in the shadows at the foot of his bed. Marick gestured, and a ball of light erupted. A hulking form shrieked and leapt for his throat. Marick twisted in his bed—right into the grasp of another hideous creature. Bewildered by the failure of his wards, Marick panicked, struggling to utter a spell as a vast, furry paw thrust itself over his mouth. A twist, and all was pain, then darkness....

Cathedral bells tolled in lamentation throughout Thonia, and the King declared a week of mourning for the Archbishop. Details of his death were not released, but rumors spread of a bedchamber strewn with the grisly evidences of murder and reeking from the foul stench of a demon's breath....

Krugar Khan, Father of Clans, War Chief of Ethengar, sat astride his pony, casting an eye fondly over the rustling grass that stretched before him to the mountains. He had just turned to his companion to remark on the beauty of the day, when the air was rent with a clap like thunder. Suddenly he was shrouded in darkness. A foul stench filled his nostrils, and his pony reared, screaming in fear.

Krugar hit the earth, and came up swinging in the darkness with his curved blade. It bit deep, a piercing cry deafened him, then great hairy clawed hands

grasped his limbs. His chest exploded with a sudden, powerful blow. Unbelieving in his death, Krugar, mightiest of warriors, leader of men, marveled at the enormity of his agony....

Amongst Krugar's kinsmen, one was found alive. His speech was clear and deliberate, his awe at the power of demons quiet and subdued. Even as he died, he wondered at the mystery of their dark power....

When Black Zama felt the tell-tale crackle of an incoming teleport, he instinctively cast a timestop. "And," he chuckled, "just in time." The massive stone blocks of the tower corridor were suddenly illuminated by a flash. Three figures appeared in the corridor. "Ha!" hissed the ancient sorcerer, "Old Grillanbulis is treating with demons, now—a pair of screamers, and a..."

But he could not place the third form. "Something new, perhaps," he thought as he prepared to cast a teleport before his timestop failed.

When the two screamers moved to flank him, Zama gaped in surprise. "But...but...but... Timestop! TIMES-STOP!"

The demons moved with infuriating confidence. The screamer to the right whispered, "Come, now. Haven't you ever seen an anti-magic shell?" As one, the screamers and the shaggy one grabbed Zama's limbs. One screamer

leaned into Zama's face, then winked to the other. "Make a wish?"

The folk in the valley remarked that the customary eerie lights no longer flashed from Black Zama's tower on dark, moonless evenings, but the old wizard was often known to come and go as he pleased—hardly an occasion for comment, really...

"It's curious. These rumors seem well-founded, Terra. Quite a few of the most eminent mortals on the Prime Plane have met violent deaths in the past year, and many accounts suggest demons as the agents of their passing. Other Observers report similar stories.

"Are our brothers in Entropy up to their tricks again? If so, they've gone a bit far this time. Interference on the Prime Plane is hardly something you can shrug off as 'unfortunate misunderstandings' before a court of Immortal Justice..."

Understandably, when something nefarious is afoot on the Prime Plane, and demons are mentioned, Immortals are quick to point the finger at Entropy. But this time, the finger is slightly misdirected because Immortals from several spheres are involved. And the tragedy is greater, not because the plot is more sinister, but because, however their methods are judged, the motives of the conspirators are apparently noble.

INTRODUCTION

NOTES FOR THE DM

The Best of Intentions is a D&D® Immortals game adventure designed for up to six Temporals of levels one or two. Pre-designed characters are provided in the enclosed pull-out. At the Immortals level, the strategies and actions are so broad as to daunt DMs who detail everything in advance. Study the adventure, carefully review the materials provided, and consider tactics for the NPCs and villains in general terms.

Be prepared to respond openly to players' improvisations. At this level, players are completely unpredictable. Get used to the idea. Remember that DMs are even more unpredictable, having the advantage of surprise. Keep players off-balance, present them with challenges, and do not be ashamed to fudge things a little to keep the adventure on the right track.

Awarding Power Points Recommended power point awards for each part of this adventure are provided. In addition, DMs may award power point bonuses to characters who further their personal goals during the adventure.

Power point are awarded to characters who further their goals or the common goals of all Immortals. Though Immortals may be loyal to their spheres and to the lofty principles of Immortality, they still have their own personal interests and ambitions. Therefore, enterprising and ingenious characters should receive compensation. Review the pre-designed characters in this module for examples of personal goals. If players are using their own characters, discuss the selection of a personal goal appropriate to that character. Refer them to the pre-designed characters for examples. Have the players record these personal goals on their character sheets for future reference.

MATERIALS

The following DM and player materials are provided to clarify references in the text.

Center Pull-Out The center section contains the following materials: Player character stats and background notes; Non-player character stats for the major antagonists; Hierarch Reference Chart (a summary of personalities and objectives of the five Hierarchs needed for the Epilogue); A display for the Doubles Planetoid Scramble (needed for Episode 1); War Machine stats for troll and

Thyatian units and a diagram of the Shillabeer Gap region (needed for Episode 4).

DM Reference Screen Panels one and two of the inside of the outer cover are used as a reference screen for Episode 2: The 24 Planes of Mazikeen.

Planes Cards and Character Markers Panel three of the outer cover and panels one, two, and three of the inner cover need to be cut along the dotted lines to make cards representing the 24 Planes of Mazikeen (needed for Episode 2) and cardstock to use as markers for displays in other episodes.

3-D Display A 22" X 34" fold-out display for staging combats in three dimensions is included. One side is a generic 3-D Display for D&D game encounters involving flying opponents (used frequently in this adventure and handy for most Immortals, Expert-, Companion-, and Master-level D&D game encounters). The reverse side is identical, but is printed with Pharamond's home base (used in Episode 5).

DM Background: The Conspiracy

The Conspirators

Pharamond, Empyrean of Energy
Mazikeen, Celestial of Energy
Hircismus, Celestial of Entropy
Harrow, Temporal of Thought

The Conspiracy: Since the Nightmare Plane adjoins the 6th dimensional barrier, logic suggests that the diabolical could produce Immortals capable of crossing that barrier and coping with the Vortex. Pharamond expects his foresight in recognizing this principle will support his promotion to Hierarch of Energy—and ultimately to Full Hierarch.

To produce a greater proportion of diabolical among the Immortals, Pharamond plans to winnow candidates from the Prime Plane (thus demonstrating their unsuitability) while fostering candidates from the Nightmare Dimension. These candidates will be loyal to Pharamond through Harrow, the highest ranking Immortal diabolical. An unusually orderly and cooperative example of his race, Harrow is a member of the conspiracy. Pharamond has promised to further the ambitions of Mazikeen, a former protégé, in return for cooperation. He has secured the alliance of Hircismus for one reason—to use

as scapegoat if something goes wrong. (Whatever the evidence before an Immortal court, it is unlikely to convict an Empyrean of Energy on the testimony of a demon—a dull-witted and vicious one at that—particularly given the terrible reputation of the Sphere of Entropy.)

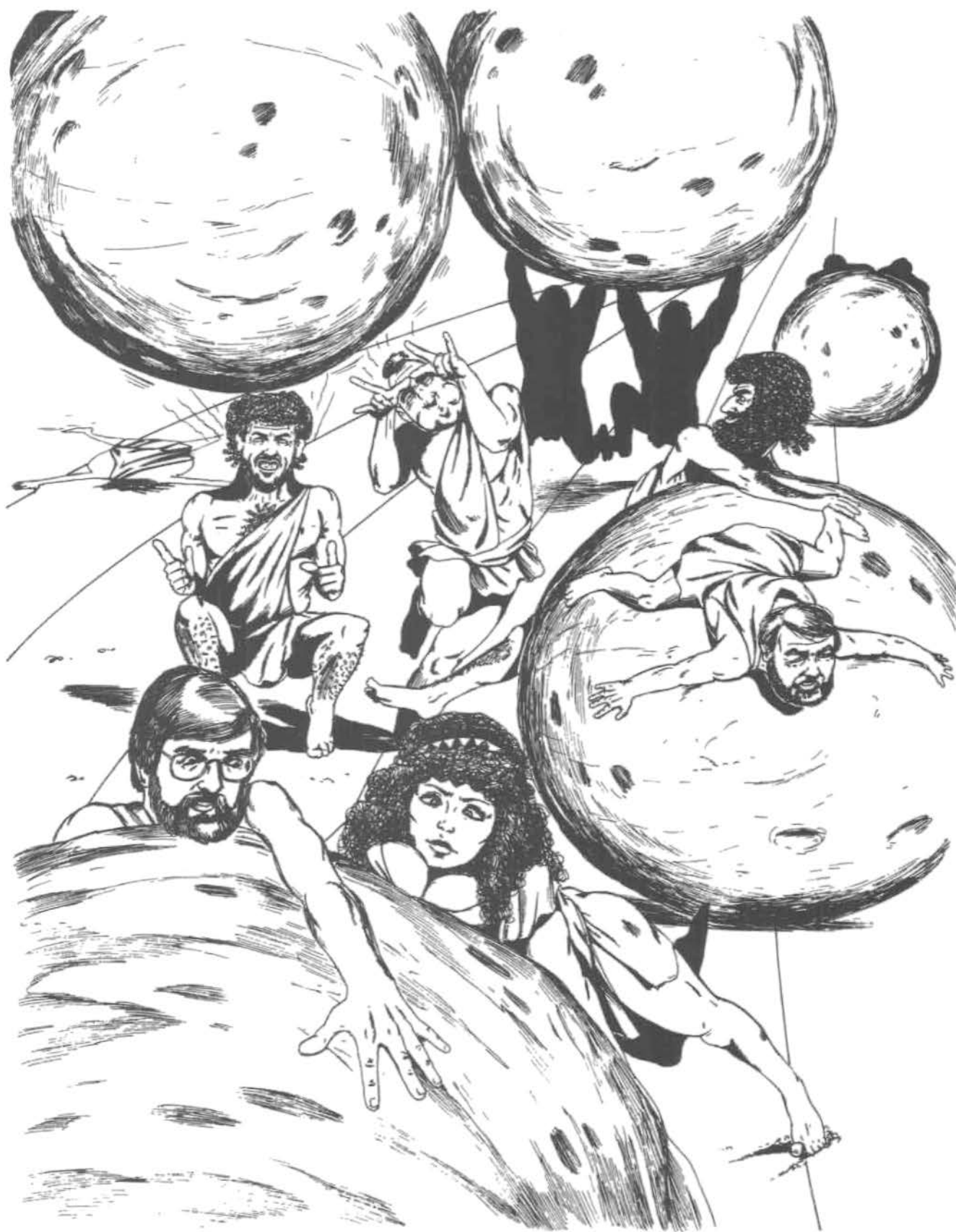
Mazikeen Has Second Thoughts

Originally convinced of Pharamond's logical analysis and persuaded that the established hierarchy had pursued prejudicial policies designed to exclude diabolical, Mazikeen was originally a loyal supporter of the conspiracy. However, when he realized that Pharamond's real motivation was personal ambition, Mazikeen balked. Unfortunately, he was arrogant—and trusting—enough to express his doubts to Pharamond. Pharamond pretended to feel pangs of conscience, and asked for time to think.

Pharamond took the thinking time to figure a way to eliminate Mazikeen. (As an Empyrean of Energy, whipping up a fiendish plot is a piece of cake.)

Pharamond invited himself to Mazikeen's home plane ostensibly to discuss the matter. Instead, he proceeded to batter Mazikeen's intelligence with ability attacks. Within a few rounds, Mazikeen was incapable of winning a spelling bee against a goldfish. For insurance, Pharamond placed a *feeblemind* on Mazikeen, dumped him in Corridor (the trispace outer plane they had used as a passage between their home worlds) and went about his business. To ensure Mazikeen does not inconveniently shake off the *feeblemind*, Pharamond communicates now and then. Getting a groggy and mentally-deranged Mazikeen, Pharamond batters his intelligence down to goldfish-level again with a couple of mental blows.

This mental attack has given Mazikeen (and his avatars) a case of hysterical paranoia. His shattered wits currently perceive everything animal, vegetable, mineral, and incorporeal as a deadly enemy intent on torturing him. He and his avatars alternate between berserk hostility and cringing withdrawal. Mazikeen's primary is confined in an asylum on Corridor. His paranoid avatars are cringing among the shambles of neglected Immortal projects.



EPISODE 1: THE OLYMPIC TRIALS

The Grand Arena of the Plane of Matter

This Olympic trial is sponsored by the Plane of Matter. The Grand Arena of the Sphere of Matter is an outer plane, a pentaspace microplane that has been evacuated of all elemental matter. Millions of *continual lights* magically illuminate the inner surface of the spherical plane, affording Immortals of Entropy (who regenerate most effectively in darkness) no special advantage. Also, permanent alterations have given this plane a hostile bias to Immortals of all five spheres.

(DM Note: It is unnecessary to keep track of regenerating temporary power, hit points, and ability scores during the Olympic Trials.)

Olympic trials are sponsored in rotation by the various spheres. Immortals of all spheres are invited to compete for recognition and modest prizes. Most Immortals attend for the exercise and to remain current on the competition. Olympic trials are also social events, providing juicy rumors and gossip for the shrewd intriguer.

Warm-Ups Before the contests start, the arena is open for warm-ups. Each competition class has its own area for warm-up exercises. The player characters are combined in a special competition class for beginners, all junior members of their spheres. The six other contestants in this competition class are somewhat more experienced and tend to hang together, chatting and rough-housing during the warm-up period.

(DM Note: Encourage players to describe their characters to one another as they do their warm-ups. Players may decide to introduce themselves to one another in character as they practice, or they may be prompted. Do not force introductions; it is perfectly in character for some PCs to be reserved.)

The six Temporals used as PC opponents in the following contests are described in the chart below. All have the following characteristics: ST Temporal 1; PP 600; A-M 50%; AC 0; HD 21; HP 110; MV universal; AT any; Base THAC0 4; D as attack mode.

The Events Once the PCs have had an opportunity to evaluate each other and the opposition, begin the events.

Staging the Events: In the first competition, the PCs operate out of sight of the opposing NPC party. Do not worry about specific NPC tactics; their performance is determined by a series of attribute checks. The more successful the attribute checks, the more successful the NPC party.

Name	Sphere	Al	Str	Int	Wis	Dex	Con	Cha
Luca	Time	N	18	17	20	13	17	17
Cochere	Thought	C	13	16	15	20	16	11
Soubrette	Thought	N	18	16	16	16	11	12
Raith	Energy	C	12	21	13	13	19	20
Macrobian	Matter	L	21	13	14	20	0	18
Infaut	Matter	L	22	11	12	19	22	16

Staging the other event is more difficult. Since the PCs and NPCs are in direct competition, specific tactics must be considered. Running one Immortal character is quite a chore; running six at once is particularly monstrous. Wherever possible, shortcuts and prespecified tactics are given, but...face it. Sometimes the DM must fudge things.

Just remember:

1. No matter what oddball effect is conjured, an Immortal probably could produce it legally, given the assortment of magical effects available.
2. Do not explain what the NPCs are doing in game terms, just what the PCs observe.
3. When in doubt, make the NPCs *invisible*, *teleport* them, or use some other trick to frustrate the PCs' observations.

NPC Ability Checks: Each NPC attempts ability checks individually, once per round, highest ability first. When several NPCs form a team, and all NPCs have individually failed a check, the team has one last chance. Total all abilities and check again. If this check fails, the task is not successful, and the NPCs lose the competition. Note how many rounds it takes to solve each task for a rough comparison with PC performance.

The Wild Hunt

Terra signals for attention, and announces the first event.

"The first event in the Temporal Novice Class Competition is the Wild Hunt. Two teams of Temporals are sent to a forest at midnight on the Prime Plane, where they will find horses, a team of spectral hounds, and enchanted spears.

"On this night, Immortal avatars assume the shape of great white harts twice as large as normal stags. The first team to find and slay a white hart with their enchanted spears returns automatically to this arena, and is the winner of this competition."

Staging the Wild Hunt: Here are the problems to be solved.

1. *Calming the Mounts:* Mortal horses are

terrified by spectral hounds. Only magical effects or aura can calm or control them. NPCs make an average wisdom check to realize the horses fear the hounds, and an average intelligence check to select an effective method of calming them.

2. *Taming the Hounds:* The hounds do not initially recognize the Immortals as their masters and attack immediately. Magical effects or aura attacks are necessary to control the hounds and command them to seek the white hart. The NPCs make an average wisdom check to anticipate the hounds' initial hostility, and an average intelligence check to select an appropriate magical effect.

3. *Riding through a Forest at Night:* Once properly commanded, the spectral hounds immediately pick up the scent of the prey and tear off in pursuit, yowling loudly enough to wake the dead. (Hmm...nice idea, but let it pass.) The horses will keep up with the hounds if so commanded by magic or aura, but the PCs will have difficulty staying in the saddle. PCs may make ability checks as do the NPCs, or they may use magical effects to stick to the saddle. Falling off a horse delays the rider, who arrives 1d10 rounds after the first blow is struck.

NPCs make an easy strength check to cling to the saddle, and an average constitution check to keep their seats if they slam into an overhanging branch at a gallop.

4. *Overtaking the Hart:* When the white hart comes into view, bounding majestically through the forest, it increases speed. Obviously, the hart cannot be caught without magically *slowing* it or increasing the speed of the horses.

NPCs make an easy intelligence check to choose an appropriate magical effect.

5. *Attacking the White Hart:* The hart can be slain only by the enchanted spears; any other damage-causing attack disqualifies the team. The hart will assume its original avatar form. The avatar and the team are instantly returned to the arena, and the team has lost. Any other form of magical aid is permitted, as long as it does not directly cause damage.

All NPCs make a wisdom check at +80; if any fails, that team attacks illegally, and is disqualified.

The first blow must be struck from horseback with a spear. Attackers must first make a

EPISODE 1: THE OLYMPIC TRIALS

successful average dexterity check before making a hit roll. After the first blow is struck from horseback, the hart turns to face the attackers. Also, when the first blow is struck, the spectral hounds disappear—the competitors have to face the hart on their own.

The attackers may continue to fight from horseback, or dismount and attack on foot. Mounted attackers must make a successful average dexterity check before making a hit roll. If the team specifies that it surrounds the hart, each attacker gets a +4 bonus to hit. When the hart is slain, the team returns instantly to the Great Arena.

White Hart/Immortal Avatar: SP Matter; ST Celestial 1; PP 1,300; A-M 50%; AC -2; HD 20; hp 60 (in hart form); MV 240' (80'); AT1; D 3D10; ML 12; INT 28; AL L.

The Dramatic Touch The forest is in a populous region of Karamikos. Have the PCs encounter a couple of locals and scare them. Or let the PCs choose whether to attempt an average dexterity check to avoid them, or to run right over them. (This is how the fearsome legends of the Wild Hunt originated.)

The Doubles Planetoid Scramble

Terra says, "Our next Temporal Novice Class Competition Event is the Doubles Planetoid Scramble. Please organize yourselves into two-being teams."

The six PCs may arrange themselves into pairs, or pretend to assign their pairs by lot, expressing great surprise that "chance" has ordained the groupings. Or "chance" may assign each of the PCs with an NPC; in this case, give each player the stats for the NPC and let them determine their partner's tactics.

"Have you selected a partner? Good. Now, the object of the contest. Each team is assigned a planetoid. That planetoid must be maneuvered along a course, passed through *gates* at right angle turns, then maneuvered along the rest of the course and across the finish line.

"When the planetoid crosses the finish line, it must be in the same condition as before the race began. The summoning or conjuring of assistants is prohibited. Neither the planetoid nor the contestants may leave this plane at any time, nor may the contestants or any part of the planetoid's substance be teleported. Interference with

other teams or the planetoids of other teams is prohibited. Magical effects may not be initiated or active until after my starting signal.

"The stewards will show you to your planetoids. Take your places, please."

Give players about one minute to discuss tactics, then begin the race. Terra says something like, "Contestants, start your planetoids," a steward waves the green flag, and the Immortals are off.

Running the Course Find the "Doubles Planetoid Scramble Course" layout in this module. Cut the markers from the inside cover and place them in the appropriate lanes. The course is measured in units of 250 feet (1/4 inch). Players should keep track of their current acceleration and distance traveled. Keep track of these values for NPC teams.

Making the Turns Teams must bring the planetoid to the equivalent of 10 feet/round acceleration at the *gate* at the end of each leg of the course in order to make the right-angle turn. Reaching the line with the arrow pointing to the *gate* indicates that the planetoid is actually at the *gate*. (The width of the course on the diagram permits a clear representation of the relative positions of the teams; the actual course is narrow.) If the acceleration is greater than 10 feet/round, the planetoid continues past the *gate* and must be brought back in front of the *gate* (i.e., to the arrowed line) before the turn can be maneuvered.

Moving Through the Gates Teams must make a difficult dexterity check to move through the *gates* at the turns without fouling them. Failure means the team is delayed at the *gate* for a round before attempting the difficult dexterity check again.

Determining Acceleration Base acceleration for this contest is the combined strengths of the Immortal pair times 5 feet per round. Make an easy strength check. If passed, add the difference between the strength total and the dice roll to the feet-per-round acceleration. If failed, subtract the difference between the strength total and the dice roll to the feet-per-round acceleration.

Magical Effects The most efficient magical effect is ability bonuses. Interpret the influence of all other magical effects as bonuses to ability checks. Magical effects are so limited in scope as to hardly influence the contest—keep bonuses within a range of +1 to +5—but every little bit helps.

For example, a Temporal using *telekinesis* can move about 8000 coins (cn, about 800 lbs.) at an acceleration of 20' per round. The planetoid weighs so much that *telekinesis* does not affect it compared to the influence of an Immortal's strength. A bonus of +1 to the strength check is appropriate.

Tips for Presenting Olympic Contests

1. Give all contestants a reward for participation—at least a few power points.
2. Refusal to participate implies cowardice, and may result in loss of status and power points.
3. Judge the degree of success for NPC tactics with ability checks. For example, if an NPC uses a *wish*, use an intelligence check to see how well it was phrased.

Announcing Results and Awards Terra announces the winning team members after each event. Each member of a winning team in a Temporal Novice Class Competition event wins 8 Power Points and a big hand from the spectators. PCs who did particularly well receive invitations from others in their sphere to join training squads for the upcoming Olympic games. Losing PCs get 2 power point consolation prizes.

DM Background—While the Athletes Compete... While other Immortals are cheering their favorites in the arena, the Hierarchs hold an informal meeting to discuss the rumors of interference with Immortal candidates on the Prime Plane. All agree that something ought to be done, but no one seems eager to volunteer to do it. Finally, Terra, ever the staunch defender of law and proper conduct, volunteers to investigate. The other Hierarchs immediately make excuses for their own lack of enthusiasm, and promise to support her. (Essentially, the Hierarchs offer to loan any idle, useless, or inexperienced personnel from their spheres for the investigation team—ergo the mixed party of low-level PCs.)

Of course, Terra immediately delegates this responsibility, as do all good and lawful administrative types. Terra selects a solid, reliable, unimaginative Immortal of high rank to handle the investigation.

One minute Utnapishtim, Emphyreal of Matter, is enjoying the games with a couple of Immortal cronies; the next, he is dragooned into handling the investigation of rumored prime plane interference.

He protests that he is very busy at the moment...unable to spare the time...But Terra insists, and what the Hierarch says, goes. In a sulk, Utnapishtim demands an assistant. He is pleased when Terra tells him

he can have six assistants; less pleased when she explains that they are the six most junior members of the Immortal realm (i.e., the PCs).

Somewhat mollified, Utnapishtim reflects. "Things aren't so bad after all. Since I've only been given a team of rookies, the whole thing can't be that serious. The rookies can use the experience. And if something goes wrong, no big deal. Besides, nobody else could be more fun to push around than a bunch of junior Temporals."

Utnapishtim considers the rumors heard in idle chatter during the events. He recalls that Pangloss, Celestial of Thought, mentioned that another Thought Celestial, Mazikeen, had made himself scarce lately. Pangloss said he sent a communique to him, but received an oddly garbled message—not quite a conscious response—and the summons went unanswered. "The atmosphere of the setting seemed a bit queer—nightmarish, or entropic, or something like that. Odd. Haven't been able to get anything since."

Utnapishtim combines all the current rumors (succeeding in a difficult intelligence check), and decides the Mazikeen business may be connected with the Prime Plane rumors. Utnapishtim conceives a plan....

A New Assignment An Initiate Immortal flunky of the Sphere of Matter delivers a message to each of the PCs:

Utnapishtim, Empyrean of Matter, requests the pleasure of your company at Rhyolite, his Home Plane, for a matter of great consequence. Please communicate at your earliest convenience. An avatar will receive your call and give you directions.

Thank you for your prompt response.

The messages are signed by Utnapishtim, and countersigned by the Hierarchy of each PC's sphere. This should be more than sufficient to ensure a prompt response. If not, send a couple dozen demons to pick up the tardy PCs.

Directed to a point in the Astral Plane near Rhyolite, the PCs are met by an avatar of Utnapishtim and conducted through an elaborate and incomprehensible series of traps and barriers into Utnapishtim's home plane. Rhyolite is a fairly small plane full of stony planets and planetoids, arranged in complex but orderly orbits around one another. As the avatar conducts them through the whizzing maze of rapidly moving objects, they realize they could never manage the journey on their

own without being battered to bits.

Ushered through an ornate entrance, the PCs enter a small hollow sphere of pure, white marble. Inside, Utnapishtim sits atop a great throne of granite. Since the room is chairless, the PCs must stand or float.

"Welcome," Utnapishtim greets you. "I'll get right to business. An unusually high number of fatalities is occurring among Immortal candidates on the Prime Plane. I head the investigation and have selected you to check into the matter." He continues before anyone can protest.

"I suspect the disappearance of Mazikeen, a Celestial of Thought, is connected with this mysterious mortality rate among Immortal candidates. Locate Mazikeen and question him. If he gives you trouble, bring him to me for questioning."

"Pangloss, a neighbor of Mazikeen, will give you directions to Mazikeen's planes. I'll contact him so you can begin at once."

Utnapishtim immediately communicates with Pangloss, ends his communication with Pangloss, then addresses the PCs.

"Pangloss says to send you right over. I'm sure you're eager to work. Report back to me the moment you find Mazikeen. Thank you and good luck!"

Anybody want to interrupt? Too late... Accompanied by an avatar, the party travels immediately to Pangloss. The avatar politely declines to answer questions, insisting that the party was told everything necessary.

The PCs find themselves suddenly standing outside the silvery exterior of Pangloss's home plane. Utnapishtim's avatar disappears. Pangloss floats with a double-handful of bizarre instruments and looks impatient.

"Mazikeen's home plane is over there," he absently waves his hand. "I think. Anyway, he told me it was his home plane. He and his avatars always appear from that one, at any rate. (He looks at his fistful of paraphernalia, releases it to float about, and points.) See? That plane over there. If you can't find him, search for his avatars... Hmm. I've forgotten their names...but no matter, you can't fail to recognize them with their four arms and all..."

"Off with you then. Nice to meet you. Glad to be of assistance. See you around."

A sudden flash and Pangloss disappears.

Do the PCs want to pester Pangloss? He is unavailable. And trying to enter the home plane of a Celestial without permission might be a bad move.

Stonewalling Information

If PCs attempt to communicate with Utnapishtim, Pangloss and other ranking Immortals, or pressure them for information or advice, they initially respond with puzzled impatience and confusion. "You guys are Immortals, right? Surely you can handle it."

If the PCs are persistent, Utnapishtim is eventually contacted, and snidely asks if the PCs want him to assign a "real" Immortal to answer all their questions—and tell them what to do, if they cannot figure it out for themselves. This is supposed to shame them into doing the job themselves.

With Advice Like This, Who Needs Enemies? If the PCs accept Utnapishtim's offer to assign them an advisor, he sends them a subordinate who is extremely annoyed at having important work interrupted. Buglore is a Level 2 Temporal of Matter with a nasty sense of humor, and not thrilled by the prospect of wet-nursing a bunch of whining rookies. He floats around, gets in the way, makes sarcastic comments, and generally makes Immortal existence a mixed blessing.

Whenever the PCs ask him for information or advice, make an Intelligence or Wisdom check for an Immortal with 15-point ability scores. Depending on the success of the check, give the PCs a minuscule hint or bit of advice.

If the check fails, give the players misleading information or bad advice. Make a big production out of misinforming the PCs.

Roll dice behind the DM screen. Smirk. Look absolutely straight-faced at the players and announce....

What excellent good fortune. Your advisor happens to be an expert on dimensional travel. Without any danger whatsoever, you can wish yourself across the fifth dimension. No danger whatsoever. Perfectly safe. "After you," he says politely.

This should help the players realize the need to rely on their own wits—which is what role-playing adventures are all about, anyway.

EPISODE 2: THE 24 PLANES OF MAZIKEEN

PC Objectives

1. Learn to use the interplanegate system.
2. Explore the planes and locate one of Mazikeen's avatars.
3. Release the avatar from the effects of the *feeblemind* that affects Mazikeen's primary.
4. Enlist that avatar's aid in locating the other five avatars and the six parts of the *Cube of Six Planes* in order to gain access to Lodestar, Mazikeen's home plane.

The Cards, Planes Map, and Planes Quick Reference Chart Cut out the end panel of the outer cover and the three panels of the inner cover. These 24 cards represent the 24 Planes of Mazikeen. Cut out and set aside the three other planes cards (Corridor, Lodestar, and Nous).

Review the map on the inside cover. The Planes Map shows the arrangement of the 24 Planes of Mazikeen. The Planes Quick Reference Chart lists each of the 24 planes with a brief description of their contents. Refer to the Map and Reference Chart as you read below. The inside cover forms a DM screen for quick reference during play.

Traveling Through the Planes Of the 24 Planes, only Serpentina, pointed out to the PCs by Pangloss, has Astral Plane access; the other 22 planes are accessible only from other Outer Planes. The planar boundary between the Astral Plane and Serpentina (Plane 1.1) has a surface area of one inch—that is, there is only one point of access to the Astral Plane. Those who enter this plane always enter approximately the same volume of space within the plane, arriving in front of the "Directory."

Plane travel, some other similar spell, or Interplanar Movement (at a cost of 50 power points) is necessary to enter Plane 1.1 from the Astral Plane. Enter the Astral Plane from Plane 1.1 through a *gate*, at no cost.

Travel among the 24 Planes of Mazikeen consists of a network of permanent *gates*. At each *gate* lies a "Directory"—a magical device that lists the other *gates* on that plane and the planes accessible through those *gates*. A glowing panel, floating before the traveler just after exiting a *gate* from another plane, looks just like the B-side of the cards used for the planar map.

When one passes through a *gate*, the plane entered (the numerals in the red oval) is indicated on the Directory by a glowing margin around the numerals. Touching one of the other ovals or boxes causes it to glow, and the location of that plane or other destination is

known in sufficient detail to permit errorless teleportation. PCs must discover this through experimentation. A *wish* also provides this information, but at the expense of power points.

Ovals indicate gates to other planes. Also on the Directory panel is a box indicating the "primary destination" within each plane. Touching this box also causes it to glow, revealing a location detailed enough to permit errorless teleportation.

Touching ovals or boxes only provides information about reaching it by teleportation.

Entering the Planes of Mazikeen To begin, place plane 1.1 A-side up before the players. The silver of the background represents the silvery color of an outer plane boundary as seen from the Astral Plane. If the boundary is viewed by magical means (*truesight*, *detect invisible*, etc.), reveal the tint of the boundary (indicated on the B-side of the card), but do not reveal the B-side until PCs travel across the boundary and enter the plane.

When PCs enter plane 1.1, turn the card over on its B-side.

Crossing the planar boundary, you float in nearly total darkness. Distant points of light suggest stars.

A panel hangs before you, resembling this card. (Point to card 1.1.) A red oval glows, but the box and other ovals are not illuminated. The panel itself glows dimly.

The outlines of a portal hang behind you in the void. The portal's dimensions are 10' x 10'. Dimly glowing magical script covers the portal's margins. Inside these margins the surface glows with a silvery sheen. Obviously, you just entered through this portal.

PCs looking back at the portal as others enter the plane note that individuals emerge as if through the surface of water—the silvery material flows, maintaining a constant, single planar surface. The Astral Plane beyond cannot be seen. (This is all the information the PCs receive initially.)

The Directory The panel hanging before the PCs is the Directory. The glowing oval in the center of the panel indicates that the PCs have just entered this plane—plane 1.1. By touching the other ovals, PCs locate *gates* on this plane that connect with the plane indicated in each oval. If the PCs touch the box above the red oval, they locate the "primary destination" on this plane. The color of the

panel indicates the dominant element on this plane (as magical viewing reveals the dominant element of an Outer Plane when viewed from the Astral Plane—see DM's Guide to Immortals, p.13).

Revealing Planes Cards When PCs learn the location of a *gate* (by touching a Directory panel or by *wishing*), place the card corresponding to that plane A-side up as indicated by the 24 Planes Map. Do not reveal any plane card until PCs enter that plane. The silver background of the A-side of the cards indicates the color of the planar boundary visible as the PCs stand before a *gate*.

Searching for Mazikeen Initially the PCs arrive in the 24 Planes with specific objectives—locate Mazikeen, question him about the sudden rise in fatalities among Immortal candidates on the Prime Plane, and if Mazikeen is uncooperative, bring him to Utnapishtim for questioning. However, how the PCs achieve these objectives is unclear.

Admittedly, searching an entire plane of existence (not to mention 24 planes of existence) seems a pretty tall order, even for a squad of Immortals. Therefore, players need to develop a plan.

Restrain the impulse to guide the players with hints. Even a poor PC plan is better than a DM-inspired one; otherwise, the PCs feel manipulated rather than challenged. The task is difficult, but as experienced players, they will devise a scheme allowing the DM to introduce the key to continuing the adventure—an avatar of Mazikeen.

Exploring the Planes Once the PCs learn to use the *gate* transit system, they should start to explore the 24 planes. If the prospect of searching these planes intimidates the players, suggest that it is just like poking around a dungeon—merely a change in scale. If this does not inspire them to explore the planes, introduce a couple of formidable random encounters until they begin to feel more comfortable in the setting.

Each plane is referenced by code (i.e., 3.4) and the common name of the primary destination in that plane (Serpentina, the Warren, Groggor, etc.). A systematic approach consists of briefly scouting all 24 planes first—*teleport* in and look around—before exploring any one plane in detail.

The PCs then select a plane for careful exploration. Sooner or later they should stumble upon an avatar's plane. If it takes too long, use ability checks against intelligence or wisdom to offer the following hints:

1. An Immortal avatar should know the location of his primary.

2. Avatars often pose as gods on the planes where they supervise projects.

3. A deity's worshipers often have a notion of where the god abides.

4. A high level cleric is occasionally in direct contact with the local Immortal presence.

If necessary, permit the PCs to use *wishes* or to communicate with other Immortals to obtain hints.

Locating the Avatars Eventually, the PCs must ask the question, "Where's Mazikeen?" The old standby—*wishes*—can provide the following hints:

PC: Where's Mazikeen?

Wish: On the planes of Draedenden, Arcade, Morcellate, Nubilate, Thoke, and Newmarket. (Note: Pharamond's defensive wishes block access to the primary's location.)

PC: Who will help us find him?

Wish: His avatars.

PC: Where are his avatars?

Wish: On the planes of Draedenden, Arcade, Morcellate, Nubilate, Thoke, and Newmarket.

Encourage more adventurous PCs to take a grand tour of the inhabited planes. A brief visit to the primary destination of a plane and conversation with a native reveals that Mazikeen, worshipped by most intelligent species of the 24 planes, is the reigning Immortal. Symbols and idols of a short, pot-bellied humanoid with four arms aid in identifying the avatars when encountered.

When PCs visit a plane, the natives express great concern that their god has failed to answer their prayers lately (poor, *feeble-minded* god). If PCs reveal their immortality, the priests beg for the honor of accompanying them to the abode of the gods. If the PCs pretend to be mortals, the priests earnestly warn them about the dangers of trespassing on divine turf.

Locations of the Avatars Planes containing avatars are indicated by an asterisk and numeral. The name of the avatar and a brief phrase describing the plane is also given.

2.3 DRAEDENDEN (*1): Beta-Mazikeen; draeden larvae.

2.4 ARCADE (*2): Epsilon-Mazikeen; blackballs.

3.2 MORCELLATE (*3): Alpha-Mazikeen; planar spiders.

4.5 NUBILATE (*4): Delta-Mazikeen; air

elemental experiments.

4.7 THOKE (*5): Omega-Mazikeen; planetary debris—possibly draeden work.

5.2 NEWMARKET (*6): Gamma-Mazikeen; Prime Plane Farm.

Essentially carbon copies of their master, Mazikeen's avatars each has his little quirks. (See the stats of Mazikeen and his avatars.)

Mazikeen's Background Mazikeen is the fantasy equivalent of the stereotypical computer hacker. While hackers are totally obsessed with computers, Mazikeen's obsession is magic. Disinterested in power, amassing wealth, or championing justice, he just wants to play with the laws of the universe. In one sense, his alignment is lawful, for he truly believes that the universe is completely predictable in its nature. In another sense, his alignment is chaotic—his whole purpose in life is to twist the laws of the universe.

In his mortal life, Mazikeen served as chief wizard for a series of world dominators—each of whom predeceased him, passing him on to his successor. Mazikeen was perfectly happy working for anyone, as long as money for research remained plentiful.

Mazikeen would never have reached Immortality without the guidance of his sponsor, Pharamond. Lacking the ambition and aggressiveness most magic-users need to succeed, Mazikeen is terribly shy and introverted. Bewildered by normal personalities, he is socially inept.

As an Immortal, Mazikeen remains under the dominating influence of Pharamond. Having little interest in ascending the ranks of Immortality, he devotes all his resources to his projects and research, spending his Power as fast as he earns it—on avatars, forms, planar manipulations, etc.

Mazikeen is somewhat naive about issues of politics and morality. Moved by Pharamond's indictment of the prejudice of the Immortal hierarchy against non-Prime Immortal candidates, he wholeheartedly dedicated himself to Pharamond's cause. However, when Mazikeen became suspicious of his mentor's motives and confronted him, Pharamond realized that Mazikeen would have to disappear. Loathe to destroy so useful a tool, Pharamond devised the *feeblemind* trick.

Personality: Mazikeen and his avatars possess incredible powers of concentration. This makes them efficient workers but very easy to sneak up on. Commanding brilliant, original minds, they are never satisfied with simple, straight-forward solutions where complex, offbeat results apply. Shy and uncomfortable

with people, they are naive, vulnerable, and eager for approval.

Description: Mazikeen is short, stoop-shouldered, pot-bellied and slight of frame. His face is narrow, his nose and chin angular, his hair dark, greasy, and unkempt.

Mazikeen has modified his form, not to increase the number of attacks, but to improve his manipulation and sensation of the materials and life-forms with which he works. He added two spindly, lightly-muscled arms to his hips. The hands on these arms have two opposable thumbs and a fleshy bulb on the underside of the wrist with sight and smell organs. These secondary arms are usually folded upward along his chest; when doing close work, they unfold to perform delicate operations on objects and life forms held and manipulated by the primary arms. Using both sets of arms at once requires particularly intent concentration; in these circumstances, it is very difficult to interrupt him or catch his attention.

Mazikeen's head is misshapen by the added processing capacity necessary for the secondary arms and senses. His back, spine, and base of the neck are distorted by the extra muscle, bone support, and nervous system enhancements required by the extra limbs and senses. All in all, he is not a pretty sight.

Encountering the Avatars The first avatar encountered by the PCs will be the greatest challenge. They must overcome the *feeble-minded* avatar's fears and defenses, and release him from its influence. Then they must obtain his aid in collecting the other avatars and the artifacts necessary to enter Lodestar, Mazikeen's home plane—a critical step in the rescue. To succeed, the PCs have to overcome the following problems:

1. Recognizing the Avatar: In its *feeble-minded* state, and with its grotesque form, the avatar may be hard to recognize as an Immortal without using a power probe or some other identification scheme.

2. Overcoming the avatar's fear of the PCs: The *feeble-minded* avatar responds to the PCs like an infant suddenly thrust into an alien environment and confronted with strangers. Initially it withdraws and cowers, bewildered, recoiling in shock, pain, and fear, whimpering pitifully, "Go away! Don't come near me! Leave me alone!"

If the PCs persist, the avatar throws violent tantrums, no matter how sweet and reassuring the PC. The tantrums are purely physical—punching, kicking, and throwing things. The avatar is incapable of magical effects, power attacks, or other Immortal



attacks in its *feeble-minded* state. PC magical effects (remove *fear*, *charm*, calm others, etc.) may pacify the avatar.

WARNING! KILLING AN AVATAR IS A BAD IDEA! The PCs do not have any reason or authority for such an act, even if provoked. The avatars are all but harmless in their wretched condition. Gently remind them with a wisdom check if necessary.

3. Removing the *Feeblemind* Effect: *Dispel* or *anti-magic* are effective. If PCs manage to approach an avatar in range of their personal anti-magic, or if they use an anti-magical effect on him, there is a percentage chance that the anti-magic temporarily interrupts the magical effect.

The intelligence ability score has already regenerated on planes with a friendly or neutral bias. (This permits saving throws to negate the *feeblemind* effect; however, even if the avatar made a saving throw, the *feeblemind* of Mazikeen immediately overwhelms the avatar's mind, and the victim returns to its *feeble-minded* condition.)

The *feeblemind* effects on other avatars and Mazikeen are not affected by *dispelling* or interrupting the *feeblemind* on one avatar. They are not within the radius of the magical effect or temporary cancellation. (If the *dispel* or *anti-magic* (A-M) effects are upon the pri-

mary, all the avatars are affected.)

If the PCs do not realize their personal anti-magic is responsible for the avatar's sudden recovery, the avatar may lapse into *feeble-mindedness* when the A-M duration elapses. This may present problems later in the adventure; the avatar may suddenly become *feeble-minded* again, panic, and run away from the PCs, forcing them to capture him and remove the spell again.

4. Persuading the Avatar to Help Find Mazikeen: This is not difficult—the avatar is desperately concerned over the fate of its primary, which is out-of-contact and presumably in danger. The avatar knows nothing about what happened to the primary—he was proceeding as usual when suddenly his mind went blank (when Mazikeen was mentally subdued by Pharamond).

However, the PCs must earn the avatar's trust, proving that they intend to help, not harm, Mazikeen. The more threatening and unpleasant the PCs are, the less the avatar trusts them. On the other hand, if the avatar is encouraged to communicate with high-ranking Immortals (Utnapishtim or Noumena, for instance) to confirm the PCs' identity and mission, the avatar is completely satisfied and cooperative.

5. Gaining Access to Lodestar, Mazikeen's

Home Plane: Once released from the effects of the *feeblemind*, the avatar can reveal the location of the others. Before Lodestar can be entered via the Corridor trispace, each avatar must be found, and each must collect his "key" (part of the artifact *The Cube of Six Planes*). Thus, a minimum of 12 of the 24 planes—six avatars and six parts of the artifact—must be visited effectively to permit the adventure to continue.

When assembled, the six keys indicate that Gargantua, plane 4.4, contains the permanent *gate* to the trispace Corridor, and permits entry to Corridor. Once the artifact is assembled, its bearer automatically receives this knowledge.

Once inside the trispace Corridor, only the cooperation of the six avatars provides the three map coordinates, the *gate* warden's name, the *gate's* exact location, and the key itself. The avatars also provide the nature of the traps and wards at the *gate* and the password designed to deactivate those traps. (Ironically, the asylum where Mazikeen is confined is only a few miles from the *gate*.) Defensive *wishes* prohibit *wishing* for any of these critical elements of Mazikeen's planar defense system.

The Cube of Six Planes: This lesser artifact

(250 Power) possesses eight magical powers. The artifact itself is comprised of six flat squares with pips. When assembled, it appears to be a large six-sided die, and it gains powers 7 & 8. Powers 1-6 are associated with the artifact parts with corresponding numerals.

POWERS

Power	Power Table Reference	Power Cost
ESP	B2	25
Speak with Plants	B1	15
Ability		
Score Bonus - 1	D2	20
Polymorph Other	A4	45
Invisibility	D3	20
Mass Charm	A2	75
Disarm Attack	A4	25
Slow	A3	25

Artifact Locations: Planes containing artifact parts are indicated by a # sign and a numeral. A brief phrase describing the plane is also included.

3.5 LOPADOTEMACHOSELACHOGALEOKRANIOLEIPSANODRIMHYPTOTRIMMATOSIL PHIOPARAOMELITOKATAKECHYMENOKICHLEPIKOSSYPHOPHATTOPERISTERALEKTRYONOPTEKEPHALLIOKIGKLOPELEIOLAGOIOSIRAIOPHETRAGANOPPTERYGON (#1): big words, small minds.

6.1 HADES (#2): modest eternal torment.
5.3 SCRINIARY (#3): Brownians.
5.4 ZELOTYPIA (#4): zooming looney.
4.1 TYPP (#5): turtle beings.
5.1 SLOBOVIA (#6): Imperial mongeef match.

THE 24 PLANES OF MAZIKEEN

1.1 SERPENTIA: (Spectrum) Mazikeen has colonized an earth-like planet on this plane with Serpentmen imported from the Prime Plane. Possessing a wide range of climate and ecology types, the planet is stocked with many of the flora and fauna of the Prime Plane.

Serpentia's culture historically lacks two elements which might have enabled competition with humans—sorcery and a lust for adventure. Wherever serpentmen and humans clash, the former always retreat before the magical might and intense ambition of humans.

Mazikeen established several dozen colonies of Serpentmen on the planet, planning to observe their development when isolated from human competition. Each colony, led by a group of elders schooled by an avatar in the magical arts, encounters various environmental challenges provided to gently stimulate the development of a more robust, aggressive culture.

Mazikeen hopes that, though originally balanced in its elements, this race will produce Immortal candidates in the distant future. However, the project is expected to take centuries. An avatar visits the planet every month, appearing to the elders of each tribe in the guise of their Serpent God. Taking the form of a giant serpentman, the avatar possesses Mazikeen's characteristic four arms.

The myth given the serpentmen is that their god bore them away to this wonderful world free of the cruel human race. Their god proposes to test their mettle; those who pass the tests are assured entry into a Paradise beyond their wildest dreams. Disappointing tribes will be plagued by humans seeking to hound them to death.

The PCs arrive in the middle of a typical jungle atop a Mayan-style pyramid. Decorated with four-armed gargoyles, inscriptions proclaim the glory of Stirpicore, a mighty god who saved the serpentman from extinction and brought them to this incredible paradise. If the PCs appear in human form, the serpentmen presume it a punishment for a lack of faith, and fall on their knees, wailing for mercy.

Staging: Information or resources of value to the PCs is unavailable on this plane. Questioning the serpentmen reveals that Stirpicore visits his people at each full moon. The priests of Serpentia worry because the god missed his last visit, and the subsequent arrival of humans further proves the god's anger.

If the PCs get nasty, the priests of Serpentia (fifth level MUs) produce ice storms and hold monsters for the benefit of the PCs. (Mazikeen's experiment in breeding aggressive serpentmen is already showing results). The PCs may have to dirty their hands a bit, providing new and gloomy material for serpentman myth.

If the PCs express a hankering to tour the planet, improvise a series of minor serpentman settlements at Aztec/Mayan culture levels. The serpentmen are notably brighter than Prime Plane serpentmen, and unusually competent with magic. Otherwise the tour is boring, failing to provide information about

Mazikeen's location.

2.1 THE WARREN: (Tan) The primary destination for this tetraspace standard plane is an underground complex where humans live a wretched existence under the domination of an insane computer. Possessing a highly sophisticated technology, this culture prohibits magic. Considered a criminal act, its use earns the penalty of summary execution by any of the thousands of laser-pistol-armed citizens bustling in the corridors of the subterranean city.

The PCs arrive in a small, dark closet where avatars normally assume the form and appearance of Warren citizens before venturing forth. Uninformed PCs may not conceal their appearance when they venture forth.

The hallways and compartments beyond the closet door teem with meks, madmen, and unintelligible devices. Giant, complex machines the size of dinosaurs zip past at dazzling speeds, emitting a fluctuating wail. All seems mass confusion.

The appearance of PCs produces a simple, immediate response—all citizens draw their laser pistols and fire. The automatic laser batteries on the ceiling join the fray. The dinosaur-sized machines grind to a halt, and fire.

Staging: Information or resources of value to the PCs are unavailable on this plane. Treat the lasers as death rays. The PCs probably use magical effects in self-defense, alarming the citizens even more, and summoning squadrons of armored citizens equipped with even more awesome artillery.

Hard-headed PCs wreak death and destruction on their attackers until the corridor is quiet, heaped with bodies and shattered equipment. A brief pause ensues before the really massive armored vehicles arrive.

Subtler PCs conceal their identity and question a few citizens. However, none of the citizens know anything about Mazikeen, gods, or magic. The PCs arrive at a dead end.

Mazikeen maintains this world as a study in the effects of technology on human psychology. It has only strengthened his resolve to suppress any emergence of technology on the Prime Plane.

2.2 GROGGGOR: (Green) The primary destination on this plane is a small hothouse planet with a dense, soupy atmosphere and a surface temperature near the boiling point of water. Light cannot penetrate a dense cloud cover. Completely dark, the surface is a uniform semi-mud, semi-fluid churning mass.



The only surface features are shallow, variously-colored pulpy mounds that rise less than a foot above the surrounding slop.

The PCs arrive in this pitch-darkness and sink waist-deep in the slime. Unknown moving things tickle their toes. Wet, sucking noises sound from the slop all around them.

The PCs call out? No response.

They scan with ESP or other thought-sensing magical effects? If the range is less than 100 feet, thoughts are not perceived. Why? Because the brains of the pleasant, slop-sucking mounds around them are buried hundreds of feet deep in the slime beneath them.

Welcome to the plane Groggor, the planet Groggor, and the race of Groggors. The enormous bodies of these creatures float hundreds of feet beneath the surface. The only body parts that reach the surface are the breathing organs—those nice, pulpy masses all around the PCs—which filter oxygen from the soupy air and transmit it to the mammoth bodies below.

Groggors are actually pretty intelligent. The equivalent of whales, they cruise dozens of feet per year through the mucky seas of Groggor, feeding on other even-more-boring muck-swimmers and reflecting on the Nature of the Universe.

Until the visits of Mazikeen, it was a pretty small universe indeed— eternal darkness above, viscous slop all about, and little in the way of stimulating conversation. But in return for the gifts of Groggor symphonies (long, exceptionally complicated contrapuntal sequences of low frequency sounds—burps, actually), Mazikeen told the Groggor all about his 24 Planes.

Staging: The PCs may justifiably mistake this planet for the dungeon equivalent of an empty room. However, if the PCs do discover the minds drifting lazily beneath the muck, and are polite enough to establish cordial relations by sitting through an entire Groggor musical composition (a four-day affair for even the briefest advertising jingle), the Groggor give the PCs a rough idea of the layout of the 24 planes and the contents of each.

2.3 DRAEDENDEN (*1): (Pink) The primary destination of this plane is the center of a vast, dark, empty space. Lacking appreciable concentrations of earth, water, or air, the plane provides mere traces of fire in the form of a barely detectable warmth in the surrounding space.

Hanging weightless in this space are five objects resembling ten-kilometer-long mag-

gots. The ellipsoid shapes radiate out from a central point where a faint glimmer of light gleams. The surfaces of these maggot-like creatures are wrinkled like the surface of an intelligent creature's brain.

In the central point at the source of the glimmering light the PCs will find a small transparent sphere about fifteen feet in diameter. Inside this sphere the Avatar Beta-Mazikeen cowers beneath a lab table. He will not leave the sphere voluntarily. He does not remember the name of those kilometer-long things floating in space around him, but recalls they are bad news and is not in any hurry to get chummy with them. (Note: If PCs move within this confined area, the avatar is likely to come within Anti-magic range and thus suppression of the *feeblemind* effects.) This sphere serves as the observation station of this plane. Mazikeen believes the kilometer-long maggots around the station are draeden larvae. This observation post is manned at all times by an avatar as a precaution against the sudden awakening of one of these potentially awesome creatures.

Mazikeen studies these creatures in the hopes of establishing communications with any emerging draeden offspring. Actually, Mazikeen is not assured that they are even related to draeden. He discovered them float-

ing around in the Astral Plane and brought them to Draedenden for safekeeping and observation. The potential benefits gained by studying the draeden far outweighs the risk in maintaining them. Only a very nasty DM would awaken these larvae into juvenile draeden while Temporal PCs are around, but if the PCs persist in annoying the larvae, they get what they deserve.

2.4 ARCADE (*2): (Grey) A typical pentaspace, Arcade overflows with galaxies, suns, planetary systems, and cosmic debris. The primary destination on this plane is a transparent observation sphere fifteen feet in diameter. Around the inner surface of the sphere small, golden balls float at regular intervals. Under a central lab table cowers a Mazikeen avatar.

The sphere constantly moves about the plane at a great rate of speed on a predetermined course. A school of blackballs swims in the sphere's wake, eagerly following the source of Power perceived within. This source is the avatar Epsilon-Mazikeen, who cowers under a lab table. Epsilon-Mazikeen cannot recall anything about blackballs except that it is a bad idea to leave the sphere (and thus be within reach of the blackballs).

The blackballs are invisible to the PCs unless they specifically state they are carefully scanning the surroundings for anything unusual.

The speed and course of the observation sphere is controlled by manipulating glowing golden balls that float at various points along the inner surface of the transparent sphere. Tampering with these golden globes produces the following effects:

Die Roll Effects

- 1-2 Sphere accelerates, leaving the blackballs behind. The ruined experiment annoys Mazikeen.
- 3-8 Sphere veers, changing speed and course, but remains just out of the blackballs' reach.
- 9-10 Sphere lurches, decelerating precipitously. The blackballs catch the sphere, feasting on the Power sources inside. (Don't let them get Epsilon-Mazikeen!)

This project permits Mazikeen to study the nature and behavior of the mysterious blackballs. The avatar occasionally shifts directions, dragging the course of the blackballs across planets and suns, observing the effects. Mazikeen concluded blackballs make horrific weapons, if someone figured out how to use

them. He does not plan to use these weapons himself, but is devising methods of dealing with anyone who does.

3.1 WYRM: (Pink) The primary destination on this plane is a crude altar in a small, dimly-lit, underground chamber. A pathetically emaciated goblin huddles at the foot of the altar, fast asleep.

The PCs have entered a remote chamber dedicated to the four-armed goblin-god Maziburg Keengr. Beyond this sanctuary stretch the endless miles of tunnels, corridors, and chambers of a vast goblin underworld nation. Clans of evil, stupid, and exceptionally unpleasant dragons rule the nation.

This is one of Mazikeen's more disappointing projects. He hoped to inspire the goblins to revolt if he brought them the symbolic leadership of a loving god and the Promethian tools of magic. Instead of rebelling, the goblins took the spirit and tools and slaughtered other goblins, precipitating a civil war that succeeded only in depriving the dragon clans of half a generation of servitors.

Losing interest in the project, Mazikeen stopped visiting this plane. However, faithful goblins maintain vigil in the chamber where once their generous and loving god spoke and brought them large-area fire magic.

Staging: Information or resources of value to the PCs are unavailable on this plane. After a brief conversation with the little goblin, the PCs discover that Mazikeen has not visited in years. The goblin desperately implores the PCs to bring the gifts of fire and freedom to his people once again. Any PC naive enough to give it to him triggers another cycle of squabbling and civil war among the goblins.

3.2 MORCELLATE (*3): (Blue) The primary destination of this plane is a small stateroom/laboratory aboard the flagship of a planar spider's armada of flying saucers. In the stateroom, a planar spider cowers beneath a lab table.

This spider is really Alpha-Mazikeen. Disguised as a planar spider scientist, the avatar had been observing the activities of the flying saucer armada. When the avatar/planar spider became mentally unbalanced, he was ordered confined to his stateroom. Visited regularly by physicians and mind specialists, the diagnosis is obscure, and the prognosis poor.

Mazikeen established this space-faring colony of planar spiders as a study project. Frustrated from their normal plane-shifting practices by isolation from the Astral Plane, they are searching for a boundary to another

Outer Plane to escape and continue on their search for the fabled Prime Plane. In their mythology, the Prime Plane represents purgatory and must be negotiated before obtaining Immortality. Ironically, they never thought to look for a planar boundary—and *gate*—in the stateroom of a crew member.

Having the greatest respect for the race of planar spiders, Mazikeen closely monitors the progress of this armada.

He is alarmed by the planar spider's facility with technology. The flying saucer is a perfect example, capable of four times the speed of the fastest incorporeal Immortal, and sporting daunting ray weapons. (Note these flying saucers are valuable PC resources for the final episode where the PCs face Pharamond on his home plane. Alpha-Mazikeen, intimately familiar with the workings of these marvelous devices, suggests their utility if overlooked by the PCs.)

Staging: It is unnecessary for the PCs to leave the stateroom to obtain what they need from this plane—Alpha-Mazikeen and his information. If they express a desire to wander around the flying saucer, let them. Improvise the details of the setting from personal images of flying saucer interiors (i.e., films like "The Day the Earth Stood Still," "Forbidden Planet," and "Close Encounters of the Third Kind." When they come upon a crewmember, an alarm sounds. The captain shifts planes and dimensions a few times, and the PCs and Alpha-Mazikeen are left floating in outer space near a *gate* leading to the planar transit station.

3.3 PYX: (Pink) When the PCs arrive at the primary destination of this plane, they find themselves amongst a squadron of thirty meks (similar to giant, Japanese robots) zipping through outer space toward a nearby solar system.

This squadron of meks rockets around the plane searching for lifeforms to obliterate. Though their master is long-dead, they faithfully obey his last order—"Avenge my death!" Unclear as to on whom the vengeance ought to fall, the meks systematically destroy all living things, on the logical but somewhat narrow-minded premise that eventually they will get the right person.

These meks lack creative intelligence, and therefore cannot learn how to plane travel; thus they are not a threat to Mazikeen's planes. He has every intention of destroying them sooner or later, but it goes against his nature to destroy something as marvelous as these constructs. He wants to deactivate one and take it back to his own plane for study,

EPISODE 2: THE 24 PLANES OF MAZIKEEN

but it is hard to stop one without destroying it. Mazikeen decided to ignore the project until he has more time for it.

Staging: Information of value to the PCs is unavailable on this plane. The meks could provide a source of sturdy forms for the battle with Pharamond on his home plane.

3.4 INFUMA: (Tan) The primary destination of this tri-space milliplane is a nation dominated by dwarves on a planet with a 19th century Jules-Verne-style technology. Vast airships cruise the skies. Infernal contraptions clatter on roads with synthetic surfaces. The air is dark with the polluted air from vast industrial complexes. At the moment this nation of dwarves is in the middle of one of their frequent wars with the other nations of the globe. The streets are filled with dwarves going about their business and sharing rumors and war news.

The PCs arrive in a storeroom adjoining a large machine shop and laboratory. In the storeroom are numerous mechanical parts for dwarf-like and other assorted automata. The machine shop and laboratory is staffed by bustling automata of all sizes and shapes—massive dwarf-form workbots, boxy technotrons bristling with fine manipulating appendages, tiny mouse-sized arachnabots with eight leg-arm appendages swarming over other automata under construction...

In the midst of this noise and confusion, a single dwarf hunches over a drafting table. This is the fellow Mazikeen comes to visit on this plane—a genius in the art of constructs and mechanical devices. Mazikeen masquerades as a dwarven visitor from the future visiting here to study Maeztr Fithrsen's advanced design techniques. Fithrsen agreed to keep Mazikeen's visits secret, and in fact finds Mazikeen a wonderful companion—the only person he knows who shares his enthusiasm for automata.

Staging: Information of value to the PCs is unavailable on this plane. However, learning of Mazikeen's interest in automata might direct PCs to search carefully for them when they visit his laboratory on Lodestar, and shrewd PCs may shop around for spare constructs. Mazikeen does not have anything suitable for Immortal combat, but some of his miniature constructs might be valuable in certain circumstances.

3.5 LOPADOTEMACHOSELACHOGALEOKRANIOLEIPSANODRIMYPOTRIMMATOSILPHIO PAROMELITOKATAKECHYMENOKICHLEPIKO SSSYPHOPHATTOPE RISTERALEKTRYONOP TEKEP-

HALLIOKIGKLOPELEIOLAGOIOSIRAIQBAPHETRAGANOPPTERYGON (#1): (Blue) The primary destination on this plane is a vast ocean of air where giant bacteria float around gobbling up other giant bacteria and discussing the mysteries of the universe. Having little else to occupy their time, they developed a marvelously unintelligible philosophy and a language equally complex and abstract with which to discuss that philosophy.

The name of the plane (which roughly translates as "happyhome") exemplifies a typical word in their language. Sentences generally take anywhere between five and fifteen minutes to complete. If the PCs attention flags, even for a moment, during such a sentence, they miss the import of the whole sentence, and have to start all over.

The PCs must make difficult intelligence checks to understand even the simplest statements of these mental giants. The statements translate as "Say. Look. What's that?" or "Let's get a six pack and watch the game." These giant bacteria say little more than common folk—they just take forever to say it.

Staging: One of these giant bacteria is in possession of the part of the *Cube of Six Planes* containing ESP power. This permits this bacteria to speak directly to Mazikeen's avatars when they visit. Mazikeen studies these creatures carefully, unable to believe they are really as dull as they seem, given the incredible complexity of their language.

The giant bacteria possessing the artifact part bears the same name as the plane. The PCs must properly pronounce this name (difficult intelligence check) in order to get directions to visit him and recover the artifact; otherwise they bump into many other giant bacteria and make numerous difficult intelligence checks until finding the fellow they want.

The giant bacteria is using the artifact to protect his underside from unpleasant drafts, but is perfectly willing to surrender it.

3.6 ROCTA: (Green) This otherwise vacant pentaspace microplane is a jumper farm. Mazikeen imported fabulously long-lived crystal creatures as fodder for a 12-meld of jumpers and their 144-infant brood.

This is not a place to hang around and shoot the breeze. The jumpers are domesticated, but only recognize Mazikeen; anything else arriving on this plane is regarded as a tasty snack for their offspring, or hunting training for the little tykes.

3.7 SPLACKNUCK: (Green) This tetraspace centipede lacks natural sources of

light or heat; the elements of earth, fire, and air almost completely absent. The element of water is present primarily in large, rotating toruses like giant distorted soap bubbles that cluster and orbit about one another like solar systems.

A race of delicate, intelligent bubble-beings swim about on the surfaces of these bubble-planets. Living things are nourished by magical energy that gathers in the center of all bubble structures on this planet, from the tiniest bubble-bacillus to the grandest bubble-star.

Fire, light, heat, or any other form of radiant energy creates the deadly effect of a *fireball* or *meteor shower* on all the bubble-structures of this plane.

Staging: The PCs arrive in the primary destination of this plane in a vast darkness. Their Immortal senses are ineffective in this four-dimensional space. They feel a delicate dampness at their feet, have a vague sensation of falling, and hear tiny voices around them crying out in alarm, "Oooh!" "Careful!" "It's the terrible ROCK GIANTS!"

If they pop off a *light* spell to survey the scene, they roast several dozen citizens and precipitate bubble-tremors which wreak havoc among all the neighboring bubble-structures. If persistent with light or other radiant energy magics, they depopulate the region.

If they consult verbally with the locals before slaughtering too many of them, they discover that Mazikeen has not visited here for ages. (These bubble-folk are excessively wimpy, whiny, and generally unpleasant company.) The PCs can compassionately attempt to mend whatever damage they have caused with magic spells, or they can shrug their shoulders, apologize, and get back to more pressing business.

4.1 TYPP (#5): (Tan) A race of bipedal turtles represent the dominant beings of this plane. Their ancestral enemies—a powerful but impulsive race of furry avians—are currently in decline, thanks to the leadership and inspiration of the hero-king Yertle.

The primary destination deposits the PCs in Yertle's throne room, where he holds court with his nobles. The distinctive feature of Yertle's race is their incredibly patient and deliberate pace of conversation and decision-making. Turtlemen in high excitement sometimes ponder less than two or three minutes before responding to a statement or question. Their responses tend to be long, terrifically involved chains of "If this... then that..." statements that exhaust all the possible rami-

fications of any proposed action. Decisions of what to have for lunch often require the better part of an hour.

The result of this racial tendency is that making important decisions takes forever. However, conclusions are often good ones, soundly grounded in logic and amply supplied with alternatives. Yertle possesses the part of the *Cube of Six Planes* that confers invisibility on its user. Any discussion about relinquishing this artifact part to the PCs and Mazikeen's avatars takes the better part of a week. A brief, sample dialogue between the PCs, Yertle, and his advisors, including long pauses and exhaustive explorations of the alternatives and consequences of surrendering the artifact part, should convince the players of the necessity of more direct action.

Yertle carries the item on his person, readily discovered by ESP or other magical effects. (An Immortal unable to steal an artifact from a measly mortal, and a turtle-form one at that, ought to be busted back to Initiate!) PCs with compunctions against theft may substitute a duplicate of the item, or leave a little note promising to return the object right away. If subtly done, Yertle, not given to rash or impulsive use of magical devices, will never know the item is missing.

4.2 UNSONCY: (Pink) The primary destination of this plane is the middle of a thousand-miles-wide rotating disk—a Bermuda Triangle of miscellaneous detritus. A magical singularity in the center of the plane is apparently the source.

Mazikeen suspects this plane is the endpoint of numerous convergent lines of magical power. Things that disappear elsewhere end up here. Whenever Mazikeen loses a pair of socks in the washing construct, he looks here first. (If the PCs have lost something, a 5% chance provides that they will find it here.)

This plane is also the back door to Mazikeen's 24 Planes, with fifteen square inches of boundary on the Astral Plane. The PCs are unlikely to find these fifteen Astral Plane access points among the planet-fuls of junk slowly orbiting the singularity, but this plane is also full of scavengers who wander in out of the Astral Plane looking for things they lost. (Use the Random Encounter table on page 7 of the *DM's Guide to Immortals*). Friendly visitors direct PCs to the point where they entered the plane. Unfriendly visitors provide a source of experience points for truculent PCs.

Staging: Information or resources specifically relevant to this adventure are unavailable

on this plane. Knowledge of the Astral Plane access is interesting but not important for this adventure.

4.3 PARTHENIAD: (Spectrum) The primary destination of this plane is a jungle nation governed by women. Amazon warriors dominate the battlefields, and sybils foretell the fates with prophetic rituals, shaping them with grotesque sorceries. Men serve as drones, laborers, and domestic servants.

The PCs arrive in a well-kept but primitive hall in the midst of the jungle. Tall wooden columns support a thatched roof; stone slabs pave the floor. A blazing fire roars in the center of the hall; men dance and caper around the fire like savages in 1930's jungle adventure movies.

A group of women (sybils) encircle a great cauldron in the center of the bonfire stirring the contents with a large shovel and chanting while the men dance around them. Another group of women stands in stately dignity, watching. Women lounge on the floor, some eating and drinking, others leering at the dancers. Outside, men can be seen peering in curiously. This utopia is ruled by women of exceptional pulchritude, inscrutable wisdom, and singular bias. Hostile to all males—even Immortal males—these women are abusive and disrespectful to any male PCs appearing among them.

Staging: Information or resources specifically relevant to this adventure are unavailable on this plane.

Mazikeen appeared occasionally in the guise of the four-armed goddess Mazikeena, trying to convince the women that men should rule. The priestesses, sybils, and warriors nodded patiently, waiting for the obviously mad goddess to leave. Discouraged, Mazikeen nevertheless hopes the women of Partheniad will one day agree.

4.4 GARGANTUA: (Tan) PCs entering this plane find themselves standing on the inner surface of a tetraplane Dyson sphere. Giant humanoids the size of planets wander among equally enormous flora and fauna, doing things just like people everywhere, but on a much grander scale. These giants are quite friendly, possessing brains the size of moons, but an intellect the size of a raisin.

Staging: This plane contains the gate to Corridor. Mazikeen failed to share this bit of information with any of the nice giants who live here, but the assembled *Cube of Six Parts* confers the knowledge upon its possessor. The gate itself is a 10'x10' wooden door located under what appears to be a giant pebble a few feet away from the point where the

PCs arrive.

4.5 NUBILATE (*4): (Blue) Mazikeen established a colony of air elementals and a squad of djinn in this lovely plane full of clouds, sunlight, and blue sky. Delta-Mazikeen maintains an observatory here for the study of pure air elemental magical effects without the interference of the Elemental Rulers.

Mazikeen believes the arbitrary limits on the size and power of air elementals are simply traditional conventions maintained by the Elemental Rulers to prevent elementals from getting too big and powerful to control. In this research project, Mazikeen produces air elementals with dozens of hit dice. So far the djinn research assistants have kept the air elementals in line, but things suddenly got out of hand.

Delta-Mazikeen cowers under a lab table in the transparent spherical observatory. The djinn are upset, not knowing what happened to him (they think the avatar is actually Mazikeen, and the avatar never bothered to correct the error), and worried that the project may go awry without his supervision. Already the giant air elementals appear surly, being fed improperly since the avatar has not collected air rations from neighboring planes as usual.

Staging: The moment the PCs appear worried djinn, assuming they were summoned here like doctors to minister to the ailing Mazikeen, surround them. As the djinn urgently implore the PCs to cure Mazikeen of his strange mental ailment, giant air elementals zoom around, acting like juvenile delinquents by buffeting the PCs and beleaguering the djinn for more yummy cloud snacks.

The djinn witnessed the sudden transformation that overcame Delta-Mazikeen when his primary was attacked and feeble-minded. Their account may help the PCs figure out what happened.

"He was floating around as usual, helping us serve the elementals their evening thunderstorm rations, when suddenly he had this seizure and started yelling, 'No! No! Why are you attacking me? Ow, ow, ow! Stop! STOP! My mind...Uh, where am I? Daisy, Daisy, give me your answer, do...'

"Then this funny blank look came over his face. He looked at all of us like he'd never seen us before, then shrieked in terror, and hid under the table. He's terrified

EPISODE 2: THE 24 PLANES OF MAZIKEEN

of us, he won't come out, and he doesn't respond to a word we say.

"These big air elementals are getting out of hand. Can't you do something for him? Please?"

When the PCs cure Delta-Mazikeen's mental problems, he takes a look at the air elementals and runs out to a neighboring plane to get some air rations for them. Then he gives the elementals a good tongue-lashing and tells them to mind the djinn or he will teleport them to the Elemental Plane of Fire to visit some salamander friends of his. The air elementals look properly abashed, and the avatar leaves the plane in the hands of the djinn to accompany the PCs on a search for his primary.

4.6 PARADISE (*5): (Pink) A single Prime Plane mortal, snatched by Mazikeen from a moment of certain death, was borne unconscious to this plane. When the mortal, Chester Longfellow, awoke, Mazikeen (disguised as an exquisitely beautiful angel) politely explained that Chester was in Paradise. Mazikeen engaged the aid of three lesser djinn and a pasha to play the part of invisible servants whose only duty is to make Chester happy in Paradise.

Chester experienced several stages in his adjustment to the situation. At first despondent by his own death, he grew fretful about all the friends and good times he left on the Prime Plane. Then he started to enjoy himself, reveling in having his every wish desire satisfied.

Now Chester is bored. He welcomes the arrival of the PCs, assuming them recently dead folk, and wants to know all the news of the world of the living. He says it is all very nice living in Paradise, thank you, but he finds it a little dull, having only been here a few dozen years.

If the PCs reveal they are Immortals on an important mission, Chester becomes excited, pleading to accompany them on their quest. "Come on, give me a break. It's boring here. I won't get in the way. Just let me tag along and watch. Come on. Please?"

Staging: At best Chester is an annoyingly cheerful and optimistic sidekick. "Say, this sure is neat, traveling around with a bunch of gods. Do you always have this much fun?"

At worst he is a dangerous distraction for Immortals thoughtful enough to worry about keeping him alive as they travel through hostile planar environments and encounters. Nonetheless, an NPC sidekick can be a lot of

fun for the players and DM—an opportunity for low comedy and genuine compassion. In fact, because Chester is really mortal, they will probably be more concerned about his safety than their own.

4.7 THOKE (*5): (Grey) This plane is the scene of utter disaster. Every planet in the plane is shattered, every trace of life scoured. From an examination of the debris, the destruction is apparently eons old—perhaps dating before the rise of current Immortals.

The PCs arrive inside a transparent observation sphere looking out over the ruins of a solar system. Throughout the lab are various chunks of melted metal and rock, once artifacts of intelligent beings. The avatar Omega-Mazikeen huddles in terror under a lab table in the observation sphere.

Avatar Omega-Mazikeen maintains an observation lab here, studying the wreckage. Mazikeen's theory is that this plane was scourged by draeden because its denizens possessed knowledge that threatened the draeden. Mazikeen doubts any other beings in existence capable of destroying an entire plane.

So far, the debris yields few clues to the circumstances surrounding the devastation of the plane. Mazikeen realizes the danger in studying something the draeden might not want studied, and considers bringing this plane to the attention of his Hierarchy. On the other hand, he wants credit for solving the mystery of the planet by himself, and is willing to take some chances.

5.1 SLOBOVIA (*6): (Blue) This peculiar, donut-shaped plane contains a single donut-shaped planet teeming with stupid, cheerful human life. The PCs emerge in the throne chamber of his Imperial Majesty, Czar Alexandr D'Metre Nicolaievitch Illanov-Rabinsky, the possessor of the portion of the *Cube of Six Planes* that has *mass charm* power. Closeted with his chief advisor, Pyotyr Rabbitinsky, they are in deep discussion over the current crisis facing the Empire—the impending defeat of the Empire's national mongeef squad by the challenging Valgorian's Eminent Eleven.

Mongeef is the Slobbovian national sport. At opposite ends of a playing field rest two large goal posts. A fifteen pound flamsch (an iron ball covered with spikes) is advanced through these goal posts to score. The loss of the Imperial team in the upcoming mongeef game would certainly cause the overthrow of the Czar's government. (Slobbovians take their mongeef quite seriously.)

The Czar and his advisor are quite

impressed by the appearance of the PCs, but unless the PCs can help him with his current crisis, he respectfully declines to treat with them. If they request the artifact part with the *mass charm* power, the Czar absolutely refuses. Without this device, it is impossible to maintain control over the Douma, the Imperial legislative body. However, if the PCs offer to help the Czar win the mongeef match, he grudgingly agrees to temporarily loan them the artifact.

The Imperial Mongeef Squad, known as the Cossack Caitiffs, are eleven enormous goons with an unchallenged reputation for ruthlessness and brutality—normally the ideal characteristics to ensure a victory in mongeef. However, in a shrewd move, the Valgorians chose to field a team of stand-up comedians armed with some of the most fearsome one-liners in Slobbovian history. The Czar is justly concerned about the ability of the Imperial Goon Squad to withstand a relentless barrage of puns and double-entendres. In a match of wits, the Imperial team is likely to come up worse than second best, even in a two-team match.

If the PCs agree to help, the Czar suggests they use their magical abilities to masquerade as Imperial goons. To successfully guide the Imperial Mongeef Squad to victory, the PCs need only make easy wisdom checks to ignore the effects of the Valgorian humorists' verbal assaults.

The quality of the Valgorian's humor may seem to the PCs vastly overrated, but they have never been treated to weak Slobbovian humor. The Valgorians' best efforts include ancient elephant, knock-knock, and Chattanooga Choo-Choo jokes. Staging consists simply of thinking of five or six of the dumbest jokes ever heard, delivering them in the person of a Valgorian comic, then waiting expectantly for the gales of laughter the Valgorian expects to ensue upon the delivery of his comedic gem. Undistracted, the PCs proceed to run up the score against the wimpy Valgorians, and ensure, at least for the moment, the continuing reign of Czar Illanov-Rabinsky.

5.2 NEWMARKET (*6): (Spectrum) This is Mazikeen's Prime Plane Mortal Farm. Mortals captured from the Prime Plane are raised here under the watchful eye of avatar Gamma-Mazikeen. This experiment is to determine whether Prime Plane mortals can become Immortals even if raised on Outer Planes. It also is meant to test various schemes of breeding and training for Immortality.



An Immortal raised here has a Plane of Existence other than the Prime Plane, enabling visits to the Prime Plane without shifting to original form. This could be a great advantage in supervising and policing events on the Prime.

Staging: This project is an intensive course designed to bring mortals quickly to the path to Immortality. Mortals are presented with a very circumscribed environment filled with nothing but terrible horrors and valuable treasures—in short, a classic dungeon.

Thirty-six levels exist in this dungeon world. To proceed to the next level, a mortal needs sufficient experience points. Each room is packed with monsters, treasure, and magical loot that provides those experience points. (Ever wonder about the rationale behind those strange underground dungeon campaigns? They are testing and breeding projects designed and administrated by Immortal avatars!)

Gamma-Mazikeen fell prey to his primary's *feeblemind* just as he filled a 40' X 40' room with fire giants and several chests of magical amulets and iron rations. The door to the corridor outside was magically locked, proof against the giants' persistent attempts to escape. Gamma-Mazikeen zooms around

the room, having evaded the clutches of the hungry fire giants for about two months. The strain is apparent on both the avatar and the hungry giants, who have only a few chests of iron rations left and are beginning to get desperate.

The PCs should have little trouble dealing with the fire giants, either by knocking them silly or simply opening the door and releasing them into the rest of the dungeon. (Ever wonder where all those wandering monsters came from?) Once relieved of his mental disability, Gamma-Mazikeen helps the PCs search for his primary.

5.3 SCRINIARY (#3): (Tan) This plane is filled with tiny bits of microscopic beings called Brownians. Mazikeen's equivalent of a mainframe computer and data bank, all the avatars' reports on his projects are recorded and filed here. The Brownians endlessly sort and resort data, looking for patterns, then file those patterns for later study. Mazikeen occasionally stops by to look over their work and search for any interesting correlations the Brownians discover.

Here Mazikeen stores that part of the *Cube of Six Planes* with the *ability score bonus* power. Mazikeen needs all the Intelligence he can summon to follow the obscure connections

the Brownians draw between seemingly unrelated data.

The Brownians communicate by telepathy. When the PCs arrive, they are bombarded by the equivalent of telepathic white noise—each Brownian eager to share his little discovery with the PCs. None are of any immediate interest to the PCs, but, if they order the Brownians quiet, explaining that Mazikeen is in trouble and they need the artifact to help him, the Brownians immediately fetch the artifact part, allowing the PCs to be on their way.

5.4 ZELOTYPIA (#4): (Pink) On this plane, a single mad mortal candidate for Immortality zooms about like a pinball. Mazikeen sponsored this unfortunate fellow on the Path of the Paragon, but the pressure was apparently too much for him. The candidate is batty as a bedbug.

Latifundus invented a series of original movement spells with unfortunate side effects. For example, one spell permits a flying speed which exceeds that of an incorporeal Immortal, but sometimes brain functions get reversed and time-confused. (Mazikeen hopes Latifundus will snap out of it in a few centuries.)

Latifundus possesses the portion of the

EPISODE 2: THE 24 PLANES OF MAZIKEEN

Cube of Six Planes with the *polymorph other* power. The PCs first need to catch the zooming loony or get his attention. Their next task is to convince him to surrender the artifact, which Latifundus obtained as part of his quest for Immortality. Latifundus is uncooperative, and the PCs will have a tough time catching him. (Note: These super-speed spells are valuable when the PCs go after Pharamond.)

6.1 HADES (#2): (Pink) A single Prime Plane mortal, snatched by Mazikeen from a moment of certain death, was borne unconscious to this plane. When the mortal, Hrothgar Magnusson, awoke, Mazikeen (disguised as a horrible demon) fiendishly

explained that Hrothgar was in Hades, to suffer for eternity for his sins.

Hrothgar, having lived an interesting life, never expected anything other than eternal punishment for all his sins. The three efreet and the amir Mazikeen engaged to play the part of Hrothgar's eternal tormentors were disappointed with Mazikeen's rather unambitious and benign program of eternal torment—washing dishes for hours on end, completing tax forms, listening to long lectures on dental hygiene, etc.—but they are doing the best they can with unpromising material.

Hrothgar actually considers the torment so far as pretty tame. He is not having much fun either, but he never expected better.

This experiment was designed to study the affects of eternal torment on the moral and intellectual nature of Prime Plane creatures. Mazikeen occasionally visits to question Hrothgar and see if his moral nature has improved. So far effects are negligible, but an eternity has not passed yet.

Hrothgar was assigned the *Speak with Plants* element of the *Cube of Six Parts* as a tool in one of his eternal torment routines. Obligated to converse with a rhododendron for two hours each day, he actually finds the plant much more interesting—and certainly more pleasant—than his former wife. Hrothgar is only mildly distressed if asked to relinquish the object—after a taste of eternal torment, he feels inured to life's little disappointments.

POWER AWARDS CHART

EPISODE ONE: The Olympic Trials

PP	(per character per event)
2	participation
6	team victory
1-2	crowd-pleasing performance
4-20	per PC

EPISODE TWO: The 24 Planes of Mazikeen

PP	(for each character, cooperatively)
2	deciphering Gates Transit System
1 (24)	per plane where significant encounter occurs (nothing for just visiting)
1 (6)	per artifact part collected
2 (6)	per avatar released from <i>feblemind</i> effect
38	maximum per PC

EPISODE THREE: The Rescue of Mazikeen

PP	(for each character, cooperatively)
2	assuming Sudaran form to deal with Sudarans
1	gaining access to Lodestar
10	locating and rescuing Mazikeen
3	for restoring Mazikeen's intelligence and dispelling the <i>feblemind</i>
5	obtaining Mazikeen's cooperation
21	maximum per PC

EPISODE FOUR: Ambushing the Ambushers

PP	(for each character, cooperatively)
5	no Immortal candidate killed
1	for each conspirator identified (divided among PCs according to performance)
83	for defeating Hircismus (according to PC personal goals)
1-3	depending on the outcome of the troll-Thyatian battle
0-92	possible range per PC
25-35	anticipated range per PC

EPISODE FIVE: In the Lion's Den

PP	(per PC)
5	Pharamond defeats PCs (consolation prize)
14	Pharamond is forced to abandon his home plane
27	Pharamond surrenders into PC custody
268	divided among PCs if Pharamond slain
14-27	anticipated range per PC

EPILOGUE: Immortal Justice

PP	per PC according to performance)
1-10	for delivering and supporting charges against Pharamond (according to PC personal goals)
1-3	personal satisfaction with outcome of hearing
2-13	anticipated range per PC

Pre-Rolled Characters

PC#1 RAVEN

Sphere of Thought; Alignment: Chaotic.

IMMORTAL FORM: Temporal L1 (20 HD); Permanent Power 520.5; Anti-Magic 50%; Power Drain 16; Magical Spell 20; Physical Blow 14; Mental Blow 17. Magic Factor: Thought x1, Time x2, Energy x4, Matter X8. Aura Save Mod.: -4

Aura # Affected: 4

Base To Hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
5 6 7 8 9 10 11 12 13 14

Dagger +5; Net +5; S. Sword +3; Sling P: +11/S: +9.

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1/3*	1D6	—	—
Dagger (E)	1/3*	2d4	H: -2AC	/2Double Damage (19-20); 20/30/45
Sling (GM)	1/3*	P:4d4/ S:d10+2	H: -4AC	/4Stun (s/m)
Net (E)	1/3*	nil	A: -6AC	/3Entangle (P:Save -4/ S:Save -2)
S.Sword (S)	1/3*	d6+2	H: -1AC	/1Deflect (1)/Disarm (Save)

Greater Talents Dex/Int/Wis Points 45

Lesser Talents Str/Con/Cha Points 47

Current Str 13 Adjustments Punch +1 Wrestle Rating 33
Special Abilities: 1/2 damage from spells and breath (1/4 if save); review halfling BP 47

Int 17 Projects +2
Wis 10 Aura 0 Vision: Normal
Dex 18 Unarmed +3 Detections: None
Con 17 Poison +2 Move/Turn (Round) Walk 120' (40')
Cha 17 Reaction +1 Fly 360' (120'); Gaseous 720' (240')
AC 0 Hit Points 100 Incorporeal 1440 miles (24 miles)

Difficulty Modifiers: Easy +55, Average +30, Difficult +5.

MORTAL FORM: Falcho Fallowguard, Halfling Rank K.
Poison/Death 2; Magic Wand 3; Paralysis 4; Breath 5; Spell/Staff 4.

Base To Hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
5 6 7 8 9 10 11 12 13 14 15

Dagger +4; Net +4; S. Sword +2; Sling p: +11/S: +9

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1/3*	nil	—	—
Dagger (E)	1/3*	2d4	H: -2AC	/2 Double Damage (19-20); 20/30/45
Sling (GM)	1/3*	P:4d4/ S:d10+2	H: -4AC/4	Stun (s/m)
Net (E)	1/3*	nil	A: -6	AC/3 Entangle (P:Save -4/ S:Save -2)
S.Sword (S)	1/3*	d6+2	H: -1AC	/1 Deflect (1)/ Disarm (Save)

Current Str 11 Adjustments To Hit/Dmg 0 Wrestle Rating: 22
Special Abilities: 1/2 damage from spells and breath (1/4 of save); review halfling BP47

Int 17 Add. Lang. +2
Wis 8 Mental Save -1
Dex 18 AC/Missiles +3 Vision: Normal; Detections: None
Con 17 hp adj 2 Move/Turn (Round) Walk 120' (40')
Cha 16 Reaction +1 Run 120'
AC 9 (6 Dex.) Hit Points 48

* if to hit is 2 or less with adjustments

PC#2 SHAPER

Sphere of Energy; Alignment: Chaotic.

IMMORTAL FORM: Temporal L1 (20 HD); Permanent Power 510; Anti-Magic 50%; Power Drain 16; Magical Spell 20; Physical Blow 14; Mental Blow 17.

Magic Factor: Energy x1, Matter x2, Thought x4, Time x8.

Aura Save Mod.: 0; Aura # Affected: 0.

Base To Hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
5 6 7 8 9 10 11 12 13 14 15

Dagger +5

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1	1D6	—	—
Dagger (E)	1	2d4	H: -2AC	/2Double Damage (19-20); 20/30/45

Greater Talents Int/Cha/Con Points 44

Lesser Talents Wis/Str/Dex Points 42

Current Str 13 Adjustments Punch +1 Wrestle Rating 33
Special Attacks: None
Int 19 Projects +4
Wis 17 Aura +2 Vision: Normal
Dex 12 Unarmed 0 Detections: None
Con 15 Poison +1 Move/Turn (Round) Walk 120' (40')
Cha 10 Reaction 0 Fly 360' (120') Gaseous 720' (240')
AC 0 Hit Points 100 Incorporeal 1440 miles (24 miles)

MORTAL FORM: Durblaga, Orc MU (Equivalent Magic-User L36).
Poison/Death 2; Magic Wand 2; Paralysis 2; Breath 2; Spell/Staff 2.

Base to hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
5 6 7 8 9 10 11 12 13 14 15

Dagger +5

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1	nil	—	—
Dagger (E)	1	2d4	H: -2AC	/2Double Damage (19-20); 20/30/45

Spells: Levels 1-9, 9 spells/day

Current Str 10 Adjustments To Hit/Dmg 0 Wrestle Rating: 27
Special Attacks: None
Int 18 Add. Lang. +3
Wis 17 Mental Save +2 Vision: Normal and Infravision
Dex 11 AC/Missiles 0 Detections: None
Con 15 hp adj +2 Move/Turn (Round) Walk 120' (40')
Cha 10 Reaction 0 Run 120'

AC 9 Hit Points 64

Difficulty Modifiers: Easy +55, Average +30, Difficult +5.

Raven (Falcho Fallowguard)

Raven's mortal form is that of an ancient but spry halfling with twinkling eyes that promise mischief. His golden hair is shot through with grey, and his features wrinkled, but his body is that of a vigorous youth. Raven's normal form is like his mortal form, except the skin, hair, and other features are glistening black. If he closes his eyes and mouth (a rare occurrence) in the dark, he almost disappears.

Raven is a rare Immortal whose personality has not been shaped by the obsessive intensity necessary to achieve Immortality. He never really takes things seriously. His research on the path to Immortality came from books he pilfered. He almost stumbled over his Immortal patron at the top of a sky-mount (he was looking for something he had dropped while flying aboard a dragon companion). Coincidence seems to favor him. Even his epic quest to steal something from each of the major races of the Air was a care-free holiday compared to the tasks of most Immortal candidates. However, Raven had serious doubts about his new Immortal status during his Initiate training. "Never before have I seen such a bunch of busy beavers, and all so serious... Raven constantly tries to cheer everyone with a few practical

jokes and pratfalls, but nobody seems amused. "C'mon, what good is Immortality if you can't have a couple laughs now and then?" Undaunted by the sour dispositions and admonishments of his superiors, Raven decided that the magical effects he learned are perfect for injecting life into the realms of the Immortals.

Roleplaying Notes: Raven lets others deal with the problems of the Prime Plane. He does not openly ignore the orders of higher ranking Immortals. He tries to look busy. However, he rarely misses a chance to break the rules. He makes a gift of his brilliant sense of humor.

Personal Goal Power Awards: Raven's patron in the Sphere of Thought loves hearing about his little pranks. Expect a little power bonus for each little gem shared with him.

©1987 TSR, Inc. All Rights Reserved.

Shaper (Durbaga)

Shaper's normal form is that of a handsome human youth in his twenties, 6' tall, with long blond hair, a well-muscled body, and a noble, intense face. Shaper's mortal form is that of a short, dark, ugly orc, disfigured with burn scars, bent with age, his face collapsed over toothless gums and a withered snout.

Shaper is a rare example of an Immortal non-human, his story quite remarkable. Once the trusted henchman of an evil wizard, Shaper learned of Immortality by studying his master's pursuit of Immortality in the Plane of Entropy. Originally evil, he viewed the suffering of his master's victims and softened his heart. Finally, the paladin that slew his master spared his life, and Shaper resolved from that day forward to follow the paths of righteousness to the realm of Immortality. He shrewdly chose an almost uninhabited region of Volcania to establish his magical dominion; thus the challengers were relatively few and unimposing. He was also spared the brutal competition that often results in the vicious, cruel personalities of Paragons. The magical item he created during his Trial was the Hand of Kindness, a magic staff with powers that aid the

oppressed and turn them toward justice and benevolence. This item is borne by one of his apprentices currently making his way on foot through Volcania, preaching to the non-human monsters he finds on the way.

Roleplaying Notes: Sensitive about his orkish origins, Shaper is aware of the prejudices many hold against those of monstrous birth. As long as possible he conceals his background, pretending to be a human. He is reluctant to visit the Prime Plane (where his original form is revealed), but in the service of righteousness, he swallows his pride.

Shaper is obsessed with assuring justice and fair treatment for all mortals. He is a kind and gentle soul sensitive to the plight of victims of cruelty, ambition, and prejudice.

Personal Goal Power Awards: Shaper stands up for the weak and boldly challenges abuses of power and authority (particularly when Immortals are careless of the fates of mortals), even when it threatens his advancement. Though it does not win him friends among many higher-ranked Immortals, his patron is of like mind, and arranges for power bonuses that compensate for Shaper's conflicts with other power-mad Immortals.

©1987 TSR, Inc. All Rights Reserved.

PC#3 CARNELIAN

Sphere of Time; Alignment: Lawful.

IMMORTAL FORM: Temporal L1 (20 HD); Permanent Power 560; Anti-Magic 50%; Power Drain 16; Magical Spell 20; Physical Blow 14; Mental Blow 17

Magic Factor: Time x1, Energy x2, Matter x4, Thought x8.

Aura Save Mod.: -3; Aura # Affected: 3

Base To Hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
5 6 7 8 9 10 11 12 13 14 15

Mace p: +8/S: +6; Sling P: +8/S: +6

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1	2D6	—	—
Mace (M)	1	2d4 + 4	H: -3AC	/3
Sling (GM)	1	P:3d4/S:d8 + 2	H: -3AC	/3Stun (s/m)

Greater Talents Wis/Str/Cha Points 51 Total Talent Mod. 5
Lesser Talents Con/Int/Dex Points 37 Total Talent Mod. 4

Current	Adjustments	Wrestle Rating: 33
Str 17	Punch +2	Special Attacks: None
Int 13	Projects +1	
Wis 18	Aura +3	Vision: Normal
Dex 10	Unarmed 0	Detections: None
Con 14	Poison +1	Move/Turn (Round) Walk 120' (40')
Cha 16	Reaction +1	Fly 360' (120'); Gaseous 720' (240')
AC 0	Hit Points 100	Incorporeal 1440 miles (24 miles)

Difficulty Modifiers: Easy +55, Average +30, Difficult +5.

MORTAL FORM: Glinmir, Human Cleric L36.

Poison/Death 2; Magic Wand 2; Paralysis 2; Breath 2; Spell/Staff 2.

Base To Hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
2 2 3 4 5 6 7 8 9 10 11

Mace P: +7/S: +5; Sling P: +8/S: +6

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1	+2	—	—
Sling (GM)	1	P:3d4/S:d8 + 2	H: -3AC	/3Stun (s/m)
Mace (M)	1	2d4 + 4	H: -3AC	/3

Spells: Levels 1-9, 9 spells/day

Current	Adjustments	Wrestle Rating: 28
Str 15	To Hit/Dmg 1	Special Attacks: None
Int 13	Add. Lang. +1	
Wis 18	Mental Save +3	Vision: Normal
Dex 10	AC/Missiles 0	Detections: None
Con 14	hp adj +1	Move/Turn (Round) Walk 120' (40')
Cha 14	Reaction +1	Run 120'
AC 9	Hit Points 77	

PC#4 TIRESIAS

Sphere of Thought; Alignment: Neutral.

IMMORTAL FORM: Temporal L1 (20 HD); Permanent Power 520.5; Anti-Magic 50%; Power Drain 16; Magical Spell 20; Physical Blow 14; Mental Blow 17.

Magic Factor: Thought x1, Time x2, Energy x4, Matter x8.

Aura Save Mod.: -2; Aura # Affected: 2.

Base To Hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
5 6 7 8 9 10 11 12 13 14 15

Club P: +10/S: +8; Dagger P: +8/S: +6

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1	2D6	—	—
Club (GM)	1	P:d6 + 6/S:d4 + 6	A: -4AC	/4 Deflect (2)
Dagger (M)	1	P:3d4/S:2d4 + 2	H: -2AC	/2Double Damage (18-20); 25/35/50

Greater Talents Dex/Int/Wis Points 51 Total Talent Mod. 5
Lesser Talents Str/Con/Cha Points 39 Total Talent Mod. 5

Current	Adjustments	Wrestle Rating 33
Str 17	Punch +2	Special Attacks: None
Int 16	Projects +2	
Wis 17	Aura +2	Vision: Normal
Dex 18	Unarmed +3	Detections: None
Con 6	Poison -1	Move/Turn (Round) Walk 120' (40')
Cha 16	Reaction +1	Fly 360' (120'); Gaseous 720' (240')
AC 0	Hit Points 100	Incorporeal 1440 miles (24 miles)

Difficulty Modifiers: Easy +55, Average +30, Difficult +5.

MORTAL FORM: Dallbard MacCrubach, Human Thief L36.

Poison/Death 2; Magic Wand 2; Paralysis 2; Breath 2; Spell/Staff 2.

Base To Hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
Club P: +10/S: +8
2 2 3 4 5 6 7 8 9 10 11

Dagger P: +8/S: +6

Attack	#A	Dmg/Effect	Def.	Spec./Range
Punch	1	+2	—	—
Club (GM)	1	P:d6 + 6/S:d4 + 6	A: -4AC	/4 Deflect (2)
Dagger (M)	1	P:3d4/S:2d4 + 2	H: -2AC	/2Double Dam- age (18-20); 25/ 35/50

Current	Adjustments	Wrestle Rating: 32
Str 17	To Hit/Dmg +2	Special Attacks: Backstab
Int 14	Add. Lang. +1	Special Abilities: Thief Skills
Wis 14	Mental Save +1	Vision: Normal
Dex 18	AC/Missiles +3	Detections: None
Con 6	hp adj -1	Move/Turn (Round) Walk 120' (40')
Cha 16	Reaction +1	Run 120'

AC 9(6 Dex) Hit Points 74

PC DESCRIPTIONS

Carnelian (Glinmir)

In both forms, Carnelian is a painfully beautiful woman. Rich, lustrous red hair flows over her shoulders. Her eyes are red like her namesake gemstone; her nose sharp, thin and aristocratic. In normal form she wears a white, draped full-length gown with a chain mail hauberk and white surcoat emblazoned with the symbol of law.

Born to a Karameikan aristocratic family of wealth and influence, Glinmir commands adoration and obedience. Haughty and regal, she proceeded through life along a path strewn with admirers and subjects. As a child, she inherited her family holdings, and administered them with wisdom and unquestioned dedication. In mid-life, after marriage to a powerful noble (of a small but distinguished family), and an unblemished career of service to her dominion and in the Council of Nobles, she joined the military order of a Lawful church.

Her martial training as a noble and her administration and diplomacy skills carried her to the top of the church hierarchy. Her decision to follow the path to Immortality rested more from a sense of duty than from personal interest—she felt those most capable of furthering the Principles of Law were obli-

gated to seek Immortality, regardless of the cost to personal satisfaction.

As a result, Carnelian is not actually happy about becoming an Immortal, though it is unquestionably what she chose. In fact, Carnelian was never happy with her life. She is admired and successful because she was borne with talent, and because she feels obligated to be admired and successful.

Roleplaying Notes: Carnelian is intolerant of failure, in others, and even more, in herself, and impatient with the excuses or failings of her companions. She is driven and joyless in her championing of the cause of Law. However, Carnelian has reached a crisis point. Looking around her, she sees other driven, humorless Immortals, and realizes what she missed in her mortal life—pleasure, humor, spontaneity, and an acceptance of limitations.

Carnelian moves in one of two directions during this personal crisis. She might follow the example of the Eternal General, joyfully championing Law, yet realizing the restraints of too narrow a view, accepting her own and others limitations. Or she might find inspiration in Raven's example, learning to enjoy an occasional good joke, to loosen up, to recognize the narrowness of her experience and perspective.

Personal Goal Power Awards: Carnelian's patron is a wise and understanding Immortal whose only concern is Carnelian's self-contentedness. Whichever direction she chooses will satisfy her patron. Carnelian's experience makes her well-suited to provide leadership and diplomacy, even among such disparate personalities as other Immortals. Her patron awards her power bonuses for effectively fulfilling this leadership role.

©1987 TSR, Inc. All Rights Reserved.

Tiresias (Dallbard MacCrubach)

Tiresias in Immortal form is a venerable human with long white hair and flowing beard. His eyes are bound by a piece of white cloth tied behind his head. In one hand he bears a small harp; in the other he grasps a twisted walking staff of ironwood. In mortal form, Tiresias is a man of vigorous middle-age, normally sighted (though often feigning blindness), dressed as an itinerant balladeer and adventurer.

Little is known of Tiresias's youth. He insists the legends are truer than the actual facts. These legends are various:

Tiresias viewed an Immortal as she bathed in a stream. For this the Immortal struck him blind, but in compensation she gave him a staff that guided his way, and the gift of poetry that reflects deeper truths than generally vouchsafed to mortals.

Tiresias was a mortal companion of Immortals who walked the earth. Once he was too bold in his assertions of the perfidious nature of womanhood, and an Immortal turned him into a woman. Tiresias wandered the earth as a woman for seven years, when

he met again his Immortal companions. When asked which it was better to be, Tiresias answered "A man, because of all I suffered these seven years." As a reward for his honesty, one Immortal blinded him, though the second Immortal changed him back to a man.

Tiresias served as harper to the king. He impudently courted the king's daughter, and was blinded and exiled.

According to Tiresias, legend is more interesting than truth. For this reason, Tiresias makes a habit of not telling the truth—"It's so boring." Tiresias recounts many stories about his ascent on the Path of the Epic Hero—of the quest for Turlock's Harp, of the Harrowing of the Afterworld on the Plane of Undeath, of his collecting the magical chants of the firegiants at the Hinges of Hel...and who knows, perhaps some of these tales are true.

Roleplaying Notes: Tiresias never responds with a straight answer. He tells many lies—fortunately most are so entertaining he is forgiven for it. He is emphatically Neutral concerning most controversies. The only things for which he truly cares are

music, poetry, beautiful language, and storytelling. He sympathizes with other mortals and Immortals who are moved by such things. If given a choice between preserving the Prime or a haunting melody, he is hard pressed to decide.

Personal Goal Power Awards: As part of the Sphere of Thought's conception and categorization of all experience, Tiresias's patron gives considerable credence to the claim that music, poetry, story, and song give purpose and meaning to mortal and Immortal existence. Despite his impatience with Tiresias's lies, his patron awards him power bonuses for collecting gems of music and literature and for protecting the sources of their inspiration.

©1987 TSR, Inc. All Rights Reserved.

PC#5 THE ETERNAL GENERAL

Sphere of Matter; Alignment: Lawful.

IMMORTAL FORM: Temporal L1 (20 HD); Permanent Power 530; Anti-Magic 50%; Power Drain 16; Magical Spell 20; Physical Blow 14; Mental Blow 17.

Magic Factor: Matter x1, Thought x2, Time x4, Energy x8.
Aura Save Mod.: 0; Aura # Affected: 0.Base To hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
5 6 7 8 9 10 11 12 13 14 15

Sword +7; H X-bow +6; Lance +7; 2hd Sword P: +9/S: +7

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1/4*	3D6	—	—
2hd Sword (M)	1/4*	P:3d6 + 3/ S:2d8 + 3—	Stun + Deflect (2)	—
Sword (E)	1/4*	2D8	H: -2AC	/2 Deflect (2) + Disarm (Save +1)
H. Xbow (S)	1/4*	2d6	M: -1AC	1Stun (s/m); 90/160/240
Lance (S)	1/4*	1d10 + 3	M: -2AC	/1Charge

Greater Talents Str/Con/Dex Points 49 Total Talent Mod. 5
Lesser Talents Wis/Cha/Int Points 33 Total Talent Mod. 4

Current	Adjustments	Wrestle Rating 33
Str 18	Punch +3	Special Attacks: None
Int 12	Projects 0	
Wis 11	Aura 0	Vision: Normal
Dex 16	Unarmed +2	Detections: None
Con 15	Poison +1	Move/Turn (Round) Walk 120' (40')

Cha 10 Retainers 0 Fly 360' (120'); Gaseous 720' (240')
AC 0 Hit Points 100 Incorporeal 1440 miles (24 miles)

Difficulty Modifiers: Easy +55, Average +30, Difficult +5.

MORTAL FORM: Guthbrand, Human Fighter L36. Poison/Death 2; Magic Wand 2; Paralysis 2; Breath 2; Spell/Staff 2.

Base To Hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
2 2 3 4 5 6 7 8 9 10 11

Sword +7; H X-bow +6; Lance +7; 2hd Sword P: +9/S: +7

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	4	+3	—	—
2hd Swrd(M)	1/4*	P:3d6 + 3 /S:2d8 + 3	—	Stun + Deflect (2)
Sword (E)	1/4*	D8	H: -2AC	/2Deflect(2) + Disarm (Save +1)
H. Xbow (E)	1/4*	2d6 + 2	M: -2AC	/2Stun (s/m); 100/170, 240
Lance (S)	1/4*	1d10 + 3	M: -2AC/1	Charge

Current Adjustments Wrestle Rating 32
Str 18 To Hit/Dmg +3 Special Abilities: Fighter, Combat OptionsInt 11 Add. Lang. 0 Paladin Abilities
Wis 10 Mental Save 0 Vision: Normal
Dex 16 AC/Missiles +2 Detections: Detect Evil
Con 15 hp adj +1 Move/Turn (Round) Walk 120' (40')
Cha 9 Retainers 0 Run 120'
AC 9 (7 Dex) Hit Points 114

* if to hit is 2 or less with adjustments

PC#6 THE HANGED MAN

Sphere of Energy; Alignment: Chaotic.

IMMORTAL FORM: Temporal L1 (20 HD); Permanent Power 550; Anti-Magic 50%; Power Drain 16; Magical Spell 20; Physical Blow 14; Mental Blow 17.

Magic Factor: Energy x1, Matter x2, Thought x4, Time x8.
Aura Save Mod.: -4; Aura # Affected: 4.Base To Hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
5 6 7 8 9 10 11 12 13 14 15

Dagger +5

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1	1D6	—	—
Dagger (E)	1	2d4	H: -2AC	/2Double Damage (19-20)

Greater Talents Int/Cha/Con Points 45 Total Talent Mod. 5
Lesser Talents Wis/Str/Dex Points 37 Total Talent Mod. 4

Current	Adjustments	Wrestle Rating 33
Str 14	Punch +1	Special Attacks: None
Int 19	Projects +4	
Wis 12	Aura 0	Vision: Normal
Dex 11	Unarmed 0	Detections: None
Con 11	Poison 0	Move/Turn (Round) Walk 120' (40')
Cha 15	Reaction +1	Fly 360' (120'); Gaseous 720' (240')
AC 0	Hit Points 100	Incorporeal 1440 miles (24 miles)

Difficulty Modifiers: Easy +55, Average +30, Difficult +5.

MORTAL FORM: Marwydn, Human Magic-User L36.

Poison/Death 2; Magic Wand 2; Paralysis 2; Breath 2; Spell/Staff 2.

Base To Hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
6 7 8 9 10 11 12 13 14 15 16

Dagger +4

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1	nil	—	—
Dagger	1	2d4	H: -2AC	/2Double Damage (19-20)

Spells: Levels 1-9, 9 spells/day.

Current	Adjustments	Wrestle Rating 30
Str 11	To Hit/Dmg 0	Special Attacks: None
Int 18	Add. Lang. +3	
Wis 12	Mental Save 0	Vision: Normal
Dex 11	AC/Missiles 0	Detections: None
Con 11	hp adj 0	Move/Turn (Round) Walk 120' (40')
Cha 12	Reaction 0	Run 120'
AC 9	Hit Points 52	

PC DESCRIPTIONS

The Eternal General (Guthbrand)

The Eternal General's normal form is that of a transparent human of late middle-age. His features are faintly visible in good light—long, ragged, dirty hair, skin rough and cracked like leather and crisscrossed with scars, an eye patch, a grim visage, but a distinct twinkle in the one good eye. The Eternal General always appears in full plate armor, with the visor up, revealing a seemingly empty helmet. He rides a rugged, dirty-white warhorse marked with age and hard use; the horse flies without wings, bearing the Eternal General through the air with couched lance. His appearance in mortal form is identical, except the body is not transparent and the horse does not fly.

Guthbrand's younger years were spent as a mercenary, serving in the armies of numerous nations on several continents. When he reached Name level, Guthbrand swore fealty to a Lawful church. It was a matter of practicality more than principle for Guthbrand. He would serve any other employer as faithfully, but the status of paladin conferred considerable benefits with relatively few obligations.

His choice to pursue Immortality was just as pragmatic—death interfered with his entire way of life. The most annoying

requirement was that he forsake his role as fighter to be a cleric, mage, and thief, but since at the time he could remember nothing of his past, it was only a minor inconvenience compared to the prospect of eternal life.

When he became an initiate, he seriously considered changing his alignment to Neutral. He finally decided that his habits were well-established, and that the Sphere of Matter, the home of the Warrior and the Knight, was the only place for him.

Roleplaying Notes: The Eternal General possesses only one guiding principle—to follow the action. The principles behind conflicts are of little interest to him, as long as he participates in a good fight. The Eternal General is the ultimate pragmatist—the end justifies the means, and the end is to be victorious. He is not cruel or brutal—just insensitive to the fates of those caught in the wars in which he revels. He is a loyal and trustworthy companion in war, but only because of the practical observation that loyalty and cooperation are necessary for a successful fighting unit.

Personal Goal Power Awards: His patron in the Sphere of Matter has great respect for his dedication to the art of war, but hopes the General develops a more compassionate understanding of the suffering of war's victims. The Eternal General earns bonus

power points for great valor and effectiveness in combat, but also for acts that show he cares for the plight of helpless bystanders, and perhaps even for the fate of his opponents.

©1987 TSR, Inc. All Rights Reserved.

The Hanged Man (Marwdyn)

In normal form, the Hanged Man is a pale, gaunt-featured human with a grim smile. He often wears trousers, shirt, and topcoat of black linen, and around his neck dangles a hangman's noose. He impulsively changes his garments to suit his mood—gay shimmering silks, shabby peasant garb, or a multi-colored burial shroud—depending on his reservoir of temporary power. His mortal form is that of a typical elderly sorcerer—non-descript long robes, belt with numerous pouches, a pointed hat, straggly grey beard and hair, wrinkled face, glittering eyes, and one distinctive feature—his head tilts oddly to the side over his left shoulder, a result of a healed broken neck.

Marwdyn was not an evil sorcerer. He always politely warned his victims of the consequences of resisting his will, making a concerted effort to avoid killing them. Unfortunately, some were resistant, and could be dealt with in no other way.

He purposely chose a completely isolated location for his tower and posted warnings against trespassing. Those who ignored those warnings courted their own fates. He respectfully notified all magic-users within a thou-

sand miles of his tower that he was questing the path of the paragon. He gave them ample opportunity to publically acknowledge his superiority, and those who declined were forced out of the territory. Any who offered a good fight was slain.

His apprentices and retainers praised him. He paid well, treated them fairly and honorably, providing generously for them when he "died" and was admitted as an Initiate Immortal.

He is quite eccentric, but he never pretended differently. He was never the same after vigilant citizens hanged him for witchcraft when he was a lowly conjurer. The master sorcerer he served managed to have a cleric *raise dead fully*—Marwdyn was not dead all that long, but his neck never did quite heal correctly. Given the circumstances, perhaps one can forgive Marwdyn his fascination with necromancy and Immortality. After all, he was intimately acquainted with the alternative.

Roleplaying Note: The Hanged Man is more than a little strange. He talks to himself, speaking of himself in the third person (i.e., "Well, Marwdyn has certainly no idea what to do. No. No indeed. Quite a mess. Quite a mess.") His solutions to problems are often

stunningly original. He loves to use unfamiliar magical effects in odd ways, rarely choosing the obvious solution if a more bizarre and complicated one presents itself. His idea of playful teasing is generally shocking and horrifying to mortals and genteel Immortals, often with necromantic and macabre overtones (i.e., for example, getting a message from him might mean coming upon an animated hand scribbling a message in the dirt with a finger).

Personal Goal Power Awards: Marwdyn's patron is hardly bothered by his eccentricities. Compared to many other former magic-users of the Sphere of Energy, Marwdyn is relatively pleasant. And his eccentricity offers a very profitable by-product. His ingenious, if sometimes rather extravagant, approaches to magical effects and problem-solving might possibly produce some new variations for established magical practices. Whenever Marwdyn uses magical effects in an unusual or original way, his patron awards a power point bonus.

©1987 TSR, Inc. All Rights Reserved.

Pharamond

Sphere of Energy; Alignment: Chaotic. Truenames—Temporal: Paraph; Celestial: Pilikia; Empyrean: Predal.

IMMORTAL FORM: Empyrean L4 (34 HD); Permanent Power 4,740; Anti-Magic 70%; Power Drain 8; Magical Spell 12; Physical Blow 6; Mental Blow 9. Magic Factor: Energy x1, Matter x2, Thought x4, Time x8. Aura Save Mod.: -12; Aura # Affected: 12.

Base To hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
 2 2 2 2 2 3 4 5 6 7 8

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1	4D6	—	—

Greater Talents Int/Cha/Con Points 198 Total Talent Mod. 10
Lesser Talents Str/Dex/Wis Points 154 Total Talent Mod. 10

Current	Adjustments	Wrestle Rating 50
Str 19	Punch +4	Special Abilities:
Int 68	Projects +12	
Wis 67	Aura +12	Vision: Normal
Dex 68	Unarmed +12	Detections: None
Con 65	Poison +12	Move/Turn (Round) Walk 120' (40')
Cha 65	Reaction +6	Fly 360' (120'); Gaseous 720' (240')
AC -6	Hit Points 370	Incorporeal 1440 miles (24 miles)

Difficulty Modifiers: Easy +10, Average -15, Difficult -40.

MORTAL FORM: Karandas, Human Mage L36 (original form assumed on Prime Plane).

Poison/Death 2; Magic Wand 2; Paralysis 2; Breath 2; Spell/Staff 2.

Base To Hit: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10
 5 6 7 8 9 10 11 12 13 14 15

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1	nil	—	—

Current	Adjustments	Wrestle Rating: 30
Str 11	To Hit/Dmg 0	Special Abilities:
Int 13	Add. Lang. +1	Special Attack:
Wis 12	Mental Save 0	
Dex 18	AC/Missiles +3	Vision: Normal; Detections: None
Con 17	hp adj +2	Move/Turn (Round) Walk 120' (40')
Cha 12	Reaction 0	
Run 120'		
AC 9		
(6 Dex.)	Hit Points 73	

POLYMORPH FORM (for episode 4): HISSING DEMON

Note: If the polymorph effect is dispelled or interrupted, Pharamond returns to his original form, since he is a native of the Prime Plane. AC, hit points, hit rolls, saving throws, etc. are for original mortal form above. Pharamond appears with the following spells in effect: *anti-magic shell*, *protection from normal missiles*, *contingency* (when hp drop to 2, *teleport out of contact*), *detect magic*, *polymorph self*, *haste*, and *fly*.

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Tail	1	2-8	—	—
Sword	6	1-8	—	—

NPC Stats

Harrow

Sphere of Thought; Alignment: Chaotic.
Truenames—Temporal: Sneckdraw

IMMORTAL FORM: Temporal L3 (23 HD); Permanent Power 850;
Anti-Magic 50%; Power Drain 14; Magical Spell 18; Physical Blow
13; Mental Blow 16.

Magic Factor: Thought x1, Time x2, Energy x4, Matter x8. Aura
Save Mod.: -3; Aura # Affected: 2.

Base to Hit:	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
	4	5	6	7	8	9	10	11	12	13	14

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1	3D6	—	—
Bite	1	d6	—	—
Tail	1	1d4 + poison	Save or Paralyzed for 1-6r	—

Greater Talents Dex/Int/Wis Points 59	Total Talent Mod. 6
Lesser Talents Str/Con/Cha Points 55	Total Talent Mod. 6

Current	Adjustments	Wrestle Rating: 31
Str 18	Punch +3	Special Attacks: None
Int 19	Projects +4	
Wis 18	Aura +3	Vision: Normal
Dex 22	Unarmed +5	Detections: None
Con 19	Poison +4	Move/Turn (Round) Walk 120' (40')
Cha 18	Reaction +2	Fly 360' (120'); Gaseous 720' (240')
AC 0	Hit Points 130	Incorporeal 1440 miles (24 miles)

Difficulty Modifiers: Easy +55, Average +30, Difficult +5.

POLYMORPH FORM (for episode 4): SCREAMING DEMON

Note: If the polymorph effect is dispelled or interrupted, Harrow retains his standard form. The Prime Plane is not Harrow's Native Plane. Harrow appears with the following spells in effect: *anti-magic shell*, *protection from normal missiles*, *contingency* (when hp drop to 2, *teleport* out of contact), *detect magic*, *polymorph self*, *haste*, and *fly*.

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Claws	2	1d4	—	—
Talons	2	1d8	—	—
Bite	1	1d6	—	—

Hircismus

Sphere of Entropy (Shaggy Demon); Alignment: Chaotic.
Truenames—Temporal: Napoo; Celestial: Shagganapes.

IMMORTAL FORM: Celestial 2 (27 HD); Permanent Power 1660;
Anti-Magic 60%; Power Drain 12; Magical Spell 16; Physical Blow
10; Mental Blow 13.

Magic Factor: All Spheres x2, Max per Effect: 28.

Aura Save Mod.: (+1); Aura # Affected: (-1).

Base To Hit:	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
	2	2	3	4	5	6	7	8	9	10	11

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Talons	2	1d8	—	—
Tail Club	1	2d8	—	—

Poison Spines(when Wrestling—see Special Attacks)

Greater Talents Str/Int/Con Points	84	Total Talent Mod.	8
Lesser Talents Wis/Dex/Cha Points	24	Total Talent Mod.	3

Current	Adjustments	Wrestle Rating: 42
Str 28	Punch +7	Special Attacks: When Grabbed (Wrestle), save +4 vs. death ray; when Pinned, save +1 vs death ray
Int 28	Projects +7	
Wis 6	Aura -1	
Dex 12	Unarmed 0	Detections: None Vision: Infravision 120'
Con 28	Poison +7	Move/Turn (Round) Walk 120' (40')
Cha 6	Reaction -1	Fly 360' (120'); Gaseous 720' (240')
AC -2	Hit Points 200	Incorporeal 1440 miles (24 miles)

Difficulty Modifiers: Easy +40, Average +15, Difficult -10.

Demon Abilities:

- +1 surprise and initiative
- Power use (combat and magic)
- Call Other 60% (as Groaning Demon; IMDM 35, Table D2)
- Speak with any dead or living thing
- Control undead (1PP/creature; max 27 undead; max each 27 HD; max total 54 HD)
- Enter/leave Ethereal Plane at no cost 1/day
- Enter/leave Astral Plane at no cost 1/day
- Regenerate 1 hp/day (all planes but home planes have hostile bias; however, if in utter darkness, regenerates at 1/round)
- Immune to mind-reading, disease, aging, energy drain, death ray
- Minimum damage from any mortal attack form (bonus/penalties normal/no save vs. Physical Blow)
- Anti-Magic 60%
- Only hit by magical weapons

MORTAL FORM: Efreet (DM: not encountered on Plane of Fire)

SHAGGY DEMON: This huge, hulking brute is covered with long, shaggy hair. Its long arms dangle and drag like an ape's; its hairless face is covered with pulpy, smooth, glistening flesh. The eyes roll madly. The fat, slobbering jowls quiver since Hircismus giggles constantly.

He loves to wrestle, hear spines crack, and hear victims scream as the poison of the spines tortures them. This obsession with wrestling causes him to attack and defend in a less-than-prudent fashion. Unless reduced to 1/2 hit points, he does not even think about any other attack form—physical or magical. Once this badly injured, he considers more sensible attacks and defenses. If bested in wrestling, even only momentarily, Hircismus pursues the offender exclusively, regardless of previous agreements or plans.

Beneath Hircismus's shaggy hair are short, stiff poisonous spines. When he grabs a victim, only a few spines puncture the victim's skin, hence the higher save vs. poison. When crushed under his bulky body, more spines come into play, reducing the save.

Dangling from Hircismus's belt (his only garment) are dozens of animated undead heads which gape and roll their eyes in eternal horror. One of these is a druj skull with two eyes. While Hircismus is busy wrestling, his pet druj skull casts spells while the eyes zoom about and attack others who might interfere. If in daylight, Hircismus casts a darkness before wrestling so his druj can use its abilities.

Spirit, Druj: AC -4; HD 14; MV 90' (30'); AT 2; D special + poison; Save F14; ML 11; Int 14; AL C; XP 5,150.

Abilities:

- +2 weapons or better to hit
- Immune to 1st-3rd level spells
- In daylight—no spells or attacks; becomes invisible and can only move
- Sense invisible and attack with no penalty
- Create spell effects once per round at will: *darkness*, *silence 15' radius*, *cause disease*, *animate dead*, *finger of death*, as C 16.
- Skull: save vs. spells or frozen with fear; bite for 2-8 Dmg and poison.
- Eyes: Gaze one victim/round (30' range); save vs. paralysis or paralyzed for 1-4 turns; touch causes poison, but no damage.

NPC Stats

Mazikeen

Sphere of Energy; Alignment: Chaotic.
Truenames — Temporal: Saddah; Celestial: Nocake.

IMMORTAL FORM: Celestial L4 (29 HD); Permanent Power 2,350; Anti-Magic 60%; Power Drain 11; Magical Spell 15; Physical Blow 9; Mental Blow 12.

Magic Factor: Energy x1, Matter x2, Thought x4, Time x8.

Aura Save Mod.: -6; Aura # Affected: 3.

Base To Hit:	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
	2	2	3	4	5	6	7	8	9	10	11

Attack	#AT	Dmg/Effect	Def.	Spec./Range
Punch	1	D6	—	—

Greater Talents Int/Con/Cha Points 119	Total Talent Mod. 10
Lesser Talents Str/Wis/Dex Points 49	Total Talent Mod. 5

Current	Adjustments	Wrestle Rating 34
Str 15	Punch +1	Special Abilities:
Int 66	(2)*	Projects +12
Wis 15	Aura +1	Vision: Normal
Dex 19	Unarmed +4	Detections: None
Con 27	Poison +6	Move/Turn (Round) Walk 120' (40')
Cha 26	Reaction +3	Fly 360' (120'); Gaseous 720' (240')
AC -3	Hit Points 240	
	(120/120 avatars)	Incorporeal 1440 miles (24 miles)

Difficulty Modifiers: Easy +40, Average +15, Difficult -10.

AVATARS ALPHA-OMEGA: As above, but 20 hp each.

* Caused by *feeblemind* magical effect. When initially encountered, Mazikeen and his avatars are all under this effect.

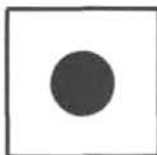
Heirarch Reference Chart

Heirarch	Sphere	Personality	Opinion of Counterparts	Objectives
Solarios	Energy	flippant, impulsive, satirical, likes original or novel ideas, easily bored, likes action	Terra: Stuffed shirt. Nyx: Interesting, but dangerous. Khoronos: Conservative, but an ally. Noumena: Boring; all talk, no action	Support original ideas, stir up conservatives, but maintain discipline in the Sphere of Energy
Terra	Matter	Hard-headed, literal, distrusts new ideas, prefers tradition and law, insists on justice	Solarios: Dangerous radical. Nyx: Clever and evil. Khoronos: Pushy, but sensible. Noumena: Too abstract, impractical.	Punish wrong-doers, uphold law and tradition.
Nyx	Entropy	Open-minded, pleasant, but ruthless and cold, arrogant and casually contemptuous of law and tradition.	Solarios: Right-thinking, but naive. Terra: A pig-headed fool. Khoronos: A reasonable conservative. Noumena: All talk, a dreamer.	Win sympathy of potential allies; undermine tradition; subtly promote strife.
Khoronos	Time	A peacemaker and moderate, patient and deliberate, confident of evolutionary development and change.	Solarios: impatient and careless. Terra: Earnest, but unintelligent. Nyx: Insightful, but corrupt. Noumena: Resourceful, too passive.	Support progress in immortal projects, improve ideas, practices, and values.
Noumena	Thought	Cautious, skeptical, thorough, likes to talk everything through, analyzes everything	Solarios: Irresponsible, impulsive. Terra: Noble, but dogmatic. Nyx: Brilliant but cruel. Khoronos: Sensible, but unsystematic.	Promote clear-thinking, develop practical, efficient, effective plans.

DOUBLES PLANETOID SCRAMBLE COURSE

Scale: One Inch = 1000 Feet

Rule in lines parallel to starting line of each leg.
Use card-stock markers to indicate team planetoid.
Mark six lanes, one for each team.



Starting Line



Gate

Finish Line

Gate

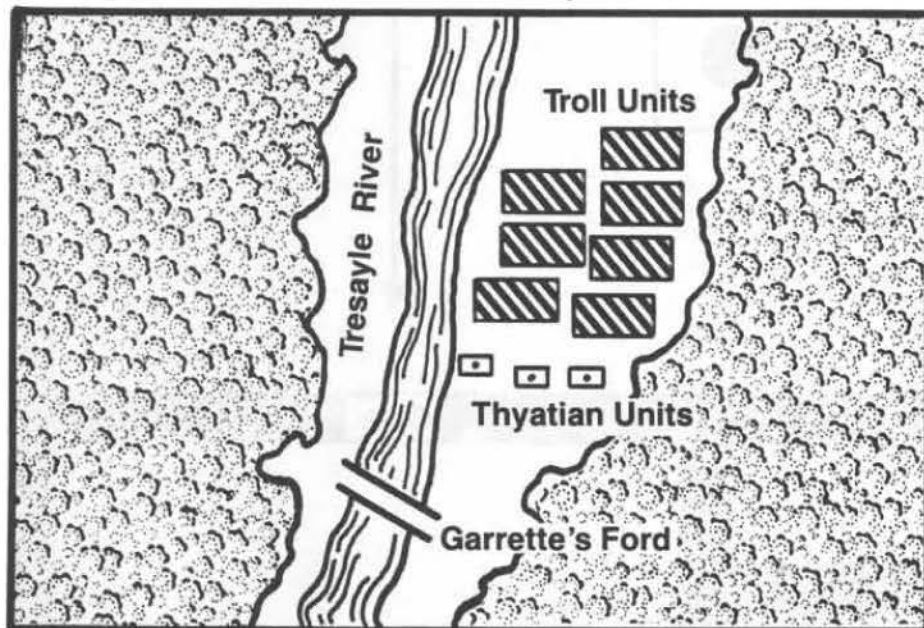


Gate



WAR MACHINE MECHANICS

The Battle of Shillabeer Gap



TROLL CLANS OF THE ALTAN TEPEs

Unit Name: The United Clans Vanguard
 Type of Unit: Skirmishers and Mob
 MV 4, BR 95
 Personnel: 2800
 Troop Class: Below Average
 Clans Chieftain: King Grazzik (Troll, HD 8 + 3)
 Unit 1: 360 troll skirmishers, 40 "smart" clan chiefs (HD 7 + 3)
 Unit 2: Identical to Unit 1
 Unit 3: 360 troll mob, 40 typically-lame troll clan chiefs (HD 7 + 3)
 Units 4-7: Identical to Unit 3
 Unit Name: The United Clans Main Column
 Type of Unit: Mob
 MV 4, BR 94
 Personnel: 4000
 Troop Class: Below Average
 Column Leader: Prince Izzok (Troll, HD 7 + 3)
 Unit 1: 360 troll mob, 40 typically-lame troll clan chiefs (HD 7 + 3)
 Units 2-10: Identical to Unit 1
 Note: The main column is one day's

march behind the vanguard and will not figure in the 1st Battle of Garrette's Ford. However, if the trolls are defeated, but not routed, and a significant remnant of the Thyatian force survives, a 2nd Battle of Garrette's Ford occurs the following day.

THYATIAN MILITIA (Player Version)

Give the players these stats once they assess the strength of the Thyatians by scouting.

Unit Name: Biazzin Militia
 MV4, BR 64
 Personnel: 830
 Troop Class: Fair
 Unit Commander: Aline Sigbert C34 (+2 Wis, +1 Cha)
 Heroes: F31, M30, F10, C15, F20, M12, E10, H8
 Unit 1: 200 skirmisher F1 infantry, spears, 5 reserve officers (F2)
 Unit 2: 600 mob normal men infantry, spears, 15 reserve officers (F1), Reserve Captain (F2)

Note: With 1% of force with magic weapons (the heroes), the unit receives a Battle Rating Bonus.
 The BFR is figured with group training for

the equivalent of eight weeks with their F2 leader. However, since Aline Sigbert is a charismatic leader of church and nation, her presence and assertion of divine inspiration allows use of her level and bonuses for the BFR leadership factor.

THYATIAN MILITIA (DM Version)

This is the actual status of the Biazzin Militia when the demons attack the massed Thyatian heroes and deprive the force of their leadership. Cheerfully announce this to the players at the end of the first round of demon attack.

Unit Name: Biazzin Militia
 MV4, BR 19
 Personnel: 821
 Troop Class: Untrained
 Unit Commander: Reserve Captain (F2)
 Unit 1: 200 skirmisher F1 infantry, spears, 5 reserve officers (F2)
 Unit 2: 600 mob normal men infantry, spears, 15 reserve officers (F1)

Note: Heroes not accounted in BR, since Immortals will neutralize them. When demons attack, Thyatians lose leader, Name levels, and magical BR Bonus.

THYATIAN HEROES (provided for DM reference)

Aline Sigbert, C34
 Charek Walda, F31
 Dernfara, M 30
 Lendor, F10
 Anarchak, C15
 Bynar RaedWulfsen, F20
 Vestri Thjorfrson, M12
 Brethil Moonkindler, E10
 Drogo Prickthorn, H8

NOTES FOR COMBAT RESULTS (DM Only)

1. Troop Ratio: 3 to 1; +45 for trolls.
 2. Morale: troll troop class 2 levels higher than Thyatian; +10 for trolls.
 3. Environment: no adjustment.
 4. Terrain: defender holding in place in a narrow pass; +60 Thyatian.
 5. Immunities: none.
 6. Fatigue: Thyatians moderately fatigued; 10 Thyatians.
- Total: +5 bonus for trolls.

Note: Modify Battle Ratings for Combat Results.

Troll: BR 95 +5 bonus
 Thyatian: BR 19

EPISODE 3: THE RESCUE OF MAZIKEEN

CORRIDOR Mazikeen's avatars never visited Corridor or Lodestar, but their primary briefings on Corridor's nature and inhabitants. If directly questioned, the avatars relate the information in the "Arctic Dreams" section that follows. If the PCs try to deal with the Sudarans (the dominant race of Corridor) without assuming Sudaran form, the avatars volunteer information concerning Sudaran concepts of insanity and the Dreamworld.

The only route to Lodestar is through Corridor. The avatars know Corridor is a trispace (magic does not work there) and each knows one element in the six-part key to locating the *gate* from Corridor to Lodestar. Each avatar must be present to overcome the wards protecting that *gate*.

Arctic Dreams The only sentient life on this plane is located on Corridor, a planet of immense icecaps almost covering the entire northern and southern hemispheres, with a narrow equatorial band of ocean. The inhabitants, the Sudarans, are cold-blooded reptilian/avians who sleep one-half to three-quarters of their lives in a semi-hibernating state. Descendants of a dinosaur-like fauna, these creatures became intelligent before the planet entered its ice age cycle, and thus they adapted to the arctic environment.

Their culture is extremely old, very conservative and ritualized. Their social order is feudal, with hereditary noble families controlling the habitable caverns beneath the ice sheet and the ancient technology that provides energy to warm the caverns and support crops. The Sudarans reached a level of technology equivalent to 21st century Earth before the ice age. Now it is a stable mixture of 19th, 20th, and 21st century technologies.

Nothing new ever happens on Corridor; it has been that way for centuries. Anyone who conceives of something new is considered insane and special asylums are maintained for these deranged individuals. Mazikeen is confined in one of these asylums.

The only place where something new happens on Corridor is in the Dreamworld. What the real world lacks in glamour and romance, the Dreamworld supplies in abundance. When an insane Sudaran confuses the Dreamworld with the real world, he is said to be Dreamwalking.

The Gate to Lodestar Alpha, Beta, and Epsilon know three map coordinates in the language of the Sudarans. The party must persuade a Sudaran to guide them to this location. The coordinates indicate an abandoned crocavern less than a mile from the

Groggor-Corridor *gate* along deserted ice tunnels.

Delta knows the name of the family who inherited responsibility for this abandoned crocavern. The Revehent clan lives nearby, in a sparsely populated village; any local inhabitant can identify and locate the Revehents.

The Revehent Elder serves as guardian of the Silver Key. This secret talisman was given to a Revehent ancestor many years ago by Mazikeen, who posed as a voyager from the Dreamworld. Mazikeen gave the Revehent the key, commanded him to maintain it unto the 333rd generation, and forbade him to reveal the existence of the key to any other than another voyager from the Dreamworld. Not eager to be labeled insane, the Revehent and his descendants kept this visit from the Dreamworld a secret.

Gamma knows the exact location of the Corridor-Lodestar *gate*. By sighting along three of the architectural elements in the main door to the abandoned crocavern, a spot along the far back wall is indicated. This place is covered by the slow seepage and freezing of ice along a stone wall; the ice must be removed before the door can be opened. When the ice is removed, the outlines of door seams are clearly seen. In the center of the door is a plate of soft, shiny, polished metal.

Omega knows the traps and wards at the *gate*. If the proper passwords, the Greek letters alpha and omega, are not inscribed with a finger on the plate of soft metal, the *gate* will open, not into Lodestar, but into the Vortex. (So long, PCs!)

Sudaran Aid The PCs do not obtain cooperation from the inhabitants unless they successfully masquerade as Sudarans. This disguise is not effective until the PCs study the Sudarans and their speech. Since they cannot use magical abilities, they must visit Corridor, study the Sudarans, leave Corridor, transform themselves into Sudaran form, and return to Corridor. Fortunately, with Immortal intellects, the study period need not be long, and the necessary details of language and form are easily recalled.

If Sudarans encounter PCs in forms other than Sudaran, there are two possible reactions:

1. The Sudaran believes they are creatures from the Dreamworld, believes it to be insanity, and has a complete mental breakdown. The Sudaran collapses immediately into defensive dreamsleep, and cannot be aroused.

2. The Sudaran blinks disbelievingly,

ignoring the PCs as if they were invisible.

In either case, PCs do not obtain any information from these Sudarans, so they must arrange an effective disguise to continue the search for the *gate* to Lodestar.

When their disguise is adequate, the PCs routinely encounter Sudarans and inquire after the location of the abandoned crocavern and the Revehent clan.

The Revehent himself is awestruck by a visit from the Dreamworlders. This is a dream come to life, an impossible marvel—and the Revehent is humbly eager to aid the PCs in whatever way possible. However, he begs that their visit be kept secret from other Sudaran clans, for fear the Revehents are labeled insane. (Note: Stress the nature of "insanity" among the Sudarans, particularly the idea of the insane confusing the real world with the Dreamworld. This information is critical later as a clue to Mazikeen's imprisonment in a Sudaran asylum.)

LODESTAR

Entering Lodestar

All six avatars must be present to permit entry to Lodestar through the Corridor-Lodestar *gate*. The only minor annoyance is clearing the rock wall of ice, a minor matter for characters with Immortal strength and wit. (If any one of the avatars is permanently unavailable during the adventure (i.e., dead), fudge an entrance into Lodestar, devise an NPC bail-out, or otherwise adapt the adventure.)

Mazikeen's residence on Lodestar is a modest metal sphere, surrounded by dozens of smaller spheres, floating in zero gravity in a remote, empty region of a pentaspace deka-plane.

The central sphere is only about 30 feet in diameter. The volume is crammed with constructs, devices, experiments-in-process, and other oddments tethered to shelves or lattices around the outer surface of the sphere. In the center of the sphere is Mazikeen's workstation—a multiply-articulated chair with straps for his torso, and an array of workbenches, storage cabinets, devices, and reference works fixed within easy reach all around the chair. Four golems with bodies designed along the general lines of Mazikeen (four arms, two legs, and a big head) are at rest in the space around the chair, anchored by a single gripping limb. The heads of these golems are shattered.

Mazikeen is not to be seen, but signs of a small struggle are apparent. Several of the reference works lie scattered throughout the



volume of the sphere, and the items fixed to the workbenches seem to be in disorder.

Around the central sphere is a second sphere, from which corridors lead into the various other spherical labs and storage areas. Signs of Mazikeen and clues concerning his disappearance are not forthcoming.

The Witnesses Fortunately for the PCs, witnesses to Mazikeen's abduction survive. Pharamond sensibly destroyed the four obvious constructs present. What Pharamond failed to realize is that Mazikeen has over 100 miniature constructs throughout this central laboratory. These constructs come in various shapes and sizes. Some of the larger ones are apparently nothing more than robot arms, but each possesses senses, intelligence, and memory. Two dozen of the miniature constructs have Mazikeen-like forms, varying in size from one to six inches in height; these are scattered throughout the volume of the sphere, several quite close to the central chair.

To learn what these constructs have witnessed, the PCs need only address them and request the information. (If necessary, give the PCs an Intelligence or Wisdom check for a hint.)

The constructs say:

"A being entered the sphere through the Corridor gate. The being and Mazikeen argued about methods used in correcting the imbalance between Prime Plane and non-Prime Plane Immortal candidates. A complete transcript of the dialogue is available.

"Mazikeen suddenly jerked as if having a seizure. The other being appeared to be concentrating, and did nothing to aid Mazikeen. The seizures continued. Suddenly, Mazikeen went limp, then became extremely panicked and agitated, whining and whimpering in an uncharacteristic way.

"The other being said, 'Well, it's off to the Dreamland booby hatch for you, my naive, idealistic little friend,' seized Mazikeen, transformed him into a humanoid lizard-thing with feathers, and dragged him out through the Corridor gate."

PCs do not really need a complete transcript of the Mazikeen-Pharamond conversation. Summarize Pharamond's conspiracy and Mazikeen's suspicions (that Pharamond is acting more out of ambition than of concern for the non-Prime Plane victims of prejudice).

Solving the Mystery To find Mazikeen, the PCs must conclude that he has been abandoned on Corridor in the form of an insane Sudaran, and he may be found in a Sudaran asylum.

The inference that Mazikeen has been abandoned on Corridor is reasonable, but other conclusions are just as reasonable. For instance, Pharamond may have given Mazikeen Sudaran form just to carry him through Corridor without attracting undue attention.

The inference that Mazikeen is in an asylum depends on the PCs having learned the nature of insanity on Corridor. The dialogue with Revehent should provide this background, but characters may have forgotten. And even if the PCs infer that Mazikeen is possibly in a Sudaran asylum, the prospect of searching every asylum on a planet may discourage the PCs from investigating.

The players may simply conclude that Mazikeen is in a Sudaran asylum and search for him. If so, fine; if not, here are two alternative approaches:

1. Use ability checks to guide the PCs with hints. With successful intelligence checks, PCs may recall the nature of Sudaran insanity, or associate the *feeble-minded* status of the avatars with the concept of insanity and asylums.

Successful wisdom checks may suggest that if Mazikeen is on Corridor, he may not be far from the *gates*. Mazikeen's abductor who, like the PCs, cannot use transportation magic, may believe that no other being has access to Corridor, and imprisoned him there simply to deny him the use of his magical abilities. Finally, wisdom tells the PCs that, no matter how intimidating the task of searching a planet's asylums, nothing is lost by the attempt, and more promising leads are not at hand.

2. If the PCs give up and return to report their findings, Utnapishtim suggests a search of Corridor asylums. Utnapishtim follows the same reasoning used in the previous section on ability check hints.

CORRIDOR AGAIN

Finding Mazikeen To locate Mazikeen on Corridor, PCs must find the asylum, distinguish him from other bona-fide insane Sudarans, and release him.

Revehent willingly divulges the location of the nearest asylum (where Mazikeen is held), and can with some difficulty discover the location of other asylums. The nearest alternative asylum is 40 miles away by ice tunnel. (Understandably, the prospect of conveying

an insane "Sudaran" on foot for forty miles did not appeal to Pharamond.)

If questioned about recent cases of insanity, Revehent recalls some talk several months ago about a raving Sudaran who appeared in the community. The Sudaran was unknown to the local natives, and bore no identification—remarkable in this static, orderly society. In any case, an attack of madness is now a relatively rare event, and a subject of local gossip. Mad Sudarans have a religious mystique about them, and are thought cursed and holy at the same time, unable to function in reality, but blessed in a transcendent, more romantic Dreamworld surreality.

The common folk are kept from the insane, on the principle that insanity is contagious. The only Sudarans permitted contact with the insane are priests, physicians, and "nurses"—a class of elderly Sudarans who outlive their families and are dedicated to social welfare. The PCs may gain access to an asylum by posing as one of these, or may pretend insanity themselves.

Once within the asylum, the PCs must recognize Mazikeen. If the avatars accompany the PCs, identification is automatic—an avatar always recognizes its primary. If the avatars are unavailable, the PCs must question the inmates of the asylum.

Mazikeen's behavior and speech is distinctly different from that of the other inmates. Insane Sudarans are calm and serene, dreamily speaking of visions and fantastic worlds populated by monsters, Sudarans with supernatural powers, and omnipotent divine beings. Terrified of everything, Mazikeen scuttles away from those who approach, huddling in corners and gibbering incoherently about returning home, safe from treacherous betrayers.

The major clue is that Mazikeen speaks in the language of his native land on the prime plane. The PC Immortals understand all speech because of their extraordinary nature, and may not immediately realize the clue. If they specifically inquire about the languages spoken by the insane Sudarans, either by querying attending priests, physicians, or nurses, or if they attend closely to Mazikeen's speech, Mazikeen is immediately identified.

Rescuing Mazikeen

All that remains is to free Mazikeen. The Sudarans will not voluntarily release Mazikeen without a convincing cover story, perhaps with the PCs posing as physicians or nurses studying Mazikeen. They may pose as priests who discovered the mad stranger's

EPISODE 3: THE RESCUE OF MAZIKEEN

homeland, planning to return him to his clan.

Otherwise the PCs can run a standard jail break-style rescue. Against Immortal strength and hit points, normal Sudarans are completely outmatched.

Sudaran: AC 9; HD 1; MV 120' (40'); AT improvised weapons; D 1d4; THAC0 19; ML 6; AL N.

However, before the PCs reach the gate, they meet with an unexpected encounter. A Sudaran noble, his son, and three retainers, each in armor and wielding the Sudaran equivalent of a superb samurai sword encounter them. The noble, seeing strangers, demands to know the PCs' clan and their business in this area.

Sudaran Noble Party: AC 3, MV 120' (40'); AT 2H sword; D see below; THAC0 see below; ML 12; AL L.

	Mastery	Damage	THAC0	HD	hp
Noble	MS	3d6 + 3	3	24	140
Son	EX	2d8 + 2	10	11	65
Retain- ers(3)	SK	2d6 + 1	12	8	50

Special Effects

Noble	stun + deflect (2)
Son	stun + deflect (2)
Retainers (3)	stun + deflect (1)

The noble and his party selected a point along an ice corridor only five feet wide, so only one Immortal can confront a Sudaran at a time. The noble steps forward and blocks the passage, challenging the PCs to attack, but waiting for the PCs to make the first move.

This is a matter of honor for the Sudarans.

If a noble permits an outlaw to roam at large in his territory, he is disgraced—honorable death in combat is far preferable. By law, the son must avenge his father's death, just as the retainers must avenge their masters' deaths.

This is serious business. The PCs may not realize how serious until they are engaged. Immortals used to creating weapons and armor magically may have failed to bring along weapons and armor, and find themselves in serious trouble. To make matters worse, Mazikeen is wild with terror. If released for a second, he runs off, skittering down the ice tunnels, whimpering and squealing.

No matter how bad it looks initially, remember that with superior hit points and armor classes, the Immortals can outlast and overcome the noble party; no other Sudarans block their path thereafter. Even if two or three of the PCs are reduced to zero hit points and banished to their home planes, enough PCs survive to get Mazikeen to the gate and out of Corridor.

Dealing with Mazikeen Once out of Corridor, the PCs may try to cure and question Mazikeen themselves, or they may take him directly to Utnapishtim. If they take him to Utnapishtim, go directly to the next section. In this case, the PCs miss out on Power bonuses (see Power Awards Chart, page 18), but tough luck....

Curing Mazikeen: To cure Mazikeen quickly, they need only suppress the effect of the *feeblemind* by bringing him within range of their personal anti-magic. Then they can use magic to raise his intelligence back to normal. The *feeblemind* may also be magically dispelled. Because of the urgency of the crisis,

the PCs are unwise to patiently wait for Mazikeen's intelligence to regenerate naturally, permitting him saving throws to overcome the mental effect.

Questioning Mazikeen: Once Mazikeen returns to normal, the PCs should question him about the fatalities among Prime Plane Immortal candidates. Convincing Mazikeen to inform against his former mentor, even though that former mentor used him badly, is not an easy task. Mazikeen is also careful not to incriminate himself.

PCs who attempt to intimidate Mazikeen, use magical effects, or Immortal powers to force him to answer questions, find Mazikeen resists with every ounce of his abilities. Mazikeen is also uncooperative if the PCs presume Mazikeen's guilt before hearing his side of the story.

However, the following approaches may persuade Mazikeen to cooperate:

1. Earnest and sincere compassion for mortal victims. A romantic idealist and sentimentalist, Mazikeen is easily moved to compassion for mortals.
2. Fair and open-minded interest in justice. If the PCs seem particularly honest, fair, and principled, rather than narrow-minded and power-mad (as Pharamond claimed), Mazikeen may be persuaded to tell his story.
3. Arguing that the PCs are probably the least hostile and ruthless audience Mazikeen will face. The PCs honestly advise him that Utnapishtim and the Hierarchs are going to get the information they want, no matter how much Mazikeen resists. If persuaded by this argument, Mazikeen agrees to tell his story to the PCs.

EPISODE 4: AMBUSHING THE AMBUSHERS

SUMMARY

The PCs have the following primary objectives: 1) protect three Immortal candidates, and 2) determine the identity of any Immortal attackers and prepare to present evidence of their identity in hearings before Immortal Hierarchs. The PCs also may decide to interfere in the conflict between the Thyatians and the trolls. Arranging for a Thyatian victory or a mutual truce is not essential to the success of the primary objectives. However, the PCs may decide their orders include protecting the candidates from trolls. Further, to get the Immortal candidates to cooperate with the PCs in their own defense may depend on assurance of the safety of the people the candidates are sworn to protect. Additionally, PCs may have personal reasons for deciding whether or not to interfere in the Thyatian-troll conflict. This practical and moral dilemma provides a test of their Immortal integrities and opportunities to pursue their personal goals.

Finally, the PCs must decide the role they want to play, and how to protect the candidates while snagging the ambushers. The first step is to develop a plan for scouting the locale and the two armies.

NPC Immortal Reserves

The PCs may request aid from Utnapishtim or other superiors in their spheres. Consulting NPC Immortals for advice is sensible. Arranging for an NPC reserve (Immortals who can arrive on a moment's notice by *gate*) in case of real trouble is eminently sensible.

Immortal aid must not divert the primary responsibility—and opportunity for glory—from the PCs. They have been given a task, and will be disgraced if they fail.

Stage the appearance and deployment of any NPC Immortal reserves so that the PCs see plenty of action, while avoiding the impression that the NPCs are just “window dressing”. For instance, if the PCs discover in the first few rounds that their opposition includes an Immortal with thousands of power points, it might be prudent to call in the National Guard. Arrange for the summoned NPC immortals to take on Harrow and Pharamond, while the PCs concentrate on protecting candidates and handling Hircimus—plenty to keep them busy.

Scouting

If the PCs scout in incorporeal form, as Utnapishtim suggested, they extensively survey

the locale and eavesdrop on conversations in the troll and human armies. Abstract the information from the following sections in general terms for the players, referring to the map and the War Machine stats included in this module.

Better yet, improvise a series of scenes visited by the characters. Note the examples in the following section for inspiration.

Though Utnapishtim told the PCs to scout incorporeal, the PCs may choose to ignore him and scout in their original forms. The same information is gained, but takes longer.

If the players' implementation of this method results in extensive time wasted in movement and encounters, the trolls may have engaged the Thyatians by the time the PCs complete their scouting, and Pharamond's ambush may catch the Immortal candidates and PCs unprepared. Hint that scouting in their original forms is a bad idea. Utnapishtim could communicate to see how things are going, then harangue the PCs for ignoring his advice.

Information Gathered During Scouting

The following important information is gained during the scouting phase:

1. The strategic elements of the approaching troll-Thyatian conflict (the terrain, the opposing armies, and the probable outcome).
2. The identity of the Immortal candidates and opportunities for protecting them from trolls and Immortal ambushers.

The Approaching Battle

The conflict is set in northwestern Thyatis, in the foothills of the Altan Tepes, 50 miles northwest of Biazzan (hex 4722 of X10 map). A troop of Thyatian reserves, reinforced by the Biazzan militia, and led by a group of Thyatian heroes and their companions, have taken up a defensive position in a narrow mountain gorge at Shillabeer Gap. They propose to hold this position against an army of trolls proceeding down the Tresayle River valley from the northwest toward the city of Biazzan.

Just below their position is Garrette's Ford, a place where the trolls might cross the river and evade their force altogether. The trolls are not familiar with this area, and may not know of the ford, but the Thyatians cannot risk allowing the trolls past them, to move unhindered on the undefended city of Biazzan.

A horde of approximately 7000 trolls mass-

es in the valleys to the northwest, sworn to avenge the desecration of an ancient ancestral shrine by destroying Biazzan. The troll army is divided into two columns: the vanguard, 2800 trolls, led by the United Clans' Chieftain, King Grazzik; the main column, 4000 trolls, led by Grazzik's son, Prince Izzok.

A forced march brought the fatigued Thyatians to Shillabeer Gap barely half a day ahead of the approaching troll vanguard. The Thyatians barely have time to order themselves to receive the trolls. The Thyatian forces are vastly outnumbered, undistinguished in composition, exhausted, and physically outmatched by the massive, durable trolls.

The Thyatian plan is to halt the advance of the troll column long enough to permit reinforcements to gather and protect the city of Biazzan. Even with the distinguished heroes leading this small force, the chances of success are poor, their plight desperate.

For details of the terrain, refer to the map and the War Machine notes for the two armies. These may be shared with the players once their characters have scouted the terrain and armies.

A dramatic way to describe the terrain and relative merits of the forces is through comments overheard when the PCs scout the area and the two armies.

Overheard from a Thyatian Scout:

“Well, north of the ford is the best spot to make our stand. The gorge is narrower to the south, and might be easier to hold, but we can't take the chance that the trolls know about the ford. If they do, they can just sidestep us, and they'll be sucking the marrow from our families' bones in Biazzan long before any reinforcements can arrive.”

Overheard from two Troll Leaders:

“Give the Gutterak clan the honor of leading the column. Unless the humans have some great wizards among them, I doubt they'll even withstand the shock of the first charge. The other fourteen clans'll have to wait their turn at manflesh until we get to Biazzan.”

“I wouldn't worry overmuch about their wizards. Karacksten says the King has made a pact with demons to slay the human wizards. Karacksten is a liar, but he isn't stupid. He wouldn't volunteer his

EPISODE 4: AMBUSHING THE AMBUSHERS

clan to lead the charge unless he knew his hide was safe."

Overheard from two Thyatian Reserve Officers:

"But where do you plan to put the Biazzan militia?"

"Damned if I know. We put them in the front, they'll break and disorder our regulars. Put 'em in the back, when the trolls finish slaughtering the regulars, the militia won't be eager to hang around. Best bet is to put them up front behind the heroes. If we get lucky, the heroes'll put some heart into them, and maybe they'll get in a few licks before they break."

The PCs may also contact Immortal Observers stationed in the region and the sponsors of the three Immortal candidates. The three Observers can report and comment on the events and circumstances leading up to the current situation. The incident that ostensibly precipitated the crisis — the defiling of a troll shrine—occurred several years ago. It is possible that the typically contentious troll clan chieftains took this long to agree to attack, then organize the long march through the mountains.

There are rumors, however, that the troll chieftains bargained with demons to obtain protection against human wizards. Trolls are undaunted by most human military units, but they fear fire magics. If assured of protection against magical fire attacks, they may gather in unprecedented numbers to attack a human army.

The troll clans moved southeast for several weeks, quite slowly and in great disorder, through narrow valleys and mountain gaps. Leading elements of the troll column are expected to reach the Thyatian position today, but the rest of the column will not arrive until tomorrow. Predicting whether the trolls wait until the entire column arrives, or whether the leading elements attack as soon as they contact the Thyatian forces, is impossible. Once through the Shillabeer Gap, the trolls could be in Biazzan in two days.

Potential Reinforcements

If asked, the Observers provide the following information:

1. Thyatian regular reinforcements are not available. They are all on campaign against

the Alphasians.

2. The nearest militias that could reach Biazzan are in Kerendas, 7 days away, and Thyatis, 12 days away. (Militias move on the road at one hex per day; in the hills, they move 1/2 hex per day.)

3. The small but elite Emperor's Guard in Thyatis cannot reach Biazzan in less than 9 days.

4. An Ylari irregular cavalry unit (equivalent in strength to a regular Ylari cavalry subunit, but poorly organized for long marches) is stationed in Ctesiphon, within four days of the Shillabeer Gap. (Ylari irregular cavalry units move 2 hexes per day on a road, 1/2 hex per day in the hills.) Regular Ylari units stationed in Ylaruam (2 full regular divisions; MV = 2 hex/day on road, 1 hex/day in hills) are within six days of Shillabeer Gap. Unfortunately, effective communications have not been established with the Ylari, diplomatic relations between Ylaruam and Thyatis being less than cordial. Still, against a common foe like trolls the Ylari might be convinced to aid the Thyatians.

The sponsors of the three Immortal candidates can also provide descriptions of the backgrounds, abilities, psychologies, and appearances of the candidates. (See the next section.)

The PCs may involve themselves in obtaining reinforcements for the protection of Biazzan. The only practical plan would be a diplomatic journey to the Ylari units in Ctesiphon and Ylaruam. The Ylari are isolationists and thus suspicious of foreigners. However, an impassioned plea for crusading against evil, combined with a subtle challenge to the Ylari courage and martial character, will enlist the aid of the Ylari cavalry units.

The Candidates

The Thyatian tactical position is desperate. Their only hope is for a miracle from their contingent of heroes and loyal followers. Combat stats are not given for these characters, though staging directions are provided during the demonic ambush. To use these characters in troll melees, detail their stats and equipment.

Aline Sigbert, Conquering Splendor, Daughter of Apollo

Aline is a 34th level Lawful cleric. She is here because of her vow to defend the Forces of Law against the Forces of Evil. She is also here because she is the mother of the current Emperor of Thyatis. Her dynasty is unlikely

to topple if Biazzan is lost, but the trolls could cause considerable trouble before the armies of the Thyatian Empire return from their campaigns against the Alphasians. She realizes the desperate nature of the Thyatian defense of the Shillabeer Gap, but believes that this is a test of her faith, and that her forces will triumph through a miracle.

Charek Walda, the Great Defender, The Sword of Ares

Charek is a 31st level Neutral fighter. He is here because of his love for Aline. He personally cares more for her and his quest for Immortality than for the fate of Biazzan, but has been unable to persuade Aline that the situation is hopeless. She insists they must have faith.

Dernfara of the Southern Isles

Dernfara is a 30th level Neutral mage hired by Aline to provide magical support for the defense of Shillabeer Gap. The money is good but he does not plan to remain to the bitter end. He expects to roast quite a few trolls with *meteor swarms* and *fireballs*, but intends to save multiply-redundant transportation magic to effect his withdrawal.

The Followers

These lesser heroes are Lawful followers of Aline, bound by oath. Descriptions are provided in case the PCs wish to pose as these characters to protect the Immortal candidates. Staging directions are given for their use during the demonic ambush, but not combat stats. To use these characters in troll melees, detail their stats and equipment.

Lendor: A 10th level Karameikan fighter, Lendor is here only because he gave his word. Familiar with trolls, he knows he is a dead man.

Anarachak: At 15th level, Anarachak is the highest level Thyatian cleric who could be spared for such a suicidal mission. She is quite bitter about it, but resolved to face her fate with honor.

Bynar Raedwulfen: A 20th level Northman fighter, Bynar is especially fond of defeating trolls. Bynar would not miss this for the world—more trolls to kill in one place than he has ever seen before. (No one ever said Bynar was bright.)

Vestri Thjoferson (West-One Thief's-son): A 12th level Northman mage, Vestri is Bynar's companion. A bright fellow, he realizes this is a hopeless cause. He's saving a couple of *fly* spells to get himself and his buddy out of this one.

Brethil Moonkindler: A 10th level Elf, Brethil owes Aline a favor and is here to repay it. The debt does not warrant risk of death; Brethil plans to *teleport* out of danger when the situation becomes hopeless.

Drogo Prickthorn: An 8th level Halfling, Drogo is a storyteller of renown, believing a real story will come of this adventure. He has not quite figured out how he will survive to tell it, but is working on it.

Protecting the Candidates' Interference in the Troll-Thyatian Conflict: The PCs may realize that the first threat to the candidates is death at the hands of the trolls. The PCs may decide that direct interference in the troll-Thyatian conflict is a good way to remove that threat.

The War Machine is not designed to handle the effects of Immortal combatants in mortal wars. Obviously, Immortals have an impact on Morale adjustments to the Combat results, but, in general, it is up to the DM. Remember, the troll-Thyatian battle is just a backdrop for the ambush on the Immortal Candidates. (Consider the fact that an Immortal could cut a broad swath through a troll army with magical effects alone, not to mention the effects of aura and melee combat.)

If the Immortals interfere in the battle, the trolls should probably lose. How they lose is a matter of DM staging and theatrics. The only practical effect is the number of power points expended by the Immortals PCs on the trolls (therefore unavailable to defend against ambushers).

Joining the Heroes' Party in Immortal Guise: One good way to protect the heroes from Immortal ambush is to openly join their party using Immortal identities. This is sure to discourage the trolls, for one thing. Also, when Harrow scouts the heroes' party in incorporeal form and discovers Immortals, he advises Pharamond, who calls off the ambush. (Thus, while it protects the candidates, it denies the PCs a chance to identify any Immortal ambushers.)

A DM hint may be in order here. Perhaps Utnapishtim communicates with the PCs and learns that the PCs plan to reveal themselves publicly as Immortals. He furiously upbraids the party, condemns them as stupid rookies, and orders them to assume disguises.

If Utnapishtim learns of this plan afterwards (they do not report their plan to Utnapishtim, and the DM fails to discourage it), he angrily assigns more competent Immortals to the task of discovering the identity of the Immortal conspirators. This is either the

end of the adventure for the PCs, or they may be given a chance to redeem themselves later by pursuing Pharamond into his home plane. (See Episode 7.)

Joining the Heroes' Party in Disguise: This plan has the best prospect for uncovering the Immortal conspirators, and, if carefully planned, need not entail unnecessary risk to the mortals. This plan also offers the players the most satisfying adventure. You should encourage the players to come to this conclusion, offering hints through ability checks or advice from Utnapishtim or other Immortals if necessary.

Using magical effects, the PCs can assume the appearance of any of the characters in the heroes' party, or they can conceal their presence in some other manner (*invisibility*, *polymorph* into animals, remain incorporeal and conceal their forms nearby, etc.).

They may or may not choose to reveal their presence to any, all, or some of the heroes. To effectively protect the heroes, the PCs ideally would have their cooperation, though many effective protection plans might involve remaining hidden from the heroes.

Taking the identities of any of the heroes' companions involves removing the presence of the real companion. This may be done with or without the companion's cooperation. For example, a relatively simple and benign solution is to travel those to be impersonated to a convenient plane for safekeeping for the duration of the imposture.

The Battle of Shillabeer Gap The battle proceeds with two parallel elements: the ambush of the Immortal candidates by Pharamond and his co-conspirators, and the battle between the Thyatian and troll armies. The ambush is the main event, an Immortal melee staged using the fold-out 3-D Display enclosed in this adventure. The Thyatian-troll battle is a backdrop, staged for dramatic purposes using a variant of the War Machine rules. (Ambitious gamers are encouraged to combine the two in a mammoth BATTLESYSTEM™ game event.)

The Immortal Ambush Set-Up Use the 3-D Display foldout for this encounter. Review the directions (printed right on the display). Retrieve all the necessary character markers from the inner cover, or have miniature figures or counters representing the Immortal candidates, Pharamond, Harrow, Hircimus, and the PCs.

For the purposes of this encounter, each square equals ten feet. All magical effect ranges and areas of effect are rounded up to tens of feet.

Note that, at 120' per round Universal Movement, any Immortal can move from one side of the display to another in two rounds. That means an Immortal can get off the map fairly quickly—normally a bad thing. But for this encounter, the display is used more for displaying ranges and areas of magical effects than for tactical maneuvering.

The ambushers' targets are the Immortal candidates, who remain in the center of the display. The ambushers immediately engage with their intended victims. The only way an ambusher is likely to leave the map is by teleport or a form of planar travel. This occurs when an ambusher recognizes the PCs' trap, and decides to leave before being recognized or captured.

Likewise, the PCs have little motivation to leave the map. If they do, the Immortal candidates are left vulnerable. Nonetheless, don't worry if someone does want to leave. Simply leave a marker at the point where the character left the map, and keep a record of the distance and direction traveled off-map. **Ambush Set-Up:** Place the markers for the Immortal candidates in a line in the center of the horizontal display. The heroes' companions line up right behind them.

The troll force should be represented by a solid line 40 feet (four squares) away from the Thyatian heroes. (Use books, miniatures, or a line of BATTLESYSTEM™ counters to represent the troll line.)

The Thyatian force should be represented by another solid line to the left and right of the heroes, 40 feet from the troll line. (Again, use books, miniatures, or a line of BATTLESYSTEM™ counters to represent the Thyatian line.)

Ask players to place markers or miniatures representing their characters on the display. If magical spells or effects permit, the heroes or PCs may be in the air over the combat. Use markers to indicate this on the altitude display. If any other magical spells or effects are operative, the players should describe and note them before the combat begins.

The trolls and the Thyatians are just for show. After the demons appear in the first round, terrified Thyatians and trolls evacuate the display at a dead run (12 squares per round), conveniently clearing the display for Immortal action. The only markers or miniatures remaining on the display should be the Immortal candidates, the PCs, and demons. (Or, run the encounter with BATTLESYSTEM rules. Be forewarned—the confused display will detract from the dramatic focus of the Immortal combat, and



the encounter will take a lot longer than necessary.)

Troll-Thyatian Battle Set-Up Give the players the War Machine stats for the trolls and the player version of the stats for the Thyatian force. Set aside the DM copy of the War Machine stats for easy reference.

While the Immortal ambush is being resolved on the 3-D Display, stage the troll-Thyatian battle using a variant of the War Machine Combat Result system. This is how it works.

After the Immortal candidates are placed on the 3-D Display (described later), Pharamond and company attack. This serves as Round One of the Immortal Ambush.

At the end of Round One, announce the attack of the demons deprived the Thyatians of their leaders, thus revising the Thyatian Battle Rating to that indicated on the DM version of the War Machine stats. Things do not look good for the Thyatians.

Ask the players to make a percentile roll for the Combat Results Table. Make one for the trolls. Add the rolls to the Battle Ratings (listed in the War Machine Mechanics section), find the difference, and consult the Combat Results Table (see the example in the next section).

War Machine Battle Staging: War Machine rules diverge here. Normally, with this roll, the outcome of the battle is determined. It is all over. And given the sorry state of the Thyatians, the results are likely to be unpleasant.

For the purposes of this encounter, a dramatic backdrop is needed, not a combat resolution. It becomes necessary to drag out the battle into a series of Battle Results checks. Further, instead of reading and applying the results from the Combat Results Table, review the listed result, then give a dramatic narrative interpretation that implies a battle in progress. Look at the following example.

The Thyatian roll (36) is added to their BR (19) and totaled (55). The troll roll (62) is added to their BR (95) and totaled (157). The difference (102) is referenced on the Combat Results Table.

Combat Results Table

Casualties:	Winner—20%	Loser—70%
Fatigue:	Winner—None	Loser—Rout
Location:	Winner—	
	advance 3	Loser—Rout

The following is a dramatic narrative interpretation based on the above results.

“In the first round of battle the trolls smash

into the Thyatians and the front line is hurled into the following ranks. The Thyatians are driven back three paces, and the whole line quails. At this rate, the Thyatians won’t last long.”

For the second and succeeding combat rounds in the Immortal ambush, Combat Results rolls are made for each side and compared. The important part: Each round add the new combat round difference to the combat round difference of the preceding round and divide by two. This effectively averages the results of this round with the results of the preceding rounds. (After the second round, the combat round difference of the preceding round represents the average of preceding rounds). Record the new average Combat Result Difference at the end of each round, and average that Combat Result Difference with the difference of the next new combat rolls in the succeeding round.

It sounds complicated, but it is really common sense. Just average the current difference between Combat Results with the cumulative average of the preceding rounds.

PC Influence on the Battle: As the Immortal combat proceeds, the PCs’ actions may confer adjustments to the Combat Results. These adjustments are most easily considered

as "Morale" bonuses.

The first two specific Morale bonuses are as follows:

1) If the PCs drive off or defeat the demons, the trolls suffer a -20 morale adjustment. (The loss of the demon allies removes the troll protection from magic-users and fire attacks, and permits the heroes to resume leadership of the Thyatian force.)

2) If the PCs keep the demons busy, permitting the Thyatian spell-casters to pop off some magical fire attacks, the trolls suffer a -10 morale in each succeeding round where a magical fire attack is made. (The trolls are terrified of magical fire attacks, and were promised protection.)

Note also that if the PCs engage the full attention of the Immortal ambushers, Aline Sigbert and the Thyatian heroes may resume command of their forces, and the Thyatian Battle Rating returns to 64.

The Morale adjustments mentioned earlier are the most important. If the PC Immortals involve themselves directly or indirectly in the battle, make other appropriate adjustments. For example:

1) PC Immortals use aura attacks against the trolls—trolls -1 per aura attack.

2) PC Immortals spray a shower of fireballs into the center of the troll army—trolls -1 per fireball.

3) A PC Immortal conjures a series of fire elementals and sends them into the flank of the trolls—trolls -1 per elemental.

4) A PC Immortal creates an illusion of an army of fire elementals marching across the river to attack the troll flank—-1 trolls, -5 if fire attacks add to theatrical effect.

The possibilities are endless. Make assessments generously. (The DM roots for the Thyatians after all!) And even if the PCs do not add their firepower, the Thyatians still have a fair chance of holding their position.

Ending the Battle: How long should the battle last? Play it by ear. The battle should last as long as it seems dramatic. Once the balance has shifted persuasively to the Thyatians' advantage, or once it is clear that the PCs are not going to help the Thyatians, end the battle the following round. Use the Combat Result of that round as the final combat result. Refer to the Combat Results Table and assess casualties, fatigue, and location in the standard fashion. Summarize the result of the battle ("trolls routed," or "Thyatians battered, but holding," or "Thyatians shattered, trolls massacre survivors," etc.).

As a rough guideline, the battle should last at least five rounds after the PCs have dealt

with Hircismus (to give the PCs a chance to mess with the trolls), or no more than a total of twenty rounds (if the PCs have not taken care of the Immortals and become involved with the trolls by then, bring the battle to a climax, and let the PCs continue with Hircismus until they reach a resolution).

The Demon Attack

Review the NPC demon form notes for Pharamond, Harrow, and Hircismus, particularly those magical effects operating when these NPCs begin combat.

The demons appear anywhere on the display, at any height above the surface, as indicated on the altitude display chart. Pharamond appears as a hissing demon, Harrow appears as a screaming demon, and Hircismus appears in his real form.

Pharamond's plan is to appear directly over the heads of the three Immortal candidates, 100 feet above the combat. He scouts the scene incorporeal just before attacking, and anything odd or out-of-place may cause him to improvise an alternate plan. In the first round, Pharamond, Harrow, and Hircismus make aura attacks against the Immortal candidates and the mortals nearest them. In the second round they dive to the ground, ignoring all other attacks, and engage the Immortal candidates in melee combat from behind. In the third and following rounds, the plan is to continue the melee attacks until the Immortal candidates are subdued. (Harrow and Pharamond limit themselves to melee attacks that fit the forms of their disguises.)

Unsurprised, the PCs may respond immediately in the first round. The conspirators follow their original plan through the second round. Not anticipating trouble, they are slow to react to the unexpected actions of the PCs.

After the third and succeeding rounds, if evidence of the presence of Immortals is discovered, Harrow and Pharamond begin making Intelligence checks to find out what is occurring. Depending on how obvious the evidence, the checks are easy, average, or difficult. For example, a Power probe serves as obvious evidence of Immortal presence, and permits an easy check. Implausible protections on the Immortal candidates and formidable allies are less obvious evidence of other Immortals, and permit average checks. Mortals unaffected by Immortal aura are not obvious indicators, and permit only a difficult check.

If the PCs protect the candidates with

powers and effects expected from mortals, Harrow and Pharamond do not make Intelligence checks. Further, if the PCs only use information-gathering means that fail to alert the subject (i.e., *truesight*), the attacking Immortals do not realize they are being observed by the PCs.

When the demons appear, all trolls and Thyatians fail their morale checks and immediately proceed off the display. Heroes and followers who make their saves against the aura attacks or who are engaged in melee may defend themselves or attack the demons. Choose the actions for these NPCs, or permit the players to control them.

When either Harrow or Pharamond makes an Intelligence check, he realizes he is being observed by Immortals. He instantly *teleports* from the battle, then plane travels four times to cover his trail. Any PC clever and lucky enough to track Harrow and/or Pharamond stumbles across the Immortals at a predetermined rendezvous in a remote plane. The Immortals are in their normal forms, heatedly discussing the import of their interrupted ambush. Run this as a straight-up combat with Harrow and Pharamond facing their Temporal opponent. If the PC is too dumb to run for it, Pharamond and Harrow immediately batter the victim with attacks against intelligence, taking the hapless PC captive. The PC may be reclaimed later, but for the purposes of this adventure is considered dead.

Wrestling Hircismus Hircismus, on the other hand, is not in a hurry to leave. In fact, he is thrilled upon discovering Temporals to wrestle—something a little more challenging than measly mortals.

Once Harrow and Pharamond disappear, the surviving Immortal candidates and followers politely leave Hircismus to the PCs. Hircismus forgets about the candidates he came here to slay, though it becomes apparent. The PCs should continue to protect their mortal charges.

The player characters should overcome Hircismus, though not easily. They enjoy the advantage of using multiple power and melee attacks. On the other hand, Hircismus does not need to coordinate attacks, is not limited by an original form, and does not particularly care if he loses (being convinced of the impossibility).

Hircismus's standard tactic is send his druj head and eyes off to distract other opponents. Then he picks a victim, creates darkness, grabs the victim and wrestles, trying to crush the victim against his poisonous spines.

EPISODE 4: AMBUSHING THE AMBUSHERS

Hircismus possesses all the charm and personality of a television wrestler—dumb, vicious, over-confident, and completely without fear. Play him for laughs, even though he is trying to knock off PC heads.

Eventually, the PCs should kill Hircismus's earthly form or render it out of action. In either case the PCs have something concrete to show Utnapishtim when they give him their report on the ambush.

Concluding the Battle With the demons appearance, the trolls became heartened and the Thyatian defense wavered. The heroes were dispersed in disorder, and the trolls thought the day was won. However, once the PCs became involved, and after two of the demons suddenly disappeared, the troll leaders grew nervous. The troll attack faltered, and both sides became acutely aware of the battle between the demons and the PCs.

In the meantime, the Immortal candidates and followers regroup, rallying the Thyatians to a defensive position some distance south of the Immortals where the fierce battle continues. Thus, when the PCs finish with Hircismus, they look up to find themselves in an open area within troll lines. The trolls gave the Immortal combat a wide berth, showing

little interest in getting involved. Imagine their disappointment if the PCs decide to attack them.

The Final Choice If the PCs grab the evidence and leave the field to the trolls and humans, the odds are still overwhelmingly in the trolls' favor, particularly when the main column appears tomorrow. The Thyatians and their heroes lead a spirited defense. The trolls eventually overrun them, proceed to Biazzan, and massacre its inhabitants. They then withdraw immediately to their mountain homes, leaving nothing behind them but death and destruction. Some Immortals grumble that the PCs ought to transfer to Entropy, but official repercussions are not forthcoming.

If the PCs attack the trolls, maintaining a pretense of being no more than magnificent mortals, the Thyatians and heroes are heartened by their appearance. Aline considers it a sign of Immortal favor, rallying a Thyatian charge. The trolls resist, waver, fold, then retreat in disorder. The Thyatians hold the Gap, and Biazzan is saved. If the PCs are smart, they disappear like the Lone Ranger into the tales and legends of bards and storytellers. (And they receive a little lecture from

Utnapishtim about interfering on the Prime Plane, but no one seems particularly displeased.)

If the PCs already performed feats obviously impossible for mortals, they lose nothing by attacking the trolls as Immortals. (Aline knew it all along; have faith, and the gods show their mercy and justice.) Betrayed by their demon allies and attacked by Immortals, the trolls rout immediately. The Thyatians go berserk and pursue. Thousands of trolls are slain. The main column, appalled by the sight of the remnants of the vanguard routing up the Tresayle Valley, abandon their campaign and return to their mountain homes.

Tales that the gods came to earth are told from that day forward in Thyatis. The reputation of the heroes and the Thyatian Empire grows tenfold, and a sudden surge in conversions to the Exalted Principle of Law occur.

The PCs are reprimanded by Utnapishtim and their Hierarchs for blowing their cover on the Prime Plane. The PCs are demoted to Initiate status, making them particularly eager to regain their reputation whenever the opportunity arises, volunteering for the incredibly dangerous assignments found in this adventure.

EPISODE 5: IN THE LION'S DEN

HIRCISMUS SINGS LIKE A CANARY

If Hircismus is reduced to zero hit points, he returns to his home plane but his body remains—solid evidence of his misdeeds. If captured or subdued, he is taken to Utnapishtim for questioning. In either case, a formal accusation is brought before Nyx, Hierarch of Entropy. Utnapishtim is invited to bring charges and prosecute the case before the Hierarch. The PCs are not invited, but rumor indicates that Hircismus stumbled all over himself in his haste to identify his co-conspirators. (Nyx achieves remarkable success in obtaining cooperation from Immortals of his sphere accused of misdeeds. One wonders at his methods.)

Pharamond, Harrow, and Mazikeen are identified as co-conspirators. Nyx brings charges before the Hierarchs of Energy and Thought.

A Call for Volunteers Summoned before Noumena, Harrow successfully argues that his hearing be delayed until Pharamond, the leader of the conspiracy, is judged before the Hierarch of Energy.

Solarios summons Mazikeen and Pharamond for justice. Utnapishtim, the PCs, and the other Hierarchs are also invited to the hearing. Mazikeen appears as ordered, but Pharamond fails to show. Instead, a messenger arrives with a request from Pharamond for a delay. The assembled Hierarchs are annoyed, but, in respect for Pharamond's status and rank, the delay is granted, and the hearing rescheduled.

The PCs are also invited to the second hearing, and once again, Pharamond does not appear. Outraged, the Hierarchs ask for volunteers to forcibly bring Pharamond to trial. Terra looks pointedly at Utnapishtim. Utnapishtim looks pointedly at the PCs.

If the PCs volunteer, they get the assignment and a power point bonus. If they do not volunteer, Utnapishtim gets the assignment and asks the Hierarchs to order the PCs to volunteer—without a power point bonus.

Planning Pharamond's Arrest Once the PCs volunteer, Solarios opens the meeting to a general discussion of the problems of forcibly removing an Immortal from his home plane:

Noumena comments,

"Pharamond's home plane is inaccessible from the Astral Plane. He must enter through another Outer Plane."

"Apparently, but our efforts to locate that Outer Plane proved futile," replies Solarios. "Pharamond anticipated an arrest."

"Indeed," Nyx says, nodding his head, "and I learned from Hircismus that Pharamond's home plane is altered to prevent teleportation, dimension doors, and other means of dimensional travel. So even if one obtained entrance to the home plane, an invasion would take centuries..."

Solarios muses, "I wonder. Is Immortal justice worth all this effort? Surely we have better things to do..."

"No!" exclaims Terra. "The law must not be mocked. We cannot permit Pharamond to escape retribution!"

Solarios asks Utnapishtim and the PCs for their thoughts on the problem of forcibly removing an Immortal from his home plane. Utnapishtim's only contribution is to ask if anyone knows of an artifact that provides transit as rapid as teleportation. Encourage the PCs to think out loud about this problem. Prompt them in character as the NPC Hierarchs and Utnapishtim. Many questions need consideration:

- 1) What tactics offer an advantage to numerous attackers?
- 2) What tactics are most effective against high rank Immortals?
- 3) How can Pharamond be prevented from running, or traveling or gating away from the pursuit?
- 4) How can the defensive advantages of the home plane be minimized?

These and many other questions might be discussed, but two major problems need a solution: a) how to enter the sealed plane, and b) how to travel quickly within the plane so the operation does not take centuries.

Mazikeen offers a solution to problem #1.

"Pharamond visited me through the Corridor plane. Apparently that's the path he took when he ambushed and feeble-minded me. I know the location of the gate to his plane. Perhaps that gate is still open; if so, I believe it opens into Pharamond's plane—perhaps fairly close to his base of operations."

As for problem #2, if the PCs visited the planes Morcellate, Pyx, or Zelotypia, they discovered unusual sources of magical or technological high-speed transportation. If not, or if the idea does not occur to the PCs, the avatar Gamma-Mazikeen (in constant contact with Mazikeen) suggests using the flying saucers or the planar spiders.

The other NPCs can also offer ideas. The Hierarchs and Utnapishtim tend to suggest tactics involving the PCs as expendable shocks troops, which probably fails to appeal to them. Nyx's suggestions are particularly imaginative—and certain to result in the destruction of everyone involved. Mazikeen also volunteers to join the arrest party, but the since his loyalty is in question, the Hierarchs insist he remain in custody until Pharamond is captured.

Brainstorming Run this PC-NPC discussion as an open brainstorming session to prepare the PCs for their challenging assignment. They are confronting a very powerful Immortal on his home plane. Though possessing the resources to protect themselves and overcome Pharamond, they must be well-organized and clever in taking advantage of the multiple Power, magical effect, and ability attacks they can employ each round.

However, if the engagement goes more than a few rounds, the odds may shift in Pharamond's favor. A failure is not terribly tragic. The characters are really risking little more than their forms and their pride. If overcome, they simply return to their home plane and the Hierarchs generously offer to repair or replace any forms damaged in the operation.

If desired, the PCs can keep trying until they get it right. Pharamond cannot afford to abandon his home plane, and the Hierarchs provide forms as long as the PCs are willing to keep trying. The one thing the PCs must not allow is the dispelling of the gate from Corridor; Utnapishtim is given the job of making sure Pharamond does not destroy this gate.

When the players develop a plan of attack, encourage them to review objectives and tactics with Utnapishtim. Call attention to obvious flaws, and if the players forget or overlook important details or resources, give them ability checks to earn hints or suggestions.

After this final review, it is time to go. Mazikeen tells the PCs the location of the gate on Corridor which leads to Nous, Pharamond's home plane. Utnapishtim accompa-



nies them as far as the gate; from there, the PCs are on their own.

CAPTURING PHARAMOND

How is an Immortal handled on his home plane? Hopefully the PCs have an excellent plan. They have the element of surprise; Pharamond does not realize that Mazikeen knows the location of the *gate*. The PCs have plenty of time to consult with other Immortals (in the person of NPCs) and to try to borrow artifacts or other useful resources. They have their own artifacts or technologies (constructs, movement-enhancing magical effects, flying saucers, etc.) encountered in their tour of Mazikeen's 24 Planes. They can load up with personal magical effects before the attack, regenerate power in a friendly plane, then hit Pharamond with full reservoirs of power.

They have advantages, but Temporals should not look forward to attacking a powerful Empyrean of Energy on his own plane. Who knows what surprises await them...

Pharamond's Home Base: Nous

You step through the *gate* from Corridor onto the edge of a thin platform floating in space. Myriad stars burn intensely in the black void. Directly overhead are double suns filling a third of the upper view. In the same plane, but distant, planets orbiting the double suns are dimly visible. The vista is breathtaking, even for the home of an Immortal.

The platform itself is 200' square. The outer perimeter is a strip of formal gardens about 40' wide. A path 10' wide runs around the platform through this strip of gardens, with wooden trellises arching over the path, covered with brilliant climber roses and vines laden with green, red, and purple grapes.

Within this perimeter the platform is transparent. Paths arched with trellises lead to the center of the platform from the center of each side. They join in the middle in an area 120' x 120' filled with familiar human furnishings—chairs, tables, cabinets, rugs, bookcases. But for the absence of walls, it could be the floorplan of the manor of a great noble.

Within the outer walkway, but outside the central area, are four work areas. The first is apparently an alchemical-and-magical lab. The second is a library, with low, transparent bookcases and shelves bearing thousands of books, manuscripts, and other documents. The third is a zoo of some sort, with numerous cages containing various species of animal. The fourth is a forms-design lab and construction shop. About 20 constructs and humanoid forms stand about. Several are apparently finished, while others are in various stages of completion.

Pharamond is tinkering in the forms lab when you arrive. Since he is hundreds of feet away, his expression cannot be seen. Maybe he is pleasantly surprised to see unexpected guests. Do not bet on it.

Overview of the Episode

Initially surprised, Pharamond appears disorganized. His first few actions are impulsive and only moderately effective. However, once he recovers from the shock, he confidently tests the mettle of his attackers. If minimal, he stands and fights, using the

resources of his home. If the PCs prove formidable opponents, he abandons his home and flees into space, certain the PCs cannot catch him, and are not willing to continue the pursuit indefinitely.

If the PCs have a method of outpacing Pharamond (planar spider flying saucer, artifact, etc.), he either stands and fights or abandons his home plane. Though avatars are here, the risk of abandoning the plane is enormous. Pharamond will not give up without a fight. If the PCs win the fight, they may capture Pharamond or convince him to voluntarily submit to Immortal Justice. If Pharamond is convinced he will lose, he may abandon his plane, though as a last resort.

Battling Pharamond on Nous

Set-Up: Use the fold-out 3-D Display for this encounter. Begin with the side with Pharamond's home printed on it. Then, if Pharamond flees, but is successfully pursued by the PCs, flip the display over and use the generic 3-D display.

The PCs arrive on the north side of the display while Pharamond is in the Forms Design Lab. Use markers or miniatures to indicate their positions on the horizontal display and on the vertical display (to indicate their arrival at zero altitude).

Do not place the six bronze golem counters on the 3-D display until Pharamond activates them as avatars in the third round of the initial encounter. Until activated, do not distinguish them from the other various complete and incomplete forms in the Forms Design Lab.

Pharamond's Tactics: When the PCs arrive, give them one free round of surprise. Pharamond just stands and gaps.

In Round Two, Pharamond throws a Wrap Power defense and an anti-magic shell, but otherwise remains too stunned to act.

In Rounds Three through Eight, Pharamond distributes 28 hit points apiece to six bronze golems in the Forms Designs Lab, thereby making them his avatars. Each round another bronze golem is activated, and in the following round, the avatar attacks a PC in melee. This process costs 50 Power Points per round. Activating an avatar in

each of these rounds prevents Pharamond from using any magical attacks, but he will defend himself against any physical attacks.

In rounds Nine and Ten, Pharamond assesses his tactical position. If the golems are effective against the PCs, Pharamond remains to finish the PCs. If, however, the PCs deal with the golems, threatening Pharamond, he flees.

Pharamond becomes incorporeal and moves at top speed away from the greatest concentration of PCs. Since he altered his plane to prevent dimensional travel, he is confident that, given the jump on his attackers, he can evade pursuit indefinitely.

The Last Stand

If at least one PC immediately pursues Pharamond at incorporeal speed or greater, Pharamond can be tracked using Power Probes or magical effects like truesight. Otherwise, depending on the methods used by the PCs to track Pharamond, he escapes and the encounter ends.

If convinced the PCs can pursue at incorporeal speed or greater, thus subjecting him to a series of draining Power attacks, Pharamond returns to his normal form, recalls his hit points from any surviving bronze golem avatars, and engages the PCs one more time.

Set-Up for the Last Stand: Use the Generic 3-D Display. For this encounter each square represents 40 feet, and magical effect ranges and areas of effect are rounded up to units of 40 feet.

Set Pharamond in the center of the display. Allow players to place their PCs anywhere on the display at whatever range from Pharamond they desire. Use markers or miniatures to indicate these positions on the horizontal display, and on the vertical display (to indicate their positions at zero altitude).

Last Stand Tactics: Pharamond's tactics at this point depend on the PCs attacks and their apparent depletion of resources. Pharamond picks the weakest PC and concentrates with punches and direct attacks on ability scores. If the PCs carelessly leave themselves vulnerable to an area magical effect, Pharamond

takes advantage. He uses the wrap power defense option if several PCs are making Power attacks, but if the Advanced Power Combat rules are being used, or in a one-on-one situation, he may risk a strong attack (100-250 points) against the toughest PC.

(Note: Pharamond possesses three normal avatars (16 hp each) in remote regions of his plane, as insurance that he can reenter this plane if forced to evacuate from it. In a desperate situation, he might recall hit points from two of them, if the risk was warranted.)

If this last stand against the PCs appears doomed to failure, Pharamond has the choice of surrender or gating through Corridor (only plane adjacent to his home plane) to Gargantua or thence to any other plane of existence. Thereafter, in the next round that Pharamond wins initiative, he uses a close gate, blocking further pursuit by the PCs. By the time the PCs open a new gate, Pharamond teleports or uses other means of dimensional or planar travel to move beyond the range of PC detection or pursuit.

If the PCs attempt to persuade Pharamond to surrender, he is easily convinced. Completely self-assured, he is confident that he can get off with a reprimand. The alternative—a fugitive existence, shut off from his home plane, pursued for Immortal justice—is considerably less attractive.

However, if the PCs are bent on Pharamond's destruction, he flees by a gate magical effect. When Pharamond drops to less than 100 hit points, or less than 500 power points, and if the PCs fail to indicate they will accept his surrender, he abandons his home plane.

Pharamond Escapes

PCs do not receive as big a Power Point award if Pharamond escapes. His home plane is sealed, and a team of high-ranking avatars is assigned to pursue Pharamond throughout the planes of existence. If you like, this adventure is over for the PCs. Or, adapt the next episode using the assumption that Pharamond finally surrenders or is apprehended by another group of Immortals and brought to justice.

EPILOGUE: IMMORTAL JUSTICE

If the PCs manage to apprehend Pharamond or convince him to surrender, a hearing is promptly convened. If Pharamond escaped, the hearing is delayed for several months. Finally located by the Immortals sent to capture him, they persuade Pharamond to surrender, and the hearing is convened.

The Hearing The principal parties in the dispute (the conspirators, the PCs, Utnapishtim, and any other Immortals involved in the incident) are summoned to the Home Plane of the Hierarchy of Energy. Also, because the offense in question concerns tampering with the Prime Plane and the primary goals of the Immortals, the Hierarchs (or their representatives) of the other spheres are invited to attend, observe, and comment.

The setting for the hearing is a volume of fiery gas in the corona of a sun in an outer plane adjoining the Hierarchy of Energy's home plane. Platforms, spheres of air or darkness, or other environments are provided for the comfort of those attending.

Pharamond pledged to obey the decision of the hearing. To acknowledge his status and honor, he is not restrained in any way. The accused floats in the center of the volume, with accusers, witnesses, and judges arrayed in a spherical shell around him.

DM Preparation: On one hand, this episode is relatively easy to present, since neither combats nor NPC tactics need to be prepared. On the other hand, the hearing presents the difficult task of portraying a large number of NPCs: the five Hierarchs, Utnapishtim, Pharamond, Harrow, Hircimus, and Mazikeen.

Refer to the Hierarchy Reference Chart to summarize their personalities, objectives, and opinions of their counterparts. Review the NPC sheets on the conspirators before the hearing, in order to maintain distinct characters.

An ideal alternative is to dragoon five other gamers familiar with Immortals D&D® game play into portraying the five Hierarchs. The gamers should be flattered; after all, they are being asked to play the masters of the known universe. They also present an intimidating tribunal to confront the players.

Seat the five Hierarchs at a separate table, and ask the players to address the Hierarchs directly. Brief the gamer portraying Solarios on the role of presiding judge and master of Pharamond's destiny. Intervene where necessary to maintain the flow of the hearing, and to portray the conspirators and Utnapishtim.

Presenting the Charges Utnapishtim asks

the PCs to select one among themselves to present the formal charges. Give the players a few minutes to select a spokesman and draft a statement. Remind the players that formal law is not used here. Pharamond is accused of violating the primary principles of the Immortals. Refer players to the *DM's Guide to Immortals*, p. 15, "Goals of the Immortals." Their charges must be based on those principles, and must describe in detail how Pharamond violated them.

As Solarios, Hierarch of Energy, ask the PC spokesman to deliver the charges. Listen carefully to the charges; Solarios amends and elaborates the charges if necessary (if, for example, the PCs forget some detail of Pharamond's actions, or if their statements are imprecise or misleading).

Utnapishtim directs the PCs to present the case, promising to assist and council them where necessary.

Give the PCs a few minutes to organize, then ask them to present the case to the assembled Immortals. Remind them that other Immortals present—including the Hierarchs—are ignorant of the events, and require proof or testimony to support any assertions of fact. Further, any details of actions where the PCs were not present (the assault on Mazikeen, the previous attacks on Prime Plane candidates, etc.) must be supported by circumstantial evidence or logical arguments.

Pharamond's Story After the PCs present their case, Solarios turns to Pharamond and requests his version of the events.

Pharamond tells the truth in complete detail, from the beginning of the conspiracy, through the killings of the Prime Plane candidates, the assault and imprisonment of Mazikeen, the foiled ambush, and his capture or surrender following the invasion of his home plane.

This is a perfect opportunity to summarize the events of the adventure, informing players of any details missed. Too often only the Dungeon Master appreciates the complexity and motivation of the villain's schemes and activities. This is a rare in-character opportunity to share them with the players before their resolution in the final judgment of Pharamond. (Also, if other gamers portray the Hierarchs, this information is essential background for their judgments.)

Present the summary in character as Pharamond. He is smug about his clever plots, unashamed of his methods, and earnestly convinced of the purity of his motives and the justice of his cause.

Pharamond's Defense First, he asserts that Immortals display a Prime-Plane chauvinism in showing preference to human candidates from the Prime Plane. Most Immortals are of Prime Plane human heritage. Elemental, Ethereal, Astral, and Outer Planes candidates are rare; few Immortals choose to sponsor them, they receive less attention, and even when they achieve Immortality, they seldom rise high in the Immortal Hierarchy.

Apologists assert this is due to the inherent defects of creatures from planes when the elements and spheres of power are not in balance. Pharamond asserts that this is a rationalization to support a concealed prejudice against creatures from other planes and a resolution—conscious or unconscious—to maintain control of all existence by Immortals of Prime Plane human descent. His choice to conspire in secret to redress this injustice is (he explains) only logical. Those to whom he might have protested—the Immortal Hierarchy—are the very beings who support this unfair prejudice.

He defends his dishonorable methods—the assault and imprisonment of Mazikeen, the attempt to frame the Sphere of Entropy with the Prime Plane candidate killings, the refusal to answer the summons of his hierarchy—as pragmatic actions providing for his defense. Though these actions are dishonorable, only the assault and imprisonment of Mazikeen could be interpreted as contrary to a primary objective (to assist and protect other individuals who serve one's Sphere); Pharamond acknowledges this offense, and offers to make restitution. He particularly notes that such actions are generally not punished. (See *DM Guide to Immortals*, page 18—"Actions contrary to the letter or spirit of the primary goals of the Immortals are always punished. Other actions are rarely punished.")

Concerning the main offense—the murders of creatures of the Prime Plane who might replenish the ranks of the Immortals—Pharamond asserts that he did nothing more than many sponsors have done to candidates for centuries, and asks the Immortals to consider how many Immortal candidates they killed in the process of testing them. "...And that is nothing compared to the number you allowed to come to harm through inaction or indifference—particularly in the case of non-Prime Plane candidates."

Finally he insists that what he did was ultimately in the interests of the ranks of the Immortals. "The Hierarchy has too long had a narrow view of existence. Perhaps that is

why we have had so little success in venturing beyond the Barrier of the Sixth Dimension—perhaps we lack the necessary perspectives. For example, what creature might more naturally appreciate the Sixth Dimension than an Immortal descended from the diabolical of the Fifth Dimension?

"You may question my methods, but you cannot refute the logic of my analysis. My intentions are pure; I simply sought to correct a universal injustice. You say you represent the Primary Goals of the Immortals. I suggest that most of you are more concerned with personal advancement, advancement of your sphere, and maintenance of your own style of control over all existence. Examine yourselves, and see if I do not speak truth."

"I willingly consent to abide by your judgment, but you will not persuade me that there is justice in preferring Prime Plane creatures over creatures of the other planes as candidates for Immortality. Such preference is not only unjust, it limits the potential achievements of the Immortal guardians of the Eternal Planes, and threatens the security and integrity of all Immortal existence."

Cross-Examination Solarios now gives the accusers a chance to ask Pharamond questions. Pharamond answers honestly, but presents the answers so as to show himself most favorably. If other gamers are portraying the Hierarchs, they may also wish to question Pharamond.

This is an important opportunity for the player characters to question Pharamond's interpretation of events, and to rebut any of Pharamond's questionable reconstructions of the facts. As with all courtroom dialog, this can be very dramatic, and the participants are likely to get very involved in the controversy.

But do not allow the cross-examination to drag on. This phase should end while interest is still at a peak, not after the energy has begun to wind down. Do not feel bad about denying anyone the right to free expression. The Hierarchs are busy and powerful beings, and are quite impatient with grandstanding or long-winded question-and-answer sessions. As Solarios, cut off the cross-examination at any time and move on to the final statements. If another gamer is playing Solarios, Utnapishtim can interrupt in character—"Come on, that's enough discussion. Let's get on with it."

Final Statements: The characters are asked to make concluding statements in the following order: the PCs, Mazikeen, Utnapishtim, Pharamond, then the Hierarchs of Entropy,

Matter, Time, and Thought. Solarios advises all to touch upon the following issues in their statement:

1. Were Pharamond's actions contrary to the letter or spirit of the Goals of the Immortals? If so, which ones? Specifically explain how the actions are contrary to Immortal goals.

2. Were any of Pharamond's actions contrary to goals of his sphere, the Sphere of Energy? If so, which ones? Specifically explain how the actions are contrary to the goals of the Sphere of Energy.

3. If Pharamond's actions were contrary to the goals of the Immortals or of his sphere, are there any extenuating circumstances?

4. What action is recommended that the Hierarch of Thought take against Pharamond, if any? Suggestions of specific punishments or redeeming services are requested. (For example, perhaps certain of the slain candidates can be raised, or perhaps Pharamond can be sentenced to serve as patron for so many non-Prime Plane candidates that he will not have any time for his own projects.)

NPC Final Statements The following are rough outlines of the statements of the other NPCs. Improvise supporting details, or adapt the outline to fit personal notions of the NPCs:

Mazikeen: "I apologize for my own part in this affair, but I am still convinced of the justice of Pharamond's criticisms of preferential support for Prime Plane human candidates for Immortality. I believe his intentions were good. I no longer agree with his methods. I accept my share of the blame for his actions. I decline to suggest what action the Hierarch should take, since self-interest makes my judgment suspect."

Utnapishtim: "I am completely satisfied with the statements of the Temporals who conducted the investigation. I frankly admit that their performance and judgment exceeded my expectations."

Pharamond: "As I have asserted, my actions were not contrary to the Primary Goals of the Immortals. Rather, they were in support of them, in spite of the unjust and prejudiced interpretation and implementation of them by the Immortals in power. I apologize to my friend Mazikeen for my actions, and beg that he allow me make whatever restitution he may choose. For my other actions, I offer no apology. I proudly accept credit for my dedication to the true principles of Immortal existence."

Nyx, Hierarch of Entropy: "Pharamond raises some interesting points. I find his

indictment of candidate sponsoring practices quite persuasive. His ideas are original. I heartily endorse his principle of replacing old, outdated practices with new, more appropriate ones. His justification of exploiting Hircisimus's dim wits is refreshingly candid. I cannot see where he has done any lasting harm to the Prime Plane, or to the interests of the Immortals. I recommend that the Hierarch not take action."

Terra, Hierarch of Matter: "Pharamond's rationalizations of his actions are typically clever and irresponsible, as to be expected from the Sphere of Energy. That is beside the point. Immortals are supposed to protect the existence of Prime Plane creatures who replenish the Immortal ranks. Pharamond has instead killed some of the most promising candidates. He should receive the strongest censure of his Hierarch. Rank demotion and stripping of power is not too harsh. Any sentence should include projects to repair the damage he has done."

Khoronos, Hierarch of Time: "Pharamond may rightly argue for a change in candidate sponsorship practices, but that does not justify his conspiring against his sphere and his Hierarch to effect those changes without consultation. Pharamond rightly observes that his killing of Immortal candidates is not novel. All of us have been responsible for such at one time or another—certainly by inaction, if nothing else. The Hierarch must act to maintain order and cooperation in his sphere, but I do not think Pharamond's actions warrant the severe punishments that Terra suggests."

Noumena, Hierarch of Thought: "Pharamond has killed Prime Plane candidates. Admittedly, there's nothing novel in that."

"He also has an interesting point about our failure to manage the Vortex. Maybe we Prime Plane types do have too narrow a perspective. The idea of organizing an Immortal diabolical project to study the Vortex is not unique, but without more diabolical Immortals, we'll never get a chance to test it. Maybe Solarios should sentence Pharamond to finding more practical and ethical methods of implementing his proposals—at the cost of pursuing any other personal projects."

"Concerning Pharamond's disrespect for the Hierarch of his sphere, the case is clear. The Hierarch must maintain discipline within his sphere, and Pharamond deserves harsh punishment—loss of Power, at least, and perhaps loss of status—for abusing a fellow member of his sphere, and for failing to consult with his Hierarch on a project that has implications of interference with the Prime Plane."



The Judgment Solarios considers the statements of the attending Immortals. The Hierarchs' statements, taken as a whole, urge acknowledgement of the good intentions and thoughtful analysis, a restrained punishment for failure to cooperate with individuals of the Sphere of Thought, and a requirement to repair damages and compensate other Immortals for expended power and time (and if possible, to raise the Prime Plane victims).

The PCs are likely to be most sympathetic to the Prime Plane victims—since they are lately from the ranks of mortals and sensitive to the tragedy of death. They are also likely to be most intent on punishment for Pharamond, since they viewed him as an antagonist throughout the adventure, and likely suffered at his hands.

Solarios weighs his judgment between the opinions of the Hierarchs and the opinions of the PCs. His judgment will primarily reflect the council of the other Hierarchs, but he specifically follows the recommendations of the PCs whenever they show a concern for the victims on the Prime Plane (he knows the other Hierarchs do not care about a few mortals). He leans toward harsher punishment, because he suspects Pharamond of having plenty of ambition for power, and perhaps an eye on Solarios' own job, despite his stirring speeches about justice and his plausible analysis of the injustices of sponsorship of Prime Plane Immortals.

But, it is the DM's choice. In character, decide what judgments and actions Solarios would take against Pharamond. Have a pretty good idea what the judgment will be before starting the hearing, and prepare a good dramatic speech for delivering the opinion—remember, this is the climax and wrap-up of the whole adventure. But do not over-plan, and do not stick too rigidly to a script. Listen carefully to the players' statements. Be open to their emotional and logical arguments. When delivering the judgment, refer to statements or points raised by players—make it clear their opinions were considered and given weight in the decision.

If another gamer portrays Solarios, confer with that player before delivering the judgment. Make sure the gamer acknowledges the player characters' concern for the Prime Plane victims, and understands one of Solarios' major objectives is maintaining discipline in his sphere.

Presenting the Judgment: Solarios reviews the charges as presented by the PCs, then states whether they are adequately supported. In general, the main issues are:

1. Did Pharamond fail to "maintain the existence and integrity of the Prime Plane and the creatures within it who replenish the ranks of the Immortals"? Despite Pharamond's ingenious defense, he is clearly guilty on this charge.

2. Did Pharamond "assist, protect, and develop the Sphere he serves and other individuals, mortal or Immortal, who serve the same sphere"? Pharamond clearly attacked Mazikeen—as he admits and offered to make restitution. However, he refrained from doing permanent injury to Mazikeen when he might have, and given Energy's purpose of creating more energy and activity, Pharamond's ultimate goal seems to have been in the service of his sphere.

3. Did Pharamond "explore and develop the multiverse"? Though such was his stated intention, his actions so far have only been destructive. Revolutionary as was his program, and given Pharamond's expectation of resistance to his insights from other Immortals, there is some plausibility to his defense, but his failure to demonstrate any constructive work (furthering Immortal candidates from planes other than the Prime) to balance his destructive actions makes his defense unconvincing.

After summarizing the charges, reviewing how effectively the PCs supported them, and how effectively Pharamond rebutted them, Solarios delivers his opinion and sentence on Pharamond. The judgment and sentence follow the basic issues as stated above:

1. Pharamond slew Prime Plane creatures who may have otherwise replenished the ranks of the Immortals. For this, he receives a loss of power or status, and a sentence to repair as much of the damage as possible.

2. Pharamond abused Mazikeen, a fellow member of the Sphere of Energy. He further is judged in contempt of his Hierarch for failure to answer his summons. For this, he receives a loss of power or status, and a sentence to make restitution to Mazikeen and any others of the Sphere of Energy (perhaps including PCs) offended or harmed by his actions.

3. Pharamond's ideas have merit, but his judgment in implementing those ideas is

faulty and irresponsible. Pharamond is sentenced to implementing his ideas in more acceptable ways, under the supervision of his Hierarch, and, as punishment, to the exclusion of his own personal projects. The duration of this sentence can be stated in Prime Plane years (25-50 years seems fair) or may continue in effect until Pharamond advances a level, or, as a harsher sentence, until Pharamond advances to a new rank.

Rewarding the Investigators Rewards should come in four forms: praise, power, materials, and status.

Praise: Solarios praises the characters for their service to the Sphere of Energy, commenting favorably on any particularly clever tactics used. He promises to consider any favor requested of him. (The other Immortal Hierarchs may also offer minor rewards to their loyal followers.)

Utnapishtim grudgingly admits that he thought the PCs would fail. He admits he would not mind seeing them on his side at the Olympics next year.

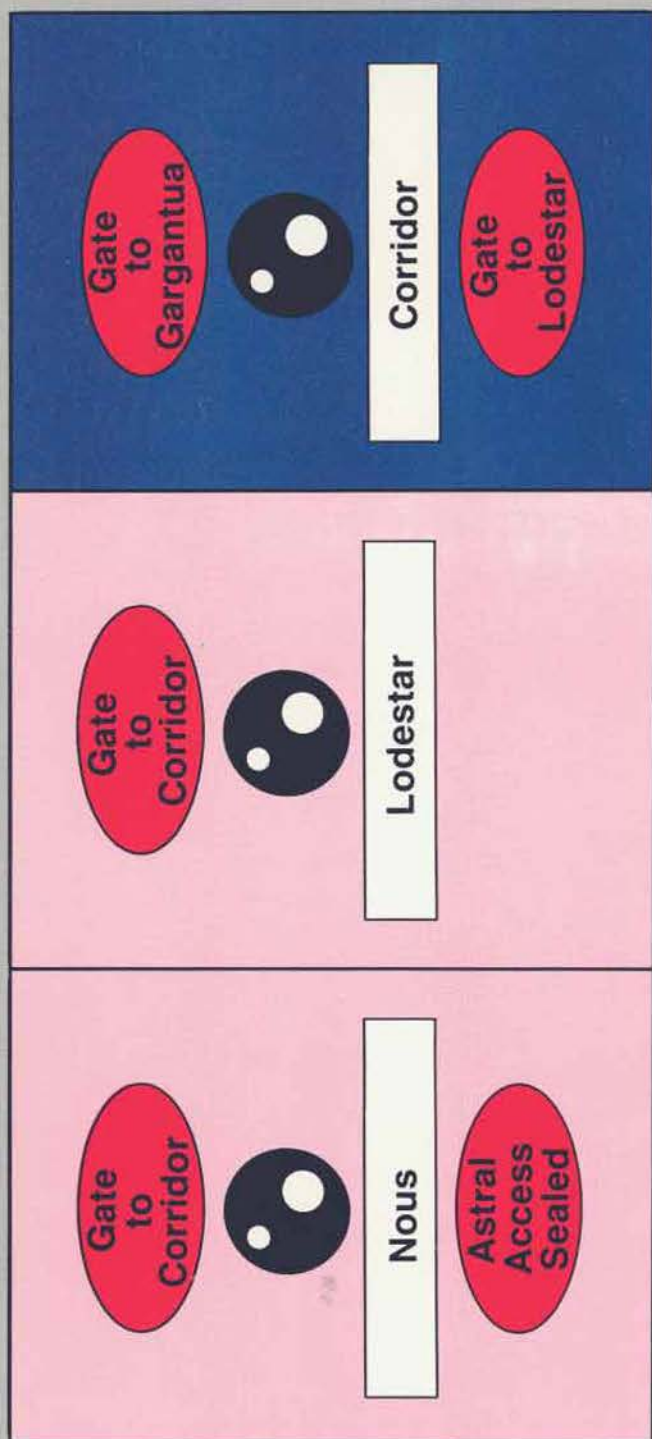
Pharamond acknowledges their tenacity and cleverness, but warns them to stay clear in the future. (Such a warning is indirect praise from a high ranking villain; it shows he respects their abilities.)

Power: See the Power Awards Chart for suggested Power Point awards. Any permanent Power expenditures that do not benefit the characters, but which were necessary for achieving their goals, are refunded by Utnapishtim or Solarios.

Materials: Any forms damaged or destroyed in the adventure are freely replaced by Utnapishtim or Noumena.

Status: Devise honorable titles, projects, assignments, or positions that may be given to the PCs in recognition of their service. PCs from the Sphere of Thought may be asked to assist on one of the Hierarch's favorite projects. PCs may be offered choice assignments as Observers on the Prime, or candidate sponsors, or may be requested to sponsor prominent candidates for Immortality. Perhaps a PCs becomes Special Advisor to the Hierarch for Prime Plane Affairs, Deputy Investigator for Astral Affairs, or Junior Liaison to the Sphere of Entropy. With the title comes a little power and a lot of responsibility—just the thing to drag the character into the next adventure.

NOTES



Raven PC#1	Shaper PC#2	Carnelian PC#3	Tiresias PC#4	Eternal General PC#5
Hanged Man PC#6	Raven PC#1 (Altitude)	Shaper PC#2 (Altitude)	Carnelian PC#3 (Altitude)	Tiresias PC#4 (Altitude)
Eternal General PC#5 (Altitude)	Hanged Man PC#6 (Altitude)	Luca Olympic NPC#1	Cochere Olympic NPC#2	Soubrette Olympic NPC#3
Raith Olympic NPC#4	Macroblan Olympic NPC#5	Infaut Olympic NPC#6	Pharamond	Pharamond (Altitude)
Mazikeen	Mazikeen (Altitude)	Hircismus	Hircismus (Altitude)	Harrow
Harrow (Altitude)	Bronze Golem #1	Bronze Golem #2	Bronze Golem #3	Bronze Golem #4
Bronze Golem #5	Bronze Golem #6	Companion Lendor F10	Companion Anarchak C15	Companion Bynar F20
Companion Vestri M12	Companion Brethil E10	Companion Drogo H8	Magic Effect A	Magic Effect B
Magic Effect C	Magic Effect D	Magic Effect E	Magic Effect F	Magic Effect G
Magic Effect H	Magic Effect I	Magic Effect J	Magic Effect K	Magic Effect L

PC#5	PC#4	PC#3	PC#2	PC#1
PC#4 (Altitude)	PC#3 (Altitude)	PC#2 (Altitude)	PC#1 (Altitude)	PC#6
Sudaran Retainer #1	Sudaran Noble's Son	Sudaran Noble	PC#6 (Altitude)	PC#5 (Altitude)
Sudaran Retainer #2	Sudaran Retainer #3	NPC #1	NPC #2	NPC #3
NPC #4	NPC #1 (Altitude)	NPC #2 (Altitude)	NPC #3 (Altitude)	NPC #4 (Altitude)
NPC #5 (Altitude)	Immortal Candidate Dernfara M30	Immortal Candidate Charek F31	Immortal Candidate Aline C34	NPC #5
NPC #8	NPC #7 (Altitude)	NPC #7	NPC #6 (Altitude)	NPC #6
NPC #8 (Altitude)	Creature #1	Creature #2	Creature #3	Creature #4
Creature #5	Creature #6	Creature #7	Creature #1	Creature #2
Creature #3	Creature #4	Creature #5	Creature #6	Creature #7

©1987 TSR, Inc. All Rights Reserved.

©1987 TSR, Inc. All Rights Reserved.

©1987 TSR, Inc. All Rights Reserved.

Corridor

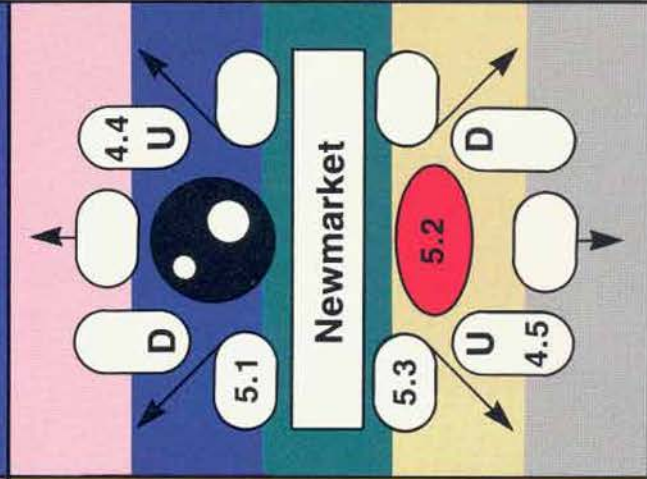
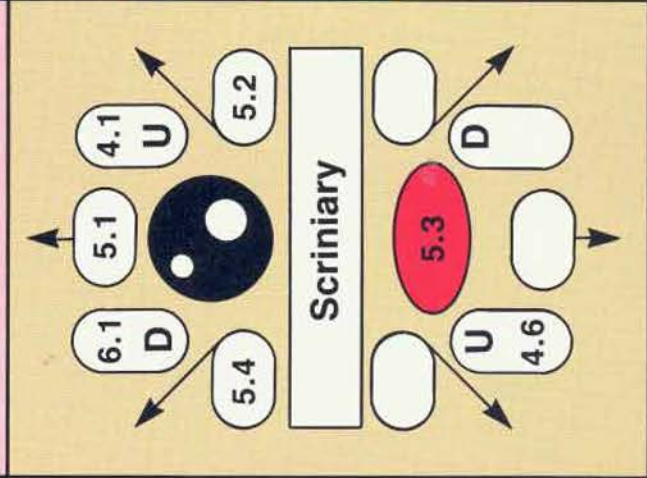
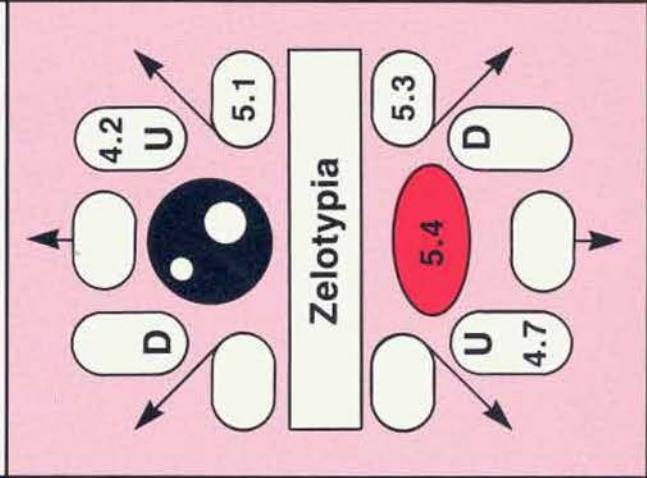
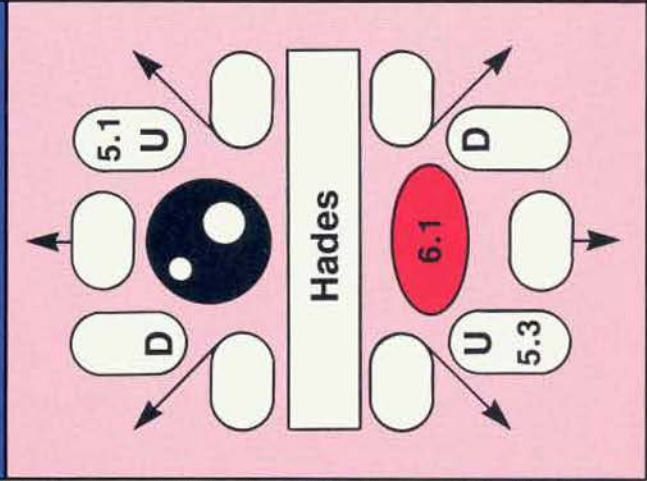
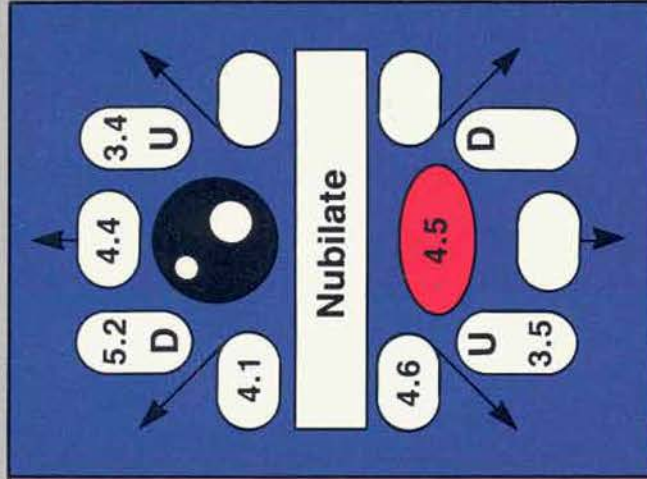
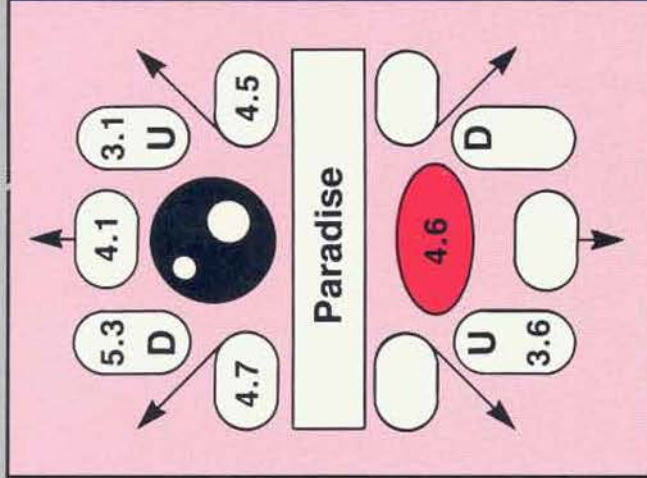
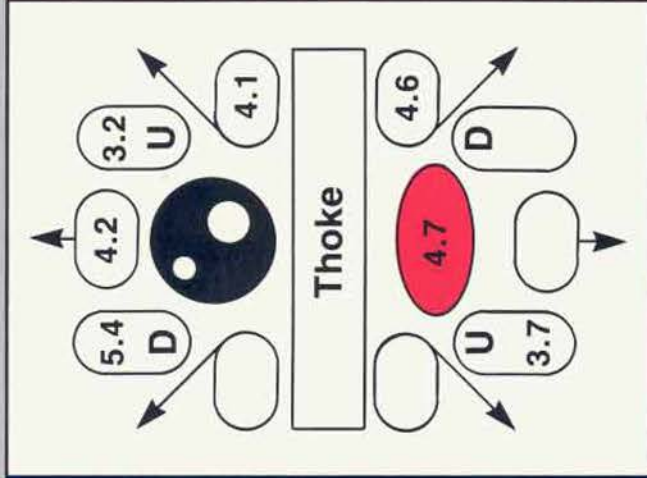
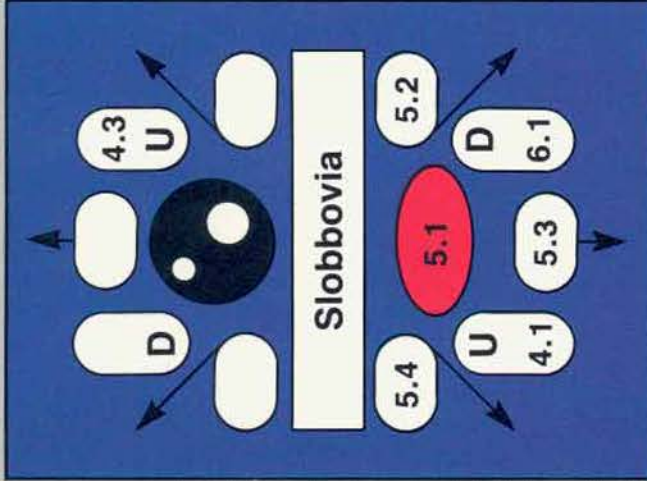


Lodestar



Nous







Nubilate

4.5

©1987 TSR, Inc. All Rights Reserved.



Paradise

4.6

©1987 TSR, Inc. All Rights Reserved.



Thoke

4.7

©1987 TSR, Inc. All Rights Reserved.



Slobbovia

5.1

©1987 TSR, Inc. All Rights Reserved.



Newmarket

5.2

©1987 TSR, Inc. All Rights Reserved.



Scriniary

5.3

©1987 TSR, Inc. All Rights Reserved.



Zelotypia

5.4

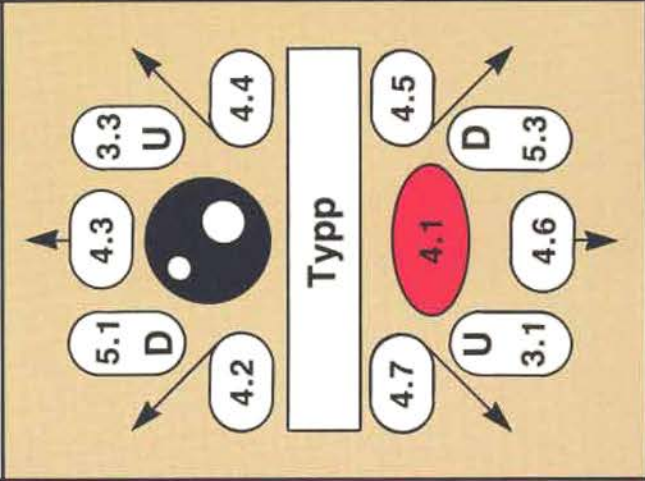
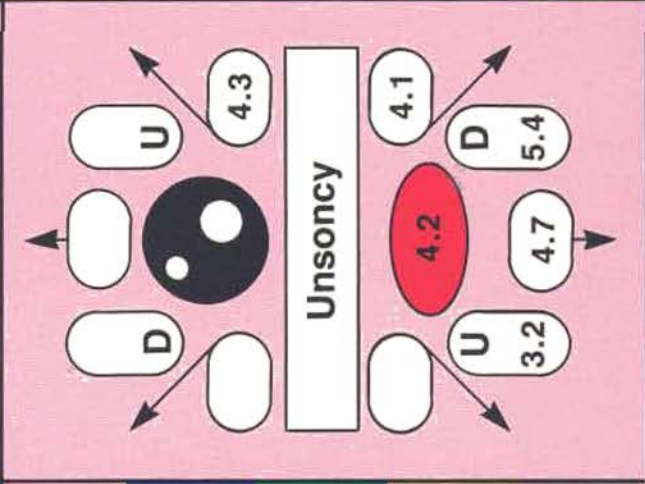
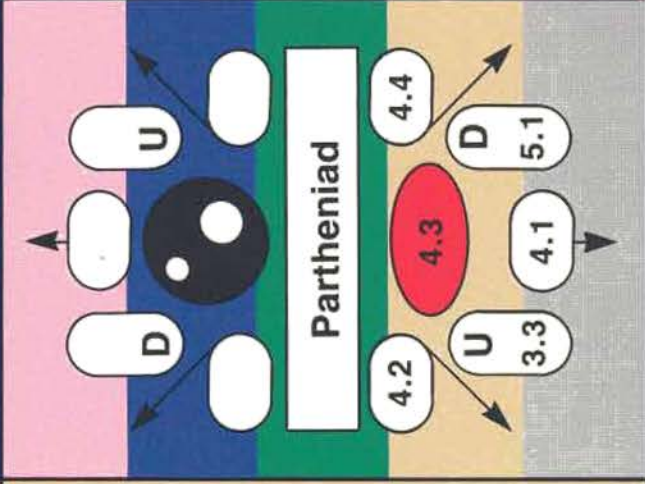
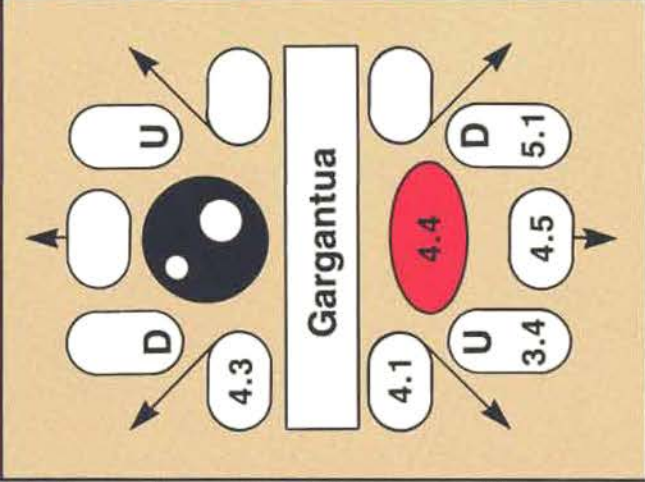
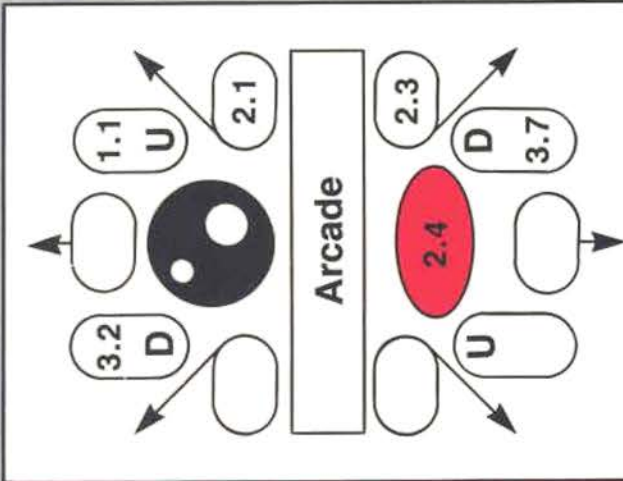
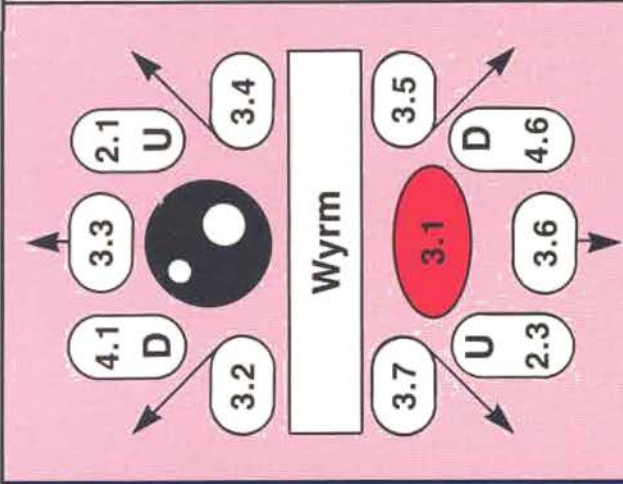
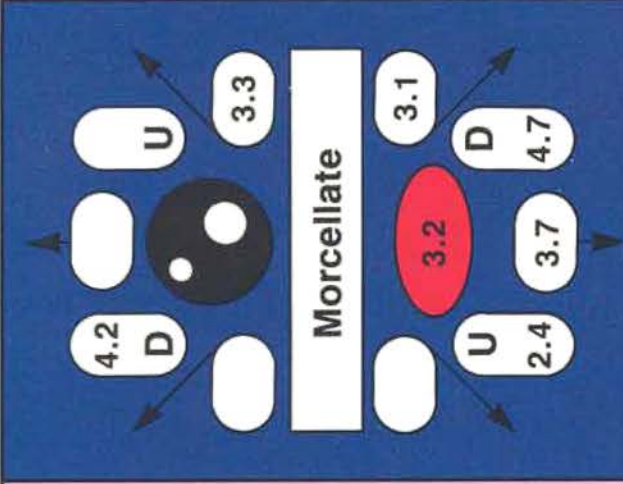
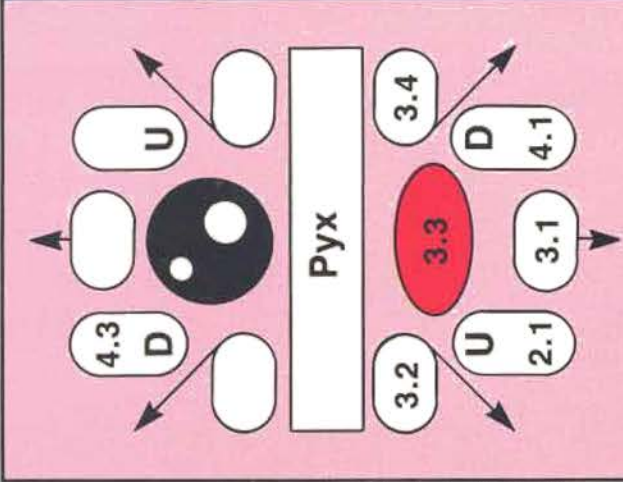
©1987 TSR, Inc. All Rights Reserved.



Hades

6.1

©1987 TSR, Inc. All Rights Reserved.





Arcade

2.4

©1987 TSR, Inc. All Rights Reserved.



Wyrm

3.1

©1987 TSR, Inc. All Rights Reserved.



Morcellate

3.2

©1987 TSR, Inc. All Rights Reserved.



Pyx

3.3

©1987 TSR, Inc. All Rights Reserved.



Typ

4.1

©1987 TSR, Inc. All Rights Reserved.



Unsony

4.2

©1987 TSR, Inc. All Rights Reserved.



Partheniad

4.3

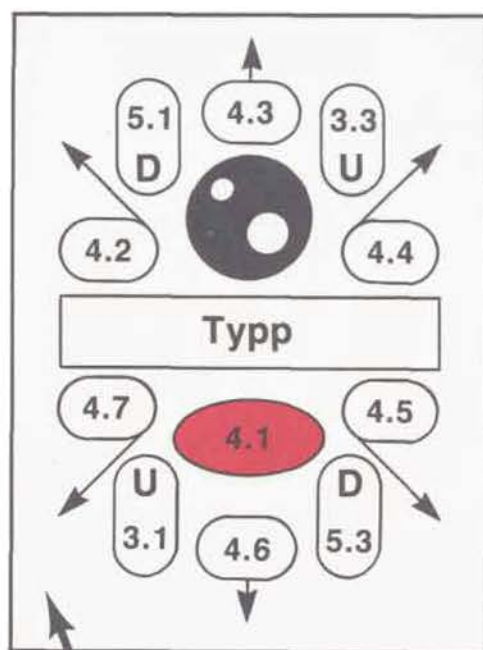
©1987 TSR, Inc. All Rights Reserved.



Gargantua

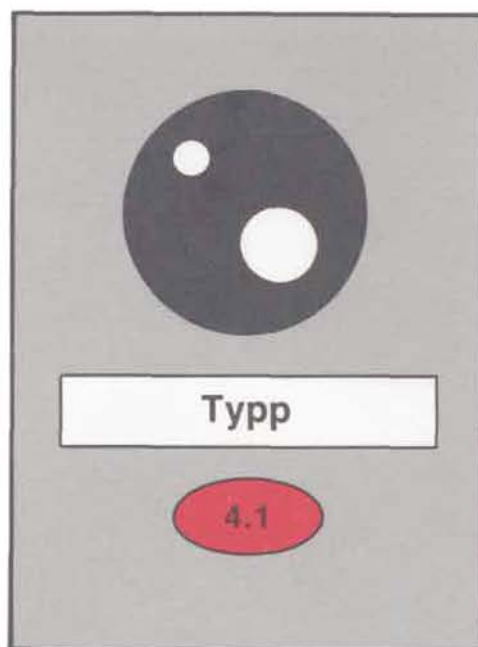
4.4

©1987 TSR, Inc. All Rights Reserved.



B-Side

Background of B-Side
shows dominant element



A-Side

Silver (viewed
without magical aid)

Practically empty
of elemental matter

Spectrum (elements
in balance)

Pink (energy dominant)

Tan (matter dominant)

Blue (thought dominant)

Green (time dominant)

THE GATES TRANSIT SYSTEM

A detailed explanation on using the planes cards to represent Mazikeen's 24 Planes can be found in Episode 2, "Entering the Planes of Mazikeen."

The A-side of a planes card represents the silvery color of an outer plane boundary as seen from the Astral Plane. If a boundary is viewed by magical means (*truesight*, *detect invisible*, etc.), describe the tint of the boundary (indicated on the B-side of the card) but do not reveal the B-side until PCs have traveled across the boundary and entered the plane.

When PCs cross a planar boundary (through a *gate*, by other magical effects, or as an Immortal ability), turn the planes card over to its B-side. This represents the "Directory" encountered by travelers when they enter a *gate* into one of Mazikeen's 24 Planes. The black oval in the center of the panel indicates the number of the plane the traveler has entered (i.e. Serpentia's plane number is 1.1).

Touching the box above the black oval gives the location of the "primary destination" on this plane where encounters take place.

The color of the panel indicates the dominant element on this plane (as magical viewing reveals the dominant element of an Outer Plane when viewed from the Astral Plane, see *DM's Guide to the Immortals*, p. 13).

When PCs have learned the location of a *gate* by touching a Directory panel or by *wishing*, place the card corresponding to the plane accessible through that *gate* A-side up as indicated by the 24 Planes Map on the inside cover. (Do not reveal the B-side of a card until PCs have entered that plane.)



Serpentia

1.1



The Warren

2.1



Groggor

2.2



Draedenden

2.3



Infuma

3.4



Lopadotemachos

3.5



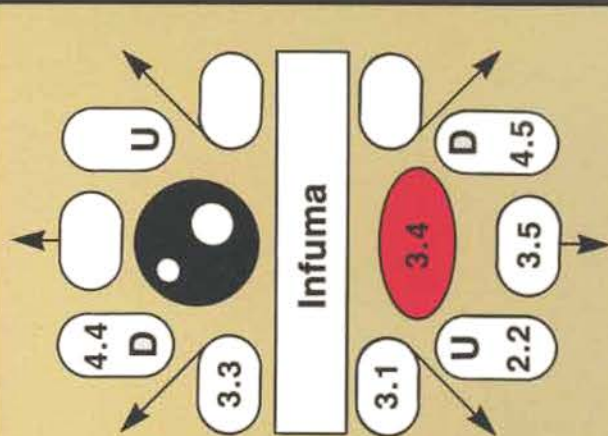
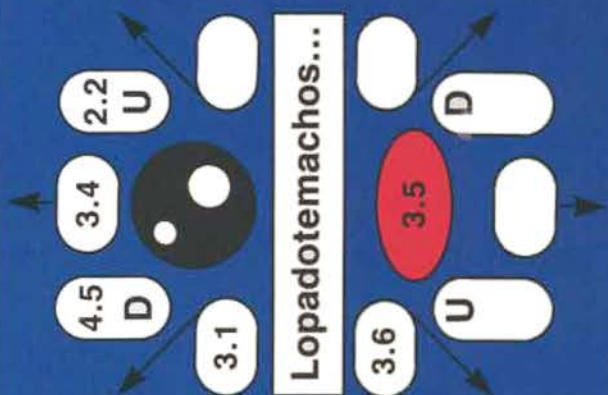
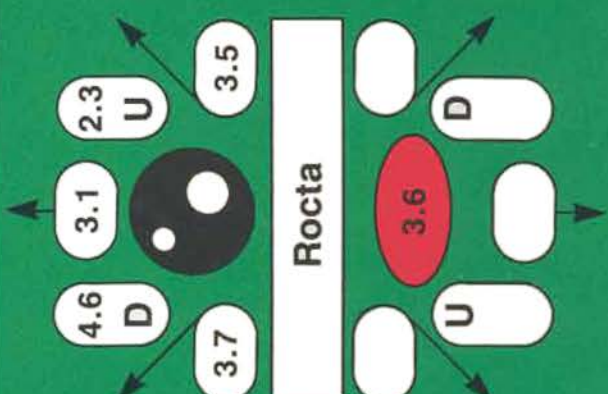
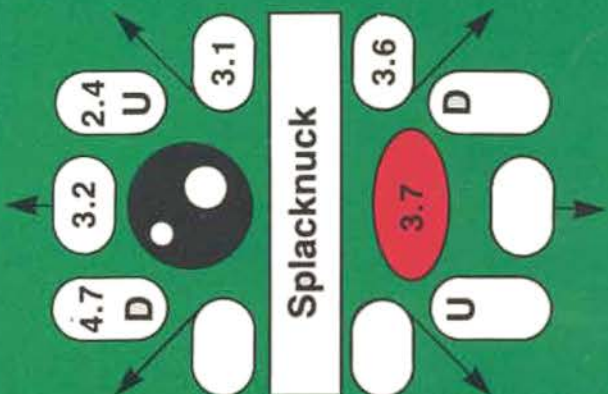
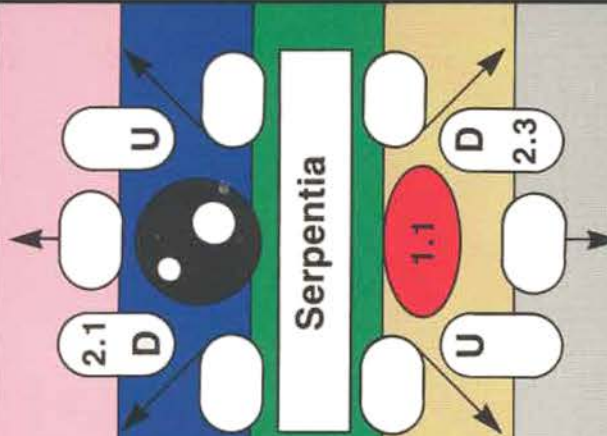
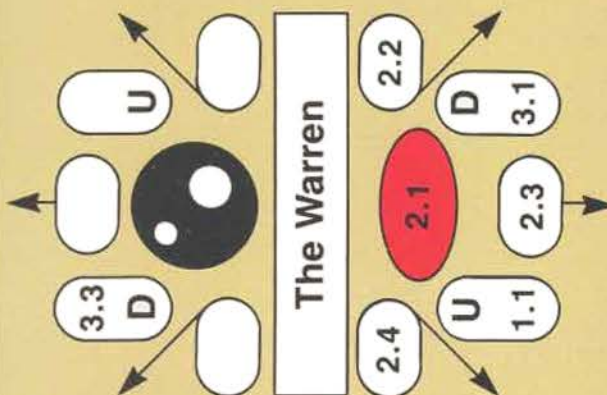
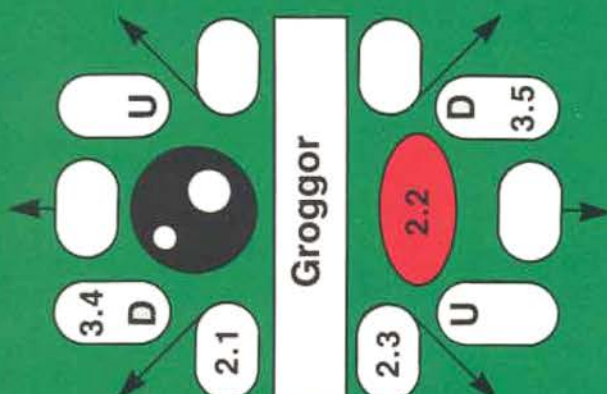
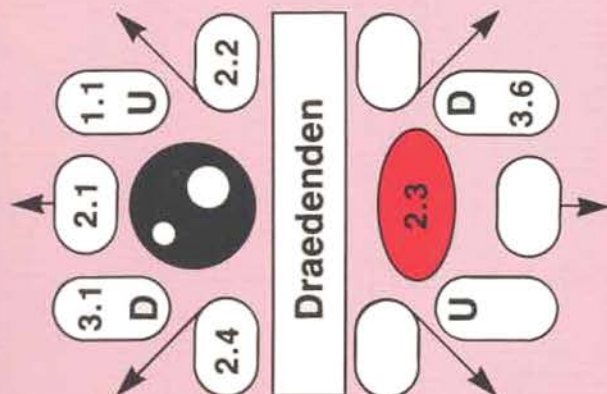
Rocta

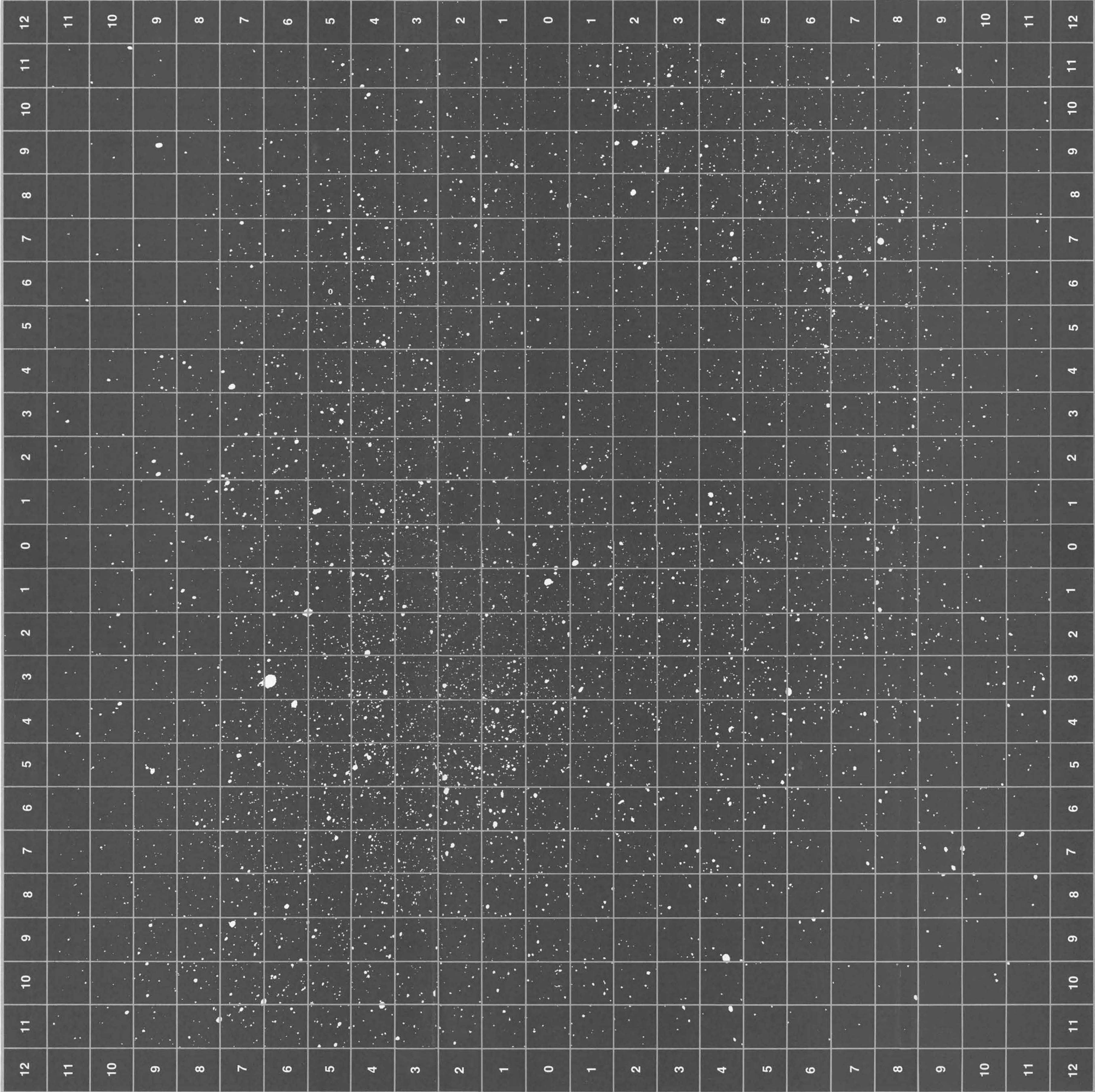
3.6



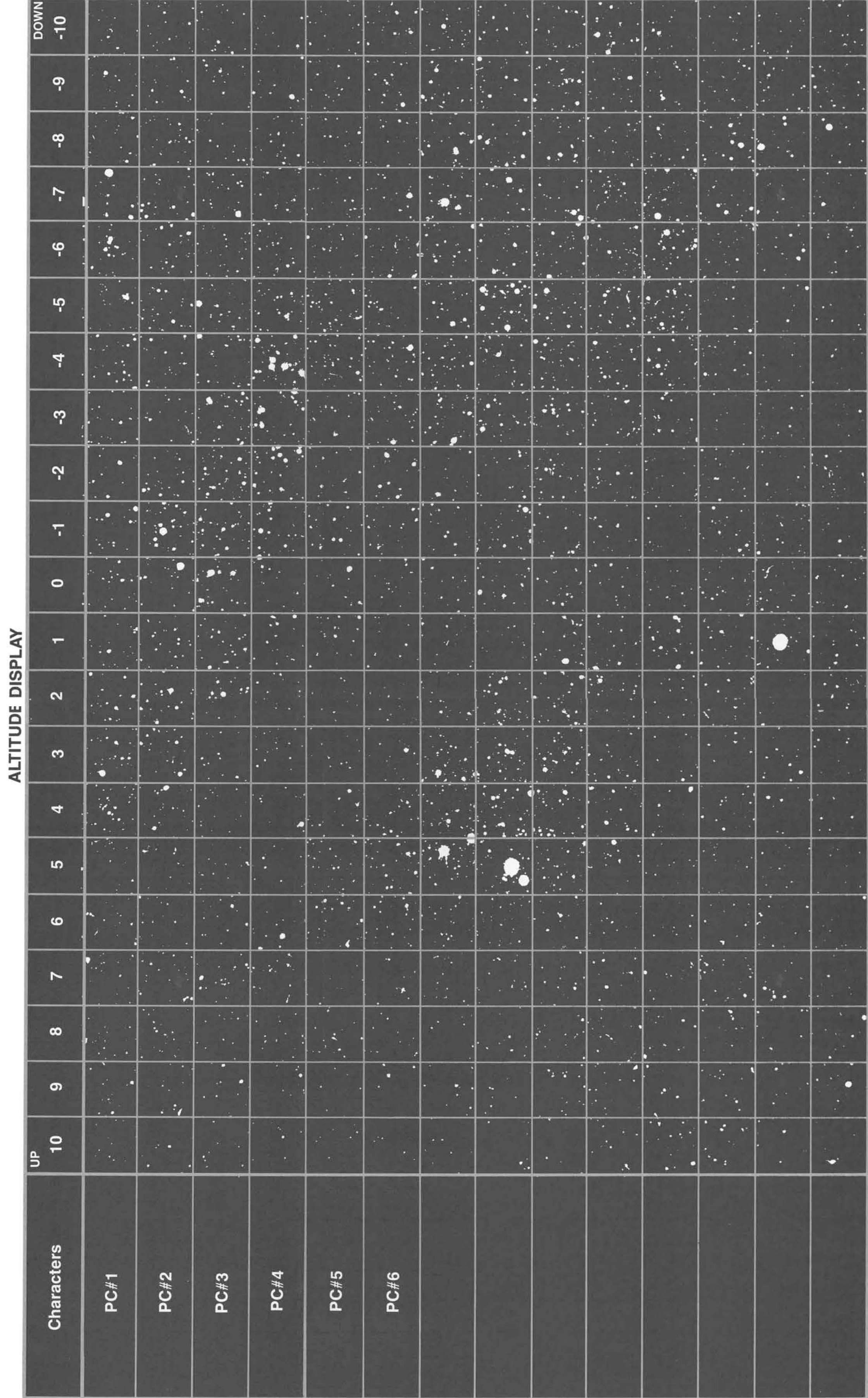
Splacknuck

3.7

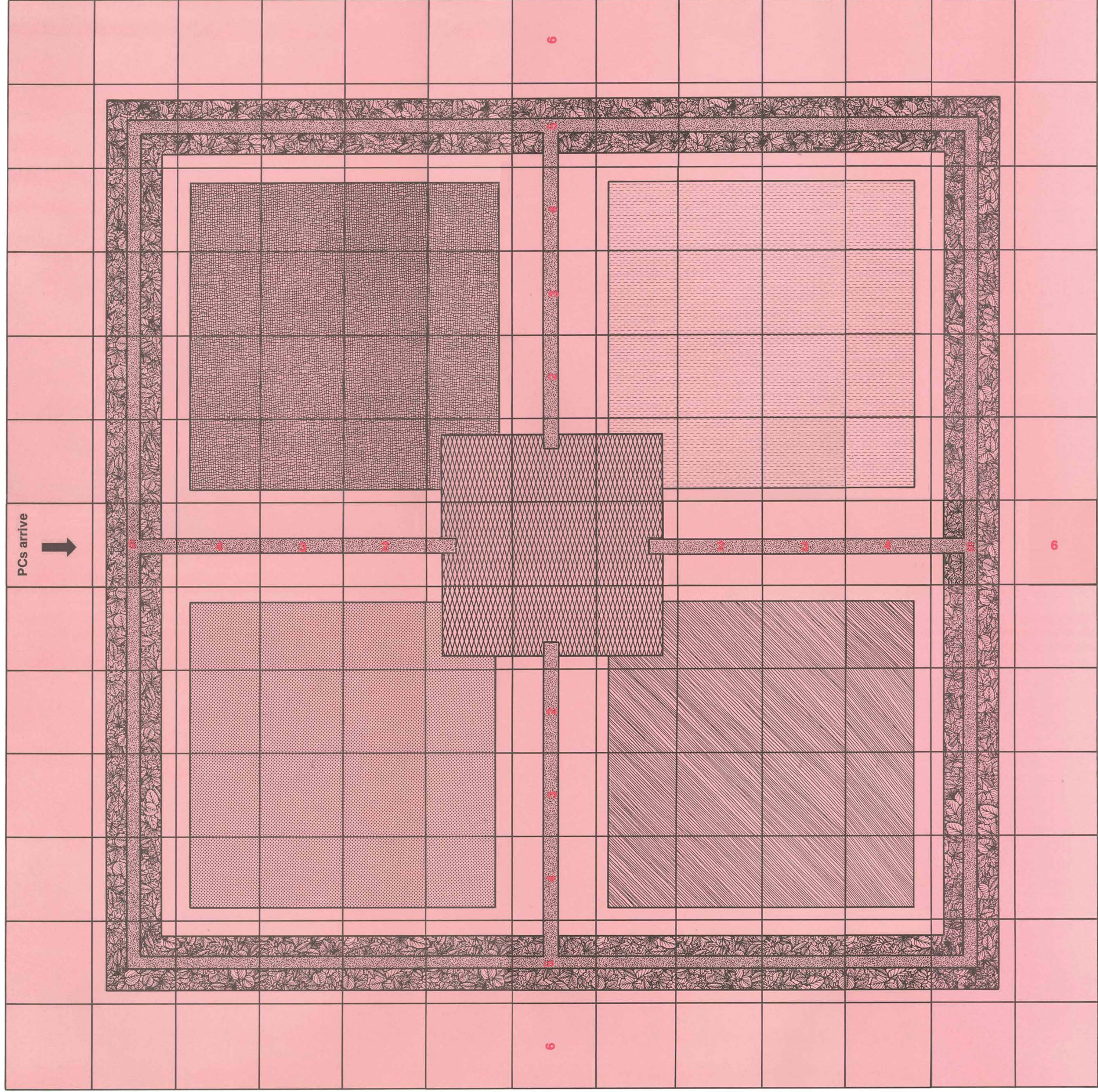




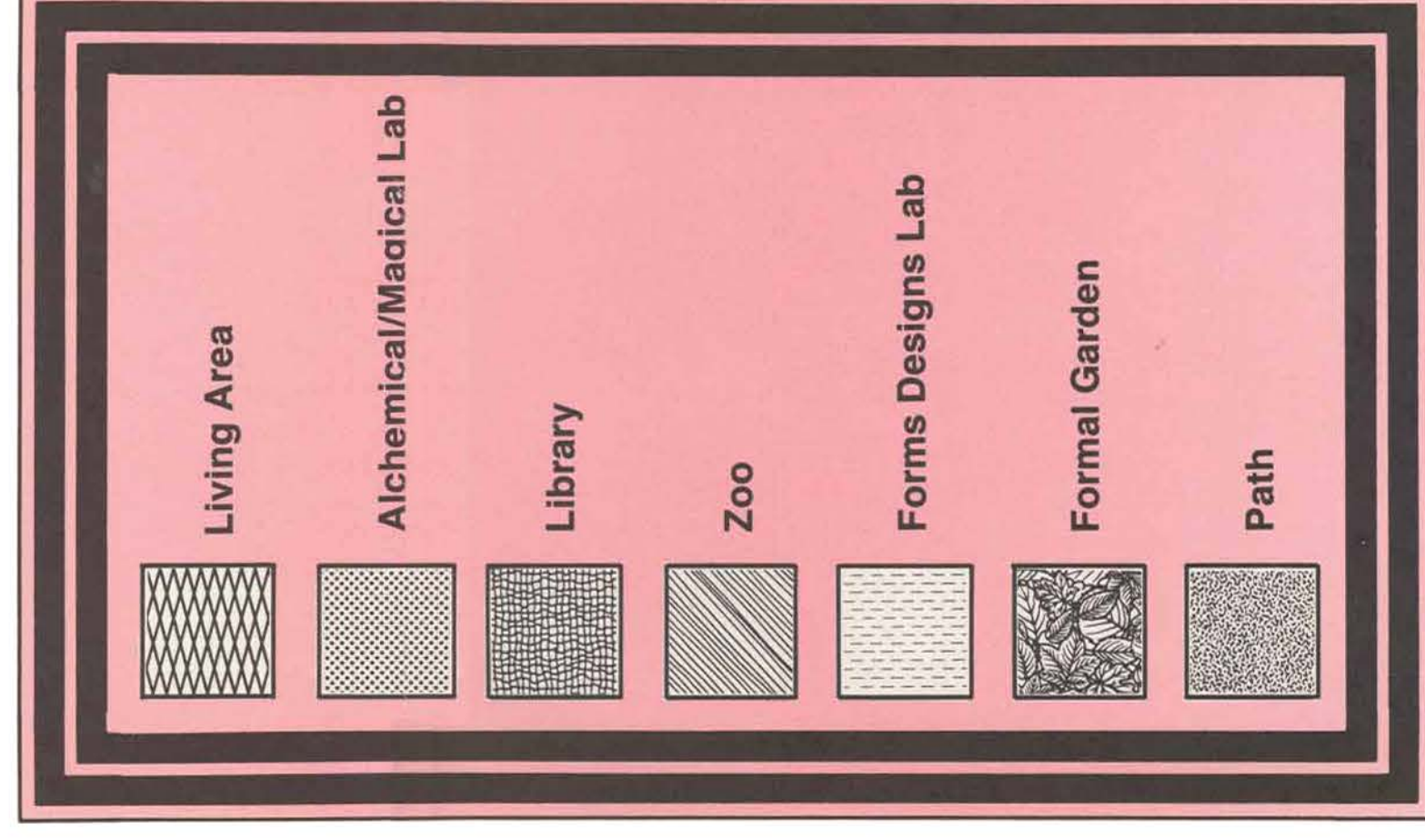
HORIZONTAL DISPLAY



ALTITUDE DISPLAY



Pharamond's Home





Immortal Game Adventure

The Best of Intentions

by Ken Rolston

Prime Plane immortals are dying like flies: nasty, violent deaths. The Hierarchs suspect Entropy, as usual, especially with all the rumors of demons' involvement. To top it all off, one of the Hierarchs is missing—Mazikeen.

Your mission as novice Temporals, should you choose to accept it, is to find Mazikeen, uncover his kidnaper, and bring him or her to a court of Immortal Justice. This entails much more than a mere detective job—it also means taking part in the Immortal Olympics and going plane-hopping with the best (or worst?) of them.

Should you *not* accept this mission, the fate of all Prime Plane immortals rests on *your* heads. (Well, it rests there anyway, but this is meant to make you more than a little guilty about not accepting—after all, you're supposed to be duty-bound and all that kind of thing, and if you don't do this, then who will? Huh? Did you ever think about that, Bucko?)

This adventure is for use with the DUNGEONS & DRAGONS® rules and cannot be played without the D&D® Basic, Expert, Companion, Masters, and Immortal rules produced by TSR, Inc.

© 1987 TSR, Inc. All Rights Reserved. Printed in U.S.A.

TSR Inc.
POB 756
Lake Geneva
WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom

ISBN 0-88038-484-0

