

PANDEMONIUM STONE

When the Pandemonium Stone exists, it appears only in the Elemental Chaos unless it is induced to materialize elsewhere by powerful wizards or sorcerers. A spire more than 100 feet in diameter and more than 500 feet tall, it consists of bone, flesh, ice, minerals, wind, wood, and other materials, always in flux. Rough carvings on it flare with roaring fire, crackling lightning, deafening thunder, and unbearable cold—and then die down. Blazing white runes in an unknown script sometimes march across the surface.

The Pandemonium Stone manifests randomly; even efreetts using *al-buraj* (page 54) cannot predict its appearances. It bursts into existence like a volcanic eruption in a spray of fire, cold, lightning, or other energy, sending ripples in all directions through the Elemental Chaos.

Neither the gods nor the primordials claim to have created the Pandemonium Stone. They knew of it even before the Dawn War.

INHABITANTS AND CULTURE

When the Pandemonium Stone disappears, it drags nearby objects and creatures with it. Creatures that fail to distance themselves from the stone have disappeared with it. Some such creatures elect to stay with it even after it reappears. Residents have formed two groups and built two permanent shelters, one near the base of the spire and one near the apex.

Staff of The Trackless House: A permanent holding near the base of the Pandemonium Stone is the Trackless House, an extraplanar sanctuary connected to other locations. The powerful beings that run it treat one another as family. They include a male earthsoul/watersoul genasi warrior named Altayar, a female phoelarch arcanist named Tarsa, and a male djinn called Farzan. Altayar tells visitors that Farzan established the inn, although rumor suggests that he cannot leave. Other staff members treat Farzan as a clan elder. He rarely interacts with visitors.

As neutral ground, the Trackless House serves as a safe house for delicate information, dangerous items, and individuals seeking low profiles. It also hosts an elemental cabal that serves djinn interests, including those of Sirrajadt (page 150) and his warriors. The staff quells strife among guests.

Watchers of Tomorrow: The other permanent shelter on the Pandemonium Stone, near the apex, is inhabited by the Watchers of Tomorrow. Mostly maruts, the group also includes angels sworn to no deities and a devil called the Breaker, who fled its kin's contract with Asmodeus.

The Watchers of Tomorrow believe that the Pandemonium Stone is the cocoon of an entity developing toward maturity as the cosmos grows more

complex—perhaps a god of gods. When this being hatches, the Watchers will either swear their allegiance to it or, if it threatens them, try to destroy it.

In the meantime, they defend the Pandemonium Stone if the need arises. Sometimes they seek company at the Trackless House, but the two groups do not work together or know each other's secrets. The Watchers also observe the activities of slaads that are drawn to the stone whenever it appears.

Slaads and Other Factions: Other creatures respond to some call of the spire, including demons, djinns, elementals, slaads, and titans—all with conflicting goals. Even the slaad lords attend; only Ygorl, Lord of Entropy (page 157), holds back.

After a few days of war, a slaad elder arrives, forcing any emerging victors to accelerate or cut short their plans. No creature powerful enough to stand against the elder has ever joined the fray. The elder spares only the spire's permanent residents.

Once the slaads chase away contenders, they begin to croak out a disharmonic racket. The Watchers of Tomorrow believe that this "song" aids in the gestation of the god growing inside the spire. Other thinkers suggest that the spire is itself an immense slaad kept asleep by the cacophonous lullaby.

MAJOR AREAS

The surface of the Pandemonium Stone constantly changes. The only two areas approaching permanence on it are the abode of the Watchers of Tomorrow and the Trackless House.

Abode of the Watchers of Tomorrow: Near the apex of the spire, wreathed by inconstant energy, the Watchers of Tomorrow look out over the Elemental Chaos from a balcony of obsidian. Inside, several large communal chambers and smaller private chambers make up their home.

The Trackless House: Like the Pandemonium Stone, the Trackless House evades easy location and winks out of existence for spans of time. It has adamantine double doors with its name inscribed on each of the panels in Barazhad and Davek script. A foyer leads to a common room where visitors and residents receive food and drink. Private rooms and a magic kitchen adjoin the common area. Behind the bar is series of private chambers accessible only to the proprietors and select patrons.

In the common room and private rooms, visitors can safely watch slaads gather. Once the slaads begin to sing, the staff warns that the spire will soon shift. Anyone who remains at the inn catapults to the Pandemonium Stone's next location and time.

Visitors searching for objects or individuals hidden within the Trackless House usually fail to find them. Farzan maintains portals to other locales and enlists powerful defenders to stymie access to them. He has also learned to summon slaads to defend the inn.

ADVENTURES

Wherever characters roam in the Elemental Chaos, the Pandemonium Stone can come to them. Because it can appear anywhere in the multiverse, it can also introduce adventurers to other planes. The characters might encounter the singing slaads, visit the Trackless House, or meet the Watchers of Tomorrow.

Someone might require the party's escort to the Trackless House, or the characters might need to retrieve something from the inn or hide there from an enemy.

The Watchers of Tomorrow offer adventures based on their experience with the spire and with slaads. Adventurers might earn their trust by doing an appropriate service—and thus learn their philosophy.

ENVIRONMENTAL FEATURES

Every sort of terrain and environmental hazard in the Elemental Chaos and in the Abyss might occur on the slopes of the Pandemonium Stone. Two special features trigger upon specific events.

Reentry Squall: When the Pandemonium Stone appears, an intense elemental disturbance ripples out 600 feet in all directions. Each creature caught in the blast must succeed on a DC 23 Acrobatics or Athletics check, or that creature slides 2d20 squares, falls prone, and takes ongoing 5 psychic damage (save ends). Creatures on the surface and adjacent to or within the spire feel no effect from a reentry squall.

Slopes: The surfaces of the Pandemonium Stone continually change shape and substance. In some places they slope gradually, qualifying as difficult terrain. Elsewhere, the slopes are so steep that creatures must make Athletics checks of varying difficulty to climb them, up to a DC of 27.

ENCOUNTER GROUPS

Slaads swarm around the Pandemonium Stone, but groups of other creatures also arrive to investigate it.

Level 8 Encounter (XP 1,950)

- ◆ 1 death shard (level 8 artillery, *Monster Manual* 2 34)
- ◆ 3 flux slaads (level 9 skirmisher, *Monster Manual* 2 184)
- ◆ 2 slaad tadpoles (level 5 lurker, *MM* 237)

Level 17 Encounter (XP 9,400)

- ◆ 2 blue slaads (level 17 brute, *MM* 238)
- ◆ 1 gray slaad havoc (level 15 artillery, page 143)
- ◆ 1 green slaad (level 18 controller, *MM* 238)
- ◆ 1 white slaad (level 16 elite lurker, page 145)

Level 21 Encounter (XP 17,750)

- ◆ 2 black slaads (level 20 skirmisher, *MM* 239)
- ◆ 2 green slaad spawners (level 18 elite controller, *MM* 238 and *Monster Manual* 2 185)
- ◆ 1 void crust hazard (level 22 obstacle, page 22)

