

CORS3-03



RETURN TO THE GHOST TOWER OF INVERNESS

A ONE-ROUND DUNGEONS & DRAGONS® LIVING
GREYHAWK™

Core Special Event—High Level Event (APL 10 to 16)

A companion to the *Absolute Power* series by Erik Mona

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Based on the original module C2 *The Ghost Tower of Inverness* by Allen Hammack and a smidgeon of inspiration from UK2 *The Sentinel* by Graeme Morris

Legends have ever clustered thickly around the ghostly keep of Inverness. Many have entered the ruins in search of riches and eternal fame. Some few have managed to win free from the terrors lurking within but all have failed to retrieve the Soul Gem - a glowing white bauble as thick as a man's head! Dare you brave the dangers of Inverness in search of its legendary treasure?

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After scoring, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs

participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
3. A group of APL 1 characters that desires an extra hand can "enlist an iconic." The stats for the 1st level versions of Tordek, Miale, Lidda, and Jozan are included at the end of this adventure. The group may pick one of these characters to accompany them on the adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a one round special adventure set in the Abbor-Alz. All characters pay 2 Time Units to play this event. Adventurers Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 25 gp per Time Unit. Luxury Upkeep costs 50 gp per Time Unit.

ADVENTURE BACKGROUND

The seed of the events contained herein stretch back for millennia.

THE ELDER DAYS

In the elder days before the Invoked Destruction and the Rain of Colourless Fire, when the peaks of the Abbor-Alz still thrust sharp and majestic and the Flan tribesmen were but newcomers to the land, there existed between the Bright Desert and the mouth of the river Selintan a great fortress called Inverness. The walls of this castle were said to be proof against enemies and all things magical and it was here that the great wizard Galap-Dreidel dwelt. A powerful wizard and the last custodian of a dying culture that predated that of the Flan, Galap-Dreidel is reputed to have raised the Castle Inverness from the very foundations of the rock upon which it rested. The fortress's fell inner tower was said to hold the wizard's most prized possession, an eldritch jewel known only as the "Soul Gem." He filled this inner sanctum with fierce creatures and deadly traps and, using a great enchantment, wrested the tower from the very fabric of time so that the passage of the years would not affect his guardians.

Feared by the primitive Flan, it was rumoured amongst them that Galap-Dreidel would occasionally loose a prisoner within the tower to test his traps and to provide sport for his sentinels. Disappearances amongst the surrounding tribes further heightened the Flan's fear of the wizard so much so that when it became known that

Galap-Dreidel had disappeared Inverness was besieged and, after a long siege, laid low. Much of the fortifications were reduced to rubble and many valuables were carried away. However, the place quickly became shunned as on fog-shrouded nights several folk reported seeing the ghostly image of the inner tower standing as it had before its destruction.

THE SEER AND HIS MACHINATIONS

Throughout his long career, the Seer has gathered many artefacts steeped in ancient lore in an attempt to garner personal power. Since he was a nearly pure-blooded Suel with strong ties to the nobility of the Suloise Duchy of Urnst, the Seer soon became fixated with the mythical Power Magic wielded by the Suel wizards of old. Studying fragments of histories official and forbidden, the Seer discovered that the migrating Suel brought the secret of Power Magic with them on their great migration, even though they knew that power had the potential to annihilate empires.

The Seer eventually discovered that a cabal of apprentices of the Suloise Power Mage Slerotin held the key to Power Magic, and that they divided those secrets into eight parts, which in turn were hidden in demiplanes located off the reality axis of Maure Castle, one of the earliest settlements in what would become the Duchy of Urnst. Each demiplane could be reached by using an *Octych*, one of eight coloured triangular metal wedges that could be placed in a star pattern on the floor of Maure Castle's dungeons, thus opening a trans-dimensional gate. After elevating himself to the position of Court Wizard to House Lorinar, the Seer managed to secret his way into Urnst's treasury, where the forgotten *Octych* sat amidst piles of treasure. He stole the *Octych*, of course.

The trouble was, he didn't know how to use it. He enlisted the help of a comrade, Eli Tomorast, a fellow Seeker of dubious character. Tomorast had stumbled across the *Tome of the Black Heart* in 565 in a curio shop in Greyhawk City and within its fell pages had discovered much lore regarding the *Octychs* and their uses. Other passages also contained additional information regarding Inverness and the *Soul Gem*. Sharing his knowledge with the Seer the two plotted to activate the *Octych* they possessed and open a gate to the demiplane beyond.

Combining his knowledge with that of the Seer, Eli had discovered and prepared the chamber featuring the star pattern, and all seemed in readiness. Then, disaster struck. Tomorast was killed by Mordenkainen and the Citadel of Eight, and Eli's lair was sacked and his servants slain. With such fearsome foes as Mordenkainen and Bigby exploring the castle, the Seer reluctantly turned his attention elsewhere, hoping that the interest of the Citadel would eventually fade.

During his research into Suel Power Magic, he learned that the Maure Suel had stopped at a ruined castle of pre-Flan origin on the shores of Woolly Bay. Passages within the *Tome of the Black Heart* recounted how as the Suel explored the fortress, Ontovar, one of Slerotin's apprentices, was allegedly trapped inside a powerful magical artefact known as the *Soul Gem*. The Seer

ventured to the Castle himself, intent to wrest Ontovar from the trap of the *Soul Gem*, hoping to gain more information about the mystery of the *Octychs*.

The Seer made easy work of the tower's lower levels, but came to quite a surprise when he finally reached the water level, the highest level in the tower. There he encountered a wizard named Forbitan, who had come to the Ghost Tower of Inverness hundreds of years ago searching for the *Soul Gem* but had become trapped.

Forbitan was a Silent One of Keoland whose adventuring group had come to grief upon entering the chamber of the *Soul Gem*. All five of his companions were struck by strange white beams that completely drained them of colour, trapping their souls in the gem. Forbitan realising that the tower had some way of disposing of the bodies of the soul-drained, gathered the bodies of his friends and retreated to the water level.

He slew a water-breathing dinosaur that had laired there and constructed a magical demesne above the level's solitary island. He set up his whitened companions at a table, as if they were dining, and prepared to formulate a plan to return the souls of his friends to their bodies.

Time does not pass in Inverness. Forbitan knew that the bodies of his companions would not decompose, that he would never starve, and that he could, theoretically, at least, live forever. He began to study the gem, mostly by questioning other adventurers who came to best it, and formulated several theories about how best to defeat the gem and restore his friends to life, souls and all.

In 570 or so, the Seer came upon Forbitan during his exploration of Inverness. The Silent One instantly distrusted the Seer, and the two engaged in a powerful magical struggle. During the battle, Forbitan learned that the Seer sought a soul known as Ontovar, who had been captured during the time of the Great Migrations. (Forbitan did not know of Ontovar's relationship to Power Magic or Slerotin--had he known, he would have attempted to destroy the *Soul Gem* on principle, sacrificing his friends to prevent the spread of Power Magic). Forbitan defeated the Seer, who parleyed his *Octych* in return for his freedom. Forbitan didn't know what the item was, but he knew that it was extremely valuable to the untrustworthy archmage.

His plans in disarray, The Seer retreated to Leukish to assume a more central role in court life and to perhaps seek out a patron able to further his ambition. Appointed Chief Magical Councillor to the Duke he trained many minor nobles in the magical arts. Two of his most famed pupils however, Warnes Starcoat and Jallarzi Sallavarian, discovered their teacher's predilection for dark, forbidden rituals and removed themselves from Urnst so shocked were they by what they witnessed. Their dire warnings fell on deaf ears and so The Seer was left to whisper his dreams of power into the ears of the new duke.

In 570 CY Justinian Lorinar, the current Duke's elder brother ascended to the throne of Urnst. An adherent to the philosophy of "Scepticism" he did not believe in the divinity of the gods and as a consequence tripled temple taxes throughout his lands. The subsequent razing of Zilchus' temple in Leukish triggered the Temple

Coalition Revolt. During the ensuing riots many were slain by the duke's guardsmen before order was final restored over three months later. By 571 most religious groups had retreated from the duchy, branding the duke and his close advisors heretics. Later that year Justinian was sorely wounded in battle against Bright Desert raiders disrupting the duchy's southern trade routes and found that no cleric would heal him. His wounds were severe and began to fester placing the duke's very life in peril.

Seeing his chance The Seer acted, whispering to Justinian that the *Soul Gem* had the power to heal, or at least to place the duke in stasis, until a cure could be found. The Seer recounted some of the details of his failure to gain the bauble but theorised that a small band of experienced adventurers could penetrate the ruins of Galap-Dreidel's redoubt and recover the *Soul Gem*. Casting about for a trustworthy group of such individuals the Seer assured the duke that he could guarantee through enchantments or more subtle means the group's loyalty. Discovering that in the duke's own dungeons languished several such individuals he coerced them into carry out his orders, promising them their freedom if they were successful. The only such exception to this was a young monk, serving the duke in place of taxes owed by her monastery who accompanied the miscreants.

The quest failed and with it failed Justinian's health. The adventurers did indeed penetrate the Tower itself but encountered Forbitan. Lembu was stoned by the medusa on the earth level and Discinque was slain by Forbitan himself. The survivors – Zinethar, Li Hon and Hodar fled using the *amulet of recall* loaned to them by The Seer.

In 572 his younger brother Karll gained the throne, although many thought him ill-suited to rule. Again the Seer sought ducal sponsorship for an expedition to regain the *Soul Gem* but sensing The Seer's innate evil Karll banished him from court. Thus knowledge of the *Soul Gem* was lost to the Lorinar dynasty.

RECENT HAPPENINGS

When banished from the duke's court the Seer travelled westward, returning to Maure Castle. Surrounded by fens and bogs this strange castle is a foreboding place; little is known of the denizens that lurk within. Few dare to approach too closely and he was left in peace to pursue his aims. The Seer returned his servant Eli Tomorast to life and together they sought any scrap of knowledge regarding Galap-Dreidel, his fortress or the elusive *Soul Gem*.

In the chaos that ensued during the Greyhawk Wars the Seer and the *Soul Gem* were largely forgotten by Karll and his advisors – simply put matters of greater import beset Urnst.

By this time of the original explorers who braved the terrors of the Ghost Tower only three still draw breath. The warrior Lembu and the rogue Discinque were slain by the denizens of the tower. Hodar drifted south into the Wild Coast, where the unscrupulous wizard fell in with the resurgent Slave Lords. Only Li Hon escaped the attentions of The Seer for all his scrying failed to locate her and he has assumed her slain. Of all the companions

only Zinethar openly spoke of returning to the duchy with the intent to rebuild the devastated church of The Great Guildmaster. On a dark night however in the winter of 583 Zinethar disappeared from his lodgings, never to be seen again. Kidnapped and brought to Maure Castle, Zinethar's mental defences soon crumbled before the puissance of The Seer's enchantments.

It transpired that after their initial foray into the tower Zinethar had penned a short account of the search and Hodar's theories regarding the nature of the tower and its prize. Zinethar hid his treatise within his chambers, perhaps gambling that the information it contained could one day be of use to his church. Learning of this The Seer despatched Tomorast to retrieve the journals, which he did, slaying several innocents in the process. With Zinethar's usefulness over, The Seer gifted the unfortunate cleric to his fiendish servants and began to plot his next attempt on the *Soul Gem*.

Although armed with a better understanding of the challenges presented by the ruins The Seer was unwilling to brave them again. Thus, he hit upon the following plan to use unwitting pawns in his quest.

He rewrote Zinethar's journals removing all hints of his collusion. Cloaking himself in many guises he haunted the various inns and establishments of Urnst telling all who would listen of the Ghost Tower and the wondrous treasures it surely contained. To complete the illusion he even sold the particularly gullible copies of Zinethar's writings reasoning that even if the individual himself didn't explore the tower someone else eventually would.

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Four years have passed since The Seer spread his rumours of the treasures awaiting the brave in the Ghost Tower. In that time several groups have explored the ruins, although none have successfully retrieved the *Soul Gem*.

Since the dissemination of Zinethar's works Forbitan has encountered several groups of adventurers who have penetrated the tower. He has been forced to slay most, although a few were permitted to attempt to reach the *Soul Gem*. The last group who entered the water level would not listen to reason and Forbitan was forced to slay them. By chance their copy of Zinethar's diary survived the fight and Forbitan is now fully aware of its contents.

Although his plans have not yet reached fruition The Seer is patient; he has plotted and schemed for over twenty years to reach this point. He knows that eventually a group of sufficiently powerful or lucky adventurers will happen upon Zinethar's journals and try their luck in the Ghost Tower of Inverness.

Synopsis

In Return to the Ghost Tower of Inverness, the PCs have unwittingly come across one of The Seer's false journals and have decided to try their luck in the infamous ghost tower.

Play within this module is split into two basic parts; the Upper Ruins and Dungeon Level and the Ghost Tower itself. If a party progresses to the Ghost Tower they

must proceed to the Final Encounter or be trapped in the tower until rescued by subsequent adventurers. Note: it is perfectly possible for a group of adventurers to spend their whole time within the adventure exploring the dungeon level if they wish.

THE DUNGEON LEVEL

Play starts outside the upper ruins of the Ghost Tower, wherein they may encounter a group of phase spiders and discover the first part of the key that they will need to enter the Ghost Tower itself.

As they prepare to go down into the dungeons below the Tower, a storm out of nowhere presages the arrival of a figure from the past. An individual who calls himself, Galap Dreidel, speaks with the party and offers clues to his Tower. He is accompanied by a hound, which may inflict a terrible curse on members of the party. He gives them the *Old Amulet*. This is the means to leave the Tower.

PCs will quickly discover that they have only one route down which takes them past room of curtains and the famed chessboard trap.

PCs will quickly discover that they have four separate means of exploration. The denizens and traps that they will encounter will depend upon which path they walk. Eventually they will discover the central room of the level. Once they have gained access to the room the door will slam shut behind them and a small hole will open in the ceiling above them. When they explore this they will be transported through space and time to the Ghost Tower. The PCs will come across the body of several slain adventurers whilst exploring this level. They will be carrying an identical copy of Zinethar's journal (perhaps a clue that all is not right here).

THE GHOST TOWER

Transported into the lowest level of the tower the PCs must traverse four levels, each keyed to a separate element. First the Air Level is encountered; after that the Earth Level, then the Fire Level and finally the Water Level. Once the challenges in each of these levels has been defeated or overcome the PCs will be able to discover the repository of the *Soul Gem*. Once they have secured the gem the only means of escape from the tower will be to bargain with Forbitan for their escape or to use the *Old Amulet* they may have received from the "Galap-Dreidel".

Air Level: A new monster, the Presence, waits here its vision unimpaired by the mists that foul the Air level. The Presence attacks by creating Wisps. See Appendix 5 for this creature.

Earth Level: In the Earth Level the PCs may meet the medusa-druid Sithensis, who may dependant on the party's actions, help or hinder the PCs.

Fire Level: Here the PCs must slay or avoid the umbral fire giant Kartur and his Shadow Dragon mount before proceeding to The Water Level via the *reverse gravity area*

Water Level: In the Water Level PCs will meet the Silent One Forbitan and learn of the *Soul Gem* in the chamber above.

Jewel Room: Here the PCs have reached their goal but must defeat the *Soul Gem* itself to be ultimately successful!

UNIQUE ITEMS

The following unique items play a part in this adventure:

❖ **The Key:** Smoother than glass and crafted from blue-grey metal harder than steel each side of the key is six inches long, one inch wide and a quarter of an inch thick. The whole forms a square roughly eight inches in width that glows with a strong blue light

Such are the enchantments laid upon the key that if they are taken away from the ruins of Inverness they will magically return to their original resting places as soon as they are left unattended. However the PCs lack the craft to dissemble this device.

All four pieces of the key must be put together to gain access to the Ghost Tower. Each part of the key radiates powerful Transmutation magic.

For more information regarding the key and its uses refer to Encounter 12 The Central Room.

❖ **The Old Amulet:** About 3 inches in diameter and perhaps a quarter inch thick, this gold amulet was created with the sole purpose of penetrating the barriers that protect the Ghost Tower. It has a number of magical runes engraved on its surface set around a central pearl.

It will work only once. It transports its bearer and anyone who is in contact with the bearer.

The *Old Amulet* is constructed so that it takes the party to the Seer's old teleport chamber in the Throne room of Duke Karll of Duchy of Urnst. The characters sudden appearance will cause an unsurprising reaction by the court guards and their powerful masters. The characters are arrested and taken down to the dungeons of the Castle (which completes their revisit of the original adventure!). After a day of questioning and investigation, they are freed.

The amulet was made by the Seer of Urnst prior to his falling out of favour in the Duchy. He has since made more. These New Amulets are keyed to return to the Seer's dungeons under Castle Maure where many fiends await.

❖ **The Soul Gem:** Legend describes the *Soul Gem* as a great white diamond that glows with the brilliance of the sun. Far in the past it fell from the sky and landed in the foothills of Abbor-Alz where Galap-Dreidel discovered it "lying in the fires of its glory." Employing arcane magicks and forbidden knowledge he bent its power and bent the stone to his will. Stories say that the light of the gem dragged the souls of men screaming from their mortal flesh and trapped them within its many facets and that he taught it to protect itself against would be thieves. Galap-Dreidel, it was said, harnessed this power and used it against those who opposed his will. They also say that he who controlled the gem could call forth the stolen souls of men and make them do his bidding.

The PCs will not be able to retain the Soul Gem after the completion of this module.

For more information regarding the gem's specific abilities refer to The Jewel Room.

NOTE REGARDING PLAY WITHIN THE GHOST TOWER

This event takes place in a five-hour slot. Only truly exceptional groups will manage to defeat all the challenges found within and reach the Soul Gem. The DM needs to make the players aware of this but it is up to the players how quickly they proceed.

PLAYER'S INTRODUCTION

When the players are settled, you have answered any initial questions they might have and they have introduced their characters to each other, read or paraphrase the following:

It was incredible luck that you stumbled upon that old faded manuscript in that curio shop in Greyhawk City. At first it seemed to be a mildly interesting account of an adventure undertaken by one Zinethar, who was a follower of The Great Guildmaster in the early 570s.

Leafing through it however you quickly realised that the stained and crumbling pages detailed large parts of a legendary place – The Ghost Tower of Inverness.

The ruins of the place squat just north of the Bright Desert and are easily visible from the many vessels plying the eastern reaches Woolly Bay.

The rumours and legends surrounding the citadel are legion. It is whispered that an ancient wizard of unsurpassed might used the fortress to house his many treasures and experiments. Chief amongst these treasures was the Soul Gem. Said to be a diamond the size of a man's head it was purported to gave magical abilities of its own and be able to defend itself (or its master).

Countless adventurers have no doubt sought this legendary treasure, but none are thought to have so far been successful. To your way of thinking though, none had such a diary in their possession. It details many of the traps and guardians of the tower and should give you the edge you need to gain the Soul Gem for your own.

Two weeks ago you gathered together and laid your plans with the utmost care and secrecy. Your travels through the Plains of Greyhawk were pleasant enough but it was considerably more difficult to find a trustworthy captain in Hardby to transport you down the coast in secrecy. Eventually a combination of gold and quick talking bought you passage south.

Now you stand before your ultimate goal - ahead of you the tumbled ruins of the fabled Ghost Tower sprawl across a high hilltop. The stark hilltop upon which the castle stands rises above the coniferous trees that thickly cluster upon its lower slopes. Mists cloak the lower slopes giving the whole area an almost ethereal quality. A massive causeway snakes toward the castle from the seaward side of the knoll.

It is time to ready spell or weapon for adventure awaits you in the Ghost Tower of Inverness.

FOR THOSE CHARACTERS THAT ASK WHAT THEY KNOW REGARDING THE TOWER AND ITS OWNER FROM LEGENDS, RELATE THE FOLLOWING ACCORDING TO THE VARIOUS DCS.

Knowledge (arcane)

DC 10: He created Tower to keep the Soul gem safe from others who would use for evil purposes.

DC 15: He was guarded by a hound of fearful aspect.

DC 20: Galap-Dreidel coveted immortality and is thought to have transformed himself into a lich.

Bardic Knowledge

DC 15: All the above plus he created the Ghost Tower to have sport with those unfortunate to be let loose within it. To hear his hound howl was to become a dead man walking.

DC 20: It whispered in folks' dreams and lead them to death, madness or great rewards.

WHEN THE PCS ARE READY PROCEED TO ENCOUNTER ONE: THE CAUSEWAY AND GATEHOUSE.

ENCOUNTER 1: THE FORTRESS INVERNESS

The fortress of Inverness stands high above the Woolly Bay in the Abbor-Alz about ten leagues north of the Bright Desert. Easily visible from vessels hugging the coastline as they sail between Hardy and points south the lands around the fortress are shunned by most sane persons.

Four great towers stand at the corners of the curtain wall and on mist shrouded nights the Ghost Tower itself can be seen squatting in the centre of the citadel like some ethereal giant.

Read or paraphrase the text below.

You stand at the head of a massive causeway that has snaked its way toward the massive gates of this once mightily fortress. An iron-shod but rusty portcullis still wards the gateway but elsewhere the walls of this citadel are pierced by immense holes. The walls themselves are fifty feet tall and judging from the holes about ten feet thick.

Four lofty towers, reaching 150 feet into the air, still stand at each corner of the fortress. Birds cluster thickly around the nearest towers – obviously they nest here.

Perceptive PCs who make a successful Spot check (DC 21) may notice that the birds avoid one of the towers (see Encounter Five for more information).

Gaining Access: The PCs can gain access to the fortress by either flying over the walls, clambering through one of the gaps in the wall or by passing through

the gatehouse. Once the PCs have gained access to the fortress proceed to Encounter Two.

Flying: PCs entering the fortress by flying can do so without incidence (unless they stray too close to The Occupied Tower. In this case refer to Encounter Five for more information.

The Walls: Several large rents in the wall can easily be reached without any major difficulties. Traversing these will occur without incidence however describe to the PCs the stones shifting under their feet and the clouds of dust disturbed by their passage. Alternatively the PCs could attempt to scale the walls.

■ **Exterior Walls:** 8 ft. thick; hardness 8; hp 730; AC 5; break DC 35; Climb DC 20.

The Gatehouse: Fifteen feet wide although rusty the portcullis still wards the gateway. Those passing through the gatehouse will do so without incidence however describe to them the cavernous size of the passageway and the numerous arrow slits and murder holes that pierce this space.

■ **Rusty Portcullis:** 2 in. thick; hardness 10; hp 60; AC 5; break (DC 28); lift (DC 25).

ENCOUNTER 2: RUBBLE OF THE GHOST TOWER

This area will first be encountered once the PCs have gained access to the castle. Read or paraphrase the following:

A vast mound of rubble and shattered masonry dominates the courtyard within the fortress. The heap, easily twenty feet high and two hundred feet across, hints at the awesome scale of the tower that once stood here.

If the PCs investigate the rubble further read or paraphrase the following:

As you get closer the immense rubble mound towers above you. Up close you can easily make out that the pile is made up of many different shapes and sizes of stones some over six feet across. Some bear arcane runes carved into their surfaces, their meanings dulled by time. Weathered by the ages, moss grows over much of the mound making the footing slippery and treacherous.

Most of the rubble is perfectly safe and the PCs can explore this area to their heart's content. Several areas however are prone to collapse (these are marked on the map). If a PCs strays into any of these areas refer to the collapsing rubble statistics below.

↗ **Collapsing Rubble (20 ft. deep):** CR1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Encounter Three follows directly on from this encounter.

ENCOUNTER 3: EXPOSED PIT

PCs giving the rubble even a cursory search will quickly discover an exposed pit containing the desiccated body of an unfortunate adventurer. Read or paraphrase the following:

Huddled at the bottom of this exposed pit lies the skeleton of some unfortunate explorer who seems to have perished years ago. "His" left leg is twisted at an unnatural angle and a thighbone has thrust itself through the mouldering woollen trousers. Skeletal arms still clutch a fungi-infested backpack

Scattered about the body lie the remnants of what seems to be mundane adventuring gear, now rusted, pitted, rendered useless by long exposure to the elements.

What Has Gone Before: The unfortunate in the pit is an adventurer who came to this area several years ago. The last survivor of his group (who were slain below by a colony of bugbears who used to dwell here) his body has lain here for half a decade. Adventurers attempting to use speak with dead will be able to gain some general information about the layout of the place. The deceased is named Gharvenn, a half-elven thief from the Wild Coast. He knows that there are four entrances to the dungeons below – one in each of the towers (of course three of these are now blocked with debris and are unusable). He knows little else as time has dulled his memory.

Denizens: None. The fungi are harmless.

Treasure: Most of the adventuring gear has been rendered useless by exposure to the elements. If the PCs investigate the body they will discover some minor coins and trinkets and a faded journal which appears an exact copy of the party's own journal.

APL All: Loot 15 gp; Coin 69 gp.

Development: A Forgery check at DC 10+APL shows that the journals are identical and it is likely that neither is the original. Exceeding the required DC by 5 or more produces the insight that it looks like the work of a halfling forger who plied his trade around the Duchy of Urnst.

The rogue Gharvenn had made his own annotations within the journal. The journal has an indentation about 3 inches round and a half an inch deep in the back cover. At this point give the players, Player's Handout Two. The annotations are made opposite the indentation:

"As I sit here condemned to die by my broken leg, I wonder how quickly my emotions have changed. I escaped; the others are surely dead at the hands of those bugbear statues. I was within an inch of my life but I got free. To then fall down this hole and break my leg was bad but to find my curative potions seeping out of my backpack was worse. I have the journal for comfort but not the teleport trinket. I don't know what possessed me to let that dwarf talk me into splitting the Amulet from the journal. I was mad. I know the sage said that it would only work with the Gem but I could tell he was lying then. Damn

sages, you should never trust them. If by some miracle I get out of this then I'm retiring."

ENCOUNTER 4: THE UNOCCUPIED TOWERS

At each of the corners of Inverness' curtain wall stands a partially ruined tower. Towers "A" and "B" are unoccupied and the stairways within are choked with debris. The downward staircase in Tower C however is still clear, allowing exploration of the depths.

For the three unoccupied towers use the following description. Read or paraphrase the following:

A partially open iron door with a lock set in the centre stands before you. About the doorframe have been carved an intricate series of decorative designs.

Once PCs have entered the interior read or paraphrase the following:

The door opens easily, swinging inwards of three rusted hinges set into the stone doorframe to reveal a circular room. Set in the centre of the chamber is a wrought iron spiral staircase leading downwards. At the far end of the room stands a stairwell choked with boulders, rubble, rotting timbers and other debris that has fallen from above.

The stairway leading upwards is impassable. If the PCs attempt to clear it describe to them ominous creaks from above and the shifting of timbers and boulders. If they persist in attempting to clear the stairs any PC directly in front of the stairway will be engulfed by a mass of falling debris.

Falling Debris: CR -; no attack roll necessary (8d6 or 3d6); Search (DC 10); Reflex save (DC 15) for half damage; Note: those failing their save are also pinned. All those within five feet of the front of the stairs are caught in the bury zone. Those within a ten feet cone at the foot of the stairs are caught in the slide zone.

Nothing of interest lies in the tower above. The interior is a mass tumbled mass of rubble. Small birds nest in the upper reaches of the tower. In several of the lower levels small enclaves of (harmless) bats can be found. At night these bats hunt for small rodents and other prey within the castle precincts.

The Descending Stair: In two of these towers (Towers A and B) the downward stairs are also choked with rubble and are impassable. However the third tower's (Tower C) stairway is still clear allowing exploration of the depths.

When the PCs indicate they will descend the stairs proceed to Encounter Six: Staircase.

ENCOUNTER 5: THE OCCUPIED TOWER

Three of the towers are unoccupied, however the tower to the northwest houses a small group of phase spiders. Read, or paraphrase the following:

A partially open iron door with a lock set in the centre stands before you. About the doorframe have been carved an intricate series of decorative designs.

Once PCs have entered the interior read or paraphrase the following:

The door opens easily, swinging inwards of three rusted hinges set into the stone doorframe to reveal a circular room. Set in the centre of the chamber is a wrought iron spiral staircase leading upwards. At the far end of the room stands a stairwell going downwards choked with boulders, rubble, rotting timbers and other debris that has fallen from above. On the floor in the centre of the room lies the partially decomposed body of what appears to have once been a human male.

For more information regarding the body discovered in this area refer to the Treasure section below.

Denizens: The upper level of this tower survived the raising of Inverness relatively intact and several years ago a small group of phase spiders established themselves here attracted in part by the extra-planar nature of the Tower. They survive by preying on the birds and bats that infest the ruins. Occasionally they also prey upon weak or injured adventurers either camping or trapped in the ruins. Groups attempting to explore the upper levels of the tower however will certainly draw a reaction from them.

"As you look around the tower, four large spiders begin to crawl down from the broken upper levels. They are milky white in colour and most disconcertingly they move through the broken rubble rather than over it. They seem to have phased out of existence in order to do this and are no longer visible. However one thing was clear they were moving in your direction."

The spider will take one round to move down and be in position to attack with their poisonous bites.

APL 10 (EL 10)

➤ **Advanced Phase Spider (4):** hp 59; see Appendix One.

APL 12 (EL 12)

➤ **Advanced Phase Spider (4):** hp 102; see Appendix Two.

APL 14 (EL 14)

➤ **Advanced Fiendish Phase Spider (4):** hp 102; see Appendix Three.

APL 16 (EL 16)

➤ **Advanced Fiendish Phase Spider (6):** hp 102; see Appendix Four.

Tactics: These creatures do not coordinate their attacks but they do understand how to use their ethereal jaunt to best effect. They will phase in then bite then phase out all within the same round as noted in the Monster Manual page 150.

Treasure: The phase spiders have made their lair atop one of the towers. There is nothing of interest there for the PCs except for the many drained bodies of birds and bats caught by the spiders.

However, the PCs may find items of interest amongst the possessions of the unfortunate who died here. Slain by the spiders during his solo exploration of the area the body has lain here undisturbed ever since. Much of his equipment has rotted away by now, however a leather backpack has resisted the onslaught of the elements well.

If the PCs choose to investigate the backpack further they will discover *The Key* and the mouldering remains of a yet another copy of Zinethar's Journal identical to their own containing *The New Amulet*.

Relate to any PC within five feet of the body the following information:

Barely visible in this light you notice a strange unearthly blue light, emanating from the backpack lying atop the dead explorer's midriff.

Once the PCs investigate *The Key* read the following:

Lying in the pack you find a strange semi-square device radiating a soft blue light. Roughly eight inches to a side each of the arms of the device are one inch wide and two inches in diameter. Each corner ends in a semi-circle. The metal is incredibly smooth and cold to the touch.

Also within the backpack is a journal similar in style to the one that lead you here. Though there is one difference bound into the back cover is a talisman of some sort.

A successful Forgery check at DC 10+APL shows that the journals are identical and likely neither is the original. Exceeding the required DC by 5 or more produces the insight that it looks like the work of a halfling forger who plied his trade around the Duchy of Urnst.

Treasure: The following treasure can be gained here:

APL 10: Loot 15 gp; Coin 69 gp; Magic *the key* (200 gp).

APL 12: Loot 15 gp; Coin 84 gp; Magic *the key* (200 gp).

APL 14: Loot 15 gp; Coin 103 gp; Magic *the key* (200 gp).

APL 16: Loot 15 gp; Coin 125 gp; Magic *the key* (200 gp).

❖ **The New Amulet** detects of weak Transmutation magic and no longer works within the Tower. It was programmed to return those who use it to Maure Castle and to the tender mercies of the Seer. This Amulet

though is clearly broken as a great rent runs across its surface. It still is valuable and bears the symbol of the 8-pointed triangle which some may recall from one of the first LIVING GREYHAWK modules, *River of Blood*

The Key: This item radiates powerful Transmutation magic if checked for. This is the item needed by the PCs to gain access to the Ghost Tower.

Development: The stairway leading upwards is impassable. If the PCs attempt to clear it describe to them ominous creaks from above and the shifting of timbers and boulders. If they persist in attempting to clear the stairs any PC directly in front of the stairway will be engulfed by a mass of falling debris.

Falling Debris: CR -; no attack roll necessary (8d6 or 3d6); Search (DC 10); Reflex save (DC 15) for half damage; *Note:* those failing their save are also pinned. All those within five feet of the front of the stairs are caught in the bury zone. Those within a ten feet cone at the foot of the stairs are caught in the slide zone

THE DUNGEON LEVEL

FEATURES OF THE DUNGEON LEVEL

The following entries represent the standard characteristics of various features found throughout the dungeon level of the Ghost Tower of Inverness. It should be remembered however that the dungeon level is extremely old and has not stood the test of time well. Review the end of this section for rules governing possible cave-ins.

Ceilings: Unless otherwise noted ceilings are fifteen feet high and are not vaulted.

❖ **Ceilings:** 1 ft. thick; hardness 8; hp 90; AC 5; break (DC 35); Climb (DC 25).

Floors: Floors in the tower are uniformly flat and paved.

❖ **Floors:** 1 ft. thick; hardness 8; hp 90; AC 5; break (DC 35).

Walls: Constructed of interlocking stone blocks these walls have not resisted the onslaught of time well.

❖ **Exterior Walls:** 2 ft. thick; hardness 8; hp 90; AC 5; break (DC 35); Climb (DC 15).

❖ **Interior Walls:** 1 ft. thick; hardness 8; hp 60; AC 5; break (DC 35); Climb (DC 20).

Doors: Originally the doors in this tower were of strong construct but time has weakened them.

❖ **Wooden Doors:** 2 in. thick; hardness 5; hp 15; AC 5; break (DC 18).

Light: Unless otherwise noted in the text the interior of the tower is unlit. PC without darkvision will require a light source.

Time: The ruins and the dungeon level of the Ghost Tower exist within the normal flow of time.

Ventilation: The dungeon level is well ventilated with odour and smoke being dissipated rapidly.

Falling Debris: The use of *fireball*, *lightning bolt* or other similarly destructive spell in the dungeon level will

cause the ceiling to collapse in a twenty-foot radius from the point of impact.

↗ **Cave-Ins:** CR -; no attack roll necessary (4d6 or 2d6); Search (DC 10); Reflex save (DC 15) for half damage; *Note:* those failing their save are also pinned. Digging out individuals who are pinned will take 24 rounds.

ENCOUNTER 6

STAIRCASE: GALAP-DREIDEL APPEARS

This chamber is above the downward staircase in Tower C. It leads down to the dungeon level. In this encounter the PCs meet a strangely dressed old man and his canine companion. The man claims to be Galap-Dreidel. PCs however should gain the distinct impression that he is more than a little odd and perhaps a little mad. No doubt this man has power (or powerful friends) but his true identity (if indeed he is not Galap-Dreidel) is not revealed here.

As the characters stand on the brink of going down, read the text below:

As you stand within the tower looking at the staircase that proceeds down without beams and rubble blocking it, there is a sudden booming sound like thunder from the courtyard and you can smell the heady scent of raw magic in the air. Your toes and fingertips are tingling.

Ask whose characters look toward the courtyard. Anyone who doesn't is branded an overcautious cowardly cove by Galap-Dreidel. He will not accept that character as an ally.

Looking back across the courtyard, you see a figure strides over towards you. He came from the wall of the centre Tower. Neither secret door nor magical opening was in effect – he simply walked out from the stone of Inverness. His appearance is of a man of perhaps 40 years with bright green eyes and Flan features. His hair is braided in an odd rather dated style that matches his clothes – jerkin, kilt and sandals. He looks as much a warrior as a wizard. He walks with an ornate walking stick that would serve as a club or rod. Beside him is a large wolfhound with steel grey eyes. Its manner betrays intelligence greater than any animal as it appears to take stock of you.

Though he walked more than one hundred feet from the centre tower, you have had no time in which to do anything. He stands confidently amongst you. The man's voice is an unnerving whisper that carries such menace:

"I am Galap-Dreidel, creator of the Tower of Inverness. I give you a free choice, be my ally, be my enemy or perhaps straddle the line between the two. Whatever your choice, I expect may demand your respect. If I were a polite man I would ask who you all are but in truth I care not – your names are irrelevant. Already I feel the sands move and the call is upon me. Be quick and yet be slow. You have no time and yet you have all the time you need. I always hated to hear the obscurantist doggerel that some mages used but now it gives me

pleasure to look upon your faces as you hang on my every word."

Characters may now act. Any who begin a spell must evade the vision of Galap-Dreidel and his hound. Note the Hound has exceptional senses and is unlikely to be fooled. It understands magic and is angered by any spells including detections cast upon its master.

APL All (EL 19)

☞ **Galap Dreidel:** hp 88; see all APL Appendices.

☞ **Galap Dreidel's Hound:** hp 24; see all APL Appendices.

Relate the following to any character that starts to cast a spell upon Galap-Dreidel.

The Hound of Galap-Dreidel stares straight at you. You are in the midst of using your spell upon Galap-Dreidel. You have a terrible foreboding of something very bad happening. The hairs on the back of your neck stand to attention as a low growl grows in the Hound's throat. For some reason, your thoughts turn to the image of your throat being ripped out and your life's blood draining from it as your friends look on frozen in time.

Give the character five seconds to say whether they complete their action or not.

The growls of the hound have attracted your attention and that of Galap-Dreidel. He looks severely at the character, the Hound is growling at.

If the spell is not completed,

"You began as a fool, became a coward thereafter but at least ended a wise man. I suggest you make no more mischief."

If the spell is completed and is a divination-type spell (detect magic, detect evil, detect thoughts, true seeing et al),

"I value my privacy. You clearly show me no respect. You have crossed the line and can no longer be my ally. Choose carefully your next action. My patience wears thin."

If the spell is completed and is an attack spell (charm et al),

"You are a fool and bring doom to yourself. So be it."

Every character sees the Hound howl to the moon but only those who took offensive actions can hear it. You feel marked for death.

Resolve combat normally after that. Galap-Dreidel will unsurprisingly not answer any questions.

Assuming characters don't initiate combat Galap-Dreidel continues to address the party. At this point they have ten minutes within which to hear his answers. After that, whether he is dead or alive, he is dragged back by the winds of time towards the Tower. No oerthly magic can prevent that. The only item to remain is the Old Amulet.

He will provide the *Old Amulet* first and then allow each character one or two questions. Particularly unintelligent characters are dismissed by him and get to ask nothing. Any character, which said they would be his ally, is permitted two questions. All others gain one. Rude or disrespectful characters also gain the same response as the unintelligent and thus no questions are permitted from them.

"First I have a gift for one who will fall under my banner. Who will accept the favour of Galap-Dreidel? You need it so one of you best take it."

Galap-Dreidel offers a small amulet about three inches in diameter and perhaps a quarter inch thick. It is plain gold with a pearl in the centre. Around the pearl, there are a number of arcane symbols. It radiates strong Transmutation magic.

"This is an old toy. I was impressed when it saw it. Its maker was decidedly clever. Beware its brothers, as they are not as kind as this one is. There are worse places to be than in the Ghost Tower. Activate it by pressing the central stud. It will carry all of you to safety as long as you are in physical contact with one another."

"Each of you may choose a small clue from my miscellany of meaning laden musings. Choose wisely for your lives, nay your souls, might just depend upon it. Would you like to know about me, my dog, the tower, the traps, the monsters, the keys or the way out?"

"Or do you have your own particular subject that you wish to pose a question on? Thus showing your rude presumption that you know better than Galap-Dreidel? I am all ears."

[To any character INT 8 or less] **What does a duck say? A duck says quack remember that. That it is as much as your poor little head might hold.**

[To any character who has been disrespectful] **What does a cow say? A cow says moo remember that. That it is as much as your ignorant, ill-mannered head might hold.**

What Galap Dreidel reveals on specific topics:

Me: I was here before the Invoked Devastation and the Rain of Colourless Fire. I was Master of the Soul Gem. I raised the Tower of Inverness. But then I asked myself a simple question. Who wants to live forever? I do! All was bent to that aim. And it would be on my terms.

My Hound: It sees and understands so much. It protects me and ensures that those, who would oppose me, suffer a most terrible fate. Vengeance is slow but inevitable.

The Tower: The Tower is timeless of sorts. There is no reason at all to hurry. You have all the time in the world.

The Tower is a tomb to those who enter. You can go forward but you cannot go back. It may be wisest never to enter. But that way lies cowardice and disgrace – better to be dead.

You may have your own resources as to what lies in the Tower. But I wouldn't believe it.

[At this point a successful Innuendo check (DC 15), allows a PC to notice his glance to a journal if one is in view.]

Soul Gem: The *Soul Gem* is much akin to the Tower in microcosm. You can get sucked in. Like the Tower, the *Soul Gem* has teeth and it will bite.

The *Soul Gem* has languished in the Tower for far too long. It is time for it to return to the World's Stage.

The Monsters: They are creatures of spectacular beauty. The ones that remain are the very best of their kind. The greatest of which is the Kartur the Fire Giant who was and perhaps is triumphant in death. In defeat, he gains victory.

And what would be the perfect steed for a Fire Giant ... what indeed.

Some of the creatures have been defeated but evil returns. Sometimes there is no defence. The hope is to eradicate it. You must defeat evil totally or not at all.

Given time, some have found new ways. I am not unhappy with that.

The Traps: It saddens me to say that many are now broken and useless. However the chess board still punishes the stupid, rewards the clever and the resourceful simply move on.

The Keys: There were four but now only one is needed. The rest are in place. But without the one Key, there is no way in. Once in, you remain in as the door is one way.

[A successful Innuendo check (DC 15) allows a PC to spot his glance over to the Occupied Tower if party does not have the Key yet.]

The Way Out: There is no way out. That was the whole point of the Tower. I could leave but no one else could. I made the walls proof against teleportation, plane shift and other such trifling magics.

But I could leave so others found a way to copy me. It takes a truly exceptional wizard though to do that and usually they'd need some trinket to enhance their power.

[A successful Innuendo check (DC 15) allows a PC to spot his glance over to bearer of the *Old Amulet*.]

There is only one topic on which Galap-Dreidel will answer and commend the questioner for their intelligence. If asked about the *Old Amulet*, either what it is or how to work it or similar, then he relates the following.

"That is a clever question. You [are/would be] a worthy ally. This trinket is your way out of the Tower. It will take you to a pre-determined safe location. It will work once. Those that wish to travel need clasp hands."

[A successful Innuendo check (DC 15) allows the PC to catch the stress on the word, "*This trinket*". This indicates the subtext that it is, "*This and only this particular trinket*".]

If the question can be answered by one of the above, then relate the following,

"Your question could have been put more simply. In truth it concerns the [insert topic]. [Relate above answer for that topic]."

All other topics or attempts to gain information beyond what is above will gain the same answer,

"That is a question for another time. You should not expect all the answers. Time weighs heavy on me. It is too short for I to answer such or it would spoil the mystery. A question wasted."

After the questions have been asked,

You watch as Galap-Dreidel begins to be pulled back towards the Tower by a warm breeze. His face shows his resistance for a moment and then he relents as he looks wistfully back. He returns to the Tower and disappears within its stone once more. Again Time appears to have stopped for the characters. They have no actions during this time. Galap-Dreidel says nothing as he leaves.

The characters now stand alone once more in the chamber with the stairs beckoning. They may now proceed unhindered.

The wrought iron staircase spirals downward into the darkness. After many revolutions you stand at the foot of the stairs in the centre of a large seemingly circular room. The roof of the chamber is shrouded in cobwebs that seem to ripple under the influence of some unseen force.

There is but one exit from here.

If the PCs think to check they will discover a slight breeze coming down the staircase, and it is this that is causing the cobwebs to move. There is nothing of interest here.

The chamber is sixty feet in diameter and twenty feet high.

When the PCs indicate they wish to continue proceed to Encounter Seven.

ENCOUNTER 7: A BROKEN CURTAIN

This is the first notable encounter area the PCs will come across after they descend the stairs in Encounter Six.

Roughly twenty feet ahead of you, hanging from the ceiling of the corridor are the remnants of some kind of curtain or net. Beyond this lie at least a dozen skeletons of various sizes, although you cannot make out any exact details from your vantage point.

When the PCs examine the area further continue:

Remnants of the curtain hang down several feet from the ceiling. The shattered remnants of the rest of the curtain lie scattered throughout the area.

Bizarrely the curtain seems to have originally consisted of hundreds of multi-coloured beads now faded by the remorseless onslaught of time.

Beyond this area lie the scattered remains of at least a dozen creatures, including several large humanoids and three smashed gargoyles.

What Has Gone Before: originally Zinethar and his companions tore down the curtain warding this area before doing battle with the creatures summoned by the sounds this created. All were slain and looted. Their corpses lie beyond.

Denizens: Six gnolls, six bugbears, four ogres and three gargoyles lie here. None will animate (although they PCs may suspect that they will).

Treasure: There is nothing of value here – all the fallen's equipment is tarnished and rusted.

Development: There is nothing else of interest or value in this area. Once the PCs have investigated this area proceed to Encounter Eight.

ENCOUNTER 8: THE FIVE CUBICLES

This chamber can be reached from The Chess Room or through The Bead Curtain.

The twenty-foot wide corridor that you have been following suddenly ends in wall pierced by the remains of five narrow passageways that seem to continue onwards into the dark. Intricate carvings of obvious ancient origin once surrounded the entranceway to each of these cubicles. Now however much of the carvings have been destroyed or defaced. Great wholes have been smashed into the cubicle wall through which can be seen the glint of much metal.

Rubble is strewn about the floor here as if someone has systematically attacked each of these doorways.

What Has Gone Before: Many adventurers have in the past been transported long these narrow passageways to The Chess Room beyond. One group however destroyed the mechanisms hidden in the walls after suffering grievously at the hands of the trap beyond.

Development: If the PCs investigate the glints of metal coming from within the walls describe to them a network of iron rods, wheels and other devices. A successful Disable Device check (DC 20) reveals that this network of pistons and wheels was probably used to convey individuals along the narrow passageways. A detect magic cast in this area will reveal lingering Transmutation magic. A Spellcraft check (DC 24) however allows the individual checking to ascertain that the level of magic present poses no danger to the explorers.

Once the PCs have finished here it is likely that they will proceed to The Chess Room.

ENCOUNTER 9: THE CHESS ROOM

THIS ENCOUNTER FOLLOWS DIRECTLY ON FROM ENCOUNTER EIGHT. READ OR PARAPHRASE THE FOLLOWING WHEN THE PCS FIRST ENTER THIS ROOM:

The first thing you notice about this room is its floor. The floor seems to have been dubbed seemingly at random with a number of colours of once bright hue. Grey, blue, green and yellow squares can be seen here as well as many black squares.

In the centre of one wall is a ten-foot wide opening in front of which stand the shattered remains of a statue. Its remains, a four-foot high jagged stump hints that once it may have represented a warrior or king. Now however the truth of the matter is lost, as much of the statue lies shattered upon the floor.

As you look upon the chessboard puzzle, it is clear that the very first row of the chessboard is flickering as it colours fail to remain constant like the rest of the board. The effect is disconcerting and at odds with the rest of the board.

What Has Gone Before: In the past adventurers have been through this room many times and suffered at the hands of the ingenious trap laid within. One group partially destroyed the statue in frustration after suffering grievous losses in this room and as a result the magic of the trap has begun to malfunction.

Where once an adventurer's progress through the room was governed by which cubicle he entered through, now it is a truly random affair. For more information see the Chess Board Trap section below.

CHESS BOARD TRAP

This entire room is a magical trap. A PCs safe means of travel through the room is generated when the individual first steps into the room. When a PC first steps onto the floor of the room determine randomly the manner in which the PC must move across the room to escape injury. Do not reveal this information to the player.

Roll	Movement Type
1	PC must move like a Castle
2-3	PC must move like a Knight
4	PC must move like a King
5	PC must move like a Bishop
6	PC must move like a Pawn

THEN READ THE FOLLOWING:

As you step on to the floor the (black/grey/blue/green or yellow) paving slab glows with a soft white and you feel a slight tingle.

PCs employing magic such a teleport, fly, spider climb and dimension door to cross the room do so without falling prey to its magical effects. Only those PCs walking on the floor must move with caution. A PC may only make his

figure types move per round to avoid injury. For example a PC moving like a King may only move one square in any direction on his go. Moving a second square will expose him to damage as detailed below.

Movement: The square a PC starts from is considered safe in any given move. If a PC makes a move not in keeping with his piece type (castle, knight, king or bishop) the square will flash red and he will suffer damage as detailed below. The square he moved to is then considered safe and he may once again experiment with moving across the room.

The PC's figure type (castle, knight, king or bishop) does not change once it has been determined no matter how much time passes.

When a PC reaches either of the squares upon which the statue stands he is safe from the effects of the room and will never again suffer injury or hit point loss from this trap.

Note: Any successful Search or Disable Device checks made in this room only effect a single square. The PC should be informed of this when making the relevant checks. PCs employing detect magic will be able to see that the floor (along with the remains of the statue) radiates a faint (APLs 2-12) or moderate (APL 14) Necromantic aura.

APL 10 (EL 6)

↗ **Chess Board Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (*inflict serious wounds*, 7th-level cleric, Will save [DC 14] for half damage, 3d8+7 negative energy); Search (DC 28) Disable Device (DC 37).

APL 12 (EL 7)

↗ **Chess Board Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*inflict critical wounds*, 9th-level cleric, Will save [DC 16] for half damage, 4d8+9 negative energy); Search (DC 40) Disable Device (DC 40).

APL 14 (EL 8)

↗ **Chess Board Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*heightened inflict critical wounds*, 13th-level cleric, Will save [DC 17] for half damage, 5d8+13 negative energy); Search (DC 43) Disable Device (DC 43).

APL 16 (EL 9)

↗ **Chess Board Trap:** CR 7; magic device; touch trigger; automatic reset; spell effect (*harm*, 13th-level cleric, No save: reduces character to 1d4 hit points; Search (DC 46) Disable Device (DC 46).

The decaying and chaotic nature of the magicks within this chamber makes the magical traps impregnated into each square here more difficult to find than would normally be the case.

Denizens: Dependant on the APL of the party the following denizen is to be found herein. At all APLs the invisible stalkers lurking here are immune to the affects of the squares.

Bull Rush

You can bull rush as an attack action or a charge action. You can only bull rush an opponent up to one size larger than you. Initiating a Bull Rush:

1. You move into the defender's square, provoking attacks of opportunity from threatening foes. Attacks made by anyone but the defender has a 25% chance of accidentally targeting the defender. Any attacks of opportunity made against the defender (except yours) have a 25% of accidentally targeting the attacker. (Make the attack roll first and then dice to see whom the attack is targeted against).
2. The attacker and defender make opposed Strength checks. *Modifiers:* +4 for each size category you are above Medium-size, or -4 for each size category you are below medium-size; +2 bonus if charging; +4 if defender has more than two legs or is particularly stable.
3. If the attacker beats the defender he is pushed back 5 feet. He can be pushed back an additional 1 foot for each point by which the defender's check was exceeded. However the attacker cannot exceed his normal movement limit. Defenders and attackers moving as a result of a successful bull rush provoke attacks of opportunity (but not from each other).

If the bull rush fails the attacker moves 5 feet straight back to the square they were in before moving into the attacker's square. If that space is occupied, he falls prone in that space.

APL 10 (EL 9)

➤ **Advanced Invisible Stalker (2):** 52 hp; see Appendix One.

APL 12 (EL 11)

➤ **Advanced Invisible Stalker (2):** 104 hp; see Appendix Two.

APL 14 (EL 13)

➤ **Advanced Invisible Stalker (2):** 204 hp; see Appendix Three.

APL 16 (EL 15)

➤ **Advanced Invisible Stalker (4):** 204 hp; see Appendix Three.

Tactics: The creatures lurk to the west in encounter area ten. Any loud noises from the Chess Room could alert them. If the PCs are talking in the Chess Room the invisible stalker must succeed at a Listen check (DC 14) to become aware of them. If PCs with medium, or heavier armour move through the room the invisible stalker must succeed at a Listen check (DC 19) to hear them. Once the invisible stalkers are aware of the party it will

move to investigate. Check every round in which the condition persists.

Once it discovers the party moving across the chessboard it will move attack. Initially it will concentrate its attacks on individuals flying, climbing or cut off from the rest of the party. This invisible stalkers are sadists however and instead of employing its normal attack modes will seek to bull rush PCs back across the chessboard (probably setting off the trap in the process).

Note: The invisible stalkers have not worked out precisely how the trap works and thus could actually push PCs back in ways that will not injure them.

If the invisible stalkers are seriously injured it will revert to attacking the PCs using its standard attack modes. It will not retreat from this area however as it knows that it possesses a significant advantage over non-flyers here.

Treasure: There is no treasure to be found in this room. The only item of interest here is the shattered

statue that guards the room's main exit. Although partially destroyed it is possible to make the bottom half of an extremely well detailed warrior. The longest surviving broken piece is a portion of out-stretched mail clad arm. The rest of the statue is unidentifiable.

Development: Once the invisible stalkers have been defeated and the chessboard trap bypassed the PCs may continue onward to Encounter Ten: Lair of the Invisible Stalker.

PCs identifying the correct means of moving across the chessboard (not bypassing it) are entitled to a special reward. See the Treasure section for more information regarding this.

ENCOUNTER 10: LAIR OF THE INVISIBLE STALKERS

IT IS HIGHLY LIKELY THAT THE INVISIBLE STALKERS THAT LAIRS HERE WILL HAVE ALREADY BEEN ENCOUNTERED IN THE CHESS ROOM. WHEN THE PCS ENTER THIS AREA READ OR PARAPHRASE THE FOLLOWING:

A partially closed door stands ahead of you.

Once the PCs indicate they will open the door continue:

This small twenty foot by thirty foot room is filled with refuse and trash. Against the north wall have been set a crude sleeping pallet. Against the far wall has been set a sturdy looking chest above which set into the wall burns a torch lighting the whole room. About the chest lie the gnawed remains of several unfortunates and the mouldering remains of their gear. Opposite your position stands another door, which is shut.

What Has Gone Before: Invisible stalkers discovered this place several years ago. Discovering the unique properties of the Chess Room to the east they decided to lair here as the area was relatively secure against those who could not fly.

Denizens: it is highly likely that the invisible stalkers lairing here will have been destroyed in the Chess Board Room to the east. Refer to that area for further information regarding this creature if it was not encountered there.

Treasure: The main portion of the treasure to be found here is locked in the chest (the key to which is hidden in the sleeping pallet). A successful Search check (DC 18) is required

Aerial Combat

The invisible stalker possesses the following aerial movement traits:

Minimum Forward Speed: Full

Hover: Yes

Fly Backward: Yes

Reverse: Free

Turn: Any.

Turn in Place: Any.

Maximum Turn: Any

Up Angle: Any

Up Speed: Full

Down Angle: Any

Down Speed: Double

Between Up and Down: 0

For more information regarding aerial movement, consult the DUNGEON MASTER's Guide page 69.

to find this key. If the PCs fail to find the key they can attempt to break the chest open or to pick the lock.

🔑 **Wooden Chest:** 2 in. thick; hardness 5; hp 15; AC 11; break (DC 23); APLs 2-4 Open Lock (DC 20), APLs 6-8 Open Lock (DC 25).

The Coin entry and Magic entry below detail what is to be found in the chest. The *everburning torch* is set into a sconce on the wall. The Loot entry details what is salvageable from the mouldering gear surrounding the chest. Dependant on the APL of the table the following treasure can be found herein

APL 10: Coin 48 gp; Loot 12 gp; Magic *potion of cure moderate wounds* (25 gp), *potion of swimming* [2] (12 gp each), *everburning torch* (7 gp), +1 *amulet of mighty fists* (500 gp).

APL 12: Coin 53 gp; Loot 19 gp; Magic *potion of cure moderate wounds* (25 gp), *potion of swimming* [2] (12 gp each), *everburning torch* (7 gp), +2 *amulet of mighty fists* (2000 gp).

APL 14: Coin 64 gp; Loot 26 gp; Magic *potion of cure moderate wounds* (25 gp), *potion of swimming* [2] (12 gp each), *everburning torch* (7 gp), +2 *amulet of mighty fists* (2000 gp).

APL 16: Coin 71 gp; Loot 26 gp; Magic *potion of cure moderate wounds* (25 gp), *potion of swimming* [2] (12 gp each), *everburning torch* (7 gp), +3 *amulet of mighty fists* (4,500 gp).

Detect Magic Results: *potion of swimming* (Faint Alteration), *potion of cure light wounds* (Faint Conjuraton), *potion of cure moderate wounds* (Faint Conjuraton), *everburning torch* (Faint Evocation), +1 *amulet of mighty fists* (Faint Evocation), +2 *amulet of mighty fists* (Moderate Evocation), +3 *amulet of mighty fists* (Moderate Evocation).

For more information regarding the *amulet of mighty fists* refer to Appendix Five.

Development: Once the PCs have exhausted their interest in this chamber they can proceed to Encounter Eleven: The Metal Doors

ENCOUNTER 11: THE METAL DOORS

This area is reachable from Encounter Ten: Lair of the Invisible stalkers. Read or paraphrase the following:

At the very limit of your light you can just see that the twenty foot wide corridor that you have been following comes to an abrupt halt. Double doors of blue-grey doors that glimmer in your torchlight bar any further progress here.

When the PCs move closer continue:

Once you get to within fifteen feet or so of the door you realise with a start that the doors are so smooth that they actually you're your reflections! In the centre of the double doors can be seen a semi-square channel cut into the surface of the door.

If the PCs investigate the channel read or paraphrase the following:

Located at waist height it is about eight inches to a side, one inch wide and about an inch deep. There is a circular indentation at each corner of the square.

The Doors: These doors are the final guardians of the approaches to the Ghost Tower itself. They are made of the same metal as the key (which fits perfectly into the indentation on its surface). The doors, walls of the Central Room beyond are sheathed in the same *antimagic* field that protects the Ghost Tower and thus are totally impervious to any harm.

🔑 **Metal Doors:** 4 in. thick; hardness 20; hp 160; AC 9; break (DC 70).

The only way to open these doors is to slip the Key (found in Encounter Three: Exposed Pit) into the indentation in the door.

Development: Once the PCs have investigated the doors fully and have worked out how to open them proceed immediately to Encounter Twelve: The Central Room.

ENCOUNTER 12: THE CENTRAL ROOM

This area is reached via Encounter Eleven: The Metal Doors. When the PCs manage to open the doors read or paraphrase the following:

As you slip the strange squarish device into the indentation in the door they flash momentarily with an eerie blue light. A line appears in the centre of the doors before they slide open soundlessly to reveal a room beyond.

Roughly forty-foot square, the walls, floor and ceiling of this room are all crafted from the same blue-grey metal. The room is bare except for eight well-padded divans set into each corner of the room.

As soon as all members of the party have entered the room read or paraphrase the following:

As the last of you enter, the door slides shut to form a featureless wall. In fact unless you knew a door was there you would swear that the wall was as plain as the rest.

From this point onward until the end of the module the PCs are trapped in the Ghost Tower.

In fact each of the four walls has a similar door at its centre but the PCs will be unable to determine this, although they could theorize this based on the positioning of the divans. Once the doors have shut allow the PCs two rounds of action, noting what each does. Nothing happens until the outer door is shut. At the end of the second round of actions read the following:

Those of you still standing are suddenly slammed into the floor while those of you seated in the divans are pinned in place as

colours begin to wildly coalesce in the centre of the ceiling. Energy seems to arch from point to point forming a latticework of energy. Your stomachs churn and suddenly the force that held you captive is gone.

Above you in the centre of the latticework of energy a five-foot wide hole has appeared. As you watch the energy surrounding the hole dissipates but the hole remains.

PCs standing up at the end of the second round after the doors shut must make a Reflex save (DC 15) or suffer 1d6 points of damage as they are slammed into the floor. Those on divans are not injured by the effects detailed above but cannot move until the force dissipates.

The Hole: The hole described above is the only means of access to the Ghost Tower. The shaft beyond the hole is seventy feet in length. The first twenty feet of the passage appear to be of typical dungeon construct, requiring a successful Climb check (DC 20) to traverse. Twenty feet up the shaft bronze rungs have been sunk into the wall. These rungs allow climbers to easily traverse the rest of the tunnel.

Development: The only direction in which the PCs may proceed is up into the hole. PCs climbing through the shaft will emerge in The Air Level. Proceed immediate to The Air Level. The doors to this room will remain shut until another group of adventurers finds the component parts of the key and places them within the indentation on the outside of the door. Thus for the PCs, rescue will come far too late. The only hope of any PC being trapped here is to continue their explorations of the tower in the hope of finding some other means of escape.

THE GHOST TOWER

Once the PCs have traversed the shaft leading up from The Central Room of the dungeon level they have entered the Ghost Tower itself.

FEATURES OF THE GHOST TOWER

The following entries represent the standard characteristics of various features found throughout the Ghost Tower of Inverness.

Time: The Ghost Tower of Inverness exists in a time wrinkle created by Galap-Dreidel. This time wrinkle exhibits the characteristics of timelessness thus individuals trapped within the tower neither hunger, thirst or age. Natural healing is also affected by the time wrinkle and does not occur within the tower. Subjective time however from minute to minute does still flow in the tower and thus spell durations are unaffected by the time wrinkle.

When an individual escapes the tower however conditions such as hunger, thirst and aging occur retroactively (although hunger or thirst cannot kill a character in this instance).

Antimagic: The Ghost Tower is sheathed in an intense *antimagic* field that prevents any individuals from escaping the tower using such magics such as *passwall*, *teleport* or *word of recall*. Movement between floors using spells such as *teleport*, *dimension door* etc. is however possible. If the PCs possess the resources it is also possible to *scry* other areas of the power. Use the standard rules for the item or spell they employ to carry this out.

Conjuration and summoning spells function normally in the tower; any creatures summoned within the tower being drawn forth from the *Soul Gem* itself. Summoned creatures return to the gem after the spell's duration ends.

Walls: There are no internal dividing walls within the Ghost Tower. External walls are for all intents and purposes indestructible.

🔪 **Exterior Walls:** 5 ft. thick; hardness 20; hp 310; AC 5; break (DC 35); (Climb DC 20).

Windows: There are no windows or arrow slits in the Ghost Tower itself.

Floors: In several layers of the Ghost Tower water, molten magma or other obstacles obscure the floor. In a similar fashion to the exterior walls the floor is considered to be unbreakable.

🔪 **Floor:** 10 ft. or 20 ft. thick; hardness 20; hp 620 or 1,240; AC 5; break (DC 35).

Ceilings: In a similar fashion to the floor the ceilings in the Ghost Tower are considered unbreakable. They are normally between 20 ft. and 30 ft. high although the ceiling in on the air level is 50 ft. high.

🔪 **Ceiling:** 10 ft. or 20 ft. thick; hardness 20; hp 620 or 1,240; AC 5; break (DC 35).

Ventilation: Each of the levels of the Ghost Tower exhibits a markedly different climate to the others and thus details regarding ventilation are dealt with in the descriptive text of the various levels.

🔪 **Wrought Iron Staircase:** 4 in. thick; hardness 10; hp 60; AC 5; break (DC 25). This staircase is the only means (barring magic) of proceeding from the Air Level, through the Earth Level to the Fire Level.

THE AIR LEVEL

This area is accessible from the shaft leading out of The Central Room. It is the first of four elemental levels the PCs must traverse to reach the *Soul Gem*.

Any PC looking up as he reaches the top of the shaft will note that beyond the top rung of the passageway a thick mist, limits vision to less than ten feet. Once a PC indicates that he climbs out of the shaft read the following:

As you climb from the chute a thick, warm mist that limits your vision to around ten feet immediately surrounds you. Sounds seem muffled to you. The mists seem to roll throughout this place although you do not detect any wind.

The ground beneath your feet is broken and uneven with many small rocks scattered about. The mist obscures sight of the ceiling but the whole area does seem to be dimly illuminated by some unseen light source above.

What Has Gone Before: The original guardian of this place – a Hieracoshinx was slain by Zinethar and his companions. However unbeknownst to all one of the items in the creatures hoard contained a presence. The item – broken during the fight – is now worthless but its prisoner has now escaped its incarceration and has made this level its home. The misty qualities of the place suit it, allowing it to attack intruders with impunity. For more information regarding the presence's tactics refer to the *Denizens* and *Tactics* sections below.

Denizens: Dependant on the APL of the table the creatures of this place have the following statistics:

APL 10 (EL 13)

🔪 **12 HD Presence (1):** Spot Wisps (DC 25); wisps split between two party members; see Appendix One.

APL 12 (EL 15)

🔪 **14 HD Presence (1):** Spot Wisps (DC 28); wisps split between two party members; see Appendix Two.

APL 14 (EL 17)

🔪 **16 HD Presence (1):** Spot Wisps (DC 30); wisps split between two party members; see Appendix Three.

APL 16 (EL 19)

🔪 **18 HD Presence (1):** Spot Wisps (DC 33); wisps split between two party members; see Appendix Four.

Tactics: The Presence will sense the characters as they emerge onto the Air level and create Wisps to attack. It will send them around behind the character so not to

Fog: Fog obscures all sight, including darkvision beyond five feet. Creatures within five feet have one-half concealment (attacks by or against them have a 20% miss chance).

make obvious where the Presence is. The Presence lurks amongst the old bones and broken stones of the Sarcophagus at location X. When damaged, Wisps return swiftly to the Presence. They will return the most direct route and so give a clear clue as to where the real foe is. However in the mists, they will quickly go out of sight.

Given the speed of the Wisps and the limited visibility in the mists, the party must make successful Spot checks (DC varies by APL) to avoid being flat-footed by the first wave of attacks. When the Wisps attack the PCs read or paraphrase the following:

As you try to peer through the grey featureless mists, some of you are fortunate enough to catch a brief glimpse of grey tinged with green. Hence you are not caught cold by the sudden attack of what at first glance look like olive green snakes writhing at your feet and striking at you and your comrades. Under closer inspection, these creatures float above the surface of the ground. They have neither eyes nor mouth and seem little more than wisps of greenish smoke. However their strikes are real and painful enough.

After some of the wisps have been damaged but not destroyed,

As you strike the creatures, you see some break apart completely into the mist. Others however leave combat at great speed. All these though have gone in roughly the same direction. They all go back into the mist towards the west.

If a character heads in the general direction of the wisps (allow Intuit Direction check [DC 15] to notice that it was the skull of creature that the wisps were heading towards not the iron staircase),

Heading west across the rough ground, you can see a large iron stair case rising up into the mist while nearby it, a broken sarcophagus lies amidst many, many large bones of some huge winged feline predator. Its skull looks like that of a huge feral hawk.

Once the PCs move within twenty feet of the skull (the Presence) they will begin to sense its presence. Read the following:

Amidst the skull can be seen a two foot sphere of pure blackness. Even as you approach you began to feel the first stirrings of greed and avarice towards your fellow party members. For a moment you see their heads on poles beneath a great gilded throne upon which you sit. Your mind recalls the tortures you made them suffer prior to their deaths. Worst still, it all seems so reasonable and attractive.

Treasure: Dependant on the APL of the table the following treasure can be found here. After defeating the Presence and examining what is left, read or paraphrase the following:

Finally the wisps of evil no longer emerge from the strange black sphere. In fact rather than the pure sensuous blackness, there now can be seen the first glimpse of glowing stones shaped

like an egg within the dull black sphere. They glint under the subdued lighting from the mists.

APL 10: Magic - iridescent spindle-shaped ioun stone (sustains creature without air) (1,250gp), dusty rose prism-shaped ioun stone (+1 deflection bonus to AC) (333gp)

APL 12: Magic - iridescent spindle-shaped ioun stone (sustains creature without air) (1,250 gp), dusty rose prism-shaped ioun stone (+1 deflection bonus to AC) (333 gp), clear spindle-shaped ioun stone (sustains creature without food or water) (416 gp)

APL 14: Magic - pale green prism-shaped ioun stone (+1 competence bonus to attack rolls, saves and checks) (1,666 gp), dusty rose prism-shaped ioun stone (+1 deflection bonus to AC) (333 gp), clear spindle-shaped ioun stone (sustains creature without food or water) (416 gp)

APL 16: Magic - pale green prism-shaped ioun stone (+1 competence bonus to attack rolls, saves and checks) (1,666 gp), dusty rose prism-shaped ioun stone (+1 deflection bonus to AC) (333 gp), clear spindle-shaped ioun stone (sustains creature without food or water) (416 gp), pearly white spindle-shaped ioun stone (regenerates 1 point of damage/hour) (1,666 gp)

Detect Magic Results: Moderate magic of an indeterminable type.

Development: Once the PCs have discovered the spiral staircase they may proceed upwards to the Earth Level.

THE EARTH LEVEL

This area is accessible from the Air Level. It is the second of four elemental levels the PCs must traverse to reach the Soul Gem. PCs reach this area by traversing the iron staircase found in the Air Level below.

When the PCs have reached this area read or paraphrase the following:

The iron staircase found below winds upward until you come out into large well-lit clearing. The clearing is bordered on all sides by great masses of undergrowth and thorns, which cluster around many trees of varying types. The temperature here is hotter than you have encountered previously and it is also particularly humid here.

The ceiling towers thirty feet above you here and several of the trees bounding the clearing reach to this height. You can easily make out ash, oak, pine and bay trees here. Interspersed with these are smaller specimens of lime, lemon and apricot trees bearing ripe juicy fruits. Amongst all this are many other trees of a sort that you have not seen before. Clad in rough looking bark, their boughs are weighed down with fist-sized fruits. Light brown in hue and spotted with pinpricks of red they are oddly squarish in shape.

It is not clear where the light emanates from here, although it appears to come from above somewhere. But a single pathway cuts through the thickets and undergrowth away from the clearing.

This level is inhabited by Sithensis a medusa with levels of druid.

For more information regarding the mysterious type of trees found herein refer to the Kara Trees Sidebar.

What Has Gone Before: Sithensis is one of the original denizens of the Ghost Tower. Placed here over a millennium ago by Galap-Dreidel she has long since lost much of the natural animosity of her kind and has in fact developed a deep and abiding love of nature. Thus although she has in the distant past slain several adventurers managing to penetrate this far she has of late been simply avoiding, or parleying with, intruders once she becomes aware of their presence.

Aware of their presence as soon as they entered the level she was able to hide from Zinethar and his companions using the *pass without trace* and/or the *tree shape* ability of her amulet. Thus Zinethar and companions were able to explore this level without any interference from her.

The "Forest:" This level is dominated by a thick growth of dense undergrowth and trees. Travel through this undergrowth is impossible unless magic such as *pass*

without trace is employed. Those attempting such travel without magic will have to resort to fire or hacking through the undergrowth. This activity will be tiring, slow, expose the PCs to Kara Resin and alert Sithensis to their presence. If the PCs do attempt to cut or burn their way through, Sithensis will immediately investigate. At first she will attempt to engage the PCs in conversation and get them to stop their activity. If this fails, she will attack them.

Climbing trees to try to gain a better view of the place will fail – the pathways are so overshadowed by the undergrowth that any attempt to map this way will end with failure. PCs employing *fly*, or other magics however will be able to scout out the area fully if they so wish. Unless otherwise noted,

the pathways here are ten feet wide with thick hedgerows.

Several monkeys also dwell in this level amongst the larger trees overlooking the two clearings here. At first they will silently regard the PCs (who may spot them in the loftiest boughs of the larger trees). If however the PCs start hacking down vegetation they will let out a fearsome

racket and perhaps throw small fruits and branches at the transgressors (which will not harm them but may hamper their progress). This noise however will alert Sithensis to intruders who will come to investigate. At APLs 6+ these monkeys are actually Sithensis animal companions and will warn him as soon as any PCs appear on the level.

Denizens: As noted above Sithensis is not typical of her kind. Although she possesses the form and (dependant on APL) the abilities of a medusa, she has the temperament of a follower of Obad-Hai - albeit a particularly harsh one. Her first concern is the safety of the fauna and flora that she has laboriously grown here since her unwilling incarceration.

When Sithensis is first encountered by the PCs she will be clad in a brown hooded robe such as would be worn by a traveller. Initially she will attempt to mask her true identity from the PCs, however if negotiations go well she may reveal her true self rather than risk the PCs uncovering the truth later on. If taken unawares the PCs will encounter her in the clearing from which the stairs are accessible tending a rose garden and singing in a soft, lilting voice.

Dependant on the APL of the table Sithensis has the following statistics:

APL 10 (EL 13)

☞ **Sithensis, female medusa Drd6:** hp 85; see Appendix One and the new rules in *Savage Species* pages 184 and 185 and Appendix Five.

☛ **Monkeys (20):** hp 4; see Appendix One.

APL 12 (EL 15)

☞ **Sithensis, female medusa Drd8:** hp 101; see Appendix Two and the new rules in *Savage Species* pages 184 and 185 and Appendix Five.

☛ **Monkeys (20):** hp 4; see Appendix Two.

APL 14 (EL 17)

☞ **Sithensis, female medusa Drd10:** hp 117; see Appendix Three and the new rules in *Savage Species* pages 184 and 185 and Appendix Five.

☛ **Monkeys (20):** hp 4; see Appendix Three.

Kara Trees: Large fruit trees, Karas can normally grow to a height of forty feet or so. Here the ceiling above has interrupted their growth. They are clothed in rough bark that excretes an irritating resin that causes itching in all those exposed. This effect can cause a temporary loss of Dexterity, which can be reversed by washing the effected areas in cold water.

They produce a fruit that is light brown in colour. Spotted with yellow when new these fruits are spotted with red when fully ripe. Karafruit as they are called are fist-sized and oddly squarish. Ripe fruit (as the fruit here is) is very chewy and sweet. Unripe they can cause severe cramps if eaten and have a putrid taste.

Druids in the party will be able to easily recognise these trees for what they are. Other individuals can identify them with a successful Knowledge (nature) check (DC 20).

Kara Resin: Contact; Fortitude save (DC 15) resists; 1d2 Dex/1d2 Dex).

Gaze Attacks

- Sithensis can "turn off" her gaze attack when desired. Thus simply seeing her in her true form is not enough to require a saving throw. Note: At lower APLs Sithensis can only use her gaze attack for a limited number of times per day. She is immune to her own gaze attack.
- Opponents averting their eyes from Sithensis' gaze have a 50% chance of not having to make a saving throw in any given round. In this instance Sithensis gains one-half concealment against that individual (20% miss chance).
- Opponents closing their eyes, wearing a blindfold etc. do not need to make a saving throw against Sithensis gaze attack. However attacks against her suffer a 50% miss chance from these opponents.
- Looking at Sithensis' image does not provoke saving throws.
- Characters using darkvision in complete darkness are affected by gaze attacks as normal.

For more information regarding gaze attacks refer to the *DUNGEON MASTER'S Guide*, page 77.

APL 16 (EL 19)

☞ **Sithensis, female medusa** Drd12: hp 133; see Appendix Four and the new rules in *Savage Species* pages 184 and 185 and Appendix Five.

🐵 **Monkeys (20):** hp 4; see Appendix Four.

Tactics: As noted above Sithensis is not as hostile as a standard medusa. When she first becomes aware of the party she will not attempt to immediately attack them. If the PCs do not seem particularly hostile she will attempt to make peaceful contact with them. If they seem overtly hostile however she will hide from them using her amulet's powers. If they cause widespread damage to the vegetation here she will attack them, using all the powers at her disposal.

Treasure: Any treasure that was once hidden here has long since been taken by previous explorers. The only items of interest here are Sithensis' personal possessions. Dependant on the APL of the table the following treasure can be found here.

APL 10: Loot 28 gp; Magic Greater amulet of woodland stride (300 gp).

APL 12: Loot 28 gp; Magic Greater amulet of woodland stride (300 gp).

APL 14: Loot 28 gp; Magic Greater amulet of woodland stride (300 gp).

APL 16: Loot 28 gp; Magic Greater amulet of woodland stride (300 gp).

Detect Magic Results: Greater amulet of woodland stride (Faint Transmutation).

Development: If the PCs make peaceful contact with Sithensis she will allow them to rest in this level if they so wish (although she will not offer this outright). Despite any perceived goodwill between herself and the party, Sithensis will not travel with them through the rest of the tower. Her first priority is to Obad-Hai and the tending of nature within her home.

Once the PCs have either slain, or parleyed with, Sithensis they may proceed upward to the Fire Level.

THE FIRE LEVEL

PCs reach this level via the staircase leading up from The Earth Level below. It is the third of the elemental levels they must traverse to each the *Soul Gem*.

This is a very complex area and Dungeon Master's should be fully conversant with it before play begins.

When the PCs ascend the stairs read or paraphrase the following:

As you ascend the spiral stairway the air begins to get hotter and hotter. As you reach the top of the staircase lurid lights play off the walls and ceilings. The wrought iron staircase beneath your hands is warm to the touch.

Looking out from the top of the stairs a truly terrible sight greets your eyes. A literal sea of fire dominates this level. Flames, shooting up half the height of a grown man play across its surface. Smoke and sulphurous fumes boil above it, forming

a foreboding cloud hanging roughly twenty feet above your head.

The stairway on which you stand comes out onto a small island at the edge of the fire sea. A twenty-foot pathway extends from it into the sea. From it two smaller paths loop through the sea before rejoining the pathway. At the very end of the wider pathway two smaller pathways again loop off through the sea before joining another island at the far edge of the level. A large pile of boulders and what appears to be a large overturned stone sarcophagus dominates this far island.

At the far end of the wide pathway lie what appear to be the remains of a large suit of scorched and twisted half-plate and the twisted remains of a huge greatsword.

PCs lingering in this level for more than ten minutes become subject to Heat Dangers. See the Sidebar entitled Heat Dangers or the *DUNGEON MASTER'S Guide*, page 86.

When the PCs first enter this level Kartur will be huddling in the overturned sarcophagus desperately trying to stay out of the eternal light that plagues him. When he becomes aware of the PCs however he will fly from his hiding place in a rage and attempt to slay them. Refer to the Tactics section below for more details.

What Has Gone Before: When Zinethar and his companions reached this level they bested Kartur, the fire giant set here by Galap-Dreidel to guard the approaches to the Soul Gem's repository. Unbeknownst to him Galap-Dreidel had warped the fabric of Kartur's being adding the Final Strike feat as a safeguard against invaders breaching this level. When Kartur met his doom defending the *reverse gravity* area the feat Final Strike activated destroying most of his body and severely injuring Lembu. Parts of his body actually got caught in the *reverse gravity* field and passed through to the water level. (This is how the adventurers discovered this passageway). Betrayed by Galap-Dreidel and trapped by the *antimagic* field sheathing the tower, Kartur soul railed against his death. The magical nature of his death and his hatred for all those living combined to transform Kartur into an umbral fire giant. Tied to the place of his death he now attempts to slay any who invade his domain.

The Fire Sea: Much of the Fire Level is composed of the fire sea. The sea itself is only five feet deep and extends all the way to the outer wall of the Ghost Tower. Any inflammable item touching the surface or falling into the sea has a chance of catching fire (see below for more information). Small wavelets course across its surface, seemingly to almost overwhelm the pathways,

Catching on Fire: PCs exposed to the fire sea must succeed at a Reflex saving throw (DC 15) or catch on fire. In each subsequent round the PC must make an additional saving throw or suffer another 1d6 points of damage. Success indicates that the fire has put itself out. Characters on fire may automatically extinguish the fire by jumping into enough water to douse himself. If no water is at hand smothering the fire with cloaks or the like permits an additional saving throw with a +4 bonus. Characters unlucky enough to catch on fire must make a Reflex save (DC 15) for their clothes and equipment. Flammable items that fail the saving throw sustain the same amount of damage as the character.

Refer to the *Player's Handbook* pages 135 and 136 for more information about damaging objects.

which stand only one foot above its surface. Flames leap across the sea's surface to a height of two to three feet and smoke rises from it.

Exposure to the fire sea deals 2d6 points of damage per round. Damage from the fire sea continues for 1d3 rounds after exposure ceases but this additional damage is only 1d6 points of damage per round. Immunity or resistance to heat or fire serves as immunity to the fire sea. However, an individual immune to heat or fire might still drown if totally immersed in the sea.

The Reverse Gravity Area: The reverse gravity area set here is the only means of progressing further into the tower. Any individual stepping into the area will be affected just as if he had been targeted by a reverse gravity effect. He will fall upwards into the cloud of smoke. Individuals able to fly or levitate can easily arrest their "fall" while individuals able to feather fall will leisurely float upwards towards the smoke cloud. PCs unable to arrest their progress will fall upwards into the smoke cloud assumable to strike the ceiling. The field is centred on a ten-foot hole in the ceiling through which access to The Water Level is gained. PCs caught in the field may (if they wish) attempt a Reflex save (DC 15 + APL) to catch the edge of the hole. Success indicates that the PC has caught the edge of the hole but has sustained 1d6 points of damage. Failure indicates that the PC has passed through to The Water Level.

Refer to the Water Level text for information regarding the amount and type of damage suffered by falling characters.

Note: Detect magic will reveal a strong aura of Transmutation magic in the reverse gravity area, perhaps giving PCs a hint as to the nature of the locale.

Reverse Gravity Area: All APLs (EL 1).

The Smoke Cloud: Any PC breathing in the heavy smoke of the smoke cloud must succeed at a Fortitude check (DC 15 +1 per previous check) or spend the round choking and coughing. A PC who chokes for two consecutive rounds takes 1d6 points of subdual damage. Smoke also obscures all vision, giving one-half concealment to individuals within it.

Denizens: Kartur has been transformed into an umbral creature. He hates the light and would prefer to dwell in darkness. He loathes the living and is aggressive and predatory toward them. Kartur appears as a squat, shadowy humanoid of the relevant size with flaming hair, coal-black skin and red eyes. When the PCs first see Kartur read or paraphrase the following:

Suddenly from the far island, a figure of fire and shadow bursts forth from the overturned sarcophagus and flies directly at you babbling and screaming in some brutish language. He is a large humanoid of some kind with dull, black skin and flaming red hair. His face is twisted into a bestial grimace of rage and hate as he swings a greatsword through the air as if it were no more than an effete wizard's wand. He wears a suit of plate upon his powerful squat frame but something is not right.

There is not the familiar sound of metal on metal ringing in your ears; just his curses as he comes towards you.

He seemed to smash his way from out of the sarcophagus but there was not a single stone was thrown loose.

The final detail that you take in is on the front of the ruined armour on the ground; an exceedingly detailed relief of a coiled dragon whose colour straddles the line between red and an opalescent black. However on the strangely silent armour he wears, there is no dragon. This puzzle is swiftly answered as the very air beneath him heaves and a [medium/large] opalescent black dragon appears beneath him. He looks too large, surely too heavy for the dragon. However he appears to float above it; hardly touching but going through the motions of riding it. The dragon seems to do likewise. Whatever the pretence, it is clear that they charge towards you with sword, fang and claw ready to do you great harm.

Combat has begun - call for Initiative. When the dragon attacks, use the description below.

The dragon beats its mighty opalescent wings and carries itself and its ranting rider to you. In an instant, there is not one dragon but several.

The dragon has activated his mirror image ability. Continue:

As they come above you, the dragons breathes a black cloud of decay upon you while the singleton fire giant drops down in the midst of this enervating cloud to stand toe-to-toe with your leader. Now you can clearly see that he is in part incorporeal.

PCs able to speak Giant will be able to tell their companions that Kartur's rant is speaking nothing but gibberish. PCs who have encountered a fire giant before will be able to determine that what they face used to be a fire giant but that now it is somehow changed (or more precisely warped).

Dependant on the APL of the table Kartur has the following statistics:

Heat Dangers: The temperature is so hot in here that just breathing the air is dangerous. Unless protected against heat damage by spells such as *endure elements (fire)*, *resist elements (fire)* or *protection from elements (fire)* each PCs sustains 1d6 points of damage per minute. Those failing a Fortitude save (DC 15 +1 per previous check) also sustain 1d4 points of subdual damage. Those wearing heavy clothing of any sort of armour suffer a -4 penalty to these checks.

In addition those wearing metal armour are affected as a *heat metal* spell. For more information refer to the Player's Handbook pages 183-4 and 213. However in summary:

Attended items receive a Will save (DC 13) to resist the affects, which must be made every round. Unattended items are automatically affected. Once affected the individual wearing metal armour takes the following damage:

Round 1: Metal Temperature: warm; Damage: None
Round 2: Metal Temperature: hot; Damage: 1d4 points
Rounds 3-5: Metal Temperature: searing; Damage: 2d4 points
Round 6: Metal Temperature: hot; Damage: 1d4 points
Round 7: Metal Temperature: warm; Damage: None

APL 10 (EL 12)

➤ **Kartur, male umbral fire giant**17: hp 110; see Appendix One and the new rules in *Savage Species* pages 134 and 167 and Appendix Five.

➤ **Young Adult Shadow Dragon**: hp 136; see Appendix One and the new rules in Appendix Five.

KARTUR'S FINAL STRIKE

Kartur's Final Strike has the following effects:

Primary Damage: An explosion of 13d6 points of fire damage in a 60 feet radius (Reflex save [DC 16] for half damage); **Secondary Damage:** A Light blast for 6d6 points of damage in a 60 feet radius (Reflex save [DC 16] for half damage).

The light blast is particularly hurtful to the Shadow Dragon. It will do double damage to it and the dragon will be stunned for one full round.

Aerial Combat

Kartur possesses the following aerial movement traits:

Minimum Forward Speed: None

Hover: Yes

Fly Backward: Yes

Reverse: Free

Turn: Any

Turn in Place: Any.

Maximum Turn: Any

Up Angle: Any

Up Speed: Full

Down Angle: Any

Down Speed: Double

Between Up and Down: 0 ft.

The shadow dragon possesses the following aerial movement traits:

Minimum Forward Speed: Half

Hover: No

Fly Backward: No

Reverse: -

Turn: 180°/5 ft.

Turn in Place: No.

Maximum Turn: 45°

Up Angle: 45°

Up Speed: Half

Down Angle: 45°

Down Speed: Double

Between Up and Down: 10 ft.

Feats: Fly-by-Attack and Wing-Over modify the above as noted in Monster Manual entry for dragons.

For more information regarding aerial movement, consult the DUNGEON MASTER's Guide page 69.

APL 12 (EL 14)

➤ **Kartur, male umbral fire giant**17: hp 110; see Appendix Two and the new rules in *Savage Species* pages 134 and 167 and Appendix Five.

➤ **Adult Shadow Dragon**: hp 180; see Appendix Two and the new rules in Appendix Five.

APL 14 (EL 15)

➤ **Kartur, male umbral fire giant**17: hp 110; see Appendix Three and the new rules in *Savage Species* pages 134 and 167 and Appendix Five.

➤ **Mature Adult Shadow Dragon**: hp 231; see Appendix Three and the new rules in Appendix Five.

APL 16 (EL 17)

➤ **Kartur, male umbral fire giant**17: hp 110; see Appendix Four and the new rules in *Savage Species* pages 134 and 167 and Appendix Five.

➤ **Old Shadow Dragon**: hp 231; see Appendix Four and the new rules in Appendix Five

Kartur's Tactics: Kartur and his mount will become aware of the PCs once they have encountered the *reverse gravity* trap. (Kartur and mount are immune to the *reverse gravity* effect due to their fly ability).

In combat Kartur will seek to position himself so that as many of his foes can be

affected by his Final Strike feat. Kartur hates all living things and will seek to slay any who invade his domain. Ironically being originally a creature of fire, Kartur now loathes the light but cannot escape from it. This has transformed his lair into his prison and has driven him slightly mad. Thus he will throw himself at any interlopers in a wild frenzy, seeking to slay them as quickly and as violently as possible.

He will concentrate on one foe before moving onto another, taking great delight in reducing powerful warriors to helplessness. Kartur is unafraid of death, in fact welcoming a chance to escape his torment.

When Kartur is slain his body will explode in a blast of fiery elemental force as detailed in the relevant sidebar. For more information regarding the feat Final Strike refer to Appendix Five. The light blast is particularly hurtful to the Shadow Dragon. It will do double damage to it and the dragon will be stunned for one full round.

Shadow Dragon's Tactics: The shadow dragon is a hugely intelligent protagonist trapped in this timeless Tower. His existence is tied to that of Kartur and so he plays his part with malicious relish. As Kartur is all rage and anger, the dragon seethes and festers with his hatred. The dragon will use its quickened *mirror image* first along with level draining breath. At APL 14, *haste* is added to the actions above. It will then perform fly-by-attacks until it can breathe again. If its images are lost, it will use its quicken spell-like ability on shadow blend to protect itself. It may make use of its spells between breath weapons if circumstances dictate. The dragon is bound to Kartur and may not go beyond 60 feet from him.

Note: When Kartur rides the dragon, he does not get the benefit of his incorporeal miss chance as he maintains his form to ride the dragon. When he gets to the party he drops from the dragon as the dragon breathes. He does not suffer level loss.

Note: The PC first affected by the *reverse gravity* trap will likely fall through to the water level, where he will be safe from Kartur's attacks. It is possible that he could communicate with his companions if the relevant Listen checks are made (at a penalty of -5 due to distance).

However, it should take at least two rounds for the "falling" to surface and gathering his bearings. It is also possible that PCs in extremis could use the *reverse gravity* trap to escape Kartur by voluntarily leaping into it.

Treasure: The scorched and twisted remains of half-plate and greatsword are essentially worthless, warped as they were by the explosion set off by Kartur's original death. However PCs examining the half-plate will discover the remains of his coal-black torso still inside, which may perhaps give them some idea as to his fate.

Adding the Umbral Subtype to Slain PCs

It is perfectly possible that Kartur will slay one or more of the PCs in this encounter. Slain PCs rise 1d4 rounds later as an Umbral creature under the control of the DUNGEON MASTER. Such PCs will seek to slay their former brethren as swiftly and effectively as possible using their Strength Damage ability. Add the following abilities to these PCs (refer to Kartur's stat block for more information):

Type: Undead (Incorporeal)

Hp: 12 + 7 for each level above 1st. No Con bonus

Spd: fly 40 ft. (perfect)

AC: 10 plus Dex bonus plus a deflection bonus equal to its Charisma modifier or +1, whichever is greater

Atks: lose Strength bonus; all attacks are incorporeal touch attacks

Damage: 1d4 Strength damage (Small creatures) or 1d6 Strength damage (Medium creatures)

SQ: Create spawn (Su), incorporeal, turn resistance +2, undead traits

Abilities: +2 Dex, -4 Int, +2 Wis, +2 Cha. NPC has no Strength or Constitution score.

Alignment: Chaotic evil

Searching the sarcophagus however is a bit more rewarding. PCs searching here will easily find a scattered pile of copper pieces within which lies a forgotten ring of feathering falling and Llarendenn's Shield. A successful Spot check (DC 20) indicates that a PC scooping up the coins has accidentally found the ring hidden within. If a PC checks the ring using *detect magic* it will be discovered that it radiates a faint Transmutation aura. Llarendenn's Shield glows so it is obvious that it possesses some magic. Its true powers are only awakened in the hands of a good-aligned character. Any PC searching the coin automatically finds it. It is therefore possible that PCs will not know they have found a magic ring until the end of the adventure.

Dependant on the APL of the table the following treasure may be recovered from this area:

APL 10: Coin 3 gp; Magic ring of feathering falling (183 gp), Llarendenn's Shield (1,561 gp).

APL 12: Coin 6 gp; Magic ring of feathering falling (183 gp), Llarendenn's Shield (1,561 gp).

APL 14: Coin 9 gp; Magic ring of feathering falling (183 gp), Llarendenn's Shield (1,561 gp).

APL 16: Coin 12 gp; Magic ring of feathering falling (183 gp), Llarendenn's Shield (1,561 gp), (1666 gp), +3 longsword (1,526 gp), ring of wizardry (I) (1,666 gp), carpet of flying (5 ft. by 7 ft.) (3,416 gp).

Detect Magic Results: ring of feather falling (Faint Transmutation), Llarendenn's Shield (Faint Divination and Evocation), ring of wizardry (I) (Moderate Universal magic), +3 longsword Moderate Evocation), carpet of flying (Moderate Transmutation).

Detect Good Results: Llarendenn's Shield (Strong Good).

❖ **Llarendenn's Shield** is a +2 large steel shield, which glows brightly as if affected by the 0th level *light* spell. The shadow creatures could not abide to even touch it. It was hidden under rubble to stop its hurtful light. It was the possession of a devout good aligned priest of Pelor. Some small part of his power has remained behind. Llarendenn's Shield (also known as the Shield Indomitable) acts as a permanent *light* spell as if cast on the shield itself. It can cast *detect undead* 3/day and cast *daylight* once per day. All spells are cast at the 5th level of ability but can only be used if its possessor is of Good alignment. The use of

these spells is a standard action. If a non-Good aligned character picks up the shield, then the light goes out.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, Craft Magical Arms and Armour, *daylight*, *detect undead*, *light*; **Market Price** 16,680 gp.

Development: Once the PCs have slain Kartur or have accidentally encountered the *reverse gravity* area they may proceed to The Water Level. It is impossible to reason or negotiate with Kartur. He only desires the PC's death and must be defeated or avoided.

THE WATER LEVEL

THIS LEVEL IS ACCESSIBLE ONLY VIA THE REVERSE GRAVITY AREA, WHICH THE PCS WILL ENCOUNTER ON THE FIRE LEVEL BELOW. PLAY COMMENCES IMMEDIATE HERE WHEN PCS FALL UP THROUGH THE REVERSE GRAVITY AREA. READ OR PARAPHRASE THE FOLLOWING:

Your brief fall is suddenly terminated when you smash into warm sea green water. Surprised by this you swallow several great gulps of bitter salt water. Loudly retching you, struggle to the surface and immediately see a small sandy island about thirty feet away. Two fifteen feet high palms trees grow atop it. Small shrubs of some indeterminable type grow at their base. Between these trees stands a small hut that sits quite incongruously with the surroundings.

Reverse Gravity and Falling: This whole area is under a massive *reverse gravity* effect that affects any PC falling through to here from the Fire Level. The damage sustained by each PC falling depends on how far they fall. Because they are falling into deep water the damage they receive is less much reduced from that they would suffer in a normal fall. If the PC falls all the way from the floor of the Fire Level the PC takes 2d3 points of subdual damage and 1d6 points of normal damage. If the PC falls from the roof of the Fire Level (after grabbing the ceiling) they only take 1d3 points of subdual damage. PCs employing the Tumble skill can further reduce this damage.

As noted in the Fire Level PCs capable of flying or levitation, or who employ *feather fall* can escape this damage.

PCs falling into the sea will literally have to sink or swim. Refer to the information in the sidebar below for more information.

What Has Gone Before: Forbitan was a Silent One of Keoland whose adventuring group had come to grief upon entering the chamber of the *Soul Gem* several hundred years ago. All five of his companions were struck by strange white beams that completely drained them of colour, trapping their souls in the gem. Forbitan realising that the tower had some way of disposing of the bodies of the soul-drained, gathered the bodies of his friends and retreated to the water level.

He slew a water-breathing dinosaur that had laired there and constructed a magical demesne above the level's solitary island. He set up his whitened companions

at a table, as if they were dining, and prepared to formulate a plan to return the souls of his friends to their bodies.

Time does not pass in Inverness. Forbitan knew that the bodies of his companions would not decompose, that he would never starve, and that he could, theoretically, at least, live forever. He began to study the gem, mostly by questioning other adventurers who came to best it, and formulated several theories about how best to defeat the gem and restore his friends to life, souls and all.

In 570 or so, the Seer came upon Forbitan during his exploration of Inverness. The Silent One instantly distrusted the Seer, and the two engaged in a powerful magical struggle. During the battle, Forbitan learned that the Seer sought a soul known as Ontovar, who had been captured during the time of the Great Migrations. (Forbitan did not know of Ontovar's relationship to Power Magic or Slerotin--had he known, he would have attempted to destroy the *Soul Gem* on principle, sacrificing his friends to prevent the spread of Power Magic).

Forbitan defeated the Seer, who parleyed his Octych in return for his freedom. Forbitan didn't know what the item was, but he knew that it was extremely valuable to the untrustworthy archmage. His plans in disarray, The

Seer retreated to Leukish to assume a more central role in court life and to perhaps seek out a patron able to further his ambition.

The Island: The island is covered with sand to a depth of roughly three feet below which are soil and stones. The palms trees growing here have reached a height of fifteen feet. Some small shrubs grow at the base of these trees. Sandwiched between the two palms trees can be seen a small hut.

The Sea and the Coral: At its deepest the sea is roughly fifteen feet in depth. However roughly a third of this level is dominated by a coral reef of roughly eight to ten feet in height. Thus water depth over this reef is only about five feet. The water is warm, but

not overly so and salty. Visibility is excellent. There is no tide or appreciable currents although the schools of small fish dart hither and thither through the water. The seabed is predominantly composed of sand or reef. Partially buried in the sand roughly ten feet from the "eastern" shore of the island can easily be seen the body of a huge prehistoric fish over twenty feet in length. (This is the aquatic predator slain by Forbitan).

The Hatchway: The hatchway is located in a clearing amongst the coral. The hatch is five feet wide and constructed from metal. An unrusty wheel-like device is attached to its top. The wheel must be spun three times in a counter-clockwise direction to unlock. This procedure takes a round to complete and once unlocked the hatch is easily operable by anyone (the water pressure on the other side is identical).

A five-foot wide (water-filled) passageway continues downwards. PCs following the passageway for ten feet will experience an uncomfortable feeling in their stomach. (This is the extent of the *reverse gravity* area and the uncomfortable feeling is the gravity reverting to normal). Five feet beyond this the PC will discover that the rest of the passageway is air-filled. Set into the wall a set of metal rungs lead up into The Jewel Room five feet above.

Denizens: The only occupant of this level is Forbitan. His statistics are the same for all APLs:

All APLs

✦ **Forbitan:** male human Sor9/Sil10: see all APL Appendices.

Tactics: Forbitan will not seek to harm any intruders into his home. Although a powerful archmage he is also trapped here and will attempt to coerce the PCs into assisting him to retrieve the *Soul Gem*, which contains the souls of his adventuring companions. If asked about the Seer or Zinethar's Journal, Forbitan says the following, his words tinged with a strong Keolandish accent:

"Here in Inverness, time turns upon itself. The dead do not wither, the living need no food, and none of us trapped within know a day from a year. Interruptions, no matter how violent, break the lonely monotony. While I cannot tell you when they came, I remember each visitor perfectly. The one you call the Seer visited me what must be several years ago. The tower was quiet in those days. But this Seer had learned of it somehow, knew of the secret chamber above that holds the accursed Soul Gem that sucked the lifeforce from my companions when I was but a stranger to this place."

"I pleaded with him to help me, swearing on my honour as a Silent One of Keoland, a protector of lost magical lore, that I meant him no harm and that I needed his assistance to free the souls of my lost companions. He cared nothing for my plight, however, speaking only of a soul trapped within the gem, some lost adventurer known as Ontovar. When I denied him my assistance, his countenance darkened and he lashed out at me with magical energy." A thin smile crosses Forbitan's lips.

"The insolent cur actually tried to kill me. Me. I bested him with little effort, trapping him in a soul rack I'd devised by studying the basics of the Soul Gem. But I am not a violent

Drowning

Any character can hold his breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, he falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, he dies.

Swimming

A successful Swim check (DC 10) allows the PC to swim a distance equal to one quarter of their normal land move as a move-equivalent action. As a full-round action the individual can move one-half of the individual's normal movement. Only one check per round is required. If the Swim check is failed by up to 4 he makes no progress through the water. If the check is failed by more than 5 the swimmer goes underwater and starts to drown. Trained swimmers can take 10 at this check.

Swimmers underwater (whether drowning or swimming underwater intentionally) suffer a cumulative -1 penalty to their Swim check each round.

Swimmers suffer a penalty of -1 to these checks for each 5 pounds of gear they are carrying or wearing.

Each hour that an individual is swimming they must succeed at a Swim check (DC 20) or suffer 1d6 points of subdual damage due to exhaustion.

man, so I released him on the condition that he flee the tower and never return. He left quickly, and indeed I have not seen him again, though you are not the first adventurers to speak his name to me since his leaving.

"Before he could leave, I relived him of this," Forbitan says. He rustles through a pouch briefly before pulling out a triangular plane of blue metal. "He called it an Octych, and although it radiates magic related to planar gates and travel, I have not been able to understand how it works or what it does. The Seer seemed to think his life depended upon owning it, however, so I thought it only fair to remove it from his possession as punishment for working against me. It's yours, if you want it, on the condition that you best the Soul Gem and return that item to me."

Any character who has played the adventures "River of Blood" or "As He Lay Dying" (parts 1 and 2 of the "Absolute Power" module series by Erik Mona) can make a Intelligence check (DC 10) to remember that NPCs from those adventures sought out similar artefacts. Characters who have played "As He Lay Dying" recall that Jaziadeen Ambassador of the Duchy of Urnst to the Free City of Greyhawk might be interested in examining the Octych, as he most likely knows of the artefacts from the PCs post-adventure briefing.

If the PCs ask about rescuing the soul of Ontovar, Forbitan says regretfully that a soul cannot be returned to Oerth when the body has been destroyed, as Ontovar's most certainly has. His studies of the Soul Gem have revealed, however, that an unfettered soul could be trapped within a sphere of white crystal, and he agrees to calve off the soul of Ontovar from the Soul Gem and give it to the PCs, again on the condition that they bring the Soul Gem to the Water Level after they have defeated its magic.

Under no circumstances will Forbitan travel to the Jewel Room with the PCs. "If I die," he explains, "so dies the hope of returning my time-lost friends to life and vigour."

Treasure: The following treasure can be gained here at all APLs:

Freeing Ontovar: After restoring the souls of his companions (who don't believe they've been in stasis for centuries), the beaming Forbitan conducts a short ritual during which a beam of white energy bursts from the Soul Gem and streaks into the heart of a fist-sized sphere of white crystal. "The soul of Ontovar dwells within this sphere," Forbitan says. "I know not how to bond the soul to a human host, but perhaps such magics can be discovered in the world beyond the tower walls. No doubt much has progressed in the magical arts since my journey here, and you may yet speak to the mysterious Ontovar." If Ontovar's soul is freed the PCs gain access to the below item:

Ontovar's Soul Sphere: This fist-sized sphere of white crystal allegedly contains the soul of Ontovar, which was carved from the Soul Gem of the Ghost Tower of Inverness by Fortiban, an ancient Silent One of Keoland. It's warm to the touch and radiates a strong Necromantic aura when viewed by detect magic. Although

it provides no game rule benefit, it will come into play in a future adventure.

Value: 50 gp

Retrieving the Octych: Forbitan is true to his word, and hands over the Octych to the party after they have successfully returned the Soul Gem to the Water Level. If the PCs gain access to the Octych the following item is available to them:

Octych (Deep Blue): This triangular plane of deep blue metal, about the size of a garden spade's blade, emits a strong Transmutation aura. While it provides no game rule benefit as yet, you know it and similar items are desired by powerful factions in the Flanaess, including Iuz and the Scarlet Brotherhood. It will most definitely come into play in a future adventure.

Value: 100 gp

Development: If the PCs get on well with Fortiban (or if time is running short) the powerful wizard will offer to transport them upwards into the Jewel Room using a mass *dimension door*. However powerful magics reside in the room above and these will slightly distort the *dimension door*. Thus, each PC using the dimension door will appear in a random segment of the room, a random distance away from the Soul Gem. Determine in which segment the PC arrives by rolling a d8. They arrive 1d6x10 ft. away from the Soul Gem in the square of your choice. Do not place PCs so that they straddle two segments of the room.

Fortiban is aware of the powers of protection around the Soul Gem. He will warn party that spells (unless touch spells) do no damage nor does missile fire of any kind. Damage must be done to the barrier around the Soul Gem by hand-to-hand combat only. Any summoned creatures are sucked back into the Soul Gem when they approach. The most fearful power though was from the Soul Gem itself. It would pull a soul from the body and take it into itself. Nothing wards this effect.

Alternatively, once the PCs proceed up the ladder hidden beyond the hatchway proceed to The Jewel Room.

THE JEWEL ROOM

This level can only be reached via the hatchway found in the Water Level. When the PCs reach this area either read or paraphrase the following:

The top of the ladder exits into a huge circular room roughly 120 feet in diameter. Above you, the ceiling domes to a height of fifty feet above the centre of the chamber.

Set into the exact centre of the room hovers a multi-faceted opaque white diamond at least the size of a halfling's head. As it slowly rotates you see that its many facets have been perfectly cut. Lines cut into the floor and edged with some form of white marble lead away from the gem dissecting the room into 8 identically sized portions.

As you watch a portion of the room is suddenly flooded with a great flash of brilliant pure white light. Stars dance before your eyes and as the flash fades from your sight nothing seems to have overtly changed. The room is as before and ahead

The Soul Gem

The Soul Gem has the power to suck the soul out of its victim's bodies and draw it into itself. It does this by blasting areas of the chamber with a ray of pure white energy of an indeterminable sort. This blast completely fills the portion of the chamber affected. This ray has different affects dependant on the APL of the table. The Initiative modifier for the Soul Gem is +0.

APL 10

Modified Trap the Soul Ray: CR -; magic device; location trigger; automatic reset; Atk ray (automatic hit); spell effect (modified magic jar, Will save [DC 22]).

APL 12

Modified Trap the Soul Ray: CR -; magic device; location trigger; automatic reset; Atk ray (automatic hit); spell effect (modified magic jar, Will save [DC 24]).

APL 14

Modified Trap the Soul Ray: CR -; magic device; location trigger; automatic reset; Atk ray (automatic hit); spell effect (modified magic jar, Will save [DC 25]).

APL 16

Modified Trap the Soul Ray: CR -; magic device; location trigger; automatic reset; Atk ray (automatic hit); spell effect (modified magic jar, Will save [DC 27]).

of you what can only be the Soul Gem seems to be within your grasp.

As the light flashed to the ceiling for a brief moment, it illuminated the hazy outline of the force shield around the Soul Gem. The shield is a perfect translucent golden sphere with not a mark upon it.

Denizens: The only sentient creature/object in this chamber (except for the PCs) is the Soul Gem itself. A force shield protects the gem, similar in effect to a wall of force. The shield is two feet in diameter and perfectly spherical

This force shield effect is not as tough as a standard wall of force and can be broken down, however it is not vulnerable to flanking, critical hits or sneak attack damage. The shield is vulnerable to damage caused by handheld weapons or hand attacks only (including touch attack spells). Note that the force shield is not a creature and Inflict spells including harm have no effect. Missile weapons (excepting a whip) and all other spells cannot affect it in anyway. Dispel magic and anti-magic shell has no effect either on the force shield or on the beam from the Soul Gem. Creatures summoned to attack

are drawn back into the Soul Gem without any chance to attack.

The force shield has touch AC 11. The force shield's other statistics depend on the APL of the table:

APL 10 (EL 10)

☛ **Force Shield:** 2 in. thick; hp 250; AC 22. Those damaging the force shield suffer damage – see below.

APL 12 (EL 12)

☛ **Force Shield:** 2 in. thick; hp 350; AC 24. Those damaging the force shield suffer damage – see below.

APL 14 (EL 14)

☛ **Force Shield:** 2 in. thick; hp 400; AC 25. Those damaging the force shield suffer damage – see below.

APL 16 (EL 16)

☛ **Force Shield:** 2 in. thick; hp 500; AC 27. Those damaging the force shield suffer damage – see below.

Damaging the Force Shield: When a PC strikes the force shield however and causes it damage the PC momentarily becomes linked to the shield by a improved version of shield other. Thus, he will suffer half the damage he inflicted. The force shield only suffers half damage. This damage manifests itself as if the character were hit by a +5 melee weapon in regards of any resistances upon the character to damage.

When the force shield is down to half hit points, it becomes clearly visible and shows clear signs of damage.

After your attacks, it is finally clear that the shield is weakening. It has come into view with many cracks and rents upon its golden surface.

If the PCs destroy the force shield read the following:

With a sickening crack the golden shield protecting the Soul Gem suddenly breaks and its shards fall to the ground.

Once the force shield has been destroyed the gem may be taken. Grabbing the gem is an easy matter. Once a PC has grabbed it, it will stop firing rays and will lie acquiescent in his hand. However if no one takes the Soul Gem it will continue to fire its rays. The Soul Gem itself is essentially indestructible.

Movement and Combat: Within this chamber all movement is carried out as normal. The Soul Gem is fifty feet away from the point where the ladder exits into the room. PCs must reach a square adjacent to the Soul Gem or possess a reach weapon to damage the force shield.

For every round that the PCs remain in the Jewel Room the Soul Gem will flood one portion of it with its ray attack. Determine which segment is struck each round by rolling a d8.

If the Soul Gem's ray floods a segment in which a PC is standing than that individual must make a Will save or be affected by the Gem's eldritch power. For more information regarding the Soul Gem's powers refer to the sidebar entitled "The Soul Gem."

If the Gem affects the individual, read or paraphrase the following:

Ghostly white light plays over your companion's body. He (or she) screams loudly – a scream of pure terror the like of which you have never heard before. As the white spots clear from in front of your eyes you see a translucent image of your companion being drawn into the gem itself. As you watch he gets smaller and smaller and his screams seem to come from further and further away.

As his ghostly form touches the gem there is a brief burst of light and then he is gone. At this second his body slumps to the floor stone cold dead. The body and all its equipment have been bleached completely white and seem utterly devoid of life.

Soul Gem drains Magic: The power of the Soul Gem is such that as a PCs soul is being sucked out of his body the powerful magics at play may also drain one of the unfortunate's magical items.

A PC's items are affected in this order: shield, armour, magical helmet, item in hand, magic cloak,

stowed or sheathed weapon, magic bracers, magic clothing, magic jewellery (including rings), anything else. Determine the four items most likely to be affected and then randomly determine which of the items may be drained. Magic items have a save bonus against all forms of magic of 2 + one-half its caster level. A successful save against the same DC as the soul sucking affect is required to avoid this draining affect.

The *Old Amulet* is immune to this effect.

PCs Drawn into The Soul Gem: If the PC fails his Will save, he has been drawn into the *Soul Gem*. For more information regarding this refer to the sidebar "The Soul Gem." In this instance the PC is effectively out of play until rescued by Forbitan.

PCs Resists the Soul Gem: If the PC succeeds at his Will save then he is not drawn into the *Soul Gem*. However, his skin, hair, possessions etc. are all bleached a ghostly white by the experience.

Damaging the Gem: For all intents and purposes the *Soul Gem* is indestructible – the PCs do not possess any magic mighty enough to harm it.

Treasure: It is not possible for the PCs to leave the tower with the *Soul Gem*. If they attempt to flee from the tower using the *Old Amulet* while holding the *Soul Gem* they will manage to breach the barriers that surround the tower but the *Soul Gem* will remain. The intense magicks that surround this eldritch item are so powerful that they interact with the force shield cloaking the tower; the *Old Amulet* does not possess sufficient power to create a large enough hole in the shield to draw the *Soul Gem* through.

Based on their actions in the Jewel Room, it is possible that particular characters may gain access to the following special rewards. Voices can occur whether or not the characters gain the *Soul Gem*; the Shards need the force shield to be destroyed.

Voices of the Soul Gem: Any character who is struck by the *Soul Gem*'s white light may take one of the following benefits. This occurs whether the character is drawn into the *Soul Gem* or not. For the moment of white light and pain, the character makes a connection with one of the many souls within the *Soul Gem*. This leaves the character with a strange but knowledgeable voice in their head.

A voice provides a base +5 skill ranks in a skill that the character has no ranks in or a +2 bonus in a skill that character has existing ranks in.

There are 4 distinct voices and each offers its own particular skill. These are Forgery, Knowledge (arcana), Knowledge (the planes), Sense Motive and Innuendo. The player may choose which voice he listens to.

Shards of the Force Shield: A few fragments of the force shield around the *Soul Gem* remain on the floor. The shard can be used to produce an effect similar to 2nd level *shield other* spell. To be used the shards must be crushed in the hand and the resulting dust sprinkled over the target creature. This is a standard action that does draw an attack of opportunity. The shard dust links the target creature and the crusher of the shards with a *shield other* spell cast at 3rd level. Once crushed the shards must be used within 3 rounds. Each character may only possess one shard.

Development: Once play is concluded here the PCs will have either successfully retrieved the *Soul Gem* or have failed. Refer to the relevant section in the Conclusion to handle the variety of results that could stem from this.

CONCLUSION

There are several possible conclusions to this event. However the notes below governing the special circumstances of PCs trapped in the *Soul Gem* should be followed. Under no circumstances will Forbitan allow the PCs to leave with the *Soul Gem*. The only way to exit the Tower is to either have Forbitan's help or to use the *Old Amulet*. If the adventurers leave the tower using the *Old Amulet* the *Soul Gem* will not travel with them. The *Soul Gem* is so powerful that it will interact with the subtle magicks that encase the tower. The confluence of intense magical energies blocks its travel.

If permitted to study the *Soul Gem* Forbitan will be able to devise a means of removing it from the tower. Once he has been gifted the *Soul Gem* he will not return it to the PCs.

Recovering the Slain

Recovering the bodies of those slain within the Ghost Tower or surrounding areas should pose little problem for adventurers at the end of the module. Either they will have overcome the challenges therein for themselves or a subsequent band of adventurers will do so.

Thus with no opposition to thwart them retrieving their companion's bodies will be a relatively simple matter. In most cases a simple *raise dead* should be sufficient however PCs slain by the Kartur's Strength drain attack require a *resurrection* to be returned to life. Individuals slain by Kartur's Final Strike can only be revived through the use of *wish*, *miracle* or *true resurrection* and thus are permanently slain.

PCs in the Soul Gem

It is possible that some PCs will be trapped in the *Soul Gem* when they breach The Jewel Room. When the *Soul Gem* is given to Forbitan he will be able to study it and learn its secrets. As detailed below studying the gem will allow him to breach the *antimagic field* around the tower.

It will also allow him to draw out of the gem the souls of any PCs trapped within the *Soul Gem* and return them to their dead bodies. This experience is not without its cost however. The PC, his skin, hair, eyes and possessions carried at the time of his imprisonment have all been bleached a ghostly white in colour.

THE PCS NEVER ENTER THE GHOST TOWER

IN THIS SITUATION THE PCS (FOR WHATEVER REASON) DID NOT ENTER THE GHOST TOWER. THUS AT THE END OF THE MODULE THEY ARE NOT TRAPPED IN THERE. IN THIS CASE THE MODULE ENDS AS A NORMAL EVENT WOULD. READ THE FOLLOWING:

After braving the outer towers and lower dungeon of the Ghost Tower, it is time to return to the boat. Some booty has been gained and it is easy to just walk away unlike those fools who went into the tomb that is the Ghost Tower of Inverness.

The End

THE PCS NEVER ENCOUNTER FORBITAN

In this situation the PCs enter the Ghost Tower but do not make it to the Water Level before play ends. Thus they are trapped in the tower.

If time prevents characters resolving the battle on a particular level give them half XP for that level. At the end of play, ask them how they intend to leave. Once they mention the Old Amulet then read the following, which summarises their departure from the Ghost Tower.

After battling through the outer towers, the dungeons and then the renowned levels of the Ghost Tower itself, it is time to leave. The bearer of the Old Amulet hears once more the whispered voice of Galap-Dreidel. It is a simple message, leave.

Thus home and hearth call. Party members are gathered together in a circle and the Old Amulet is activated. In a blinding flash, the entire party is transported from the Ghost Tower.

The arrival is not though as expected. You find yourselves amidst the Royal Court of the Duchy of Urnst. In fact plumb in the centre of the throne room. Unsurprisingly you see many guards draw their weapons upon you and other court figures, notably priests Lydia, Ehlonna and Lendor ready to cast. Any invisibility spells or similar are purged. The powerful voice of the Duke Karll himself calls for your immediate surrender amidst the shrieks and cries of some of the ladies of the Court.

Ask if any character wants to fight the Royal Court of the Duchy of Urnst. Explain that they are the trespassers and are clearly in the wrong. Any character that disobeys the legitimate ruler can expect little mercy. Warn them that they are preparing for serious alignment issues if either lawful or good. Note that this encounter is untiered and can permanently remove characters from LIVING GREYHAWK play. By that time, if any still resist it is assumed that we just have to clear the gene pool!

The guards of the Duchy of Urnst do their duty and seize you and take your weapons. As characters make their pleas and speak of their journey, the Duke assures you that matters will be investigated fairly. However, the party must accept their appearance has caused much concern and they will be held as prisoners for the moment. Duke Karll assures them no harm will come to them if you cooperate.

After a night in the dungeons of the Duchy (where on the wall can be found a small engraving noting that Zinethar was here) and some probing questions from some of the wizards of the Duchy, you are returned to Court with honours.

During a banquet in your honour as Heroes of the Ghost Tower, it is clear that the Duke feels a certain embarrassment at having had such stalwarts in his dungeons. However Dukes do not need make apologies but by their actions they balance the scales. The Duchy has an interest in things magical and they were swift to make generous offers for the many magical devices liberated from Inverness. However Duke Karll will ensure that all items are retained and may be regained at a later date by such stalwart adventurers. It is the Duke's will that you may one day have them.

[Game effect: All items liberated from Inverness have Frequency ANY].

The story of the Seer and the first party to brave the Ghost Tower is related to you over an impressive banquet in celebration of your safe return. In particular great sport is made of the fact that they started in the dungeons of the Duchy while your journey ended there. There are many questions regarding your encounters and it is clear that the tale of the Ghost Tower is one you can dine on for many, many months.

The End

THE SOUL GEM IS RETRIEVED

In this situation the PCs have successfully retrieved the Soul Gem from the Jewel Room and return to Forbitan. Studying the item he is able to tap into its power. This allows him to do two things:

1. Successfully retrieve his companion's and any PC's souls from the gem.
2. Reassure the characters that the Old Amulet leads to a safe location somewhere in the Duchy of Urnst.
3. Calve the soul of Ontovar from the Soul Gem for the PCs

Thus the characters then get to enjoy the same ending as if they just used the Old Amulet to leave. Read the text presented in The PCs Never Encounter Fortiban.

THE SOUL GEM IS NOT RETRIEVED

In this situation the PCs have failed to retrieve the Soul Gem from the Jewel Room and have retreated back to the Water Level. Thus the PCs are trapped in the Ghost Tower with no hope of escape unless they have the Old Amulet. If they do not have, or do not use the Old Amulet however they will eventually be rescued by another group of adventurers who will defeat the Soul Gem and gift it to Forbitan in exchange for their escape. This will allow Forbitan to do two things:

1. Successfully retrieve his companion's and any PC's souls from the gem.

2. Breach the *antimagic field* that sheaths the tower and to transport himself and all other trapped individuals back to the ruins.

Thus the PCs are able to escape the Ghost Tower and return to the Flanaess. PCs trapped in the Ghost Tower in this fashion must pay an additional cost of 1 TU to simulate their incarceration.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the bonus experience award. Award the total value (objectives plus role-playing) to each character. Different characters can receive different bonus awards within the range allowed by the maximum.

Encounter Five: The Occupied Tower

Defeat the phase spiders

APL 10:	300 XP
APL 12:	360 XP
APL 14:	420 XP
APL 16:	480 XP

Encounter Nine: The Chess Room

Survive the chessboard trap

APL 10:	180 XP
APL 12:	210 XP
APL 14:	240 XP
APL 16:	270 XP

Defeat the invisible stalkers

APL 10:	270 XP
APL 12:	330 XP
APL 14:	390 XP
APL 16:	450 XP

The Air Level

Defeat the Presence

APL 10:	390 XP
APL 12:	450 XP
APL 14:	510 XP
APL 16:	570 XP

The Earth Level

Defeat Sithenis

APL 10:	390 XP
APL 12:	450 XP
APL 14:	510 XP
APL 16:	570 XP

The Fire Level

Survive the *reverse gravity* area

All APLs:	30 XP
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Defeat Kartur and the Shadow Dragon

APL 10:	360 XP
APL 12:	420 XP
APL 14:	450 XP
APL 16:	510 XP

The Jewel Room

Recover the Soul Gem

APL 10:	300 XP
APL 12:	360 XP
APL 14:	420 XP
APL 16:	480 XP

Discretionary Role-playing Bonus

APL 10:	540 XP
APL 12:	630 XP
APL 14:	720 XP
APL 16:	810 XP

Total Experience Available

APL 10:	2,730 XP
APL 12:	3,210 XP
APL 14:	3,660 XP
APL 16:	4,410 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly Equipment. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a character's total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewellery, and other valuables; Magic = Magic Items.

Special Treasure Note

Under no circumstances will a PC be allowed to leave the table with the *Soul Gem*, the *Key* or either of the transportation amulets.

MAXIMUM TREASURE TOTALS

APL 10:	4,200 gp
APL 12:	6,000 gp
APL 14:	12,000 gp
APL 16:	18,000 gp

Encounter Three: Exposed Pit

APL 2: Loot – 15 gp; Coin – 23 gp.

APL 4: Loot – 15 gp; Coin – 46 gp.

APL 6: Loot – 15 gp; Coin – 69 gp.

APL 8: Loot – 15 gp; Coin – 69 gp.

Encounter Five: The Occupied Tower

APL 2: Loot – 15 gp; Coin – 23 gp; Magic – the key (200 gp).

APL 4: Loot – 15 gp; Coin – 46 gp; Magic – the key (200 gp).

APL 6: Loot – 15 gp; Coin – 69 gp; Magic – the key (200 gp).

APL 8: Loot – 15 gp; Coin – 69 gp; Magic – the key (200 gp).

Encounter Six: Stairway – Galap-Dreidel Appears

All APLs: Loot – 0 gp; Coin – 0 gp; Magic – the Old Amulet (200 gp).

Encounter Nine: The Chess Room

Special Reward: If an individual determines his means of movement across chessboard he receives one of the detailed rewards below. Reward type is determined by movement type. I.e. a PC moving across the board like a Knight gains the Knight reward below.

Each piece provides a single one-time use reward. These may be played as a free action on the player's turn and may only assist the player's character. They may not be used retroactively.

Pawn – the simplest and most straightforward of all warriors: +5 insight bonus to a single attack.

Knight – the most evasive and manoeuvrable of all warriors: +5 circumstance bonus to AC for one round.

Bishop - it is his will that you be well: Personal *cure light wounds* effect (1d8+5 points healed).

Rook – the most stalwart of your defences: +5 insight to a single Save.

King - the marshal of all the forces: Choose any ONE of the above rewards. Choice must be indicated on the AR at time it is issued.

Encounter Ten: Lair of the Invisible stalker

APL 10: Coin 48 gp; Loot 12 gp; Magic *potion of cure moderate wounds* (25 gp), *potion of swimming* [2] (12 gp each), *everburning torch* (7 gp), +1 *amulet of mighty fists* (500 gp).

APL 12: Coin 53 gp; Loot 19 gp; Magic *potion of cure moderate wounds* (25 gp), *potion of swimming* [2] (12 gp each), *everburning torch* (7 gp), +2 *amulet of mighty fists* (2000 gp).

APL 14: Coin 64 gp; Loot 26 gp; Magic *potion of cure moderate wounds* (25 gp), *potion of swimming* [2] (12 gp each), *everburning torch* (7 gp), +2 *amulet of mighty fists* (2000 gp).

APL 16: Coin 71 gp; Loot 26 gp; Magic *potion of cure moderate wounds* (25 gp), *potion of swimming* [2] (12 gp each), *everburning torch* (7 gp), +3 *amulet of mighty fists* (4,500 gp).

The Air Level

APL 10: Magic - iridescent spindle-shaped ioun stone (sustains creature without air) (1,250 gp), dusty rose prism-shaped ioun stone (+1 deflection bonus to AC) (333 gp)

APL 12: Magic - iridescent spindle-shaped ioun stone (sustains creature without air) (1,250 gp), dusty rose prism-shaped ioun stone (+1 deflection bonus to AC) (333 gp), clear spindle-shaped ioun stone (sustains creature without food or water) (416 gp)

APL 14: Magic - pale green prism-shaped ioun stone (+1 competence bonus to attack rolls, saves and checks) (1,666 gp), dusty rose prism-shaped ioun stone (+1 deflection bonus to AC) (333 gp), clear spindle-shaped ioun stone (sustains creature without food or water) (416 gp)

APL 16: Magic - pale green prism-shaped ioun stone (+1 competence bonus to attack rolls, saves and checks) (1,666 gp), dusty rose prism-shaped ioun stone (+1 deflection bonus to AC) (333 gp), clear spindle-shaped ioun stone (sustains creature without food or water) (416 gp), pearly white spindle-shaped ioun stone (regenerates 1 point of damage/hour) (1,666 gp)

The Earth Level

APL 10: Loot 28 gp; Magic greater amulet of woodland stride (300 gp).

APL 12: Loot 28 gp; Magic greater amulet of woodland stride (300 gp).

APL 14: Loot 28 gp; Magic greater amulet of woodland stride (300 gp).

❖ **Greater Amulet of Woodland Stride:** This amulet allows the individual wearing it to cast *pass without trace* once per day as a 1st level druid. This is a command word item requiring the wearer to say the word "shalm." Greater versions of this amulet also grant the wearer the ability to cast *tree shape* once per day as a 3rd level druid.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *pass without trace*, *tree shape*; Market Price: 3,600 gp.

The Fire Level

APL 10: Coin 3 gp; Magic ring of feathering falling (183 gp), Llarendenn's Shield (1,561 gp).

APL 12: Coin 6 gp; Magic ring of feathering falling (183 gp), Llarendenn's Shield (1,561 gp).

APL 14: Coin 9 gp; Magic ring of feathering falling (183 gp), Llarendenn's Shield (1,561 gp).

APL 16: Coin 12 gp; Magic ring of feathering falling (183 gp), Llarendenn's Shield (1,561 gp), (1666 gp), +3 longsword (1,526 gp), ring of wizardry (I) (1,666 gp), carpet of flying (5 ft. by 7 ft.) (3,416 gp).

❖ **Llarendenn's Shield** is a +2 large steel shield, which glows brightly as if affected by the 0th level *light* spell. The shadow creatures could not abide to even touch it. It was hidden under rubble to stop its hurtful light. It was the possession of a devout good aligned priest of Pelor. Some small part of his power has remained behind. Llarendenn's Shield (also known as the Shield Indomitable) acts as a permanent *light* spell as if cast on the shield itself. It can cast *detect undead* 3/day and cast *daylight* once per day. All spells are cast at the 5th level of ability but can only be used if its possessor is of Good alignment. The use of

these spells is a standard action. If a non-Good aligned character picks up the shield, then the light goes out.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, Craft Magical Arms and Armour, *daylight*, *detect undead*, *light*; Market Price 16,680 gp.

The Water Level

All APLs: Only one of each of these items is available per table.

❖ **Ontovar's Soul Sphere:** This fist-sized sphere of white crystal allegedly contains the soul of Ontovar, which was carved from the *Soul Gem* of the Ghost Tower of Inverness by Fortiban, an ancient Silent One of Keoland. It's warm to the touch and radiates a strong Necromantic aura when viewed by *detect magic*. Although it provides no game rule benefit, it will come into play in a future adventure.

Value: 50 gp

❖ **Octych (Deep Blue):** This triangular plane of deep blue metal, about the size of a garden spade's blade, emits a strong Transmutation aura. While it provides no game rule benefit as yet, you know it and similar items are desired by powerful factions in the Flanaess, including Iuz and the Scarlet Brotherhood. It will most definitely come into play in a future adventure.

Value: 100 gp

The Jewel Room

❖ **Voices of the Soul Gem:** Any character who is struck by the *Soul Gem*'s white light may take one of the following benefits. This occurs whether the character is drawn into the *Soul Gem* or not. For the moment of white light and pain, the character makes a connection with one of the many souls within the *Soul Gem*. This leaves the character with a strange but knowledgeable voice in their head.

A voice provides a base +5 skill ranks in a skill that the character has no ranks in or a +2 bonus in a skill that character has existing ranks in.

There are 4 distinct voices and each offers its own particular skill. These are Knowledge (arcana), Knowledge (the planes), Sense Motive and Innuendo. The player may choose which voice he listens to.

❖ **Shards of the Force Shield:** A few fragments of the force shield around the *Soul Gem* remain on the floor. The shard can be used to produce an effect similar to 2nd level *shield other* spell. To be used the shards must be crushed in the hand and the resulting dust sprinkled over the target creature. This is a standard action that does draw an attack of opportunity. The shard dust links the target creature and the crusher of the shards with a *shield other* spell cast at 3rd level. Once crushed the shards must be used within 3 rounds. Each character may only possess one shard.

Fame Rewards from the Ghost Tower.

The rewards below ALL expire at the end of the last Gen Con in 2004.

For braving the outer levels of the Ghost Tower of Inverness, you find that many of the common folk are willing to listen to your fascinating tales of your

adventures. As a result, for all CORE adventures you gain FREE STANDARD lifestyle.

For entering the timeless Tower of Inverness itself, you find your stories are enriched by the heady truth of what was in this great tower long since thought lost to man. As a result, for all CORE adventures you gain FREE RICH lifestyle.

For contending with the artefact of the *Soul Gem* itself, your stories speak of one of the artefacts that bestride the land and make the highest and lowest listen raptly to your story. As a result, for all CORE events you gain FREE LUXURY lifestyle.

A bard may extend the above rewards to all META-REGIONAL events by telling the stories by utilising his skill with diverse entertainments whether in song, dance or his own interpretational skills.

APPENDIX ONE

APL 10

ENCOUNTER FIVE: THE OCCUPIED TOWER

🐾 **Advanced Phase Spider (4):** CR 6; Large Magical Beast; HD 7d10+21; hp 59; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft., Climb 20 ft.; AC 15 (touch 12, flat-footed 12); Atk +9 melee (1d6+4 and poison, bite); Face/Reach 10 ft. by 10 ft./5 ft.; SA Ethereal Jaunt, poison; AL N; SV Fort +8, Ref +8, Will +3; Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10.

Skills and Feats: Climb +12, Move Silently +13, Spot +9; Improved Initiative.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). The ability is otherwise identical with *ethereal Jaunt* cast by a 15th-level sorcerer.

Poison (Ex): Bite, Fortitude save (DC 16); initial and secondary damage 2d6 temporary Constitution

ENCOUNTER SIX: STAIRCASE – GALAP DREIDEL APPEARS

🐉 **Galap-Dreidel:** Male Human Exp20; CR 19; HD 20d6+2; hp 88; Init +1 (+1 Dex); Spd 30 ft.; AC 11; Atk +15/+10/+5 melee (1d6, club); AL N; SV Fort +9, Ref +7, Will +15; Str 10, Dex 12, Con 12, Int 24, Wis 12, Cha 16.

Skills and Feats: Alchemy +30, Concentration +12, Decipher Script +30, Diplomacy +14, Innuendo +24, Knowledge (arcana) +32, Knowledge (nobility) +9, Knowledge (religion) +30, Knowledge (the planes) +32, Listen +24, Scry +32, Spellcraft +32, Spot +24; Great Fortitude, Iron Will, Quicken Spell, Silent Spell, Skill Focus: Knowledge (arcana), Skill Focus: Knowledge (the planes), Skill Focus: Scry, Skill Focus: Spellcraft.

Possessions: The Old Amulet.

Personality: Haughty, old-fashioned, rude.

🐾 **Galap-Dreidel's Hound:** CR 1; Medium-size Animal; HD 2d8+14; hp 20; Init +2 (+2 Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 natural); Atk +3 melee (1d6+3, bite); AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5, Swim +5, Wilderness Lore +1;

The growl of this hound is particularly deep and foreboding. Some who have heard it have ascribed magical affects to it, but this is far from proven.

ENCOUNTER NINE: THE CHESS ROOM

🐾 **Advanced Invisible Stalker (2):** CR 7; Large Elemental (Air); HD 9d8+18; hp 58; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (perfect); AC 17 (touch 13, flat-footed 14); Atk +9 melee (2d6+6, slam); SQ: Elemental, natural invisibility, improved

tracking; AL N; SV Fort +5, Ref +7, Will +5; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +11, Move Silently +15, Search +11, Spot +13; Combat Reflexes, Improved Initiative, Weapon Focus (slam).

Languages: Common, Auran.

Elemental (Ex): Immune to poison, sleep, paralysis and stunning. Not subject to critical hits.

Natural Invisibility (Su): Ability is constant; stalker remains invisible even when attacking. This Invisibility is inherent and not subject to *invisibility* *purge* spell.

THE EARTH LEVEL

🐉 **Sithenis:** female medusa10/Drd6 of Obad-Hai CR 11; Medium-Size Monstrous Humanoid; HD 6d8+12 plus 6d8+12; hp 85; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 14, flat-footed 13) (+4 Dex, +3 natural); Atk +10/+5 melee (1d4 plus poison [1d6 Str/1d6 Str], snake-hair) or +10/+5 melee (1d6, quarterstaff) or +16/+11 ranged (1d6 [x3], masterwork shortbow); SA Snake-hair, poison, petrifying gaze; SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (2/day); AL NE; SV Fort +9, Ref +13, Will +15; Str 11, Dex 18, Con 14, Int 14, Wis 20, Cha 17

Skills and Feats: Concentration +11, Handle Animal +8, Hide +9, Listen +11, Move Silently +9, Profession (farmer) +8, Spellcraft +9, Spot +14, Wilderness Lore +14; Alertness, Irresistible Gaze, Lightning Reflexes, Weapon Focus (shortbow), Improved Initiative.

Languages: Common.

Snakes: Sithenis has a snake-hair attack that is a natural weapon. The snakes always attack as one unit (the medusa cannot direct half of its snakes to attack one creature and half another).

Poison (Ex): Sithenis' snake attack injects the target with poison (Fort DC 17). The poison deals 1d6 Str primary and secondary damage.

Petrifying Gaze (Su): Beginning at 6th level, a medusa gains the ability to petrify targets with its gaze. At 8th level its range extends to 30 feet, and the medusa can use its gaze in this manner up to three times per day as a. Targets of the gaze may resist with a Fortitude save (DC 20).

Spells Prepared (5/4/4/3; base DC = 15 + spell level): 0- create water [2], cure minor wounds, detect magic, mending; 1st- cure light wounds, entangle [2], obscuring mist; 2nd-charm person or animal, lesser restoration, tree shape, warp wood; 3rd- neutralise poison, poison, spike growth.

Possessions: Masterwork shortbow, 20 arrows, traveller's outfit, quarterstaff, greater amulet of woodland stride.

🐾 **Monkey (20):** CR 1/6; Tiny Animal; HD 1d8; hp 4; Init +2 (+2 Dex); Spd 30 ft., Climb 30 ft.; AC 14 (touch

14, flat-footed 12); Atk +4 melee (1d3-4, bite); Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; AL N; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +10; Improved Evasion, Weapon Finesse (bite).

THE FIRE LEVEL

☛ **Kartur:** male umbral fire giant17; CR 10; Large Undead (Fire, Incorporeal); HD 15d12; hp 110; Init +4 (+4 Improved Initiative); Spd 40 ft., fly 40 ft. (perfect); AC 11 (touch 11, flat-footed 11) (+1 deflection); Atk +11/+6/+1 melee (1d8 Strength damage, incorporeal touch); Face/Reach 5 ft. by 5 ft./10 ft.; SA Strength damage; SQ Fire subtype, create spawn, darkvision 60 ft., incorporeal subtype, turn resistance +2, undead traits; AL CE; SV Fort +9, Ref +7, Will +5; Str -, Dex 11, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Climb +10, Jump +9, Spot +16; Cleave, Final Strike, Great Cleave, Lightning Reflexes, Improved Initiative, Power Attack.

Note: Kartur cannot use his Cleave, Great Cleave or Power Attack feat.

Languages: Giant.

Strength Damage (Su): Kartur's touch deals 1d8 temporary points of Strength damage to a living foe. A creature reduced to Strength 0 by an umbral creature dies.

Create Spawn (Su): Any aberration, animal, dragon, giant, humanoid, magical beast or monstrous humanoid reduced to Strength 0 by an umbral creature rises as an umbral creature in 1d4 rounds. Such a spawn is under the command of the umbral creature that created it and remains enslaved until its master's death. The spawn does not possess any of the abilities it had in life but gains the umbral creature template. An umbral creature can control a number of spawn equal to its HD x2. If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

Fire Subtype (Ex): A fire giant is immune to fire damage and takes a –10 penalty on saves against cold attacks. If a cold attack does not allow a saving throw, the creature takes double damage instead.

Incorporeal Subtype: An umbral creature can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells and spell-like abilities and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with *ghost touch* weapons. An umbral creature can pass through solid objects, but not force effects at will. Its attacks ignore natural armour, armour and shields but deflection bonuses and force effects work normally against them. An umbral creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Turn Resistance (Ex): An umbral creature gains turn resistance +2.

Undead Traits: An umbral creature is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any

effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain or death from massive damage. An umbral creature cannot be raised and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Possessions: None.

☛ **Young Adult Shadow Dragon;** CR 10; Medium Dragon (Shadow); HD 16d12+32; hp 136; Init +4 (+4 Improved Initiative); Spd 80 ft., fly 150 ft. (poor); AC 29 (touch 9, flat-footed 29); Atk +19 melee (1d8+3, bite), +14 melee (1d6+1 2 claws), +14 melee (1d4+4, 2 wings); SA Breath weapon, frightful presence SQ Shadow blend, *mirror image* 3/day, immunities (sleep, paralysis, *energy drain*), blindsight, keen senses, DR 5/+1; SR 20; AL CE; SV Fort +12, Ref +10, Will +14; Str 17, Dex 10, Con 15, Int 18, Wis 18, Cha 19.

Skills and Feats: Bluff +20, Concentration +18, Diplomacy +20, Hide +16, Innuendo +18, Intimidate +20, Jump +19, Knowledge Arcana +20, Listen +20, Move Silently +16, Search +20, Sense Motive +18, Spellcraft +20, Spot +20; Fly-by-Attack, Improved Initiative, Power Attack, Quicken Spell-like Ability, Wingover.

Breath Weapon (Su): Cone of billowing smoky shadows, 30 ft., once every 1d4 rounds, damage 2 negative energy levels, Reflex save (DC 22) for half.

Shadow Blend (Su): During any conditions other than full daylight a shadow dragon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even light or continual flame, does not negate this ability. A daylight spell however, will.

Frightful Presence (Ex): Will save (DC 22) negates; 150 ft. radius affect. Creatures with 4 HD or fewer are panicked for 4d6 rounds and those with 5 HD or more are shaken for 4d6 rounds.

Blindsight (Ex): A dragon can locate creatures within 150 ft. by nonvisual means.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision to a range of 500 ft.

Sorcerer (caster level 3rd) Spells Known (6/6; base DC = 14 + spell level): 0- *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*; 1st- *endure elements**, *shield*, *true strike*.

*precast against fire.

THE AIR LEVEL

☛ **Forbitan:** male human (Suel) **Sorg/Silro;** CR 19; Medium-sized humanoid; HD 9d4 plus 10d4; hp 61; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 9, flat-footed 16); Atk +10/+5 melee (1d6+1, quarterstaff); SA Spells, cancellation touch, spell clone; SQ Summon familiar, +5 insight bonus to all saving throws against spells and spell-like effects, *identify*, tap the archive arcanum, rune of regulation, mask of

Cymnius; AL LN; SV Fort +10, Ref +11, Will +18; Str 13, Dex 8, Con 11, Int 17, Wis 13, Cha 20.

Feats and Skills: Concentration +22, Diplomacy +7, Gather Information +18, Knowledge (arcane) +25, Knowledge (history) +13, Knowledge (religion) +13, Scry +25, Search +7, Sense Motive +14, Spellcraft +25, Spot +3, Swim +5; Craft Wand, Craft Wondrous Item, Forge Ring, Heighten Spell, Improved Initiative, Lighting Reflexes, Scribe Scroll, Silent Spell, Spell Focus (Divination), Still Spell,

Languages: Ancient Oeridian, Ancient Suel, Common, Draconic.

Tap the Archive Arcanum (Sp): A Silent One may enter a meditative state to contact the Archive Arcanum, a mysterious psychic repository of knowledge compiled since the earliest days of the order. The enigmatic archivists speak in cryptic phrasings, however, and an answer to a specific query is seldom straightforward. This effect is identical to a Silent, Still casting of *legend lore*, save that there is no material component. As with a *legend lore*, physical handling of an object related to the query makes for speedier results. Entering the trance is a standard action that may be used once per day.

Rune of Regulation (Sp): Once per day as a standard action, a Silent One may trace a rune upon a single magical item, nullifying all of that item's magical abilities until such time as the rune is removed. Such runes of regulation, as they are known, are plainly visible, and may be removed at will by any member of the order (this is usually done only in the hidden sanctums of the Lonely Tower). Like *bestow curse*, the rune of regulation cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Cancellation Touch (Su): Once per day as a standard action, a Silent One may drain the abilities of a magical item by touch. The item touched gets a saving throw (DC 19). If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better.

Mask of Cymnius (Su): Sometimes, a Silent One must use subterfuge to enter an enemy's lair or escape undetected from some theft of magical artifice. In these cases, members of the order turn to the lessons of Cymnius, a great Silent One who during the Slumbering managed to liberate the Talons of Athuselah from the Dire Conclave in Westkeep's fetid undercity. Beginning at 8th level, Silent Ones may *change self* at will. Silent Ones of 8th level or higher can see through the *change self* effects of other Silent Ones using this ability.

Spell Clone (Su): Only the most experienced Silent Ones can attempt a Spell Clone. By observing the completed casting of a spell in their presence, the Silent One attempts to determine the magical formulae used by another caster and approximate it. Upon observing a cast arcane spell and making a successful Spellcraft check (DC 11 + the spell's caster level), the Silent One may cast the observed spell upon his next action. The caster of the original spell must be within

30 ft. of the Silent One at the time of the original casting. If the opportunity to cast the Spell Clone is not taken upon the Silent One's next action, the opportunity is lost. Material components are not required for a Spell Clone, but any experience point cost must be spent by the Silent One.

A Silent One may Spell Clone up to 8 levels of arcane spells per day.

Sorcerer Spells Known (6/8/7/7/7/6/6/6/4; base DC = 15 + spell level): 0- arcane mark, dancing lights, detect magic, detect poison, flare, disrupt undead, mage hand, prestidigitation, read magic; 1st- charm person, comprehend languages, detect secret doors, shield, unseen servant; 2nd- invisibility, knock, locate object, resist elements, see invisibility; 3rd-clairaudience/clairvoyance, dispel magic, fly, tongues; 4th- detect scrying, dimension door, emotion, scrying; 5th-contact other plane, feeblemind, telekinesis, wall of force; 6th- analyse dweomer, globe of invulnerability, true seeing; 7th-limited wish, teleport without error, power word stun; 8th-discern location, iron body, symbol; 9th- prismatic sphere, wish.

Possessions: +4 cloak of resistance, ring of blinking, ring of spell turning, staff of frost (43 chgs.), +7 bracers of armour, Nolzur's marvellous pigments, wand of hold person (7 chgs.), wand of dispel magic (34 chgs.), scroll of trap the soul.

APPENDIX TWO

APL 12

ENCOUNTER FIVE: THE OCCUPIED TOWER

🕷 **Advanced Phase Spider (4):** CR 8; Huge Magical Beast; HD 12d10+60; hp 102; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft., Climb 20 ft.; AC 14 (touch 11, flat-footed 11); Atk +17 melee (1d8+10 and poison, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Ethereal Jaunt, poison; AL N; SV Fort +13, Ref +12, Will +5; Str 25, Dex 15, Con 20, Int 7, Wis 13, Cha 10.

Skills and Feats: Climb +15, Move Silently +15, Spot +9; Improved Initiative, Lightning Reflexes.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). The ability is otherwise identical with *ethereal Jaunt* cast by a 15th-level sorcerer.

Poison (Ex): Bite, Fortitude save (DC 21); initial and secondary damage 2d6 temporary Constitution

ENCOUNTER SIX: STAIRCASE – GALAP DREIDEL APPEARS

🧙 **Galap-Dreidel:** Male Human Exp20; CR 19; HD 20d6+2; hp 88; Init +1 (+1 Dex); Spd 30 ft.; AC 11; Atk +15/+10/+5 melee (1d6, club); AL N; SV Fort +9, Ref +7, Will +15; Str 10, Dex 12, Con 12, Int 24, Wis 12, Cha 16.

Skills and Feats: Alchemy +30, Concentration +12, Decipher Script +30, Diplomacy +14, Innuendo +24, Knowledge (arcana) +32, Knowledge (nobility) +9, Knowledge (religion) +30, Knowledge (the planes) +32, Listen +24, Scry +32, Spellcraft +32, Spot +24; Great Fortitude, Iron Will, Quicken Spell, Silent Spell, Skill Focus: Knowledge (arcana), Skill Focus: Knowledge (the planes), Skill Focus: Scry, Skill Focus: Spellcraft.

Possessions: The Old Amulet.

Personality: Haughty, old-fashioned, rude.

🐾 **Galap-Dreidel's Hound:** CR 1; Medium-size Animal; HD 2d8+14; hp 20; Init +2 (+2 Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 natural); Atk +3 melee (1d6+3, bite); AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5, Swim +5, Wilderness Lore +1;

The growl of this hound is particularly deep and foreboding. Some who have heard it have ascribed magical affects to it, but this is far from proven.

ENCOUNTER NINE: THE CHESS ROOM

🦇 **Advanced Invisible Stalker (2):** CR 9; Huge Elemental (Air); HD 16d8+64; hp 104; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (perfect); AC 18 (touch 13, flat-footed 14); Atk +18 melee (2d8+12, slam); SQ: Elemental, natural invisibility,

improved tracking; AL N; SV Fort +9, Ref +10, Will +7; Str 26, Dex 17, Con 18, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +14, Move Silently +19, Search +14, Spot +17; Combat Reflexes, Improved Initiative, Weapon Focus (slam), Lightning Reflexes, Dodge.

Languages: Common, Auran.

Elemental (Ex): Immune to poison, sleep, paralysis and stunning. Not subject to critical hits.

Natural Invisibility (Su): Ability is constant; stalker remains invisible even when attacking. This invisibility is inherent and not subject to *invisibility* *purge* spell.

THE EARTH LEVEL

🐍 **Sithenis:** female medusa10/Drd8 of Obad-Hai CR 15; Medium-Size Monstrous Humanoid; HD 6d8+12 plus 8d8+16; hp 101; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 14, flat-footed 13) (+4 Dex, +3 natural); Atk +12/+7/+2 melee (1d4 plus poison [1d6 Str/1d6 Str], snake-hair) or +12/+7/+2 melee (1d6, quarterstaff) or +16/+11/+6 ranged (1d6 [x3], masterwork shortbow); SA Snake-hair, poison, petrifying gaze; SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step, resist nature's lure, Wild shape (3/day); AL NE; SV Fort +10, Ref +13, Will +16; Str 11, Dex 18, Con 14, Int 14, Wis 21, Cha 17

Skills and Feats: Concentration +13, Handle Animal +11, Hide +10, Listen +12, Move Silently +10, Profession (farmer) +9, Spellcraft +10, Spot +15, Wilderness Lore +15; Alertness, Irresistible Gaze, Lightning Reflexes, Weapon Focus (shortbow), Improved Initiative.

Languages: Common.

Snakes: Sithenis has a snake-hair attack that is a natural weapon. The snakes always attack as one unit (the medusa cannot direct half of its snakes to attack one creature and half another).

Poison (Ex): Sithenis' snake attack injects the target with poison (Fort DC 17). The poison deals 1d6 Str primary and secondary damage.

Petrifying Gaze (Su): Beginning at 6th level, a medusa gains the ability to petrify targets with its gaze. At 8th level its range extends to 30 feet, and the medusa can use its gaze in this manner up to three times per day as a. Targets of the gaze may resist with a Fortitude save (DC 20).

Spells Prepared (6/5/4/4/3; base DC = 15 + spell level): 0- create water [2], cure minor wounds [2], detect magic, mending; 1st- cure light wounds[2], entangle [2], obscuring mist; 2nd-charm person or animal, lesser restoration, tree shape, warp wood; 3rd – neutralise poison, plant growth, poison, spike growth; 4th – dispel magic, rusting grasp, spike stones.

Possessions: Masterwork shortbow, 20 arrows, traveller's outfit, quarterstaff, *greater amulet of woodland stride*.

🐵 **Monkey (20):** CR 1/6; Tiny Animal; HD 1d8; hp 4; Init +2 (+2 Dex); Spd 30 ft., Climb 30 ft.; AC 14 (touch 14, flat-footed 12); Atk +4 melee (1d3-4, bite); Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; AL N; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +10; Improved Evasion, Weapon Finesse (bite).

THE FIRE LEVEL

🔥 **Kartur:** male umbral fire giant17; CR 10; Large Undead (Fire, Incorporeal); HD 15d12; hp 110; Init +4 (+4 Improved Initiative); Spd 40 ft., fly 40 ft. (perfect); AC 11 (touch 11, flat-footed 11) (+1 deflection); Atk +11/+6/+1 melee (1d8 Strength damage, incorporeal touch); Face/Reach 5 ft. by 5 ft./10 ft.; SA Strength damage; SQ Fire subtype, create spawn, darkvision 60 ft., incorporeal subtype, turn resistance +2, undead traits; AL CE; SV Fort +9, Ref +7, Will +5; Str -, Dex 11, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Climb +10, Jump +9, Spot +16; Cleave, Final Strike, Great Cleave, Lightning Reflexes, Improved Initiative, Power Attack.

Note: Kartur cannot use his Cleave, Great Cleave or Power Attack feat.

Languages: Giant.

Strength Damage (Su): Kartur's touch deals 1d8 temporary points of Strength damage to a living foe. A creature reduced to Strength 0 by an umbral creature dies.

Create Spawn (Su): Any aberration, animal, dragon, giant, humanoid, magical beast or monstrous humanoid reduced to Strength 0 by an umbral creature rises as an umbral creature in 1d4 rounds. Such a spawn is under the command of the umbral creature that created it and remains enslaved until its master's death. The spawn does not possess any of the abilities it had in life but gains the umbral creature template. An umbral creature can control a number of spawn equal to its HD x2. If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

Fire Subtype (Ex): A fire giant is immune to fire damage and takes a –10 penalty on saves against cold attacks. If a cold attack does not allow a saving throw, the creature takes double damage instead.

Incorporeal Subtype: An umbral creature can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells and spell-like abilities and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with *ghost touch* weapons. An umbral creature can pass through solid objects, but not force effects at will. Its attacks ignore natural armour, armour and shields but deflection bonuses and force effects work normally against them. An umbral

creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Turn Resistance (Ex): An umbral creature gains turn resistance +2.

Undead Traits: An umbral creature is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain or death from massive damage. An umbral creature cannot be raised and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Possessions: None.

🐉 **Adult Shadow Dragon;** CR 12; Large Dragon (Shadow); HD 19d12+57; hp 180; Init +4 (+4 Improved Initiative); Spd 80 ft., Fly 150 ft. (poor); AC 31 (touch 9, flat-footed 31); Atk +22 melee (2d6+4, bite), +17 melee (1d8+2 2 claws), +17 melee (1d6+2, 2 wings), +17 melee (1d8+6, tail slap); Face/Reach 5 ft. by 20 ft./10 ft.; SA Breath weapon, frightful presence SQ Shadow blend, *mirror image* 3/day, *dimension door* 1/day, immunities (*sleep*, *paralysis*, *energy drain*); Blindsight, keen senses, DR 5/+1; SR 22; AL CE; SV Fort +14, Ref +11, Will +16; Str 19, Dex 10, Con 17, Int 20, Wis 20, Cha 21.

Skills and Feats: Bluff +24, Concentration +22, Diplomacy +24, Hide +16, Innuendo +24, Intimidate +24, Jump +23, Knowledge Arcana +24, Listen +24, Move Silently +16, Search +24, Sense Motive +22, Spellcraft +24, Spot +24; Fly-by-Attack, Improved Initiative, Power Attack, Quicken Spell-like Ability, Wingover.

Breath Weapon (Su): Cone of billowing smoky shadows, 40 ft., once every 1d4 rounds, damage 3 negative energy levels, Reflex save (DC 22) for half.

Shadow Blend (Su): During any conditions other than full daylight a shadow dragon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even light or continual flame, does not negate this ability. A daylight spell however, will.

Frightful Presence (Ex): Will save (DC 24) negates; 180 ft. radius affect. Creatures with 4 HD or fewer are panicked for 4d6 rounds and those with 5 HD or more are shaken for 4d6 rounds.

Blindsight (Ex): A dragon can locate creatures within 180 ft. by non-visual means.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision to a range of 600 ft.

Sorcerer (caster level 5th) Spells Known (6/7/5; base DC = 15 + spell level): 0- *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*; 1st- *endure elements**, *shield*, *true strike*, *unseen servant*; 2nd- *bull's strength*, *endurance*.

*precast against fire.

THE AIR LEVEL

☛ **Forbitan: male human (Suel) Sor9/Sil10;** CR 19; Medium-sized humanoid; HD 9d4 plus 10d4; hp 61; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 9, flat-footed 16); Atk +10/+5 melee (1d6+1, quarterstaff); SA Spells, cancellation touch, spell clone; SQ Summon familiar, +5 insight bonus to all saving throws against spells and spell-like effects, *identify*, tap the archive arcanum, rune of regulation, mask of Cymius; AL LN; SV Fort +10, Ref +11, Will +18; Str 13, Dex 8, Con 11, Int 17, Wis 13, Cha 20.

Feats and Skills: Concentration +22, Diplomacy +7, Gather Information +18, Knowledge (arcane) +25, Knowledge (history) +13, Knowledge (religion) +13, Scry +25, Search +7, Sense Motive +14, Spellcraft +25, Spot +3, Swim +5; Craft Wand, Craft Wondrous Item, Forge Ring, Heighten Spell, Improved Initiative, Lighting Reflexes, Scribe Scroll, Silent Spell, Spell Focus (Divination), Still Spell,

Languages: Ancient Oeridian, Ancient Suel, Common, Draconic.

Tap the Archive Arcanum (Sp): A Silent One may enter a meditative state to contact the Archive Arcanum, a mysterious psychic repository of knowledge compiled since the earliest days of the order. The enigmatic archivists speak in cryptic phrasings, however, and an answer to a specific query is seldom straightforward. This effect is identical to a Silent, Still casting of *legend lore*, save that there is no material component. As with a *legend lore*, physical handling of an object related to the query makes for speedier results. Entering the trance is a standard action that may be used once per day.

Rune of Regulation (Sp): Once per day as a standard action, a Silent One may trace a rune upon a single magical item, nullifying all of that item's magical abilities until such time as the rune is removed. Such runes of regulation, as they are known, are plainly visible, and may be removed at will by any member of the order (this is usually done only in the hidden sanctums of the Lonely Tower). Like *bestow curse*, the rune of regulation cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Cancellation Touch (Su): Once per day as a standard action, a Silent One may drain the abilities of a magical item by touch. The item touched gets a saving throw (DC 19). If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better.

Mask of Cymius (Su): Sometimes, a Silent One must use subterfuge to enter an enemy's lair or escape undetected from some theft of magical artifice. In these cases, members of the order turn to the lessons of Cymius, a great Silent One who during the Slumbering managed to liberate the Talons of Athuselrah from the Dire Conclave in Westkeep's fetid undercity. Beginning at 8th level, Silent Ones may *change self* at will. Silent Ones of 8th level or higher can see through

the *change self* effects of other Silent Ones using this ability.

Spell Clone (Su): Only the most experienced Silent Ones can attempt a Spell Clone. By observing the completed casting of a spell in their presence, the Silent One attempts to determine the magical formulae used by another caster and approximate it. Upon observing a cast arcane spell and making a successful Spellcraft check (DC 11 + the spell's caster level), the Silent One may cast the observed spell upon his next action. The caster of the original spell must be within 30 ft. of the Silent One at the time of the original casting. If the opportunity to cast the Spell Clone is not taken upon the Silent One's next action, the opportunity is lost. Material components are not required for a Spell Clone, but any experience point cost must be spent by the Silent One.

A Silent One may Spell Clone up to 8 levels of arcane spells per day.

Sorcerer Spells Known (6/8/7/7/7/6/6/6/4; base DC = 15 + spell level): 0- arcane mark, dancing lights, detect magic, detect poison, flare, disrupt undead, mage hand, prestidigitation, read magic; 1st- charm person, comprehend languages, detect secret doors, shield, unseen servant; 2nd- invisibility, knock, locate object, resist elements, see invisibility; 3rd-clairaudience/clairvoyance, dispel magic, fly, tongues; 4th- detect scrying, dimension door, emotion, scrying; 5th-contact other plane, feeblemind, telekinesis, wall of force; 6th- analyse dweomer, globe of invulnerability, true seeing; 7th-limited wish, teleport without error, power word stun; 8th-discern location, iron body, symbol; 9th- prismatic sphere, wish.

Possessions: +4 cloak of resistance, ring of blinking, ring of spell turning, staff of frost (43 chgs.), +7 bracers of armour, Nolzur's marvellous pigments, wand of hold person (7 chgs.), wand of dispel magic (34 chgs), scroll of trap the soul.

APPENDIX THREE

APL 14

ENCOUNTER FIVE: THE OCCUPIED TOWER

➤ **Advanced Fiendish Phase Spider (4):** CR 10; Huge Magical Beast; HD 12d10+60; hp 102; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft., Climb 20 ft.; AC 14 (touch 11, flat-footed 11); Atk +17 melee (1d8+10 and poison, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Ethereal Jaunt, poison, smite good; SQ darkvision 60 ft.; cold and fire resistance 20, DR 10/+3; SR 24; AL N; SV Fort +13, Ref +12, Will +5; Str 25, Dex 15, Con 20, Int 7, Wis 13, Cha 10.

Skills and Feats: Climb +15, Move Silently +15, Spot +9; Improved Initiative, Lightning Reflexes.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). The ability is otherwise identical with *ethereal Jaunt* cast by a 15th-level sorcerer.

Poison (Ex): Bite, Fortitude save (DC 21); initial and secondary damage 2d6 temporary Constitution.

Smite Good (Su): Once per day a fiendish phase spider can make a normal attack deal an additional 12 hp of damage against a good foe.

ENCOUNTER SIX: STAIRCASE – GALAP DREIDEL APPEARS

♠ **Galap-Dreidel:** Male Human Exp20; CR 19; HD 20d6+2; hp 88; Init +1 (+1 Dex); Spd 30 ft.; AC 11; Atk +15/+10/+5 melee (1d6, club); AL N; SV Fort +9, Ref +7, Will +15; Str 10, Dex 12, Con 12, Int 24, Wis 12, Cha 16.

Skills and Feats: Alchemy +30, Concentration +12, Decipher Script +30, Diplomacy +14, Innuendo +24, Knowledge (arcana) +32, Knowledge (nobility) +9, Knowledge (religion) +30, Knowledge (the planes) +32, Listen +24, Scry +32, Spellcraft +32, Spot +24; Great Fortitude, Iron Will, Quicken Spell, Silent Spell, Skill Focus: Knowledge (arcana), Skill Focus: Knowledge (the planes), Skill Focus: Scry, Skill Focus: Spellcraft.

Possessions: The Old Amulet.

Personality: Haughty, old-fashioned, rude.

➤ **Galap-Dreidel's Hound:** CR 1; Medium-size Animal; HD 2d8+14; hp 20; Init +2 (+2 Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 natural); Atk +3 melee (1d6+3, bite); AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5, Swim +5, Wilderness Lore +1;

The growl of this hound is particularly deep and foreboding. Some who have heard it have ascribed magical affects to it, but this is far from proven.

ENCOUNTER NINE: THE CHESS ROOM

➤ **Advanced Invisible Stalker (2):** CR 11; Huge Elemental (Air); HD 24d8+96; hp 204; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (perfect); AC 18 (touch 13, flat-footed 14); Atk +24 melee (2d8+12, slam); SQ: Elemental, natural invisibility, improved tracking; AL N; SV Fort +12, Ref +13, Will +10; Str 26, Dex 17, Con 18, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +19, Move Silently +23, Search +19, Spot +21; Combat Reflexes, Improved Initiative, Weapon Focus (slam), Lightning Reflexes, Dodge, Mobility, Spring Attack.

Languages: Common, Auran.

Elemental (Ex): Immune to poison, sleep, paralysis and stunning. Not subject to critical hits.

Natural Invisibility (Su): Ability is constant; stalker remains invisible even when attacking. This Invisibility is inherent and not subject to *invisibility purge* spell.

THE EARTH LEVEL

♠ **Sithenis:** female medusa10/Drd10 of Obad-Hai CR 17; Medium-Size Monstrous Humanoid; HD 6d8+12 plus 10d8+20; hp 117; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 14, flat-footed 13) (+4 Dex, +3 natural); Atk +13/+8/+3 melee (1d4 plus poison [1d6 Str/1d6 Str], snake-hair) or +13/+8/+3 melee (1d6, quarterstaff) or +17/+12/+7 ranged (1d6 [x3], masterwork shortbow); SA Snake-hair, poison, petrifying gaze; SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step, resist nature's lure, Wild shape (4/day); AL NE; SV Fort +11, Ref +14, Will +17; Str 11, Dex 18, Con 14, Int 14, Wis 21, Cha 17

Skills and Feats: Concentration +15, Handle Animal +12, Hide +11, Listen +15, Move Silently +11, Profession (farmer) +10, Spellcraft +11, Spot +16, Wilderness Lore +16; Alertness, Irresistible Gaze, Lightning Reflexes, Weapon Focus (shortbow), Improved Initiative, Ability Focus(Gaze).

Languages: Common.

Snakes: Sithenis has a snake-hair attack that is a natural weapon. The snakes always attack as one unit (the medusa cannot direct half of its snakes to attack one creature and half another).

Poison (Ex): Sithenis' snake attack injects the target with poison (Fort DC 17). The poison deals 1d6 Str primary and secondary damage.

Petrifying Gaze (Su): Beginning at 6th level, a medusa gains the ability to petrify targets with its gaze. At 8th level its range extends to 30 feet, and the medusa can use its gaze in this manner up to three times per day as a. Targets of the gaze may resist with a Fortitude save (DC 22).

Spells Prepared (6/5/5/4/4/3; base DC = 15 + spell level): o- create water [2], cure minor wounds [2], detect

magic, mending; 1st - cure light wounds [2], entangle [2], obscuring mist; 2nd - barkskin, charm person or animal, lesser restoration, tree shape, warp wood; 3rd - neutralise poison, plant growth, poison, spike growth; 4th - dispel magic, rusting grasp, sleet storm, spike stones; 5th - insect plague, summon nature's ally V, wall of thorns.

Possessions: Masterwork shortbow, 20 arrows, traveller's outfit, quarterstaff, greater amulet of woodland stride.

🐵 **Monkey (20):** CR 1/6; Tiny Animal; HD 1d8; hp 4; Init +2 (+2 Dex); Spd 30 ft., Climb 30 ft.; AC 14 (touch 14, flat-footed 12); Atk +4 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL N; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +10; Improved Evasion, Weapon Finesse (bite).

THE FIRE LEVEL

🐉 **Kartur:** male umbral fire giant17; CR 10; Large Undead (Fire, Incorporeal); HD 15d12; hp 110; Init +4 (+4 Improved Initiative); Spd 40 ft., fly 40 ft. (perfect); AC 11 (touch 11, flat-footed 11) (+1 deflection); Atk +11/+6/+1 melee (1d8 Strength damage, incorporeal touch); Face/Reach 5 ft. by 5 ft./10 ft.; SA Strength damage; SQ Fire subtype, create spawn, darkvision 60 ft., incorporeal subtype, turn resistance +2, undead traits; AL CE; SV Fort +9, Ref +7, Will +5; Str -, Dex 11, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Climb +10, Jump +9, Spot +16; Cleave, Final Strike, Great Cleave, Lightning Reflexes, Improved Initiative, Power Attack.

Note: Kartur cannot use his Cleave, Great Cleave or Power Attack feat.

Languages: Giant.

Strength Damage (Su): Kartur's touch deals 1d8 temporary points of Strength damage to a living foe. A creature reduced to Strength 0 by an umbral creature dies.

Create Spawn (Su): Any aberration, animal, dragon, giant, humanoid, magical beast or monstrous humanoid reduced to Strength 0 by an umbral creature rises as an umbral creature in 1d4 rounds. Such a spawn is under the command of the umbral creature that created it and remains enslaved until its master's death. The spawn does not possess any of the abilities it had in life but gains the umbral creature template. An umbral creature can control a number of spawn equal to its HD x2. If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

Fire Subtype (Ex): A fire giant is immune to fire damage and takes a -10 penalty on saves against cold attacks. If a cold attack does not allow a saving throw, the creature takes double damage instead.

Incorporeal Subtype: An umbral creature can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells and spell-like abilities and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for

force effects or attacks made with ghost touch weapons. An umbral creature can pass through solid objects, but not force effects at will. Its attacks ignore natural armour, armour and shields but deflection bonuses and force effects work normally against them. An umbral creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Turn Resistance (Ex): An umbral creature gains turn resistance +2.

Undead Traits: An umbral creature is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain or death from massive damage. An umbral creature cannot be raised and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Possessions: None.

🐉 **Mature Adult Shadow Dragon:** CR 15; Large Dragon (Shadow); HD 22d12+88; hp 231; Init +4 (+4 Improved Initiative); Spd 80 ft., Fly 150 ft. (poor); AC 34 (touch 9, flat-footed 34); Atk +27 melee (2d6+6, bite), +22 melee (1d8+3 2 claws), +22 melee (1d6+3, 2 wings), +22 melee (1d8+9, tail slap); Face/Reach 5 ft. by 20 ft./10 ft.; SA Breath weapon, frightful presence SQ Shadow blend, mirror image 3/day, dimension door 1/day, immunities (sleep, paralysis, energy drain); blindsight, keen senses, DR 10/+1; SR 25; AL CE; SV Fort +17, Ref +13, Will +18; Str 23, Dex 10, Con 19, Int 20, Wis 20, Cha 21.

Skills and Feats: Bluff +27, Concentration +26, Diplomacy +27, Hide +22, Innuendo +27, Intimidate +27, Jump +23, Knowledge Arcana +24, Listen +27, Move Silently +22, Search +27, Sense Motive +27, Spellcraft +24, Spot +27; Cleave, Fly-by-Attack, Improved Initiative, Power Attack, Quicken Spell-like Ability, Wingover.

Breath Weapon (Su): Cone of billowing smoky shadows, 40 ft., once every 1d4 rounds, damage 4 negative energy levels, Reflex save (DC 26) for half.

Shadow Blend (Su): During any conditions other than full daylight a shadow dragon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even light or continual flame, does not negate this ability. A daylight spell however, will.

Frightful Presence (Ex): Will save (DC 26) negates; 210 ft. radius affect. Creatures with 4 HD or fewer are panicked for 4d6 rounds and those with 5 HD or more are shaken for 4d6 rounds.

Blindsight (Ex): A dragon can locate creatures within 210 ft. by nonvisual means.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision to a range of 700 ft.

Sorcerer (caster level 7th) Spells Known (6/8/7/5; base DC = 15 + spell level): 0- dancing lights, detect magic, ghost sound, mage hand, open/close, prestidigitation, read magic; 1st- endure elements*, shield, true strike, unseen

servant, ventriloquism; 2nd- bull's strength, darkness, endurance; 3rd- haste, deeper darkness.

*precast against fire

THE AIR LEVEL

☛ **Forbitan: male human (Suel) Sor9/Sil10**; CR 19; Medium-sized humanoid; HD 9d4 plus 10d4; hp 61; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 9, flat-footed 16); Atk +10/+5 melee (1d6+1, quarterstaff); SA Spells, cancellation touch, spell clone; SQ Summon familiar, +5 insight bonus to all saving throws against spells and spell-like effects, *identify*, tap the archive arcanum, rune of regulation, mask of Cymnius; AL LN; SV Fort +10, Ref +11, Will +18; Str 13, Dex 8, Con 11, Int 17, Wis 13, Cha 20.

Feats and Skills: Concentration +22, Diplomacy +7, Gather Information +18, Knowledge (arcane) +25, Knowledge (history) +13, Knowledge (religion) +13, Scry +25, Search +7, Sense Motive +14, Spellcraft +25, Spot +3, Swim +5; Craft Wand, Craft Wondrous Item, Forge Ring, Heighten Spell, Improved Initiative, Lighting Reflexes, Scribe Scroll, Silent Spell, Spell Focus (Divination), Still Spell,

Languages: Ancient Oeridian, Ancient Suel, Common, Draconic.

Tap the Archive Arcanum (Sp): A Silent One may enter a meditative state to contact the Archive Arcanum, a mysterious psychic repository of knowledge compiled since the earliest days of the order. The enigmatic archivists speak in cryptic phrasings, however, and an answer to a specific query is seldom straightforward. This effect is identical to a Silent, Still casting of *legend lore*, save that there is no material component. As with a *legend lore*, physical handling of an object related to the query makes for speedier results. Entering the trance is a standard action that may be used once per day.

Rune of Regulation (Sp): Once per day as a standard action, a Silent One may trace a rune upon a single magical item, nullifying all of that item's magical abilities until such time as the rune is removed. Such runes of regulation, as they are known, are plainly visible, and may be removed at will by any member of the order (this is usually done only in the hidden sanctums of the Lonely Tower). Like *bestow curse*, the rune of regulation cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Cancellation Touch (Su): Once per day as a standard action, a Silent One may drain the abilities of a magical item by touch. The item touched gets a saving throw (DC 19). If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better.

Mask of Cymius (Su): Sometimes, a Silent One must use subterfuge to enter an enemy's lair or escape undetected from some theft of magical artifice. In these cases, members of the order turn to the lessons of Cymius, a great Silent One who during the Slumbering managed to liberate the Talons of Athuseloh from the

Dire Conclave in Westkeep's fetid undercity. Beginning at 8th level, Silent Ones may *change self* at will. Silent Ones of 8th level or higher can see through the *change self* effects of other Silent Ones using this ability.

Spell Clone (Su): Only the most experienced Silent Ones can attempt a Spell Clone. By observing the completed casting of a spell in their presence, the Silent One attempts to determine the magical formulae used by another caster and approximate it. Upon observing a cast arcane spell and making a successful Spellcraft check (DC 11 + the spell's caster level), the Silent One may cast the observed spell upon his next action. The caster of the original spell must be within 30 ft. of the Silent One at the time of the original casting. If the opportunity to cast the Spell Clone is not taken upon the Silent One's next action, the opportunity is lost. Material components are not required for a Spell Clone, but any experience point cost must be spent by the Silent One.

A Silent One may Spell Clone up to 8 levels of arcane spells per day.

Sorcerer Spells Known (6/8/7/7/7/6/6/6/4; base DC = 15 + spell level): 0- *arcane mark, dancing lights, detect magic, detect poison, flare, disrupt undead, mage hand, prestidigitation, read magic*; 1st- *charm person, comprehend languages, detect secret doors, shield, unseen servant*; 2nd- *invisibility, knock, locate object, resist elements, see invisibility*; 3rd- *clairaudience/clairvoyance, dispel magic, fly, tongues*; 4th- *detect scrying, dimension door, emotion, scrying*; 5th- *contact other plane, feeblemind, telekinesis, wall of force*; 6th- *analyse dweomer, globe of invulnerability, true seeing*; 7th- *limited wish, teleport without error, power word stun*; 8th- *discern location, iron body, symbol*; 9th- *prismatic sphere, wish*.

Possessions: +4 cloak of resistance, ring of blinking, ring of spell turning, staff of frost (43 chgs.), +7 bracers of armour, Nolzur's marvellous pigments, wand of hold person (7 chgs.), wand of dispel magic (34 chgs.), scroll of trap the soul.

APPENDIX FOUR

APL 16

ENCOUNTER FIVE: THE OCCUPIED TOWER

➤ **Advanced Fiendish Phase Spider (6):** CR 10; Huge Magical Beast; HD 12d10+60; hp 102; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft., Climb 20 ft.; AC 14 (touch 11, flat-footed 11); Atk +17 melee (1d8+10 and poison, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Ethereal Jaunt, poison, smite good; SQ darkvision 60 ft.; cold and fire resistance 20, DR 10/+3; SR 24; AL N; SV Fort +13, Ref +12, Will +5; Str 25, Dex 15, Con 20, Int 7, Wis 13, Cha 10.

Skills and Feats: Climb +15, Move Silently +15, Spot +9; Improved Initiative, Lightning Reflexes.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). The ability is otherwise identical with ethereal Jaunt cast by a 15th-level sorcerer.

Poison (Ex): Bite, Fortitude save (DC 21); initial and secondary damage 2d6 temporary Constitution.

Smite Good (Su): Once per day a fiendish phase spider can make a normal attack deal an additional 12 hp of damage against a good foe.

ENCOUNTER FIVE: STAIRCASE – GALAP DREIDEL APPEARS

♠ **Galap-Dreidel:** Male Human Exp20; CR 19; HD 20d6+2; hp 88; Init +1 (+1 Dex); Spd 30 ft.; AC 11; Atk +15/+10/+5 melee (1d6, club); AL N; SV Fort +9, Ref +7, Will +15; Str 10, Dex 12, Con 12, Int 24, Wis 12, Cha 16.

Skills and Feats: Alchemy +30, Concentration +12, Decipher Script +30, Diplomacy +14, Innuendo +24, Knowledge (arcana) +32, Knowledge (nobility) +9, Knowledge (religion) +30, Knowledge (the planes) +32, Listen +24, Scry +32, Spellcraft +32, Spot +24; Great Fortitude, Iron Will, Quicken Spell, Silent Spell, Skill Focus: Knowledge (arcana), Skill Focus: Knowledge (the planes), Skill Focus: Scry, Skill Focus: Spellcraft.

Possessions: The Old Amulet.

Personality: Haughty, old-fashioned, rude.

Galap-Dreidel's Hound: CR 1; Medium-size Animal; HD 2d8+14; hp 20; Init +2 (+2 Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 natural); Atk +3 melee (1d6+3, bite); AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5, Swim +5, Wilderness Lore +1;

The growl of this hound is particularly deep and foreboding. Some who have heard it have ascribed magical affects to it, but this is far from proven.

ENCOUNTER NINE: THE CHESS ROOM

➤ **Advanced Invisible Stalker (4):** CR 11; Huge Elemental (Air); HD 24d8+96; hp 204; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (perfect); AC 18 (touch 13, flat-footed 14); Atk +24 melee (2d8+12, slam); SQ: Elemental, natural invisibility, improved tracking; AL N; SV Fort +12, Ref +13, Will +10; Str 26, Dex 17, Con 18, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +19, Move Silently +23, Search +19, Spot +21; Combat Reflexes, Improved Initiative, Weapon Focus (slam), Lightning Reflexes, Dodge, Mobility, Spring Attack.

Languages: Common, Auran.

Elemental (Ex): Immune to poison, sleep, paralysis and stunning. Not subject to critical hits.

Natural Invisibility (Su): Ability is constant; stalker remains invisible even when attacking. This Invisibility is inherent and not subject to invisibility purge spell.

THE EARTH LEVEL

♠ **Sithenis:** female medusa10/Drd12 of Obad-Hai CR 19; Medium-Size Monstrous Humanoid; HD 6d8+12 plus 12d8+24; hp 133; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 14, flat-footed 13) (+4 Dex, +3 natural); Atk +15/+10/+5 melee (1d4 plus poison [1d6 Str/1d6 Str], snake-hair) or +15/+10/+5 melee (1d6, quarterstaff) or +19/+14/+9 ranged (1d6 [x3], masterwork shortbow); SA Snake-hair, poison, petrifying gaze; SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step, resist nature's lure, Wild shape (4/day); AL NE; SV Fort +14, Ref +15, Will +19; Str 11, Dex 18, Con 14, Int 14, Wis 22, Cha 17.

Skills and Feats: Concentration +17, Handle Animal +13, Hide +12, Listen +18, Move Silently +12, Profession (farmer) +12, Spellcraft +12, Spot +19, Wilderness Lore +18; Alertness, Great Fortitude, Irresistible Gaze, Lightning Reflexes, Weapon Focus (shortbow), Improved Initiative, Ability Focus (Gaze).

Languages: Common.

Snakes: Sithenis has a snake-hair attack that is a natural weapon. The snakes always attack as one unit (the medusa cannot direct half of its snakes to attack one creature and half another).

Poison (Ex): Sithenis' snake attack injects the target with poison (Fort DC 17). The poison deals 1d6 Str primary and secondary damage.

Petrifying Gaze (Su): Beginning at 6th level, a medusa gains the ability to petrify targets with its gaze. At 8th level its range extends to 30 feet, and the medusa can use its gaze in this manner up to three times per day as a. Targets of the gaze may resist with a Fortitude save (DC 22).

Spells Prepared (6/6/6/5/4/4/3; base DC = 16 + spell level): o- create water [2], cure minor wounds [2], detect

magic, mending; 1st - cure light wounds[3], entangle [2], obscuring mist; 2nd - barkskin, charm person or animal [2], lesser restoration, tree shape, warp wood; 3rd - neutralise poison, plant growth [2], poison, spike growth; 4th - dispel magic, rusting grasp [2], sleet storm, spike stones; 5th - cure critical wounds, insect plague, summon nature's ally V, wall of thorns; 6th - greater dispelling, summon nature's ally VI, transport via plants.

Possessions: Masterwork shortbow, 20 arrows, traveller's outfit, quarterstaff, greater amulet of woodland stride.

🐵 **Monkey (20):** CR 1/6; Tiny Animal; HD 1d8; hp 4; Init +2 (+2 Dex); Spd 30 ft., Climb 30 ft.; AC 14 (touch 14, flat-footed 12); Atk +4 melee (1d3-4, bite); Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; AL N; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +10; Improved Evasion, Weapon Finesse (bite).

THE FIRE LEVEL

🐉 **Kartur:** male umbral fire giant17; CR 10; Large Undead (Fire, Incorporeal); HD 15d12; hp 110; Init +4 (+4 Improved Initiative); Spd 40 ft., fly 40 ft. (perfect); AC 11 (touch 11, flat-footed 11) (+1 deflection); Atk +11/+6/+1 melee (1d8 Strength damage, incorporeal touch); Face/Reach 5 ft. by 5 ft./10 ft.; SA Strength damage; SQ Fire subtype, create spawn, darkvision 60 ft., incorporeal subtype, turn resistance +2, undead traits; AL CE; SV Fort +9, Ref +7, Will +5; Str -, Dex 11, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Climb +10, Jump +9, Spot +16; Cleave, Final Strike, Great Cleave, Lightning Reflexes, Improved Initiative, Power Attack.

Note: Kartur cannot use his Cleave, Great Cleave or Power Attack feat.

Languages: Giant.

Strength Damage (Su): Kartur's touch deals 1d8 temporary points of Strength damage to a living foe. A creature reduced to Strength 0 by an umbral creature dies.

Create Spawn (Su): Any aberration, animal, dragon, giant, humanoid, magical beast or monstrous humanoid reduced to Strength 0 by an umbral creature rises as an umbral creature in 1d4 rounds. Such a spawn is under the command of the umbral creature that created it and remains enslaved until its master's death. The spawn does not possess any of the abilities it had in life but gains the umbral creature template. An umbral creature can control a number of spawn equal to its HD x2. If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

Fire Subtype (Ex): A fire giant is immune to fire damage and takes a -10 penalty on saves against cold attacks. If a cold attack does not allow a saving throw, the creature takes double damage instead.

Incorporeal Subtype: An umbral creature can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells and spell-like abilities and

supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. An umbral creature can pass through solid objects, but not force effects at will. Its attacks ignore natural armour, armour and shields but deflection bonuses and force effects work normally against them. An umbral creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Turn Resistance (Ex): An umbral creature gains turn resistance +2.

Undead Traits: An umbral creature is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain or death from massive damage. An umbral creature cannot be raised and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Possessions: None.

🐉 **Old Shadow Dragon;** CR 17; Huge Dragon (Shadow); HD 25d12+125; hp 287; Init +4 (+4 Improved Initiative); Spd 80 ft., Fly 150 ft. (poor); AC 36 (touch 9, flat-footed 34); Atk +31 melee (2d8+8, bite), +26 melee (2d6+4 2 claws), +26 melee (1d8+4, 2 wings), +26 melee (2d6+12, tail slap); Face/Reach 10 ft. by 40 ft./10 ft.; SA Breath weapon, frightful presence SQ Shadow blend, mirror image 3/day, nondetection 3/day, dimension door 1/day, immunities (sleep, paralysis, energy drain); blindsight, keen senses, DR 10/+1; SR 27; AL CE; SV Fort +19, Ref +14, Will +21; Str 27, Dex 10, Con 21, Int 24, Wis 24, Cha 25.

Skills and Feats: Bluff +29, Concentration +27, Diplomacy +29, Hide +22, Innuendo +29, Intimidate +29, Jump +28, Knowledge Arcana +32, Move Silently +26, Search +32, Sense Motive +29, Spellcraft +29, Spot +32; Cleave, Fly-by-Attack, Improved Initiative, Power Attack, Quicken Spell-like Ability, Wingover.

Breath Weapon (Su): Cone of billowing smoky shadows, 50 ft., once every 1d4 rounds, damage 5 negative energy levels, Reflex save (DC 29) for half.

Shadow Blend (Su): During any conditions other than full daylight a shadow dragon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even light or continual flame, does not negate this ability. A daylight spell however, will.

Frightful Presence (Ex): Will save (DC 29) negates; 240 ft. radius affect. Creatures with 4 HD or fewer are panicked for 4d6 rounds and those with 5 HD or more are shaken for 4d6 rounds.

Blindsight (Ex): A dragon can locate creatures within 240 ft. by nonvisual means.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision to a range of 800 ft.

Sorcerer (caster level 9th) Spells Known (6/8/8/8/5; base DC = 17 + spell level): 0- dancing lights, detect magic, ghost sound, mage hand, open/close,

prestidigitation, read magic, resistance; 1st- endure elements, shield, true strike, unseen servant, ventriloquism; 2nd-bull's strength, darkness, endurance, tasha's hideous laughter; 3rd-haste, deeper darkness, displacement; 4th- enervation, evard's black tentacles.*

*precast against fire.

THE AIR LEVEL

☛ **Forbitan: male human (Suel) Sor9/Sil10;** CR 19; Medium-sized humanoid; HD 9d4 plus 10d4; hp 61; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 9, flat-footed 16); Atk +10/+5 melee (1d6+1, quarterstaff); SA Spells, cancellation touch, spell clone; SQ Summon familiar, +5 insight bonus to all saving throws against spells and spell-like effects, *identify*, tap the archive arcanum, rune of regulation, mask of Cymius; AL LN; SV Fort +10, Ref +11, Will +18; Str 13, Dex 8, Con 11, Int 17, Wis 13, Cha 20.

Feats and Skills: Concentration +22, Diplomacy +7, Gather Information +18, Knowledge (arcane) +25, Knowledge (history) +13, Knowledge (religion) +13, Scry +25, Search +7, Sense Motive +14, Spellcraft +25, Spot +3, Swim +5; Craft Wand, Craft Wondrous Item, Forge Ring, Heighten Spell, Improved Initiative, Lighting Reflexes, Scribe Scroll, Silent Spell, Spell Focus (Divination), Still Spell,

Languages: Ancient Oeridian, Ancient Suel, Common, Draconic.

Tap the Archive Arcanum (Sp): A Silent One may enter a meditative state to contact the Archive Arcanum, a mysterious psychic repository of knowledge compiled since the earliest days of the order. The enigmatic archivists speak in cryptic phrasings, however, and an answer to a specific query is seldom straightforward. This effect is identical to a Silent, Still casting of *legend lore*, save that there is no material component. As with a legend lore, physical handling of an object related to the query makes for speedier results. Entering the trance is a standard action that may be used once per day.

Rune of Regulation (Sp): Once per day as a standard action, a Silent One may trace a rune upon a single magical item, nullifying all of that item's magical abilities until such time as the rune is removed. Such runes of regulation, as they are known, are plainly visible, and may be removed at will by any member of the order (this is usually done only in the hidden sanctums of the Lonely Tower). Like *bestow curse*, the rune of regulation cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish spell*.

Cancellation Touch (Su): Once per day as a standard action, a Silent One may drain the abilities of a magical item by touch. The item touched gets a saving throw (DC 19). If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better.

Mask of Cymius (Su): Sometimes, a Silent One must use subterfuge to enter an enemy's lair or escape

undetected from some theft of magical artifice. In these cases, members of the order turn to the lessons of Cymius, a great Silent One who during the Slumbering managed to liberate the Talons of Athuselrah from the Dire Conclave in Westkeep's fetid undercity. Beginning at 8th level, Silent Ones may *change self* at will. Silent Ones of 8th level or higher can see through the *change self* effects of other Silent Ones using this ability.

Spell Clone (Su): Only the most experienced Silent Ones can attempt a Spell Clone. By observing the completed casting of a spell in their presence, the Silent One attempts to determine the magical formulae used by another caster and approximate it. Upon observing a cast arcane spell and making a successful Spellcraft check (DC 11 + the spell's caster level), the Silent One may cast the observed spell upon his next action. The caster of the original spell must be within 30 ft. of the Silent One at the time of the original casting. If the opportunity to cast the Spell Clone is not taken upon the Silent One's next action, the opportunity is lost. Material components are not required for a Spell Clone, but any experience point cost must be spent by the Silent One.

A Silent One may Spell Clone up to 8 levels of arcane spells per day.

Sorcerer Spells Known (6/8/7/7/7/7/6/6/6/4; base DC = 15 + spell level): 0- arcane mark, dancing lights, detect magic, detect poison, flare, disrupt undead, mage hand, prestidigitation, read magic; 1st- charm person, comprehend languages, detect secret doors, shield, unseen servant; 2nd- invisibility, knock, locate object, resist elements, see invisibility; 3rd-clairaudience/clairvoyance, dispel magic, fly, tongues; 4th- detect scrying, dimension door, emotion, scrying; 5th-contact other plane, feeblemind, telekinesis, wall of force; 6th- analyse dweomer, globe of invulnerability, true seeing; 7th-limited wish, teleport without error, power word stun; 8th-discern location, iron body, symbol; 9th- prismatic sphere, wish.

Possessions: +4 cloak of resistance, ring of blinking, ring of spell turning, staff of frost (43 chgs.), +7 bracers of armour, Nolzur's marvellous pigments, wand of hold person (7 chgs.), wand of dispel magic (34 chgs), scroll of trap the soul.

APPENDIX FIVE

NEW RULES

NEW FEATS

Ability Focus [General]

As presented in *Savage Species*, page 30.

Choose one of your special attacks. This attack becomes more potent than normal

Prerequisite: Special Attack.

Benefits: Add +2 to the DC for all saving throws against the special attack on which you focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new special attack.

Final Strike [Monstrous]

As presented in *Savage Species*, page 34.

Your death throes are destructive

Prerequisite: Acid, air, cold, earth, electricity, fire or water subtype.

Benefit: When you are killed (that is, when your hit points drop to –10 or lower), your body explodes in a final strike – a blast of elemental destruction – according to the table below. Everything within 60 feet is subject to the effect. You final strike deals 1d6 points of damage per Hit Die, up to a maximum of 20d6. Each creature in the area may make a successful Reflex save (DC 10 + ½ your Hit Dice + your Con modifier) to halve the damage dealt. The blast also has a secondary effect, which can be reduced or negated (as shown on the table below) by a second successive save of the type indicated (same DC as the save against the primary damage).

Subtype	Primary Damage	Secondary Damage
Acid	Acid	Blindness for 2d4 rounds, Fortitude negates
Air	Blast of wind (bludgeoning damage)	Destructive harmonics (1d6 sonic damage per 2 Hit Dice; Reflex half)
Cold	Cold	Ice shards (1d6 piercing damage per 2 Hit Dice; Reflex half)
Earth	Blast of rock shards	Earthquake (as spell, Reflex save according to effect)
Electricity	Lightning	Thunderclap (1d6 sonic damage per 2 Hit Dice, stun for 1 round, deafen for 4d6 rounds; Reflex half and no deafness)
Fire	Fire	Light blast (1d6 damage per 2 Hit Dice; Reflex half)
Water	Blast of water (bludgeoning damage)	Drench (extinguish nonmagical fire automatically, or magical fire as <i>dispel magic</i> cast by a sorcerer whose level equals your Hit Dice total)

Special: A final strike renders your corpse unsuitable for *raise dead* or *resurrection* spells. Only *true resurrection*, *miracle* or *wish* can restore life.

Irresistible Gaze [Monstrous]

As presented in *Savage Species*, page 37.

Your gaze attack is more potent than normal

Prerequisite: Gaze attack.

Benefit: Add +2 to the DC of all saving throws against your gaze attack.

Special: The benefit of this feat stacks with the benefit provided by the Ability Focus feat.

NEW MAGIC ITEMS

Amulet of Mighty Fists

As presented in *Sword and Fist*, page 77.

This amulet grants an enhancement bonus of +1 to +5 to attack and damage rolls with unarmed attacks.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *magic fang*, caster must be of a level three times that of the bonus of the amulet; **Market Price:** 6,000 gp (amulet +1); 24,000 gp (amulet +2); 54,000 gp (amulet +3); 96,000 gp (amulet +4); or 150,000 gp (amulet +5)

Amulet of Woodland Stride

This amulet allows the individual wearing it to cast *pass without trace* once per day as a 1st level druid. This is a command word item requiring the wearer to say the word “shalm.”

Caster Level: 1st; **Prerequisites:** Craft Wondrous Item, *pass without trace*; **Market Price:** 900 gp.

Greater Amulet of Woodland Stride

This amulet allows the individual wearing it to cast *pass without trace* once per day as a 1st level druid. This is a command word item requiring the wearer to say the word “shalm.” Greater versions of this amulet also grant the wearer the ability to cast *tree shape* once per day as a 3rd level druid.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *pass without trace*, *tree shape*; **Market Price:** 3,600 gp.

NEW TEMPLATES

Umbral Creatures

As presented in *Savage Species*, pages 134–135.

Umbral creatures are, like shadows, creatures of living darkness. They hate life and light with equal fervour. Their touch bestows the painful chill of non-existence, making them very dangerous opponents.

An umbral creature looks like a shadowy version of a material creature, and it may easily be mistaken for a living creature from the Plane of Shadow. Umbral creatures are difficult to see in dark or gloomy areas, but they stand out starkly in brightly illuminated places.

Natural enemies of all that live, umbral creatures are aggressive and predatory. They are quick to strike and make short work of those unprepared to deal with them.

Umbral creatures speak whatever languages they spoke in life.

Creating an Umbral Creature

"Umbral creature" is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast or monstrous humanoid. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 8. An umbral creature has all the base creature's characteristics except as noted here:

Size and Type: The creature's type changes to undead and it takes the incorporeal subtype.

Hit Dice: All the base creature's Hit Dice change to d12s.

Speed: The creature gains a fly speed of 40 feet if it did not already have a faster fly speed and its manoeuvrability becomes perfect.

AC: The creature loses its natural armour bonus but gains a deflection bonus equal to its Charisma modifier or +1 whichever is greater.

Attacks: The creature loses all its attacks and gains an incorporeal touch attack.

Damage: An umbral creature's incorporeal touch attack deals Strength damage based on the creature's size, according to the table below.

Special Attacks: An umbral creature loses the base creature's special attacks and gains the special attack of Strength damage, described below:

Strength Damage (Su): the touch of an umbral creature deals 1d6 temporary points of Strength damage to a living foe. A creature reduced to Strength 0 by an umbral creature dies.

Size	DAMAGE	Size	DAMAGE
Fine	1	Large	1d8
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium-size	1d6		

Special Qualities: An umbral creature gains the four special qualities described below:

Create Spawn (Su): Any aberration, animal, dragon, giant, humanoid, magical beast or monstrous humanoid reduced to Strength 0 by an umbral creature rises as an umbral creature in 1d4 rounds. Such a spawn is under the command of the umbral creature that created it and remains enslaved until its master's death. The spawn does

not possess any of the abilities it had in life but gains the umbral creature template.

An umbral creature can control a number of spawn equal to its HD x2. If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

Incorporeal Subtype: An umbral creature can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells and spell-like abilities and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with *ghost touch* weapons. An umbral creature can pass through solid objects, but not force effects at will. Its attacks ignore natural armour, armour and shields but deflection bonuses and force effects work normally against them. An umbral creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Turn Resistance (Ex): An umbral creature gains turn resistance +2.

Undead Traits: An umbral creature is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain or death from massive damage. An umbral creature cannot be raised and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Abilities: +2 Dex, -4 Int (minimum 2), +2 Wis, +2 Cha. As an incorporeal undead, an umbral creature has no Strength or Constitution score.

Climate/Terrain: Any land and underground

Organization: Solitary, pair, gang (3-4) or swarm (6-11)

Challenge Rating: Base creature's +3

Treasure: None

Alignment: Always chaotic evil.

Level Adjustment: +5

Umbral Characters

Umbral characters with class levels are rare due to their low Intelligence. Those that do manage to attain class levels usually take a relatively simple class, such as barbarian or fighter. A few multiclass as rogues for their class abilities (their incorporeal nature allows them to Move Silently and Hide without those rogue class skills). Their preferred class is fighter.

NEW CLASSES

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1 st	1d8	+1	+0	+2	+2	(2 x Int mod) x4	1	Feat, snakes 1d4, poison (1 Str, 2 Str)
2 nd	2d8	+2	+0	+2	+3	2 + Int mod	1	+2 Int, +1 natural armour
3 rd	2d8	+2	+0	+3	+3	-	1	+2 Con
4 th	3d8	+3	+1	+3	+3	2 + Int mod	2	Feat, snakes 1d4, poison (1d4 Str, 2d4 Str)
5 th	3d8	+3	+1	+3	+3	-	2	+2 Dex, +2 natural armour
6 th	4d8	+4	+1	+4	+4	2 + Int mod	3	Petrifying gaze (1/day, active, 10 feet)
7 th	4d8	+4	+1	+4	+4	-	4	+2 Wis, +3 natural armour
8 th	5d8	+5	+1	+4	+4	2 + Int mod	5	Petrifying gaze (3/day, active, 30 feet)
9 th	5d8	+5	+1	+4	+4	-	6	+2 Cha, poison (1d6 Str, 2d6 Str)
10 th	6d8	+6/+1	+2	+5	+5	2 + Int mod	7	Feat, petrifying gaze (unlimited, standard, 30 feet)

Medusa

As presented in *Savage Species*, pages 184-185.

Monstrous Humanoid

Whether the image of this snake-haired being emerges from literary description, the imagination, or from a fantasy film, the idea of a creature that can turn a human into unmoving stone with a glance is terrifying. What if a player character could threaten the denizens of a dungeon or the enemy within a foreign keep with a petrifying countenance? The troubling side of playing a medusa character is that unless the medusa's face is concealed (in which case the medusa suffers from all the consequences of blindness), its allies risk becoming realistic sculptures.

The important question in building the medusa monster class is where to place its petrifying gaze. Since it is the most important feature of the class, and the most likely to present game balance concerns to a Dungeon Master, the gaze lies close to the top of the range. At lower levels, the medusa must make do with ability score increases, natural armour and poisonous snakes. The snakes deal Strength damage, a relatively weak poison that doesn't upset game balance. At higher levels, the medusa's poison grows in efficiency, eventually becoming powerful enough to debilitate a strong warrior with a single snake's attack. Eventually, the monster class at its highest level offers the medusa the power to control its gaze attacks so it strikes down foes, not friends.

Racial Traits

- Starting Ability Score Adjustments: +2 Dex, +2 Cha. Medusas are quick and have a strong sense of self.
- Speed: Medusa land speed is 30 feet.
- Darkvision: Medusas can see in the dark up to 60 feet.
- Automatic Languages: Common
- Favoured Class: Medusa. The best multiclassing choice for a medusa is fighter, but its high Charisma and gaze attacks make it better suited for some class that does not put the character on the front line of the war, such as bard or sorcerer.

Class Skills

The medusa's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Move Silently (dex), Profession (Wis) and Spot (Wis).

Class Features

All of the following are class features of the medusa monster class:

Weapon and Armour Proficiency: Medusas are proficient with all simple weapons and with shortbows but not with armour or shields.

Feats: A medusa receives two feats at 1st level and additional ones at 4th and 10th level. After 10th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level Dependant-Benefits.

Snakes: The medusa has a snake-hair attack that is a natural weapon dealing the indicated damage plus ½ Strength bonus. The snakes always attack as one unit (the medusa cannot direct half of its snakes to attack one creature and half another).

Poison (Ex): A medusa's snake attack injects the target with poison (Fort DC 10 + 1/2 medusa's HD from class levels + medusa's Con modifier). The poison deals the indicated primary and secondary damage.

Petrifying Gaze (Su): Beginning at 6th level, a medusa gains the ability to petrify targets with its gaze. Unlike a fully developed gaze attack, a young medusa can use this ability only once per day and can only use it as an active attack against a single target within 10 feet. At 8th level its range extends to 30 feet, and the medusa can use its gaze in this manner up to three times per day. At 10th level its gaze attack fully matures, and it can use it at will. Targets of the gaze may resist with a Fortitude save (DC 10 + ½ medusa's HD from class levels + medusa's Cha modifier).

Fire Giant

Giant (Fire)

As presented in *Savage Species*, pages 167 – 168.

Of great size and physical strength, the fire giants are the most military-minded of all evil giants and the most likely to use quality weapons and armour. Raised in a strict hierarchy of family and clan status, fire giants are used to taking orders and can fit in quite well with a group of adventurers once they have established their place in the pecking order. Fire giants can withstand ballista bolts and powerful fireballs without flinching, and toughest ones have been known to singly take on dragons of their own size and live to talk about it.

Fire giants have few special abilities. Their fire immunity takes effect early, leaving only reach and the ability to throw rocks as ranged weapons, neither of which is particularly unusual for creatures of their size and Hit Dice. The Hit Dice and ability scores increase from level 1 to the final ECL of 19. Fire giants are so strong and tough that they have an ability score increase at almost every level, which makes a giant attractive even though it doesn't gain the feats or special abilities of a fighter or other martial class.

Racial Traits

- **Starting Ability Score Adjustments:** +4 Str. Fire giants are very strong and become even stronger as they mature.
- **Speed:** Fire giant land speed is 40 feet.
- **Darkvision:** Fire giants can see in the dark up to 60 feet.
- **Automatic Languages:** Common, Giant
- **Favoured Class:** Fire Giant. The best multiclassing choice for a fire giant is fighter.
- **Patron Deity:** Surtur, deity of all fire giants. Most fire giants that multiclass as clerics worship Surtur, a fire giant of immense size with a sword of flame, and choose two domains from this list (Evil, Law, Trickery and War).

Class Skills

The fire giant's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Jump (Str), Profession (Wis) and Spot (Wis).

On reaching large size, a giant takes a –4 size penalty on Hide checks.

Class Features

All of the following are class features of the fire giant monster class:

Weapon and Armour Proficiency: Fire giants are proficient with all simple and martial weapons, with light and medium armour and with shields.

Feats: A fire giant receives one feat at 1st level and additional ones at 3rd, 8th, 12th, 15th and 19th level. After 19th level it gains feats normally according to its character level as shown on Table 2-5: Experience and Level-Dependant Benefits.

Fire Subtype (Ex): A fire giant is immune to fire damage and takes a –10 penalty on saves against cold attacks. If a cold attack does not allow a saving throw, the creature takes double damage instead.

Rock Throwing (Ex): Fire giants have a +1 racial bonus on attack rolls when throwing rocks. A giant can throw a rock for the indicated damage plus Strength bonus. A rock's maximum range is five range increments.

Rock Catching (Ex): A fire giant can catch Small, Medium-size or Large rocks (or similar projectiles). Once per round, a fire giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack the DC increases by that amount). The giant must be ready for and aware of the attack.

NEW CREATURES

Shadow Dragon

From *Monsters of Faerun*, pages 42-44

Dragon (Shadow)

Organisation: Wyrmling, very young, young, juvenile and young adult: solitary or clutch (2-5); adult, amture

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1 st	1d8	+0	+2	+0	+0	(2+Int mod) x4	1	Fire subtype, Feat, +2 natural armour
2 nd	2d8	+1	+3	+0	+0	2 + Int mod	1	-
3 rd	3d8	+2	+3	+1	+1	2 + Int mod	2	Feat, +2 Con
4 th	3d8	+2	+3	+1	+1	-	2	+2 Str, +4 natural armour
5 th	4d8	+3	+4	+1	+1	2 + Int mod	3	Rock throwing (1d6, 30-ft. range increment), -2 Dex
6 th	5d8	+3	+4	+1	+1	2 + Int mod	3	+2 Str, rock catching
7 th	5d8	+3	+4	+1	+1	-	4	+2 Con, +6 natural armour
8 th	6d8	+4	+5	+2	+2	2 + Int mod	4	Feat, +2 Str
9 th	7d8	+5	+5	+2	+2	2 + Int mod	4	Rock throwing (1d8, 60-ft. range increment)
10 th	8d8	+6/+1	+6	+2	+2	2 + Int mod	5	+2 Str
11 th	8d8	+6/+1	+6	+2	+2	-	5	Large size, reach 10 ft., +2 Con, +8 natural armour
12 th	9d8	+6/+1	+6	+3	+3	2 + Int mod	6	Feat, +2 Str
13 th	10d8	+7/+2	+7	+3	+3	2 + Int mod	6	-
14 th	11d8	+8/+3	+7	+3	+3	2 + Int mod	7	Rock throwing (2d6, 120-ft. range increment), +2 Str
15 th	12d8	+9/+4	+8	+4	+4	2 + Int mod	7	Feat, +2 Con
16 th	13d8	+9/+4	+8	+4	+4	2 + Int mod	8	+2 Str
17 th	13d8	+9/+4	+8	+4	+4	-	8	+2 Con
18 th	14d8	+10/+5	+9	+4	+4	2 + Int mod	9	+2 Str
19 th	15d8	+11/+6/+1	+9	+5	+5	2 + Int mod	10	Feat

adult, old, very old, ancient, wyrm or great wyrm: solitary, pair or family (1-2 and 2-5 offspring)

Challenge Rating: Wyrmling 2; very young 3; young 5; juvenile 7; young adult 10; adult 12; mature adult 15; old 17; very old 18; ancient 20; wyrm 21; great wyrm 23

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: Wyrmling 5-6 HD (Tiny); very young 8-9 HD (Small); young 11-20 HD (Small); juvenile 14-15 HD (Medium-size); young adult 17-18 HD (Medium-size); adult 20-21 HD (large); mature adult 23-24 HD (Large); old 26-27 HD (Huge); very old 29-30 HD (huge); ancient 32-33HD (Huge); wyrm 35-36 HD (Gargantuan); great wyrm 38+ HD (Gargantuan)

Shadow dragons are sly and devious creatures with ties to the Plane of Shadow.

Shadow dragons have translucent scales and dark bodies, giving them an indistinct appearance – from a distance, they seem to be nothing but a foreboding mass of shadows.

Combat

Shadow dragons prefer to attack from hiding, employing their shadow blend ability. They use illusion spells to confuse and misdirect their foes.

Breath Weapon (Su): A shadow dragon's breath weapon is a cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain the number of negative levels shown on the accompanying table; the saving throw to remove the negative level is shown on the table as well. A successful Reflex save (against the same DC) reduces the number of negative levels by half (round down).

Shadow Blend (Su): During any conditions other than full daylight, a shadow dragon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however will.

Create Shadows (Su): Three times per day, a great wyrm shadow dragon can conjure a mass of leaping shadows with a radius of 100 yards and a duration of 1 hour (this is a creation effect). All normal and magical light sources are negated within this radius. All characters and creatures gain a +4 bonus on their Hide checks within the shadows, and can hide even if directly observed. Shadow dragons and other creatures with ties to the Plane of Shadow gain total concealment within the shadows (50% miss chance), though they can move and attack normally. Their attacks gain a +2 bonus and deny their opponents any Dexterity bonus to AC, because they are considered invisible.

Other Spell-Like Abilities: 3/day – *mirror image*, *nondetection*; 2/day-*dimension door*; 1/door – *shadow walk*

Shadow Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	T	4d12+4 (30)	19 (+2 size, +7 natural)	+6	+5	+4	+6	1 (14)	-	12
Very young	S	7d12+7 (52)	21 (+1 size, +10)	+9	+6	+5	+8	1 (16)	-	13

Young	S	10d12+10 (75)	natural) 24 (+1 size, +13 natural)	+12	+8	+7	+10	1 (18)	-	15
Juvenile	M	13d12+26 (110)	26 (+16 natural)	+15	+10	+8	+12	2 (20)	-	17
Young adult	M	16d12+32 (136)	29 (+19 natural)	+19	+12	+10	+14	2 (22)	22	20
Adult	L	19d12+57 (180)	31 (-1 size, +22 natural)	+22	+14	+11	+16	3 (24)	24	22
Mature adult	L	22d12+88 (231)	34 (-1 size, +25 natural)	+27	+17	+13	+18	4 (26)	26	25
Old	H	25d12+125 (287)	36 (-2 size, +28 natural)	+31	+19	+14	+21	5 (29)	29	27
Very old	H	28d12+140 (322)	39 (-2 size, +31 natural)	+35	+21	+16	+24	5 (32)	32	28
Ancient	H	31d12+186 (387)	42 (-2 size, +34 natural)	+39	+22	+17	+26	6 (34)	34	30
Wyrmling	G	34d12+238 (459)	43 (-4 size, +37 natural)	+41	+26	+19	+29	7 (37)	37	31
Great wyrmling	G	37d12+296 (536)	46 (-4 size, +40 natural)	+45	+29	+21	+32	8 (39)	39	33

Shadow Dragon Abilities by Age

Age	Speed	Str	DEX	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	80 ft., fly 150 ft. (average)	11	10	13	14	14	15	Energy drain immunity	
Very young	80 ft., fly 150 ft. (average)	13	10	13	16	16	17	Shadow blend	
Young	80 ft., fly 150 ft. (average)	13	10	13	16	16	17		
Juvenile	80 ft., fly 150 ft. (poor)	15	10	15	18	18	19	Mirror image	1 st
Young adult	80 ft., fly 150 ft. (poor)	17	10	15	18	18	19	Damage reduction 5+1	3 rd
Adult	80 ft., fly 150 ft. (poor)	19	10	17	20	20	21	Dimension door	5 th
Mature adult	80 ft., fly 150 ft. (poor)	23	10	19	20	20	21	Damage reduction 10/+1	7 th
Old	80 ft., fly 150 ft. (poor)	27	10	21	24	24	25	Nondetection	9 th
Very old	80 ft., fly 150 ft. (poor)	29	10	21	26	26	27	Damage reduction 15/+10	11 th
Ancient	80 ft., fly 150 ft. (poor)	31	10	23	28	28	29	Shadow walk	13 th
Wyrmling	80 ft., fly 150 ft. (clumsy)	33	10	25	30	30	31	Damage reduction 20/+3	15 th
Great wyrmling	80 ft., fly 150 ft. (clumsy)	35	10	27	32	32	33	Create shadows	17 th

Silent Ones (Prestige Class)

Living Greyhawk Journal 4, pages 18-20.

Silent Ones are members of a mysterious and ancient order of spellcasters based in the Sheldomar Valley of the Flanaess. They seek out lost magical lore and forever lock it from would-be abusers. In their vaulted libraries in the Lonely Tower, the Silent Ones guard countless secrets regarding pre-Cataclysms history, the Great Migrations, and the evolution of magical theory from the dawn of time to the present day.

The order can be broken down into two distinct branches: cloistered disciples known as Anchorites of

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+0	+0	+2	+1 save vs. magic, <i>identify</i> 1/day	+1 level of existing class
2	+1	+0	+0	+3	Silent Spell	+1 level of existing class
3	+1	+1	+1	+3	+2 save vs. magic, <i>identify</i> 2/day	+1 level of existing class
4	+2	+1	+1	+4	Still Spell	+1 level of existing class
5	+2	+1	+1	+4	+3 save vs. magic, Tap the Archive Arcanum	+1 level of existing class
6	+3	+2	+2	+5	Rune of Regulation	+1 level of existing class
7	+3	+2	+2	+5	+4 save vs. magic, Cancellation Touch 1/day	+1 level of existing class
8	+4	+2	+2	+6	Mask of Cymius	+1 level of existing class
9	+4	+3	+3	+6	+5 save vs. magic	+1 level of existing class
10	+5	+3	+3	+7	Spell Clone	+1 level of existing class

the Tower and wandering adherents known as Wanderers. The former spend most of their lives steeped in study and contemplation, often guarding places of magical power or conducting research

important to the order. Often sought out as sages, they will exchange knowledge for information that does not violate their trust. Some serve as advisors or seers in various noble courts, but their ultimate allegiance is always to the order. Wanderers, on the other hand, actively seek out ancient magicks and mysteries to protect from exploitation. They often travel in groups of three, or attach themselves to adventuring bands (since the abandoned tombs and keeps that so often capture the attention of thrillseekers also happen to hold the type of magic Silent Ones work to keep from dangerous hands and minds).

The Silent Ones usually accomplish their goals through subterfuge and manipulation, but it is not

unheard of for the Silent Ones to act swiftly, even ruthlessly. They are neither good, nor evil, seeing their role as above petty morality. Their ethics tend to the lawful, though they will interpose themselves against

anyone to protect their interests taking whatever actions are deemed necessary.

The bulk of the order is made up of sorcerers, who by their very nature have internalized magical processes to the point at which they cannot be stolen or corrupted by the uninitiated. Among the ranks of the Anchorites are found several wizards, whose penchant for study and research make them the perfect archivists. Bards are increasingly popular among the Wanderers, their greatest performances being private tales told to superiors within the walls of the Tower of Silence. Loremasters rarely become Silent Ones, as their focus on discovering magic for personal improvement is seen as antithetical to the beliefs of order, which hold that some such knowledge should be buried forever from the ken of man.

Silent Ones usually dress in drab cassocks, with grey and brown being most typical. They eschew armour and weapons save the simplest of implements, such as a staff or dagger. Outside the Tower of Silence, Silent Ones rarely carry dangerous spells (on scrolls or in spellbooks) or easily corrupted magical items, so as to better avoid their secrets falling into the hands of the uninitiated. In fact, Silent Ones believe that they do not truly “own” their magical items at all, but rather hold them in trust until they are destroyed (if evil or dangerous) or deposited in the Tower. When artifacts or other great items of magic are carried they are very well protected.

Hit Die: d4.

Requirements

To qualify to become a Silent One, a character must fulfill all of the following criteria.

Membership: Silent Ones are pledged to the tenets of the order and must submit to the authority of the Tower.

Race: Human (primarily of Suel descent; half-elves and Oeridians are rarely accepted)

Spellcasting: Ability to prepare arcane spells without need for a spellbook.

Gather Information: 4 ranks

Knowledge (arcane): 8 ranks

Knowledge (history): 4 ranks

Knowledge (religion): 4 ranks

Spellcraft: 10 ranks

Language: Must speak Ancient Suel

Feats: Spell Focus (Divination)

Alignment: Lawful neutral or neutral

The Silent One

Class Skills

The Silent Ones' class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Scry (Int), Sense Motive (Wis), Spellcraft (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the Silent Ones prestige class.

Spells per Day: A Silent One continues training in magic both in the field and within the forlorn chambers of the Lonely Tower. Thus, when a new Silent One level is gained, the character gains new spells per day as if he had gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of Silent One to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Felduthar, a 12th-level sorcerer, gains a level as a Silent One, he gains new spells as if he had risen to 13th level as a sorcerer, but uses the other Silent One aspects of level progression such as base attack bonus and save bonus. If he next gains a level as a sorcerer, making him a 13th-level sorcerer/1st-level Silent One, he gains spells as if he had risen to 14th level as a sorcerer.

If a character had more than one arcane spellcasting class before he became a Silent One, he must decide to which class he adds each level of Silent One for purposes of determining spells per day when he adds the new level.

Saving Throw Bonus vs. Magic: Their knowledge of the workings of magical formulae allows Silent Ones to have a greater chance of success to avoid the effects of magical spells and spell-like effects. This is reflected by an insight bonus to all saves made against magical effects at 1st level that increases by +1 for every two levels the Silent One gains (+1 at 1st level, +2 at 3rd level, +3 at 5th level, and so on).

Identify (Spell-like): Initiation into the ranks of the Silent Ones involves hours of hands-on study in rooms filled with magical artifice. At the culmination of months of arduous study, Silent Ones learn a secret internalised ritual that allows them to learn the single most basic function of a given item simply by holding it in their hands and concentrating. Only one item may be examined at a time, and there is no material component for the attempt. Identifying a magical item in this manner counts as a standard action. The ability is otherwise identical to the *identify* spell (PH p. 216).

Silent Spell: At 2nd level, a Silent One gains Silent Spell as a bonus feat.

Still Spell: At 4th level, a Silent One gains Still Spell as a bonus feat.

Tap the Archive Arcanum (Spell-like): A Silent One may enter a meditative state to contact the Archive Arcanum, a mysterious psychic repository of knowledge compiled since the earliest days of the order. The enigmatic archivists speak in cryptic phrasings, however, and an answer to a specific query is seldom straightforward. This effect is identical to a Silent, Still casting of *legend lore*, save that there is no material component. As with a *legend lore*, physical

handling of an object related to the query makes for speedier results. Entering the trance is a standard action that may be used once per day.

Rune of Regulation (Spell-like): Once per day as a standard action, a Silent One may trace a rune upon a single magical item, nullifying all of that item's magical abilities until such time as the rune is removed. Such runes of regulation, as they are known, are plainly visible, and may be removed at will by any member of the order (this is usually done only in the hidden sanctums of the Lonely Tower). Like *bestow curse*, the rune of regulation cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Cancellation Touch (Su): Once per day as a standard action, a Silent One may drain the abilities of a magical item by touch. The item touched gets a saving throw (DC 19). If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better.

Mask of Cymius (Su): Sometimes, a Silent One must use subterfuge to enter an enemy's lair or escape undetected from some theft of magical artifice. In these cases, members of the order turn to the lessons of Cymius, a great Silent One who during the Slumbering managed to liberate the Talons of Athuseloh from the Dire Conclave in Westkeep's fetid undercity. Beginning at 8th level, Silent Ones may *change self* at will. Silent Ones of 8th level or higher can see through the *change self* effects of other Silent Ones using this ability.

Spell Clone (Su): Only the most experienced Silent Ones can attempt a Spell Clone. By observing the completed casting of a spell in their presence, the Silent One attempts to determine the magical formulae used by another caster and approximate it. Upon observing a cast arcane spell and making a successful Spellcraft check (DC 11 + the spell's caster level), the Silent One may cast the observed spell upon his next action. The caster of the original spell must be within 30 ft. of the Silent One at the time of the original casting. If the opportunity to cast the Spell Clone is not taken upon the Silent One's next action, the opportunity is lost. Material components are not required for a Spell Clone, but any experience point cost must be spent by the Silent One.

A Silent One may Spell Clone up to 8 levels of arcane spells per day.

PLAYER'S HANDOUT ONE: THE ACCOUNT OF ZINETHAR

An Account of The Exploration of the Fortress Inverness and its Attendant Ghostly Tower by Zinethar the Wise, acolyte of The Great Guildmaster set forth by his own hand on the fourth day of Readyng in the Common Year 571.

As I sit here recalling to my mind the chain of events that have led me to pen this account of my experiences within the accursed ghost tower I cannot help but bare malice against the instigators of my torment.

My long journey to this place began over a half year ago when Justinian, following the thrice-damned writings of the heretics Daesnar Braden and Elbain Hothchilde called into question the very divinity of the gods. His thrice-fold increase of temple taxes was too much for some of us to bear and so we rose in revolt! Our patrons had turned away from us though, deeming us unworthy of their aid in this great trial. Our insurrection was unsuccessful and I was thrown into Justinaian's dungeons deep below Leukish, there to rot or so I thought.

Three long tormenting months dragged by before I was summoned to attend the poor fool who names himself Duke of Urnst. How soon will he taste the cold hand of death? When he stands facing his greatest enemy he will discover that no believer in the gods will stand before him. I prey fervently for that day and for the day when my beloved lord's servants can re-establish His worship in this fair land. But I digress...

Brought before him I, along with four others were given a choice by his shadowy advisor. Complete a trivial task of no consequence and gain our freedom or languish in lightless dungeons until our deaths.

A bittersweet pill this bargain was to swallow; rendering aid to one I saw as my most bitter enemy in return for my freedom. Long did I pray for guidance until it became clear to me that I was fated to undertake this journey. Released and given leave to choose what accoutrements we desired we were transported to the westernmost portion of the Abbor-Alz where the air is heavy and the winds merciless.

Thus did five of us come to stand before the gates of the great citadel Inverness. Myself, armed with the faith of the great Guildmaster, Lembu a mighty warrior, Discinque a daring rogue caught trying to steal the Duchy's crown jewels, Hodar a powerful magi and Li Hon the only one of us not forced to undertake this perilous undertaking.

The upper ruins of this place are a haunted, gods-accursed place. Nothing dwells here save a few birds and lower animals. Mist shroud the lower slopes of the great mound upon which the fortress is built and as night falls these mists creep inexorably upward until they flood the ruins with their eldritch forms. I shudder as I write this account for even now I recalled the horror of looking up and seeing where earlier there had been only rubble the ghostly form of a mighty tower take shape. My prayers avail me nought in ascertaining a means of ingress to this otherworldly tower. Even Hodar, himself steeped in otherworldly arts, could find no way in. Our divinations hinted at a way of access from below for as they revealed "quest below for the means to enter the ever-tower." At first we thought to dig our way in but the rubble is unsafe, liable to collapse at the gentlest inspection and so we cast about for another means of entry.

Guarding the walls of Inverness stilling standing unbought by the passing of ages four great towers jut out from the curtain wall. Within them, an iron staircase strangely unruined leads downward into the ancient catacombs that honeycomb the rock beneath our feet.

At the centre of the maze of passages and chambers stands a chamber warded against all means of entry save the key that Galap-Dreidel created. Assembling the key cost us sorely for its parts were scattered about the catacombs. We prevailed after facing many guardian beasts and strange wards. Galap-Dreidel was surely a most puissant artificer to have crafted his traps with such skill that they await the unwary even today.

Gaining access to the central chamber was the trick! From thence we travelled to the Ghost Tower itself – finally we were close to our goal – The Soul Gem. In our hubris we believed that we had passed all the challenges that kept us from the prize, although Hodar counselled us that our trials were not yet at an end.

If only we had listened! Poor Discinque and Lembu would yet draw breath and would not have been gathered to eternal rest in Wee Jas's dread halls. The first chamber we traversed was filled with a strange cloying mist that cloaked and befuddled our senses. It was here that poor Discinque was slain – rent limb from limb by a ferocious beast lurking in the mists striking at us as we explored this strange other world. Finally we discovered a means of travelling upwards and emerged into a strange garden-like place overgrown so that travel was only possible along a few pathways. We could find no foe here and so continued upwards to where Lembu was crushed to death beneath a boulder tossed by a giant wreathed in flames! Our victory here was costly – Li Hon barely survived, being badly burnt but we prevailed. Lembu was beyond even the power of my patron to revive and so we consigned his body to the flames. With sorrow in our hearts we continued onwards.

Our final trial was by water. Lacking the martial strength to defeat the denizens trapped within this level we fled. A small island held the secret to our further progress and finally we reach our goal – The Soul Gem.

The gem itself fought us and we did not have the strength to overcome it and so in desperation we fled using the amulet that I have hidden with this missive.

Even now over three months later I shudder to think of what I saw with the ever-tower. My companions slain; torn limb from limb by half-glimpsed terrors or smashed beneath huge boulders hurled at us over impossible distances. Creatures born of nightmare lurking below in the darkness; creatures that are an abomination against nature and that should not be. Cunning wards constructed with long-forgotten magics lurk to trap the unwary.

I have sworn never to re-enter such an accursed place again – my sanity and my very life being too high a price to pay for an item of might – no matter how much power it would grant me. It lies there still awaiting the return of its master – I have knowledge of this for The Seer has whispered to me the dread history of the gem and its master.

If you should come across this accounting think not harshly of me I dare not return to the tower for my destiny lies along a different path.

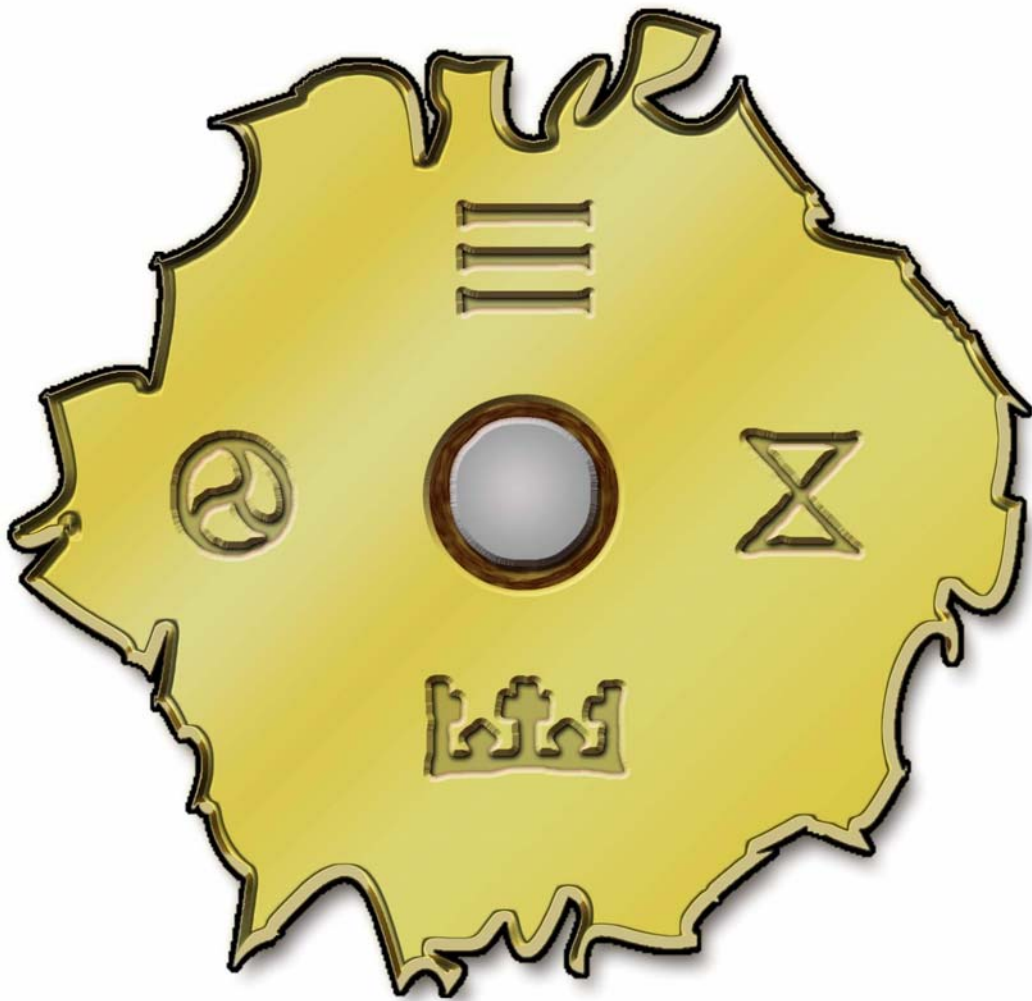
PLAYER'S HANDOUT TWO: THE SCRIBBLING OF GHARVENN

"As I sit here condemned to die by my broken leg, I wonder how quickly my emotions have changed. I escaped; the others are surely dead at the hands of those bugbear statues. I was within an inch of my life but I got free. To then fall down this hole and break my leg was bad but to find my curative potions seeping out of my backpack was worse. I have the journal for comfort but not the teleport trinket. I don't know what possessed me to let that dwarf talk me into splitting the Amulet from the journal. I was mad. I know the sage said that it would only work with the Gem but I could tell he was lying then. Damn sages, you should never trust them. If by some miracle I get out of this then I'm retiring."

Player's Handout One

The Old Amulet

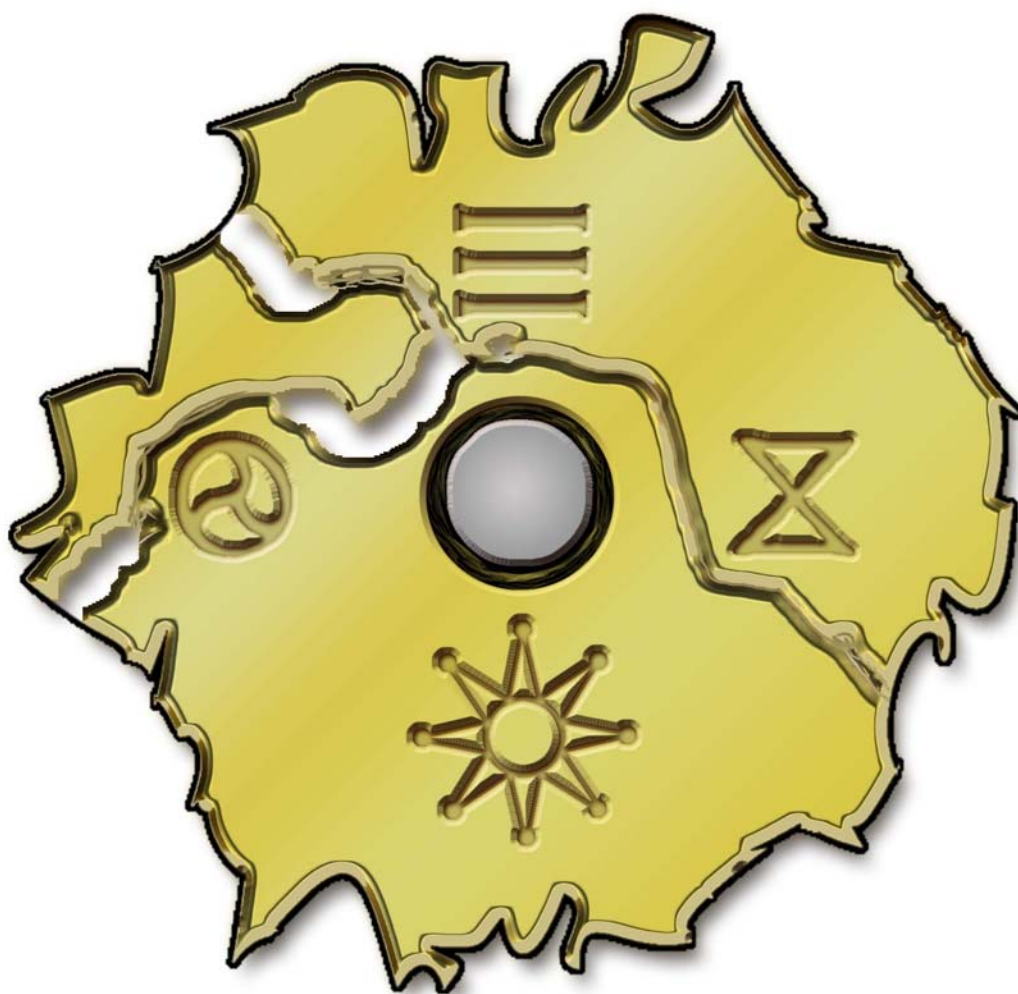
This is the amulet given to you by the mad old man in the ruins.



Player's Handout Two

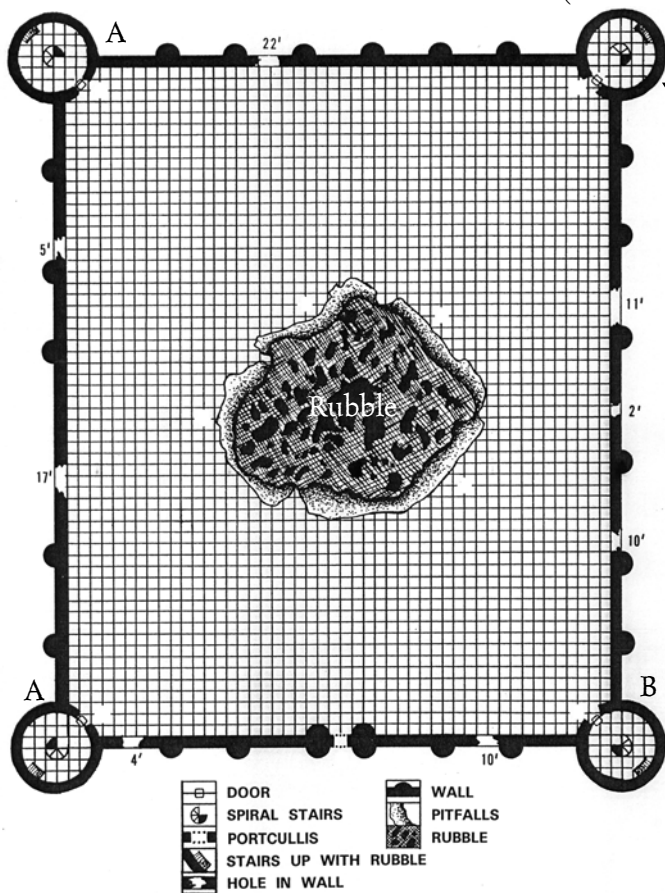
The New Amulet

This is the slightly broken amulet you found in the upper ruins of the Fortress Inverness

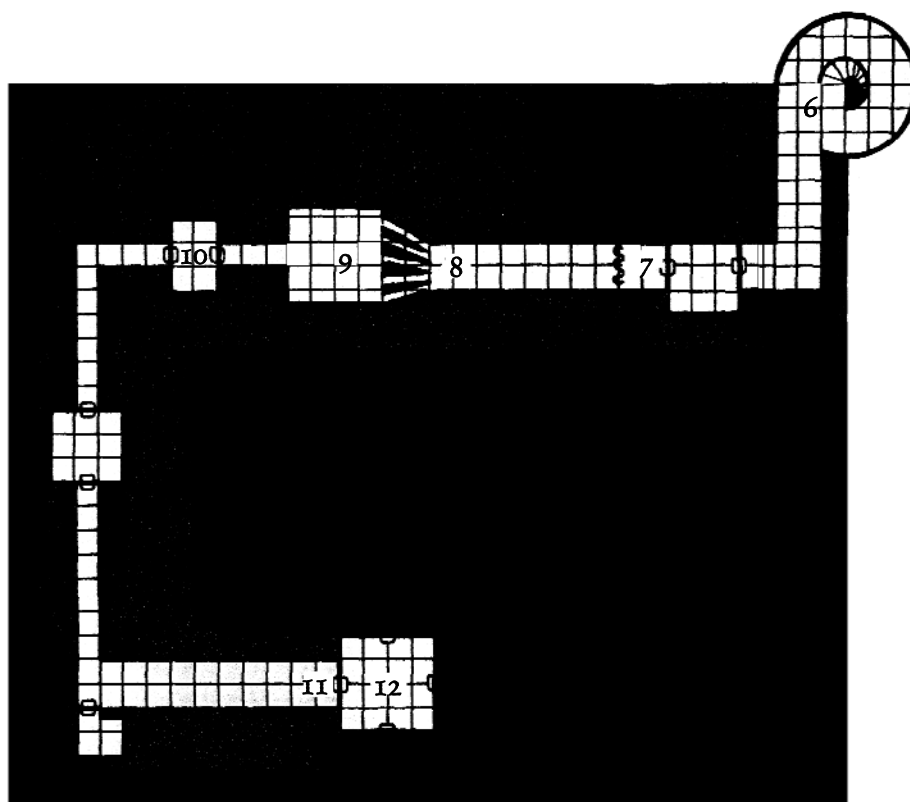


UPPER RUINS

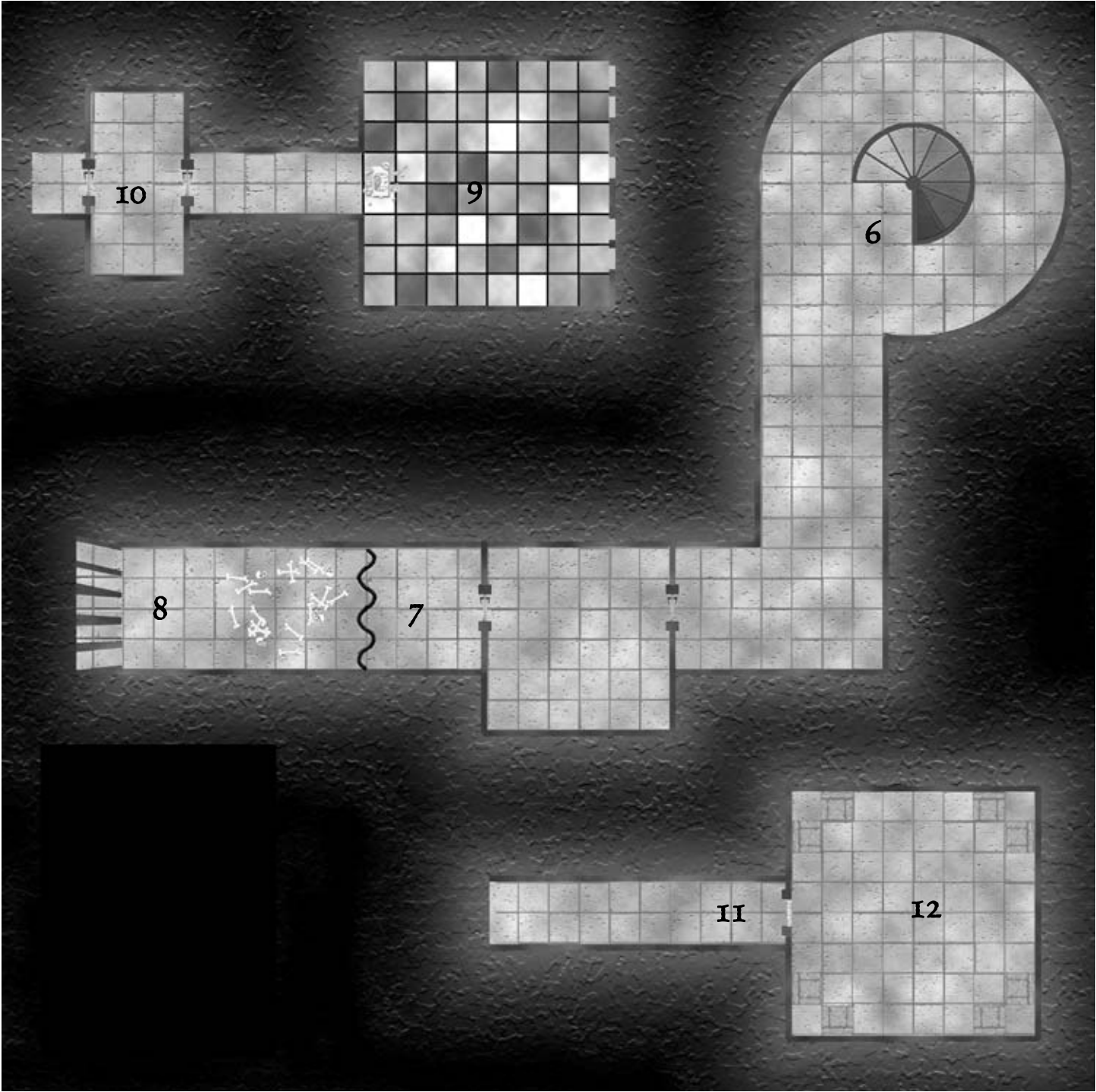
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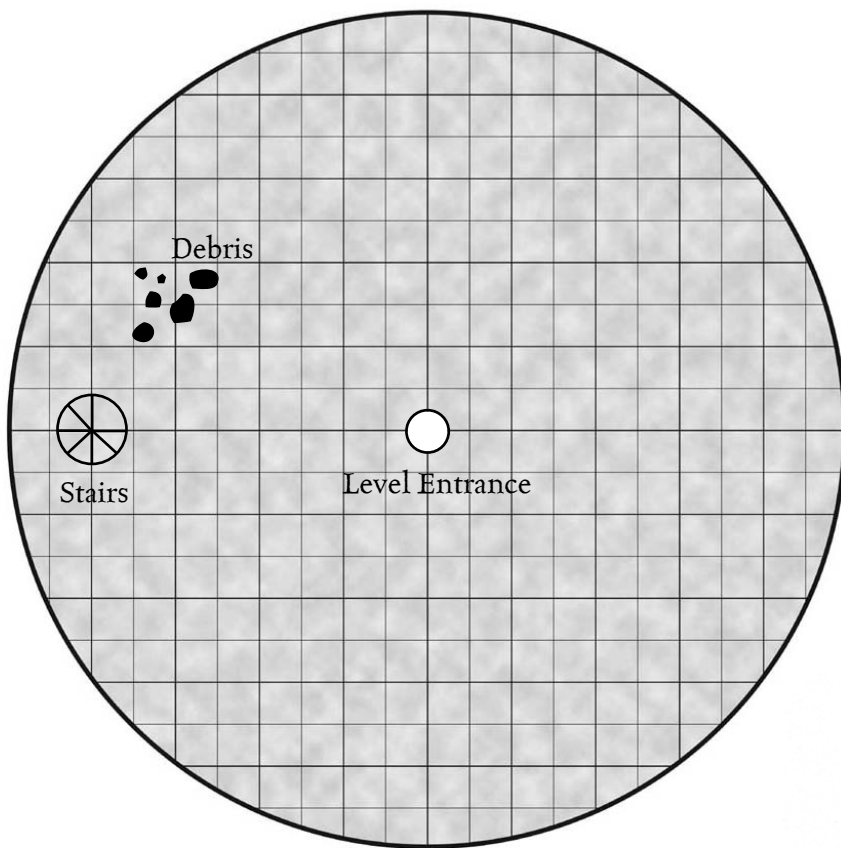
DUNGEON LEVEL



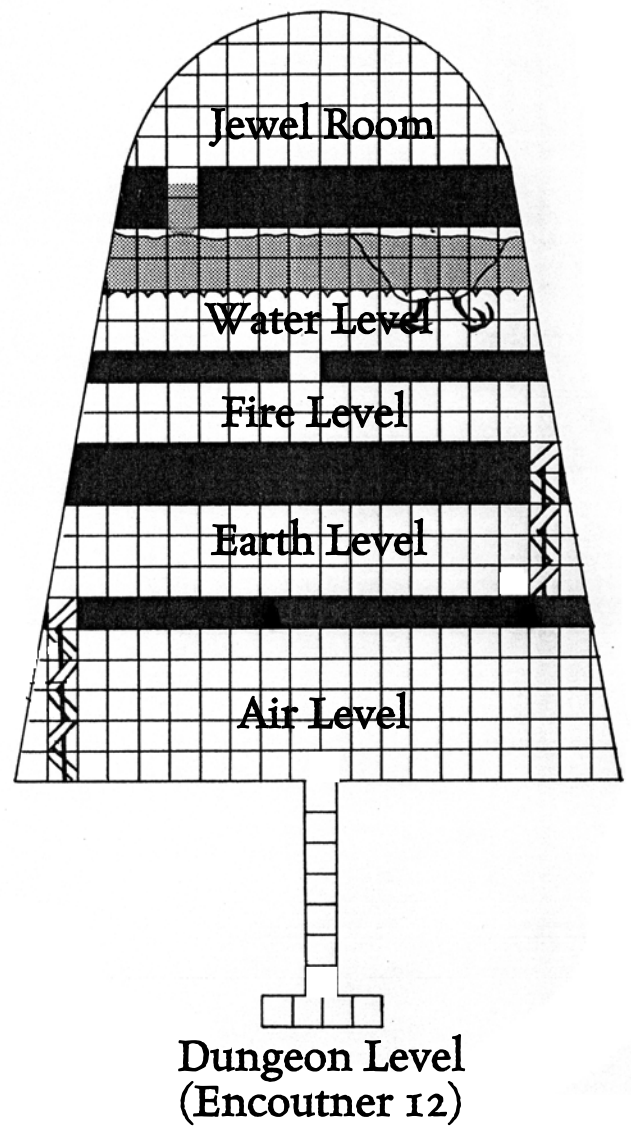
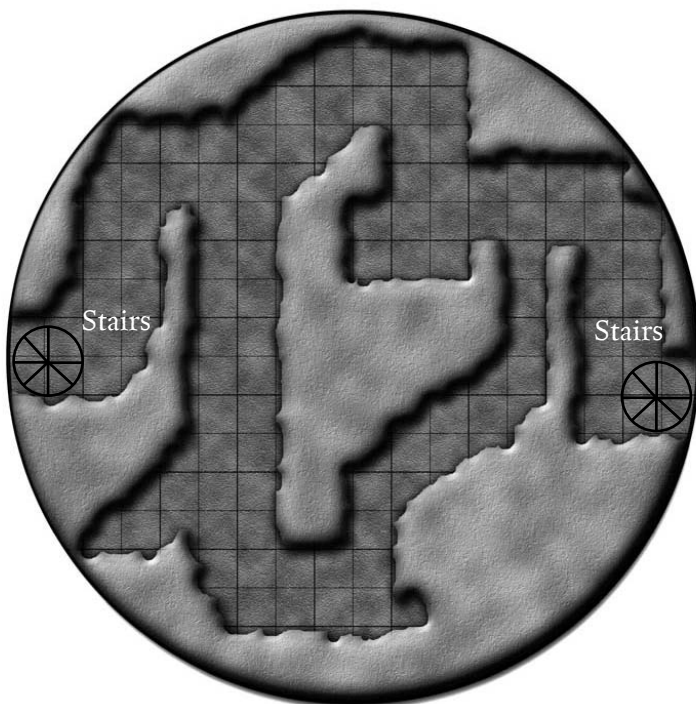
DUNGEON LEVEL DETAIL



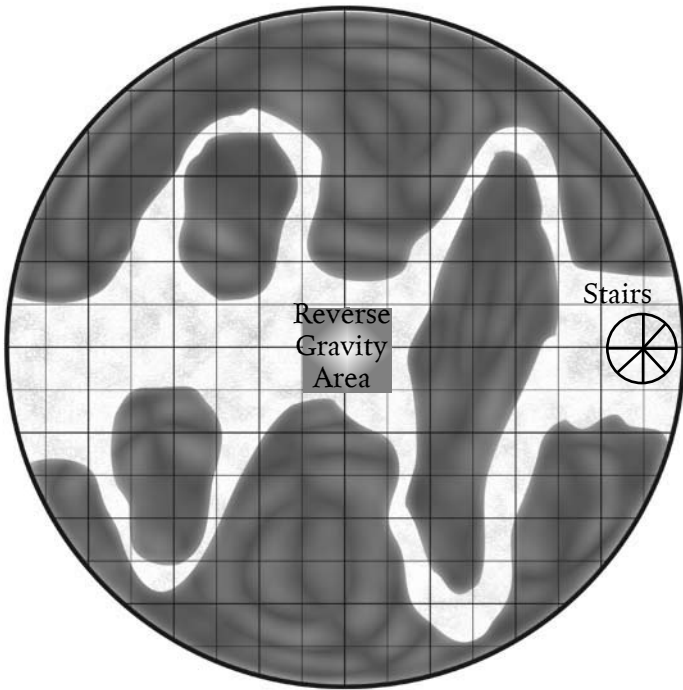
AIR LEVEL



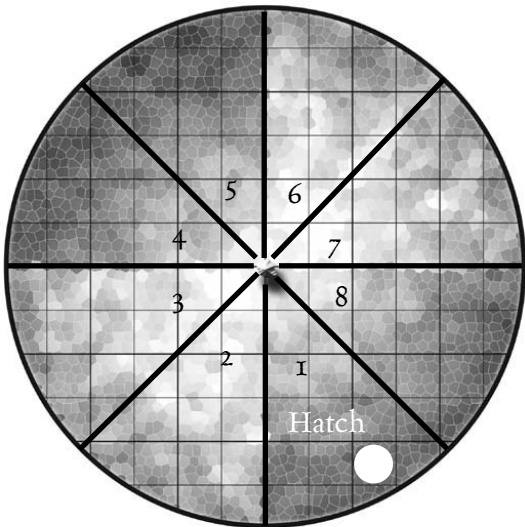
EARTH LEVEL



FIRE LEVEL



JEWEL ROOM



WATER LEVEL

