

BNM5-02

A Paladin On The Run

A Two-Round D&D LIVING GREYHAWK[®] Bone March Regional Adventure

Version 1.0

Round One and Two

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A paladin runs for his life and stumbles across a group of adventurers. The poor man is badly wounded and in a state of shock, screaming about a mysterious tower and very dangerous opponents. Can this be true, or it is the raving of a young man on the verge of insanity? Do the adventurers have what it takes to check out for themselves the horrors of this mysterious building? An Adventure for APLs 2-8.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at jenymphee@hotmail.com for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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

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	

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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard two-round Regional adventure, set in Bone March. Characters native to Bone March pay one Time Unit per round, all others pay two Time Units per round. Adventurer's standard upkeep costs 12 gp per Time Unit. Rich upkeep costs 50 gp per Time Unit. Luxury upkeep costs 100 gp per Time Unit. Characters with free upkeep in Bone March which are members of various Meta-organizations can claim free upkeep for themselves. The adventure starts in the Free City of Knurl.

Travel In Bone March

During 594 CY, PCs adventuring in the Bone March had several opportunities to receive AR entries that could help or hinder their movement through out the vicious land of Bone March.

For the DM's convenience these are replicated below:

Traitor: It is possible that a PC could be exiled from the County of Knurl, during 594 CY. Please warn the character that a return to the County is punishable by death. If the character decides to take his chances then roll a d100. There is only a 10% (Knurl), 15% (Nivlek) and 20% (Nlul) chance that the character won't be spotted by the authorities. Otherwise the character is hold up for execution and the only way to get out of it is by winning an Escape Artist check (DC 25). Even with a successful Escape

Artist check, the PC cannot take part in the adventure, but gets away with his life! The authorities of the County are fanatical and do not accept bribes. During this adventure the PCs will most probably start their adventure inside the walls of the city of Knurl so use the first chance given above.

Coward: If a character retreated during the Battle of Nlul, he is considered a coward! He is also gain a -10 circumstance penalty to Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform and Sense Motive skill checks when adventuring in the region of Bone March. This penalty applies to every interaction within the County of Knurl. The player character cannot do anything to override this penalty.

Adventure Background

During the year 563 CY, various daring orc tribes invaded Spinecastle and using secret ways of entering, they came up behind the defenses of the human garrison. Marquis Clement led his people ferociously against the orc invaders in a ferocious, but ultimately doomed defense of the fortress.

One of the reasons that Spinecastle fell so easily back at 563 CY was a mind flayer named Prlzit. Prlzit was a very strange mind flayer (alignment: chaotic neutral) who was banished by his own people. Instead, he earned a living as an independent mercenary, with those who hired him providing him food in return for his services. During one of these jobs he gave vital information to Hextorian orcs, which in part led to the fall of Spinecastle. However, Prlzit was very moved when he saw that the garrison was prepared to fight to the last man. At the same time, he had a vision from Heironeous stating that he should not let the fortress fall. When he saw the Marquis laid low with a blow to the head, he immediately entered the fray, saving the stricken noble from the blades of the orcs that assailed him.

From that day, the mind flayer preserved the body of Clement, who was in a coma-like condition, in the bowels of the fortress of Spinecastle, while researching a cure for the marquis' catatonia. Prlzit currently feeds on anyone foolish enough to venture into the fortress and on the human bandits of the Coalition of Hextor who dwell without. No one has guessed that after all these years, the illithid still resides inside the vast fortress and most believe that Spinecastle is haunted.

However, despite Prlzit's hard and diligent work, he has failed to devise a cure for Clement's injuries. The hurt he suffered was so severe that the curative magics available to the mindflayer are able to restore or revive the Marquis.

What Prlzit does not know is that the Marquis' soul was removed from his body before Prlzit had a chance to

act, hence the coma-like state of the body. In reality a half-orc fighter from the monastery of the Fist of Hextor, Maltik Raj, used an evil wizard to trap the soul of the Marquis inside a gem. Soon thereafter, Maltik killed the wizard, following his orders to the letter. Aside from the one who issued the half-orc his orders, Maltik was to be the only one that would know that the soul of the Marquis was trapped inside the gem, which he wears continually as a necklace around his well-muscled neck.

However, the Marquis showed such a great display of resistance to the spell that something went wrong. While all the ethical and good side that the Marquis had in him was trapped inside the gem, his dark side, his fears, and evil nightmares escaped. This part of Clement's soul was twisted by the grief and loss of the Fall of Spinecastle, the slaughter of his family and his inability to prevent either. His dark nature was deformed, tainted and escaped into a pocket plane that it created for itself. In the year 594 CY, the dark shadow of Clement's soul was so strong that it could shape its environment. During the hours of darkness, the spirit could open a door to the Material Plane from the pocket plane where he was trapped. So did the rumor of a mysterious haunted tower arose in the lands of the Bone March.

Early in 595 CY, the Church of Heironeous in Knurl, under Patriarch Priadan Hoel's guidance, decided that these rumors should be investigated. A company was assembled and dispatched to the site of the mysterious tower. This company was composed of two paladins, two priests and two monks, all devoted to Heironeous. Their orders were clear. They had to investigate the tower and if they found any signs of evil presence, they should erase it from the face of Oerth.

The entire company fell into the clutches of the Marquis' shade and is held in captivity now, waiting to be transformed to wraiths when the twisted soul of the Marquis demands. All except one, for one paladin fled from the battlefield, running for his life. This man, Alper Calmert, is going to stumble upon the PC's party.

Adventure Summary

The adventure is divided in the following 9 encounters and the structure is really simple. Encounter 1 act like a link to all other encounters while every other encounter can only return the characters back to Encounter 1. Encounter 9 can only be accessed if all other encounters have been played out. The order with which the PCs visit Encounter 2 to 9 is unimportant, and the PCs can safely rest in between or even leave the tower.

Introduction: A paladin on the run enters into the inn that the PCs are visiting. The young man is in a bad condition

and seems to be very frightened. The PCs must calm him a bit to make sense out of his delirious words.

Encounter 1 [The Small Hut]: The PCs find a small hut, which leads to a great dining hall filled with mirrors. They must activate those magical devices to proceed inside the tower.

Encounter 2 [The Swamp]: When the PCs enter this plane they are attacked by a hydra. This plane symbolizes the now failing state of Bone March.

Encounter 3 [The Maze]: Here lies a maze plane and to return the PCs have to find the center. Unfortunately a minotaur also lives here. This plane symbolizes the difficulties that the Bone Marchers must overcome to free their land.

Encounter 4 [The Cage]: This whole plane is like a cage, where a harpy flies around firing arrows upon the characters. This plane symbolizes the unequal situations that the Bone Marchers must face to free their lands.

Encounter 5 [The Treasure Vault]: Here the PCs encounter a treasure vault. However among the riches a vile guard waits in ambush! This plane symbolizes the greatest treasure that lies inside Spinecastle: the Marquis' body!

Encounter 6 [The Tornado]: Inside this tornado, which symbolizes the agony of the Marquis' soul, lays an Allip, waiting for the PCs to come.

Encounter 7 [The Snake Bedroom]: The doorway leads to a bedroom, but the gorgeous woman who lays here is a pure blooded Yuan-Ti. This plane symbolizes a treacherous ally, the North Kingdom.

Encounter 8 [The Tomb]: Inside this tomb there is a rotting mummy, symbolizing to the characters the torment that Clement's body endures to this day.

Encounter 9 [Inside a Man's Soul]: Here is the Plane of the Throne Room, the eternal prison of the dark side of the soul of Clement of Vir, former Marquis of the Bone March. Can the PCs put it to rest, once and for all?

Introduction

The adventure starts at the Free City of Knurl, inside the garrison district. The adventurers are currently staying inside the Rooster Inn, looking for a job opportunity. If the characters do not know one another, now it's a great time to encourage them to interact with each other and starting

learning each other, so that they know a thing or two about the other people that they are going to adventure with.

After a while the DM can start reading the text below:

During this hot Wealsun morning, you find yourself sitting on in the infamous Rooster Inn, which is known more for its filth than its cooking. However, the stuffed rooster is temping and the cook named Amandis Anrod has earned his reputation, as one of the most able low rated chefs in the city of Knurl.

A few yellow lanterns on the left and right walls provide dim lighting at best. As your eyes adjust to light and scan the inn you note that the lanterns themselves are made of a very thin leather parchment and you can clearly see the candle that burns within. However the smoke that is being produced by many of the guests feeds the atmosphere and provides a mixed feeling of euphoria and choking.

The ceiling of the inn is made out of solid wood, cut from trees straight from Adri forest, and a various numbers of decorative items hang down, like rooster legs, some clay plates, a log that has the ability to swing a bit and various tomatoes that are left to dry. The floor is made of some kind of a gray stone that seems to be invulnerable to dirt or stain.

The walls of the inn are something to look at as well. It's not only the reeds that are line the walls, but various paintings of roosters, feathers, decorative axes and pikes that are held firmly on the walls. Occasionally, one can see a statue wearing the uniform of the garrison with its usual black boots, orange pants, black shirt and breastplate armor.

The only door of the establishment lies to the south and is covered by a large red curtain that is tied to the side by a golden colored rope.

These are hard times for adventuresome types such as you. Since the defeat of the orc army that besieged the village of Nlul and the hammering on the operations of the Blemu Hills smugglers, things are quite quiet in the vicinity of the County. So in times like these when a job like this pops up, adventurers like you seize the opportunity and go for some easily earned gold coins. In an hour you have to give your final decision to the bald caravan master who eats his roasted rooster in the neighboring table, as to whether you will serve as his caravan guards.

As you stare at the entrance of the inn, a man wearing a full plate covered in blood stumbles the door. After he makes a few unstable steps he drops onto the floor, apparently having lost consciousness.

People from around the establishment run towards the young man and begin to help him in any way they can.

A woman brings him a jar of water, while an older man starts slapping the face of the man to help him regain consciousness.

Any PC that looks at the man in full plate from a distance up to 10 feet, they will see that the young man is injured and he is bleeding slightly. Also the man is openly wearing a holy symbol of Heironeous around his neck.

After a couple of rounds, especially if one of the PCs casts a *cure minor wounds* on him, the paladin wakes up and starts to examine the people around him, in a very frightened way. During the next round, he will start screaming and speak aimlessly about weird things. He uses words like "manyhead", "rotting flesh", "the shadow" and "the burning eyes". He keeps repeating those words. After a couple of minutes he becomes hysterical and tries to flee. However he is very weak and he collapses once more.

If one or more of the PCs belongs to the Church of Heironeous of the County of Knurl, Alper will recognize him and he screams:

"It is all a lie friend! They sent me to die on purpose! Heironeous is a deceiver! There is no valour or chivalry! Only pain, bane and misfortune!!! My friends are dead, all dead!!! I will never forget those eyes!!! Damn you Heironeous!!! You sent us in our doom!!! I deny you!!! I deny you!!!"

After that he falls unconscious and speaks no more.

Any PC that is a member of the Church of Heironeous knows the identity of Alper Calmert. If none of the PCs is a member of this meta-organization, one of the customers of the inn recognize him as Zealot Alper Calmert and he proposes to the other guests that someone should transfer this paladin to the Church of Heironeous. If the PCs do not step forward for the task voluntarily, one of the guests suggests that the PCs should do so.

At this point the players must decide if they are going to help or not. If the players decide not to help they are approached by a gnome merchant of little reputation named Annikko, for an escort mission to the small town of Nivlek. The gnome pays as much as 24 gp per PC and the adventure end costing each PC 1 TU and not 2.

If however the PCs transport the injured young man to the church, then read them the following text:

You arrive at the Church of Heironeous, located in the Temple District of the city of Knurl. This district is the centre of the city's religious life, where established faiths vie for worshipers.

The minute you stand at the entrance of the temple gardens you cannot help but be overwhelmed by the

architecture of the temple beyond. The garden of the temple is secured by a fence that looks like hundreds of swords stuck to the ground and tied together with iron chains. As you enter the garden you can clearly see the statue of a large knight atop his horse holding a battle axe in his right hand. You can also see the three buildings of the church. The one to the left is a wide and long building, painted in green colors that reminds you of military barracks, the one in the middle is a circular building that looks just like a fortress tower, while the building to the right is the largest building of them all and it looks like an arena of some sort.

Members of the Church of Heironeous know that these three building are, in order of appearance: the Hall of Paladins, the main Temple of Heironeous and the arena of training. If the PCs carry with them the young paladin, they can go to either the Hall of Paladins or the Temple of Heironeous. At the moment, the arena is empty.

If the PCs enter either of the two first buildings read them the text below:

As you enter the building many eyes fall upon you. Eyes filled with concern and surprise. After a moment a man wearing a full plate looks at the young man and speaks:

"Alper, by the glory of Heironeous! What has happened to you? Brothers, please attend to assist!"

Someone informs you to wait and points you towards a number of chairs. After about half an hour a cleric of Heironeous approaches you.

"Dear and brave adventurers, you must follow me to the Patriarch's office regarding a matter of grave importance!"

If the PCs decide to follow, please read them the following paragraph, if they decide to decline then the adventure is over for them:

As the heavy metallic door opens, you enter a large office. The sun is entering from a wide and tall window on the opposite wall and a purple curtain is tied at its side with a golden rope. The ceiling is painted black except for its central portion. There with a gold color an artist painted a gauntlet holding a bolt of lightning. The floor is of solid gray stone and is very clean. The walls are decorated with longswords, battle axes, armor parts, and various maps of the Bone March and surrounding realms.. Against the western wall you see a big bookcase filled with books and various scrolls, while against the eastern wall you see a closed large chest. In the centre of the room there is a large desk, behind which a man is sitting. The only exit of the room is the door that you came through. As you enter

the man rises from his chair. He is a short, black eyed, black haired Oeridian man. He wears white robes chased with silver.

Any PC that is a member of the Church of Heironeous of the County of Knurl immediately recognize the man as Patriarch Priadan Hoel and they should present arms to honor him. After initial greetings the man starts to speak to the PC:

"I called you here for a matter of grave importance. As you probably know one of our Zealots returned from a secret mission in a delirious state. He is the sole survivor of a group of six that went to locate a mysterious tower rumoured to stand near the small town of Nivlek. However, it seems that our men have failed due to the doings of a terrible evil. Unfortunately, I am very short in manpower and I cannot afford to send any more of my paladins there because the Count has asked for their assistance in another mission."

"This is where you come in! I must urge you to go to this tower, discover the entrance and strike a decisive blow on the evil that took the lives of five of our brothers in arms. If you have any questions I will answer them but please be aware that time is of essence and cannot be wasted!"

Give to the Players Handout #1 The County of Knurl to pinpoint the rough location of the mysterious tower. Then allow them to ask questions regarding their mission:

If the PCs ask about what happened to the previous group, Priadan Hoel reports that he cannot make a lot of sense out of Alper's words, except that the opponents seem to possess supernatural powers and that there must have been more than one. However, the Shadow seems to be the most powerful, because it apparently possesses the ability to cause insanity.

If Priadan is asked about the composition of the previous group, Priadan say that the party was composed of two paladins, two monks, and finally two clerics of Heironeous.

If the PCs ask about the exact location of the mysterious tower, Priadan Hoel replies that he is at a loss. When patrols pass through the area in the day, there is no tower in the vicinity, no enemy activity and nothing abnormal. During the night however many locals of various sorts, have reported that the tower can be found hidden inside a thick unnatural fog in the lands near Nivlik. All of this of course is very confusing and Priadan cannot come to conclusions. However, he believes that something is definitely festering there because it attacked and destroyed a full group of his bretheren.

If the PCs ask for reward he says that the Church of Heironeous gives generous access to magical items as long as the PCs succeed in their mission. He also notes that he is a man of great influence and can pass a word of recommendation to the Count about their deeds. If the characters ask for more he says that this is a mission for patriots, not mercenaries and that apparently the mission might not be well suited for the PCs.

If the PCs ask about the current condition of Alper, Priadan says that his body has eluded danger but he has serious doubts that his mind will ever be the same. All they can do, is wait and see in the following weeks.

If the PCs ask Priadan about the accusations that Alper made, Priadan says that he has no idea where these blasphemies are coming from. He says that Alper's mind has gone through a lot of strain and this is likely to be the reason that the young man was saying all these horrible things. However Priadan believes that if Ardel has seen something that has convinced him that Heironeous is truly a false deity then this is indeed very serious and the adventurers must return with a complete report to Priadan once finished. Priadan also gives the permission to the adventurers to destroy anything that would threaten Heironeous true nature.

After the interview with Priadan it's time for the PCs to equip themselves, rest, buy supplies or create magic items, scrolls or potions. After which they must decide how to travel to the tower. The distance that the characters must traverse is 26 miles, and they have to cross Harp River as well. Depending on the way that the PCs are traveling determine if the group arrives at the proposed location of the tower during the day or night.

Encounter 1: The Small Hat

By the time that the PCs have reached the area of the mysterious tower read them the following text:

As you travel to your destination you cannot help but observe the wilderness of the County. Today is a hot day and Pelor glows with all its magnificent display upon the plains of the County. The sky is clear and blue with not even a cloud on the horizon. You can clearly see that the ground is covered by grass and flowers of various bright colors are beginning to grow. Many pleasant odors fill the air as you travel through the grass lands.

If the PCs arrive at the tower area during the day they find nothing of importance. The area is empty and only grass and flowers can be seen. If the PCs arrive after sunset (around 20:00) they find that the area is filled with fog.

There is something unnatural about the fog though! The cloud of moisture glows up once every minute for a second or two in an eerily light. The fog cannot be destroyed by any means, neither natural, or by magic. What the PCs do not know is that this fog transfers the PCs into a small pocket plane where the mysterious tower stands.

If the PCs enter the fog, read them the following text:

As you enter the fog, you feel a terrible chill through out all of your body. Soon however you adjust to the sensation and try to look around for clues. You cannot see anything and you find yourself marching on into the unknown.

After about a minute walking the fog thins and you are starting to see a tall building in the background. As you quicken your pace to approach it, the fog falls behind you and you find yourself inside a swamp. The air is cold but the water is hot. You can see vapors rising from the water. Around you there are a great numbers of trees with their branches completely naked. You can also see a very tall tower before you. It has is no apparent door or window whatsoever. To the left side you also see a small hut.

The PCs could try and learn some things here by virtue of their Knowledge skills. First of all, PCs can make a DC 10 Knowledge (Nature) or Intelligence check (no take 10 or 20 is allowed) to understand that this weather is very unnatural. Bone March through this time of year is hot and this place is not. Also the water should be pleasant and cool to the touch, but this is warm and appears to be steaming from various locations.

A DC 10 Knowledge (Geography) or Knowledge (Splintered Suns) or Intelligence check (no take 10 or 20 is allowed) makes them understand that this climate is not natural for Bone March. With a DC 15 (except for those just using Intelligence) they can also understand that this land is not part of Bone March terrain and should not be here.

The PCs can scout the area search for enemies or clues. They uncover nothing. As a matter of fact they won't find any living animal. Not a sound can be heard except from that made by the ghastly wind and the occasional hiss and gurgling of steaming of the water.

If the PCs examine the tower, they do not uncover much except for the fact that there really is no door or window leading inside the structure. If someone decides to attack the tower, he will note that the walls are indestructible. The walls are resistant to magic and supernatural attacks. If the PCs request for a description, read them the following text:

The tower appears to be of circular shape and probably consists of 8 stories. It is made out of large grey colored bricks that are as large as an adult human. You try your

best to locate a single opening, a door or a window, but you cannot find anything that would allow you access into the tower.

Eventually the players are going to explore the small hut. If they ask for a description of the hut read them the following text:

This appears to be a small abandoned hut about 15 by 15 feet outside. A long time ago the hut must have been painted white. However time and the elements have taken their toll on both paint and the wood beneath. Now the hut is mostly rotten and black in many places. The door has been broken long ago and it is turned to dust. A foul odor is coming from the inside of the hut. As you look through the door opening you cannot see anything but complete darkness. On the outside you note that there are two windows, broken too and the shutters are slamming continuously against the hut due to the wind. Peeking through the window reveals the same darkness as when looking through the door.

If the PCs try to produce light inside the hut, they notice that every light source fails to produce it. If the players decide to go inside read them the following text:

As you enter the hut, everything becomes bright and colorful. Soon you understand that you are standing inside a 40 by 100 feet large dining hall. What immediately captures your eye is the huge table in the centre of the room filled with all sorts of delicacies, food, meat, fruits and steaming soup. There are more than 100 chairs in the table all equally inviting.

As you watch the ceiling you notice a large oil chandelier with almost countless candles. The floor is made out of wood of excellent quality. A large red carpet with golden threads is situated below from the table. As your eyes examine the walls, you see that there are a lot of banner shields all around you, painted with red colors and illustrating three bones in 60 degrees distance between them, all connected to their centre.

Also you can see eight paintings all surrounded by golden frames. However there is something odd about the paintings. The images inside the frames are moving, and sounds and weird smells seem to drift from them as well!!! The first painting pictures a swamp and as you approach it you hear bubbles and you smell the odor of rotting eggs. The second picture depicts a stone wall, and the smell from cows is strong. The third pictures a cage. As you approach it you hear flapping wings and it smells like a cage. The fourth painting depicts a treasure vault and smells like copper. The fifth painting pictures a tornado.

You can hear the wind blowing and destroying everything in its path. The sixth painting shows a bedroom, however you hear the hissing sounds of a snake. The seventh painting illustrates an open coffin, and as you approach it you can smell the stench of decay. The eighth painting illustrates total darkness. No sound is heard and no smell can be perceived.

To the southern portion of the room you can see a great purple curtain tied to the wall with two golden ropes. Behind the curtain you can spot a small number of beds. These beds are made to accommodate aristocrats, and they have silk sheets and warm blankets.

There are a lot of things that the PCs can do here. For starters they can rest, heal up and memorize new spells and so on. No one is going to disturb them here. They can try to eat the food on the table. It tastes delicious but it does not provide any nourishment. So even if the PCs are actually eating, they do not satisfy their hunger.

If the PCs try to break anything, they will see that everything in this room is indestructible. Even the food that they eat reappears after a while. The paintings however, apart from being indestructible, cannot even be moved from the walls.

If the PCs decide to go back from where they came they will open the great doors of the hall and see before them the hut and the swamp from there they came. If they return back to the swamp and the tower, and reenter the fog they will return to the County of Knurl.

The PC that touches a single painting is instantly teleported to the appropriate encounter. The first painting goes to the Encounter 2, the second painting to the Encounter 3 and so on. The eighth painting however is deactivated for the time being. It activates once all other seven locations have been visited. Each time the PCs return successfully (defeated all opponents) to the great hall, from a trip, report to the players that the painting that they used now is black and silent. If the opponent isn't defeated, the painting remains active.

When a PC touches a painting read to the players the following text:

As [character's name] touches the painting he is surrounded by a purple light and in a blink of an eye, he disappears before you along with a high pitched sound.

If any PC decides to follow their comrade allow them to do so and then move on to the appropriate encounter.

Troubleshooting: If the PCs decide not to enter the paintings and finally leave the tower without any intention to return, the adventure is over here for them. Please award

XP and GP according to the guide lines at the end of the adventure.

Encounter 2: The Swamp

The PCs who touched the swamp painting find themselves inside a swamp. Please read them the description below:

It takes a while for your eyes to adjust to the new lightning conditions. The lighting is provided by a moon, and the sky is filled with thousands of stars. As you watch the ground, you realize that you are in a swamp. You are knee deep in water and mud, which smells like rotten eggs. As you look around you, all that there is to be seen is the vast swamp and various types of strange plants with purple flowers which grow out of the water.

It is unpleasantly warm, and the stench of the foul water is overwhelming. The air is filled with the sound of hissing water, bubbles blowing and the splashing sounds that your comrades make while moving in the water.

Suddenly you hear a loud scream of anger, likely of reptilian origin, followed by an echoing noise of something huge splashing through the water, louder and louder, when suddenly a beast appears from the darkness. The beast resembles some great reptile with a veritable forest of heads on long, slender necks.

Both parties are aware of each other so roll for initiative normally. Remember that the swamp battleground does not allow the characters to run or charge. Also remember that humans and halflings that do not carry light sources with them will see everything shadowy (providing 20% concealment to their opponents). Creatures with low-light vision have no such trouble due to the moon-light. Creatures with darkvision can see perfectly fine within the range of the darkvision.

Creatures: The creature that the PCs face in this encounter is a Hydra. The exact number of heads depends on the APL of the group.

APL 2 (EL 3)

🔥 **Hydra, Five-Headed (1):** hp 55; see *Monster Manual* page 156 and Appendix 1.

APL 4 (EL 4)

🔥 **Hydra, Six-Headed (1):** hp 66; see *Monster Manual* page 156 and Appendix 2.

APL 6 (EL 6)

🔥 **Hydra, Eight-Headed (1):** hp 87; see *Monster Manual* page 157 and Appendix 3.

APL 8 (EL 7)

🔥 **Hydra, Nine-Headed (1):** hp 97; see *Monster Manual* page 157 and Appendix 4.

Tactics: The Hydra, despite its imposing appearance, has an animal intelligence. So each head will attack a character at random at first only later focusing on a particular PC if that PC proves to be the biggest damage dealer.

The hydra however cannot be tempted either by food or the promise of it. It has no fear of death either. It will continue to attack until the PCs or it are dead.

Treasure: If the PCs defeat the Hydra then the purse that they receive at the end of the adventure will have gems of greater value according to the amounts below. Be advised that these amounts are for the DM use only. No actual gems or gold is given to the characters at this point of the adventure.

APL 2: Coin: (112 gp).

APL 4: Coin: (150 gp).

APL 6: Coin: (225 gp).

APL 8: Coin: (262 gp).

Development: When the PCs defeat the Hydra (by killing it in most occasions) then they are instantly teleported back to the great hall.

Troubleshooting: If the PCs fail to defeat the Hydra and are still alive, they probably flee into the swamp. The swamp is endless however and the PCs wander around in it for a long time. For each hour of wondering, the PC must make a DC 10 + 1 per hour wondering Fortitude check or lose consciousness. These characters wake up in the great Dinning Hall. A character killed by the Hydra is dead and his body does not appear beside his comrades. He cannot be raised, unless the body is retrieved from the Hydra's swamp.

Encounter 3: The Maze

The PCs who touched the maze painting in Encounter 1 find themselves in a twisting maze. Please refer to Appendix 5 for a map of the maze and the starting places of the characters and the Minotaur.

As soon as the appropriate PCs are teleported in the maze read them the following text:

Once you found your bearings, you realize that you are inside a corridor of some sort. The walls, floor and ceiling are made from a strange type of green brick. These bricks are similar to glass, or another type of crystal. The walls glow with a soft strange green light, about as bright as that provided by a torch. The corridors seem to be about 10 feet wide. As you sniff the air you cannot help but notice the stench, similar to that produced by cattle. There is no sound to be heard.

The PCs all start in a separate spot in the maze. They have to search for their comrades and at the same time they have to avoid the Minotaur who makes his round patrol. If the PCs try to smash the crystal corridor they will find out that the bricks are indestructible.

If one of the characters encounters the Minotaur and the Minotaur is aware of the PC by succeeding in a Listen check, read the following text to the player:

Suddenly you hear a loud thud, then another one, along with a snorting noise. Finally, you spot a large humanoid charging at you with a loud scream in the distance. The creature is broad-shouldered and muscled and has the head of a bull. He holds a great axe in his hands.

In this situation both sides are aware of each other. The encounter starts at 60 ft. and both sides roll for initiative. If the player however remains undetected by the Minotaur, then modify the text above and give a surprise round to the PC.

Creatures: Inside the maze there is a single Minotaur. The exact level of the humanoid depends on the APL of the party:

APL 2 (EL 3)

☛ **Minotaur (1):** hp 39; see *Monster Manual* page 188 and Appendix 1.

APL 4 (EL 4)

☛ **Fighter Minotaur (1):** hp 54; see *Monster Manual* page 188 and Appendix 2.

APL 6 (EL 6)

☛ **Fighter Minotaur (1):** hp 66; see *Monster Manual* page 188 and Appendix 3.

APL 8 (EL 7)

☛ **Fighter Minotaur (1):** hp 75; see *Monster Manual* page 188 and Appendix 4.

Tactics: The Minotaur attacks any single character or group of characters that he spots or hears. When a character is dead, he proceeds to the next until no one is left alive. If attacked by a group of characters, he engages the group and he aims to bring them down. He focuses first on the heavy armored characters, then the medium armored, followed by the light armored opponents and finally those opponents wearing no armor at all. The Minotaur is considered fearless, for the duration of the encounter and he won't retreat even if he is gravely wounded.

Treasure: If the PCs defeat the Minotaur then the purse that they receive at the end of the adventure has gems of greater value according to the amounts below. Be advised that these amounts are for the DM use only. No actual gems or gold is given to the characters at this point of the adventure. However the greataxe of the Minotaur can be looted normally.

APL 2: Loot: 1 gp; Coin: 112 gp.

APL 4: Loot 1 gp; Coin: 149 gp.

APL 6: Loot 1 gp; Coin: 224 gp.

APL 8: Loot 1 gp; Coin: 262 gp.

Development: When the PCs defeat the Minotaur they will be teleported back to the main hall so that they can continue their quest by choosing another painting.

Troubleshooting: There is a high chance that the PCs have to retreat away from the Minotaur. The only way for the PCs to leave the maze is by going into the centre of the maze. By doing so they are instantly teleported back to the great dining hall. Any dead character cannot be brought back from the dead, unless the PCs carry their comrades back to the centre of the maze, or if they come back later for them. Of course if any PCs has the raise dead spell available they can raise them on the spot.

As long as the Minotaur cannot locate any PC he returns to his patrol. Remember that the Minotaur uses his ears, eyes and nose (with his scent feat) to locate opponents.

Encounter 4: The Cage

The PCs that touch the painting featuring a cage are teleported to this location. Read out aloud the following text:

As you look around you find yourself inside a cage. The temperature is pleasant, but a foul odor is difficult to miss. The cage has a circular shape, with a diameter around 80 ft. Light is provided by 30 oil lamps that are tied to the iron bars of the cage. As you lift your eyes to examine what's

above your heads, you notice that the cage continues to go up in a circular fashion, as all of its iron bars bend and unite at the centre of the ceiling of the cage. You can also see a couple of large iron bars that are connected across the cage, like bird stands. On one of those stands you can see an evil faced woman with her lower body resembling that of a bird. In her right hand she holds a very large and strong looking bow.

The floor is covered with straw, which smells bad, like mildew. The iron bars are almost a foot thick and are made from solid iron. As you examine the area around you, there is no exit out of this cage.

Suddenly you hear the flapping of wings as you see that the bird woman is leaving the branch and now flies directly above you, as she prepares to shoot with it.

This is the right time to roll for initiatives. If a player tries to go through the bars he notices that this is not possible. Only tiny or smaller characters can go through and those who do are instantly teleported back to the great dining hall. If the players try to smash the bars of the cage they find out that these are indestructible. If for any reason they burn the straw, it burns up quickly and the fire spreads at the rate of 10 feet per round until all the floor is on fire. A square that is burning will burn for five rounds. Each character on a burning square will take 1d4 points of damage each round.

Creatures: The PCs here are facing a harpy. The exact level of the creature depends upon the APL of the group.

APL 2 (EL 3)

👉 Harpy (1): hp 31; see *Monster Manual* page 151 and Appendix 1.

APL 4 (EL 5)

👉 Harpy (1): hp 43; see *Monster Manual* page 151 and Appendix 2.

APL 6 (EL 6)

👉 Harpy (1): hp 49; see *Monster Manual* page 151 and Appendix 3.

APL 8 (EL 8)

👉 Harpy (1): hp 61; see *Monster Manual* page 151 and Appendix 4.

Tactics: The harpy does not come within melee range with any character unless she cannot fly for some reason. She circles through the cage and fires at the PCs with her bow. She focuses upon the characters that can reach her with missile fire or spells. Once these are down, she

concentrates her attacks on the rest. When the group is reduced to one person, she uses her captivating song and she approaches the character to finish him off.

Treasure: If the PCs defeat the harpy then the purse that they receive at the end of the adventure has gems of greater value according to the amounts below. Be advised that these amounts are for the DM use only. No actual gems or gold is given to the characters at this point of the adventure. However the composite longbow of the harpy can be looted normally.

APL 2: Loot: 8 gp; Coin: 104 gp.

APL 4: Loot 8 gp; Coin: 179 gp.

APL 6: Loot 8 gp; Coin: 217 gp.

APL 8: Loot 8 gp; Coin: 292 gp.

Development: The only way for the PCs to get out of the cage is to defeat the harpy or when tiny or smaller by stepping through the bars. They cannot destroy the bars and the floor under the straw is also made out of solid steel.

Troubleshooting: If any character dies, but the PCs do defeat the harpy, any corpse is teleported back to the great dining hall along with the living. Fleeing PCs must be reduced to tiny size and exit the bars for teleportation to the great dining hall.

Encounter 5: The Treasure Vault

The PCs that touch the treasure vault painting back at Encounter 1 are teleported in this location. As soon as the PCs are gathered here, read them the following text:

You find yourself inside a square shaped room, with each of its sides about 50 ft. long. Light is provided by a hundred of oil lamps tied up to the ceiling of the vault with small iron wires. The ceiling, the walls and the floor are made of an unknown type of metal that looks indestructible. You cannot see any apparent way out of this room and for a moment you feel like a rat in a cage. Quickly however your eyes cannot help but see the vast amount of gold coins, gems and treasure that lay in the southwest corner of the room. However the thing that draws your attention more than everything else is a lamp made out of gold, with gems of various colors each as big as a human eye decorating it. The lamp is carried by a statue of a gargoyle which looks menacingly towards the centre of the room.

The PCs have a variety of choices available. They can take as much gold gems as they want. Other types of treasures cannot be moved by any means.

The only way however to get out of the room is by taking the lamp out of the gargoyle's hand. However this action results in the waking of the gargoyle.

Treat the gargoyle as an indestructible statue before the characters mess with the lamp. However once the creature awakes, it can receive damage normally.

The moment the gargoyle awakens it gains a surprise round to act. Only characters that declared a ready action against the gargoyle moving may act during this round.

Creatures: The gargoyle here might have barbarian levels according to the APL of the group.

APL 2 (EL 3)

👉 **Gargoyle (1):** hp 37; see *Monster Manual* page 113 and Appendix 1.

APL 4 (EL 5)

👉 **Gargoyle Barbarian (1):** hp 57; see *Monster Manual* page 113 and Appendix 2.

APL 6 (EL 6)

👉 **Gargoyle Barbarian (1):** hp 67; see *Monster Manual* page 113 and Appendix 3.

APL 8 (EL 8)

👉 **Gargoyle Barbarian (1):** hp 87; see *Monster Manual* page 113 and Appendix 4.

Tactics: The Gargoyle directs his attacks at the character that took the lamp. He keep going on even if that character loses consciousness. After the character dies, it takes the lamp back and assumes its starting pose at its initial position, once again becoming indestructible. Once a character takes the lamp again, it comes to life again and attack the character that stole the lamp. If the gargoyle has taken any damage during the first battle, it retains it at the start of the second.

Treasure: All the gold and the gems that the characters have turn to tiny worms as soon as they exit the vault. If the PCs defeat the gargoyle then the purse that they receive at the end of the adventure has gems of greater value according to the amounts below. Be advised that these amounts are for the DM use only. No actual gems or gold is given to the characters at this point of the adventure.

APL 2: Coin: 113 gp.

APL 4: Coin: 163 gp.

APL 6: Coin: 225 gp.

APL 8: Coin: 475 gp.

Development: The only way for the PCs to get out of the vault is to rub the lamp for three consecutive rounds or by destroying the gargoyle. The walls of the vault cannot be destroyed by any means.

Troubleshooting: If any character died, but the PCs defeated the gargoyle, they are teleported back to the great dining hall along with their living comrades.

Encounter 6: The Tornado

Any PC that touches the tornado frame back at Encounter 1 is teleported here inside the eye of a tornado. When all appropriate PCs are teleported here please read them the following text:

As your eyes adjust to your surrounding you see that you are inside the eye of a tornado. The eye has a diameter of 40 ft. and all around you can see the tornado spinning ferociously. Various pieces of wood, leaves and stones are inside the wind, along with the corpses of various orcs, goblins and bugbears. As you guide your eyes to the sky, all that you cans see is the tornado climbing up to the heavens. The ground below your feet is soft and you can see spots of grass here and there. There is no apparent way out of here. All that you can hear is the wind blowing ferociously, all around you.

Suddenly you notice that a part of the tornado separates from the wall of spinning wind and it starts to glide its way towards you. It is black and twisted and it floats before you like a thing out of a nightmare. It has vaguely humanoid shape, but its features have been distorted. From the waist down, it trails away into vaporous nothingness, leaving a faint trace of fog behind it as it moves.

Now is a good time to roll initiatives for the group. Starting distance between the Allip and the characters is 30 ft. The players have to be extra careful, because any character which touches the tornado will be sucked up by it and be taken up to the sky. A successful DC 40 Reflex roll is needed to avoid this fate. A character which is sucked by the tornado is lost for good.

Creatures: The characters will face here a lone Allip, at all APLs.

APL 2 (EL 2)

☛ Allip (1): hp 26; see *Monster Manual* page 10 and Appendix 1.

APL 4 (EL 2)

☛ Allip (1): hp 26; see *Monster Manual* page 10 and Appendix 2.

APL 6 (EL 2)

☛ Allip (1): hp 26; see *Monster Manual* page 10 and Appendix 3.

APL 8 (EL 2)

☛ Allip (1): hp 26; see *Monster Manual* page 10 and Appendix 4.

Tactics: As soon as the Allip gets its first action, it starts to babble constantly. In addition it starts approaching characters with a fighter appearance, for its touch attacks.

Treasure: If the PCs defeat the Allip then the purse that they receive at the end of the adventure has gems of greater value according to the amounts below. Be advised that these amounts are for the DM use only. No actual gems or gold is given to the characters at this point of the adventure.

APL 2: Coin: 75 gp.

APL 4: Coin: 75 gp.

APL 6: Coin: 75 gp.

APL 8: Coin: 75 gp.

Development: When the Allip is defeated by the PCs they are instantly teleported back to the grand dinner hall to choose another painting. Its worth noting, that if the Allip is turned by a cleric, it flees off towards the tornado and it is sucked up into the heavens troubling the characters no more.

Troubleshooting: Characters that have been sucked up by the tornado are gone. Only a true resurrection spell might bring them back, but this is very rare magic in Oerth indeed. So emphasize to the players about the strength of the tornado to discourage the PCs from interacting with it.

Encounter 7: The Snake Bedroom

PCs who touch the bedroom painting are teleported into this location. When all appropriate PCs have arrived read them the following text:

As your eyes adjust to the new scenery you realize that you are inside a large bedroom. The room is 30 ft. long and 50 ft. wide. It is well lit with many candles which are located on a chandelier tied up to the ceiling. The ceiling is painted cyan and the walls are painted green. On the south wall one can see a wooden door. You can smell an exquisite perfume. You also notice that the room is quite warm!

There are also a couple of tables, four chairs and a bed, surrounded by a pink veil. Behind the veil you can see a woman figure finishing dressing herself in her armor and turning her face towards you. She speaks:

"So! You have arrived my lord! My bed is always warm for you! Let's mate now and bring to life an heir as potent as you. Let us unite our kingdoms once m... Wait! You are not my Lord! You are a foreigner you just wears his face! I will take my revenge! Serpents you gave and serpents you will receive!"

The players are in no condition to understand but this is an allegory. It demonstrates the feelings of Marquis de Clement about his former ally Overking Grenell I. This is a good time to roll for initiative.

Creatures: The woman is a pure blood yuan-ti trained as a fighter. Her exact levels depends on the APL of the group.

APL 2 (EL 2)

☛ Yuan-Ti Fighter (1): hp 22; see *Monster Manual* page 263 and Appendix 1.

APL 4 (EL 3)

☛ Yuan-Ti Fighter (1): hp 29; see *Monster Manual* page 263 and Appendix 2.

APL 6 (EL 4)

☛ Yuan-Ti Fighter (1): hp 36; see *Monster Manual* page 263 and Appendix 3.

APL 8 (EL 5)

☛ Yuan-Ti Fighter (1): hp 43; see *Monster Manual* page 263 and Appendix 4.

Tactics: The woman attacks any human male fighter-type continuously and fiercely until he falls unconscious and then she performs a coup de grace on him. If there are no human male fighters amongst the group, she prefers any other fighter-type and uses the same tactic. Once the fighters are dead she attacks another character continuously which she chooses randomly.

Treasure: The equipment of the woman can be looted normally once defeated. Below of the pillow of the bed the

PCs can find a bag of coins which can be looted normally as well.

APL 2: Loot: 127 gp; Coin: 3 gp.

APL 4: Loot 127 gp; Coin: 3 gp.

APL 6: Loot 127 gp; Coin: 23 gp.

APL 8: Loot 127 gp; Coin: 89 gp.

Development: As soon as a character steps out of the door he is instantly teleported back to the dining hall in Encounter 1.

Troubleshooting: Not much can go wrong here. If a character dies and the characters retreat to the great dining hall, then the Yuan-Ti won't hurt the body in any way. So when the characters come back to fight again, the body of their companion still lays on the floor untouched.

Encounter 8: The Tomb

PCs who touch the tomb painting are teleported into this location. When all appropriate PCs have arrived read the following text:

Just a second passes after the last after effects of the teleportation passes and you start to realize that it is utterly dark. The echoes of your movement suggest you are in a room of some kind, but without light there is no way to estimate the exact size, but from what you are hearing you are guessing that the room is fairly small. The room is extremely cold and you cannot help but pick up a foul smell of rotting flesh mixed with various herbs and flowers. You also hear very loud footsteps coming towards you.

The players are standing inside a 30 by 30 ft. square room. At the centre of the room lies a closed sarcophagus.

The room has is covered in magical darkness that prevents any sight, including Darkvision and which cannot be penetrated by any light source. Treat the darkness as cast by a 20th level spellcaster for dispelling purposes. However the DM should roll for initiative because there is an enemy in this room. Note that the movement cost is doubled in total darkness, and that the PCs are effectively blinded.

Creatures: Inside this room there is a mummy with fighter levels. This creature symbolizes the coma state of the true body of the Marquis, currently located inside Spinecastle.

APL 2 (EL 4)

☛ **Mummy (1):** hp 55; see *Monster Manual* page 190 and Appendix 1.

APL 4 (EL 5)

☛ **Mummy Lord (1):** hp 61; see *Monster Manual* page 190 and Appendix 2.

APL 6 (EL 8)

☛ **Mummy Lord (1):** hp 79; see *Monster Manual* page 190 and Appendix 3.

APL 8 (EL 11)

☛ **Mummy Lord (1):** hp 97; see *Monster Manual* page 190 and Appendix 4.

Tactics: The mummy fighter tries to attack any fighter wearing full plate. If none of the group is wearing this type of armor, it attacks any character who wears a heavy armor, then a medium and finally light or none. Once the mummy attacks a character, it does not stop until that PC falls unconscious. Then it turns its attention elsewhere. The mummy does not coup de grace anyone under any circumstances. However it does attack a character that was unconscious but regained consciousness and got back on his feet. The mummy is not hindered by the darkness. The one beneficial effect of the darkness though is that the mummy cannot use its despair ability, which relies on the sight of its opponents.

Treasure: If the PCs defeat the mummy then the purse that they receive at the end of the adventure has gems of greater value according to the amounts below. Be advised that these amounts are for the DM use only. No actual gems or gold is given to the characters at this point of the adventure. However the full plate and shield of the mummy can be looted normally.

APL 2: Coin: 150 gp.

APL 4: Loot: 126 gp; Coin: 54 gp.

APL 6: Loot: 126 gp; Coin: 174 gp.

APL 8: Loot: 126 gp; Coin: 350 gp.

Development: If the PCs defeat the mummy they are immediately teleported back to the great dining hall of Encounter 1. If a character discovers the sarcophagus and goes inside, he is teleported to the great dining hall as well.

Troubleshooting: If any character meets his fate at the hands of the mummy, his or her body remains in this room. However if they catch mummy rot, they have to follow the special procedure described in *Monster Manual* in page 191.

Encounter 9: Inside A Man's Soul

Once the players have visited all other seven locations the eighth painting is activated and it shows a throne room. Once this happens read to the players the following text:

As you return to the great dining hall from your last journey into the paintings, you hear a high pitched sound and you notice that the eighth painting, that once was blank and silent, now illustrates a throne room. As you approach the frame you sense a chill to your spine and you smell brimstone. Suddenly there is a voice talking inside your head:

"Dear intruder of my dreams, long you have walked, long you have run, long you have killed, but no more. As the white moon rises on night's embrace, I swear on anything sacred that I allow you passage out of my world to yours, out of generosity for the troubles that you have been through. Take advantage of my generous offer and flee while you can!"

The DM should emphasize to the players that this is no cheap trick or decoy. The voice seems very powerful and all characters of Good alignment feel a burden on their hearts. Those of Lawful Good alignment feel nausea as well, and any follower of Heironeous collapses to the floor unconscious for 1d4 minutes unless a DC 20 Fortitude save is made.

If the characters wish to travel to the throne room warn them that the power of the painting here is overwhelming and has no comparison to the previous ones that they encountered. Again if any player touches the frame, he is teleported to the throne room. When all appropriate players arrive read them the following text:

You find yourself inside a dark shadowy room. You see that you are in what appears to be a throne room of some kind. The temperature is chilly and the smell of brimstone seems to rise from various candles that illuminate the room. Clerical instruments are strewn all around the throne room. There are red banners everywhere illustrating three bones in 60 degree angle between them. The walls have illustrations of a large castle being built. You suddenly feel a draft of air and you realize that you are not alone.

A spot of bright light suddenly illuminates the centre of the room and you can see a throne. Upon it sits a sinister, spectral figure, robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes. Behind the throne you see five men, tied up and wearing plain clothes as well as the holy

symbols of Heironeous. Seeing you they start screaming for help, and at the same time warning you to fear the creature at the throne. When the creature glares angrily at them their speech loses sound. After that the creature assumes standing position and speaks:

"Enemies from the west, enemies from the east, enemies from the south. My own daughter taken to the north, but making no sound. Have you come Heironeous to free your loyal servant?"

No matter what the characters say the creature continues its monologue.

"Children down the drain, and mothers raped. Fathers killed and enemies too! All in thy name my Lord, all in thy name! For Valor, Courage, Honor and Chivalry. Yet the many-hander prevails. You abandoned me my Lord in my darkest hour. You let me fall into the shadow. Come and lift your humble servant once again."

Finishing this speech the creature starts moving towards any cleric of the group (especially one of Heironeous) in a menacing way. Its time to roll for initiative. During all battle rounds the creature says as a free action:

"Get on your knees and repent before your god!"

This is but a hint to allow the players an exit from this encounter if it proves too tough for them.

Creatures: The characters are facing a wraith or dread wraith, depending on the APL of the group. This wraith was created when all dark elements of the soul of the Marquis Clement departed from his body during his coma state.

APL 2 (EL 4)

☛ Wraith (1): hp 32; see *Monster Manual* page 258 and Appendix 1.

APL 4 (EL 4)

☛ Greater Wraith (1): hp 52; see *Monster Manual* page 258 and Appendix 2.

APL 6 (EL 4)

☛ Dread Wraith (1): hp 104; see *Monster Manual* page 258 and Appendix 3.

APL 8 (EL 4)

☛ Greater Dread Wraith (1): hp 144; see *Monster Manual* page 258 and Appendix 4.

Tactics: Upon the start of the battle everything in the room goes dark, as if a *darkness* spell has been cast (for dispel purposes treat that the spell is cast by a 20th level spellcaster). If the players dispel the spell the creature will use its incorporeal traits to sink into the ground and attack from the floor for concealment. The wraith will attack any cleric of Heironeous, any cleric of any other deity, any fighter and then any remaining character. The wraith attacks a character continuously and won't stop until the character is dead so that he can raise in 1d4 rounds as a spawn.

Treasure: If the PCs defeat the Wraith then the purse that they receive at the end of the adventure has gems of greater value according to the amounts below. Be advised that these amounts are for the DM use only. No actual gems or gold is given to the characters at this point of the adventure.

APL 2: Coin: 95 gp.

APL 4: Coin: 265 gp.

APL 6: Coin: 375 gp.

APL 8: Coin: 533 gp.

Development: When the Wraith is destroyed everything begins to rumble, crack, falling apart as the whole world is breaking. Finally all the PCs fall into the void with the feeling of falling down following them all the way. Go to the conclusion section.

Troubleshooting: If the characters are loosing the battle there is only one thing that they can do: drop on their knees and pray with the greatest of sincerity to their god for mercy and forgiveness and they are instantly teleported out of the throne room. Go to the conclusion section.

Conclusion

In this section are described the possible endings of the adventure. They are many possible outcomes.

First of all the characters may have never taken part in the operations around the mysterious tower. Instead they took the job concerning the gnome merchant. The adventure ends for them in the small town of Nivlek.

Secondly the characters might have decided that the tower is just too tough for them to clear out or destroy, however they have cleared a few encounters. In this case consider the mission half-success and read them the following text:

As you run for your life away from the mysterious tower of dread, you cannot help but feel that you have been played with by a very powerful entity. Getting the route back to Knurl leaves you with a bitter taste in your mouth. You did

not succeed in your mission but you got away with your life and that's very comforting.

Upon returning to the Temple district and asking for audience with Patriarch Priadan Hoel to inform him on the results of your efforts, your belt pouches feel a bit heavier. As you search them you see a bag containing fire opal gems. How did that get in there?

The value of the gems is the total of all the iconic treasures that the characters got during encounters in which they were victorious. Patriarch Priadan Hoel himself congratulates the characters on their efforts and promise to speak to the Count on their behalf. He also gives them minor access to Church Items.

Thirdly if the characters have defeated the wraith of Encounter 9 please read them the following text:

You open your eyes as if you have been sleeping for years. You examine your body and you notice that you are completely healed. When you look around you, you realize that you are standing on a green filled with flowers beside the Harp River. You also see five men besides you, all wearing the symbols of Heironeous around their necks. Three of them are wearing full plate armors while the other two wear monk outfits and two large blue capes. You also see note a great bag containing fire opal gems! As you bend to grab it you hear a voice: "I thank thee my brethren! I am still two, separated and imprisoned! Maybe in the future you can unite me still. Thank thee for your efforts! Enjoy the sun once again friends!!!" after which you start to take the long way home.

When you arrive in Knurl's Temple's District Patriarch Priadan Hoel awaits you at the entrance to the temple along with his most high ranked clerics. Cries of joy are heard through out the yard of the Church and the clerics and paladins are saluting their lost brothers at arms. After a while when the men have settled down, the Patriarch calls you to his office.

Once you enter he says "My dear citizens you have done it. I could not believe that my men were still alive! You brought them back and also destroyed the mysterious tower! The Count shall hear for your exquisite deeds and your great sacrifice. I will also give you access to some of our finest weaponry for you to buy! Once again I thank you for your efforts regarding our Church."

At this point the adventure ends. If one of the players asks about Alper Calmert fate Patriarch Priadan Hoel replies that the young man is still in bed with his sanity seriously harmed by the stress he has been through.

If one of the players asks Patriarch Priadan Hoel if any of the statements that the wraith said make any sense to

him, he says (and only if the players have said the sentences one by one) that the wraith must belong to a warrior, fighter, paladin, or cleric of Heironeous, who was defeated by the forces of Hextor, or was betrayed by Hextorian allies.

Campaign Consequences

Please answer the following questions to cman@cman.gr:

- 1) Did the Mysterious tower was destroyed?
- 2) Which was the composition of the party?

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 2: The Swamp

Defeat the Hydra

APL2	90 XP
APL4	120 XP
APL6	180 XP
APL8	210 XP

Encounter 3: The Maze

APL2	90 XP
APL4	120 XP
APL6	180 XP
APL8	210 XP

Encounter 4: The Cage

APL2	90 XP
APL4	150 XP
APL6	180 XP
APL8	240 XP

Encounter 5: The Treasure Vault

APL2	90 XP
APL4	150 XP
APL6	180 XP
APL8	240 XP

Encounter 6: The Tornado

APL2	60 XP
APL4	60 XP
APL6	60 XP
APL8	60 XP

Encounter 7: The Snake Bedroom

APL2	60 XP
APL4	90 XP
APL6	120 XP
APL8	150 XP

Encounter 8: The Tomb

APL2	120 XP
APL4	150 XP
APL6	240 XP
APL8	330 XP

Encounter 9: Inside A Man's Soul

APL2	120 XP
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APL4	240 XP
APL6	300 XP
APL8	360 XP

Discretionary Role-playing Award

APL2	180 XP
APL4	270 XP
APL6	360 XP
APL8	450 XP

Total Possible Experience:

APL2	900 XP
APL4	1350 XP
APL6	1800 XP
APL8	2250 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.

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

Introduction: The Gnome's Reward

APL 2: Loot: 0 gp; Coin: 24 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 24 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 24 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 24 gp; Magic: 0 gp

Encounter 2: The Swamp

APL 2: Loot: 0 gp; Coin: 112 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 225 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 262 gp; Magic: 0 gp

Encounter 3: The Maze

APL 2: Loot: 1 gp; Coin: 112 gp; Magic: 0 gp

APL 4: Loot: 1 gp; Coin: 149 gp; Magic: 0 gp

APL 6: Loot: 1 gp; Coin: 224 gp; Magic: 0 gp

APL 8: Loot: 1 gp; Coin: 262 gp; Magic: 0 gp

Encounter 4: The Cage

APL 2: Loot: 8 gp; Coin: 104 gp; Magic: 0 gp

APL 4: Loot: 8 gp; Coin: 179 gp; Magic: 0 gp

APL 6: Loot: 8 gp; Coin: 217 gp; Magic: 0 gp

APL 8: Loot: 8 gp; Coin: 292 gp; Magic: 0 gp

Encounter 5: Treasure Vault

APL 2: Loot: 0 gp; Coin: 113 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 163 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 225 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 475 gp; Magic: 0 gp

Encounter 6: The Tornado

APL 2: Loot: 0 gp; Coin: 75 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 75 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 75 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 75 gp; Magic: 0 gp

Encounter 7: The Snake Bedroom

APL 2: Loot: 127 gp; Coin: 3 gp; Magic: 0 gp

APL 4: Loot: 127 gp; Coin: 3 gp; Magic: 0 gp

APL 6: Loot: 127 gp; Coin: 23 gp; Magic: 0 gp

APL 8: Loot: 127 gp; Coin: 89 gp; Magic: 0 gp

Encounter 8: The Tomb

APL 2: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp

APL 4: Loot: 126 gp; Coin: 54 gp; Magic: 0 gp

APL 6: Loot: 126 gp; Coin: 174 gp; Magic: 0 gp

APL 8: Loot: 126 gp; Coin: 350 gp; Magic: 0 gp

Encounter 9: Inside A Man's Soul

APL 2: Loot: 0 gp; Coin: 95 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 265 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 375 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 533 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 136 gp; Coin: 764 gp; Magic: 0 gp

APL 4: Loot: 262 gp; Coin: 1038 gp; Magic: 0 gp

APL 6: Loot: 262 gp; Coin: 1538 gp; Magic: 0 gp

APL 8: Loot: 262 gp; Coin: 2338 gp; Magic: 0 gp

Special

[Any special items are listed here, including new spells, influence points, items or other notes of interest. Remove this paragraph]

Items for the Adventure Record

☛ **One Influence Point with Count Joachim**

Dunstan: For invading but not destroying the Mysterious tower, the character gains an influence point with Count Joachim Dunstan. Please refer to the Gazetteer of Knurl for further information on Influence Points. This reward is not given to a player which has destroyed the Mysterious Tower.

☛ **Two Influence Points with Count Joachim**

Dunstan: For invading and destroying the Mysterious tower, the character gains two influence points with Count Joachim Dunstan. Please refer to the Gazetteer of Knurl for further information on Influence Points.

☛ **Favor of the Church of Heironeous of Knurl:**

For participating in the operations inside the mysterious tower the character can buy a single Medium Wondrous Item allowed by the rules of the *Living Greyhawk* campaign to a maximum value of 14,000 gp from table 7-28 of the *Dungeon Master's Guide*

☛ **Grand Honor of the Church of Heironeous of**

Knurl: For the saving of their five missing members of their church the Church will create a single *holy* weapon for the character. However, the character must be Lawful Good in alignment and must pay the total cost for the enchanting of the weapon. A character cannot upgrade one of his weapons with the *holy* ability using this favor.

Appendix 1: APL 2

Five Headed Hydra: CR 4; Huge magical beast; HD 5d10+28; hp 55; Init +1; Spd 20 ft., swim 20 ft.; AC 15 (touch 9, flat-footed 14); Base Atk +5; Grp +16; Atk +5 melee (1d10+3, bite), +5 melee (1d10+3, bite), +5 melee (1d10+3, bite), +5 melee (1d10+3, bite), +5 melee (1d10+3, bite); Full Atk +5 melee (1d10+3, bite), +5 melee (1d10+3, bite), +5 melee (1d10+3, bite), +5 melee (1d10+3, bite); Space/Reach 15 ft./10 ft.; SQ Darkvision 60 ft., fast healing 15, low light vision, scent; AL N; SV Fort +9, Ref +5, Will +3; Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills and Feats: Listen +6, Spot +6, Swim +11; Combat Reflexes, Iron Will, Toughness.

Physical Description: This beast resembles some great reptile with a veritable forest of heads on long, slender necks.

Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 39; Init +0; Spd 30 ft.; AC 14 (touch 9, flat-footed -); Base Atk +6; Grp +14; Atk +9 melee (3d6+6/x3, greataxe) or +9 melee (1d8+4, gore); Full Atk +9 melee (3d6+6/x3, greataxe), +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful Charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A Minotaur typically begins a battle by charging at an opponent, lowering its head bringing its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although Minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further they are never caught flat-footed.

Possessions: Greataxe.

Physical Description: This creature looks like an incredible tall, powerfully muscled human, covered in shaggy fur, with the head of a bull. The dark eyes of the brute gleam with savage fury.

Harpy: CR 4; Medium monstrous humanoid; HD 7d8; hp 31; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13 (touch 12, flat-footed 11); Base Atk +7; Grp +7; Atk +9

missile (1d8/x3, composite longbow) or +7 melee (1d3, claw); Full Atk +9 missile (1d8/3, composite longbow), +4 missile (1d8/x3, composite longbow) or +7 melee (1d3, claw), +2 melee (1d3, claw); SA Captivating Song; SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +7, Will +6; Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3; Dodge, Flyby Attack, Persuasive.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300 foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is charisma based.

A captivated victim walks towards the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack, but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monsters attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Possessions: Arrows (40), composite long bow, quiver.

Physical Description: This creature looks like an evil-faced old woman with the lower body, legs, and wings of a reptilian monster. Its hair is tangled, filthy, and crusted with blood.

Gargoyle: CR 4; Medium Monstrous Humanoid (Earth); HD 4d8+19; hp 37; Init +2; Spd 40 ft., fly 60 ft. (average); AC 16 (touch 10, flat-footed 14); Base Atk +4; Grp +6; Atk +6 melee (1d4+2, claw); Full Atk +6 melee (1d4+2, 2 claws), +4 melee (1d6+1, bite), and +4 melee (1d6+1, gore); SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +5, Ref +6, Will +4; Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7 (+15 in a background of worked stone), Listen +4, Spot +4; Multiattack, Toughness.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Allip: CR3; Medium Undead (Incorporeal); HD 4d12; hp 26; Init +5; Spd 30 ft. fly (perfect); AC 15 (touch 15, flat footed 14); Base Atk +2; Grp -; Atk +3 melee (1d4 wisdom drain, incorporeal touch); Full Atk +3 melee (1d4 wisdom drain, incorporeal touch); SA Babble, madness, wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 Following Tracks); Improved Initiative, Lighting Reflexes.

Babble (Su): An Allip is constantly babbling, creating a hypnotic effect. All sane creatures in a 60 distance from the Allip must make a DC 16 Will save or be affected as though by a *hypnotism* spell, for 2d4 rounds. This is a sonic mind affecting compulsion effect. Creatures that successfully save cannot be affected by the same Allip for 24 hours. The save is Charisma based.

Madness (Su): Anyone targeting the Allip with thought detection, mind control, telepathic ability and makes direct contact with the Allip mind, takes automatically 1d4 points of wisdom damage.

Wisdom Drain (Su): Anyone hit by the Allip touch attack loses 1d4 points of wisdom score. On each successful attack it gains 5 temporary hit points.

Yuan-Ti Pureblood: Female yuan-ti; CR 3; Medium monstrous humanoid; HD 4d8+4; hp 22; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +4; Grp +8; Atk +8 melee (1d8+4/19-20, longsword); Full Atk +8 melee (1d8+4/19-20, longsword); SA Spell-like abilities; SQ Alternate form, darkvision 60 ft.; SR 14; AL CE; SV Fort +2, Ref +5, Will +3; Str 18, Dex 12, Con 12, Int 10, Wis 8, Cha 10.

Skills and Feats: Listen +6, Spot +6; Alertness, Blindfight.

Spell-like Abilities (Sp): 1/day- *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). Caster level 4th. The following DCs are charisma based.

Possessions: Full Plate, heavy steel shield, longsword.

Mummy: CR 5; Medium undead; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Base Atk +4; Grp +11; Atk +11 melee (1d6+10 plus mummy

rot, slam); Full Atk +11 melee (1d6+10 plus mummy rot, slam); SA Despair, mummy rot; SQ Damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot+8; Alertness, Great Fortitude, Toughness.

Despair (Su): Upon sight of the mummy a character must make a DC 16 Will save. The save is Charisma based and once succeeds, a character cannot be affected by the same mummy for 24 hours.

Mummy Rot (Su): Fortitude save DC 16 with incubation period 1 minute. The damage made by the disease is 1d6 Con and 1d6 Cha damage.

Wraith: CR 5; Medium Undead (incorporeal); HD 5d12; hp 32; Init +7; Spd 60 ft. fly (good); AC 15 (touch 15, flat-footed 12); Base Atk +2; Grp -; Atk +5 melee (1d4 plus constitution drain, incorporeal touch); Full Atk +5 melee (1d4 plus constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft. daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Constitution Drain (Su): Creatures hit by the touch attack of the Wraith must make a DC 14 Fortitude save or lose 1d6 points of Constitution. The save DC is Charisma based. On each successful attack the Wraith gains 5 temporary hit points.

Create Spawn (Su): A humanoid slain by a wraith will rise up as a wraith himself in 1d4 rounds from the moment of death, under the control of the wraith. Its body remains intact and inanimate.

Appendix 2: APL 4

Six Headed Hydra: CR 5; Huge magical beast; HD 6d10+33; hp 66; Init +1; Spd 20 ft., swim 20 ft.; AC 16 (touch 9, flat-footed 15); Base Atk +6; Grp +17; Atk +8 melee (1d10+3, bite), +8 melee (1d10+3, bite), +8 melee (1d10+3, bite), +8 melee (1d10+3, bite), +8 melee (1d10+3, bite), +8 melee (1d10+3, bite); Full Atk +8 melee (1d10+3, bite), +8 melee (1d10+3, bite), +8 melee (1d10+3, bite), +8 melee (1d10+3, bite), +8 melee (1d10+3, bite); Space/Reach 15 ft./10 ft.; SQ Darkvision 60 ft., fast healing 16, low light vision, scent; AL N; SV Fort +10, Ref +6, Will +4; Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills and Feats: Listen +6, Spot +7, Swim +11; Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite).

Physical Description: This beast resembles some great reptile with a veritable forest of heads on long, slender necks.

Minotaur Fighter: Male minotaur fighter level 1; CR 5; Large monstrous humanoid; HD 6d8+18 plus 1d10+3; hp 54; Init +0; Spd 30 ft.; AC 14 (touch 9, flat-footed -); Base Atk +7; Grp +23; Atk +15 melee (3d6+8/x3, greataxe) or +15 melee (1d8+8, gore); Full Atk +15 melee (3d6+8/x3, greataxe), +10 melee (3d6+8/x3, greataxe), +10 melee (1d8+8, gore); Space/Reach 10 ft./10 ft.; SA Powerful Charge 4d6+8; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +7, Ref +5, Will +4; Str 26, Dex 10, Con 16, Int 4, Wis 8, Cha 2.

Skills and Feats: Intimidate -3, Listen +6, Search +4, Spot +4; Cleave, Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A Minotaur typically begins a battle by charging at an opponent, lowering its head bringing its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +15 attack bonus that deals 4d6+8 points of damage.

Natural Cunning (Ex): Although Minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further they are never caught flat-footed.

Possessions: Greataxe.

Physical Description: This creature looks like an incredible tall, powerfully muscled human, covered in shaggy fur, with the head of a bull. The dark eyes of the brute gleam with savage fury.

Harpy Fighter: Female Harpy Fighter Level 2; CR 6; Medium monstrous humanoid; HD 7d8 plus 2d10; hp 43; Init +5; Spd 20 ft., fly 80 ft. (average); AC 16 (touch 15, flat-footed 11); Base Atk +9; Grp +9; Atk +14 missile (1d8/3, composite longbow) or +9 melee (1d3, claw); Full Atk +14 missile (1d8/3, composite longbow), +9 missile (1d8/3, composite longbow) or +9 melee (1d3, claw), +4 melee (1d3, claw); SA Captivating Song; SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +10, Will +4; Str 10, Dex 20, Con 10, Int 4, Wis 8, Cha 14.

Skills and Feats: Bluff +8, Intimidate +6, Listen +5, Perform (oratory) +4, Spot +1; Dodge, Flyby Attack, Persuasive, Point Blank Shot, Precise Shot, Rapid Shot.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300 foot spread must succeed on a DC 15 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is charisma based.

A captivated victim walks towards the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack, but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Possessions: Arrows (40), composite long bow, quiver.

Physical Description: This creature looks like an evil-faced old woman with the lower body, legs, and wings of a reptilian monster. Its hair is tangled, filthy, and crusted with blood.

Gargoyle Barbarian: Male Gargoyle Barbarian Level 2; CR 6; Medium Monstrous Humanoid (Earth); HD 4d8+19 plus 2d12+6; hp 57; Init +2; Spd 40 ft., fly 60 ft. (average); AC 16 (touch 10, flat-footed 14); Base Atk +6; Grp +12; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, claw), +12 melee (1d4+6, claw), +7 melee (1d4+6, claw), +7 melee (1d4+6, claw), +10 melee (1d6+6, bite), and +10 melee (1d6+6, gore); SQ Damage

reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +8, Ref +6, Will +3; Str 22, Dex 14, Con 18, Int 4, Wis 8, Cha 4.

Skills and Feats: Listen +5, Spot +4; Fast Movement, Illiteracy, Multiattack, Power Attack, Rage 1/day, Toughness, Uncanny Dodge.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Allip: CR3; Medium Undead (Incorporeal); HD 4d12; hp 26; Init +5; Spd 30 ft. fly (perfect); AC 15 (touch 15, flat footed 14); Base Atk +2; Grp -; Atk +3 melee (1d4 wisdom drain, incorporeal touch); Full Atk +3 melee (1d4 wisdom drain, incorporeal touch); SA Babble, madness, wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 Following Tracks); Improved Initiative, Lighting Reflexes.

Babble (Su): An Allip is constantly babbling, creating a hypnotic effect. All sane creatures in a 60 distance from the Allip must make a DC 16 Will save or be affected as though by a *hypnotism* spell, for 2d4 rounds. This is a sonic mind affecting compulsion effect. Creatures that successfully save cannot be affected by the same Allip for 24 hours. The save is Charisma based.

Madness (Su): Anyone targeting the Allip with thought detection, mind control, telepathic ability and makes direct contact with the Allip mind, takes automatically 1d4 points of wisdom damage.

Wisdom Drain (Su): Anyone hit by the Allip touch attack loses 1d4 points of wisdom score. On each successful attack it gains 5 temporary hit points.

Yuan-Ti Pureblood Fighter: Female yuan-ti Fighter 1; CR 4; Medium monstrous humanoid; HD 4d8+4 plus 1d10+1; hp 29; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +5; Grp +9; Atk +10 melee (1d8+4/19-20, longsword); Full Atk +10 melee (1d8+4/19-20, longsword); SA Spell-like abilities; SQ Alternate form, darkvision 60 ft.; SR 15; AL CE; SV Fort +4, Ref +5, Will +3; Str 18, Dex 12, Con 12, Int 10, Wis 8, Cha 10.

Skills and Feats: Jump +6, Listen +6, Spot +6; Alertness, Blindfight, Power attack, Weapon Focus (longsword).

Spell-like Abilities (Sp): 1/day- *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12),

darkness, *entangle* (DC 12). Caster level 4th. The following DCs are charisma based.

Possessions: Full Plate, heavy steel shield, longsword.

Mummy Lord: Male mummy Fighter Level 1; CR 6; Medium undead; HD 8d12+3 plus 1d10; hp 61; Init +0; Spd 20 ft.; AC 30 (touch 10, flat-footed 30); Base Atk +5; Grp +12; Atk +12 melee (1d6+10 plus mummy rot, slam); Full Atk +12 melee (1d6+10 plus mummy rot, slam); SA Despair, mummy rot; SQ Damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +6, Ref +2, Will +8; Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15.

Skills and Feats: Jump +8, Hide +7, Listen +8, Move Silently +7, Spot+8; Alertness, Blind Fight, Great Fortitude, Power Attack, Toughness.

Despair (Su): Upon sight of the mummy a character must make a DC 16 Will save. The save is Charisma based and once succeeds, a character cannot be affected by the same mummy for 24 hours.

Mummy Rot (Su): Fortitude save DC 16 with incubation period 1 minute. The damage made by the disease is 1d6 Con and 1d6 Cha damage.

Possessions: Full plate, Heavy steel shield.

Greater Wraith: CR 9; Medium Undead (incorporeal); HD 9d12; hp 52; Init +7; Spd 60 ft. fly (good); AC 15 (touch 15, flat-footed 12); Base Atk +4; Grp -; Atk +8 melee (1d4 plus constitution drain, incorporeal touch); Full Atk +8 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft. daylight powerlessness, incorporeal traits, +4 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +3, Ref +6, Will +8; Str -, Dex 17, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +9, Hide +14, Intimidate +13, Listen +15, Search +13, Sense Motive +11, Spot +15, Survival +5 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (Incorporeal Touch).

Constitution Drain (Su): Creatures hit by the touch attack of the Wraith must make a DC 14 Fortitude save or lose 1d6 points of Constitution. The save DC is Charisma based. On each successful attack the Wraith gains 5 temporary hit points.

Create Spawn (Su): A humanoid slain by a wraith will rise up as a wraith himself in 1d4 rounds from the moment of death, under the control of the wraith. Its body remains intact and inanimate.

Appendix 3: APL 6

Eight Headed Hydra: CR 7; Huge magical beast; HD 8d10+43; hp 87; Init +1; Spd 20 ft., swim 20 ft.; AC 18 (touch 9, flat-footed 17); Base Atk +8; Grp +20; Atk +11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite), 11 melee (1d10+4, bite); Full Atk +11 melee (1d10+4, bite), 11 melee (1d10+4, bite); Space/Reach 15 ft. /10 ft.; SQ Darkvision 60 ft., fast healing 18, low light vision, scent; AL N; SV Fort +11, Ref +7, Will +4; Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills and Feats: Listen +7, Spot +8, Swim +12; Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite).

Physical Description: This beast resembles some great reptile with a veritable forest of heads on long, slender necks.

Minotaur Fighter: Male minotaur fighter level 3; CR 7; Large monstrous humanoid; HD 6d8+18 plus 3d10+9; hp 66; Init +0; Spd 30 ft.; AC 14 (touch 9, flat-footed -); Base Atk +9; Grp +25; Atk +17 melee (3d6+8/x3, greataxe) or +17 melee (1d8+8, gore); Full Atk +17 melee (3d6+8/x3, greataxe), +12 melee (3d6+8/x3, greataxe), +12 melee (1d8+8, gore); Space/Reach 10 ft./10 ft.; SA Powerful Charge 4d6+8; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +8, Ref +6, Will +5; Str 27, Dex 10, Con 16, Int 4, Wis 8, Cha 2.

Skills and Feats: Intimidate -1, Listen +6, Search +4, Spot +4; Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Power Attack, Track.

Powerful Charge (Ex): A Minotaur typically begins a battle by charging at an opponent, lowering its head bringing its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +17 attack bonus that deals 4d6+8 points of damage.

Natural Cunning (Ex): Although Minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further they are never caught flat-footed.

Possessions: Greataxe.

Physical Description: This creature looks like an incredible tall, powerfully muscled human, covered in

shaggy fur, with the head of a bull. The dark eyes of the brute gleam with savage fury.

Harpy Fighter: Female Harpy Fighter Level 3; CR 7; Medium monstrous humanoid; HD 7d8 plus 3d10; hp 49; Init +5; Spd 20 ft., fly 80 ft. (average); AC 16 (touch 15, flat-footed 11); Base Atk +10; Grp +10; Atk +15 missile (1d8/3, composite longbow) or +10 melee (1d3, claw); Full Atk +15 missile (1d8/3, composite longbow), +10 missile (1d8/3, composite longbow) or +10 melee (1d3, claw), +5 melee (1d3, claw); SA Captivating Song; SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +11, Will +5; Str 10, Dex 20, Con 10, Int 4, Wis 8, Cha 14.

Skills and Feats: Bluff +8, Intimidate +7, Listen +5, Perform (oratory) +4, Spot +1; Dodge, Flyby Attack, Persuasive, Point Blank Shot, Precise Shot, Rapid Shot.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300 foot spread must succeed on a DC 15 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is charisma based.

A captivated victim walks towards the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack, but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Possessions: Arrows (40), composite long bow, quiver.

Physical Description: This creature looks like an evil-faced old woman with the lower body, legs, and wings of a reptilian monster. Its hair is tangled, filthy, and crusted with blood.

Gargoyle Barbarian: Male Gargoyle Barbarian Level 3; CR 7; Medium Monstrous Humanoid (Earth); HD 4d8+19 plus 3d12+9; hp 67; Init +2; Spd 40 ft., fly 60 ft. (average); AC 16 (touch 10, flat-footed 14); Base Atk +7; Grp +13; Atk +13 melee (1d4+6, claw); Full Atk +13

melee (1d4+6, claw), +13 melee (1d4+6, claw), +8 melee (1d4+6, claw), +8 melee (1d4+6, claw), +11 melee (1d6+6, bite), and +11 melee (1d6+6, gore); SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +8, Ref +7, Will +4; Str 22, Dex 14, Con 18, Int 4, Wis 8, Cha 4.

Skills and Feats: Listen +5, Spot +5; Fast Movement, Illiteracy, Multiattack, Power Attack, Rage 1/day, Trap Sense +1, Toughness, Uncanny Dodge.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Allip: CR3; Medium Undead (Incorporeal); HD 4d12; hp 26; Init +5; Spd 30 ft. fly (perfect); AC 15 (touch 15, flat footed 14); Base Atk +2; Grp -; Atk +3 melee (1d4 wisdom drain, incorporeal touch); Full Atk +3 melee (1d4 wisdom drain, incorporeal touch); SA Babble, madness, wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 Following Tracks); Improved Initiative, Lighting Reflexes.

Babble (Su): An Allip is constantly babbling, creating a hypnotic effect. All sane creatures in a 60 distance from the Allip must make a DC 16 Will save or be affected as though by a *hypnotism* spell, for 2d4 rounds. This is a sonic mind affecting compulsion effect. Creatures that successfully save cannot be affected by the same Allip for 24 hours. The save is Charisma based.

Madness (Su): Anyone targeting the Allip with thought detection, mind control, telepathic ability and makes direct contact with the Allip mind, takes automatically 1d4 points of wisdom damage.

Wisdom Drain (Su): Anyone hit by the Allip touch attack loses 1d4 points of wisdom score. On each successful attack it gains 5 temporary hit points.

Yuan-Ti Pureblood Fighter: Female yuan-ti Fighter 2; CR 5; Medium monstrous humanoid; HD 4d8+4 plus 2d10+2; hp 36; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +6; Grp +10; Atk +11 melee (1d8+4/19-20, longsword); Full Atk +11 melee (1d8+4/19-20, longsword), +6 melee (1d8+4/19-20, longsword); SA Spell-like abilities; SQ Alternate form, darkvision 60 ft.; SR 16; AL CE; SV Fort +5, Ref +5, Will +3; Str 18, Dex 12, Con 12, Int 10, Wis 8, Cha 10.

Skills and Feats: Jump +8, Listen +6, Spot +6; Alertness, Blindfight, Power attack, Weapon Focus (longsword).

Spell-like Abilities (Sp): 1/day- *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). Caster level 4th. The following DCs are charisma based.

Possessions: Full Plate, heavy steel shield, longsword.

Mummy Lord: Male mummy fighter level 4; CR 9; Medium undead; HD 8d12+3 plus 4d10; hp 79; Init +0; Spd 20 ft.; AC 30 (touch 10, flat-footed 30); Base Atk +8; Grp +15; Atk +16 melee (1d6+10 plus mummy rot, slam); Full Atk +16 melee (1d6+10 plus mummy rot, slam), +11 melee (1d6+10 plus mummy rot, slam); SA Despair, mummy rot; SQ Damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +8, Ref +3, Will +9; Str 24, Dex 11, Con -, Int 6, Wis 14, Cha 15.

Skills and Feats: Jump +11, Hide +7, Listen +8, Move Silently +7, Spot+8; Alertness, Blind Fight, Cleave, Great Cleave, Great Fortitude, Power Attack, Toughness, Weapon Focus (Slam).

Despair (Su): Upon sight of the mummy a character must make a DC 16 Will save. The save is Charisma based and once succeeds, a character cannot be affected by the same mummy for 24 hours.

Mummy Rot (Su): Fortitude save DC 16 with incubation period 1 minute. The damage made by the disease is 1d6 Con and 1d6 Cha damage.

Possessions: Full plate, Heavy steel shield.

Dread Wraith: CR 11; Large Undead (incorporeal); HD 16d12; hp 104; Init +13; Spd 60 ft. fly (good); AC 25 (touch 15, flat-footed 12); Base Atk +8; Grp -; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft. daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str -, Dex 28, Con -, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (Religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Constitution Drain (Su): Creatures hit by the touch attack of the Wraith must make a DC 25

Fortitude save or lose 1d8 points of Constitution. The save DC is Charisma based. On each successful attack the Wraith gains 5 temporary hit points.

Create Spawn (Su): A humanoid slain by a wraith will rise up as a wraith himself in 1d4 rounds from the moment of death, under the control of the wraith. Its body remains intact and inanimate.

Lifesense (Su): A Dread Wraith notices all living creatures in 60 ft. radius from it. It also senses their life force as if it has cast *deathwatch*.

Gargoyle Barbarian: Male Gargoyle Barbarian Level 5; CR 9; Medium Monstrous Humanoid (Earth); HD 4d8+19 plus 5d12+15; hp 87; Init +2; Spd 40 ft., fly 60 ft. (average); AC 16 (touch 10, flat-footed 14); Base Atk +9; Grp +15; Atk +15 melee (1d4+6, claw); Full Atk +15 melee (1d4+6, claw), +15 melee (1d4+6, claw), +10 melee (1d4+6, claw), +10 melee (1d4+6, claw), +13 melee (1d6+6, bite), and +13 melee (1d6+6, gore); SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +8, Ref +7, Will +4; Str 22, Dex 14, Con 18, Int 4, Wis 9, Cha 4.

Skills and Feats: Listen +6, Spot +6; Cleave, Fast Movement, Illiteracy, Multiattack, Power Attack, Rage 1/day, Trap Sense +1, Toughness, Uncanny Dodge.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Allip: CR3; Medium Undead (Incorporeal); HD 4d12; hp 26; Init +5; Spd 30 ft. fly (perfect); AC 15 (touch 15, flat footed 14); Base Atk +2; Grp -; Atk +3 melee (1d4 wisdom drain, incorporeal touch); Full Atk +3 melee (1d4 wisdom drain, incorporeal touch); SA Babble, madness, wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 Following Tracks); Improved Initiative, Lighting Reflexes.

Babble (Su): An Allip is constantly babbling, creating a hypnotic effect. All sane creatures in a 60 distance from the Allip must make a DC 16 Will save or be affected as though by a *hypnotism* spell, for 2d4 rounds. This is a sonic mind affecting compulsion effect. Creatures that successfully save cannot be affected by the same Allip for 24 hours. The save is Charisma based.

Madness (Su): Anyone targeting the Allip with thought detection, mind control, telepathic ability and makes direct contact with the Allip mind, takes automatically 1d4 points of wisdom damage.

Wisdom Drain (Su): Anyone hit by the Allip touch attack loses 1d4 points of wisdom score. On each successful attack it gains 5 temporary hit points.

Yuan-Ti Pureblood Fighter: Female yuan-ti Fighter 3; CR 6; Medium monstrous humanoid; HD 4d8+4 plus 3d10+3; hp 43; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +7; Grp +11; Atk +12 melee (1d8+4/19-20, longsword); Full Atk +12 melee (1d8+4/19-20, longsword), +7 melee (1d8+4/19-20,

longsword); SA Spell-like abilities; SQ Alternate form, darkvision 60 ft.; SR 17; AL CE; SV Fort +5, Ref +6, Will +4; Str 18, Dex 12, Con 12, Int 10, Wis 8, Cha 10.

Skills and Feats: Jump +10, Listen +6, Spot +6; Alertness, Blindfight, Power attack, Weapon Focus (longsword).

Spell-like Abilities (Sp): 1/day- *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). Caster level 4th. The following DCs are charisma based.

Possessions: Full Plate, heavy steel shield, longsword.

Mummy Lord: Male mummy fighter level 7; CR 12; Medium undead; HD 8d12+3 plus 7d10; hp 97; Init +0; Spd 20 ft.; AC 30 (touch 10, flat-footed 30); Base Atk +11; Grp +18; Atk +19 melee (1d6+12 plus mummy rot, slam); Full Atk +19 melee (1d6+12 plus mummy rot, slam), +14 melee (1d6+12 plus mummy rot, slam); SA Despair, mummy rot; SQ Damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +9, Ref +4, Will +10; Str 24, Dex 11, Con -, Int 6, Wis 14, Cha 15.

Skills and Feats: Jump +14, Hide +7, Listen +8, Move Silently +7, Spot+8; Alertness, Blind Fight, Cleave, Dodge, Great Cleave, Great Fortitude, Improved Bull Rush, Power Attack, Toughness, Weapon Focus (Slam), Weapon Specialization (Slam).

Despair (Su): Upon sight of the mummy a character must make a DC 16 Will save. The save is Charisma based and once succeeds, a character cannot be affected by the same mummy for 24 hours.

Mummy Rot (Su): Fortitude save DC 16 with incubation period 1 minute. The damage made by the disease is 1d6 Con and 1d6 Cha damage.

Possessions: Full plate, Heavy steel shield.

Greater Dread Wraith: CR 13; Large Undead (incorporeal); HD 24d12; hp 144; Init +13; Spd 60 ft. fly (good); AC 25 (touch 15, flat-footed 12); Base Atk +12; Grp -; Atk +20 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +20 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft. daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +7, Ref +16, Will +18; Str -, Dex 28, Con -, Int 19, Wis 18, Cha 24.

Skills and Feats: Diplomacy +13, Hide +28, Intimidate +30, Knowledge (Religion) +30, Listen +29, Search +26, Sense Motive +27, Spot +25, Survival +4 (+6 following tracks); Alertness, Blind-Fight, Cleave,

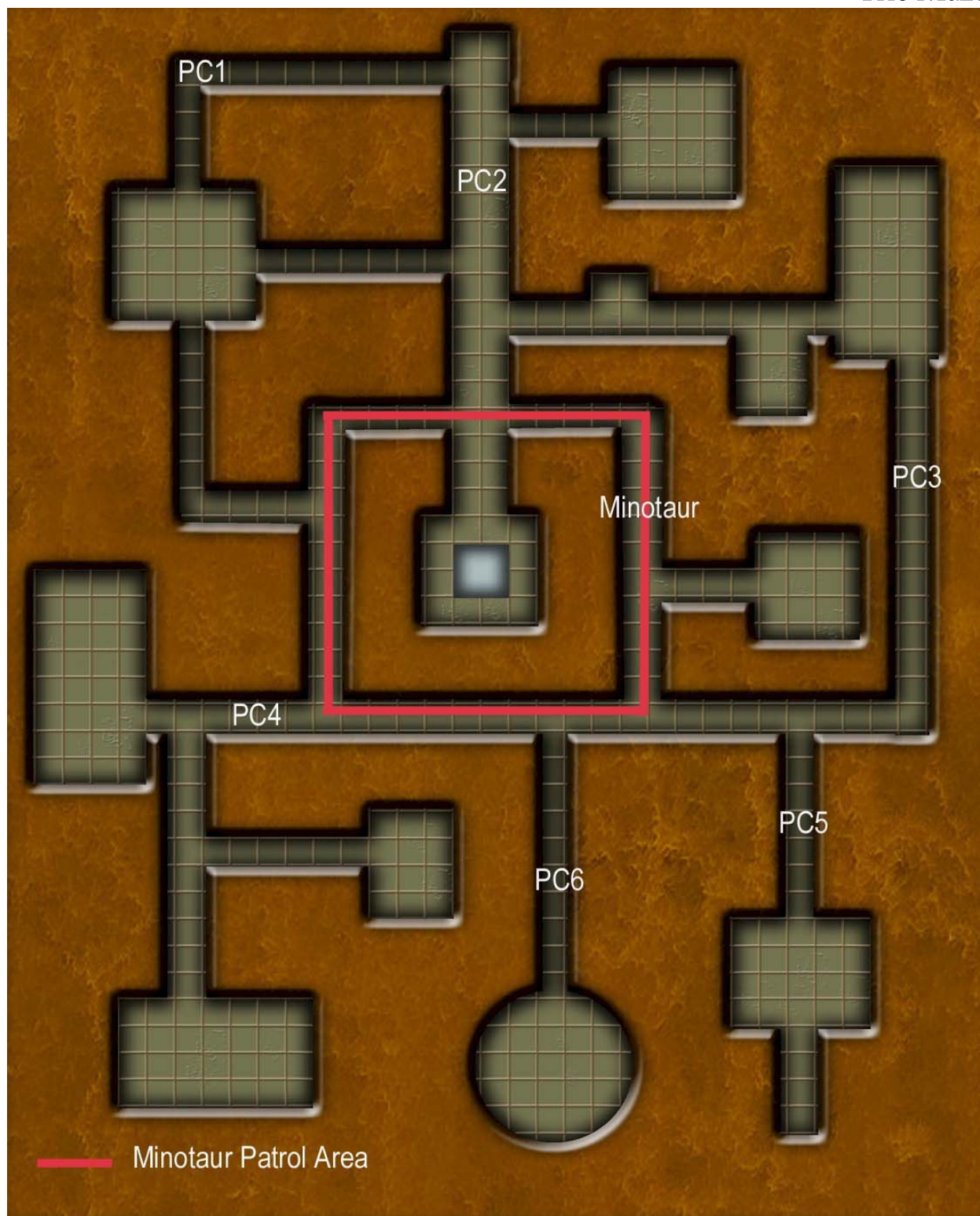
Combat Reflexes, Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (incorporeal touch), Mobility, Power Attack, Spring Attack.

Constitution Drain (Su): Creatures hit by the touch attack of the Wraith must make a DC 25 Fortitude save or lose 1d8 points of Constitution. The save DC is Charisma based. On each successful attack the Wraith gains 5 temporary hit points.

Create Spawn (Su): A humanoid slain by a wraith will rise up as a wraith himself in 1d4 rounds from the moment of death, under the control of the wraith. Its body remains intact and inanimate.

Lifesense (Su): A Dread Wraith notices all living creatures in 60 ft. radius from it. It also senses their life force as if it has cast *deathwatch*.

Appendix 5 DM Aid
The Maze



Appendix 6 New Rules Items

Here are new types of monsters which they are not found within the pages of *Monster Manual*, but have been made using the rules found in page 295.

Greater Wraith: CR 9; Medium Undead (incorporeal); HD 9d12; hp 52; Init +7; Spd 60 ft. fly (good); AC 15 (touch 15, flat-footed 12); Base Atk +4; Grp -; Atk +8 melee (1d4 plus constitution drain, incorporeal touch); Full Atk +8 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft. daylight powerlessness, incorporeal traits, +4 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +3, Ref +6, Will +8; Str -, Dex 17, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +9, Hide +14, Intimidate +13, Listen +15, Search +13, Sense Motive +11, Spot +15, Survival +5 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (Incorporeal Touch).

Constitution Drain (Su): Creatures hit by the touch attack of the Wraith must make a DC 14 Fortitude save or lose 1d6 points of Constitution. The save DC is Charisma based. On each successful attack the Wraith gains 5 temporary hit points.

Create Spawn (Su): A humanoid slain by a wraith will rise up as a wraith himself in 1d4 rounds from the moment of death, under the control of the wraith. Its body remains intact and inanimate.

Greater Dread Wraith: CR 13; Large Undead (incorporeal); HD 24d12; hp 144; Init +13; Spd 60 ft. fly (good); AC 25 (touch 15, flat-footed 12); Base Atk +12; Grp -; Atk +20 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +20 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft. daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +7, Ref +16, Will +18; Str -, Dex 28, Con -, Int 19, Wis 18, Cha 24.

Skills and Feats: Diplomacy +13, Hide +28, Intimidate +30, Knowledge (Religion) +30, Listen +29, Search +26, Sense Motive +27, Spot +25, Survival +4 (+6 following tracks); Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (incorporeal touch), Mobility, Power Attack, Spring Attack.

Constitution Drain (Su): Creatures hit by the touch attack of the Wraith must make a DC 25 Fortitude save or lose 1d8 points of Constitution. The save DC is Charisma based. On each successful attack the Wraith gains 5 temporary hit points.

Create Spawn (Su): A humanoid slain by a wraith will rise up as a wraith himself in 1d4 rounds from the moment of death, under the control of the wraith. Its body remains intact and inanimate.

Lifesense (Su): A Dread Wraith notices all living creatures in 60 ft. radius from it. It also senses their life force as if it has cast *deathwatch*.

Player's Handout 1:
The County Of Knurl Map

HEX 30/W



- 1. Cemetery Of Knurl
- 2. Monastery Order Of Hoiengous
- 3. Drudic Enclave

1 cm equals to 3.25 miles
1 cm equals to 5.2 Kilometres