

FUR4-08

Mysteries Below: A Bronzeblood Haunt Adventure

A One-Round D&D LIVING GREYHAWK[®]
Furyondy Regional Adventure

Version 1.0

by Steve Yee

Reviewed by Chris Tulach

A desperate mission to stave off the evil stirring deep below the castle ruins of Bronzeblood Haunt. Do you possess the honor, courage and drive to succeed? An adventure designed for Living Greyhawk characters of 5th to 16th level (APLs 6 to 14). This is the third adventure in the Bronzeblood Haunt series.

Acknowledgments: Special thanks to my good friend Joe Carl from the Pale for his helpful combat advice.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six 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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. 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 sidebar 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

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	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	

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.

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 two 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Furryondy. Characters native to Furryondy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Over three hundred years ago, when Furyondy was a Viceroyalty and a part of the Great Kingdom of Aerdy, a vile tyrant ruled the land surrounding the now ruined Bronzeblood castle. Although his name, along with much of Bronzeblood's dark and twisted history, have been lost to time, legends still hint at the unspeakable horrors and atrocities committed by this evil lord.

Eventually, this lord's despotic rule and evil predilections drew the attention of the good and righteous. King Thrommel I, the first King of Furyondy, ordered the razing of Bronzeblood Castle and the capture of its evil lord. The battle for Bronzeblood was said to have been of epic proportion with Thrommel's forces ultimately winning the day. Legends tell that the Master of Bronzeblood managed to evade capture and returned to dwell in the hidden catacombs beneath the ruined castle. Some say he still dwells beneath the ruins, patiently plotting the demise of Furyondy and lamenting the murders of his beloved wife and daughter at the hands of Thrommel's forces.

King Thrommel I decreed that no person was to enter within a three-mile radius of the ruins of Bronzeblood. The decree stands today, and a nearby fortress, called the Overlook, was erected for King's Men to observe the ruins. Additionally, Green Jerkin Rangers regularly patrol the land enforcing the decree. Within the last year or so, the sightings of monstrous creatures within the ruins and the surrounding lands have greatly dwindled. Yet, at the same time, there has been greater than normal bleeding from statues, walls and various bronzeblood trees; pulsating glow from the ruins during thunderstorms; random acidic mists; increased frequency of earthquakes; and the recent nightmares.

Few but the most trusted of King Belvor's advisers, are aware of the decreased monster population. Orders have been issued to the King's Men and the Green Jerkin Rangers to be extra wary of adventurers seeking to plunder the wealth of the ruins and to be extra vigilant of the ruins itself. Perhaps, in the near future, King Belvor IV plans to send a force to thoroughly explore the ruins, investigate the fate of the Master of Bronzeblood and liberate Bronzeblood's unspoiled wealth for his own coffers...or perhaps King Belvor recognizes the lull before the storm and dreads that something wicked will soon emerge from the ruins and threaten his Kingdom from another avenue.

This lack of monsters has not been lost on a more enterprising trio of the King's Men guarding the ruins. They began to explore the ruins and emerged with treasures and other baubles, selling them when on leave in the City of Willip and turning a quick profit. Recently, Lord Nikar Aldestead was placed in charge of

the Overlook. In an unprecedented move, the number of King's Men assigned to the Overlook was doubled.

Within a month, Lord Nikar discovered the clandestine treasure delving of Sergeant Voren and his two accomplices. Lord Nikar ordered their arrest. However, Sergeant Voren managed to escape deep into the ruins after making a cryptic statement of "better serving the Mistress." Lord Nikar and his men searched the ruins but were unable to find him. In the process, an intriguing and frightening discovery was made. Not far from the northwest tower, a heretofore-unknown tunnel entrance was found under the remains of a nearby wall. The tunnel descended deep into the earth and undoubtedly led to unexplored sections of the lower dungeons of Bronzeblood.

Lord Nikar immediately reported his findings to King Belvor. Included in the report was mention of an annoying series of nightmares that have begun to plague Lord Nikar's men. The nightmares often involved scenes of battle, chilling death screams and blood, always ending with the fervent whispers of "she comes" or "the Mistress awakens".

Lord Nikar proposed to use dependable...and expendable...adventurers to explore the newly discovered tunnel and whatever lay within. This was not without precedent, as nearly a hundred years ago, King Belvor II hired the famous adventuring group the "Golden Shields" to enter the ruined castle and determine the fate of the lord of Bronzeblood. Adventurers could be sent into the tunnel to further reconnoiter the ruins, evaluate possible threats, locate any treasure, discover the fate of the criminal Sergeant Voren and, perhaps most important of all, learn more of the mysterious "Mistress" and any threat she poses to Furyondy.

King Belvor approved Lord Nikar's proposal. Further, King Belvor revealed some of the Crown's knowledge concerning the history of Bronzeblood including the name of the Mistress of Bronzeblood, Lady Morleth. Since it is well known in arcane circles that there is power in names, this information was relayed to Lord Nikar. Lady Morleth was rumored to have been a necromancer who was slain in the battle for Bronzeblood. Lord Nikar issued a summons to worthy adventurers to meet him at the Overlook. King Belvor agreed to issue a writ to allow adventurers entrance into Bronzeblood Haunt proper.

Adventure Summary

At the request of the Lord Nikar, adventurers further explore the dungeons beneath the ruins of Bronzeblood. The exploration is fraught with danger and many guardians and undead are encountered. Eventually, the

adventurers confront the Mistress and may learn more of the mysteries surrounding Bronzeblood Haunt.

Introduction: The adventurers arrive at the Overlook and are briefed by Lord Nikar on recent events.

Encounter One: The adventurers experience the nightmare that has plagued the Overlook. Several of the King's Men are driven insane by the nightmare. Lord Nikar instructs the adventurers to enter the catacombs beneath Bronzeblood forthwith.

Encounter Two: Adventurers journey to the ruins of Bronzeblood. They enter the tunnel entrance and descend into the catacombs below.

Encounter Three: The adventurers travel through the first part of the catacombs and confront the guardians.

Encounter Four: The adventurers discover a large underground lake and find a dominated Sergeant Voren building a boat. They are able to learn more about the Mistress.

Encounter Five: Adventurers continue beyond the lake and confront Sergeant Voren's Mistress and her protector. During the battle, the adventurers realize the true Mistress lies deeper within the dungeon.

Encounter Six: The adventurers confront the Mistress and learn more about Bronzeblood Haunt and its mysterious Master. Upon her defeat, an earthquake causes the collapse of some sections of the dungeon, while opening others.

Conclusion: The adventurers emerge from Bronzeblood and report to Lord Nikar.

Author's Note

FUR1-09 *Bronzeblood Haunt* by Roger N. Bert II and FUR3-08 *Return to Bronzeblood Haunt* by Brian Irwin provide excellent resource material for this adventure. If possible, DMs should read these scenarios before running this third installment. It is recommended that adventurers below 3rd level do not play this scenario. Finally, encounters three to six make up a very extensive dungeon crawl. If time is running short, feel free to quicken or skip non-essential rooms as needed. In addition, prior to beginning the adventure, the DM should review the AR for adventurers who have played *FUR3-08 Return to Bronzeblood Haunt* and determine which adventurers have the Taint of Evil from that scenario.

Introduction

Before the start of the adventure, inform the adventurers they have each separately received a summons to meet with Lord Nikar at Overlook Fortress near Bronzeblood Haunt in the Barony of Willip. The meeting has been scheduled for sunset on Waterday, 5th of Patchwall, 594

CY. A successful Knowledge – Local [Iuz Border States] (DC 15) check reveals that Lord Nikar was recently made commandant of Overlook Fortress, which is responsible for guarding the ruins of Bronzeblood Haunt. All adventurers arrive at the Overlook within an hour of each other, regardless of their starting location in Furyondy.

With less than a day's ride to the Overlook, storm clouds gather ominously above, lightning crackles, thunder defiantly roars, yet the torrential autumn rain does not fall. Then, as if on cue, as the sun sets on the horizon, and the imposing stone walls of the Overlook are scant miles away, a heavy rain begins.

Deep puddles formed on the now muddy road. To the east, deep within the woods of the bronzeblood trees, a strange reddish hue pulses above the tree line. The concussion of thunder washes over the woods, sending the trees rocking as if caught in the giant wave.

The intensity of the rain picks up. Ahead, the smooth wall and towers of the Overlook stand guard over the woods and ruins beyond. Signs of human life abound from within the mighty fortress. A lone guardsman at the gates raises his halberd in salute and urges quick crossing of the drawbridge and entrance to the fortress.

Warmth. Safety. Comfort.

BOOM!

Thunder roars and to the east the glow from the ruins known as Bronzeblood pulses quickly...almost in the semblance of mocking laughter...

A guardsman wearing the livery of a Furyondy soldier (Knowledge – Local [Iuz Border States], DC 10) quickly ushers the adventurers into the entrance and politely inquires about their business at the Overlook. If the adventurer produces the summons, the guard immediately becomes deferential and allows entrance to the keep forthwith. Any other response results in the guard informing the adventurer entry to the fortress is forbidden and he/she must to leave immediately.

Mounts are brought to a large stable, while the adventurers are escorted to a moderate-size gathering hall with a warm fire. Opportunity is given to rest from the road, dry off and ponder about the meeting ahead. Over the next hour, more individuals arrive at the hall. Allow character introductions at this point. After introductions have been made, a young page enters the hall, bows deeply, and humbly requests the adventurers follow him to the dining hall. A feast of goodly proportions – fine food, wine and ale – has been laid out on the table.

Lord Nikar, a tall young man with troubled, tired eyes gestures for the adventurers to sit at the table and

enjoy the prepared meal. Lord Nikar is dressed in a Furyondian Army (Infantry) uniform with the rank insignia of Colonel (Knowledge – Local [Iuz Border States] or appropriate (DC 15) to identify). Knowledgeable in the ways of adventurers, he is neither offended nor surprised if any adventurer refuse to touch the food or prefers to partake of his/her own rations.

Creatures:

☛ **Lord Nikar Aldestead:** Male, human, LG, Mnk2/Pal2/Ftr4/WarMaster2, 79 hp. Over six-feet tall, in his mid-twenties, Lord Nikar is a handsome, charismatic (Cha 17) young man with a muscular, athletic build. He has brown hair and a clean-shaven but hawkish face with deep, piercing blue eyes. Lord Nikar addresses the adventurers:

“Welcome to the Overlook. I trust your journey here was not too inconvenient, despite the poor weather. I am Lord Nikar Aldestead, Commandant of Overlook Fortress.”

Lord Nikar pauses to receive formal introductions from the adventurers. While he knows the adventurers by name, he has no knowledge of what they look like. He is polite at all times, especially courteous (and somewhat flirtatious) with female adventurers. Lord Nikar is a skilled orator and politician. Although he “massages” the egos of the adventurers slightly, he is forthright and honest about the mission ahead.

“Thank you for agreeing to come to the Overlook this evening. Your reputations as powerful and skillful adventurers are well known within the inner circles of our Kingdom. Some of you, no doubt, may have noticed the faint glowing in the area of the Bronzeblood ruins. Do not be too alarmed. Over the last year, this has become a common occurrence.

For more than three hundred years this garrison has stood guard over the unknown horrors of Bronzeblood. We all dread what lies below. Although we are charged with preventing the foolish from entering the ruins, the truth of our mission is not lost on us. The Overlook is the first line of defense to prevent the horrors within from escaping and creating havoc within our beloved kingdom.”

Lord Nikar pauses to take a sip from a glass of wine before continuing, “I would like to tell you that the reason you are all here has nothing to do with the ruins of Bronzeblood and its mysterious Master, but I can not. The King’s Seers assure us the time has not yet come for the Master of Bronzeblood to emerge. We do not believe that what stirs below now is the Master, but we aren’t completely sure. Indeed, some

aspect or servant of the Master has made itself known on two occasions in the past. In both cases, adventurers were able to enter the ruins, defeat a servant of the Master and thereby prevent whatever evil plan was devised.

Recently, the number of foul, evil creatures in and about the ruins has dwindled. The previous Commandant had taken this as a sign that the Master had finally lost his hold on the area. Before I became Commandant, three soldiers of the garrison began to loot the ruins. I suspect they were successful, at least, until they were caught. Their leader, Sergeant Voren, fled into the ruins. We followed and searched the area, but were unable to find him. During the search, we discovered a tunnel that, we suspect, leads deep into the dungeons of Bronzeblood. The tunnel must have opened during one of the recent earthquakes that have plagued the ruins of late. We believe the Sergeant fled down into the dungeons below.

The day before his arrest, the Sergeant was acting very strangely, muttering something like ‘To better serve the Mistress.’ We thought nothing of this until after he fled into the ruins. The....”

Lord Nikar pauses for a moment to collect himself and continues, “The nightmares started shortly thereafter. I won’t tell you more of this nightmare; some things have to be experienced first hand. They plague anyone who sleeps within a five-mile radius of the ruins. We will discuss the nightmare and its implications in the morning. Yes, in the morning, if you agree to participate in this secret mission, that is. Anyway, this evening should give you ample time to coordinate your spells and discuss tactics amongst yourselves.

As you may have guessed, we would like you to explore the new entrance into the dungeons of Bronzeblood, determine what is causing the recent events...the glowing ruins, earthquakes, nightmares and so on...and evaluate the overall threat to Furyondy. We suspect a sinister presence is behind this, possibly even the Master. You are to confront this presence and, if possible, defeat it. In addition, if you encounter Sergeant Voren, capture him alive.

If you are able to complete your mission, you will be rewarded well. Think carefully about all I have said tonight and give me your answer in the morning. I will be happy to answer any pertinent question you now might have about this mission.”

Lord Nikar can provide the following information. If the adventurers have no questions, he will bid them good night and retire.

- The adventurers have been selected for this mission based upon past meritorious service to the Kingdom, renown as an accomplished adventurer or reputation as a trustworthy and skilled individual. All recommendations were made by one of the King's advisors or a Furyondian noble of merit. It is a great honor to have been selected for this mission.
- ***The majority of historical information concerning Bronzeblood and its mysterious Master have been either lost...or possibly destroyed. "I wish I could tell you more about Bronzeblood other than it was a very evil place ruled by a vile tyrant with a penchant for blood. The King and his advisors have been very reticent about providing additional information. I believe there may be some state secrets involved here. Interestingly, the King did inform me that the Master of Bronzeblood had a wife who died during the razing of Bronzeblood Castle. This may be the 'Mistress' that Sergeant Voren and the ni...that the Sergeant refers to."***
- Lord Nikar refuses to elaborate on the nightmares, other than to say the adventurers will learn soon.
- One hundred years ago, monster activity increased within Bronzeblood and King Belvor II and his advisors suspected the Master was stirring. An adventuring group known as the Golden Shields was given a writ to enter Bronzeblood and investigate. The group destroyed a servant of the Master and returned Bronzeblood to a state of relative inactivity.
- One year ago, adventurers defeated another servant of the Master within the dungeon of Bronzeblood.
- The previous commandant was Sir Jacen Boarsheart, a Knight of Furyondy and a general in the King's Army. He commanded the Overlook for three years and retired when Lord Nikar took command. He undoubtedly was not aware of Sergeant Voren's criminal activities. A successful Knowledge (Local [Iuz Border States], DC 15) reveals that Sir Jacen was a career soldier who retired with distinction after nearly forty years of service. He fought with great honor and courage during both the Greyhawk Wars and the Great Northern Crusade.
- Lord Nikar took command of the Overlook two months ago. Lord Nikar is a graduate of the war college and a Warmaster.
- Sergeant Meln Voren, along with Corporal Darvin Smithfeld and Private Larren Kassan, began secretly exploring and looting the ruins six months ago. The trio was caught after several of their fellow soldiers noticed they were spending far more money than they earned. Also, Private Kassan drunkenly bragged during a card game about his multiple trips into Bronzeblood and the overall lack of monsters near the ruins.
- The criminal activity was brought to Lord Nikar's attention one month ago and after an extensive investigation the two of the trio were arrested. Sergeant Voren, however, managed to elude capture and fled into the ruins.
- Lord Nikar personally led a dozen of the King's Men and a half-dozen Green Jerkin Rangers into Bronzeblood ruins but was unable to locate the Sergeant. Near the remnants of the northwest tower, a previously undiscovered tunnel entrance was found. The Rangers speculated that the opening to this tunnel was created following one of the recent earthquakes and Sergeant Voren's tracks seem to indicate that he entered the tunnel, which likely descended deeper within the catacombs beneath Bronzeblood. Lord Nikar ordered that a flag be placed at the entrance of the tunnel, called the search off and made a full report to the Crown. The following night, the nightmares began in earnest.
- Corporal Smithfeld and Private Kassan were kept in a holding cell with the hopes they would reveal more information about their recent activities in Bronzeblood. However, three days after their arrest they ripped out their tongues and hung themselves. They were returned to their families for burial.
- The nightmares are usually the same and bear no ill effects upon the recipient. They occur regardless of whether the individual sleeps or is in trance.
- The upper ruins of Bronzeblood have been explored as well as the immediate dungeon

below the ruined castle. There has always been a suspicion of unexplored lower levels of dungeons and/or catacombs. The newly discovered entrance likely leads to one of these lower level dungeons.

- Lord Nikar stresses that it is better to have some information than none at all. Should the adventurers be unable to progress further below Bronzeblood or are unable to defeat any enemies encountered, then they are to return to the Overlook immediately and report whatever information they have learned.
- Sergeant Meln Voren is a human in his mid-twenties but with his youthful, handsome features he appears to be in his late teens. He has light brown hair, brown eyes and is physically fit. He is five feet tall and weighs about one hundred and fifty pounds. He has no distinguishing marks.
- A writ will be given to the adventurers allowing them permission to enter Bronzeblood Haunt and explore the environs therein.
- Upon completion, the adventurers must swear on oath not to reveal anything learned during their mission to anyone other than King Belvor or forces loyal to the Crown.

During the question and answer session, Lord Nikar dines and drinks along with the adventurers. Following a rich, sweet dessert, he assigns the adventurers with three rooms in the keep proper. Lord Nikar says the following:

“I hope I was able to answer all your questions. I bid you a goodnight; although I suspect you will have a nightmare tonight. We will discuss that here at sunrise when we go over any final arrangements.

I assure you that you are perfectly safe within the Overlook. However, I know that adventurers are often suspicious and very cautious so I have arranged for your rooms will be adjacent to one another and easily defensible. I have ordered my guards not to disturb you should you set up your own watch rotation. I trust you will not disturb the guards, as well.” Lord Nikar winks and continues flippantly, “Or eviscerate any passing servant performing his nightly duties.” He then bows and leaves the room.

A servant or guard shows the adventurers to their room(s) for the night.

Creatures: In addition to Lord Nikar and those noted below, there are forty soldiers, six sergeants and twenty green jerkin rangers based at the Overlook. There are also fifteen servants who provide for mundane needs.

☞ **Sebastian D’Alluy:** human male, Ftr2/Wiz5. Sebastian is the fortress’s arcane caster.

☞ **Temms Brice:** human male, Pal2/Clr5. A cleric of Heironeous, he will only provide spells for the defense of the Overlook and its soldiers.

☞ **Lieutenants (2):** human male, Ftr6. These men are loyal to King Belvor and Furyondy. They are equipped with full plate armor, heavy steel shield and longswords.

Development: Finally, if the adventurers use any divination-type spells, then answers divined are largely cryptic. Key phrases to use are “she comes,” “the Mistress awakens,” “death presides,” “lower planes,” “great evil” and “blood will flow.”

Encounter One

Suspicious adventurers may insist on taking defensive measures during the night. For simplicity, the rooms given to the adventurers each have two beds, two chest, a wardrobe and two chairs and a table. They are adjoined guest rooms on the third floor opening into a common hallway. Each room has a fireplace and a window with a view of the courtyard below. This encounter assumes at least one adventurer will sleep the night. If none sleep, adjust accordingly.

As the adventurers prepare to sleep, find out what their normal bedtime routine is. The following premonitions occur to one or more adventurers based on their bedtime preparations. Each premonition occurs in a split-second.

Premonition One: As the adventurer is washing, soap bubbles distinctly form the words “She comes.” The words disappear in the blink of an eye. Briefly, the air in the room becomes abnormally chilly for that adventurer.

Premonition Two: While looking at the fireplace, ash near the hearthstone forms the words “She comes.” The words immediately disappear. In the distance, a brief burst of faint, mocking laughter is heard.

Premonition Three: Out of the corner of the adventurer’s eyes, two words are burnt into his/her armor: “She comes.” The words disappear when directly looked at and there is the faint smell of burning flesh in the air.

Premonition Four: For a moment, one of the walls of the room bleeds. The red blood forms the words, “She

comes.” In a blink of an eye, the words disappear but leave behind a slight sulfurous stench.

The nightmare (see Appendix B) occurs to any adventurer that sleeps (or enters “trance”) within a five-mile radius of the Bronzeblood ruins. Unfortunately, tonight the nightmare is more potent than in the past. The nightmare occurs two bells after midnight. Adventurers with the spell *mind blank* or an equivalent mind-protecting spell of 8th level or higher active are shielded from the nightmare. Items such as the *ring of mind shielding* or equivalent are ineffective. Remember, adventurers that choose not to sleep during the night are subject to fatigue.

At the end of the nightmare, the adventurers abruptly awake to horrific, agony-filled screams. Before proceeding to the next part of the encounter, have each adventurer make a Fortitude save to avoid the initial effects of the nightmare (See Appendix B).

To those who just awoke, faint horrified screams (Listen, DC 10) can be heard coming from the eastern part of the fortress. Within moments, commotion can be heard (Listen, DC 5) throughout the fortress. Alarm bells ring violently and trumpets blare. The clash of metal on metal and yells to “stand-at-ease” can be heard from the eastern end of the fortress.

If the adventurers have not yet moved toward the screams and sounds of battle, then a soldier pounds on one of their doors and announces that Lord Nikar summons them immediately. If the adventurers have already left their rooms, then they encounter the soldier in the hallway. The soldier (Doereth Elkenfeld) sent to bring the adventurers to Lord Nikar is very disheveled and staggered. Although his appearance may be disconcerting, he is only mildly wounded. He had been standing guard when he felt a malign presence wash over him and he fell asleep. He had the same nightmare he had previous nights but he had never been forced asleep before and it was far worse.

The disheveled young man leans against the wall, panting heavily. Trails of blood can be seen to emanate from this nostrils, ears and eyes. In a slightly dazed and obviously strained voice, the soldier says, “Lord Nikar sent me to get you. Follow me immediately to the east tower.” Without waiting for an answer, he staggers east, down the corridor.

The journey to the east tower should be descriptively chaotic and horrifying. A number of soldiers appear to be dead by their own hand. Some have jumped from the fortress walls, while others have impaled themselves on their own swords. All appear to have bled from the ears, nose and eyes. The adventurers are led to the roof of

the west tower. The sounds of battle can no longer be heard. A handful of soldiers are leaning against the wall. Swords and battered shields lie by their feet. Several are openly weeping red hued tears. Like the others all appear to have bled from their ears, eyes and nose. Lord Nikar and a cleric of Heironeous (Temms Brice; Knowledge (Religion), DC 5 to identify the symbol of Heironeous) appear to be similarly affected. The two men are comforting a soldier who has essentially gutted himself with his own dagger. The cleric is in the midst of healing the barely conscious man. The remaining soldiers are staring east toward the ruins of Bronzeblood where an intense, pulsating glow like a flaming beacon is clearly visible. There are no longer clouds in the sky.

Lord Nikar looks up as he and a cleric in platemail armor tend to a direly wounded soldier. “As we all bled from our eyes following the dream, some of us struck out at each other. We managed to get ourselves under control only to hear the horrific scream of young Derkk here. He disemboweled himself.” The look on Lord Nikar’s face is heart-wrenching as he struggles to continue. Reddish hued tears well up from his eyes. He gently pats the boy’s hand and then staggers to his feet, leaving the boy to the cleric.

“My men tell me that the nightmare forced them to sleep this time. It was far worse than experienced previously. The nightmare is the same for everyone, ending with the message ‘the Mistress awakens.’”

Lord Nikar points eastward and then continues bitterly, “Not a cloud in the sky and ruins glow happily...ever brighter than before. The time is at hand. No more dallying. I understand that four of my men died tonight. I fear what tomorrow night will bring. We are sworn to guard the ruins and in over three hundred years the King’s Army has not abandoned the Overlook and we shall not do so now. I need your answer, do you accept the mission?”

Lord Nikar awaits a verbal response from each of the adventurers. Should an adventurer decline the mission, then the scenario is over for that adventurer. Lord Nikar bows slightly toward each adventurer that accepts the mission.

To those adventurers accepting the mission, Lord Nikar continues:

“Thank you. Gather your equipment and head to the ruins of Bronzeblood now. If you wish, you may wait to the morning to gain your full complement of spells. Regardless, do not dally in the ruins and dungeons below. Find out who, or perhaps I should say what, this ‘Mistress’ is and determine a way to end

these nightmares before it kills anymore of my men. We are all depending on you."

Lord Nikar knows nothing more that may be helpful to the adventurers but attempts to answer any questions (see above). The remainder of the night passes uneventfully.

Encounter Two

Regardless of when the adventurers decide to leave the Overlook, they are given a hearty breakfast, words of encouragement and instructions to end the nightmares before more soldiers die. They are also given a writ to enter and explore Bronzeblood Haunt. A trail leads from the Overlook to the ruins directly.

Bronzeblood Woods is composed of tall, ungainly, tightly spaced pine and bronzeblood trees. The forest is eerily quiet, with an absence of small birds and animals. With each step closer to the ruins, the forest becomes darker. Vision is restricted to about thirty feet beyond the path as the trees become more dense and foreboding. A Spot (DC 10) check reveals someone or something is watching the adventurers although the adventurers cannot determine from which direction they are being watched. Occasionally, strange aberrant sounds come from within the trees surrounding the trail but disappear when the adventurers halt to concentrate on the source of the sound.

Bronzeblood Woods is cursed. Additionally, the forest is under the control of Evergreen, a malign treant, who hates all humanoids. Years of living in the forest not only drove this creature insane, but gave him an evil taint. However, the treant poses no threat to the adventurers unless they seriously harm or destroy the trees in the forest. Serious harm consists of any damage that spreads beyond the entangled barrier (see below) to the forest, such as acid, fire, withering, etc.

Creatures:

All APLs

👉 **Evergreen:** Fiendish Treant, hp 77; see Appendix A.

The trail to the ruins of Bronzeblood eventually becomes very narrow. Medium-sized mounts will have to be led down the trail. Note, adventurers with the "woodland stride" ability are unimpeded and unharmed by the narrowing trail and entangled barrier.

Tree limbs, bushes, brambles and sharp thorns make travel beyond a single file line impossible. Movement has been slowed considerably. Soon a

literal wall of thorns across the trail blocks any further progress toward Bronzeblood Haunt.

The entangled barrier extends two hundred feet on both sides of the trail. The barrier is approximately thirty feet thick and has interwoven itself with canopy above, some twenty feet high. The barrier consists of a tangle of tree limbs, bushes, weeds, brambles and so on. A successful Reflex (DC 15) save is necessary to move every ten feet through the barrier without incurring 1d6 points of nonlethal damage. Adventurers that choose to cut through the barrier with slashing weapons move at half speed and do not need to make a Reflex save.

Beyond the surrounding ring of entangled thorns, tree limbs and bushes lie the ruins of Bronzeblood Castle. Much of the outer walls have been destroyed. Only two of the four towers remain partially intact. The other two towers are a pile of rubble.

A twenty-foot wide trench surrounds the castle. The moat is filled with brackish water. The water is about two feet deep and the mud beneath the water extends another five feet deep. Movement through the moat will be at one-quarter speed, with small-size characters having the most difficulty crossing. Such adventurers may even sink into the mud. A Climb check (DC 20) is required to navigate up and down the sides of the moat.

All areas of Bronzeblood radiate overwhelming evil and magic (17th level caster). Schools of magic detected include conjuration/summoning, alteration and necromancy. The ruins of Bronzeblood, even in daylight, now have a slight, flickering reddish aura.

Bronzeblood Castle is approximately two hundred feet wide and two hundred feet long. Beyond the two destroyed front towers and through the ruined gatehouse is a courtyard. Inside the courtyard is a large fountain. A statue of a knight sits in the center of the fountain holding out a cup. Pure, clean water flows into the cup. The fountain radiates magic (alteration), but the water does not. The water is under the effects of a modified *nondetection* spell (17th level caster) and does not detect as poison although it does detect as good. Written in Old Oeridian at the base of the fountain are the words, *"Drink and receive his goodness now, for justice will be given later."* A successful Knowledge – Religion (DC 20) check reveals that the saying pertains to Heironeous.

The water contains an enhanced version of Dark Reaver poison. Any adventurer drinking a cup from the fountain must make a Fortitude save (DC 20) for each cup of water the adventurer drank. If the water is taken more than ten feet away from the fountain it becomes normal water.

Note that adventurers possessing the prior Taint of Evil from *FUR3-08 Return to Bronzeblood Haunt* are especially susceptible and receive a -10 to their first save (DC 30). These PCs, regardless of whether they make their saving throw, take 1d4 damage per character level (e.g. 6d4 at 6th level, 8d4 at 8th level, etc) from the water (save for half damage, DC 20), which burns them internally as they drink. Regardless of this save, the burning sensation removes the taint of evil from them (mark this on their AR and void the previous entry but wait until the end of the adventure). Note that PCs immune to poison are not affected by the water.

Poison: Enhanced Dark Reaver powder dissolved in water; Ingested DC 20; 2d6 Con (Initial), 1d6 Con + 1d6 Str (Secondary). Poison only works from fountain.

To the east of the fountain are the ruined remains of the barracks and to the west is the destroyed structure of the stables. The crumbling, scorched ruins of Bronzeblood Keep are directly north of the fountain. To the northwest is a partially intact tower. A gaping hole next to the tower descends into the earth. A small flag bearing the coat of arms of Furyondy has been placed next to the tunnel.

To the northeast are the dilapidated ruins of another partially intact tower. This tower has an intact second floor and a stairway leading deep into the earth. A series of rooms lie below the tower in a small dungeon complex. A destroyed doorway behind a defaced and cracked altar leads to a small room with a blocked portal. Both a permanent, heightened *wall of force* and a permanent, heightened *dimensional lock* (equivalent to 9th level spells; 17th level caster) block the portal. Beyond the barred portal is a collapsed tunnel.

Some adventurers will be insistent on exploring the ruins of Bronzeblood Castle and its small dungeon complex before exploring the newly opened tunnel. The ruins of the castle are absolutely deserted and nothing of value is present. The DM is encouraged to remind the adventurers that wasting too much time exploring needlessly will result in dire effects upon the soldiers of the Overlook.

Should the adventurers spend more than half an hour exploring the ruins, a low mist rises. Within five minutes, the mist becomes a heavy fog limiting vision beyond 20 feet. There is a 20% chance with each twenty feet of movement the adventurer will step in a 5 by 5 foot patch of *acid fog* (17th level caster; no save). These patches of *acid fog* are indistinguishable from the normal areas of fog. After three hours, the fog disappears.

Next to the northwest tower is a gaping hole in the ground. A short drop down leads to a man-made

tunnel descending deep into the earth in a southeastern direction. A small flag bearing a crescent moon and three crowns has been planted near the hole.

A successful Knowledge – Local [Iuz Border States] (DC 10) check verifies this as the banner of Furyondy. A successful Track (Survival, DC 20) check indicates a group of approximately ten human-sized creatures stood around the hole in the earth within the last few days. The drop into the tunnel below is approximately twenty feet. The tunnel appears to ascend in a northwestern direction but is collapsed beyond ten feet. The remaining, intact portion of the tunnel descends in a southeastern direction. It will be impossible to bring larger than medium-sized mounts into the tunnel. The tunnel descends in a southeastern direction before becoming a slow descending spiral, which extends a good four hundred feet below the courtyard.

Traveling down the narrow tunnel in a spiraling descent, the tunnel ends in a small room. An iron grate covers a descending spiral stairwell. Arcane symbols cover the grate.

A successful Knowledge – Arcana (DC 15) check reveals that the symbols deal with the containment and warding of creatures within. The iron grate is not trapped but is locked. Despite the lock being several centuries old, it is still of exceptional quality (Open Lock DC 35).

🗡️ **Iron Grate:** 4 in. thick; hardness 10; hp 120; Break DC 35.

Once the grate has either been picked or pried open, the three-foot wide stairway descends another two hundred feet and ends in a small room.

Encounter Three

While in the lower levels of Bronzeblood, unless otherwise stated, all rooms and corridors have a height of seven feet. The walls, floor and ceiling of the dungeon are made of smooth reinforced masonry covering hewn stone tunneled through solid rock. As a general rule, no light is provided in any part of the dungeon. It is assumed that adventurers have some means to see descriptive features within the numbered areas. All doors within the dungeon are closed and intact. Doors are either made from iron or stone and open into a room. Locked doors have good quality locks (Open Locks, DC 30).

☛ **Reinforced Masonry:** 1 ft. thick; hardness 8; hp 180; Break DC 45.

☛ **Hewn Stone:** 3+ ft. thick; hardness 8; hp 540; Break DC 50.

☛ **Iron Door:** 2 in. thick; hardness 10; hp 60; Break – Stuck: DC 28, Locked: 30.

☛ **Stone Door:** 4 in. thick; hardness 8; hp 60; Break – Stuck: DC 28, Locked: 30.

Area 1: Entry Room

The floor of this room is covered with a thin layer of mud and muck. The walls are damp. Two stone doors are along the eastern portion of the room.

Both stone doors are unlocked but only the northern door is stuck. Some patches along the walls drip with moisture. There is nothing of value in this room. The southernmost door of the entry room opens easily and leads to a long corridor. Like the room, the corridor's floor is covered in mud and muck.

Area 2: Guard Room

This iron door, like the door from the entry room (area 1), is unlocked and stuck.

Several dilapidated wooden bunk beds are along the north wall of this room. Other wooden furniture, old and rotted, is scattered about. Four decaying barrels are on the opposite side of the room.

This room served as a guard barracks. The wooden beds, chests, tables and chairs are so old and decayed any manipulation will cause them to crumble. Inside the four barrels are broken spears, decaying arrows, rotted crossbow bolt and several empty cracked flagons, respectively. There is nothing of value in this room. The spears, arrows and crossbow bolts are too rotten to be of any use in combat. Finally, unlike the entry room (area 1), the floor is relatively dry and dusty. The walls, however, are damp to the touch.

Area 3: Guard Room

This room is filled with a thick layer of mud. Water drips down from the ceiling and along the walls. Large decaying chunks of wood are against the southern and eastern portions of this room.

The closed iron door to this room is unlocked. The foul-smelling mud is two to four inches deep. The piles of furniture are remnants of decaying beds and other furniture. A successful Search check reveals several

rusted arrowheads, spearheads and a rusted longsword. The sword and other weapons are brittle to the touch and shatter if any force is put upon them.

Area 4: Common Area

The stone door to this room is unlocked and slightly open. Once the adventurers have fully opened the door, read the following:

The room is covered in dust. Long, thin strands of cobwebs nearly hang from ceiling to floor. Crumbling wooden tables, benches and cabinets adorn the room. A few fading, ripped tapestries are hanging from the walls. Stone statues of gargoyles line the walls.

There really is nothing of value in the room. The wooden tables and benches collapse if any weight is put upon them and the cabinets are empty. The tapestries are worthless and depict scenes of a forest full of bronzed trees and unicorns. The tapestries are very brittle with age and break apart if handled aggressively. The fifteen gargoyle statues are really just plaster statues (AC 5, hp 3).

Area 5: Bedroom

The iron door to the room is locked. Like the other rooms, there is nothing of value here. The wooden bed, dressers, rugs, tapestries and chests are empty and decaying.

This room must have at one time been opulent. Now it is little more than a heap of decaying wood and deteriorating fabric.

Area 6: Wizard's Laboratory

The iron door to this room is locked.

The remnants of a one-time functional laboratory are present upon tables in this room. Long, rusted iron chains are scattered about the room.

The laboratory equipment on the decaying, rotting tables is worthless. All the glassware is broken and deeply stained. The seals on several jars have been broken and the contents long spoiled. Under a brittle tarp along the southern wall, is the partial skeleton of a large creature. A Knowledge – Arcana (DC 16) check identifies the skull and ribcage of a displacer beast. Closer examination of the chains reveals hooks on some of them. A Knowledge – Architecture and Engineering (DC 15) confirms that the chains at one time hung from the ceiling.

Area 7: Descending Corridor

Mud, silt and muck are all along the floor of this descending corridor. A small, steady stream of water flows down the center and pools at the bottom.

The corridor is slick from years of mud and water. Movement is halved and a Balance (DC 15) check is required for every ten feet of movement or fall prone.

Areas 8 – 10: Muddy Room

The mud and water from the corridor has collected in the front part (area 8) of the room. The floor is muddy but not slick. Normal movement applies. The height of this room is thirty feet.

At the far end of this large chamber is an opening to what must be another large room. Flanking the opening on either side are the skeletal figures of a creature with a feline body, long wings and a humanoid skull.

The room is filled with a thin layer of mud and other gunk. Water trickles down the stairs of the opening at the far end.

A Knowledge – Arcana (DC 20) check is needed to identify the skeletons as belonging to androsphinxes. A Spot (DC 20) check reveals that the bones have been coated with some sort of metallic substance. The skeletons at the far end of the room are actually statues (animated objects) made out of either mithral or adamantine (based on APL). In addition, there are guardian para-elementals behind the wall at the far end of the room that join in once the fight starts. Each statue has a *nondetection* spell (17th level caster) cast on it to make it appear mundane.

The room (area 9) behind the partition wall is filled with a layer (about ten feet deep) of mud, water and all-around general muck. The guardian para-elementals (which look vaguely humanoid, with a large torso, fang covered mouth and clawed hands, rising from the muck) normally float on the surface (near the entryway of the room) and do not swim below unless forced to for the purpose of cover (e.g., ambush, etc.) or to attack someone swimming in the muck. Anyone in this part of the room is subject to the cover and concealment rules for deep bogs (DMG, p. 88) and, if need be, the rules for underwater combat (DMG, p. 93).

In the far northeast corner of the room (area 9) is a rock barrier, which traps the mud and lets somewhat pure water form a large pool before flowing out of the iron grate in area 10. The grate is uniform and embedded into the reinforced masonry wall. A locked iron door (Open Locks, DC 35) in the grate opens (i.e., hinges face away from adventurers) into the shaft. The door mechanically relocks itself when shut.

Iron Grate: 4 in. thick; hardness 10; hp 120; Break DC 35.

A Listen (DC 10) check reveals the water collects in a large pool at the bottom of the shaft some thirty or forty feet below. In the far northwest corner of the room (area 9) is a raised platform. The platform is about seven by seven feet and is two feet higher than the mud. A stone sarcophagus is on the platform.

🗡️ **Stone Sarcophagus:** 2 in. thick; hardness 8; hp 90; Break DC 35.

The sarcophagus is locked (Open Locks, DC 35). Within it is a small, unlocked metal box. Cushioned on soft fabric within the box is ceramic disc #1 (see Player Handout #1).

Creatures:

APL 6 (EL 7)

🗡️ **Statue:** Large Mithral Animated Object (long), hp 52, hardness 15; see Monster Manual.

🗡️ **Guardian (2):** Ooze Paraelemental, hp 88; see Appendix A.

APL 8 (EL 9)

🗡️ **Lesser Statue:** Large Mithral Animated Object (long), hp 52, hardness 15; see Monster Manual.

🗡️ **Greater Statue:** Huge Mithral Animated Object (long), hp 84, hardness 15; see Monster Manual.

🗡️ **Guardian (3):** Ooze Paraelemental, hp 88; see Appendix A.

APL 10 (EL 11)

🗡️ **Statue:** Huge Adamantine Animated Object (long), hp 84, hardness 20; see Monster Manual.

🗡️ **Guardian (2):** Fiendish Ooze Paraelemental, hp 152; see Appendix A.

APL 12 (EL 13)

🗡️ **Statue (3):** Gargantuan Adamantine Animated Object (long), hp 148, hardness 20; see Monster Manual.

🗡️ **Guardian (3):** Fiendish Ooze Paraelemental, hp 152; see Appendix A.

APL 14 (EL 15)

🗡️ **Statue (3):** Colossal Adamantine Animated Object (long), hp 256, hardness 20; see Monster Manual.

🗡️ **Guardian (2):** Half-Fiend Ooze Paraelemental, hp 199; see Appendix A.

Tactics: At APLs 6 and 10, only one of the skeleton figures animates. The statues attack anyone who attacks them or comes within ten feet of the opening (i.e.,

entrance to room 9). The guardians in area 9 hold off attacking initially, hiding their presence as best they can.

Treasure: With the destruction of the skeletal statue(s), the mithral or adamantine plating on the “bones” of the creature are ruined and are made worthless.

Development: Once the guardians have been defeated, the adventurers may open the sarcophagus and find the first piece of the puzzle to open the Mistress’s tomb door. To descend to the next level of the dungeon, the adventurers need to open the grate door and descend down the shaft into the pool below. Ropes can be used or the adventurer can just jump.

Encounter Four

Areas 11 and 12: Underground Lake

The fall from area 10 to this deep pool is about forty feet. The pool or “underground lake” (area 11) is over thirty feet deep ascending in a northerly direction toward the shore in area 12 (see DM’s Aid #2). The water is somewhat murky but is generally clean and flowing. Adventurers who do not have appropriate magic will need to swim or walk along the muddy bottom to shore. Adventurers sinking to the bottom and unable to move toward the shore are, if applicable, subject to the rules on drowning.

The sandy, rocky shore (area 12) extends ten feet (south) from the northernmost wall. A stone door along the north wall leads out of this large chamber. The door is stuck and needs to be forced open. The door opens into a short twenty-foot corridor with a locked iron door at the far end. Once opened, it leads to the corridors of the second level proper. The beach area is modestly illuminated from large patches of phosphorescent fungus growing on the nearby walls and ceiling.

Interestingly, sounds of merry whistling and hammering on wood originate from the beach. Sergeant Voren is building a small boat from a nearby pile of wood. A Spot (DC 15) check will reveal that much of the wood is ancient and of questionable quality. The boat looks to be about a quarter or so completed. A Knowledge (Architecture or Engineering, DC 15) or Profession (Sailor, DC 15) reveals that the design of the boat will be sufficient for this pool of water (area 11) but will be seriously lacking in open water.

A small beach is located in the northernmost part of this large water-filled chamber. Yellow-greenish light from numerous patches of phosphorescent fungus provides modest light along the beach. There is a large stone door in the northern wall.

A short young man in a chain shirt is diligently building what looks to be a small boat. He is whistling a merry tune.

The heraldry markings on his tabard are consistent with those of the military at the keep. He also bears the rank insignia of a sergeant in the King’s Army. The man’s physical description matches the one given for Sergeant Meln Voren. Currently, he is under the influence of a *dominate person* spell cast by Allovvia Aldovay (area 21). Allovvia can vaguely “see” through Meln, as well as directly communicate with him.

Creatures:

All APLs

☛ **Sergeant Meln Voren:** Male human (dominated), hp 26; see Appendix A.

If applicable, allow Meln a Spot or Listen check to notice anyone approaching. As a rule, he is non-threatening and does not willingly engage in combat with the adventurers. He defends himself if attacked, but at the first opportunity attempts to flee from the chamber. This will prove difficult considering the stuck stone door and the subsequent locked iron door behind it. As he does not have the key to this door, Meln ends up pounding on the door screaming for help, which, of course, never comes.

Once Meln realizes someone is approaching, he offers a friendly greeting and invites that person over for a chat. For all purposes, unless Meln’s domination has been circumvented, Allovvia senses Meln’s reaction and is aware that strangers have entered the dungeon.

Meln is under the delusion that his “Mistress” (Allovvia Aldovay in area 21) is a powerful Furyondian noblewoman. As a somewhat loyal soldier, it is his duty to obey her. During any conversation, Meln is friendly and polite, heaping praises and adoration on his “Mistress”. He will not knowingly betray her...at least, as long as he is dominated. After a modest level of interaction with him, allow adventurers a Sense Motive (DC 15) check to realize that he is being influenced by an enchantment effect. Meln knows the following information:

- ☛ Meln has been living down by the lake for the last three weeks or so. He has survived on catfish and occasional food brought to him by the Mistress.
- ☛ He has been instructed to build her a boat so she may cross the water and explore the upper levels of her home. The Mistress told him that she had not been to the upper levels in a long time. She is apparently afraid she will get wet crossing the lake herself and her fine clothes will be ruined. *“In all honesty, I must say*

some Furyondy nobles are a bit odd. Now I have nothing against nobility, but the Mistress does have some odd mannerisms. Sometimes when she brings me food, she stays and talks with me. She's nice and so beautiful."

- If asked about anything unusual about the Mistress, he replies: *"Well, she always comes with an empty wineglass and asks me to fill it with my blood. As a loyal soldier, I oblige, of course. She seems so enraptured when I cut my arm and fill the glass with blood. Now, wait a moment, I don't want to give you the wrong impression or anything. She does not drink the blood; she says she feeds it to some tree of hers which produces a sap she rubs on her face to make her look younger. I have to tell you it sure does work. I thought she was in her mid-fifties when first we met, but she's now looking really young."*
- A Knowledge – Arcana or Knowledge – Religion (DC 15) check confirms that vampires drink blood and cannot cross bodies of flowing water without assistance. Also, vampires often become younger when they feast upon blood.
- A Knowledge – Nature or Knowledge – Arcana (DC 25) check reveals there is no known tree that drinks blood to produce a sap which can make people younger.
- During their conversations, she asked a lot of questions about recent Furyondy history and politics. Meln tried his best to accurately tell her everything.
- Meln does not know much about boat building but is doing his best. The Mistress brought all the wood, often lamenting some of her best pieces of furniture were being sacrificed.
- The Mistress is a petite, lovely, kind young woman of medium height, with long red hair and green eyes. She is very beautiful.
- When the lack of monsters around Bronzeblood became obvious, Meln and two of his friends, Darvin Smithfeld and Larren Kassar, began to search the ruins for treasure. The trio discovered a decent amount of hidden wealth.
- About four months ago, Meln found a beautiful locket hidden in the northwest castle tower. Dreams came to him of the Mistress soon after.
- Note that Meln will not make the connection himself of the timing of his discovery of the locket and the strange occurrences near Bronzeblood. If asked about this by the adventurers, he replies: *"I guess it was after I discovered the locket that earthquakes*

occurred more frequently and the ruins began to glow, but all that is just coincidence. The Mistress tells me it happens every few hundred years. It is the gods' way of reminding us that they have not forgotten old promises and the destiny of the mighty."

- Through beautiful dreams the Mistress told Meln to come to her. A path would open to the lower levels below.
- She told Meln forces worked to oppose the King and jeopardize the secret work that occurred in Bronzeblood. The purpose of the garrison and the patrol was not just to keep people away from Bronzeblood but rather to protect those most loyal to the Crown and make sure their work to bring Furyondy to its Golden Age went undisturbed. Few know of the true purpose of the garrison.
- Sure enough, one of the earthquakes opened a tunnel to the lower levels. *"The Mistress explained a tunnel had opened so I could realize my destiny. The Commandant, Lord Nikar, is well aware of the true purpose of those dwelling below the ruins of Bronzeblood and agreed to act like he would arrest me as a distraction, so I could enter the cave unawares!"*
- Meln admits that the Mistress said Lord Nikar was unhappy when he found out about the treasure seeking but agreed with the Mistress about Meln's destiny.
- If asked what his destiny is, he replies: *"To build a boat for the Mistress, of course!"*
- Meln followed the tunnel into the earth until, eventually, coming to a mud-filled room. He walked between two metallic statues of skeletal, winged creatures that bowed to him. The mud parted at the behest of ooze-like beasts. The beasts showed him a key to the grate, which he opened and then locked behind him. Meln still has possession of the key and gives it to the adventurers, if asked.
- The Mistress greeted him at the beach and he gave her the locket. She said many things to him and he fell asleep for a time, *"The Mistress said I slept for a week straight. I felt tired and weak when I awoke, but she said I would recover and then I would build her the boat. She was right."*
- Meln has been working for nearly a week on the boat.
- Meln does not know any information about what lies beyond the room he is currently

in...other than the Mistress is in her luxurious bedroom and workshop waiting for the completion of the boat.

Although the story Meln has weaved is rather illogical, he believes it. He is extremely loyal to the Mistress, who can do no wrong. If confronted with the truth or holes in his story, he creatively comes up with a reason for the inconsistency. At the end of the conversation, if Meln is still dominated, read the following:

Meln abruptly straightens, muscles straining, as his eyes roll back into his head. Blood speckled foam emerges from his mouth as his breathing becomes erratic gasps and he begins to babble in tongues. Soon a shrill, effeminate voice rises through his tight lips, "I see you...the Mistress has awoken and soon the Master shall rise! All will tremble and fall before his presence. Thrommel's line shall end!" Meln ashen face grimaces as he spasms to the accompaniment of an insane, child-like giggle. "Here's a gift for you to see your way to me!" [Assuming Meln is not bound, then read the next sentence.] ***Meln reaches with clawed hands toward his eyes.***

Roll initiative. If Meln wins, he claws out his eyes and will present them to the adventurers, as Meln failed his Will save to disobey Allovias's command. Shortly afterwards, Meln breaks free of Allovias's domination when he received another order to mutilate himself. Once Meln is free of the domination (and possibly in considerable agony), he shares all he knows.

- Meln is in shock about what has occurred and how magic was used to make him obey the will of another.
- Meln tells the truth about all that occurred in hopes that the adventurers will take him from this place. He does not want to become a victim again and is willing to be shackled. He knows that when he is turned over to the authorities he will face charges of theft and desertion.
- Meln does not believe his actions were responsible for the tunnel opening and another servant of the Master of Bronzeblood becoming active. He is greatly aggrieved to learn that Darwin and Vrin committed suicide, no doubt influenced by his erstwhile Mistress.
- Meln, Darwin and Vrin realized that it was only a matter of time before others would learn of the lack of monsters and start treasure hunting. Hence, they began searching the ruins for treasure immediately.

- They never found a huge stash, but found enough to pay off their gambling debts and left them a little spending money on the side. A successful Sense Motive (DC 15) check reveals he is not being totally honest. If he is pressed, he admits they had a few lucky finds but spent it all immediately thereafter.
- Meln found the locket in a secret compartment on the bottom floor of the northwest tower. He began to have occasional dreams beckoning him to serve the Mistress afterwards but ignored them. He figured his conscience was bothering him about his treasure hunting.
- There was no discernible increase in the number of earthquakes or other events after the discovery of the amulet.
- Meln knows nothing of the nightmares plaguing his fellow soldiers. If he finds out about the suicides, he becomes shaken.
- Meln fled toward the ruins figuring that no one in the Overlook would dare come after him. They were too intimidated by the reputation of Bronzeblood. He figured he would stay a few days then slip out, avoiding the Green Jerkin Rangers.
- Meln found the tunnel and against his better judgment explored it. Meln admits greed played a large factor. He thought he might find some new coins, gems or maybe some jewelry, all of which would be useful to reestablish himself in Veluna.
- He did not search beyond any locked or stuck doors. He eventually found a mud-filled room. He walked between the pair of metal plated skeletal statues to get to the mud-filled room, then down a path leading from the stairs to an iron grate. He found the key along the path and used it to open a door in the grate. ***"As I pocketed the key and stared down the shaft, something snuck up behind me and pushed me down the shaft. The creature's touch literally dissolved my shield and the backpack beneath. I fell down the shaft and into the water. When I swam to shore...she was waiting for me."***
- Meln becomes very sad at this point and physically begins to weep. ***"She was very beautiful and I was under her sway the moment I saw her. She said I would have to do, since the creatures above could not enter below. She hoped to escape from this place and prepare the way for her Mistress...Now that I think about it. I called her my Mistress***

yet she referred to another as her Mistress. How odd.” Meln knows nothing else.

As detailed above, Meln wants to leave the dungeon. He believes he has suffered enough and obeys any lawful command the adventurers give him. If he has been blinded, then he is especially dependent on the adventurers.

Encounter Five

The remainder of the second level (see DM's Aid #2) is described in this encounter. Unlike the previous level, the floor is dry and dusty.

Area 13: Bedroom

The stone door to this room is stuck but unlocked. There is nothing of value here. The bed will not support more than 25 pounds before collapsing.

Along the east wall is the water-streaked, decaying tapestry depicting horrific demons playing dice. Several crumbling wardrobes are by the west wall. A large, empty bed is in the center of the room.

Area 14: Barracks

The stone door is unlocked and opens normally. There is nothing of value in the room. The beds are decaying and break if more than fifty pounds is placed on it. All the chests are empty save for the middle chest along the east wall. This chest contains a smelly, water-stained, half decayed book on effective torture techniques.

Two three-tiered bunk beds are along the southern wall. Three decaying chest are each near the east and west walls.

Area 15: Prison Cells

Small narrow iron cages line the northern walls. Two long benches are along the southern wall. Rusting iron rings and chains are near the benches.

The iron door to this room is locked. The iron cages are actually cramped prison cells. No furnishings are inside the four-foot wide, four-foot long and four feet high cells. In two of the cells, a hunched over humanoid skeleton can be found. The skeletons do not animate. An Intelligence (DC 10) check reveals the iron rings and chains were likely involved in shackling prisoners.

Area 16: Office

A single rotting desk is along the far wall. Bookcases with the soggy remains of books line the remaining walls.

The stone door to this room is closed but unlocked. There is an uncomfortable, almost loathsome, feeling in this room as well as the smell of a decaying corpse. A Search (DC 15) check reveals the faint inscription of a pentagram along the floor of the room.

Area 17: Torture Chamber

Even with the passing of centuries there is still the faint smell of blood. Deeply stained, rotting tables are scattered about the southern portion of the room. Rusted, broken iron machines designed to inflict unimaginable torture line the walls. Chains hang down from the ceiling; some ending in meat hooks. In the far northwest corner is a series of iron cages, two of which are filled with bones.

The iron door to this room is unlocked. All the iron cages (3 ft. x 3 ft. x 3ft.) are empty save for the last two. A Heal (DC 5) check will verify that one of the cages is filled with human, elven, gnome, and dwarven hand and arm bones while the other contains leg bones. Dust covers the archaic machinery, tables and other torture instruments. None of the torture equipment functions properly.

Area 18: Riddle Room

Arcane symbols have been prominently engraved upon the stone door. A Knowledge (Arcana, DC 15) check indicates the symbols are used in powerful abjuration, conjuration and necromantic magic. A single word in common, “*Sacrifice*”, has also been engraved on the door. The door is locked (Open Locks, DC 35).

The air in this room is surprisingly dry and smells faintly of flowers. Patches of phosphorescent fungus provide modest light. Along the middle of the far wall are five small holes. Each hole is about six-inches in diameter. Near the far wall, three large octagons have been engraved on the floor. There are some words engraved in the stone floor next to the octagons.

The holes extend about sixteen inches into the stone wall before continuing to arc downward for an unknown length. An Intelligence (DC 10) check confirms the hole is just wide enough for a medium-sized person's hand to reach in. All the holes continue downward for three or four inches before ending.

Each octagon on the floor has been divided into three sections (see Player Handout #3). Each section has a number in it save the middle section of the last octagon. Instead of a number, there is fine sand. On the floor

next to the octagons are the following words written in Common: ***“Complete the sequence....”***

Once the correct answer (see DM's Aide #6) is written in the sand, a magically closed compartment opens in the fourth hole from the left to allow the adventurer access to a ceramic disc (Disc #2; see Players Handout #1). The hole glows faintly to indicate where the prize is. The 5-foot area immediately surrounding the disc has a *dimensional lock* on it. Read the following, when the correct answer is given:

From behind the far wall, there is a grinding sound as the fourth hole in the far wall begins to faintly glow.

Area 19: Common Room

The stone door to this room is unlocked and slightly open.

A few decaying, tattered chairs and benches make up the furnishings of the room. In the northwest corner of the room is a pile of wood.

Dust patterns suggest there were additional pieces of furniture in the room (Search or Survival DC 15), which are now absent. Finally, a Profession – Carpenter check (DC 10) or Intelligence check (DC 15) reveals that the pile of wood is likely the remains of that furniture. The wood is of decent quality and is probably destined for Voren's boat.

Area 20: Bathing Chamber

The stone door to this room is locked. Once opened, read the following:

The walls of this room are plastered with masks of faces in utter terror and pain. Two stone bathtubs are in the center of the room.

A Spot (DC 15) or Search (DC 15) check is needed to realize the stone tubs are pitted with tiny craters. An Intelligence (DC 15) check reveals that the tubs at one time were likely filled with acid. A Wisdom (DC 10) check reveals that the masks are death masks. That is, plastered impressions of the faces of individuals at the time of their death. There are approximately 100 masks that line the walls and ceiling. Each mask has 1 hp and a break DC of 2.

Area 21: The Handmaiden's Tomb

The stone door to this room is locked with an exceptional quality lock (Open Locks, DC 35). The door is gracefully etched with carvings of roses and other flowers. Once the door is opened, read the following:

At the far end of this large chamber is a raised dais. On top of the dais is a single stone sarcophagus. There is a single iron door in the northwest corner of the room. Several large skeletal statues line the east and west walls of the room.

The temperature in this twenty-foot high room is slightly chilly. The air is crisp and fresh. Overall, the room appears empty save for the three life-sized, skeletal statues, one on each wall. The statues are made of plaster (5 hp, Break DC 5). The first statue appears to be a terrible bullet-shaped creature with a huge snapping maw and short, powerful legs (Knowledge – Arcana, DC 19; bulette). The second statue is a great reptile with many heads (Knowledge – Arcana, DC 22; 12-headed hydra). Finally, the last statue is of a giant-sized humanoid (Knowledge – Arcana, DC 30; titan). The stone sarcophagus is about three feet high, three feet wide and over seven feet long. The sarcophagus is locked with an exceptional quality lock (Open Locks, DC 35).

🗡️ **Stone Sarcophagus:** 4 in. thick; hardness 8; hp 180; Break DC 35.

Within the sarcophagus is a coffin with a fine layer of dirt on the bottom. Despite being several hundred years old, the coffin is in good shape.

If a thorough Search (DC 30) is conducted of the tomb, a secret door is discovered along the top of the wall (along the ceiling, seventeen feet up) in the room's southeastern corner. Beyond the door is a seven-foot long by five foot wide by five feet high room (not shown on map in DM's Aid #2). In this small, secret room is the true coffin of Allovvia Aldovay. The iron coffin is finely crafted with many intricately carved flowers and unicorns. Inside the coffin are several old coins, a finely crafted ruby ring and a small bronze box. Inside the box is another ceramic disc (Disc #3; see Player Handout #1) and a ring of keys. The keys open all the doors on the second level.

When the adventurers enter, Allovvia is hiding with her familiar behind the stone sarcophagus near the far wall. This gives her total concealment and if she casts spells from behind the sarcophagus she has cover. The protector at APLs 6 – 10 attacks immediately, destroying anything or anyone in its path. At APLs 12 and 14, the protector(s) coordinate their attack with Allovvia.

Creatures:

APL 6 (EL 8)

🦋 **Allovvia Aldovay:** Female Vampire, War2/Sor4, hp 54; see Appendix A.

🦋 **Mot:** Bat Familiar, hp 27; see Appendix A.

➤ **Protector:** Spellstitched Bulette Skeleton, hp 81; see Appendix A.

APL 8 (EL 10)

➤ **Allovia Aldovay:** Female Vampire, War2/Sor6, hp 72; see Appendix A.

➤ **Mot:** Bat Familiar, hp 36; see Appendix A.

➤ **Protector:** Spellstitched 12-Headed Hydra Skeleton, hp 108; see Appendix A.

APL 10 (EL 12)

➤ **Allovia Aldovay:** Female Vampire, War2/Sor8, hp 90; see Appendix A.

➤ **Mot:** Homunculus Familiar, hp 45; see Appendix A.

➤ **Protector:** Spellstitched Titan Skeleton, hp 180; see Appendix A.

APL 12 (EL 14)

➤ **Allovia Aldovay:** Female Vampire, War2/Sor10, hp 108; see Appendix A.

➤ **Mot:** Homunculus Familiar, hp 54; see Appendix A.

➤ **Protector:** Spellstitched Abyssal Ghoul, hp 144; see Appendix A.

APL 14 (EL 16)

➤ **Allovia Aldovay:** Female Vampire, War2/Sor12, hp 126; see Appendix A.

➤ **Mot:** Homunculus Familiar, hp 63; see Appendix A.

➤ **Protector (2):** Spellstitched Abyssal Ghoul, hp 144; see Appendix A.

Tactics: Allovia has at least one to two rounds of prep time before the door opens, having heard the door in the previous room and attempts to ambush the adventurers using her protector. At APL 14, her homunculus familiar makes harassing attacks from its *wand of magic missiles*. At lower APLs, Allovia depends on her skeletal protector to serve as a visual distraction to her attacks. At APL 12 and 14, she coordinates her attacks with the abyssal ghoul(s).

At all APLs, Allovia casts spells on herself before the others, starting with *displacement* and *greater invisibility*, preferring the latter over the former, and secondarily *expeditious retreat* or *fly*, if available. If given the opportunity, at APLs 12 and 14, Allovia also casts *greater invisibility* and *fly* on the abyssal ghoul(s) and *greater invisibility* on her familiar. Allovia and the abyssal ghoul(s) use dimension door if cornered. Allovia may use her spring attack ability for a well-placed slam attack where she has previously cast *touch of idiocy* or *vampiric touch*.

Allovia, if need be, breaks away from the attack to regroup, but she cannot allow the adventurers to progress further...the Mistress must be protected. Upon being reduced to zero hit points, Allovia becomes gaseous and

enters the secret compartment to recover in her true coffin. In the event that Allovia and her protector(s) are turned, they return to the Handmaiden's Tomb as soon as possible and follow the adventurers to weaken or slay them before they can hurt the Mistress.

Treasure

APL 6 – L: 41 gp; C: 10 gp; M: 416 gp; *Vest of resistance* +1 (83 gp) and *cloak of charisma* +2 (333 gp).

APL 8 – L: 91 gp; C: 10 gp; M: 499 gp; *Vest of resistance* +1 (83 gp), *cloak of charisma* +2 (333 gp), and *bracers of armor* +1 (83 gp).

APL 10 – L: 76 gp; C: 10 gp; M: 499 gp; *Vest of resistance* +1 (83 gp), *cloak of charisma* +2 (333 gp), *bracers of armor* +1 (83 gp).

APL 12 – L: 76 gp; C: 10 gp; M: 1499 gp; *Vest of resistance* +1 (83 gp), *cloak of charisma* +4 (1333 gp) and *bracers of armor* +1 (83 gp).

APL 14 – L: 76 gp; C: 10 gp; M: 1972 gp; *Vest of resistance* +2 (333 gp), *potion of eagle's splendor* (25 gp), *cloak of charisma* +4 (1333 gp), *bracers of armor* +2 (333 gp), *wand of magic missiles* (9th level) (281 gp), and *ring of protection* +1 (167 gp).

Development: Allovia cries out as she is reduced to zero hit points and turns gaseous, "*Master, hear me! The Mistress must be protected!*" With the utterance of these words, a low moan begins, reaching an angry wail within seconds. The earth trembles, causing dust and dirt to fall to the ground. All adventurers on the ground must make a Balance check (DC 30) or fall prone.

The iron door in the north wall is locked, as are the two doors behind it. The doors can be unlocked by the set of keys in Allovia's coffin. Behind the doors is a spiral stairwell descending over a hundred feet. The stairwell is not trapped.

Encounter Six

Area 22: Wide Corridor

The corridors for this level are wider and more ornate than in the other levels. Frescoes of trees and wildlife abound. The corridors are dry and dusty. Cobwebs can often be found in the corners and occasionally loosely cover the width of the corridor.

Area 23: Guard Room

Six rusted, iron bunk beds are arranged along the far wall with several rotting wooden chest near the south wall. A large dark stain is in the center of the room.

The iron door to this room is unlocked. The chests and bunk beds are worthless. A Survival (DC 15) or Heal (DC

10) check reveals the dark stain to likely have come from blood...lots and lots of blood.

Area 24: Store Room

The room is filled with crates and barrels. Despite the many centuries, many of barrels are still intact.

The iron door to this room is locked. The crates and contents of the crates have long since rotted and decayed. About a dozen barrels are still intact and another dozen are substantially deteriorated. Inside the barrels are six ceramic jugs. Most of the seals on the jugs have been broken save for a grand total of three. The jugs with the broken seal contain the remains of a dried brownish-red substance. A Heal (DC 10) check will reveal this substance to be blood. The sealed jugs contain human blood.

Area 25: Corridor

A small side corridor branches off from the main one. This smaller corridor has frescoes of dragons in flight. A fading mural on the far wall depicts a dragon sitting on a mound of treasure.

Area 26: Treasure Room

The fading but colorful murals along the walls of this room depict beautiful female humanoids and faerie creatures dancing on coins, gems and finely crafted jewelry. A series of decayed, fragmented paintings are along the southern wall. Near the northern and eastern walls are iron chests.

The stone door to this room is stuck but unlocked. All the chests are unlocked and empty. The ruined paintings are worthless. A Survival (DC 15) or Search (DC 20) check reveals the contents of the chests and the room was likely removed centuries ago. Once again, there is nothing of value in this room.

Area 27: Riddle Room

Arcane symbols have been prominently engraved upon the stone door. Knowledge – Arcana (DC 15) indicates the symbols are used in powerful abjuration, conjuration and necromantic magic. A single word in common, “*Remembrance*”, has also been engraved on the door. The door is locked (Open Locks, DC 35).

Once the adventurers have opened the door, read the following:

In the southeastern corner of the room is a single, medium-sized chest. Engraved on the floor is a tight fifteen-foot wide spiral that culminates in the exact center of the room. Cardinal points of north, south, east and west are on the outside of the spiral. Words

are also engraved on the floor surrounding the spiral. In the northeast corner of the room is a well-preserved oak table. On top of the table are two silver candlesticks, one with a white candle and the other with a black candle. A fine silk robe hangs above the table.

Should a *detect evil* spell be cast in this room, there is much less than the normal overwhelming sense of evil and magic that permeates the ruins of Bronzeblood. A permanent, heightened *Nystul's magic aura* has been cast on the stone chest. The stone chest appears to be enchanted with alteration, abjuration, transmutation and conjuration magic of 8th and 9th level. The robe is enchanted as well with necromantic, alteration and transmutation magic. The robe is a real magic item with a necromantic aura. *Nystul's magic aura* was used to further add the alteration and transmutation magic. The levels of spell vary from 5th level to 8th level.

Four permanent *magic mouth* spells are in effect in this room. The first one activates to the north upon anyone's entrance, each stating one of the sentences below and each uses a different voice, with the last sentence being spoken by all in unison. The first voice is a strong male, the second a woman, the third a female child and the fourth a frail old man. The same spoken words are engraved on the floor in Common. A Knowledge – History (DC 15) check reveals in ancient times Furyondy was a part of the Great kingdom of Aerdy, which was ruled by the Malachite Throne (i.e., the Overkings).

“Faith and courage are two tenets of knighthood. Remember and honor our comrades-in-arms who fell protecting mighty Aerdy. Wear the robe, the light the candles and carry them in a slow walk along the spiral toward its center. Bow outwardly three times at each cardinal point. Finally, bow when you reach the center and say three times, ‘Long live Aerdy! Long may He who sits on the Malachite Throne rule!’ The chest shall open and your reward given. Do not partake of these actions nor speak the sacred words, then your faith and courage will be proven to be lacking and that which is within the chest destroyed.”

◆ **Stone Chest:** 4 in. thick; hardness 8; hp 180; Break DC 35.

While the stone chest is locked (Open Locks, DC 35), it is not trapped. There are no consequences for opening the chest and removing the ceramic disc (Disc #4; see Player Handout #1). The real consequence occurs if anyone puts on the robe (likely as part of the ritual). The robe is a *robe*

of *powerlessness* (see DMG, pp. 276). As soon as anyone dons the robe, he/she takes a -10 penalty to Strength and Intelligence, forgetting spells and magic knowledge accordingly. The robe can easily be removed, but in order to restore mind and body, the adventurer must receive a *remove curse* followed by *heal*. This *robe of powerlessness* loses its magic power upon leaving the room.

Treasure: The silver candlesticks are worth 25 wheatsheaves each.

All APLs – L: 5 gp; C: 0 gp; M: 0 gp.

Area 28: Outer Chamber

The presence of evil in this room is palatable. To the northeast is a closed iron door with arcane symbols engraved on it. In some places the door bulges outward and tiny stress fractures are visible along the door's surface and frame. Clearly, something has been beating on the door to get out. In the middle of the floor are four small circles connected to a fifth circle filled with sand. Words are written next to the small circles.

The iron door to this room is locked. A successful Intelligence (DC 10) check reveals the room and the door look similar to what was seen in the nightmares. A successful Knowledge – Arcana (DC 10) check verifies the symbols on the door have to do with containment and warding of an evil creature.

The words engraved on the floor are written in common and read, *"What lies within the larger circle?"* This is a real puzzle. Give the adventurers Player Handout #2. To solve the puzzle (see DM's aid #5), the adventurers need to draw the correct symbol in the sand. Failure to draw the correct symbol (i.e. a cube) results in injurious arcane energy ripping through the room (see DM's Aid #5). As might be expected, this room has a permanent *dimensional lock* cast upon it, as does the room behind the door. The door cannot be opened by brute force or magic short of a *Mordenkainen's disjunction*, *wish*, *miracle* or similar spell. It can, however, be opened by solving the puzzle.

An Intelligence (DC 15) check reveals that although the creature within is trapped in the room now, based on the damage to the door it will likely be free relatively soon, anywhere from the next few hours to many days. Read the following once the puzzle is solved:

With the correct answer drawn in the sand within the larger circle, a distant gong rings throughout the room. Faint shimmering covers the iron door and it slowly crumbles to dust. Mocking, feminine laughter

comes from deep within the room, "At last, I am free. Father, I come to thee..." A moment later there is silence.

Area 29: Mistress's Tomb

The Mistress and her guardian(s) know the adventurers are coming. If the PCs do not immediately enter, they use the time to prepare for the combat ahead. When the adventurers gather their courage and enter, read the following:

The northeast portion of the room is enclosed by a series of thin pillars. Two sarcophagi are on the inside edge of the pillars. An altar is along the far wall, flanked by two statues and bearing a prominent symbol of a skull and scythe.

The room is approximately twenty feet high. A Knowledge – Religion (DC 15) check reveals the symbol to be that of Nerull the Reaper, god of Death, Darkness, Murder and the Underworld. A permanent *desecrate* (17th level caster) covers the room. In addition, a permanent modified *dimensional lock* (17th level caster) extends in a 100-foot radius from the center of the chamber. This was intended to prevent the escape of the Mistress from her tomb but also prevents the adventurers from teleporting into or out of the tomb.

From somewhere in the northwest part of the room comes a soft, pouting female voice, "You are too late, fools. The Master has already risen and doom shall fall upon Thrommel's line. Did you think our House would forget the betrayal of Stinvri's little whelp? Was not my father there from the beginning? Ferrondians in the service of mighty Aerdry to the end, did our Houses not swear this oath...together? Remembrance.... Sacrifice.... Justice.... Ah yes, justice... All this the result so Stinvri's little heir could be King.... When all is said and done, you will be the first to serve my Father!"

It is possible the adventurers will choose to initiate attack during the boxtext. This is permitted but results in the Mistress discontinuing her speech so the adventurers do not learn as much about Bronzeblood and its Master. At the end of the boxtext, roll initiatives. No Knowledge check reveals how much of what the Mistress said is true. A Knowledge – History or Local [Iuz Border States] (DC 15) check confirms that originally Furryondy was the Vice-royalty of Ferrond in the Great Kingdom of Aerdry. With the slow demise of the Aerdry Empire and the death of Viceroy Strinvri in 254 CY, the nobles of Ferrond named Strinvri's heir, Thrommel, the first King of Furryondy.

Creatures: At APLs 6 – 10, the Mistress looks like a withered desiccated corpse, hidden behind centuries-old funeral wrappings. Moving with a slow gait, her red, glowing eyes are filled with intense hatred. At the center of her chest is a symbol of Nerull (Knowledge – Religion, DC 10).

However, at APLs 12 and 14, the Mistress appears to be a gaunt, skeletal humanoid with withered flesh stretched across her bones. Her eyes have decayed leaving hate-filled crimson light in empty eye sockets. She wears the rotting clothing of a long dead noblewoman and bears the holy symbol of Nerull (Knowledge – Religion, DC 10). Her phylactery is hidden in a secret compartment (Search, DC 35) at the top of the northwestern pillar. The phylactery is a small ornate metal locket (tiny, 40 hp, hardness 20, Break DC 40) that contains miniscule strips of parchment with writing on it. The Mistress's phylactery needs to be destroyed to permanently kill her. Otherwise, she reappears in 1d10 days and, assuming the adventurers have left, is no longer confined to her tomb but free to conduct her business in Furyondy.

When the adventurers arrive, the Mistress's escape from her tomb is only a few hours away. While they have hastened the inevitable by opening the door, she views them as nothing more than an inconvenience...or a source of new servants. She seeks to destroy and animate them.

APL 6 (EL 9)

☛ **Mistress:** Female Mummy (Mummified Creature), Clr5, hp 48 (58); see Appendix A.

☛ **Lesser Guardian:** Large Mithral Animated object (long), hp 52, hardness 15; see Monster Manual.

☛ **Greater Guardian:** Huge Mithral Animated object (long), hp 84, hardness 15; see Monster Manual.

APL 8 (EL 11)

☛ **Mistress:** Female Mummy (Mummified Creature), Clr7, hp 67 (81); see Appendix A.

☛ **Guardian:** Shield Guardian, hp 142, (upon command or when the Mistress is attacked, the shield guardian casts *displacement* (15th level caster) on the Mistress); see Monster Manual.

APL 10 (EL 13)

☛ **Mistress:** Female Mummy (Mummified Creature), Clr9, hp 86 (104); see Appendix A.

☛ **Guardian:** Clay Golem, hp 112; see Monster Manual, pp. 134-135.

APL 12 (EL 15)

☛ **Mistress:** Female Lich, War2/Clr11, hp 117 (143); see Appendix A.

☛ **Guardian:** Spellstitched Bone Naga, hp 135 (165); see Appendix A.

APL 14 (EL 16)

☛ **Mistress:** Female Lich, War2/Clr13, hp 135 (165); see Appendix A.

☛ **Guardian (2):** Spellstitched Bone Naga, hp 135 (165); see Appendix A.

Tactics: Although she prefers to have the adventurers attack her while she is in a defensive position, once fully prepared she does not hesitate to initiate the attack. If the adventurers wait for her to destroy the door before attacking, the Mistress immediately backs into the tomb for better cover once the door is destroyed.

When the adventurers open the door, she waits for them to enter. The Mistress first attacks from behind the westernmost sarcophagus, using it and the pillars for cover. The guardian also uses cover and works in conjunction with its Mistress, primarily acting as a shield but also delivering offensive attacks when possible. At lower APLs, the guardians are mindless so do not coordinate their tactics very well. However at APL 12 and 14, the spellstitched bone naga work very effectively with the Mistress and are in constant communication with her due to their telepathic ability. If the opportunity arises, the spellstitched bone naga begin by casting *greater invisibility* followed by *overland flight*, *displacement* and *stoneskin* on the Mistress. *Forcecage* (and *wall of force* at APL 14) is used to isolate opponents so the Mistress and her guardian(s) can focus attacks on the remaining opponents and thereby destroy them one at a time.

If given the opportunity, the first preparatory spell the Mistress uses at APLs 6 is *resist energy* (fire), while at APLs 8 and 10 it is *protection from energy* (fire). At higher APLs, the Mistress uses *spell immunity* to negate the effects of *searing light*, *magic missile* and *scorching ray*. The next defensive spells used are, if available, *anti-life shell*, *spell resistance* and *eagle's splendor*. Lastly, at the first opportunity, she activates her *boots of speed*. She prefers to reserve *inflict* spells and any *harm* spell to "heal" herself first rather than use them offensively. She uses her divine metamagic (quicken spell) ability to its full advantage during combat, employing *wrack* whenever possible.

Treasure

APL 6 – L: 15 gp; C: 50 gp; M: 526 gp; *cloak of resistance* +1 (83 gp), *bracers of armor* +1 (83), *ring of protection* +1 (167 gp), *scythe* +1 (193 gp).

APL 8 – L: 15 gp; C: 50 gp; M: 859 gp; *periapt of wisdom* +2 (333 gp), *cloak of resistance* +1 (83 gp), *bracers of armor* +1 (83), *ring of protection* +1 (167 gp) and *scythe* +1 (193 gp).

APL 10 – L: 15 gp; C: 50 gp; M: 1859 gp; *periapt of wisdom* +4 (1333 gp), *cloak of resistance* +1 (83 gp), *bracers of armor* +1 (83 gp), *ring of protection* +1 (167 gp) and *scythe* +1 (193 gp).

APL 12 – L: 15 gp; C: 50 gp; M: 2859 gp; *periapt of wisdom* +4 (1333 gp), *boots of speed* (1000 gp), *cloak of resistance* +1 (83 gp), *bracers of armor* +1 (83), *ring of protection* +1 (167 gp) and *scythe* +1 (193 gp).

APL 14 – L: 15 gp; C: 50 gp; M: 4568 gp; *periapt of wisdom* +4 (1333 gp), *boots of speed* (1000 gp), *cloak of resistance* +3 (750 gp), *bracers of armor* +3 (750), *ring of protection* +1 (167 gp) and *scythe* +1 (193 gp), *wand of inflict moderate wounds* (375 gp).

Development: When the Mistress is slain, her body begins to pulse with a reddish-black aura and all effects imposed by the nightmares cease. Seconds later the aura turns pure white and an audible whine comes from the body. Accompanying this whine is a howl of pure anguish and rage. The howl increases in intensity and appears to originate from all directions in this room, “*Talinassa! My darling, Talinassa!*”

The Mistress’s body explodes and with a wave of pure abyssal energy. In unison to the explosion, the howl grows louder and more pain-filled becoming a wail of grief. An earthquake begins and anyone who is on the ground must make a Balance (DC 30) check or fall prone.

Deep rumblings and sounds of collapsing rooms and corridors are heard from within the dungeon. Indeed, the corridor (area 25) to the tomb collapses, sealing off the entire length of the corridor. However, new passageways open up. A portion of the northeast wall, behind a pillar, collapses revealing a roughly hewn man-made tunnel. The tunnel ascends toward the surface.

At APLs 12 and 14, if her phylactery is destroyed, an angry male voice wails in heartfelt grief and curses bitterly at the adventurers in old Oeridian. It seemingly comes from all directions within the dungeon and its source cannot be traced magically. The voice becomes silent after a few rounds.

The two sarcophagi are unlocked and can be opened. The one to the west (i.e., where the Mistress slept) has the name “Lady Talinassa” engraved on it and contains a small gold ring (worth 300 wheatsheaves). The sarcophagus to the east has the name “Lady Morleth” engraved on it and contains the mummified body of an elderly woman.

☛ **Stone Sarcophagus:** 4 in. thick; hardness 8; hp 180; Break DC 35.

Area 30: Open Tunnel

The subsequent explosion and earthquake following the Mistress’s death closed off the corridor in area 25 but opened this new one. The tunnel travels hundreds of feet to the surface, ending in the small dungeon complex under the northeast tower of the ruins of Bronzeblood castle. The adventurers discover nothing of value on their journey and encounter no other creatures.

Conclusion

If the adventurers fled the lower dungeons before confronting the Mistress, then proceed to Section A: Failure. If the adventurers confronted the Mistress but fled from her, proceed to section B: Success – Partial. Finally, if the adventurers defeated the Mistress, then proceed to Section C: Success – Full.

Once you have completed the conclusion, if this is the premiere please complete the critical event summary at the end of the event and return it to HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions do make a difference. Any adventurer actions that are not adequately covered by the questions but may become relevant in future scenarios or for the region in general should be explained on the backside of the paper.

A. Failure

The adventurers have decided not to confront the Mistress and to return to the Overlook immediately. Despite their failure, they are unmolested on their return journey.

The reddish aura surrounding the ruins of Bronzeblood Haunt has grown brighter, pulsing like a beating heart. Dark, ominous clouds now hang above the ruins making everything overcast and gloomy. Lightning crackles in the clouds above and an occasional bolt of lightning strikes near the ruins, absorbed by the aura causing it to briefly glow brighter and with a bluish-black color. A few moments later it returns to a pulsating, reddish glow. Finally, other storm clouds are soon blown into the region and a hard, steady rain begins to fall.

Tired, frightened guards usher the adventurers to meet Lord Nikar. If Sergeant Voren was captured and brought to the Overlook, the guards take charge of the prisoner. An exhausted-looking Lord Nikar meets the adventurers in his office and hears their report.

Lord Nikar sighs wearily and hangs his head in defeat. "It is a pity that you could not learn more of the Mistress and what the plans of the Master are. The nightmares and problems associated with them have grown much worse since you left. Several more of my guardsmen have taken their own lives. This is an impossible situation and now I must contemplate the unthinkable.

I thank you for your services to the Crown. It was wise of you to leave with what little information you could gather than face an enemy you had no hope of defeating."

If the PCs brought Sergeant Voren back to face justice, Lord Nikar listens to the adventurers should they wish to speak on the Sergeant's behalf. After hearing the adventurers' report, he has each swear an oath not to reveal to anyone the events that occurred in Bronzeblood Haunt. Failure to take this oath incurs the King's disfavor. Once the oath is given, Lord Nikar dismisses the adventurers and orders the evacuation of the Overlook, although the Green Jerkin Rangers continue their patrols outside the five-mile radius of Bronzeblood Haunt.

A few hours later, Lord Nikar and his soldiers depart the Overlook and set up a new encampment six miles from the ruins of Bronzeblood Haunt. Messengers are sent to the army in Willip informing them of what has occurred. The King is also notified of the awakening of the Mistress and the likelihood the Master will finally arise. Once the adventurers are more than five-miles from Bronzeblood Haunt, the nightmares and its effects no longer trouble them.

Sergeant Voren is sentenced to death for violating King Thrommel's decree and playing a part in releasing an evil presence from Bronzeblood Haunt leading to the death of fellow soldiers. If the adventurers spoke on Sergeant Veron's behalf, then the sentence is reduced to life imprisonment in Castle Greylode.

Finally, when a more experienced group of adventurers is sent into the lower dungeons of Bronzeblood Haunt they are unable to locate the Mistress. It is presumed either she escaped from Bronzeblood or went to a secret location within Bronzeblood to aid the Master's cause.

B. Success – Partial

The adventurers confronted the Mistress but were unable to defeat her and fled for their lives. Despite their failure, the adventurers are unmolested on their return journey.

The reddish aura surrounding the ruins of Bronzeblood Haunt has grown brighter, pulsing like a beating heart. Dark, ominous clouds now hang above the

ruins making everything overcast and gloomy. Lightning crackles in the clouds above and an occasional bolt of lightning strikes near the ruins, absorbed by the aura causing it to briefly glow brighter and with a bluish-black color. A few moments later it returns to a pulsating, reddish glow. Finally, other storm clouds are soon blown into the region and a hard, steady rain begins to fall.

Tired, frightened guards usher the adventurers to meet Lord Nikar. If Sergeant Voren was captured and brought to the Overlook, the guards take charge of the prisoner. An exhausted-looking Lord Nikar meets the adventurers in his office and hears their report.

Lord Nikar sighs wearily and hangs his head in defeat. "It is a pity that you were not able to defeat the Mistress. I would have given anything to learn more about her and the plans of the Master. Nonetheless, I think it was wise of you to have fled when you did. Any intelligence is far better than no intelligence at all.

The nightmares and problems associated with them have grown much worse since you left. Several more of my guardsmen have taken their own lives. This is an impossible situation and now I must contemplate the unthinkable.

I thank you for your services to the Crown and your country. You have received the notice of the military of Furyondy."

If the adventurers brought Sergeant Voren back to face justice, Lord Nikar listens to the adventurers should they wish to speak on the Sergeant's behalf. Before Lord Nikar gives the adventurers the notice, they must swear an oath not to reveal to anyone the events that occurred in Bronzeblood Haunt. Failure to take this oath incurs the King's disfavor and Lord Nikar will not present the notice to that adventurer. Once the oath is given, Lord Nikar dismisses the adventurers and orders the evacuation of the Overlook although the Green Jerkin Rangers continue their patrols outside the five-mile radius of Bronzeblood Haunt.

A few hours later, Lord Nikar and his soldiers depart the Overlook and set up a new encampment six miles from the ruins of Bronzeblood Haunt. Messengers are sent to the army in Willip informing them of what has occurred. The King is also notified of the awakening of the Mistress and the likelihood the Master will finally arise. Once the adventurers are more than five-miles from Bronzeblood Haunt, the nightmares and its effects no longer trouble them.

Sergeant Voren is sentenced to death for violating King Thrommel's decree and playing a part in releasing an evil presence from Bronzeblood Haunt leading to the

death of fellow soldiers. If the adventurers spoke on Sergeant Veron's behalf, then the sentence is reduced to life imprisonment in Castle Greylode.

Finally, when a more experienced group of adventurers is sent into the lower dungeons of Bronzeblood Haunt they are unable to locate the Mistress. It is presumed either she escaped from Bronzeblood or went to a secret location within Bronzeblood to aid the Master's cause.

C. Success – Complete

With the defeat of the Mistress, the subsequent explosion and the earthquake that followed, many areas within the lower dungeon collapsed while other areas opened. The tunnel from the Mistress's tomb (area 30, Encounter Six) after some distances emerges in the small dungeon complex beneath the northeast tower (see Encounter 2.B.). In fact, the adventurers emerge from a newly open tunnel in the floor next to the permanent, heightened *wall of force*. The adventurers are unmolested on their return journey to the Overlook. If any adventurer was under the influence of the nightmares, then they are no longer so affected. The strange, pulsating aura surrounding the ruins of Bronzeblood are no more and the sky above the ruins are clear.

Relieved, smiling guards greet the returning adventurers and usher them to meet Lord Nikar. If Sergeant Voren was captured and brought to the Overlook, the guards take charge of the prisoner. An exhausted but happy Lord Nikar meets the adventurers in his office and hears their report.

Lord Nikar sighs wearily. "When the ruins stopped glowing and clouds lifted, we knew you had succeeded. The effects of the nightmare wore off on my men and we knew with certitude that this Mistress would trouble us no longer. I thank you for your service to the Crown and for all the information you have told me.

As a reward, I would like to present, on behalf of King Belvor IV, each of you with a silver amulet. You may take this amulet to mean you have the King's favor. Bear it honorably. Again, you have my gratitude."

The amulet bears the heraldic symbol of Furyondy and is inscribed with the words "Justice, Sacrifice and Remembrance." An Intelligence (DC 15) check recalls that two of the words, written in common, were found engraved in the lower dungeons. Lord Nikar has no information on this coincidence other than to say they are words important to Thrommel's line.

If the adventurers brought Sergeant Voren back to face justice, Lord Nikar listens if they wish to speak on

his behalf. Before Lord Nikar gives the adventurers the amulets, he has each swear an oath not to reveal to anyone the events that occurred in Bronzeblood Haunt. Failure to take this oath incurs the King's disfavor and Lord Nikar will not present the amulet to that adventurer. Once the oath is given, Lord Nikar dismisses the adventurers and wishes them a safe journey home.

Sergeant Voren is sentenced to death for violating King Thrommel's decree and playing a part in releasing an evil presence from Bronzeblood Haunt leading to the death of fellow soldiers. If the adventurers spoke on Sergeant Veron's behalf, then the sentence is reduced to life imprisonment in Castle Greylode.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Three

Defeat Statue(s) and Paraelemental Guardian(s)
APL6 210 xp; APL8 270 xp; APL10 330 xp;
APL12 390 xp; APL14 450 xp.

Encounter Five

Defeat Alloviva and her Protector(s)
APL6 240 xp; APL8 300 xp; APL10 360 xp;
APL12 420 xp; APL14 480 xp.

Encounter Six

Defeat the Mistress and her Guardian
APL6 270 xp; APL8 330 xp; APL10 390 xp;
APL12 450 xp; APL14 510

Story Award

Report to Lord Nikar all of what was learned from the lower dungeons of Bronzeblood Haunt and its Master
ALL APLs 30 xp.

Discretionary roleplaying award

APL6 150 xp; APL8 195 xp; APL10 240 xp;
APL12 285 xp; APL14 330 xp.

Total possible experience:

APL6 900 xp; APL8 1125 xp; APL10 1350 xp;
APL12 1575 xp; APL14 1800 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 possessions. 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 characters 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.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Four

All APLs: L: 10 gp; C: 0 gp; M: 0 gp.

Encounter Five

APL 6: L: 41 gp; C: 10 gp; M: 416 gp.

APL 8: L: 91 gp; C: 10 gp; M: 499 gp.

APL 10: L: 76 gp; C: 10 gp; M: 499 gp.

APL 12: L: 76 gp; C: 10 gp; M: 1499 gp.

APL 14: L: 76 gp; C: 10 gp; M: 1972 gp.

Encounter Six:

Area 27

All APLs – L: 5 gp; C: 0 gp; M: 0 gp.

Area 29

APL 6: L: 15 gp; C: 50 gp; M: 526 gp.

APL 8: L: 15 gp; C: 50 gp; M: 859 gp.

APL 10: L: 15 gp; C: 50 gp; M: 1859 gp.

APL 12: L: 15 gp; C: 50 gp; M: 2859 gp.

APL 14: L: 15 gp; C: 50 gp; M: 4568 gp.

Total Possible Treasure

APL 6: L: 71 gp; C: 60 gp; M: 942 gp - Total: 1073 gp (900 gp max)

APL 8: L: 121 gp; C: 60 gp; M: 1358 gp - Total: 1539 gp (1300 gp max)

APL 10: L: 106 gp; C: 60 gp; M: 2358 gp - Total: 2524 gp (2300 gp max)

APL 12: L: 106 gp; C: 60 gp; M: 4358 gp - Total: 4524 gp (3300 gp max)

APL 14: L: 106 gp; C: 60 gp; M: 6540 gp - Total: 6706 gp (6600 gp max)

Special

King Belvor’s Disfavor

The adventurer has refused to swear an oath of secrecy about his/her exploration of the lower dungeons of Bronzeblood Haunt. The King has expressed open displeasure toward the adventurer for their lack of discretion in this matter. For a period of one year from the date of this AR, the cost of living for the adventurer is tripled for all Furyondy regional adventures. Further, the initial attitude of the Furyondy nobility toward this adventurer is distinctly unfriendly or lower. Finally, whenever the adventure deals with anyone of authority in Furyondy he/she suffer a –2 circumstance penalty to all Charisma skill checks.

Amulet of the King’s Favor: This silver amulet bears the heraldic symbol of Furyondy and has the words “Justice, Sacrifice and Remembrance” inscribed along the outer edge. This amulet is only earned following the complete success of the mission. For a period of one year from the date of this AR, the initial attitudes of all Furyondy nobility and knights toward this PC is friendly or better and whenever the PC deals anyone of authority in Furyondy, he/she benefits from a +2 circumstance bonus to all Charisma skill checks. The bearer of this amulet also receives two influence points to be used in any

lawful organization or recognized temple in the Kingdom.

Vest of Resistance. These garments offer magic protection in the form of a +1 to +5 resistance modifier to all saving throws (Fortitude, Reflex, Will).

CL 3rd; Craft Wondrous Item, *resistance*, Market Price 1000 gp (+1), 4000 gp (+2). (*Tome and Blood*, p. 79).

Items for the Adventure Record

Item Access

APL 6 and 8:

Vest of resistance +1 (Adventure, *Tome and Blood*)

APL 10: (All of APLs 6-8 plus the following)

Periapt of Wisdom +4 (Adventure, DMG)

APL 12: (All of APLs 6-10 plus the following)

Cloak of Charisma +4 (Adventure, DMG)

Boots of Speed (Adventure, DMG)

APL 14: (All of APLs 6-12 plus the following)

Vest of resistance +2 (Adventure, *Tome and Blood*)

Cloak of resistance +3 (Adventure, DMG)

Bracers of armor +3 (Adventure, DMG)

Wand of magic missiles (9th level) (Adventure, DMG)

Wand of inflict moderate wounds (Adventure, DMG)

Appendix A – Monsters and NPCs

Encounter Two

All APLs

Evergreen: Fiendish Treant; CR 9; Huge Plant (Extraplanar); HD 7d8+35; hp 77; Init -1; Spd 30 ft.; AC 20 (touch 7, flat-footed 20)[-2 size, +13 natural, -1 dex]; BA/G +5/+22; Atk +12 melee (2d6+9, slam); Full Atk +12/+12 melee (2d6+9, slams); Space/Reach 15 ft./15 ft.; SA Animate trees, double damage against objects, smite good, trample 2d6+13; SQ Cold resistance 10, DR10/slashing and DR5/magic, darkvision 60 ft., fire resistance 10, low light vision, natural weapon as magic weapon, plant traits, SR 25; AL NE; SV Fort +20, Ref +8, Will +11; Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12.

Skills and Feats: Diplomacy +3, Hide -9 (+5 in forested area), Knowledge (Nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 aboveground); Improved Sunder, Iron Will, Power Attack.

Plant Traits: Plants are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). They are also immune to poison, sleep effects, paralysis, and polymorph. Plants are not subject to critical hits. While plants eat and breathe, they do not sleep.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Trample (Ex): Reflex DC 34 half.

Encounter Three

APL 6

Guardian (2): Ooze Paraelemental; CR 5; Large Elemental (Earth, Water; Native); HD 8d8+40; hp 88; Init +2; Spd 20 ft., swim 50 ft.; AC 20 (touch 11, flat-footed 18) [-1 size, +2 Dex, +9 natural]; BA/G +6/+15; Atk +10 melee (2d8+7 and 1d6 acid, slam); Full Atk +10/+5 melee (2d8+7 and 1d6 acid, slam); Space/Reach 10 ft./10 ft.; SA Acid; SQ DR 5/-, darkvision 60 ft., elemental traits; AL NE; SV Fort +10, Ref +4, Will +2; Str 20, Dex 14, Con 20, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Cleave, Improved Sunder, Power Attack.

Elemental Traits: Elementals are immune to poison, sleep effects, paralysis and stunning. They are not subject to critical hits or flanking. Elementals do not eat, sleep or breathe. See MM, p. 308, for more information on elemental traits.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolve and become useless immediately unless it succeeds at a Reflex save (based off of paraelemental's size; DC 16). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

APL 8

Guardian (3): Ooze Paraelemental; CR 5; Large Elemental (Earth, Water; Native); HD 8d8+40; hp 88; Init +2; Spd 20 ft., swim 50 ft.; AC 20 (touch 11, flat-footed 18) [-1 size, +2 Dex, +9 natural]; BA/G +6/+15; Atk +10 melee (2d8+7 and 1d6 acid, slam); Full Atk +10/+5 melee (2d8+7 and 1d6 acid, slam); Space/Reach 10 ft./10 ft.; SA Acid; SQ DR 5/-, darkvision 60 ft., elemental traits; AL NE; SV Fort +10, Ref +4, Will +2; Str 20, Dex 14, Con 20, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Cleave, Improved Sunder, Power Attack.

Elemental Traits: Elementals are immune to poison, sleep effects, paralysis and stunning. They are not subject to critical hits or flanking. Elementals do not eat, sleep or breathe. See MM, p. 308, for more information on elemental traits.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolve and become useless immediately unless it succeeds at a Reflex save (based off of paraelemental's size; DC 16). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

APL 10

Guardian (2): Fiendish Ooze Paraelemental; CR 9; Huge Elemental (Earth, Water; Extraplanar); HD 16d8+40; hp 152; Init +4; Spd 20 ft., swim 50 ft.; AC 21 (touch 12, flat-footed 17) [-2 size, +4 Dex, +9 natural]; BA/G +12/+27; Atk +17 melee (2d10+10 and 1d6 acid, slam); Full Atk +17/+12/+7 melee (2d10+10 and 1d6 acid, slam); Space/Reach 15 ft./15 ft.; SA Acid, smite good; SQ Cold resistance 10, DR 5/-, darkvision 60 ft., elemental traits, fire resistance 10, SR 21; AL NE; SV Fort +15, Ref +9, Will +5; Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +9, Spot +10; Cleave, Improved Sunder, Power Attack.

Elemental Traits: Elementals are immune to poison, sleep effects, paralysis and stunning. They are not subject to critical hits or flanking. Elementals do not eat, sleep or breathe. See MM, p. 308, for more information on elemental traits.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolve and become useless immediately unless it succeeds at a Reflex save (based off of paraelemental's size; DC 22). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

Smite Good (Su): Once per day, the elemental can make a normal melee attack to deal +16 points of extra damage against a good foe.

APL 12

Guardian (3): Fiendish Ooze Paraelemental; CR 9; Huge Elemental (Earth, Water; Extraplanar); HD 16d8+40; hp 152; Init +4; Spd 20 ft., swim 50 ft.; AC 21 (touch 12, flat-footed 17) [-2 size, +4 Dex, +9 natural]; BA/G +12/+27; Atk +17 melee (2d10+10 and 1d6 acid, slam); Full Atk +17/+12/+7 melee (2d10+10 and 1d6 acid, slam); Space/Reach 15 ft./15 ft.; SA Acid, smite good; SQ Cold resistance 10, DR 5/-, darkvision 60 ft., elemental traits, fire resistance 10, SR 21; AL NE; SV Fort +15, Ref +9, Will +5; Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +9, Spot +10; Cleave, Improved Sunder, Power Attack.

Elemental Traits: Elementals are immune to poison, sleep effects, paralysis and stunning. They are not subject to critical hits or flanking. Elementals do not eat, sleep or breathe. See MM, p. 308, for more information on elemental traits.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolve and become useless immediately unless it succeeds at a Reflex save (based off of paraelemental's size; DC 22). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

Smite Good (Su): Once per day, the elemental can make a normal melee attack to deal +16 points of extra damage against a good foe.

APL 14

Guardian (2): Fiendish Greater Ooze Paraelemental; CR 11; Huge Elemental (Earth, Water; Extraplanar); HD 21d8+40; hp 199; Init +5; Spd 20 ft., swim 50 ft.; AC 22 (touch 13, flat-footed 17) [-2 size, +5 Dex, +9 natural]; BA/G +15/+31; Atk +21 melee (2d10+12 and 2d6 acid, slam); Full Atk +21/+16/+11 melee (2d10+12 and 2d6 acid, slam); Space/Reach 15 ft./15 ft.; SA Acid, smite good; SQ Cold resistance 10, DR 10/-, darkvision 60 ft., elemental traits, fire resistance 10, SR 25; AL NE; SV Fort +17, Ref +12, Will +7; Str 26, Dex 20, Con 21, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +12, Spot +12; Ability Focus (acid), Cleave, Combat Reflexes, Dodge, Improved Sunder, Power Attack.

Elemental Traits: Elementals are immune to poison, sleep effects, paralysis and stunning. They are not subject to critical hits or flanking. Elementals do not eat, sleep or breathe. See MM, p. 308, for more information on elemental traits.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolve and become useless immediately unless it succeeds at a Reflex save (based off of paraelemental's size; DC 27). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

Smite Good (Su): Once per day, the elemental can make a normal melee attack to deal +20 points of extra damage against a good foe.

Encounter Four

All APLs

Sergeant Meln Voren: Male Human, Ftr3; CR 3; Medium Humanoid; HD 3d10+6; hp 26; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14)[+2 Dex, +4 armor]; BA/G +3/+6; Atk +7 melee (1d8+3/19-20, longsword); Full Atk +7 melee (1d8+3/19-20, longsword); AL CN; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Climb +3, Handle Animal +2, Heal +1, Jump +3, Listen +1, Ride +4, Spot +1, Swim -1; Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: Chain shirt, longsword, dagger and traveler's outfit.

Encounter Five

APL 6

Allovia Aldovay: Vampire, Female Human, War2/Sor4; CR 7; Medium Undead (Augmented Humanoid); HD 6d12; hp 54; Init +7; Spd 30 ft.; AC 19 (touch 13, flat-footed 16)[+3 Dex, +6 natural]; BA/G +4/+7; Atk +7 melee (1d6+3 plus energy drain, slam) or +8 melee (1d10+4/x3, glaive) or +7 melee (1d8+3/19-20, longsword) and +2 melee (1d6+3 plus energy drain, slam) or +7 ranged (1d8/X3, longbow); Full Atk +7 melee (1d6+4 plus energy drain, slam) or +8 melee (1d10+4/X3, glaive) or +7 melee (1d8+3/19-20, longsword) or +7 ranged (1d8/X3, longbow); SA Blood drain, children of the night, create spawn, domination, energy drain; SQ Alternate form, cold resistance 10, damage reduction 10/silver and magic, darkvision 60 ft., electricity resistance 10, fast healing 5, gaseous form, natural weapons treated as magic weapons, spider climb, summon familiar, undead traits, vampire weaknesses; AL LE; SV Fort +5, Ref +7, Will +7; Str 17, Dex 16, Con -, Int 12, Wis 14, Cha 22 (24).

Skills and Feats: Bluff +15, Concentration +11, Hide +12, Knowledge (Arcana) +4, Listen +13 (+16 with familiar), Move Silently +12, Search +8, Sense Motive +11, Spellcraft +5, Spot +13, Tumble +6, Use Magic Device +9; Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Turn Resistance, Lightning Reflexes, Mobility, Spring Attack.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from

massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Vampire Weaknesses: For all their power, vampires have a number of weaknesses. See MM p. 253 for more detail.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf or dire wolf as a standard action. This ability is similar to a *polymorph* spell (caster level 12th), except that the vampire does not regain hit points for changing form and must choose from the forms mentioned here. For more detail, see MM, p. 252.

Blood Drain (Ex): A vampire can suck blood from a living creature with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 Constitution drain each round the pin is maintained. On each successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms or a pack of 3d6 wolves as a standard action. The creatures arrive in 2d6 rounds and serve the vampire for 1 hour.

Create Spawn (Su): See MM, p. 252.

Dominate (Su): A vampire can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 19) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). This ability has a range of 30 ft.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape to return to its coffin. For more detail see MM, p. 252.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 ft. (perfect).

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire is treated as an undead with 10 HD (or 14 HD with Improved Turn Resistance

feat) for the purpose of turn, rebuke, command and bolster attempts.

Possessions: Noble's outfit, masterwork glaive, longsword, longbow, 20 arrows, quiver, spell component pouch with necessary spell components, *vest of resistance* +1 and *cloak of charisma* +2.

Spells per Day(6/8/5; base DC = 17 + spell level): 0—*acid splash*, *detect magic*, *mage hand*, *prestidigitation*, *read magic*, *touch of fatigue*, 1st—*magic missile*, *ray of enfeeblement*, *shield*; 2nd—*touch of idiocy*.

Mot: Allovias Familiar, Bat, Advanced; CR –; Diminutive Magical Beast; HD 6; hp 27; Init +2; Spd 5 ft., fly 40 ft. (good); AC 18 (touch 16, flat-footed 16) [+4 Size, +2 Dex, +2 natural]; BA/G +2/-15; Atk –; Full Atk –; Face/Reach 1 ft./0 ft.; SQ Alertness, blindsense 20 ft., deliver touch spells, empathic link, improved evasion, low-light vision, share spells; AL N; SV Fort +4, Ref +4, Will +6; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 4.

Skills and Feats: Hide +14, Listen +8, Move Silently +6, Spot +6; Alertness.

Protector: Spellstitched Bulette Skeleton; CR 5; Huge Undead; HD 9d12; hp 81; Init +7; Spd 40 ft., burrow 10 ft.; AC 14 (touch 11, flat-footed 11) [-2 size, +3 Dex, +3 natural]; BA/G +4/+19; Atk +10 melee (2d8+8, bite); Full Atk +10 melee (2d8+8, bite) and +5 melee (2d6+4, 2 claws); Space/Reach 15 ft./10 ft.; SA Spell-like abilities; SQ DR 5/bludgeoning and magic and silver, immunity to cold, SR 10, turn resistance, undead traits; AL NE; SV Fort +5, Ref +8, Will +8; Str 27, Dex 17, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: No skills; Improved Initiative.

Spell-like Abilities: 2/day-*magic missile*, *ray of enfeeblement*. As 9th level Sorcerer.

Turn Resistance (Ex): A spellstitched skeleton is treated as an undead with 11 HD for the purpose of turn, rebuke, command and bolster attempts.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

APL 8

Allovias Aldovay: Vampire, Female Human, War2/Sor6; CR 9; Medium Undead (Augmented Humanoid); HD 8d12; hp 72; Init +7; Spd 30 ft.; AC 20 (touch 13, flat-footed 17)[+3 Dex, +6 natural. +1 armor]; BA/G +5/+9; Atk +9 melee (1d6+4 plus energy drain, slam) or +10 melee (1d10+6/X3, glaive) or +10 melee (1d8+4/19-20, longsword) or +9 ranged (1d8/X3, longbow); Full Atk +9 melee (1d6+4 plus energy drain, slam) or +10 melee (1d10+6/X3, glaive) or +10 melee (1d8+4/19-20, longsword) and +4 melee (1d6+4 plus energy drain, slam) or +9 ranged (1d8/X3, longbow); SA Blood drain, children of the night, create spawn, domination, energy drain; SQ Alternate form, cold resistance 10, DR 10/silver and magic, darkvision 60 ft., electricity resistance 10, fast healing 5, gaseous form, natural weapons treated as magic weapons, spider climb, summon familiar, undead traits, vampire weaknesses; AL LE; SV Fort +6, Ref +8, Will +8; Str 18, Dex 16, Con –, Int 12, Wis 14, Cha 22(24).

Skills and Feats: Bluff +15, Concentration +13, Hide +12, Knowledge (Arcana) +4, Listen +13 (+16 with familiar), Move Silently +12, Search +8, Sense Motive +11, Spellcraft +5, Spot +13, Tumble +8, Use Magic Device +10; Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Turn Resistance, Lightning Reflexes, Mobility, Spring Attack.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Vampire Weaknesses: For all their power, vampires have a number of weaknesses. See MM p. 253 for more detail.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf or dire wolf as a standard action. This ability is similar to a *polymorph* spell (caster level 12th), except that the vampire does not regain hit points for changing form and must choose from the forms mentioned here. For more detail, see MM, p. 252.

Blood Drain (Ex): A vampire can suck blood from a living creature with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 Constitution drain each round the pin is maintained. On each successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms or a pack of 3d6 wolves as a standard action. The creatures arrive in 2d6 rounds and serve the vampire for 1 hour.

Create Spawn (Su): See MM, p. 252.

Dominate (Su): A vampire can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 18) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). This ability has a range of 30 ft.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape to return to its coffin. For more detail see MM, p. 252.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 ft. (perfect).

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire is treated as an undead with 12 HD (or 16 HD with Improved Turn Resistance feat) for the purpose of turn, rebuke, command and bolster attempts.

Possessions: Noble's outfit, masterwork glaive, masterwork longsword, masterwork longbow, 20 arrows, quiver, spell component pouch with necessary spell components, *bracers of armor* +1, *cloak of charisma* +2, and *vest of resistance* +1.

Spells per Day (6/8/7/5; base DC = 17 + spell level): 0—*acid splash, detect magic, mage hand, prestidigitation, ray of frost, read magic, touch of fatigue*; 1st—*magic missile, ray of enfeeblement, shield, true strike*; 2nd—*scorching ray, touch of idiocy*; 3rd—*displacement*.

Mot: Allovias's Familiar, Bat, Advanced; CR —; Diminutive Magical Beast; HD 8; hp 36; Init +2; Spd 5 ft., fly 40 ft. (good); AC 19 (touch 16, flat-footed 17) [+4 Size, +2 Dex, +3 natural]; BA/G +2/-15; Atk —; Full Atk —; Face/Reach 1 ft./0 ft.; SQ Alertness, blindsense 20 ft., deliver touch spells, empathic link, improved evasion, low-light vision, share spells, speak with master; AL N; SV Fort +5, Ref +4, Will +7; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 4.

Skills and Feats: Hide +14, Listen +8, Move Silently +6, Spot +6; Alertness.

Protector: Spellstitched 12-Headed Hydra Skeleton; CR 7; Huge Undead; HD 12d12; hp 108; Init +6; Spd 20 ft., swim 20 ft.; AC 13 (touch 10, flat-footed 11) [-2 size, +2 Dex, +3 natural]; BA/G +6/+19; Atk +12 melee (2d8+6 bite); Full Atk +10 melee (2d8+6, 12 bites) and +5 melee (1d8+4, 2 claws); Space/Reach 15 ft./10 ft.; SA Spell-like abilities; SQ DR 5/bludgeoning or DR 10/magic and silver, immunity to cold, SR 10, turn resistance, undead traits; AL NE; SV Fort +6, Ref +8, Will +10; Str 23, Dex 14, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: No skills; Improved Initiative.

Spell-like Abilities: 2/day—*magic missile, ray of enfeeblement*. As 12th level Sorcerer

Turn Resistance (Ex): A spellstitched skeleton is treated as an undead with 14 HD for the purpose of turn, rebuke, command and bolster attempts.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

APL 10

Allovias Aldovay: Vampire, Female Human, War2/Sor8; CR 11; Medium Undead (Augmented Humanoid); HD 10d12; hp 90; Init +7; Spd 30 ft.; AC 20 (touch 13, flat-footed 17) [+3 Dex, +6 natural, +1 armor]; BA/G +6/+10; Atk +10 melee (1d6+4 plus energy drain, slam) or +11 melee (1d10+6/X3, glaive) or +10 melee (1d8+4/19-20, longsword) or +10 ranged (1d8/X3, longbow); Full Atk +10/+5 melee (1d6+4 plus energy drain, slam) or +11/+6 melee (1d10+6/X3, glaive) or +10/+5 melee (1d8+4/19-20, longsword) and +5 melee (1d6+4 plus energy drain, slam) or +10/+5 ranged (1d8/X3, longbow); SA Blood drain, children of the night, create spawn, domination, energy drain; SQ Alternate form, cold resistance 10, DR 10/silver and magic, darkvision 60 ft., electricity resistance 10, fast healing 5, gaseous form, natural weapons treated as magic weapons, spider climb, summon familiar, undead traits, vampire weaknesses; AL LE; SV Fort +6, Ref +8, Will +9; Str 18, Dex 16, Con —, Int 12, Wis 14, Cha 22(24).

Skills and Feats: Bluff +15, Concentration +15, Hide +12, Knowledge (Arcana) +4, Listen +13, Move Silently

+12, Search +8, Sense Motive +11, Spellcraft +5, Spot +13, Tumble +9, Use Magic Device +12; Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Familiar, Improved Turn Resistance, Lightning Reflexes, Mobility, Spring Attack.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Vampire Weaknesses: For all their power, vampires have a number of weaknesses. See MM p. 253 for more detail.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf or dire wolf as a standard action. This ability is similar to a *polymorph* spell (caster level 12th), except that the vampire does not regain hit points for changing form and must choose from the forms mentioned here. For more detail, see MM, p. 252.

Blood Drain (Ex): A vampire can suck blood from a living creature with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 Constitution drain each round the pin is maintained. On each successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms or a pack of 3d6 wolves as a standard action. The creatures arrive in 2d6 rounds and serve the vampire for 1 hour.

Create Spawn (Su): See MM, p. 252.

Dominate (Su): A vampire can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 18) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). This ability has a range of 30 ft.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape to return to its coffin. For more detail see MM, p. 252.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 ft. (perfect).

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire is treated as an undead with 14 HD (or 18 HD with Improved Turn Resistance feat) for the purpose of turn, rebuke, command and bolster attempts.

Possessions: Noble's outfit, masterwork glaive, longsword, masterwork longbow, 20 arrows, quiver, spell component pouch with necessary spell components, *bracers of armor* +1, *potion of eagle's splendor*, *cloak of charisma* +2, *vest of resistance* +1.

Spells per Day (6/8/8/7/4; base DC = 17 + spell level). *Spells Known:* 0—*acid splash*, *detect magic*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue*; 1st—*magic missile*, *ray of enfeeblement*, *expeditious retreat*, *shield*, *true strike*; 2nd—*ghoul touch*, *scorching ray*, *touch of idiocy*; 3rd—*dispel magic*, *displacement*; 4th—*wrack*.

Mot: Allover's Familiar, Homunculus; CR -; Tiny Construct; HD 10d8; hp 45; Init +2; Spd 20 ft., fly 50 ft. (perfect); AC 18 (touch 14, flat-footed 16) [+2 Size, +2 Dex, +4 natural]; BA/G +6/-3; Atk +5 melee (1d4-1 plus poison, bite); Full Atk +5 melee (1d4-1 plus poison, bite); Space/Reach 2 1/2 ft./0 ft.; SA Poison; SQ construct type, darkvision 60 ft., deliver touch spells, empathic link, improved evasion, low-light vision, share spells, speak with master; AL LE; SV Fort +6, Ref +8, Will +7; Str 8, Dex 15, Con -, Int 10, Wis 12, Cha 7.

Skills and Feats: Concentration +11, Diplomacy +4, Hide +14, Knowledge (Arcana) +4, Listen +5, Move Silently +8, Search +6, Sense Motive +4, Spellcraft +5, Spot +5, Survival +1, Tumble +8, Use Magic Device +3; Lightning Reflexes.

Construct Type: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, nonlethal damage, ability damage, energy drain or death from massive damage.

Poison (Ex): Injury, Fortitude DC 13, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes.

Protector: Spellstitched Titan Skeleton; CR 9; Huge Undead; HD 20d12; hp 180; Init +6; Spd 60 ft.; AC 13 (touch 10, flat-footed 11)[-2 size, +2 Dex, +3 natural];

BA/G +10/+34; Atk +26 melee (4d6/x3+24, gargantuan warhammer); Full Atk +26/+21 melee (4d6+24/x3, gargantuan warhammer) or +26 melee (1d8+16, 2 claws); Space/Reach 15 ft./15 ft.; SA Spell-like abilities; SQ DR 5/bludgeoning or DR 10/magic and silver, immunity to cold, SR 10, turn resistance, undead traits; AL NE; SV Fort +8, Ref +10, Will +12; Str 43, Dex 14, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: No skills; Improved Initiative.

Spell-like Abilities: 3/day-ray of *enfeeblement*; 1/day-magic missile. As 20th level Sorcerer.

Turn Resistance (Ex): A spellstitched skeleton is treated as an undead with 22 HD for the purpose of turn, rebuke, command and bolster attempts.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Possessions: 2 gargantuan war hammers.

APL 12

Allovia Aldovay: Vampire, Female Human, War2/Sor10; CR 13; Medium Undead (Augmented Humanoid); HD 12d12; hp 108; Init +7; Spd 30 ft.; AC 20 (touch 13, flat-footed 17)[+3 Dex, +6 natural, +1 armor]; BA/G +7/+11; Atk +11 melee (1d6+4 plus energy drain, slam) or +12 melee (1d10+6/X3, glaive) or +11 melee (1d8+4/19-20, longsword) or +11 ranged (1d8/X3, longbow); Full Atk +11/+6 melee (1d6+4 plus energy drain, slam) or +12/+7 melee (1d10+6/X3, glaive) or +11/+6 melee (1d8+4/19-20, longsword) and +6 melee (1d6+4 plus energy drain, slam) or +11/+6 ranged (1d8/X3, longbow); SA Blood drain, children of the night, create spawn, domination, energy drain; SQ Alternate form, cold resistance 10, DR 10/silver and magic, darkvision 60 ft., electricity resistance 10, fast healing 5, gaseous form, natural weapons treated as magic weapons, spider climb, summon familiar, undead traits, vampire weaknesses; AL LE; SV Fort +7, Ref +9, Will +10; Str 18, Dex 16, Con -, Int 12, Wis 14, Cha 23(27).

Skills and Feats: Bluff +16, Concentration +16, Hide +12, Knowledge (Arcana) +4, Listen +13, Move Silently +12, Search +8, Sense Motive +11, Spellcraft +5, Spot +13, Tumble +10, Use Magic Device +15; Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Familiar, Improved Turn Resistance,

Lightning Reflexes, Mobility, Spell Focus (Necromancy), Spring Attack.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Vampire Weaknesses: For all their power, vampires have a number of weaknesses. See MM p. 253 for more detail.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf or dire wolf as a standard action. This ability is similar to a *polymorph* spell (caster level 12th), except that the vampire does not regain hit points for changing form and must choose from the forms mentioned here. For more detail, see MM, p. 252.

Blood Drain (Ex): A vampire can suck blood from a living creature with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 Constitution drain each round the pin is maintained. On each successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms or a pack of 3d6 wolves as a standard action. The creatures arrive in 2d6 rounds and serve the vampire for 1 hour.

Create Spawn (Su): See MM, p. 252.

Dominate (Su): A vampire can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 18) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). This ability has a range or 30 ft.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically

assumes gaseous form and attempts to escape to return to its coffin. For more detail see MM, p. 252.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 ft. (perfect).

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire is treated as an undead with 16 HD (or 20 HD with Improved Turn Resistance feat) for the purpose of turn, rebuke, command and bolster attempts.

Possessions: Noble's outfit, masterwork glaive, longsword, masterwork longbow, 20 arrows, quiver, spell component pouch with necessary spell components, *bracers of armor* +1, *potion of eagle's splendor*, *cloak of charisma* +4, and *vest of resistance* +1.

Spells per Day (6/8/8/8/7/4; base DC = 18 + spell level + 1 (Necromancy, only))

Spells Known: 0—*acid splash*, *detect magic*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*, 1st—*magic missile*, *ray of enfeeblement*, *expeditious retreat*, *shield*, *true strike*; 2nd—*ghoul touch*, *scorching ray*, *see invisibility*, *touch of idiocy*; 3rd—*dispel magic*, *displacement*, *vampiric touch*; 4th—*greater invisibility*, *wrack*; 5th—*feeblemind*.

Mot: Allovias's Familiar, Homunculus; CR –; Tiny Construct; HD 12d8; hp 54; Init +2; Spd 20 ft., fly 50 ft. (perfect); AC 19 (touch 14, flat-footed 17) [+2 Size, +2 Dex, +5 natural]; BA/G +7/-2; Atk +6 melee (1d4-1 plus poison, bite); Full Atk +6 melee (1d4-1 plus poison, bite); Space/Reach 2 ½ ft./0 ft.; SA Poison; SQ construct type, darkvision 60 ft., deliver touch spells, empathic link, improved evasion, low-light vision, share spells, speak with master; AL LE; SV Fort +7, Ref +9, Will +8; Str 8, Dex 15, Con –, Int 10, Wis 12, Cha 7.

Skills and Feats: Concentration +13, Diplomacy +4, Hide +14, Knowledge (Arcana) +4, Listen +5, Move Silently +8, Search +6, Sense Motive +4, Spellcraft +5, Spot +5, Survival +1, Tumble +9, Use Magic Device +5; Lightning Reflexes.

Construct Type: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, nonlethal damage, ability damage, energy drain or death from massive damage.

Poison (Ex): Injury, Fortitude DC 13, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes.

Possessions: *Wand of magic missiles* (9th level).

Spells Active: While within the Handmaiden's Tomb (area 21, Encounter 5), this evil creature benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks

made or effects created by good creatures has not been applied to the stat block above. Also, this evil creature gains the benefits of a *freedom of movement* spell.

Protector: Spellstitched Abyssal Ghoul; CR 11; Medium Undead (Extraplanar); HD 16d12; hp 104; Init +3; Spd 40 ft.; AC 27 (touch 13, flat-footed 27) [+3 Dex, +14 natural]; BA/G +8/+15; Atk +15 melee (1d4+7+disease, front claw); Full Atk +15 melee (1d4+7+disease, 2 front claw) and +15 melee (2d4+4+disease, rear claws); SA Disease, improved grab, sneak attack +5d6, spell-like abilities, Wisdom drain 1d6; SQ Acid resistance 20, blindsight 90 ft., cold resistance 20, DR 10/magic and silver, *deathwatch*, electricity immunity, fire resistance 20, turn resistance, uncanny dodge, undead traits; SR 20; AL CE; SV Fort +7, Ref +12, Will +15; Str 25, Dex 16, Con –, Int 14, Wis 15, Cha 18.

Skills and Feats: Balance +20, Climb +20, Hide +20, Jump +22, Move Silently +20, Tumble +20; Dodge, Improved Turn Resistance, Lightning Reflexes, Mobility, Multiattack, Spring Attack.

Spell-like Abilities: 3/day-*ghoul touch*, *ray of enfeeblement*; 1/day-*dimension door*, *fireball*, *fog cloud*, *magic missile*, *vampiric touch*, *wrack*. As 16th level Sorcerer. DC = 14 + spell level.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Blindsight (Ex): An abyssal ghoul is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90 feet. An abyssal ghoul usually does not need to make a Spot or Listen check to notice creatures within range of its blindsight.

Disease (Ex): Any creature hit by an abyssal ghoul's front claw or rear claws must succeed on a Fortitude Save (DC 18) or contract demon fever. After an incubation period of 1 day, the disease deals 16 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another Fortitude save (DC 18) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 18) or 1 point of

the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex): If an abyssal ghoul hits an opponent its own size of smaller with both front claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin and use its Wisdom drain ability on the next grapple check. Alternatively, the abyssal ghoul has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (-20 penalty on grapple checks, but the ghoul is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both its front claws.

Sneak Attack (Ex): Any time an abyssal ghoul's target is denied a Dexterity bonus, or when an abyssal ghoul flanks a target, the ghoul deals an additional 5d6 points of damage on a successful melee attack.

Turn Resistance (Ex): A spellstitched abyssal ghoul is treated as an undead with 18 HD (or 22 HD with improved turn resistance) for the purpose of turn, rebuke, command and bolster attempts.

Uncanny Dodge (Ex): An abyssal ghoul retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue 20th level or higher.

Deathwatch (Sp): This ability functions like the *deathwatch* spell, except that it is always active and an abyssal ghoul always knows how near death all creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Wisdom Drain (Su): If an abyssal ghoul successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghoul automatically drains an additional 1d6 points of Wisdom. A creature reduced to 0 Wisdom by an abyssal ghoul becomes unconscious until at least 1 point of Wisdom is restored.

APL 14

Allovia Aldovay: Vampire, Female Human, War2/Sor12; CR 15; Medium Undead (Augmented Humanoid); HD 14d12; hp 126; Init +7; Spd 30 ft.; AC 22 (touch 14, flat-footed 19) [+3 Dex, +6 natural, +1 deflection, +2 armor]; BA/G +8/+12; Atk +12 melee (1d6+4 plus energy drain, slam) or +13 melee (1d10+6/X3, glaive) or +12 melee (1d8+4/19-20, longsword) or +12 ranged (1d8/X3, longbow); Full Atk +12/+7 melee (1d6+4 plus energy

drain, slam) or +13/+8 melee (1d10+6/X3, glaive) or +12/+7 melee (1d8+4/19-20, longsword) and +7 melee (1d6+4 plus energy drain, slam) or +12/+7 ranged (1d8/X3, longbow); SA Blood drain, children of the night, create spawn, domination, energy drain; SQ Alternate form, cold resistance 10, DR 10/silver and magic, darkvision 60 ft., electricity resistance 10, fast healing 5, gaseous form, natural weapons treated as magic weapons, spider climb, summon familiar, undead traits, vampire weaknesses; AL LE; SV Fort +9, Ref +11, Will +12; Str 18, Dex 16, Con -, Int 12, Wis 14, Cha 23(27).

Skills and Feats: Bluff +16, Concentration +18, Hide +12, Knowledge (Arcana) +4, Listen +13, Move Silently +12, Search +8, Sense Motive +11, Spellcraft +5, Spot +13, Tumble +11, Use Magic Device +17; Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Familiar, Improved Turn Resistance, Lightning Reflexes, Mobility, Spell Focus (Necromancy), Spring Attack.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Vampire Weaknesses: For all their power, vampires have a number of weaknesses. See MM p. 253 for more detail.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf or dire wolf as a standard action. This ability is similar to a *polymorph* spell (caster level 12th), except that the vampire does not regain hit points for changing form and must choose from the forms mentioned here. For more detail, see MM, p. 252.

Blood Drain (Ex): A vampire can suck blood from a living creature with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 Constitution drain each round the pin is maintained. On each successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms or a pack of 3d6 wolves as a standard action. The creatures arrive in 2d6 rounds and serve the vampire for 1 hour.

Create Spawn (Su): See MM, p. 252.

Dominate (Su): A vampire can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 18) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). This ability has a range of 30 ft.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape to return to its coffin. For more detail see MM, p. 252.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 ft. (perfect).

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire is treated as an undead with 18 HD (or 22 HD with Improved Turn Resistance feat) for the purpose of turn, rebuke, command and bolster attempts.

Possessions: Noble's outfit, masterwork glaive, longsword, masterwork longbow, 20 arrows, quiver, spell component pouch with necessary spell components, *bracers of armor* +2, *potion of eagle's splendor*, *cloak of charisma* +4, *vest of resistance* +2 and *ring of protection* +1.

Spells per Day (6/8/8/8/8/7/5; base DC = 18 + spell level + 1 (Necromancy, only))

Spells Known: 0—*acid splash*, *detect magic*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*, 1st—*magic missile*, *ray of enfeeblement*, *expeditious retreat*, *shield*, *true strike*; 2nd—*bull's strength*, *ghoul touch*, *scorching ray*, *see invisibility*, *touch of idiocy*; 3rd—*dispel magic*, *displacement*, *fly*, *vampiric touch*; 4th—*dimension door*, *greater invisibility*, *wrack*; 5th—*cone of cold*, *feeblemind*; 6th—*disintegrate*.

Mot: Allovias's Familiar, Homunculus; CR -; Tiny Construct; HD 14d8; hp 63; Init +2; Spd 20 ft., fly 50 ft. (perfect); AC 20 (touch 14, flat-footed 18) [+2 Size, +2 Dex, +6 natural]; BA/G +8/-1; Atk +7 melee (1d4-1 plus poison, bite); Full Atk +7 melee (1d4-1 plus poison, bite); Space/Reach 2 1/2 ft./0 ft.; SA Poison; SQ construct type, darkvision 60 ft., deliver touch spells, empathic link,

improved evasion, low-light vision, share spells, speak with master; AL LE; SV Fort +8, Ref +10, Will +9; Str 8, Dex 15, Con -, Int 10, Wis 12, Cha 7.

Skills and Feats: Concentration +15, Diplomacy +4, Hide +14, Knowledge (Arcana) +4, Listen +6, Move Silently +8, Search +6, Sense Motive +4, Spellcraft +5, Spot +5, Survival +1, Tumble +10, Use Magic Device +7; Lightning Reflexes.

Construct Type: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, nonlethal damage, ability damage, energy drain or death from massive damage.

Poison (Ex): Injury, Fortitude DC 13, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes.

Possessions: *wand of magic missiles* (9th level).

Protector: Spellstitched Abyssal Ghoul; CR 11; Medium Undead (Extraplanar); HD 16d12; hp 104; Init +3; Spd 40 ft.; AC 27 (touch 13, flat-footed 27) [+3 Dex, +14 natural]; BA/G +8/+15; Atk +15 melee (1d4+7+disease, front claw); Full Atk +15 melee (1d4+7+disease, 2 front claw) and +15 melee (2d4+4+disease, rear claws); SA Disease, improved grab, sneak attack +5d6, spell-like abilities, Wisdom drain 1d6; SQ Acid resistance 20, blindsight 90 ft., cold resistance 20, DR 10/magic and silver, *deathwatch*, electricity immunity, fire resistance 20, turn resistance, uncanny dodge, undead traits; SR 20; AL CE; SV Fort +7, Ref +12, Will +15; Str 25, Dex 16, Con -, Int 14, Wis 15, Cha 18.

Skills and Feats: Balance +20, Climb +20, Hide +20, Jump +22, Move Silently +20, Tumble +20; Dodge, Improved Turn Resistance, Lightning Reflexes, Mobility, Multiattack, Spring Attack.

Spell-like Abilities: 3/day-*ghoul touch*, *ray of enfeeblement*; 1/day-*dimension door*, *fireball*, *fog cloud*, *magic missile*, *vampiric touch*, *wrack*. As 16th level Sorcerer. DC = 14 + spell level.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Blindsight (Ex): An abyssal ghoul is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings.

This ability enables it to discern objects and creatures within 90 feet. An abyssal ghou usually does not need to make a Spot or Listen check to notice creatures within range of its blindsight.

Disease (Ex): Any creature hit by an abyssal ghou's front claw or rear claws must succeed on a Fortitude Save (DC 18) or contract demon fever. After an incubation period of 1 day, the disease deals 16 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another Fortitude save (DC 18) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 18) or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex): If an abyssal ghou hits an opponent its own size of smaller with both front claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin and use its Wisdom drain ability on the next grapple check. Alternatively, the abyssal ghou has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (-20 penalty on grapple checks, but the ghou is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both its front claws.

Sneak Attack (Ex): Any time an abyssal ghou's target is denied a Dexterity bonus, or when an abyssal ghou flanks a target, the ghou deals an additional 5d6 points of damage on a successful melee attack.

Turn Resistance (Ex): A spellstitched abyssal ghou is treated as an undead with 18 HD (or 22 HD with improved turn resistance) for the purpose of turn, rebuke, command and bolster attempts.

Uncanny Dodge (Ex): An abyssal ghou retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue 20th level or higher.

Deathwatch (Sp): This ability functions like the *deathwatch* spell, except that it is always active and an abyssal ghou always knows how near death all creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Wisdom Drain (Su): If an abyssal ghou successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghou automatically drains an additional 1d6 points of Wisdom.

A creature reduced to 0 Wisdom by an abyssal ghou becomes unconscious until at least 1 point of Wisdom is restored.

Encounter Six

APL 6

Mistress: Female Mummy (Mummified Creature), Clr5; CR 8; Medium Undead (Augmented Human); HD 5d12; hp 48 (58); Init +1; Spd 20 ft.; AC 21 (touch 12, flat-footed 20) [+1 Dex, +8 natural, +1 armor, +1 deflection]; BA/G +3/+4; Atk +5 melee (2d4+1/x4, *scythe* +1) or +4 melee (1d8+1 plus mummy rot, slam) or +0 ranged (1d8/x3, longbow); Full Atk +5 melee (2d4+1/x4, *scythe* +1) or +4 melee (1d8+1 plus mummy rot, slam) or +0 ranged (1d8/x3, longbow); SA Despair, mummy rot, spells; SQ DR 5/-, darkvision 60 ft., rebuke undead (6/day), spontaneously cast *inflict* spells, undead traits, vulnerability to fire; AL LE; SV Fort +5, Ref +5, Will +11; Str 13, Dex 12, Con -, Int 10, Wis 23, Cha 16.

Skills and Feats: Concentration +11, Diplomacy +4, Heal +7, Hide +2, Knowledge (Arcana) +1, Knowledge (History) +1, Knowledge (Religion) +4; Listen +10, Move Silently +2, Search +1, Sense motive +10, Spellcraft +2, Spot +10, Tumble +3; Improved Turn Resistance, Lightning Reflexes, Martial Weapon Proficiency (Scythe).

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Despair (Su): At the mere sight of a mummified creature, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, the creature cannot be affected again by that mummy's despair ability for 24 hours.

Mummy Rot (Su): Supernatural disease – natural disease, Fortitude (DC 15), incubation period 1 minute; damage 1d6 Constitution and 1d6 Charisma.

Unlike normal diseases, mummy rot persists until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to case any conjuration

(healing) spell on a creature afflicted with mummy rot must make a DC 20 caster level check, or else the spell has no effects on the afflicted creature.

To eliminate mummy rot, the curse must first be broken with a *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies shrivels away into sand and dust that blows away into nothing at the first wind.

Vulnerability to Fire (Ex): A mummified creature takes half again as much (+50%) damage as normal from fire attacks.

Possessions: *Scythe* +1, spell component pouch with necessary spell components, silver holy symbol (2), longbow, arrows (20), noble's outfit, *cloak of resistance* +1, *bracers of armor* +1, and *ring of protection* +1.

Spells Prepared (5/5+1/4+1/2+1; base DC = 16 + spell level): 0—*create water* (2), *detect magic*, *inflict minor wounds*, *mending*; 1st—*cause fear**, *bane*, *divine favor*, *endure elements*, *protection from good*, *shield of faith*; 2nd—*invisibility**, *bull's strength*, *resist energy* (fire), *silence*, *spiritual weapon*; 3rd—*nondetection**, *wrack* (2).

*Domain spell. *Domains:* [Death (Once per day, death touch. Death touch is a supernatural ability that produces a death effect on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies (no save)); Trickery (Add Bluff, Disguise and Hide as cleric class skills)].

Turning Note: Due to the improved turn resistance feat, treat the Mistress as a 9 HD creature for the purpose of turn, rebuke, command and bolster attempts.

Spells Active: While within the Mistress's Tomb (area 29, Encounter 6), this creature benefits from the effects of a *desecrate* spell which provides a -6 profane penalty on turning checks, a +2 profane bonus to attack rolls, damage and saving throws, as well as +2 hit points per HD for undead in the area. None of these bonuses to attack rolls, damage, AC or saving throws have been incorporated into the stat block above. Augmented hit point total for an undead creature is included in parenthesis.

Lesser Guardian (Tall Mithral Androsphinx): Animated Object; CR 3; Large Construct, Modified; HD 4d10+30; hp 60; Init +0; Spd 40 ft.; AC 14 (touch 8, flat-footed 13) [-1 size, +5 natural]; BA/G +3/+11; Atk +6 melee (1d8+6, slam); Full Atk +6 melee (1d8+6, slam); Space/Reach 10 ft./10 ft.; SA Trample 1d8+6; SQ Construct traits, darkvision 60 ft., hardness 15 (mithral),

low-light vision; AL N; SV Fort +1, Ref +1, Will -4; Str 18, Dex 10, Con -, Int -, Wis 1, Cha 1.

Construct Traits: Constructs are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). They are also immune to poison, sleep effects, paralysis, stunning, disease, death effects and necromancy effects. Constructs are not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are immune to any effects that require a Fortitude save (unless the effect also works on objects, or is harmless) and are not at risk of death from massive damage. Constructs do not eat, sleep, or breathe.

Trample (Ex): Reflex DC 16 half.

Greater Guardian (Tall Mithral Androsphinx): Animated Object; CR 5; Huge Construct, Modified; HD 8d10+40; hp 100; Init -1; Spd 40 ft.; AC 13 (touch 7, flat-footed 13) [-2 size, -1 Dex, +6 natural]; BA/G +6/+20; Atk +10 melee (2d6+7, slam); Full Atk +10 melee (2d6+7, slam); Space/Reach 15 ft./15 ft.; SA Trample 2d6+7; SQ Construct traits, darkvision 60 ft., hardness 15 (mithral), low-light vision; AL N; SV Fort +2, Ref +1, Will -3; Str 20, Dex 10, Con -, Int -, Wis 1, Cha 1.

Construct Traits: Constructs are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). They are also immune to poison, sleep effects, paralysis, stunning, disease, death effects and necromancy effects. Constructs are not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are immune to any effects that require a Fortitude save (unless the effect also works on objects, or is harmless) and are not at risk of death from massive damage. Constructs do not eat, sleep, or breathe.

Trample (Ex): Reflex DC 19 half.

APL 8

Mistress: Female Mummy (Mummified Creature), Clr7; CR 10; Medium Undead (Augmented Human); HD 7d12; hp 67 (81); Init +1; Spd 20 ft.; AC 21 (touch 12, flat-footed 20) [+1 Dex, +8 natural, +1 armor, +1 deflection]; BA/G +5/+6; Atk +3 melee (2d4+1/x4, *scythe* +1) or +6 melee (1d8+1 plus mummy rot, slam) or +2 ranged (1d8/x3, longbow); Full Atk +3 melee (2d4+1/x4, *scythe* +1) or +6 melee (1d8+1 plus mummy rot, slam) or +2 ranged (1d8/x3, longbow); SA Despair, mummy rot, spells; SQ DR 5/-, darkvision 60 ft., rebuke undead (6/day), spontaneously cast *inflict* spells, undead traits, vulnerability to fire; AL LE; SV Fort +6, Ref +6, Will +13; Str 13, Dex 12, Con -, Int 10, Wis 23 (25), Cha 16.

Skills and Feats: Concentration +13, Diplomacy +4, Heal +7, Hide +2, Knowledge (Arcana) +1, Knowledge (History) +1, Knowledge (Religion) +6; Listen +12, Move

Silently +2, Search +1, Sense motive +11, Spellcraft +2, Spot +12, Tumble +3; Divine Metamagic (Quicken Spell), Improved Turn Resistance, Lightning Reflexes, Quicken Spell.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Despair (Su): At the mere sight of a mummified creature, the viewer must succeed at a Will save (DC 16) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, the creature cannot be affected again by that mummy's despair ability for 24 hours.

Mummy Rot (Su): Supernatural disease – natural disease, Fortitude (DC 16), incubation period 1 minute; damage 1d6 Constitution and 1d6 Charisma.

Unlike normal diseases, mummy rot persists until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to case any conjuration (healing) spell on a creature afflicted with mummy rot must make a DC 20 caster level check, or else the spell has no effects on the afflicted creature.

To eliminate mummy rot, the curse must first be broken with a *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies shrivels away into sand and dust that blows away into nothing at the first wind.

Vulnerability to Fire (Ex): A mummified creature takes half again as much (+50%) damage as normal from fire attacks.

Possessions: *Scythe* +1, spell component pouch with necessary spell components, silver holy symbol (2), longbow, arrows (20), noble's outfit, *cloak of resistance* +1, *bracers of armor* +1, *peridot of wisdom* +2 and *ring of protection* +1.

Spells Prepared (6/6+1/5+1/4+1/2+1; base DC = 17 + spell level): 0—*create water* (2), *detect magic*, *inflict minor wounds* (2), *mending*; 1st—*cause fear**; *bane*, *divine favor*, *endure elements*, *inflict light wounds*,

protection from good, *shield of faith*; 2nd—*invisibility**, *bull's strength*, *eagle's splendor*, *resist energy*, *silence*, *spiritual weapon*; 3rd—*nondetection**, *curse of petty failing*, *protection from energy* (fire), *wrack* (2); 4th—*confusion**, *recitation*, *spell immunity*.

*Domain spell. *Domains:* [Death (Once per day, death touch. Death touch is a supernatural ability that produces a death effect on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies (no save)); Trickery (Add Bluff, Disguise and Hide as cleric class skills)].

Turning Note: Due to the improved turn resistance feat, treat the Mistress as an 11 HD creature for the purpose of turn, rebuke, command and bolster attempts.

Spells Active: While within the Mistress's Tomb (area 29, Encounter 6), this creature benefits from the effects of a *desecrate* spell which provides a –6 profane penalty on turning checks, a +2 profane bonus to attack rolls, damage and saving throws, as well as +2 hit points per HD for undead in the area. None of these bonuses to attack rolls, damage, AC or saving throws have been incorporated into the stat block above. Augmented hit point total for an undead creature is included in parenthesis.

Guardian: Shield Guardian; See MM, pp. 223-224.

Spell Storing (Sp): The shield guardian stores the arcane spell *displacement* (17th level caster) and may cast it at the Mistress upon command or when she is attacked.

APL 10

Mistress: Female Mummy (Mummified Creature), Clr; CR 12; Medium Undead (Augmented Human); HD 9d12; hp 86 (104); Init +1; Spd 20 ft.; AC 21 (touch 12, flat-footed 20) [+1 Dex, +8 natural, +1 armor, +1 deflection]; BA/G +6/+7; Atk +4 melee (2d4+1/x4, *scythe* +1) or +7 melee (1d8+1 plus mummy rot, slam) or +3 ranged (1d8/x3, longbow); Full Atk +4/-1 melee (2d4+1/x4, *scythe* +1) or +6/+1 melee (1d8+1 plus mummy rot, slam) or +3/-2 ranged (1d8/x3, longbow); SA Despair, mummy rot, spells; SQ DR 5/-, darkvision 60 ft., rebuke undead (10/day), spontaneously cast *inflict* spells, undead traits, vulnerability to fire; AL LE; SV Fort +7, Ref +7, Will +15; Str 13, Dex 12, Con -, Int 10, Wis 24 (28), Cha 16.

Skills and Feats: Concentration +15, Diplomacy +4, Heal +7, Hide +2, Knowledge (Arcana) +2, Knowledge (History) +1, Knowledge (Religion) +6; Listen +14, Move Silently +2, Search +1, Sense motive +11, Spellcraft +2, Spot +14, Tumble +5; Divine Metamagic (Quicken Spell), Extra Turning, Improved Turn Resistance, Lightning Reflexes, Quicken Spell.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Despair (Su): At the mere sight of a mummified creature, the viewer must succeed at a Will save (DC 17) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, the creature cannot be affected again by that mummy's despair ability for 24 hours.

Mummy Rot (Su): Supernatural disease – natural disease, Fortitude (DC 17), incubation period 1 minute; damage 1d6 Constitution and 1d6 Charisma.

Unlike normal diseases, mummy rot persists until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must make a DC 20 caster level check, or else the spell has no effects on the afflicted creature.

To eliminate mummy rot, the curse must first be broken with a *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies shrivels away into sand and dust that blows away into nothing at the first wind.

Vulnerability to Fire (Ex): A mummified creature takes half again as much (+50%) damage as normal from fire attacks.

Possessions: *Scythe* +1, spell component pouch with necessary spell components, silver holy symbol (2), longbow, arrows (20), noble's outfit, *cloak of resistance* +1, *bracers of armor* +1, *periapt of wisdom* +4 and *ring of protection* +1.

Spells Prepared (6/7+1/6+1/5+1/4+1/3+1; base DC = 19 + spell level): 0—*create water* (2), *detect magic*, *inflict minor wounds* (2), *mending*; 1st—*cause fear**; *bane*, *divine favor*, *endure elements*, *entropic shield*, *inflict light wounds*, *protection from good*, *shield of faith*; 2nd—*invisibility**, *bull's strength*, *eagle's splendor*, *resist energy*, *silence*, *sound burst*, *spiritual weapon*; 3rd—*nondetection**, *dispel magic*, *Legion's conviction*,

protection from energy (fire), *wrack* (2); 4th—*confusion**, *inflict critical wounds*, *recitation*, *restoration*, *spell immunity*; 5th—*slay living**, *flame strike*, *legion's curse of petty failing*, *righteous might*.

*Domain spell. **Domains:** [Death (Once per day, death touch. Death touch is a supernatural ability that produces a death effect on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies (no save)); Trickery (Add Bluff, Disguise and Hide as cleric class skills)].

Turning Note: Due to the improved turn resistance feat, treat the Mistress as a 13 HD creature for the purpose of turn, rebuke, command and bolster attempts.

Spells Active: While within the Mistress's Tomb (area 29, Encounter 6), this creature benefits from the effects of a *desecrate* spell which provides a –6 profane penalty on turning checks, a +2 profane bonus to attack rolls, damage and saving throws, as well as +2 hit points per HD for undead in the area. None of these bonuses to attack rolls, damage, AC or saving throws have been incorporated into the stat block above. Augmented hit point total for an undead creature is included in parenthesis.

APL 12

Mistress: Female Lich, War2/Clr11; CR 14; Medium Undead (Augmented Human); HD 13d12; hp 117 (143); Init +2; Spd 30 ft.; AC 19 (touch 13, flat-footed 17)[+2 Dex, +5 natural, +1 deflection, +1 armor]; BA/G +10/+10; Atk +11 melee (2d4+1/x4, *scythe* +1) or +10 melee (1d8+5 negative energy plus paralysis, touch) or +12 ranged (1d8/x3, longbow); Full Atk +11/+6 melee (2d4+1/x4, *scythe* +1) or +10/+5 melee (1d8+5 negative energy plus paralysis, touch) or +12/+7 ranged (1d8/x3, longbow); SA Damaging touch, fear aura, paralyzing touch, spells; SQ Cold immunity, DR 15/bludgeoning and magic, darkvision 60 ft., electricity immunity, immunity to polymorph and mind affecting attacks, rebuke undead (9/day), spontaneously cast *inflict* spells, turn resistance, undead traits; AL NE; SV Fort +11, Ref +8, Will +18; Str 10, Dex 14, Con -, Int 16, Wis 26(30), Cha 14.

Skills and Feats: Concentration +18, Diplomacy +5, Heal +8, Hide +10, Knowledge (Arcana) +7, Knowledge (History) +4, Knowledge (Religion) +10; Listen +19, Move Silently +10, Search +10, Sense Motive +19, Spellcraft +9, Spot +19, Tumble +10; Divine Metamagic (Quicken Spell), Domain Spontaneity (Death Domain), Extra Turning, Improved Turn Resistance, Lightning Reflexes, Quicken Spell.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects),

poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Fear Aura (Su): Lich's are surrounded in a dreadful aura death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save (DC 18) or be affected as though by a *fear* spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save (DC 18) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, page 203 of the *Player's Handbook*). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a Spot Check (DC 20) or a Heal Check (DC 15) reveals that the victim is still alive.

Turn Resistance (Ex): A lich is treated as an undead with 17 HD (or 21 HD with improved turn resistance) for the purpose of turn, rebuke, command and bolster attempts.

Possessions: *Scythe* +1, spell component pouch with necessary spell components, silver holy symbol (2), longbow, arrows (20), noble's outfit, *cloak of resistance* +1, *boots of speed*, *bracers of armor* +1, *periapt of wisdom* +4 and *ring of protection* +1.

Spells Prepared (6/8+1/7+1/6+1/5+1/3+1/3+1; base DC = 20 + spell level): 0—*create water* (2), *detect magic*, *inflict minor wounds* (3), *mending*, 1st—*cause fear**, *bane*, *divine favor*, *endure elements*, *entropic shield*, *inflict light wounds* (2), *protection from good*, *shield of faith*; 2nd—*invisibility**, *bull's strength*, *calm emotions*, *eagle's splendor*, *resist energy*, *silence*, *sound burst*, *spiritual weapon*; 3rd—*nondetection**, *dispel magic* (2), *invisibility purge*, *Legion's conviction*, *wrack* (2); 4th—*confusion**, *freedom of movement*, *inflict critical wounds*, *Legion's shield of faith*, *recitation*, *spell immunity*; 5th—*slay living**, *flame strike*, *Legion's curse of petty failing*, *righteous might*; 6th—*mislead**, *anti-life shell*, *blade barrier*, *harm*.

*Domain spell. *Domains:* [Death (Once per day, death touch. Death touch is a supernatural ability that produces a death effect on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level. If the total at least

equals the creature's current hit points, it dies (no save)); Trickery (Add Bluff, Disguise and Hide as cleric class skills)].

Spells Active: While within the Mistress's Tomb (area 29, Encounter 6), this creature benefits from the effects of a *desecrate* spell which provides a -6 profane penalty on turning checks, a +2 profane bonus to attack rolls, damage and saving throws, as well as +2 hit points per HD for undead in the area. None of these bonuses to attack rolls, damage, AC or saving throws have been incorporated into the stat block above. Augmented hit point total for an undead creature is included in parenthesis.

Guardian: Spellstitched Bone Naga; CR 12; Large Undead; HD 15d12; hp 135 (165); Init +6; Spd 40 ft.; AC 17 (touch 11, flat-footed 15) [-1 size, +2 Dex, +6 natural]; BA/G +6/+9; Atk +9 melee (2d4+3+poison, sting); Full Atk +9 melee (2d4+3+poison, sting) and +4 melee (1d4+1+poison, bite); Space/Reach 10 ft./10 ft.; SA Poison, spells; SQ Cold immunity, DR 10/magic and silver or 5/bludgeoning or slashing, detect thoughts, guarded thoughts, SR 23, telepathy, turn resistance, undead traits; AL LE; SV Fort +7, Ref +11, Will +13; Str 16, Dex 14, Con -, Int 16, Wis 15, Cha 18.

Skills and Feats: Bluff +22, Concentration +21, Diplomacy +8, Hide +16, Intimidate +24, Listen +20, Sense Motive +20, Spellcraft +21, Spot +20; Combat Casting, Empower Spell, Improved Initiative, Improved Turn Resistance, Lightning Reflexes, Spell Focus (Evocation), Spell Focus (Necromancy).

Spellstitched Spell-like Abilities: 3/day-*ghoul touch*, *ray of enfeeblement*; 1/day-*dimension door*, *fireball*, *fog cloud*, *magic missile*, *vampiric touch*, *wrack*. As 15th level Sorcerer. DC = 14 + spell level + 1 (Evocation and Necromancy Only).

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Poison (Ex): A bone naga delivers its poison via successful bite or sting attacks. The poison from its bite (Fortitude save DC 17) has the same initial and secondary damage (1d4 points of Strength damage). The poison from its sting (Fortitude save DC 17) is more virulent; its

initial damage is 1d4 points of Constitution drain, and the secondary damage is 1d4 points of Constitution damage.

Turn Resistance (Ex): A spellstitched bone naga is treated as an undead with 17 HD (or 21 HD with improved turn resistance) for the purpose of turn, rebuke, command and bolster attempts.

Sorcerer Spells: A bone naga casts spells as a 14th-level sorcerer.

Spells per Day (6/7/7/7/6/5/3; base DC = 14 + spell level + 1 (Evocation and Necromancy Only)): 0—*acid splash, detect magic, mage hand, mending, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*magic missile, ray of enfeeblement, expeditious retreat, shield, true strike*; 2nd—*ghoul touch, scorching ray, see invisibility, spectral hand, touch of idiocy*; 3rd—*dispel magic, displacement, lightning bolt, slow*; 4th—*enervation, greater invisibility, stonewall, wrack*; 5th—*cone of cold, feeblemind, overland flight*; 6th—*chain lightning, disintegrate*; 7th—*forcecage*.

Detect Thoughts (Su): A bone naga can continuously detect the thoughts of those around it. This ability functions like a *detect thought* spell (caster level 9th; Will save DC 15) and it is always active.

Guarded Thoughts (Su): Because of their ability to shield their thoughts, bone nagas are immune to any form of mind-reading.

Telepathy (Su): A bone naga can communicate telepathically with any creature within 250 feet that has a language.

APL 14

Mistress: Female Lich, War2/Clr13; CR 16; Medium Undead (Augmented Human); HD 15d12; hp 135 (165); Init +2; Spd 30 ft.; AC 21 (touch 13, flat-footed 19)[+2 Dex, +5 natural, +1 deflection, +3 armor]; BA/G +11/+11; Atk +12 melee (2d4+1/x4, *scythe +1*) or +11 melee (1d8+5 negative energy plus paralysis, touch) or +13 ranged (1d8/x3, longbow); Full Atk +12/+7 melee (2d4+1/x4, *scythe +1*) or +11/+6 melee (1d8+5 negative energy plus paralysis, touch) or +13/+8 ranged (1d8/x3, longbow); SA Damaging touch, fear aura, paralyzing touch, spells; SQ Cold immunity, DR 15/bludgeoning and magic, darkvision 60 ft., electricity immunity, immunity to polymorph and mind affecting attacks, rebuke undead (13/day), spontaneously cast *inflict* spells, turn resistance, undead traits; AL NE; SV Fort +14, Ref +11, Will +21; Str 10, Dex 14, Con -, Int 16, Wis 26(30), Cha 14.

Skills and Feats: Concentration +20, Diplomacy +5, Heal +8, Hide +10, Knowledge (Arcana) +7, Knowledge (History) +5, Knowledge (Religion) +12; Listen +20, Move Silently +10, Search +13, Sense Motive +120, Spellcraft +7, Spot +20, Tumble +11; Divine Metamagic (Quicken Spell), Domain Spontaneity (Death Domain),

Extra Turning, Extra Turning, Improved Turn Resistance, Lightning Reflexes, Quicken Spell.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Fear Aura (Su): Lich's are surrounded in a dreadful aura death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save (DC 19) or be affected as though by a *fear* spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save (DC 19) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, page 203 of the *Player's Handbook*). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a Spot Check (DC 20) or a Heal Check (DC 15) reveals that the victim is still alive.

Turn Resistance (Ex): A lich is treated as an undead with 19 HD (or 23 HD with improved turn resistance) for the purpose of turn, rebuke, command and bolster attempts.

Possessions: *scythe +1*, spell component pouch with necessary spell components, silver holy symbol (2), longbow, arrows (20), noble's outfit, *cloak of resistance +3*, *boots of speed*, *bracers of armor +3*, *periapt of wisdom +4* and *ring of protection +1*, *wand of inflict moderate wounds*.

Spells Prepared (6/8+1/8+1/6+1/6+1/4+1/4+1 /2+1; base DC = 20 + spell level): 0—*create water* (2), *detect magic, inflict minor wounds* (2), *mending*; 1st—*cause fear**, *bane, divine favor, endure elements, entropic shield, inflict light wounds* (2), *protection from good, shield of faith*; 2nd—*invisibility**, *bull's strength, calm emotions, eagle's splendor, hold person, resist energy, silence, sound burst, spiritual weapon*; 3rd—*nondetection**, *dispel magic* (2), *invisibility purge, Legion's conviction, protection from energy, wrack*; 4th—*confusion**, *divine power, freedom of movement, inflict critical wounds, Legion's shield of faith, recitation, spell immunity*; 5th—*slay living**, *flame strike* (2),

Legion's curse of petty failing, righteous might; 6th—mislead, anti-life shell, blade barrier, harm (2); 7th—destruction*, blasphemy, slime wave.*

*Domain spell. *Domains:* [Death (Once per day, death touch. Death touch is a supernatural ability that produces a death effect on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies (no save)); Trickery (Add Bluff, Disguise and Hide as cleric class skills)].

Spells Active: While within the Mistress's Tomb (area 29, Encounter 6), this creature benefits from the effects of a *desecrate* spell which provides a -6 profane penalty on turning checks, a +2 profane bonus to attack rolls, damage and saving throws, as well as +2 hit points per HD for undead in the area. None of these bonuses to attack rolls, damage, AC or saving throws have been incorporated into the stat block above. Augmented hit point total for an undead creature is included in parenthesis.

Guardian: Spellstitched Bone Naga; CR 12; Large Undead; HD 15d12; hp 135 (165); Init +6; Spd 40 ft.; AC 17 (touch 11, flat-footed 15) [-1 size, +2 Dex, +6 natural]; BA/G +6/+9; Atk +9 melee (2d4+3+poison, sting); Full Atk +9 melee (2d4+3+poison, sting) and +4 melee (1d4+1+poison, bite); Space/Reach 10 ft./10 ft.; SA Poison, spells; SQ Cold immunity, DR 10/magic and silver or 5/bludgeoning or slashing, detect thoughts, guarded thoughts, SR 23, telepathy, turn resistance, undead traits; AL LE; SV Fort +7, Ref +11, Will +13; Str 16, Dex 14, Con -, Int 16, Wis 15, Cha 18.

Skills and Feats: Bluff +22, Concentration +21, Diplomacy +8, Hide +16, Intimidate +24, Listen +20, Sense Motive +20, Spellcraft +21, Spot +20; Combat Casting, Empower Spell, Improved Initiative, Improved Turn Resistance, Lightning Reflexes, Spell Focus (Evocation), Spell Focus (Necromancy).

Spellstitched Spell-like Abilities: 3/day-*ghoul touch, ray of enfeeblement*; 1/day-*dimension door, fireball, fog cloud, magic missile, vampiric touch, wrack*. As 15th level Sorcerer. DC = 14 + spell level + 1 (Evocation and Necromancy Only).

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well

as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Poison (Ex): A bone naga delivers its poison via successful bite or sting attacks. The poison from its bite (Fortitude save DC 17) has the same initial and secondary damage (1d4 points of Strength damage). The poison from its sting (Fortitude save DC 17) is more virulent; its initial damage is 1d4 points of Constitution drain, and the secondary damage is 1d4 points of Constitution damage.

Turn Resistance (Ex): A spellstitched bone naga is treated as an undead with 17 HD (or 21 HD with improved turn resistance) for the purpose of turn, rebuke, command and bolster attempts.

Sorcerer Spells: A bone naga casts spells as a 14th-level sorcerer.

Spells per Day (6/7/7/7/7/6/5/3; base DC = 14 + spell level + 1 (Evocation and Necromancy Only)): 0—*acid splash, detect magic, mage hand, mending, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*, 1st—*magic missile, ray of enfeeblement, expeditious retreat, shield, true strike*; 2nd—*ghoul touch, scorching ray, see invisibility, spectral hand, touch of idiocy*; 3rd—*dispel magic, displacement, lightning bolt, slow*; 4th—*enervation, greater invisibility, stonewall, wrack*; 5th—*cone of cold, overland flight, wall of force*; 6th—*chain lightning, disintegrate*; 7th—*forcecage*.

Detect Thoughts (Su): A bone naga can continuously detect the thoughts of those around it. This ability functions like a *detect thought* spell (caster level 9th; Will save DC 15) and it is always active.

Guarded Thoughts (Su): Because of their ability to shield their thoughts, bone nagas are immune to any form of mind-reading.

Telepathy (Su): A bone naga can communicate telepathically with any creature within 250 feet that has a language.

Appendix B – The Nightmare

This nightmare is something akin to the *nightmare* spell but is more malign and devious. It affects all creatures within a five-mile radius of Bronzewood Haunt when they sleep (or enter the elven state of “trance”). When the adventurers begin the adventure (night #1), the nightmare takes on progressively dire effects. The nightmare is as follows (read aloud to the adventurers):

You are alone in a cold, stone room. A light mist hugs the floor. The room is gloomily lit. Everyone else has fled, yet you alone are drawn...inescapably drawn...to the iron door in the northeast corner of the room. With each timid step, you draw closer and closer to the iron door. The door is covered with arcane symbols, which you somehow know are involved in containing the creature within.

The temperature in the hall drops to below freezing and you begin to shiver. You can see each cold, miserable breath escape from your trembling lips. It is cold, miserably cold. A feminine voice, old and cruel, whispers behind you, “The Mistress awakens...the Mistress awakens.”

Time speeds up and minutes become fractions of seconds. Suddenly the door is in front of you. Ice covers the door as the temperature becomes colder and colder. With a shaking hand, both from fear and the abyssal cold, you hesitantly reach out to open the door. Your eyes grow wide. The earth shift and you struggle to maintain your balance, yet inexplicably you continue to reach for the door, which now glows with a curious reddish, flickering light.

CRACK! The door explodes outward into a thousand pieces leaving a black gaping hole. A whining sound can be heard as the air is sucked into the void. You can feel yourself resisting the pull into the hole until...Dozens of skeletal hands reach out from the void and grab onto your body pulling you into the void. You terrified scream is filled with the knowledge of eternal servitude to an evil and cruel taskmaster.

A feminine voice screams triumphantly above all, “The Mistress awakens!”

At the end of the nightmare, the adventurer must make a progressively harder Fortitude save each night (i.e., rest in 24 hour period). The first nightmare should occur when the adventurer sleeps in the Overlook the first night of the adventure. Subsequent nights will likely occur in the dungeon. With each failed save, the effects of the nightmare grow worse. The first failed save gains the first effect, the second failed save gains the second effect and so on. The effects are cumulative, unless otherwise noted. The formula for the Fortitude save is as follows: DC = 10 + one-half APL + 2(# nights rested).

Hence, the Fortitude save for the first night at APL 6 is DC = 10 + 3 + 2(1) = 15. For the second night at APL 6, the Fortitude save is DC = 10 + 3 + 2(2) = 17. While at APL 14, the first night Fortitude save is DC = 10 + 7 + 2(1) = 19. Malign effects of the nightmare are equivalent to a *greater bestow curse* and cannot be dispelled, nor can it be removed with a *break enchantment*, *limited wish* or *remove curse* spell. A *miracle* or *wish* spell will remove the effects of the nightmare.

The effects are as follows:

First Effect: The adventurer’s hair turns white and flesh becomes pale. If pertinent, all Fear saves are made at a penalty of –4.

Second Effect: The adventurer gains a profane penalty of –2 to all saves, attack, damage and skill-related checks.

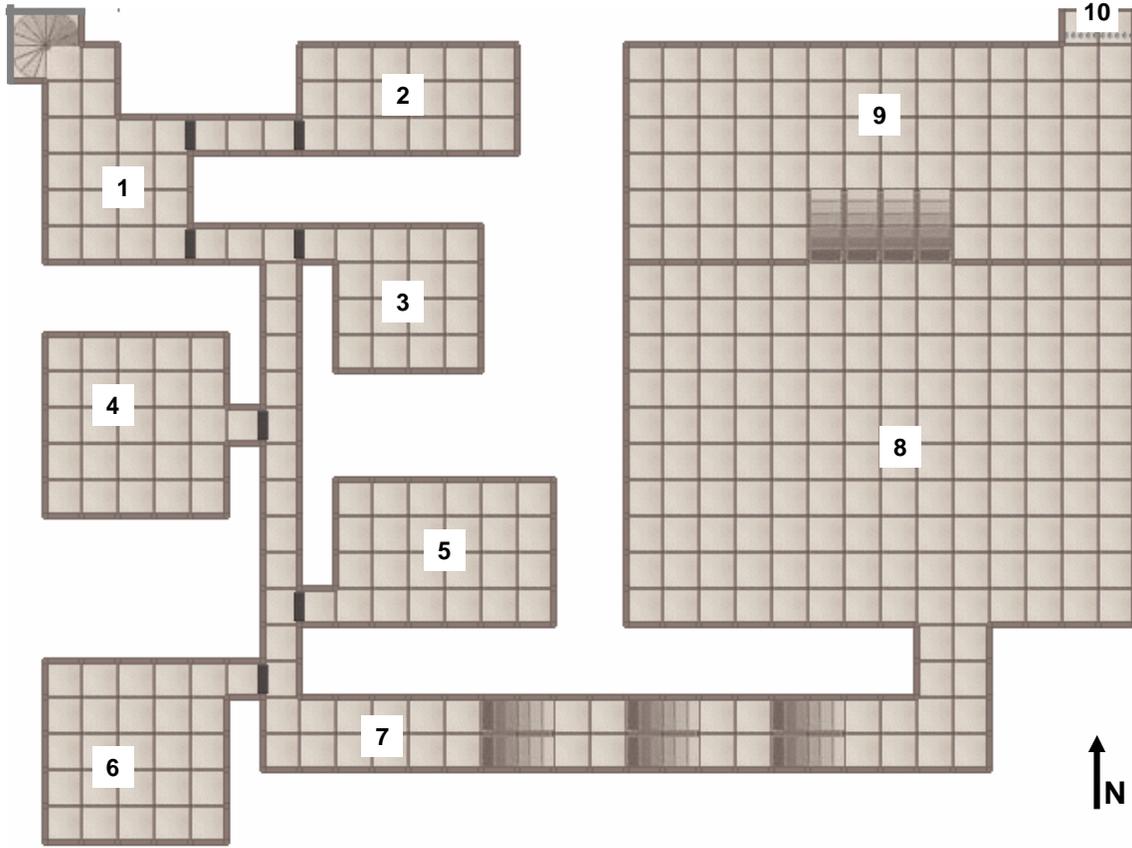
Third Effect: The adventurer is fatigued (see DMG, p. 301). Only ending the effects of the nightmare will end the fatigue.

Fourth Effect: The adventurer is exhausted (see DMG, p. 300). In addition to the above effects) movement at half speed and a –6 penalty to Strength and Dexterity (this penalty does not stack with the fatigue effect).

Only, ending the effects of the nightmare will end the exhaustion.

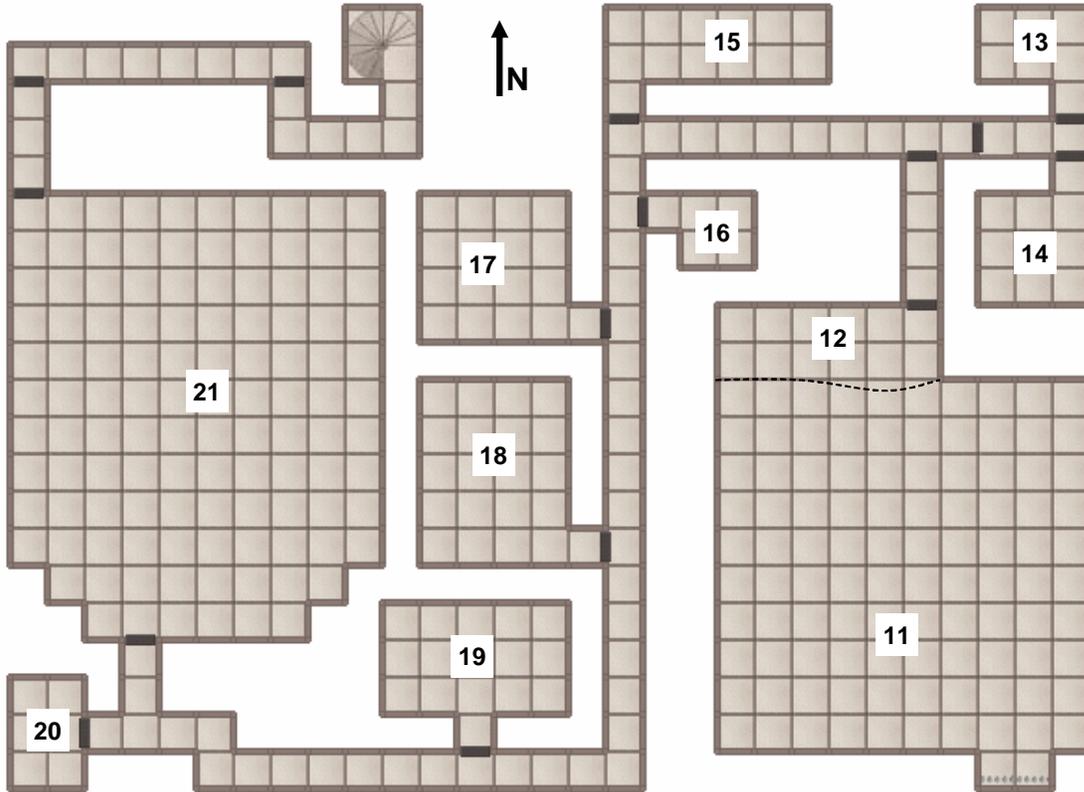
DM's Aid #1 – Level One

1 Square = 5 Feet



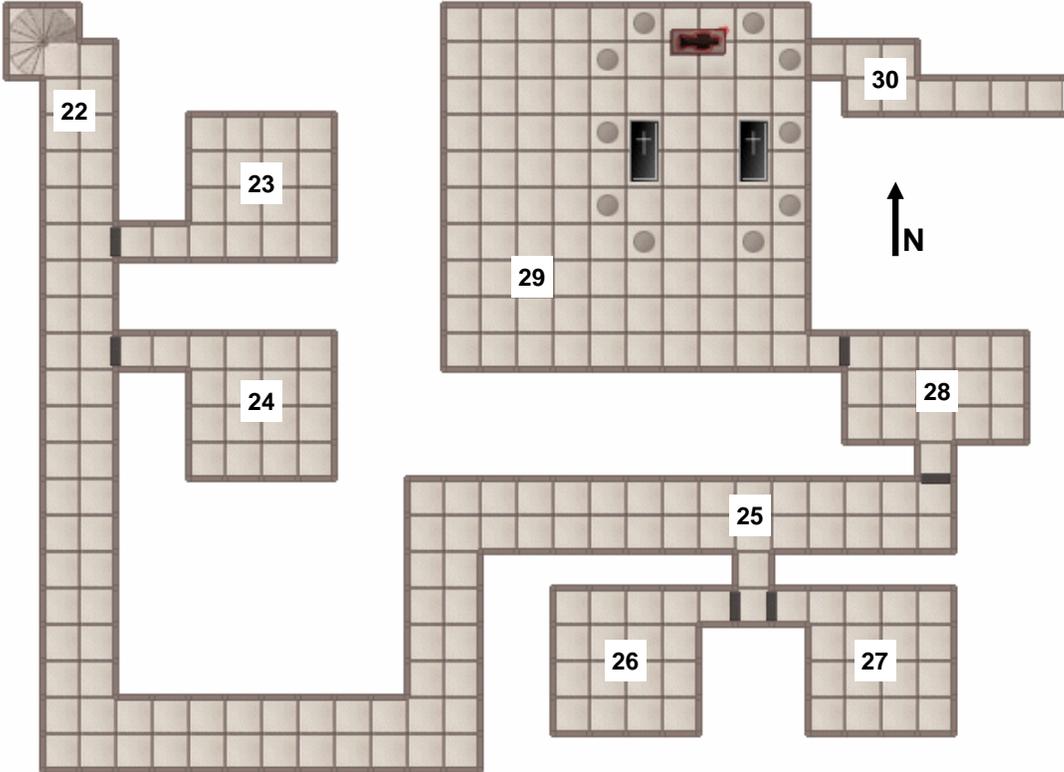
DM's Aid #2 – Level Two

1 Square = 5 Feet



DM's Aid #3 – Level Three

1 Square = 5 Feet



DM's Aid #4: New Rules Items

New Creatures

Abyssal Ghoul (*Fiend Folio*, pp. 12–13; Revision Update Applied)

Abyssal ghouls are twisted undead creatures with fiendish characteristics. Their abyssal connections make them far more formidable opponents than common ghouls. An abyssal ghoul looks similar to a common ghoul in that it is a warped humanoid figure with bestial features. Its skin is scaly and tough, and its fingers and toes end in fearsome claws several inches in length. Its teeth are equally fearsome, and a foot-long tongue dangles from its mouth, trailing into smoky incorporeality at its tip. Though an abyssal ghoul is blind, its other senses allow it to perceive prey around it. An abyssal ghoul speaks abyssal.

An abyssal ghoul enters combat slashing with its claws. Its strange tongue allows it to suck mental energy from prey it has pinned. Despite their apparent bestial nature, abyssal ghouls are quite intelligent and they show considerable cunning in battle. In groups they always try to flank opponents and take advantage of sneak attack opportunities.

Medium-Size Undead (Extraplanar)

Hit Dice: 16d12 (104 hp)

Initiative: +7

Speed: 40 ft.

AC: 27 (+3 Dex, +14 natural); touch 13, flat-footed 27

Attack: Front claw +15 melee

Full Attack: 2 front claws +15 melee and rear claws +13 melee

Damage: Front claw 1d4+7 plus disease, rear claws 2d4+3 plus disease

Face/Reach: 5 ft./5 ft.

Special Attacks: Disease, improved grab, sneak attack +5d6, Wisdom drain 1d6

Special Qualities: Acid resistance 20, blindsight 90 ft., cold resistance 20, *deathwatch*, electricity immunity, fire resistance 20, SR 20, uncanny dodge, undead traits

Saves: Fort +5, Ref +10, Will +12

Abilities: Str 25, Dex 16, Con -, Int 14, Wis 15, Cha 18

Skills: Balance +20, Climb +20, Hide +20, Jump +23, Move Silently +20, Tumble +20

Feats: Dodge, Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Spring Attack

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2–5) or swarm (6–12)

Challenge Rating: 10

Treasure: –

Alignment: Always chaotic evil

Advancement: 17–24 HD (Medium-size); 25–48 HD (Large)

Disease (Ex): Any creature hit by an abyssal ghoul's front claw or rear claws must succeed on a Fortitude Save (DC 18) or contract demon fever. After an incubation period of 1 day, the disease deals 16 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another Fortitude save (DC 18) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 18) or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex): If an abyssal ghoul hits an opponent its own size or smaller with both front claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin and use its Wisdom drain ability on the next grapple check. Alternatively, the abyssal ghoul has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (-20 penalty on grapple checks, but the ghoul is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both its front claws.

Sneak Attack (Ex): Any time an abyssal ghoul's target is denied a Dexterity bonus, or when an abyssal ghoul flanks a target, the ghoul deals an additional 5d6 points of damage on a successful melee attack.

Wisdom Drain (Su): If an abyssal ghoul successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghoul automatically drains an additional 1d6 points of Wisdom. A creature reduced to 0 Wisdom by an abyssal ghoul becomes unconscious until at least 1 point of Wisdom is restored.

Blindsight (Ex): An abyssal ghoul is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90 feet. An abyssal ghoul usually does not need to make a Spot or Listen check to notice creatures within range of its blindsight.

Deathwatch (Sp): This ability functions like the *deathwatch* spell, except that it is always active and an abyssal ghoul always knows how near death all creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Uncanny Dodge (Ex): An abyssal ghoul retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue 20th level or higher.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Bone Naga (*Monster Manuel II*, pp. 35–36; Revision Update Applied)

A bone naga was once a living dark naga. After its death, it was transformed into a skeletal undead creature by another dark naga through a horrific ritual. A bone naga looks like a 12-foot long, serpentine skeleton. Its skull bears an eerie resemblance to that of a human, except the bone naga sports long fangs that can deliver a debilitating poison. A cold, cruel light burns in the creature's eye sockets, giving it an air of unspeakable hatred and malice. Its tail ends in a vicious bone stinger which, like its teeth, delivers poison with every hit.

Though it despises its servitude, a bone naga unswervingly obeys its creator, attacking even other nagas if so commanded. Should its master die, a bone naga becomes free-willed and can choose its own destiny.

Bone nagas under the control of the masters are given explicit instructions on how to deal with enemies. Beyond that, these highly intelligent undead can make their own decisions about methods for defeating particular foes. A bone naga typically uses its mind-reading abilities to determine its foes' strengths and weaknesses before joining combat. It often begins by trying to intimidate its enemies with telepathic taunts. Thereafter, it resorts to spellcasting to soften up more powerful-looking opponents before entering melee. A bone naga is likely to focus its melee attacks on living opponents rather than undead or constructs, since the living are susceptible to poison.

Large Undead

Hit Dice: 15d12 (97 hp)

Initiative: +5

Speed: 40 ft.

AC: 16 (–1 size, +1 Dex, +6 natural); touch 10, flat-footed 15

Attack: Sting +9 melee

Full Attack: Sting +9 melee and bite +4 melee

Damage: Sting 2d4+3 plus poison, bite 1d4+1 plus poison

Face/Reach: 10 ft./10 ft.

Special Attacks: Poison, spells

Special Qualities: DR 5/bludgeoning or slashing, detect thoughts, guarded thoughts, immunity to cold, SR 23, telepathy, undead traits.

Saves: Fort +5, Ref +8, Will +11

Abilities: Str 16, Dex 13, Con -, Int 16, Wis 15, Cha 17

Skills: Bluff +21, Concentration +21, Diplomacy +7, Hide +15, Intimidate +23, Listen +20, Sense Motive +20, Spellcraft +21, Spot +20

Feats: Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, Metamagic Feat (Any), Spell Focus (Any One School)

Climate/Terrain: Temperate and warm land and underground

Organization: Usually solitary

Challenge Rating: 11

Treasure: None

Alignment: Always lawful evil

Advancement: 16–21 HD (Large); 22–45 HD (Huge)

Poison (Ex): A bone naga delivers its poison via successful bite or sting attacks. The poison from its bite (Fortitude save DC 17) has the same initial and secondary damage (1d4 points of Strength damage). The poison from its sting (Fortitude save DC 17) is more virulent; its initial damage is 1d4 points of Constitution drain, and the secondary damage is 1d4 points of Constitution damage.

Spells: A bone naga casts spells as a 14th-level sorcerer (spells known 9/5/5/4/4/3/2/1; spells/day 6/7/7/7/6/6/5/3; save DC 13 + spell level).

Detect Thoughts (Su): A bone naga can continuously detect the thoughts of those around it. This ability functions like a *detect thought* spell (caster level 9th; Will save DC 15) and it is always active.

Guarded Thoughts (Su): Because of their ability to shield their thoughts, bone nagas are immune to any form of mind-reading.

Telepathy (Su): A bone naga can communicate telepathically with any creature within 250 feet that has a language.

Undead Traits: Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Ooze Para–Elemental (*Manuel of the Planes*, pp. 182–184; Revision Update Applied)

Ooze paraelemental slither and crawl through the Elemental Planes of Earth and Water, which they call home.

An ooze paraelemental generally takes the form of a dark brown torso, head, and arm rising from a pool of muck. As the pool flows across the landscape, the paraelemental moves. It has gaping black indentation where its eyes and mouth would be.

Ooze paraelementals speak Terran and Aquan in blurring tones.

<u>Size Space/Reach</u>	<u>Acid Save DC</u>	<u>Damage Reduction</u>	<u>Skills</u>
Small 5 ft./5ft.	11	NA	Listen +2, Spot +2
Medium 5 ft./5ft.	13	NA	Listen +3, Spot +4
Large 10 ft./10ft.	16	5/-	Listen +5, Spot +6
Huge 15 ft./15ft.	22	5/-	Listen +9, Spot +10
Greater 15 ft./15ft.	25	10/-	Listen +12, Spot +12
Elder 15 ft./15ft.	28	10/-	Listen +13, Spot +14

Combat: Ooze paraelemental gains the benefit of its elemental nature. Further, they relish combat against most humanoid foes, because their acid can melt weapons.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor and clothing dissolves and become useless immediately unless it succeeds at a Reflex save (DC varies with the paraelemental's size). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a –4 penalty or dissolve into uselessness.

Elemental Traits: Elementals are immune to poison, sleep effects, paralysis and stunning. They are not subject to critical hits or flanking. Elementals do not eat, sleep or breathe. See MM, p. 308, for more information on elemental traits.

New Template

Mummified Creature Template (*Savage Species*, pp. 126–128; Revision Corrected)

“Mummified” is an acquired template that can be added to any corporeal animal, giant or humanoid (referred to hereafter as the character). A mummified creature has all the base creature’s characteristics except as note here.

Size and Type: The creature’s type changed to undead.

Hit Dice: All of the creature’s Hit Dice become d12.

Initiative: Same as character.

Speed: A mummified creature’s land speed decreases by 10 feet (to a minimum of 10 feet). The speeds corresponding to any other movement modes are unchanged.

AC: +8 natural armor bonus or the base’s natural armor bonus, whichever is higher.

Attacks: A mummified creature gains a slam attack if it didn’t already have one.

Damage: The base damage for a mummified creature’s slam attack depends on its size, as given on the table below. Use this value or the base damage for the base creature’s slam attack (if any), whichever is higher.

<u>Size</u>	<u>Damage</u>
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium-size	1d8
Large	2d6
Huge	2d8
Gargantuan	2d10
Colossal	4d8

Special Attacks: A mummified creature gains the two special attacks described below. Saves have a DC of 10 + ½ mummified creatures HD + mummified creature’s Cha modifier unless otherwise noted.

Despair (Su): At the mere sight of a mummified creature, the viewer must succeed at a Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, the creature cannot be affected again by that mummy’s despair ability for 24 hours.

Mummy Rot (Su): Supernatural disease – natural disease, Fortitude as above, incubation period 1 minute; damage 1d6 Constitution and 1d6 Charisma.

Unlike normal diseases, mummy rot persists until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must make a DC 20 caster level check, or else the spell has no effects on the afflicted creature.

To eliminate mummy rot, the curse must first be broken with a *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies shrivels away into sand and dust that blows away into nothing at the first wind.

Special Qualities: A mummified creature gains the special qualities described below.

Undead Traits (Ex): Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

Damage Reduction (Su): A mummified creature’s undead body is tough, giving it damage reduction 5/-.

Vulnerability to Fire (Ex): A mummified creature takes half again as much (+50%) damage as normal from fire attacks.

Base Saves: Same as character.

Abilities: A mummified creature gains +3 Str, -2 Dex, -4 Int, +4 Wis, and +4 Cha. Since it is undead, a mummified creature has no Constitution score.

Skills: Same as base creature.

Feats: Same as base creature.

Climate/Terrain: Any desert and underground.

Organization: Solitary, pair, wardens (3 – 4) or guardians (6 – 10).

Challenge Rating: Same as character +3.

Treasure: Standard.

Alignment: Always lawful evil.

Spellstitched Template (*Monster Manual II*, pp. 215–216; Revision Update Applied)

“Spellstitched” is a template that can be added to any corporeal undead (referred to hereafter as the base creature). The template uses all of the base creature’s statistics and special abilities except as note here.

Size and Type: Same as base creature.

Hit Dice: Same as base creature.

Initiative: Same as base creature.

Speed: Same as base creature.

AC: Same as base creature.

Attacks: Same as base creature.

Damage: Same as base creature.

Face/Reach: Same as base creature.

Special Attacks: A spellstitched creature retains all the special attacks of the base creature and gains the following special attack:

Spell-Like Abilities: A spellstitched creature with a Wisdom score of 10 or higher can be imbued with spell-like abilities. All spells selected must be from the schools of Conjuration, Evocation or Necromancy. These abilities are used as if the spells were cast by a sorcerer of the same level as the number of Hit Dice the spellstitched creature possesses.

<u>Wisdom</u>	<u>Spells Known</u>	<u>Times/Day</u>
10	2 1 st -level	4
11–12	plus 2 2 nd -level	4/4
13–14	plus 2 3 rd -level	4/4/2
15–16	plus 2 4 th -level	4/4/2/2
17–18	plus 2 5 th -level	4/4/2/2/2
19+	plus 1 6 th -level	4/4/2/2/2/1

Spells Known is the number of different spells the creature has access to as spell-like abilities. A creature with a Wisdom score higher than 10 gains the spells from the row on the table corresponding to its Wisdom score, and the spells from all the rows above that row.

Times/Day is the number of times per day the creature can use spell-like abilities of a given level. The creator of the creature must decide how to allocate the spells known. Once this determination has been made for a particular ability, it cannot be changed. For instance, a sample spellstitched creature has *magic missile* and *obscuring mist* as its 1st-level spell-like abilities. It can use *magic missile* three times per day and *obscuring mist* once per day. The creator cannot later change either the spells or the times per day each can be used.

Special Qualities: A spellstitched creature retains all the special qualities of the base creature and gains the following special qualities:

Damage Reduction: A spellstitched creature with 1–3 HD has DR 5/silver. One with 4–7 HD has DR 5/magic; one with 8–11 HD has DR 5/magic and silver; and one with 12 or more HD has DR 10/magic and silver.

Spell Resistance: A spellstitched creature has spell resistance equal to 15 plus base creature’s Charisma bonus.

Turn Resistance (Ex): A spellstitched creature has +2 turn resistance. This value is added to the base creature’s turn resistance (if any).

If the base creature already has one or more of these special qualities, use the better value.

Base Saves: A spellstitched creature gains a +2 profane bonus on all saving throws.

Abilities: Same as base creature.

Skills: Same as base creature.

Feats: Same as base creature.

Climate/Terrain: Same as base creature.

Organization: Same as base creature.

Challenge Rating: Same as base creature +1.

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.

Non-Core Feats

Divine Metamagic [Divine]

See *Complete Divine*, p. 80.; Errata

Prerequisites: Ability to turn or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat that you have. This feat only applies to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to divine spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. Because you're using positive or negative to augment your spells, the spell slot for the spell doesn't change.

Domain Spontaneity [Divine]

See *Complete Divine*, p. 80.

Prerequisites: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: This feat can be taken multiple times. Each time you take this feat, it applies to a new domain.

Improved Turn Resistance [Monstrous]

See *Savage Species*, p. 36.

Prerequisites: Undead.

Benefit: You are less easily affected by clerics or paladins than you normally would be (See Turn and Rebuke Undead in Chapter 8 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add 4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purposes of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose.

Non-Core Spells

Conviction, Legion's

(See *Miniatures Handbook*, p. 34)

Abjuration

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: Allied creatures in a 20 ft.-radius-burst

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *conviction*, except that it affects multiple allies out to medium range. This spell bolsters the mental, physical and spiritual strength of the creature affected. The spell grants the subject a +2 morale bonus on all saving throws, with an additional +1 to the bonus for every six caster levels you have (maximum +5 morale bonus at 18th level). The material component is a small parchment with a bit of holy text written upon it.

Curse of Petty Failing

(See *Miniatures Handbook*, p. 35)

Necromancy

Level: Cleric 3

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

The subject takes a –2 penalty on attack rolls and saving throws. The *curse* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Curse of Petty Failing, Legion's

(See *Miniatures Handbook*, p. 35)

Necromancy

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 standard action

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

Target: Enemy creatures in a 20 ft.-radius-burst

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

This spell functions like *curse of petty failing*, except that it affects multiple enemies out to medium range.

Recitation

(See *Complete Divine*, p. 176)

Conjuration (Creation)

Level: Cleric 4, Putrification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60-ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a –2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit. Divine Focus: In addition to holy symbol, this spell requires a sacred text as a divine focus.

Shield of Faith, Legion's

(See *Miniatures Handbook*, p. 39)

Abjuration

Level: Cleric 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Target: Allied creatures in a 20 ft.-radius-burst
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions like *shield of faith* (PHB, p. 278), except that it affects multiple allies at a distance.

Slime Wave

(See *Complete Divine*, pp. 180-181; Errata)

Conjuration (Summoning)

Level: Cleric 7, druid 7
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Area: 15 ft.-radius-burst
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

A wave of green slime is created beginning at the range you choose and violently spreads to the limit of the area. The wave splashes and splatters as it passes; some slime clings to any wall or ceiling. Green slime devours flesh and organic materials on contact, and even dissolves metal. Each creature is covered with one patch of green slime. A patch of green slime deals 1d6 of temporary Constitution damage per round while it devours flesh. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight or a *remove disease* spell destroys the green slime. Unlike normal green slime, the slime created by this spell evaporates, disappearing by the end of the duration. The Material component is a few drops of stagnant pond water.

Wrack

(See *Complete Divine*, p. 190)

Necromancy [Evil]

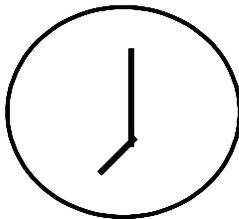
Level: Cleric 3, Sorcerer/Wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Target: One humanoid
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he/she doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

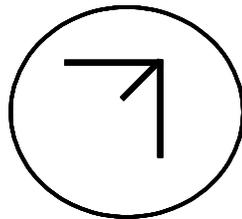
Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

DM's Aid #5: Puzzle 1

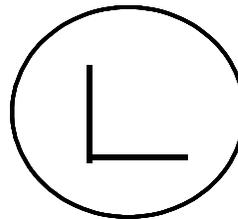
The puzzle to open the Mistress's tomb spans the three levels of the dungeon. There are four ceramic discs each with a different symbol engraved on it. The first disc is found in area 9 of the first level. The second and third discs are found in level two (areas 18 and 21, respectively). The fourth and final disc is found in area 27 of the third level.



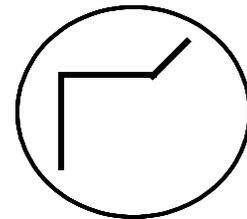
Disc 1



Disc 2

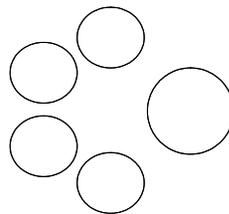


Disc 3

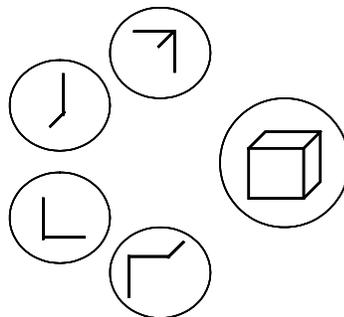


Disc 4

In the room before the Mistress's tomb, five circles have been drawn on the floor. Four of the circles are indented and match the size of the ceramic discs perfectly. The fifth circle is larger than the others and filled with sand. Words written in Common have been engraved on the floor next to these circles, "*What lies within the larger circle?*"



The ceramic discs can be placed in any order within the four smaller circles. The adventurers need all the discs to solve the puzzle. The words in common are somewhat misleading. To solve the puzzle, combine the engraved lines on the discs in the sand of the fifth circle. This forms (with the addition of a few lines) a cube.



DM's Aid #5: Puzzle 1 (Continued)

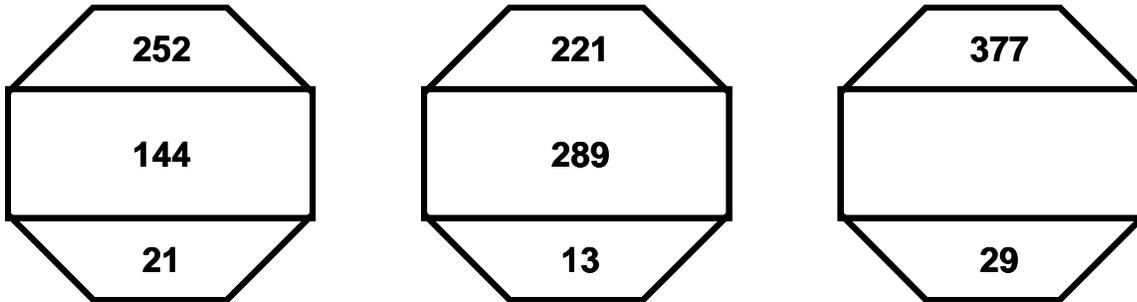
Drawing the above fully sided cube in the sand of the fifth circle, with all the ceramic discs locked in the lesser circles, will solve the puzzle and open the tomb door. If the adventurers draw anything else in the sand or do not fill in the lines of the combined etchings to form a cube within 30 seconds and/or do not have all ceramic discs within the lesser circles, a modified *horrid wilting* spell goes off in the room. Moisture is evaporated from the body of each living creature, dealing $APL \times 1d8$ damage, within the room. The save for this modified spell is also APL based, Fortitude save at $DC = 14 + APL$. Adventurers who make this save take half damage. Hence, as an example, an APL 10 group of adventurers must make a Fortitude save of DC 24 or take 10d8 points with those making the save taking half damage.

Incidentally, the puzzle to open the tomb door cannot be circumvented short of a *Mordenkainen's disjunction*, *miracle*, or *wish* spell. A *dimensional lock* covers the tomb and the room that the puzzle is in such that teleporting through the tomb door is impossible. Also, the puzzle cannot be disarmed. Essentially, the only way to open the tomb is to correctly solve the puzzle.

Finally, the puzzle may be solved with some judicious Intelligence checks. After 10 minutes real time, have the adventurers roll an Intelligence (DC 20) check every 5 minutes until one of the adventurers succeed. Inform this particular adventurer, he/she realizes the combined lines on the ceramic discs form a shape. If after an additional five minutes the adventurers still cannot solve the puzzle, have the adventurers roll another Intelligence (DC 20) check every 5 minutes until one of the adventurers succeed. Inform this adventurer, he/she realizes to complete the shape some lines have to be drawn in. Lastly, if after another five minutes the adventurers still cannot solve the puzzle, have the adventurers once again roll an Intelligence (DC 20) check every 5 minutes until one of the adventurers succeed. Tell the adventurer the answer.

DM's Aid #6: Puzzle 2

The following is the puzzle for area 18, Encounter 5:

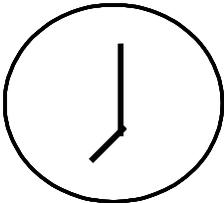


This is a simple math puzzle. Using the first octagon, divide the top number by the bottom number, then square the answer and you get the middle number. So for the first octagon, divide 252 by 21 and you will get 12. The square of 12 is 144. This sequence applies to the rest of the octagons. So dividing the top number by the bottom number in the last octagon (377 divided by 29) will get 13. The square of the number is 169, which is the answer to the puzzle.

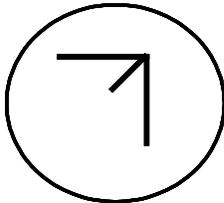
If the adventurers are having difficulty, the puzzle may be solved with some judicious Intelligence checks. After 10 minutes real time, have the adventurers roll an Intelligence (DC 20) check every 5 minutes until one of the adventurers succeed. Inform this particular adventurer, he/she realizes each octagon has the same mathematical sequence. Likely, two of the numbers are divided, multiplied, subtracted or added to get an intermediary number, which is somehow mathematically manipulated to get the third number in the octagon. If after an additional five minutes the adventurers still cannot solve the puzzle, have the adventurers roll another Intelligence (DC 20) check every 5 minutes until one of the adventurers succeed. Inform this adventurer, he/she realizes the middle number is the square of a number (i.e., 144 is the square of 12). Lastly, if after another five minutes the adventurers still cannot solve the puzzle, have the adventurers once again roll an Intelligence (DC 20) check every 5 minutes until one of the adventurers succeed. Tell the adventurer the answer.

Player Handout #1 – Ceramic Discs

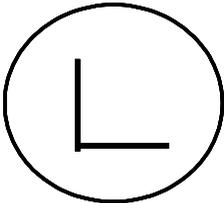
[Cut along the dotted lines.]



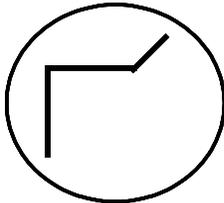
Disc 1



Disc 2

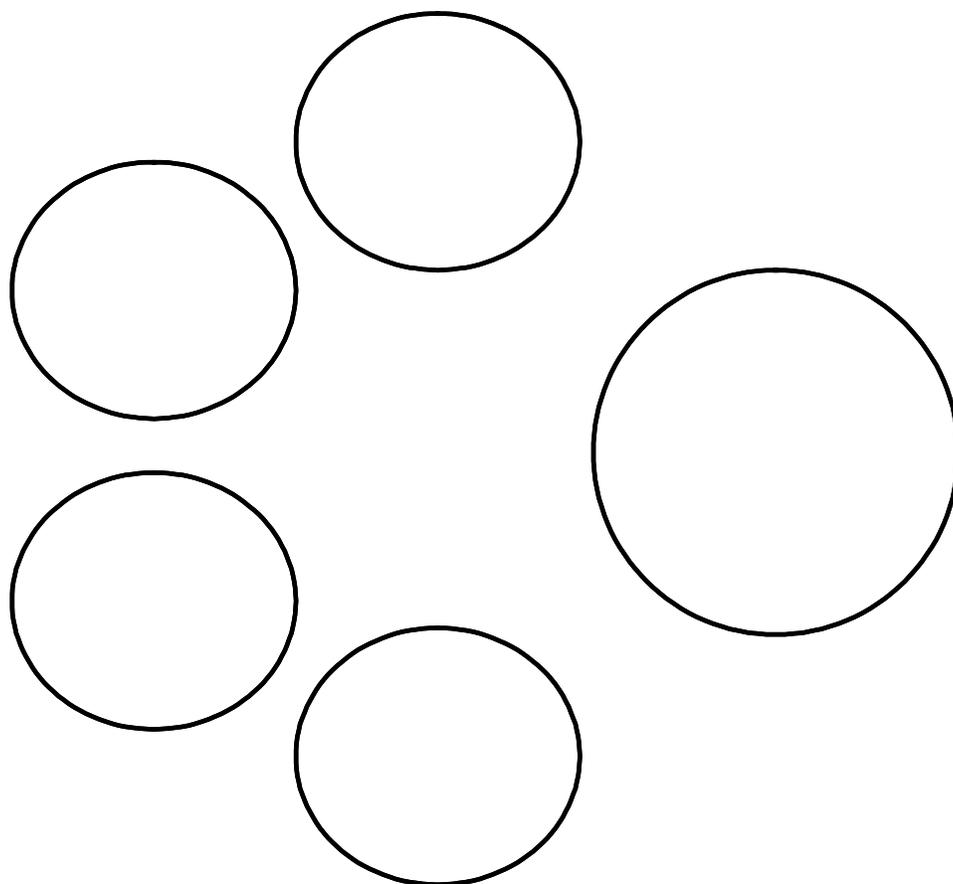


Disc 3



Disc 4

Player Handout #2 – Sandbox



Player Handout #3 – Octagons

