

CORS4-01

Sea of Dust

High Level Version (APL 10+)

A One-Round D&D LIVING GREYHAWK[®]

Core Special Adventure

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'Time is the fire in which we burn' - Those words echo in your head as you stare across the endless sea of dust before you. The mighty Suel empire, once admired and feared by all, once stood here. Now the fire that burns has washed it clean and time has buried and forgotten it. Sometimes things best left forgotten do not remain so and things thought long dead and swept away in the fires of time return. The shifting winds and dust has revealed a ruined city deep in the Sea of Dust. Time to grab the shovels and see what lurks beneath the dust. A Core Special scenario for APLs 2-16. This scenario will only be available for play at Winter Fantasy 2004 and select over-seas conventions.

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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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a special one-round Core adventure, set in the Sea of Dust. All characters 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.

Mundane Animals Effect on	# of Animals			
	1	2	3	4
0 \approx 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

Adventure Background

This adventure takes place primarily with the expanse known as the Sea of Dust. So for those not familiar with it we have included here some material that was original found in the Living Greyhawk Gazetteer to give you a basic foundation for the area.

The Invoked Devastation: The root cause of the animosity between the Suel Imperium and the Baklunish Empire is lost in time, but the end result of their final war haunts even the modern day. After decades of conflict, the Sulioise Mages of Power called down the Invoked Devastation upon the Baklunish, resulting in an apocalypse so complete that its true form remains unknown. Entire cities and countless people were purged from Oerth, leaving few signs of the great civilization that thrived from the Sulhaut Mountains to the Dramidj Ocean.

In retaliation, a cadre of Baklunish wizard-clerics, gathered in the great protective stone circles known as Tovag Baragu, brought the Rain of Colorless Fire upon their hated enemies. The skies above the Suel Imperium opened, and all beings and things beneath this shining rift in the heavens were burned into ash. So terribly did these attacks plague the world that they have come to be called the Twin Cataclysms, a term understood by nearly every resident of the Flanaess. The Dry Steppes and Sea of Dust are geographical reminders of this unbridled magical power, now lost to all people – perhaps for the better.

The Sea of Dust: A bleak desert of powdery gray ash fills this enormous basin that was formerly the Suel Imperium. A fertile landscape once extended for 1,000 miles west and south until it was inundated by the Rain of Colorless Fire, sent in retaliation by the survivors of the Baklunish Empire after it had been brought low by the Invoked Devastation cast by the Suloise a millennium ago.

What remains is an endless vista of ash and dust shaped into dunes. Howling desert winds often whip the surface into choking clouds that strip flesh from bone, making vision impossible and breathing a torment. This environment is made even worse by the addition of volcanic ash and cinders that rain down from the Hellfurnaces to cover the already ghastly landscape. Below the dusty surface, the ash is packed and nearly hard as rock; no plant will grow here.

So that gives you a brief overview of what created the Sea of Dust and the nature of it. Needless to say it is a very inhospitable place and nobody in their right mind goes there. Thankfully for the forces of woe most of the members of the Dustdiggers are not in their right mind.

In COR3-16 Lerara, the players were forced on a hectic journey through the bowls of the Hellfurnace Mountains (this range of mountains separates most of the Flanaess from the Sea of Dust) looking for a cure for a disease. Thanks to their quick actions they saved the village of Darkgate from certain doom. At the end of their journey they found a strange stone square with a circle of runes on it. This was a teleportation circle that lead deep out into the Sea of Dust to a similar pad. Surrounding this pad could be seen the tips of building buried in the shifting dust. Unable to investigate further they returned to Dark Gate to tell their tale.

Shortly after the players returned, the Dustdiggers (a Yeomanry organization that deals in the Sea of Dust and exploring it) having heard their tale, journeyed to this buried city and began excavating it. They hoped to find ancient Suel artifacts and perhaps additional information on what happened that fateful day a thousand years ago. Of course what they found was death, pain, and fiery deaths.

Their excavations uncovered part of an Ancient Suel city called Kro Traaman. During the height of the Suel Imperium it was the capital of the region that now borders the Hellfurnaces. Now, like the rest of the Imperium, it's a giant ruin buried in the dust.

The teleport circle that the players found in Lerara was once part of a greater network but now only a few still remain. As the Dustdiggers uncovered more of the area

surrounding the teleport circle they found additional circles. While there might have once been a way to control where you ended up, the means to do so has been lost to time. Now when you step on one you are randomly sent to another one. Eventually you will end up in the hidden valley in the Hellfurnaces inside the Suel Tomb there, and from there you can return through the Slerotin Tunnel.

So the weeks passed and the Dustdiggers uncovered more and more of the surrounding area. As often happens in these kind of situations they dug to far and gained the attention of something that was best left buried and forgotten. This part of Kro Traaman was the great Archmage Tozhgan Ikan's, ruler of Kro Traaman and one of the most powerful mages in the Suel Imperium, personal compound and tower.

When the Baklunish wizard-priests brought down the Rain of Colorless Fire, Tozhgan Ikan had just enough time to erect a magical barrier around his compound that protected him, the students, and his servants. So they watched as the city and its inhabitants were burnt to ash and the buildings crumbled to dust. Though safe they were trapped within the compound. As time went by they perished one by one. Some just gave up eating and wasted away while others went insane and had to be put down by the others. The years turned into decades and then those into centuries until Tozhgan Ikan was the only one left. By this time he had suffered a complete mental breakdown and was in denial that the Suel Imperium was just an ancient memory and saw himself as its last great king. With his last act as a mortal, he transformed himself into a Lich and dropped the protective barrier surrounding his sanctum. The endless dust poured in and within moments it was swallowed up. Over the next eight centuries he has brooded in his sandy prison and become extremely paranoid that the Baklunish are going to return and attempt to kill him. To prevent this he has raised his former students and servants into various states of undead to serve as guardians. He has also created some very elaborate traps and puzzles to foil those that get past them. So with his defenses in place he sits upon his throne waiting for the Baklunish to come. Time means nothing to him . so he waits.

So enter the wonderful Dustdiggers and Tozhgan Ikan finally has something to vent against. Even more unfortunate for the diggers is the fact that half their number were of Baklunish descent. Tozhgan Ikan has locked the Dustdiggers away in 3 separate locations (based on Baklunish descent, woman, and all others) and waits for the assault that his demented brain is sure is on the way. He thinks the Dustdiggers are advance scouts

for the oncoming assault force from the Baklunish scum come to finally finish him off.

Kro Traaman

When the Rain of Colorless Fire fell upon the Suel Imperium Tozhgan Ikan created a great magical barrier around his sanctum to protect it from destruction. Though most of this barrier has either been dispelled or weakened over the past 1,000 years some effects remain.

Once the players step upon the teleport pad in the Tomb and enter the city all of the following conditions apply until they leave.

- Transportation spells will not work. This includes but is not limited to *teleport*, *dimension door*, *plane shift*, *ethereal jaunt*, *blink*, etc. Basically any spell that moves you from point A to point B or something to another plane does not work. The only way out is through the teleportation pad or a 500 mile hike across the Sea of Dust (certain death).
- The shield was powered by a rift to the negative energy plane and thus the excavation site is flooded with it. This causes several changes.
 1. All *inflict* spells are considered *empowered* within the excavation site.
 2. All undead gain Turn Resistance +2. This stacks with any existing resistance that the creature might already have.
 3. *Detect evil* does not work within the excavation site. The background interference from so much negative energy washes individual auras out.
 4. Any living creature within the excavation site takes 1d4 points of negative energy damage for each hour they remain there. This will only come into effect if the party tries to camp or somehow rest during this adventure. The prisoners are protected from it as Tozhgan does not want them dead (yet).

Adventure Summary

Sea of Dust is divided into a High and Low adventure. Each of those is further divided into 3 maps for a grand total of 6 different adventures. The high and low each use the same maps though so while there are 6 adventures there are only 3 maps (each map has a high and low

version). This gives us maximum flexibility when seating tables.

Each of the adventures has a common Introduction and Encounter One. From there it splits off based on which map you are sitting at. Make sure you are using the correct adventure for the map you are at. If in doubt make sure to check with the person mustering out the event for further clarification. Also, while there are 6 events they are all very similar. Do your best to have all of them prepared or at least 2 maps, high/low prepared. This once again gives us the most flexibility in seating the players.

Introduction: There are two introduction hooks based on whether the players have played in COR3-16 Lerara or not.

Intro A - Those that have played Lerara are sent for specifically by Spokesman Olmir (Player Handout One). They are informed in the note about the missing Dustdiggers and how their assistance is needed in resolving this matter immediately.

Intro B - Those that have not played in Lerara are brought into the adventure first. They are passing through the town of Darkgate, in the Yeomanry, when they notice a lot of commotion near the center of town. A second group of Dustdiggers with a Border Guard patrol for support investigated the missing group and barely escaped with their lives. They were assaulted as soon as they stepped off the teleport pad and only a handful made it back. Obviously a force with much greater mettle than their own is needed to look into this matter.

So a single table could be pulled into the adventure from two different places but all end up going in the same direction.

Encounter One: Of Tunnels and Teleports: The players quickly pass through the tunnel of Slerotin using the pass given to them by Spokesman Olmir to get past the Lerara without hassle. Upon reaching the Suel Tomb in the valley hear the end of the tunnel, they find that the teleport platform has changed a bit. Those that have played COR3-16 Lerara will notice that three symbols are lit up now instead of just one. This represents the fact that there are three possible destinations instead of one. The players have an opportunity to prepare and cast whatever spells they wish before stepping onto the teleport pad. Action starts fast and furious as soon as they do.

Area One through Fifteen vary by adventure. They describe the various numbered rooms on his map and the creatures/traps within. Each adventure section ends with a final fight against some version of 'The Flaming Man'.

At lower APL's these are a ghoul or a specter with the Burning Undead (Appendix Two) template. At the mid APL's this is a vampire cleric with the Burned dead template. At high APL's it is Tozhgan Ikan himself (Suel Lich).

Conclusion: If successful the players are rewarded richly by being allowed to keep some of the artifacts found within the ruins of Kro Traaman. They earn some influence with the Dust Diggers and make an enemy of Tozhgan Ikan if he survives.

Introduction

Introduction A:

Give any players at the table that have played in COR3-16 Lerara Player Handout One. Let them read it to themselves while you run Introduction B for anybody who has not played in Lerara. They will be introduced into the story towards the end of Intro B.

Introduction B:

The winter winds blow hard from the eastern skies. The Crystalmist Mountains stand tall and forbidding, their peaks draped in snow as always. Its been several days since you last had a warm hearth and more importantly a warm meal before you.

Finally your destination comes into sight ahead. The village of Darkgate sits nestled in a valley in the shadows of a large cliff face. The last stop before brave adventurers and explorers head into the Slerotin tunnel and the fabled Sea of Dust that lies on the other side.

You expected a bustling village with plenty of action or at least the rumors that floated to your ears told you to expect as much. Instead, you find a very quiet town covered in snow. A few figures can be seen walking quickly from one building to another but not much seems to be going on.

The town of Darkgate has ground to a halt. Since the rescue mission of Dustdiggers, escorted by the Border Guard, returned with only two survivors nobody has been willing to step foot into the tunnel much less journey through it to the excavation site. The normally wealthy adventuring types have left town for greener (and safer) pastures and the town is hurting. If they cannot remedy this situation quickly the town may cease to be and the government may close down the tunnel area citing safety concerns.

The players will obviously want to start asking questions. A simple Gather Information check (DC 12) can find out all of the following information.

- A buried city was found in the Sea of Dust by some adventurers a few months ago.
- A lot of traffic has been going in and out of the tunnel every since and bringing in a lot of money to the town.
- Something went wrong and a rescue mission was sent a month or so ago. It returned two days ago with only two survivors. They were pretty messed up and barely alive.
- You should talk to Spokesman Olmir if you need more information. I heard he is pretty desperate right now.

At this point the players can head over to see Spokesman Olmir. Olmir looks very worried and will give the following information to the players with very little prodding.

- A buried city was found in the Sea of Dust by some adventurers a few months ago. This city is reached by a teleportation pad that was found in a valley on the other end of the Slerotin tunnel.
- A large contingent of Dustdiggers was immediately sent to the buried city as soon as they found out about it. They setup a base camp there and have been funneling rare artifacts back through the tunnel for the past couple months.
- When a scheduled rotation of personal did not arrive a rescue party was sent to look into it. This party was comprised of fellow Dustdiggers that knew the area as well as a company of Border Patrol guardsman.
- What was left of this rescue mission returned two days ago. They were covered with claw marks and acidic looking burns. How they made it back is unknown as they are both gibbering fools. We used all the means at our disposal to find out what happened to them but the only thought we could get was 'Burning Fire'.

At this point if any players at the table have played COR3-16 Lerara they arrive in Darkgate. They are escorted to Spokesman Olmir's residence and a guard interrupts Olmir to let him know they are here. The party is now all in one place.

Spokesman Olmir is happy to fill in the new arrivals with any of the information he has if they ask. Once everybody is on the same page he continues.

So this is what we need. We need a group to once again head through the Slerotin tunnel and find out what happened to the Dustdiggers, rescue any that have survived, and return here with them and any information that you can acquire. Do not be foolhardy or reckless. We need to know what is going on there and if you do not return it is unlikely that we will be allowed to send another group after you and the tunnel will be sealed for safety.

We have already arranged passage through the Lerara controlled parts of the tunnel and your journey should be swift to the other side. Once there find the tomb in the nearby valley and use the teleport pad to reach the excavation site. After that you are on your own.

For payment we will let you choose from some of the valuable artifacts that the Dustdiggers found in the buried city as well as anything you find yourself during your investigation. They will obviously not have any use for them if you cannot rescue them and I am sure they will not mind (Sense Motive (DC 16) – he knows they will hate it but he really does not care).

Once the players have asked their questions they are quickly pointed in the direction of the tunnel and told to get going.

Encounter One

Of Tunnels and Teleports

This section details the trip through the tunnel and the valley at the other end. This should take 15 minutes tops to go over and even less if the players have already played in Lerara.

The Passage of Slerotin is 210 miles long. Although at one time it was a straight, smooth passage, time and geological forces have cracked and broken much of the passage, resulting in a lot of climbing and descending broken ground, as well as numerous dead-ending passages. Instead of a straight line from the Sea of Dust to the Yeomanry beneath the Hellfurnaces, it is a rambling maze of tunnels and chambers.

As long as one person at the table as played in COR3-16 Lerara, then they remember the way and make good time. They pass through the Lerara territory without a hassle and reach the other side after a good weeks traveling (unless they have ways to move faster – the time it takes is irrelevant here). If not then they are provided basic instructions and a guide to get them through.

Remember that while its important that they know how they got there the point of the adventure is at the destination and not the journey there.

A warm wind whips your clothing as you look out upon a warm hidden valley nestled within the Hellfurnaces. The valley contains a variety of plant life and a large aboveground tomb. A well traveled trail leads from where you are standing to the entrance of the tomb which appears open.

Stretching out as far as you can see to the east and south is an expanse of dust and sand. Rolling into dunes nothing living can be seen. Nothing moves and the wind is the only sound that reaches your ears.

The players may look about for a bit if they wish but what they are looking for is contained within the tomb itself.

As you enter the tomb you see walls adorned with writing in some ancient Suel dialect (burials blessings to Suel gods for those that take the time to decipher them). If any riches or bodies were interned here they have long since been removed. In the back in a small alcove is a 10 ft. x 10 ft. section of goldish-brown stone. A blue circle is etched into it and glows with mystic power.

As the players know (or have guessed) this is the teleport circle that will take them to the excavation site. Give those that have played in COR3-16 Lerara an Intelligence check (DC 14) to notice that 3 runes are now glowing while only 1 was glowing last time they were here. This represents the 3 destination platforms that are now uncovered and working as opposed to the single platform that was uncovered when they were here last. Due to this they need a key to arrive at any of the three destinations. Once they pull out the key the teleport pad will lead to the destination it is keyed to for 10 minutes and then stop. This means the players realize it's a single trip. Once there and once back. So they cannot hop back and forth as needed.

Once they step on to the platform they are whisked away to one of the three possible adventure sites (depending on which map you are sitting at).

Adventure A – Manor House

This uses Map #1 in Appendix Four. This map can be used for APL's 10, 12, and 14.

Area One: Teleport Area

Pulling out the key given to you by Spokesman Olmir, you step onto the platform and with a gut wrenching tug, you suddenly find yourself standing somewhere else. Standing on another teleportation pad you can feel the harsh sun beating down upon you and the dry hot wind blowing across your face. You are near the bottom of a large bowl shaped excavation site. Above you a giant swirling cloud of gray mist turns slowly. From somewhere deep within it a fine ash falls from the sky like some perverted snow.

The ash swirls around your feet as you look out on a partially excavated site. Ahead of you appears to be the front of what once might have been a large manor house or nobles quarters. A large front gate area was at one time barred by a large portcullis, but is now open as the bars lay twisted on the ground. Large pillars of black colored stone lead off to the left and right of the gate house as if lining a street but only a few are visible before being swallowed back into the dust.

To the right and left of the front gate can be seen some crumbling walls of what might have at one time been servants quarters or a stable area.

The players have a few rounds once they arrive to get their bearings before the creatures in Area Two decide to come over and play.

Area Two: Servant's Quarters Courtyard

This cobble-stoned courtyard at one time would have been the envy of some kings but now it's a sand scoured mess. The Dustdiggers did a decent job cleaning out the area but over time the dust from the edge of the excavation site has started to blow back into the area. Behind the courtyard you can make out the partial walls of a building though its roof has long since collapsed.

Buried in the sand in the middle of this area are the first of the guards for the Manor House.

Creatures:

APL 10 (EL 11)

Dread Wraith: Large Undead; hp 104; see Monster Manual

APL 12 (EL 13)

Dread Wraith (2): Large Undead; hp 104, 104; see Monster Manual

APL 14 (EL 15)

Dread Wraith (4): Large Undead; hp 104, 104, 104, 104; see Monster Manual

Tactics: The falling ash and gray cloud blocks out enough sunlight that the undead are not hindered by it in any fashion.

The Dread Wraith (s) hide in the large pile of sand and wait for the players to approach to attack the rear of the part (thus making escape harder as they have to go back past the pile to get out).

Development: If the party digs through the pile of sand that the dread wraith came from they will find the remains of the wraith's original body partially preserved.

Treasure:

APL 10: L: 0 gp; C: 200 gp; M: 0 gp

APL 12: L: 0 gp; C: 400 gp; M: 0 gp

APL 14: L: 0 gp; C: 800 gp; M: 0 gp

Area Three: Servants Quarter's Main Room

The crumbling walls of the building are barely standing up now that the sand and dust have been removed. A large opening that might have once framed a large double set of doors lies before you. Behind it you can just make out part of a wall before it disappears into shadows, the lip of the excavation site casting its long shadow over this area.

This area was the base of operations for the group of Dustdiggers working in this area. It was here that they were attacked by the forces of Tozhgan Ikan and imprisoned. A Search check (DC 16) will find some of their equipment buried partially in the sand as well as a journal (Player Handout #2).

Area Four: Servants Quarter's Back Room

Towards the back of the ruined house you find a room that looks recently cleared out. Large shiny steel bars block the entrance to the room and huddled humanoid figures sprawl across the floor on the other side.

This is a *permanent persistent image* placed here by Tozhgan Ikan. The huddled humanoid figures are of course supposed to represent the captured Dustdiggers. The floor in front of the illusionary gate is trapped but the illusion makes find it almost impossible unless they realize the illusion is there.

The trap is a chained spell pressure plate. It will also set off a *programmed illusion* spell when activated.

APL 10 (EL 7)

☞**Unholy Flame Strike Trap:** magic device; location trigger; manual reset; spell effect (*flame strike*, 13th-level cleric, 13d6 (half fire, half unholy) centered on 5-foot square in front of illusionary door); Search DC 31; Disable Device DC 31.

APL 12 (EL 8)

☞**Unholy Flame Strike Trap:** magic device; location trigger; manual reset; spell effect (*flame strike*, 15th-level cleric, 15d6 (half fire, half unholy) centered on 5-foot square in front of illusionary door); Search DC 31; Disable Device DC 31.

APL 14 (EL 9)

☞**Empowered Unholy Flame Strike Trap:** magic device; location trigger; manual reset; spell effect (*flame strike*, 15th-level cleric, 15d6 x 1.5 (half fire, half unholy) centered on 5-foot square in front of illusionary door); Search DC 31; Disable Device DC 31.

Development: When the trap goes off a programmed illusion spell will activate. It will show the Dustdiggers writhing in pain on the floor and some of them on fire trying to put themselves out. It will also show the barred gate lying on the ground as if knocked off its hinges by the first trap. This is another trick to try and lure the party members into the room to set off another trap. This one is activated once somebody passes through the opening into the room.

APL 10 (EL 8)

☞**Prismatic Spray Trap:** magic device; location trigger; manual reset; spell effect (*prismatic spray*, 13th-level wizard, spray of colored rays, DC 23, save varies); Search DC 31; Disable Device DC 31.

APL 12 (EL 9)

☞**Crushing Despair Prismatic Spray Trap:** magic device; location trigger; manual reset; dual spell effects (First – *crushing despair*, 13th-lvl wizard, -2 to attack, saving throw, ability checks, skill checks, and damage rolls, DC 21, Will negates; Second - *prismatic spray*, 13th-level wizard, spray of colored rays, DC 23, save varies); Search DC 31; Disable Device DC 31.

APL 14 (EL 10)

☞**Cursed Prismatic Spray Trap:** magic device; location trigger; manual reset; dual spell effects (First – *bestow curse*, 13th-lvl cleric, -4 to attack, saving throw, ability checks, and skill checks, DC 23, Will negates; Second - *prismatic spray*, 13th-level wizard, spray of colored rays, DC 25, save varies); Search DC 31; Disable Device DC 31.

The 7th function of the prismatic spray will not work due to the plane shift effect not being able to work with the excavation site. Treat this result as no effect.

Area Five: Manor House Entryway

Peering between two large pillars of black featureless stone that stretch into the sky you can see the giant portcullis that once guarded this entrance now lays broken on the ground. Remarkably it has withstood the trials of time amazingly well. Just behind the fallen portcullis is a shimmering curtain of blackness.

The curtain is an negative energy field that works like an enervation spell on anybody that passes through it.

All APL's (EL 5)

☞**Enervation Curtain:** CR 5; magical; touch trigger; automatic reset; Atk automatic hit stepping through curtain; spell effect (*enervation*, 7th level wizard, 1d4 negative levels); Search DC 29, Disable Device DC 29.

Development: There are two others ways to pass into room seven. Both are better options then the front door.

Area Six: Entryway Side Entrances

After a bit of searching around you find a narrow passage that appears to lead into the main part of the excavation site. A shimmering curtain of blackness blocks the way though it appears to almost be flickering.

The curtain is an negative energy field that works like an enervation spell on anybody that passes through it. Unlike the one in Area 5, this one is malfunctioning and it is possible to pass through unharmed.

If a player studies one for a few minutes they will be able to discern a pattern with an Intelligence check (DC 20). Once the pattern is found they can pass through the curtain unharmed by making a Reflex save (DC 5 + APL). If they do not discern the pattern just try to jump through then they have a 30% chance of making it through. Otherwise they are affected by it.

All APL's (EL 5)

✦ **Enervation Curtain:** CR 5; magical; touch trigger; automatic reset; Atk automatic hit stepping through curtain; spell effect (*enervation*, 7th level wizard, 1d4 negative levels); Search DC 29, Disable Device DC 29.

Area Seven: Manor House Main Gallery

This grand hall has seen better days. The roof is collapsed onto the floor making crossing it difficult. It has only been partially dug out and two large stairways arch up each side of the room 10 feet before collapsing onto themselves and the dust.

A 10 foot wide opening heads back into the darkness. The stairways might have at one time formed a beautiful archway over it. Now, it is just a dark maw of black stone. To either side of it demonic stone figures look frozen in terror at something above them. A cold breeze that chills the bones blows from within giving the air an unfamiliar chill.

The collapsed ceiling makes all squares in this room difficult terrain for purposes of movement. The players might think that the statues are dangerous or a warning but both are incorrect. The danger is the invisible stone golem that stands in the back left corner at the bottom of what is left of the staircase. Once any living creature steps into the room it quickly moves to attack (which remove its invisibility but it does not care).

Creatures:

APL 10 (EL 11)

✦ **Stone Golem:** Large Construct; hp 107; see Monster Manual

APL 12 (EL 13)

✦ **Advanced Stone Golem:** Large Construct; hp 151; see Appendix One

APL 14 (EL 15)

✦ **Advanced Stone Golem (2):** Large Construct; hp 151, 151; see Appendix One

Development: This room, as well as rooms 11-15, are under the effect of an *unhallow* spell cast at 17th level. The *unhallow* has a *freedom of movement* spell attached to it that effects all undead and the stone golem as well (it was designed to specifically take advantage of this effect).

Area Eight: Entryway Side Entrances

After a bit of searching around you find a narrow passage that appears to lead into the main part of the excavation site. A shimmering curtain of blackness blocks the way though it appears to almost be flickering.

The curtain is an negative energy field that works like an *enervation* spell on anybody that passes through it. Unlike the one in Area 5, this one is malfunctioning and it is possible to pass through unharmed.

If a player studies one for a few minutes they will be able to discern a pattern with an Intelligence check (DC 20). Once the pattern is found they can pass through the curtain unharmed by making a Reflex save (DC 2 + APL). If they do not discern the pattern just try to jump through then they have a 50% chance of making it through. Otherwise they are affected by it.

All APL's (EL 5)

✦ **Enervation Curtain:** CR 5; magical; touch trigger; automatic reset; Atk automatic hit stepping through curtain; spell effect (*enervation*, 7th level wizard, 1d4 negative levels); Search DC 29, Disable Device DC 29.

Area Nine: Odd Excavating

This area appears to have been recently excavated. Piles of dust, sand, and ash can still be found everywhere. A single black stone pillar dominates the center of this area. In the back corner of appears to be a small chapel of some sort. To whom it was dedicated to has been lost to the ages though perhaps some information may be covered in parts of the dust that lays think upon it.. A large iron door lays on the ground next to the entrance inside.

The god the temple is to can be determined with some cleaning and work. 15 minutes of cleaning will give them a better view of the building and allow a Knowledge (religion) [DC 15] to determine the building was dedicated to Pyremius and Syrul. To ancient Suel gods of things best left alone.

Development: There is not much here to find. They cleared this area out so they could get to the side temple and release Ren Krat (and his lieutenant Ren Lirt at APL 14).

Area Ten: Side Temple

A dark opening leads back into the small shrine. The light seems to dim as it nears the door.

Any light source does dim as it nears the entrance but not enough to cause any penalties to vision. The inside of the temple held one (or two at APL 14) stone caskets. Both have been pulled from their resting places in the walls and broken open on the floor.

Development: This was the resting place of the vampire (or vampires) that now rule this area. Tozhgan Ikan quickly dug them out once he was awakened and put them in charge of this area and a group of prisoners.

Area Eleven: Grand Ballroom

Stepping into the inky darkness your eyes take a second to adjust to the bluish light that pervades this room. Unlike previous rooms this one looks like time has not touched it one bit. To the left and right of the entrance are two large fountains filled with dust and ash. Twisted looking plants grow out of them and somehow appear to be surviving without water or light.

The back of the room is dominated by large stairs leading up to an iron door with a large skull knocked on it. The floor is of the same bleak black stone found in the rest of the construction in the area. Cracks in the floor appear to be filling with a blood colored liquid that almost seems to be moving when you just catch it out of the corner of your eye.

This room is meant to set the players nerves on edge and lead them into darker places in future encounters. The players should be made to feel paranoid about every stone, noise, breeze, or even each other. While the floor and plants look interesting they are no danger or involved in the dangers of this room.

Hidden in the dust filled fountains are inactivated Runic Guardians. Their master, a Maelephant named Bsailit, is standing front of the door on the top of the stairs. He has made a deal with Tozhgan Ikan and now guards this area and keeps an eye on Ren Krat. He will fight until destroyed as he knows what Tozhgan will do to him is much worse.

Creatures:

APL 10 (EL 12)

☛**Bsailit (Maelephant):** Large Outsider; hp 76; see Appendix One

☛**Runic Guardian:** Large Construct; hp 93; see Appendix One

APL 12 (EL 13)

☛**Bsailit (Maelephant):** Large Outsider; hp 76; see Appendix One

☛**Runic Guardians (2):** Large Construct; hp 93, 93; see Appendix One

APL 14 (EL 15)

☛**Bsailit (Maelephant):** Large Outsider; hp 84; see Appendix One

☛**Trilit (Maelephant):** Large Outsider; hp 60; see Appendix One

☛**Runic Guardians (4):** Large Construct; hp 93, 93; see Appendix One

Tactics: Once the players are heard in Room Seven they activate the Runic Guardians and have them cast their defensive spells on themselves. The Maelephant(s) precast *true seeing* on themselves and prepare *baleful polymorph* to take out fighter threats before taking out casters. They will let the party reach the middle of the room, if they are undetected, before launching their attack on them.

Development: Bsailit will not let the party pass if he can do anything to prevent it. He will roar loudly during the entire combat in an attempt to warn Ren Krat that trouble is on the way.

Treasure:

APL 10: L: 0 gp; C: 0 gp; M: Ring of natural armor (1,500 gp per character), Ring of Evasion (2,083 gp per character), Belt of Giant Strength +4 (1,333 gp per character), Amulet of Health +4 (1,333 gp per character), Stone of Health (1,666 gp per character), potion of cure serious wounds (63 gp per character/per potion)

APL 12: L: 0 gp; C: 0 gp; M: Ring of natural armor (1,500 gp per character), Ring of Evasion (2,083 gp per character), Belt of Giant Strength +6 (3,000 gp per character), Bracers of Armor +4 (1,333 gp per character), Amulet of Health +4 (1,333 gp per character), Stone of Health (1,666 gp per character), potion of cure serious wounds (63 gp per character/per potion)

APL 14: L: 0 gp; C: 0 gp; M: Ring of natural armor (1,500 gp per character), Ring of Evasion (2,083 gp per character), Belt of Giant Strength +6 (3,000 gp per character), Bracers of Armor +6 (3,000 gp per character), Amulet of Health +6 (3,000 gp per character), Stone of Health (1,666 gp per character), potion of cure serious wounds (63 gp per character/per potion)

Area Twelve: Feast Room

The stench of death is almost overwhelming as the door swings open. Beyond you see a room filled with

the dead and the dying. Gore splatters the walls and the floor is slippery with ichors and blood. Bodies have chunks bitten out of them while others have obvious fang marks in their necks. A hall leads to the left that is clear of bodies. A door sits in the north wall but some bodies will have to be moved to pass through it.

Writing in a substance better left unknown covers the walls in a language that just radiates evil.

This is the vampire and other undead (who need to) feeding room. The dead are mostly Border Patrol members from the rescue mission. Only a few are still alive in this room and have only 1 or 2 points of Constitution left.

The writing is in Infernal and reads as follows:

“The Fire lord has returned .. life to the undeath reigns”

Development: This room merely sets the stage for later ones. The party should know by this point that they are dealing with vampires and powerful ones at that.

Area Thirteen: Spirals of Death

As you approach this room you notice the glow shift from blue to red. You still cannot see the source of the glow and it hurts your eyes for a second until you adjust. The room ahead appears empty from your vantage point though you can already tell that the ceiling, floors, and walls of this room are covered in mirrors.

Two humanoid figures dressed in Border Guard colors appear to be huddled somewhere in the room but their reflections repeat so many times that its hard to tell where they are.

Creatures:

APL 10 (EL 12)

☠ **Burning Undead Bodaks (2):** Medium Undead; hp 58, 58; see Monster Manual

APL 12 (EL 14)

☠ **Burning Undead Bodak Monks (2):** Medium Undead Mnk2; hp 68, 68; see Appendix One

APL 14 (EL 16)

☠ **Burning Undead Bodak Monks (2):** Medium Undead Mnk4; hp 78, 78; see Appendix One

Tactics: Once the party enters the room the Bodaks quickly reveal their true nature. The mirrors in this room

make them even more dangerous than normal. It is impossible to avoid their gaze ability unless the character closes his eyes and keeps them closed. Otherwise the myriad of mirrors reflects their visage endless around the room causing anybody with 30' of them to make a saving throw each round. Those that leave the room the way they came in do not have to make saves as long as they do not have a direct line of sight to the Bodak. Those that attempt to leave the room via the door in the northeast corner will find it to be false and trapped as well.

All APL's (EL 8)

☠ **Power Word Stun Trap:** CR 8; magic device; touch trigger (door); no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32

Development: The Bodaks were sealed in here by Tozhgan hundreds of years ago and so are insane even by his standards. They have spent years polishing their mirrors to a perfect shine. If any of the party members damages, or attempts to damage, them they will go into a rage and focus their attacks on that character.

Area Fourteen: Processional

This hall is deathly silent even for this horrid place. The black stone walls are craved with scenes of depravity and despicable acts. Murder, theft, and larceny seem to be the theme. Over these acts horrible depictions of unknown gods or powers laugh and smile. The entire hallway is dedicated to the worst things that lurk in the souls of man and beast. To the right this horrid passage ends in another large iron door.

As horrible as this hall is there is nothing really interesting here. The walls should appear to move at times and the visages leer or stare at the characters but nothing happens.

Area Fifteen: Feast Room

Without a sound the door to this room swings open. Another scene of the macabre greets you. Candles mad of some unknown material flicker from scones on the walls. Just barely within sight in the back of the room is a barred alcove stuffed with humans that you are assuming are the Dustdigger survivors. A coffin (s) sits in the back of the room leaning up against the wall. To either side of it stands to humanoid shaped figures wrapped in black bandages. They are not moving. The black rock of the walls here

is full of holes and cracks as if some great beast was smashing at the walls trying to escape. Above you the ceiling rises to a height greater than the candles on the wall can illuminate.

The players have finally reached the destination of their search. The Dustdigger survivors, that have not been fed on, are in a holding cell in the back of the room. Circling in the darkness on the ceiling (which is 40' ft. high) is Ren Krat (and Ren Lirt if present). They know the players will be expecting trouble and will strike at the first opportunity they are given.

Creatures:

APL 10 (EL 13)

☛**Ren Krat:** Vampire Wiz9/HavMg1; hp 88; see Appendix One

☛**Mummy Guardian – Lesser (2):** Mummy Mnk3; hp 74, 74; see Appendix One

APL 12 (EL 15)

☛**Ren Krat:** Vampire Wiz9/HavMg3; hp 103; see Appendix One

☛**Mummy Guardian (2):** Mummy Mnk5; hp 87, 87; see Appendix One

APL 14 (EL 17)

☛**Ren Krat:** Vampire Wiz9/HavMg3; hp 103; see Appendix One

☛**Ren Lirt:** Burning Undead Vampire Mnk10; hp 85; see Appendix One

☛**Mummy Guardian – Greater:** Medium Undead Mnk7; hp 100; see Appendix One

☛**Burning Dead Mummy Acolyte:** Burning Undead Mummy Clr5; hp 87; see Appendix One

Tactics: This represents the final encounter for this part of Sea of Dust and if the players then they should be prepared for the worst. Ren Krat knows they are coming. He will prepare himself and his mummies for the players arrival at his leisure. Once combat starts Ren Krat will get right in the mix of it using his battlecast ability to use its touch spells to best effect to neutralize targets. He will then start draining levels out of players at will. Remember for the tough fighters with the high AC he can battlecast true strike before using a slam attack against them.

Development: This is a battle to the end. Only one group will leave the manor house alive. Remember to keep track of area of effect spells and their possible affect on the trapped Dustdiggers. If the players defeat Ren Krat he will explode in a blinding flash (his equipment drops

to the ground unharmed) of fire that will then be sucked into a black maw with a shriek.

Treasure: Besides the obvious loot the players find on the vampires they will also find some gems stashed away in the coffins.

APL 10: L: 0 gp; C: 500 gp; M: Ring of freedom of movement (3,333 gp per character), vest of resistance +5 (2,083 gp per character), cloak of displacement [minor] (2,000 gp per character), brooch of shielding (125 gp per character), ring of protection +2 (667 gp per character), rod of lesser metamagic silent (250 gp per character), rod of lesser metamagic empower (750 gp per character), elixir of life (454 gp per character)

APL 12: L: 0 gp; C: 500 gp; M: Ring of freedom of movement (3,333 gp per character), vest of resistance +5 (2,083 gp per character), cloak of displacement [minor] (2,000 gp per character), brooch of shielding (125 gp per character), ring of protection +3 (1,500 gp per character), amulet of natural armor +3 (1,500 gp per character), rod of lesser metamagic silent (250 gp per character), rod of lesser metamagic empower (750 gp per character), elixir of life (454 gp per character)

APL 14: L: 0 gp; C: 500 gp; M: Ring of freedom of movement (3,333 gp per character), vest of resistance +5 (2,083 gp per character), cloak of displacement [minor] (2,000 gp per character), brooch of shielding [2] (125 gp per character/per brooch), ring of protection +3 (1,500 gp per character), amulet of natural armor +3 (1,500 gp per character), rod of lesser metamagic silent (250 gp per character), rod of lesser metamagic empower (750 gp per character), periapt of wisdom +6 (3,000 gp per character), cloak of resistance +4 (1,333 gp per character), elixir of life (454 gp per character)

Conclusion

Modify this as needed based on how far they explored and how successful they were towards their goals.

Stepping off the teleport platform you are once again standing in the ancient Suel tomb. All is quiet around you as almost if the past few hours had been a dream. Your mission was a (success/failure) in recovering the surviving Dustdiggers and all that is left before you now is the long return journey through the tunnel.

Days pass into weeks as you trudge through the endless darkness. The only light is the dreams that everybody seems to be sharing about a ghostly figure wreathed in the flames. You can tell others are having the same ones as they jump up from their sleep

patting their bodies as if on fire. Finally you reach the end and step out into the twilight and fresh air once again. The moon above shines it beautiful light upon the faces of grateful survivors.

With one last look over your shoulders into the tunnel, you see twin specks of fire in the distance. Almost like eyes. With a whisper that almost seems like a piece of paper rubbing against another a voice calls out. "My Legacy has been brought back into the world. The children of my children shall seek me out and my footsteps will shake the foundations of this world" then silence once again.

The Dustdigger survivors appear to have heard nothing and they scramble down the path to Darkgate to great loved ones and friends. All is well again for now. The heroes have saved the day and salvaged what looked to be a hopeless situation. But at what price ? Something horrible was buried in the dust and ash of that place and whatever it was will not forget lightly the blow dealt to it today. Though the town of Darkgate may rest safely and without worry the shadows have taken on an all new edge to them for you.

If the players managed to rescue the Dustdigger and Border Guard captives, then they are rewarded the Gratitude of Darkgate favor as well as any item on the Adventure Record marked with a * (there may or may not be items designated this way) for their APL or lower. This represents the artifacts previously returned by the Dustdiggers.

If they defeated the vampires they also received the Wrath of Tozhgan Ikan.

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.

Area Two: Servants Quarters Courtyard

Defeat the Dread Wraiths

APL 10	330 xp
APL 12	390 xp
APL 14	450 xp

Area Four: Servants Quarter's Back Room

Avoid or Disarm the trap

APL 10	210 xp
APL 12	240 xp
APL 14	270 xp

Avoid or Disarm the Prismatic Spray Trap

APL 10	240 xp
APL 12	270 xp
APL 14	300 xp

Area Seven: Manor House Main Gallery

Defeat the Stone Golems

APL 10	330 xp
APL 12	390 xp
APL 14	450 xp

Area Eleven: Grand Ballroom

Defeat the Bsailit and his Guardian

APL 10	360 xp
APL 12	390 xp
APL 14	450 xp

Area Thirteen: Spirals of Death

Defeat the Bodaks

APL 10	360 xp
APL 12	420 xp
APL 14	480 xp

Area Fifteen: Feast Room

Defeat the Vampire and their guards

APL 10	390 xp
APL 12	450 xp
APL 14	510 xp

Discretionary roleplaying award

APL 10	270 xp
APL 12	315 xp
APL 14	360 xp

Total possible experience:

APL 10	2,025 xp
APL 12	2,365 xp
APL 14	2,700 xp

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Area Two: Servant’s Quarters Courtyard

APL 10: L: 0 gp; C: 200 gp; M: 0 gp

APL 12: L: 0 gp; C: 400 gp; M: 0 gp

APL 14: L: 0 gp; C: 800 gp; M: 0 gp

Area Eleven: Grand Ballroom

APL 10: L: 0 gp; C: 0 gp; M: Ring of natural armor (1,500 gp per character), Ring of Evasion (2,083 gp per character), Belt of Giant Strength +4 (1,333 gp per character), Amulet of Health +4 (1,333 gp per character), Stone of Health (1,666 gp per character), potion of cure serious wounds (63 gp per character/per potion)

APL 12: L: 0 gp; C: 0 gp; M: Ring of natural armor (1,500 gp per character), Ring of Evasion (2,083 gp per character), Belt of Giant Strength +6 (3,000 gp per character), Bracers of Armor +4 (1,333 gp per character), Amulet of Health +4 (1,333 gp per character), Stone of Health (1,666 gp per character), potion of cure serious wounds (63 gp per character/per potion)

APL 14: L: 0 gp; C: 0 gp; M: Ring of natural armor (1,500 gp per character), Ring of Evasion (2,083 gp per character), Belt of Giant Strength +6 (3,000 gp per character), Bracers of Armor +6 (3,000 gp per character), Amulet of Health +6 (3,000 gp per character), Stone of Health (1,666 gp per character), potion of cure serious wounds (63 gp per character/per potion)

Area Fifteen: Feast Room

APL 10: L: 0 gp; C: 500 gp; M: Ring of freedom of movement (3,333 gp per character), vest of resistance +5 (2,083 gp per character), cloak of displacement [minor] (2,000 gp per character), brooch of shielding (125 gp per character), ring of protection +2 (667 gp per character), rod of lesser metamagic silent (250 gp per character), rod of lesser metamagic empower (750 gp per character), elixir of life (454 gp per character)

APL 12: L: 0 gp; C: 500 gp; M: Ring of freedom of movement (3,333 gp per character), vest of resistance +5 (2,083 gp per character), cloak of displacement [minor] (2,000 gp per character), brooch of shielding (125 gp per character), ring of protection +3 (1,500 gp per character), amulet of natural armor +3 (1,500 gp per character), rod of lesser metamagic silent (250 gp per character), rod of lesser metamagic empower (750 gp per character), elixir of life (454 gp per character)

APL 14: L: 0 gp; C: 500 gp; M: Ring of freedom of movement (3,333 gp per character), vest of resistance +5 (2,083 gp per character), cloak of displacement [minor] (2,000 gp per character), brooch of shielding [2] (125 gp per character/per brooch), ring of protection +3 (1,500 gp per character), amulet of natural armor +3 (1,500 gp per character), rod of lesser metamagic silent (250 gp per character), rod of lesser metamagic empower (750 gp per character), periapt of wisdom +6 (3,000 gp per character), cloak of resistance +4 (1,333 gp per character), elixir of life (454 gp per character)

Total Possible Treasure

APL 10:	3,450 gp
APL 12:	4,950 gp
APL 14:	9,900 gp

Special

☛ **Elixir of Life:** This salve when applied to a deceased comrade will duplicate the effect of a Raise Dead spell cast at 9th level. This spell will not work on anybody whose body is not intact nor if they have been dead more than 9 days. Caster Level 9th; Prerequisites: Craft Wondrous Item, raise dead, lich bone power, unknown ingredient; Cost: 5,450 gp; Only one of these may be purchased per character. Once purchases cross this off the AR.

☛ **Ring of Natural Armor +3:** This ring provides a +3 natural armor bonus upon the wearer. Caster Level 9th; Prerequisites: Forge Ring, *barkskin*, unknown blue metal; Cost: 25,000 gp

☛ **Wrath of Ikan:** You have gained the attention of somebody whose favors are best declined. At the beginning of each adventure there is a 10% chance (DM roll) that misfortune follows you this day. At some random point during the adventure (DM's choice) some random mishap will occur to cause embarrassment, misfortune, or danger to happen for your character. Note to DM: This cannot be used in combat and will not result in death.

☛ **Gratitude of Darkgate:** Spokesman Olmir and the town of Darkgate are in your debt. They have agreed to let you look through some of the items the Dustdiggers have found in the past and hold them for you in case you ever have need of them. Any item marked with a * below is available to purchase with the Frequency changed to 'Any'.

Adventure B – Temple Complex

This uses Map #2 in Appendix Four. This map can be used for APL's 10, 12, and 14. Note that this portion of the adventure contains powerful adversaries. Players should be advised that this is a special event and the challenges are above and beyond what is normally seen in regular events.

Once the PCs step onto the *teleportation circle*, proceed to encounter one, the Ashen Arrival.

Area One: The Ashen Arrival

Read or paraphrase the following to the heroes once they step into the *teleportation circle* in the old crypt.

As you step inside the arcane circle, the world around you promptly fades to black, there is a sound of thunder and a new place fades into view. Your brave band is standing inside of another faintly glowing circle in what appears to be a broad valley of sorts. The walls of the valley are uneven but blown smooth by the winds of time.

Directly in front of you is a series of crumbling ruins, obviously from a time long forgotten, built by the Suel that once ruled this place. Now, they are only shadows of their former glory. Beyond these, rising up above the level of the valley is some monolithic black stone structure. Little can be seen of its base from this angle, but the structure is obviously massive and built right into the wall of the valley. A gray haze hangs in the air, casting shades of twilight over a midday sun like an ominous specter in the distance. Storms brew beyond the valley, waiting for the right time to bring their fury to you.

Not far in the distance is the entrance to some ancient promenade. Its crumbling columns and shattered pavement visible even from this distance.

The PCs are standing inside the *teleportation circle* that leads back to the crypt. Once they leave, any PC that steps back inside the circle will be instantly *teleported* back to the crypt, ending the adventure for them.

The valley walls are roughly 50 feet tall and relatively smooth. Anyone wishing to climb them must succeed at a Climb skill check (DC 20). Those reaching the top will find themselves in the middle of a vast dust storm. Treat this just like negative energy damage taken for staying too long here, but it takes place every minute instead of every hour.

This entire area is covered in a thick layer of dust and there are only faint tracks leading up to the circle (but they are quickly lost after about ten feet). These are the tracks of the search party which is revealed by a simple Survival skill check (DC 20) by someone with the Track feat.

A *detect magic* cast here or anywhere outside the tower reveals a moderate aura of necromancy in the air (DC 20), as well as a moderate aura of abjuration (DC 20). This is in addition to other effects noted above.

Concerning the different floor types of the outdoor portion of the map, the following rules apply. Areas on the map that appear to be stone floor are just that, but horribly uneven and littered with rock and dust. Areas that look like sand are a mixture of small rocks and fine dunes of ash. Digging deep enough under this ash reveals stone floors just like in other areas. This has the effect of making this terrain very treacherous to move across at any great speed. Anyone attempting to move faster than their speed or charging (not just a double move, which is two actions at speed) must make a Balance skill check (DC 15) or fall prone halfway along their movement. Anyone who is subject to a trip attempt suffers a –4 penalty to their opposed roll. These rules do not apply inside the temple.

Area Two: Grand View

Once the heroes get anywhere near this grand sweeping promenade, read or paraphrase the following to them.

Rounding the corner reveals a sweeping view of what must have been a grand promenade 1,000 years ago. Now it has falling into ruin and decay. Many of the columns have tumbled and the fine stone paving has turned into broken uneven ground covering in many places by dunes of ash. What were once grand buildings are now broken and dangerous.

At the far end of the promenade is a vast temple building made of coarse black granite. You see no windows and only one tall stone door into this odd monolithic structure.

Unfortunately, this vista is soon obscured by a storm of ash that rolls over the building like a crashing wave. It soon reaches you, engulfing the area in a viscous dust storm.

From this point on, until the end of the adventure, the valley is engulfed in an ash storm. The PCs can only find respite from this storm inside of structures or mostly intact buildings (such as areas 3, 4, 7-9 and 12-15). PCs in

any other area suffer the full effects of the ash storm as noted below.

This ash storm reduces visibility to 20 feet and provides a -4 penalty on Listen, Search, and Spot checks. The ash storm deals 1d4 points of negative energy damage every 10 minutes to any creatures caught in the open, and leaves a thin coating of ash in its wake. This ash creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear. This ruins food and water (but not potions and the like) in one hour.

Area Three: Stone Devils

Read or paraphrase the following to the PCs when they enter this area.

Stepping out of the storm, you enter a sculpture garden of macabre design. Through the haze of ash you can clearly make out eight gray stone statues covered in a thick layer of ash. Each of the statues depicts some horrible demonic form in a pose of triumph, its wings extended and horned head thrown back in a silent roar. A dark open doorway stands on one side of this chamber.

Creatures: Two of these statues are actually a horrible guardian summoned by the masters of this place as a guardian. These half fiend gargoyles are playing dead, allowing the PCs to get close, or even boxed into Area four before moving to strike.

APL 10 (EL 10)

•👁️ Half Fiend Gargoyle Sneak (2): hp 72, 72; see Appendix One.

APL 12 (EL 12)

•👁️ Half Fiend Gargoyle Dervish (2): hp 93, 93; see Appendix One.

APL 12 (EL 12)

•👁️ Half Fiend Gargoyle Whirlwind (2): hp 114, 114; see Appendix One.

Tactics: These gargoyles have “taken 20” on their disguise check to make themselves look more like statues. Without actual physical inspection, PCs that wish to identify them should be given a Spot skill check (DC 20 + disguise skill) to notice that they are not statues. Also note that the gargoyles should not be the first statues in the room, so that careless adventure will check one real statue, assume the rest are real as well and walk right into the gargoyles trap. Once combat begins, the gargoyles look to use their sneak attack as much as possible during

the surprise round, waiting until a hero is within five feet before springing into action. After this, they use flanking to reach the same effect. Given the opportunity, they will also use their spell like abilities to best effect, especially *poison*. Once defeated, these gargoyles slowly crumble to dust.

Area Four: Excavation Site

This small chamber has only one real feature. In the middle of the chamber is an excavation site that was being explored by the Dustdiggers before things went terribly wrong. The excavation area is marked off by some twine and goes down about one foot.

Treasure: In the excavation pit is the skeleton of some horrible creature. Lodged into its mouth is a black onyx gemstone worth 500gp. A successful knowledge arcana or religion (DC 15) reveals that this is for an animate dead spell that was, fortunately never cast. There is also a small urn full of other onyx gemstones of varying value as noted below. This value is added to the value of the large gem.

APL 10: L: 0 gp; C: 200 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

APL 14: L: 0 gp; C: 500 gp; M: 0 gp

Area Five: Unceremonious Burial

When the heroes enter this area, read or paraphrase the following to them.

Rounding the corner, you see an area that appears to be a dead end, literally. In the middle of the clearing is a small mound of the dead. There are nearly a dozen bodies here piled in a heap, in various stages of decay. Strangely enough, there is no buzz of flies or screech of vultures to be heard, only the sickly sweet scent of the dead carried through the whipping wind.

These bodies are those that are of little use to the master of this place. The PCs can learn a number of things if they examine the bodies. A simple Spot skill check (DC 10) reveals that all the bodies here are humans of Baklunish decent. A successful Heal skill check (DC 15) reveals that most of these bodies have been dead for about three weeks, while a few have been here for only one. If the Heal check is made by 5 or more, the PCs can learn that no insects or animals have feasted on the dead. If the Heal check is made by 10 or more, the PCs can learn that some of the bodies are infested with some dry rot disease while the rest appeared to die of some

withering wounds. None of the bodies can be spoken with via *Speak with Dead* or other similar magic.

Area Six: Burning Gate

When the PCs decide to approach this doorway, read or paraphrase the following to them

The stairs leading up the black gate are broken and uneven. This is accentuated by the fact that they are of a strange proportion, as if made by giants. Reaching the top, the black stone door looms before you but it is soon obscured by a wall of white fire that springs up between you and the door.

Trap: The top of the stairs is within the area that triggers the *wall of fire*. This wall, appears right next to the temple with its searing heat facing out. The PC that walked up the stairs gets a simple reflex save (DC 15) to avoid the 2d4 damage from close proximity to the wall. Once set off, the wall burns for 20 rounds before going out. One round after this, it is reset. This gives the PCs one round to get inside if they are quick enough. However, the door leading into the temple is locked, requiring a successful Open Lock skill check (DC 20) to open. The door has a hardness of 8 and 120 hit points should the PCs try and break it. Also note that the wall section in front of the door can be extinguished by 20 points of cold damage dealt to it in one round.

All APLs (EL 4)

•↗**Fire Wall Trap:** CR 4; magical; proximity trigger; automatic reset; spell effect (*wall of fire*, 20th-level wizard, 2d6+20 damage for crossing through, 2d4 within 10 ft, 1d4 within 20 ft, no save); Search DC 29; Disable Device DC 29.

Area Seven: Dustdiggers Home

This small building is mostly intact with only part of its roof missing. The Dustdiggers used this building as a home base while excavating around the temple. The door and hole in the roof is covered by heavy piece of canvas. Upon pushing aside the canvas and entering the building, read or paraphrase the following to the PCs.

Pushing aside the canvas door reveals a small dwelling that appears to have been recently used. The room contains a pair of chairs in front of work tables, three bedrolls, a large wooden barrel, and a few crates. There are a number of tools and bits of rock scattered about the tables. Everything in this room is covered in a very fine layer of dust.

Although the chairs and bedrolls are fine after being dusted off, the barrel of water has run foul and the crates of food have all spoiled, despite being wrapped up tightly. Closer investigation reveals that no one has used this place for well over three weeks; with a Survival skill check (DC 20) revealing that the last resident here had some sort of fight before being dragged out.

On the table is a number of brushes, picks, hammers, and chisels along with a number of stone samples, broken pottery, and formed stone. Sitting on one of the tables is a leather bound logbook. PCs that take the book and read its contents should be given **Players Handout #2** (this takes two hours). PCs that spend less time flipping through the logbook receive one of the excerpts listed for each 15 minutes spent looking (determine randomly).

Treasure: Sitting on the table is a quartz statue of a kneeling man crying out in agony.

ALL APLs: L: 0 gp; C: 100 gp; M: 0 gp.

Area Eight: Disordered Library

Upon entering this area, read or paraphrase the following to the heroes.

At some time in the ancient past, before the colorless fire, this must have been a library. Now it is nothing more than a heap of collapsed shelves and rotten pages. The entire area is completely covered in wreckage and debris.

The ground is covered with debris of all sizes. PCs moving through this space do so at half speed and cannot run or charge. This wreckage adds 5 to the DC of Balance and Tumble checks, and it adds 2 to the DC of Move Silently checks. Disturbing the debris in any way alerts the Keeper of Records as noted below in Area Nine.

Treasure: There is one thing of value in this room if found. An ancient Suel tome dealing with magic spells of all sorts can be found if the PCs succeed at a Search skill check (DC 20). A *detect magic* spell gives a +10 bonus to the roll. All of the other books in this room, crumble to dust upon the slightest touch.

ALL APLs: L: 0 gp; C: 0 gp; M: *Suel Arcanum Tome* (100 gp).

Developments: If the PCs disturb the library by searching through it, or making a great deal of noise, the Keeper of the Records will be aware of their approach and ready himself for them.

Area Nine: Keeper of Records

When the PCs enter this area, read or paraphrase the following to them.

Crossing over the rubble of the library, you reach what must have once been an office of some sort. More than likely that used by the keeper of the library. Unlike the rest of this place, this room is relatively tidy. The desk across the room is covered in stacks of decrepit books, carefully balanced.

Quite suddenly, an ancient Suel man rises from the floor dressed in the robes of a scholar. He stares at you with burning hate, screaming a gibberish that you cannot understand.

This room was the office of the keeper of records, whose library was laid waste during the rain of colorless fire. He was laid waste along with it, but could not rest with the library in such disorder. As such, he views any that now visit it with furious hatred as they intruding upon his silent work. The gibberish he is screaming is ancient Suel and means, "How dare you disturb my silence!"

Creatures: The keeper of records is a powerful spellcaster who has tuned himself to his ghostly state. As a result, he is quite aware of his limitations and strengths. He will attack until slain or the PCs leave the library. In addition, he will cease his assault if the PCs present him with a new book that he can keep.

APL 10 (EL 11)

➤ **Keeper of Records:** hp 58 each; see Appendix One.

APL 12 (EL 13)

➤ **Keeper of Records:** hp 71 each; see Appendix One.

APL 14 (EL 15)

➤ **Keeper of Records:** hp 84 each; see Appendix One.

Tactics: If given forewarning of the PCs approach, the Keeper prepares for them by casting *cat's grace*, *fox's cunning*, *mage armor* and *haste*. This has the effect of increasing his AC by +7, his touch attack by +3, the DC of his spells by +2, and it gives him one extra touch attack when performing a full attack action. If not given any warning he will instead move into his offensive capabilities much sooner.

In combat, the Keeper has a number of abilities that drain constitution, from his touch to *cloudkill* and will use these to best effect. He also has a number of spells that will hinder the PCs but do not affect him such as *cloudkill* and *web*. Once these are in place, he will

cheerily use his *ring of the ram* to push PCs back into them.

Defensively, his *brooch of shielding* provides him with excellent protection from *magic missile* spells. If truly pressed or harried, the Keeper will go ethereal to allow him to reposition himself.

Note that if any explosive spell is used in the library, such as *fireball* or *sound burst*, it kicks up a cloud of dust that reduces visibility to ten feet within the area of the spell. This cloud persists for 1d4 rounds, but can be dispersed by a strong wind.

Treasure: In the back of the office, just behind the desk is the Keepers ashen skeleton, along with all of his magic items. If taken from the corpse, the keeper loses these items and will promptly focus his attention upon the thief. After the combat, these items are easily found if searched for.

APL 10– L: 0 gp, C: 0 gp, M: *brooch of shielding* (101 charges)(125 gp), *ring of ram* (717 gp), *rod of metamagic (lesser empower)*(750 gp).

APL 12– L: 0 gp, C: 0 gp, M: *brooch of shielding* (101 charges)(125 gp), *ring of ram* (717 gp), *rod of metamagic (lesser empower)* (750 gp), *staff of fire* (30 charges)(888 gp), *wand of web* (10 charges)(75 gp).

APL 14– L: 0 gp, C: 0 gp, M: *boots of speed* (1,000 gp), *brooch of shielding* (101 charges)(125 gp), *gloves of dexterity +4* (1,333 gp), *ring of ram* (717 gp), *rod of metamagic (lesser empower)* (750 gp), *staff of fire* (30 charges)(888 gp), *wand of web* (10 charges)(75 gp).

Area Ten: Echoing Laughter

There is little of interest in these crumbling ruins aside from the following two points.

This area was once the house of the dead, where the dead were prepared for their last rites. As the PCs make their way through this area, allow them to make Spot skill checks (DC 15) to notice the skulls that seem to be underfoot. If the PCs search the dust, they find a vast number of skulls and bones buried just underneath the dust.

Also, as the PCs make their way through this area, they can all hear a strange echoing laughter coming from the ruins. Allow a Listen skill check (DC 15) to attempt to ascertain the direction of the laughter. Each PC that succeeds should be told a different direction. The laughter is a deep ominous laughter.

Treasure: Allow any PCs that search the dust to make a Search skill check (DC 20) to discover a gold bracelet buried in the dust. The bracelet was a ceremonial one and is covered in skull motifs.

ALL APLs: L: 0 gp; C: 50 gp; M: 0 gp.

Area Eleven: Ash Pit

This area of ash does not have a solid surface beneath it and as such works very similar to quicksand. The center of the ash pit is the most dangerous, so those walking in, may not notice the sink before reaching the center. A Spot skill check (DC 20) notices the ash pit while the character is only five feet in. For each five feet by which the roll is failed, the character is a further five feet in before realizing his peril. Once in the ash pit, use the following rules.

Characters in the ash pit must make a DC 10 Swim check every round to simply remain in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description).

Characters below the surface of the ash pit may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Pulling out a character trapped in the ash pit can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Once realized, this hazard can be easily avoided by traveling along the outside edge (which looks like ash, but is in fact solid).

Area Twelve: Hall of Procession

From this area onward, all the remaining areas are inside the temple building. The dust storm raging outside has no effect here. Upon entering this area, read or paraphrase the following to the heroes.

Crossing through the burning door, the smell of an old tomb assails you. The corridor is dark, dusty and

has a sweet dry odor. Just inside the door, the hallway drops to a squat five feet tall. The walls show a procession of robed figures carved in stone marching deeper into this temple with tablets held before them.

As the PC reach the intersection, the robed figures split directions heading down both forks of the corridor. As they progress from this door onward, each one becomes more gaunt, eventually looking like a zombie and then finally a skeleton just before the door leading into the next chamber. Neither door is locked.

Area Thirteen: Drowning Room

Upon entering this chamber, read or paraphrase the following to the PCs.

This large chamber is lit with an strange glow that comes from the skulls embedded in the walls near the ceiling. Each has its mouth open in a silent scream. However, there are two other features of this chamber that catch your eye. The first is a pillar in the center of the chamber, on which sits a silver key. The second is a trio of prisoners chained to the south wall of the chamber. One appears dead, while another is clearly unconscious. The last babbles quietly to himself, taking no notice of you.

The key in the center of this room opens the western door of area 15 (the one that can only be reached through area 14). Once anyone steps within ten feet of the pillar, the doors to this room slam shut (with a strength of 30) and the trap is triggered as noted below.

Those chained up on the south wall are the only remaining Dustdiggers in this area. The master keeps them here so that he can question them and learn more about the modern world. One of them is indeed dead and another is in some sort of coma. The last is alive and conscious but completely insane. His mind is completely shattered. Listed below are a number of things that he has to tell them, albeit in a disjointed and insane manner. Between these occasional ramblings, he simply mumbles to himself and speaks random words of no importance.

He will say one of these bits roughly every ten minutes. A *heal* spell will restore some of his sanity so that he can tell them every bit right away.

- ☛ *The Burning King comes and he brings the fire without color with him. To die now will not supplicate his wrath.*
- ☛ *None of us are meant to be. The world ended at that last age.*

- *Long has he slept... but we foolishly woke him. The deeds will forever be stained into my soul.*
- *All the Baklunish are already dead. They were the first to anger him, anger him by simply breathing.*
- *Soon he will leave this place to bring his past to our future.*
- *The Burning King cannot be stopped. He has been dead before and death has no leash upon his hand.*
- *I have seen more than any man should. I would take out my eyes, but yet I would still see those horrors.*
- *If the Burning King leaves this place, it will be the end of the old ways. He will usher in the new way, a way of burning pain and endless suffering.*

The prisoners will not accompany the PCs any deeper into this place, but will wait for them in their home outside the temple (Area 7). There is no further information that the PCs can get from these three (especially the dead one) as none of them will speak of it even if they were capable of it.

Trap: Once anyone comes within ten feet of the center of the chamber, the doors leaving this area slam shut (Strength 30) and the skulls begin to gush forth a torrent of water. Any PC that is within 5 feet of the door can attempt a Reflex save (DC 25) to catch the door and must beat the door at an opposed strength check every round to avoid it slamming shut. The PC must beat the door by at least five to get it wide enough for others to squeeze through. The doors open into the room, and as a result of the trap, the door will receive a +2 cumulative bonus to its check each round as the water presses against it. While either door is open, the room cannot fully fill with water (there will always be one round after the door closes before the room is completely full of water). After half the time to fill the room has expired (varies per APL), small characters will be below water, requiring a Swim skill check (DC 15) to remain above.

After the full time has allotted all the people in the room (PCs and prisoners) will begin to drown. Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls

unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she drowns. The unconscious prisoner drops to 0 hp on the first round of drowning, -1 and dying on the next and dies on the third round.

Escaping this room requires disarming the trap (DC as noted below), opening the door (Strength DC 30) once the room is full of water, or destroying a door (hardness 8, 60 hit points). Before the trap can be disarmed, the trigger must first be located, requiring a Search check (DC 17). Creative PCs will certainly come up with other ways of escaping. If opened, the room drains into hidden gutters and the water flow stops, so as to not flood the rest of the temple.

APL 10 (EL 4)

• **Water-Filled Room Trap:** CR 4; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (4 rounds); liquid; Search DC 17; Disable Device DC 23.

APL 12 (EL 5)

• **Water-Filled Room Trap:** CR 5; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); liquid; Search DC 17; Disable Device DC 26.

APL 14 (EL 6)

• **Water-Filled Room Trap:** CR 6; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); liquid; Search DC 17; Disable Device DC 29.

Developments: The door leading out of this chamber, toward area 15, is not locked but may be difficult to open, as noted below. However, the door leading into Area 15 from this side of the dungeon is very locked with a superior lock (DC 40 to open). This door can be opened with the key from around the wights neck in Area 14. The door is made of iron and is nearly one foot thick (should the PCs decide to attempt to bash it). Anyone stepping into this corridor sets of a silent *alarm* that notifies the mummy cleric of their presence.

Area Fourteen: Dark Knights

Upon entering this chamber, read or paraphrase the following to the players.

The door opens before you revealing a room full of a light fragrant smoke that comes from burning

censors hung high above the floor. You view into the chamber is partially blocked by a wall, but beyond you can see a ceremonial chamber. Stone skulls grin at you from the columns within, their eyes made of ruby gemstones. A low chant can be heard echoing in the room.

Creatures: This chamber contains a number of powerful wights, burning with an undead fire. These creatures are hiding from sight when the door is opened. Two are behind the partition that blocks their view, while the others are further down the chamber, out of sight. Note that in spite of their armor, these creatures are quite adept at hiding should the PCs look for enemies. Once combat begins, the wights try to drain as many levels as possible, using their abilities to their best extent. The fire breath is only used when the opportunity is right and they can catch multiple targets.

APL 10 (EL 12)

☞ **Burning Dead Wight Squire (4):** hp 65 each; see Appendix One.

APL 12 (EL 14)

☞ **Burning Dead Wight Warrior (4):** hp 78 each; see Appendix One.

APL 14 (EL 16)

☞ **Burning Dead Wight Knight (4):** hp 91 each; see Appendix One.

Treasure: Aside from their armor, the wights carry little other treasure. One of the wights has a silver key around its neck that is used to open the eastern door leading into Area 15 (the door that can be reached from Area 13). The door leading into Area 15 from this side of the dungeon is very locked with a superior lock (DC 40 to open). This door can be opened with the key from around the pedestal in Area 13. The door is made of iron and is nearly one foot thick (should the PCs decide to attempt to bash it). Aside from this, there are a number of rubies in the skulls on the pillars. These are listed as coin below.

ALL APLs: L: 500 gp; C: 200 gp; M: 0 gp.

Area Fifteen: Mummy Master

Upon entering this chamber, read or paraphrase the following to the heroes.

The door to this chamber swings open on rusted hinges with a screech. Before you is a large chamber dominated by an altar along the near wall. This black stone edifice is covered in divine runes and crackles

with a dark power. Lying upon the altar is a man turned shriveled and black, covering in funeral wrappings. Flanking him is a pair of abominations, rotted corpses, dressed in faded robes. Behind the altar is another corpse, this one burning with a black fire, dressed in ancient armor bearing the symbols of death. This high priest seems to be leading the others in some sort of ritual, and as you enter, the shriveled human upon the altar begins to move. They look at you with a look of dark exaltation upon their long dead faces.

This mummy is the high priest of the master of this place, who is outside the scope of this adventure. When the PCs arrive, they have just finished creating a new mummy from the body of one of the Dustdiggers. All four attack the PCs without mercy

This chamber is under the effects of an *unhallow* spell, giving all a *protection from good* effect as well as inflicting a -4 penalty to all turning checks. In addition to this, all non-evil creatures entering this room are subject to a targeted *dispel magic* effect, at 10th level caster.

Creatures: Three of the four mummies here have unique skills. The two on the outside are trained in ancient Suel fighting techniques (making them monks) while the one in the center is a cleric of death (not specifically Nerull, but an ancient incarnate of him). The center mummy is also a burning dead, a horrible form of undead that has been exposed to the rain of colorless fire and hence burns with an arcane fire. The newly created mummy is just that.

APL 10 (EL 13)

☞ **Mummy Guardian - Lesser (2):** hp 74 each; see Appendix One.

☞ **Burning Dead Mummy Acolyte:** hp 87; see Appendix One.

☞ **Mummy:** hp 55; see the *Monster Manual*.

APL 12 (EL 15)

☞ **Mummy Guardian (2):** hp 87 each; see Appendix One.

☞ **Burning Dead Mummy Priest:** hp 100; see Appendix One.

☞ **Mummy:** hp 55; see the *Monster Manual*.

APL 14 (EL 17)

☞ **Mummy Guardian - Greater (2):** hp 100 each; see Appendix One.

☞ **Burning Dead Mummy Bishop:** hp 113; see Appendix One.

☞ **Mummy:** hp 55; see the *Monster Manual*.

Tactics: Assuming the PCs entered the corridor to the north of Area 13, the mummy cleric is aware of their approach. In response, the Mummy cleric soon after goes to work casting a number of spells with a duration of 10 minutes per level or longer, such as *resist energy*, *protection from energy*, *freedom of movement*, and *spell immunity*. With the exception of *resist energy*, these spells are all cast upon the cleric. All energy protection spells are set to ward against electricity as they are already protected from fire. The *spell immunity* spell is set to protect against *magic missile* and *searing light*. Once the PCs attempt to open the door to this chamber, the cleric then cast some of his shorter duration spells such as, *bull's strength* on himself, *shield of faith* on the monks, and *spell resistance*.

Once the PCs are in the room, the cleric will finish and necessary preparation while the monks close to engage. If the battle goes badly, the mummies cleric will use his *ring of invisibility* to reposition himself and heal. At the highest APL, he will also use his *strand of prayer beads (karma bead)* to enhance his caster level before combat.

The two monks will attempt to close with the PCs as quickly as possible, using their monk abilities to their fullest potential (especially stunning fist). Remember that once a PC is infected with mummy rot, all healing to them is more difficult and the incubation period only one minute (although additional damage will not come for a full day).

Note that all heroes in the room will need to succeed at three Will saves to avoid the despair effects of the mummies. Remember that this entire area gives all undead an additional +2 turn resistance, along with the *unhallow* spell effect.

The altar is a focus of negative energy. Anyone touching it is treated as if hit with a *inflict serious wounds* cast at 10th level (Will save DC 14 for half damage). The mummies can touch this altar as a standard action to heal damage.

Treasure: The mummies carry a good deal of valuable magical treasure as noted below.

APL 10– L: (17 gp), M: cloak of charisma +2 (333 gp), periapt of wisdom +4 (1,333 gp), ring of invisibility (1,667 gp).

APL 12– L: (17 gp), M: cloak of charisma +2 (333 gp), pearl of power (3rd level) (750 gp), periapt of wisdom +4 (1,333 gp), ring of invisibility (1,667 gp), wand of inflict serious wounds (5th level caster, 25 charges) (469 gp).

APL 14– M: cloak of charisma +2 (333 gp), +4 full plate (1,470 gp), monks belt (2) (1,083 gp each), pearl of

power (3rd level) (750 gp), periapt of wisdom +4 (1,333 gp), ring of invisibility (1,667 gp), strand of prayer beads (standard) (2,150 gp), wand of inflict serious wounds (5th level caster, 25 charges) (469 gp).

Conclusion

Modify this as needed based on how far they explored and how successful they were towards their goals.

Stepping off the teleport platform you are once again standing in the ancient Suel tomb. All is quiet around you as almost if the past few hours had been a dream. Your mission was a (success/failure) in recovering the surviving Dustdiggers and all that is left before you now is the long return journey through the tunnel.

Days pass into weeks as you trudge through the endless darkness. The only light is the dreams that everybody seems to be sharing about a ghostly figure wreathed in the flames. You can tell others are having the same ones as they jump up from their sleep patting their bodies as if on fire. Finally you reach the end and step out into the twilight and fresh air once again. The moon above shines it beautiful light upon the faces of grateful survivors.

With one last look over your shoulders into the tunnel, you see twin specks of fire in the distance. Almost like eyes. With a whisper that almost seems like a piece of paper rubbing against another a voice calls out. "My Legacy has been brought back into the world. The children of my children shall seek me out and my footsteps with shake the foundations of this world" then silence once again.

The Dustdigger survivors appear to have heard nothing and they scramble down the path to Darkgate to great loved ones and friends. All is well again for now. The heroes have saved the day and salvaged what looked to be a hopeless situation. But at what price? Something horrible was buried in the dust and ash of that place and whatever it was will not forget lightly the blow dealt to it today. Though the town of Darkgate may rest safely and without worry the shadows have taken on an all new edge to them for you.

If the players managed to rescue the Dustdigger and Border Guard captives, then they are rewarded the Gratitude of Darkgate favor as well as any item on the Adventure Record marked with a * (there may or may not be items designated this way) for their APL or lower. This represents the artifacts previously returned by the Dustdiggers.

If they defeated the mummy lord then they also received the Wrath of Tozhgan Ikan.

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.

Area Three: Stone Devils

Defeat Half Fiend Gargoyles

APL10	300 xp
APL12	360 xp
APL14	420 xp

Area Six: Burning Gate

Disarm or deal with the Burning Gate Trap

All APLs	120 xp
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Area Nine: Keeper of Records

Defeat Keeper of Records

APL10	330 xp
APL12	390 xp
APL14	450 xp

Area Thirteen: Drowning Room

Surviving the Water Trap

APL10	120 xp
APL12	150 xp
APL14	180 xp

Area Fourteen: Dark Knights

Defeat the Wights

APL10	360 xp
APL12	420 xp
APL14	480 xp

Area Fifteen: Mummy Master

Defeat the Mummies

APL10	390 xp
APL12	450 xp
APL14	510 xp

Story Award

Discovering the Logbook:

APL10	80 xp
APL12	100 xp
APL14	120 xp

Rescuing the Prisoners (1/2 if one drowns):

APL10	160 xp
APL12	200 xp
APL14	240 xp

Discretionary roleplaying award

APL10	165 xp
APL12	170 xp
APL14	180 xp

Total possible experience:

APL10	2,025 xp
APL12	2,360 xp
APL14	2,700 xp

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Area Four: Excavation Site

APL 10: L: 0 gp; C: 200 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

APL 14: L: 0 gp; C: 500 gp; M: 0 gp

Area Five: Unceremonious Burial

All APLs: L: 0 gp; C: 100 gp; M: 0 gp.

Area Eight: Disordered Library

All APLs: L: 0 gp; C: 0 gp; M: *Suel Arcanum Tome* (100 gp).

Area Nine: Keeper of Records

APL 10– L: 0 gp, C: 0 gp, M: *brooch of shielding (101 charges)*(125 gp), *ring of ram* (717 gp), *rod of metamagic (lesser empower)*(750 gp).

APL 12– L: 0 gp, C: 0 gp, M: *brooch of shielding (101 charges)*(125 gp), *ring of ram* (717 gp), *rod of metamagic (lesser empower)* (750 gp), *staff of fire (30 charges)* (888 gp), *wand of web (10 charges)*(75 gp).

APL 14– L: 0 gp, C: 0 gp, M: *boots of speed* (1,000 gp), *brooch of shielding (101 charges)*(125 gp), *gloves of dexterity +4* (1,333 gp), *ring of ram* (717 gp), *rod of metamagic (lesser empower)* (750 gp), *staff of fire (30 charges)*(888 gp), *wand of web (10 charges)*(75 gp).

Area Ten: Echoing Laughter

ALL APLs: L: 0 gp; C: 50 gp; M: 0 gp.

Area Fourteen: Dark Knights

ALL APLs: L: 500 gp; C: 200 gp; M: 0 gp.

Area Fifteen: Mummy Master

APL 10– L: (17 gp), M: *cloak of charisma +2* (333 gp), *periapt of wisdom +4* (1,333 gp), *ring of invisibility* (1,667 gp).

APL 12– L: (17 gp), M: *cloak of charisma +2* (333 gp), *pearl of power (3rd level)* (750 gp), *periapt of wisdom +4* (1,333 gp), *ring of invisibility* (1,667 gp), *wand of inflict serious wounds (5th level caster, 25 charges)* (469 gp).

APL 14– M: *cloak of charisma +2* (333 gp), +4 full plate (1,470 gp), *monks belt (2)* (1,083 gp each), *pearl of power (3rd level)* (750 gp), *periapt of wisdom +4* (1,333 gp), *ring of invisibility* (1,667 gp), *strand of prayer beads (standard)* (2,150 gp), *wand of inflict serious wounds (5th level caster, 25 charges)* (469 gp).

Total Possible Treasure

APL 10: L: 517 gp; C: 550 gp; M: 4,925 gp - Total: 5,992 gp

APL 12: L: 517 gp; C: 650 gp; M: 7,107 gp - Total: 8,274 gp

APL 14: L: 500 gp; C: 850 gp; M: 15,226 gp - Total: 16,576 gp

Special

☛**Elixir of Life:** This salve when applied to a deceased comrade will duplicate the effect of a Raise Dead spell cast at 9th level. This spell will not work on anybody whose body is not intact nor if they have been dead more than 9 days. Caster Level 9th; Prerequisites: Craft Wondrous Item, raise dead, lich bone power, unknown ingredient; Cost: 5,450 gp; Only one of these may be

purchased per character. Once purchases cross this off the AR.

☛ **Wrath of Ikan:** You have gained the attention of somebody whose favors are best declined. At the beginning of each adventure there is a 10% chance (DM roll) that misfortune follows you this day. At some random point during the adventure (DM's choice) some random mishap will occur to cause embarrassment, misfortune, or danger to happen for your character. Note to DM: This cannot be used in combat and will not result in death.

☛ **Gratitude of Darkgate:** Spokesman Olmir and the town of Darkgate are in your debt. They have agreed to let you look through some of the items the Dustdiggers have found in the past and hold them for you in case you ever have need of them. Any item marked with a * below is available to purchase with the Frequency changed to 'Any'.

☛ **Suel Arcanum Tome:** This ancient book is bound in an oily black leather and is remarkably well intact. It contains many secrets, but you are only able to learn a few. When purchased, the PC selects up to five spells with total spell levels no greater than 20. Write these spells below in ink. These spells are now available for the PC to cast, just as if the PC had put these spells into his or her spellbook. These spells must come from the PHB. This book is of no benefit to divine casters and those that do not use a spellbook. No PC may ever benefit from this tome more than once. Faint (abjuration); CL 5th; Cannot be Crafted; Price 1,200 gp

Adventure C – Wizard Tower

This uses Map #3 in Appendix Four. This map can be used for APL's 12, 14, and 16. Note that this portion of the adventure contains a very powerful adversary at its end. He will no doubt prove more than a match for many groups and fleeing is always an option. Players should be advised that this is a special event and the challenges are above and beyond what is normally seen in regular events.

Once the PCs step onto the *teleportation circle*, proceed to encounter one, the Ashen Arrival.

Area One: The Ashen Arrival

Read or paraphrase the following to the heroes once they step into the *teleportation circle* in the old crypt.

As you step inside the arcane circle, the world around you promptly fades to black, there is a sound of thunder and a new place fades into view. Your brave band is standing inside of another faintly glowing circle in what appears to be a canyon of sorts. The walls of the canyon are uneven but blown smooth by the winds of time.

Directly in front of you is some massive monolithic stone, not unlike a huge square tower. It does not appear to have any windows or doors but even seems are visible on its worn surface. The black stone tower must rise up a full fifty feet above the lip of the canyon rising up into a brewing storm cloud. Strange blue lightning streaks from the clouds to the tower and back again but no thunder reports to your ears only silence. Whatever this strange storm is, the tower seems to stand at its eye.

At ground level, the canyon winds away from you towards some crumbling ruins but your view is obscured by a heavy haze of gray ash that seems to cling to the canyon floor like a dirty fog. You cannot see much beyond the ruins, but the canyon seems to continue onward.

The PCs are standing inside the *teleportation circle* that leads back to the crypt. Once they leave, any PC that steps back inside the circle will be instantly *teleported* back to the crypt, ending the adventure for them.

The canyon walls are roughly 50 feet tall and relatively smooth. Anyone wishing to climb them must succeed at a Climb skill check (DC 20). Those reaching the stop will find themselves in the middle of a vast dust storm. Treat this just like negative energy damage taken

for staying too long here, but it takes place every minute instead of every hour.

Climbing the tower is much more difficult, requiring a Climb skill check (DC 25). Those reaching the top of its 100 foot height are in danger of being struck by lightning (25% chance each round). Those struck take 10d6 points of negative energy damage and receive a reflex save (DC 20) for half damage. There is no way inside the tower from the top, but strange blue lightning dances across the stop surface of the tower.

This entire area is covered in a thick layer of dust and there are only faint tracks leading up to the circle (but they are quickly lost after about ten feet). These are the tracks of the search party which is revealed by a simple Survival skill check (DC 20) by someone with the Track feat.

A *detect magic* cast here or anywhere outside the tower reveals a moderate aura of necromancy in the air (DC 20), as well as a moderate aura of abjuration (DC 20). This is in addition to other effects noted above.

Concerning the different floor types of the outdoor portion of the map, the following rules apply. Areas on the map that appear to be stone floor are just that, but horribly uneven and littered with rock and dust. Areas that look like sand are a mixture of small rocks and fine dunes of ash. Digging deep enough under this ash reveals stone floors just like in other areas. This has the effect of making this terrain very treacherous to move across at any great speed. Anyone attempting to move faster than their speed or charging (not just a double move, which is two actions at speed) must make a Balance skill check (DC 15) or fall prone halfway along their movement. Anyone who is subject to a trip attempt suffers a -4 penalty to their opposed roll. These rules do not apply inside the tower.

Area Two: Pity Trap

When the PC round the corner and look into this ruined space, read or paraphrase the following to them.

Peering into the crumbled ruins of some ancient structure, you see a human form wearing only thin dirty rags. He sits with his back against the tower amongst the tumbled stones of this place. Unlike everything else here, there is not much dust covering him. Although he does not move, he does not appear to be dead.

This is actually a ruse created by a barbed devil that is stationed in Area 3, using his *major image* spell like ability. The illusion is placed next to the tower, but ten feet away from the opening into Area 3. When any PC

approaches the illusionary man, the devil (or devils at higher APLs) attacks. See Area 3 for more information.

This small ruined structure was a storage building long ago before the rain of colorless fire. There is little of interest here, but a successful Search skill check (DC 15) reveals a few faded murals that look like burning skulls on the walls and on some of the tumbled stones.

Area Three: Quite Devilish

This small area is the guard station set up by Tozhgan Ikan when he awoke from his slumber. His first task, after dealing with the Dustdiggers was to station a number of barbed devils here to warn him of the approach of any outsiders. The devils, upon hearing the crack of the *teleportation circle* have already alerted their lord through telepathy and have now set an ambush as noted in Area Two. The PCs can foil this ruse by looking over the ten foot walls that make up this room and spot the devils before the illusion.

Creatures:

APL 12 (EL 11)

➤ **Barbed Devil:** hp 126; see *Monster Manual* page 51.

APL 14 (EL 13)

➤ **Barbed Devil (2):** hp 126 each; see *Monster Manual* page 51.

APL 16 (EL 15)

➤ **Barbed Devil (4):** hp 126 each; see *Monster Manual* page 51.

Tactics: The Barbed Devils use their area to hide in while the PCs approach. Any PC that approaches the illusion gets a chance to spot them and act in the surprise round if successful in a Spot skill check versus the Barbed Devil's Hide.

Once one of the PCs approaches the illusion, or initiates combat, the barbed devils start by using *order's wrath* or *unholy blight* before going into melee (equal numbers of each if there is more than one devil). Given the chance, they will also use their *scorching ray* against any obvious spellcaster. Once in melee, the barbed devils focus on one opponent before moving on to another.

Throughout the entire combat, the devil's use their telepathy to communicate with Tozhgan Ikan, so he might have a better idea of what approaches.

Treasure: This area contains one of the excavation sites that the Dustdiggers were interested in before

things went bad. In the back of the room is a half-excavated skeleton of some horrible creature. Lodged into its mouth is a black onyx gemstone worth 500gp. A successful knowledge arcana or religion (DC 15) reveals that this is for an animate dead spell that was, fortunately never cast. There is also a small urn full of other onyx gemstones of varying value as noted below. This value is added to the value of the large gem.

APL 12: L: 0 gp; C: 200 gp; M: 0 gp

APL 14: L: 0 gp; C: 300 gp; M: 0 gp

APL 16: L: 0 gp; C: 500 gp; M: 0 gp

Developments: Every tactic and spell the PCs use here will be reported to Tozhgan Ikan. As a result, he will be prepared for any such tactic (such as what sort of energy the party uses, who is the primary melee character, etc). These clues will affect his spell choices and targets in the final conflict with him.

Area Four: Dust Valley

Upon reaching this area, read or paraphrase the following to the PCs.

The dust fog seems less as the canyon bends around one corner of the tower. Before you, the canyon opens up a bit before ending entirely. This side of the tower seems to be dominated by a large stone rampart that rises up alongside the tower to a height of thirty feet. On the other side of the canyon, at the base of the rampart is a series of crumbled walls. Nearby, set into the canyon wall is a relatively intact stone dwelling whose door is covered with a heavy canvas. No sound, other than your own echoes, report back to you from this vast space.

The stone rampart is actually a large stair with two landings as detailed below. The first landing is fifteen feet above the ground while the second is thirty feet above the ground. The rampart is made of the same black stone of the tower and is just as hard to climb.

Area Five: Dustdiggers Home

This small building is mostly intact with only part of its roof missing. The Dustdiggers used this building as a home base while excavating around the tower. The door and hole in the roof is covered by heavy piece of canvas. Upon pushing aside the canvas and entering the building, read or paraphrase the following to the PCs.

Pushing aside the canvas door reveals a small dwelling that appears to have been recently used. The

room contains a pair of chairs in front of work tables, three bedrolls, a large wooden barrel, and a few crates. There are a number of tools and bits of rock scattered about the tables. Everything in this room is covered in a very fine layer of dust.

Although the chairs and bedrolls are fine after being dusted off, the barrel of water has run foul and the crates of food have all spoiled, despite being wrapped up tightly. Closer investigation reveals that no one has used this place for well over three weeks; with a Survival skill check (DC 20) revealing that the last resident here had some sort of fight before being dragged out.

On the table is a number of brushes, picks, hammers, and chisels along with a number of stone samples, broken pottery, and formed stone. Sitting on one of the tables is a leather bound logbook. PCs that take the book and read its contents should be given **Players Handout #2** (this takes two hours). PCs that spend less time flipping through the logbook receive one of the excerpts listed for each 15 minutes spent looking (determine randomly).

Treasure: Sitting on the table is a pair of goggles is crystal lenses. These are *goggles of minute seeing* that were used by the Dustdiggers in their work. Also sitting on the table is a quartz statue of a kneeling man crying out in agony.

ALL APLs: L: 0 gp; C: 100 gp; M: *goggles of minute seeing* (104 gp)

Area Six: Ash Pit

This area of ash does not have a solid surface beneath it and as such works very similar to quicksand. The center of the ash pit is the most dangerous, so those walking in, may not notice the sink before reaching the center. A Spot skill check (DC 20) notices the ash pit while the character is only five feet in. For each five by which the roll is failed, the character is a further five feet in before realizing his peril. Once in the ash pit, use the following rules.

Characters in the ash pit must make a DC 10 Swim check every round to simply remain in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description).

Characters below the surface of the ash pit may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Pulling out a character trapped in the ash pit can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Once realized, this hazard can be easily avoided by traveling along the northern edge (which looks like ash, but is in fact solid).

Area Seven: Examples

Upon entering this area, read or paraphrase the following to the heroes.

Approaching the ruined walls, you can clearly make out a number of human forms chained to the walls. The one nearest to you is burnt to a crisp, with only its blackened bones held in iron manacles. Next to the first one is a decayed corpse with a single small wound to the shoulder. Finally, across the way is a final corpse, this one battered, broken and mangled.

These corpses are three of the rescue party that were captured near the tower. Each one was killed, as a warning to would be Baklunish intruders.

A successful Heal skill check (DC 20) reveals that these corpses have been here for at least a week and that their cause of death is obvious. A successful Spot skill check (DC 15) notices a strange symbol carved into the forehead of each victim. Each one is different. Identifying each symbol requires a Knowledge History or bardic knowledge skill check (DC 25). The symbols are suel in origin and each one has a different meaning. The symbol on the burnt corpse means “my power”, while the symbol on the single wound corpse means “my wit”. Finally, the mangled corpse has a symbol on its forehead that means “my rage”.

The manacles are made of iron and look as if they are relatively new. There is nothing else to found here.

Area Eight: Stone Trouble

Upon climbing the stairs leading up to this area, read or paraphrase the following to the PCs.

Turning to the rampart of stone, a large wide staircase ascends its with stairs made for a giant. Fifteen feet

up, it ends in a landing before proceeding to the top of the rampart. Upon the landing, a pair of massive obsidian stone statues peers out into nothingness carved to the likeness of ancient suel kings. Carved from the tower itself, each bears a scepter before them and a silver crown upon their regal brow.

The stairs are ten feet wide but are also twenty feet away from the tower. The platforms go from the stairs all the way to the tower itself. This forms a pair of pits between the stairs and tower (as shown on the map). These pits go down 10 feet below the ground level. This means that those that fall from this first platform fall twenty-five feet, while those that fall from the second platform (Area 9) fall down a forty-foot deep pit.

Creatures: These statues are not what they appear, but are instead stone golems, placed here to guard door to the tower which is on the next landing. Should the PCs bypass this landing (by *flying* or climbing to Area Nine), these golems immediately animate and race up to the to landing to battle the PCs. Otherwise the golems wait until the PCs reach the landing before animating to attack. Note that only one of the statues animates at APL 16, but it is very powerful.

APL 12 (EL 13)

➤ **Stone Golem (2):** hp 107 each; see *Monster Manual* page 136.

APL 14 (EL 15)

➤ **Advanced Stone Golem (2):** hp 151 each; see Appendix One.

APL 16 (EL 17)

➤ **Advanced Greater Stone Golem:** hp 293 each; see Appendix One.

Tactics: The golems attempt to crush the PCs as quickly as possible, using their *slow* ability whenever possible. If the opportunity presents itself, they will also bull rush PCs to knock them off the rampart into one of the pits or off the stairs to the dust below (or even the ash pit).

Treasure: Upon defeating the stone golems, their silver crowns can be removed and have some value as art objects. They have no magical properties.

APL 12: L: 0 gp; C: 200 gp; M: 0 gp

APL 14: L: 0 gp; C: 200 gp; M: 0 gp

APL 16: L: 0 gp; C: 100 gp; M: 0 gp

Area Nine: Door of Weakness

Upon reaching this platform, read or paraphrase the following to the heroes.

Reaching the top of the stairs, they end in a broad platform that reaches over to meet the tower. There is only one feature of interest here, a tall stone door set into the tower. Made of the same black stone of the tower, it is dominated by one large carved symbol at its center and a heavy iron pull ring on one side.

The symbol is an old suel symbol of power meaning “fire and death”. This can be learned by succeeding at a Knowledge History or bardic knowledge skill check (DC 25).

Trap: The door itself contains a minor trap that could prove to be a large nuisance. Anyone approaching within ten feet of the door triggers the trap, which fires a *ray of enfeeblement* from the center of the door. Although not impossible to disarm, doing so requires getting within ten feet (as the *alarm* and trap mechanism is location within the area). Once set off, the trap resets in 1d4 rounds.

All APLs (EL 2)

➤ **Enfeeblement Trap:** CR 2; magical; proximity trigger (*alarm*); automatic reset; Atk +10 ranged touch; spell effect (*ray of enfeeblement*, 10th level wizard, 1d6+5 strength penalty lasting 10 minutes); Search DC 26; Disable Device DC 26.

Opening the door is another difficulty. Although not locked, the door is very heavy, requiring a successful Strength check (DC 25) to open. This is difficult as door makes anyone approaching it to weak to open it. Up to two people can pull on the ring at once (the weaker person assisting the stronger). Tying a rope to the ring so that more can help is an option but the back of the ring is razor sharp. Any rope attached to the ring takes 1d6 points of damage per pull attempt (normal rope has 0 hardness and 2 hit points). Anyone pulling on the ring without wearing metal gauntlets takes this damage as well. Allow the PCs to come up with a creative solution to this simple conundrum.

Note that if the PCs make it here without fighting the golems of Area 8, those golems animate and come here to battle the PCs.

Area Ten: Smoke and Mummies

From this area onward, the remaining areas are inside the tower itself. Interior rooms of the tower have a strange

blue and red glow about them. This allows for normal vision throughout these rooms.

When the PCs enter this area, read or paraphrase the following to them.

Stepping inside the tower is a chilling sensation. There is a brooding evil here and it is waiting for you. Just inside the door is a large chamber with two other stone doors leading out of it. Tarnished bronze hinges glimmer in the gloom.

At the far end of the room is a trio of bronze thrones, one raised higher than the others, each adorned with pale blue gems. Standing in front of the chairs are withered corpses, two clad in filthy funeral wrappings while the one in the center bears armor of ancient design but appears to be wreathed in pale flames. With a dry snap, they turn to look in your direction, a burning malice in their dead eyes.

These are three of the final guardians the PCs will face before coming face to face with Tozhgan Ikan himself. This room is their chamber of waiting, where they have prepared for a thousand years for this conflict.

This chamber is under the effects of an *unhallow* spell, giving all a *protection from good* effect as well as inflicting a –4 penalty to all turning checks. In addition to this, all lawful evil creatures in this room (all the mummies) receive the benefit of a *resist elements (fire)* spell while in the room.

Creatures: All three of the mummies here have unique skills. The two on the outside are trained in ancient suel fighting techniques (making them monks) while the one in the center is a cleric of death (not specifically Nerull, but an ancient incarnate of him). The center mummy is also a burning dead, a horrible form of undead that has been exposed to the rain of colorless fire and hence burns with an arcane fire.

APL 12 (EL 13)

☛ **Mummy Guardian - Lesser (2):** hp 74 each; see Appendix One.

☛ **Burning Dead Mummy Acolyte:** hp 87; see Appendix One.

APL 14 (EL 15)

☛ **Mummy Guardian (2):** hp 87 each; see Appendix One.

☛ **Burning Dead Mummy Priest:** hp 100; see Appendix One.

APL 16 (EL 17)

☛ **Mummy Guardian - Greater (2):** hp 100 each; see Appendix One.

☛ **Burning Dead Mummy Bishop:** hp 113; see Appendix One.

Tactics: Shortly after Tozhgan Ikan is alerted to the PCs, these guardians are as well (by the master himself). In response, the Mummy cleric soon after goes to work casting a number of spells with a duration of 10 minutes per level or longer, such as *resist energy*, *protection from energy*, *freedom of movement*, and *spell immunity*. With the exception of *resist energy*, these spells are all cast upon the cleric. All energy protection spells are set to ward against electricity as they are already protected from fire. The *spell immunity* spell is set to protect against *magic missile* and *searing light*. Once the PCs attempt to open the door to this chamber, the cleric then cast some of his shorter duration spells such as, *bull's strength* on himself, *shield of faith* on the monks, and *spell resistance*.

Once the PCs are in the room, the cleric will finish and necessary preparation while the monks close to engage. If the battle goes badly, the mummies will regroup, while the cleric opens the *eversmoking bottle* to cover their retreat. Once together, the cleric will heal the others before sealing the bottle and resuming combat. Once closed, the smoke will dissipate in about 4 rounds due to a chimney built into the room.

The two monks will attempt to close with the PCs as quickly as possible, using their monk abilities to their fullest potential (especially stunning fist). Remember that once a PC is infected with mummy rot, all healing to them is more difficult and the incubation period only one minute (although additional damage will not come for a full day).

Note that all heroes in the room will need to succeed at three Will saves to avoid the despair effects of the mummies. Remember that this entire area gives all undead an additional +2 turn resistance, along with the *unhallow* spell effect.

Treasure: Although the mummies certainly carry some valuable gear, note that the thrones themselves are adorned with precious gems, mainly sapphires. Note that the gems each have an *alarm* spell permanently cast upon them that alerts Tozhgan Ikan should the be removed. The value of the gems is listed under coin below.

APL 12– L: (17 gp); C: 500 gp; M: *eversmoking bottle* (450 gp).

APL 14– L: (17 gp); C: 500 gp; M: *eversmoking bottle* (450 gp), *wand of inflict serious wounds* (5th level caster, 25 charges) (469 gp).

APL 16– L: 0 gp; C: 500 gp; M: *eversmoking bottle* (450 gp), *+4 full plate* (1,470 gp), *wand of inflict serious wounds* (5th level caster, 25 charges) (469 gp).

Area 11: Crushing Quiet Pit

This small corridor contains an elaborate trap as noted below. However, the way is actually blocked completely. The last five feet of this corridor is blocked by a *wall of force*. Those attempting to walk down the corridor will fall down the pit while those attempting to jump the pit will hit the wall and fall down the pit.

Traps: The middle ten-foot square area of this corridor (going right up to the *wall of force*) is actually a pit covered by an *illusionary wall* spell that appears like ordinary floor. Those that walk out onto it get a reflex save to avoid falling down the pit as noted below. Those that jump and hit the *wall of force* get no save to avoid falling in the pit. Note that the pit cannot be disarmed. This is the first part of the trap.

APL 12 (EL 1)

↪**Pit Trap:** CR 1; mechanical trap; location trigger; automatic reset; DC 25 Reflex avoids; 20 ft. deep (2d6, fall); Search DC 24, Disable Device DC NA.

APL 14 (EL 2)

↪**Pit Trap:** CR 2; mechanical trap; location trigger; automatic reset; DC 25 Reflex avoids; 40 ft. deep (4d6, fall); Search DC 24, Disable Device DC NA.

APL 16 (EL 3)

↪**Pit Trap:** CR 3; mechanical trap; location trigger; automatic reset; DC 25 Reflex avoids; 60 ft. deep (6d6, fall); Search DC 24, Disable Device DC NA.

The second part of this trap is at the bottom of the pit. Getting within ten feet of the bottom of this pit triggers and *Evard's black tentacles spell*. In addition to this, the bottom 20 feet of this bit is also within the radius of a *silence* spell. Note that without being beneath the level of the floor, it is not possible to see through the *illusionary wall* spell that makes up the floor (unless they employ a *true seeing* or similar spell). The final effect of this trap is that those that fall in the pit get squeezed and cannot cry out for help, neither can those above see what is happening.

All APLs (EL 4)

↪**Evard's Black Tentacle Trap:** CR 4; magical proximity trigger (*alarm*); automatic reset; Atk +18 grapple check; spell effect (*Evard's black tentacle*, 10th level wizard,

1d6+4 damage per successful grapple check); Search DC 29, Disable Device DC 29 (can only be disabled from the bottom).

Unless the PCs have some way of bringing down the *wall of force*, they must find another way around.

Area 12: Hungry Maw

Upon entering this chamber, read or paraphrase the following to the PCs.

This chamber is lit by a pale blue radiance that flows forth from the huge grinning maw in the likeness of a decaying demon. This maw is so large that it appears to be the only way out of this chamber, however the blue radiance prevents you from seeing beyond it.

This maw is in fact another sort of trap for the PCs to deal with as noted below. There is nothing else of value in this room and no other way to reach Area 13 without the use of magic (*stone shape*) would work well here.

Trap: Stepping through the maw subjects any who do it to the effects of an *enervation* spell, but no attack roll is required. Once a PC steps through, the curtain of light flares for just a moment and then emits a piercing moan that sounds eerily like the PCs voice. Sound cannot pass from one side of the curtain to another (so left behind might think that those that stepped through are dead or in peril).

All APLs (EL 5)

↪**Enervation Curtain:** CR 5; magical; touch trigger; automatic reset; Atk automatic hit stepping through curtain; spell effect (*enervation*, 7th level wizard, 1d4 negative levels); Search DC 29, Disable Device DC 29.

Area 13: Broken Prisoners

Upon entering this half of the chamber, read or paraphrase the following to the PCs.

A stone door is the only other way out of this small room but that is not the only item of interest in this chamber. Chained against the far wall is three half starved humans, two of which are either unconscious or dead while the last is mumbling under his breath. They are dressed only in filthy rags, but match the description of the Dustdiggers that you seek.

These are indeed the only remaining Dustdiggers in this area. Tozhgan Ikan keeps them here so that he can question them and learn more about the modern world. One of them is indeed dead and another is in some sort of coma. The last is alive and conscious but completely insane. His mind is completely shattered. Listed below

are a number of things that he has to tell them, albeit in a disjointed and insane manner. Between these occasional ramblings, he simply mumbles to himself and speaks random words of no importance.

He will say one of these bits roughly every ten minutes. A *heal* spell will restore some of his sanity so that he can tell them every bit right away.

- *The Burning King comes and he brings the fire without color with him. To die now will not supplicate his wrath.*
- *None of us are meant to be. The world ended at that last age.*
- *Long has he slept... but we foolishly woke him. The deeds will forever be stained into my soul.*
- *All the Baklunish are already dead. They were the first to anger him, anger him by simply breathing.*
- *Soon he will leave this place to bring his past to our future.*
- *The Burning King cannot be stopped. He has been dead before and death has no leash upon his hand.*
- *I have seen more than any man should. I would take out my eyes, but yet I would still see those horrors.*
- *If the Burning King leaves this place, it will be the end of the old ways. He will usher in the new way, a way of burning pain and endless suffering.*

The prisoners will not accompany the PCs any deeper into this place, but will wait for them in their home outside the tower (Area 5). There is no further information that the PCs can get from these three (especially the dead one) as none of them will speak of it even if they were capable of it.

The door out of this room leading into Area 14 is locked requiring a successful Open Lock skill check (DC 25) to open. The door is stone just like every other door in this place. This door is also covered with an *alarm* spell, alerting Tozhgan Ikan if anyone touches the door.

Area 14: Lich's Lair

This room is the lair of Tozhgan Ikan, the Suel Lich. Make sure to be very familiar with what this powerful villain can do before running this combat.

When the PCs enter this room, read or paraphrase the following to the PCs.

This large chamber is frigidly cold and your breath comes out in a thick steam. A thin ream of frost

covers every surface making the room twinkle with thousands of tiny ice crystals.

In the center of the room is a pair of pillars that crackle with a pale blue lightning that dances between them. In this area, they form a veritable wall of lightning.

The walls of this room are adorned with vibrant murals of a noble king walking through a burnt land, but something seems out of place. The king seems to be enjoying the destruction and he does not appear to be alive. A rotting corpse applauds the burning of a kingdom.

But all attention is drawn to that very king himself who stands before you. In the blue velvet robes of nobility, he stares at you with eyes that burn of black flame in hollow dead sockets. Thin smoke wafts from him as he points in your direction, golden jewelry on long dead fingers.

"Bakluni skum," he speaks in a language unfamiliar to you yet completely comprehensible. "Finally you have come to finish that which you have started. Come then, try to take the last of the Suel, Tozhgan Ikan AWAITS YOU!"

The information below is broken up into a few categories, including preparation for the combat and tactics during the fight. However, first it is important to describe some of the effects in the room.

The two columns generate a strong negative energy field in this room. Anyone stepping through this curtain of energy takes 5d6 points of negative energy damage. A successful Will save (DC 20) halves this damage. This field heals undead (such as the lich and his guardian) of 5d6 points of damage who get no save versus the effect. An undead creature cannot be healed by this effect more than once per round.

This chamber is under the effects of an *unhallow* spell, giving all a *protection from good* effect as well as inflicting a -4 penalty to all turning checks. In addition to this, all non-evil creatures entering this room are subject to a targeted *dispel magic* effect, at 10th level caster.

Creatures: Aside from Tozhgan Ikan, he has a number of minions in the room with him. These mohrgs are positioned between the PCs and the suel lich at the start of the combat. Tozhgan himself begins combat between the stone angles along the east wall of the room right at the front edge of the stone, moving as necessary to challenge the PCs.

APL 12 (EL 15)

➤ **Tozhgan Ikan, Suel Lich:** hp 104 each; see Appendix One.

➤ **Mohrgs (2):** hp 91 each; see *Monster Manual* page 189.

APL 14 (EL 17)

➤ **Tozhgan Ikan, Suel Lich:** hp 120 each; see Appendix One.

➤ **Mohrgs (3):** hp 91 each; see *Monster Manual* page 189.

APL 16 (EL 19)

➤ **Tozhgan Ikan, Suel Lich:** hp 136 each; see Appendix One.

➤ **Mohrgs (4):** hp 91 each; see *Monster Manual* page 189.

Tactics: Before combat begins, Tozhgan Ikan has a number of precast spells. *Protection from energy* (sonic, cold, or acid – DMs choice) is cast when the PCs enter the tower, along with *spell turning* if available (SR is rolled before the *spell turning* is applied). The spell *repulsion* is cast just as the PCs enter the room. In addition to this, Tozhgan has a *contingency* spell cast upon himself that should he be struck in melee a *fire shield* springs up around him (set to the warm shield version). This shield deals 1d6 +15 points of fire damage to anyone who strikes him in melee.

If given more time to prepare (such as the PCs bashing through the door to get in, or taking multiple rounds to pick the door's lock) Tozhgan has a number of other spells to ready as well, such as *shield*, *mirror image*, *displacement* and *eagle's splendor*. This last spell increases the DC of his fear aura, burning touch, and paralyzing touch by 2.

In combat, Tozhgan has a large variety of offensive spells and will use whatever is in his best interest, giving the PCs no quarter. He has many spells that incapacitate for a long length of time, allowing him to deal with the PCs in smaller groups. Spells such as *ray of enfeeblement*, *force cage*, *Bigby's grasping hand*, *Otto's irresistible dance*, and *power word blind* are excellent tools in this regard. Also note that he has a number of quickened spells and will use these liberally in the opening rounds. Pay special note to his equipment, especially the rods and bracers as they greatly enhance his spellcasting capabilities. If any PC is proving particularly resilient to his spells, he is soon targeted by a *dispel magic* or even *greater dispel magic* if available.

At APL 14 and 16, he has levels of archmage, allowing him to shape all of his area affect spells so as to not hit him or any of his minions. He also has *finger of death* two times per day as a spell like ability. Even at APL 12, he can use *Evard's black tentacles* on himself as he

automatically makes all grapple checks (due to *his ring of freedom of movement*).

At APL 16, he has a *time stop* and will open combat with this. He uses this extra time to cast delayed spells (lightning bolt and fireball) setting them to go off in real time so that they can affect the heroes and then casts any other defensive spells he still needs to employ. Also note that at this APL he has a *staff of power* which uses his DC for saves and level for effects (as noted under the staff description). He will only use the retributive strike power if all of the charges are still present and he has no other option. His *meteor swarm* will be used early in the fight, targeting all the meteors at the biggest threat, while using his shaping ability to not hit himself or any of his minions.

When running this combat, remember that Tozhgan is a frighteningly intelligent opponent who has advanced knowledge of the PCs tactics. He should be aware of their capabilities to a limited regard and quickly try to neutralize the greatest threats to him. His Mohrgs are used to keep the heroes from closing into melee range to quickly while he rains death down upon them in the form of spells.

Should the PCs get in melee combat, Tozhgan will continue to cast spells as quickly as possible, targeting the melee combatant with incapacitating spells.

Upon death, the lich crumbles to dust leaving his gear behind, but no phylactery in sight. It is outside the scope of this adventure.

Treasure: Tozhgan has a large variety of valuable items about his person including a bag of diamonds located about his waist (noted as coin below).

APL 12– L: 0 gp; C: 500 gp; M: bracers of the lich (1,667 gp), headband of intellect +4 (1,333 gp), ring of freedom of movement (3,333 gp).

APL 14– L: 0 gp; C: 500 gp; M: bracers of the lich (1,667 gp), headband of intellect +4 (1,333 gp), ring of freedom of movement (3,333 gp), , ring of protection +3 (1,500 gp), rod of metamagic (lesser empower) (750 gp).

APL 16– L: 0 gp; C: 500 gp; M: bracers of the lich (1,667 gp), headband of intellect +4 (1,333 gp), ring of freedom of movement (3,333 gp), ring of protection +3 (1,500 gp), rod of metamagic (lesser empower) (750 gp), rod of metamagic (lesser quicken) (2,917 gp), staff of power (15 charges) (5,275 gp).

Developments: Please note that the lich's phylactery is nowhere to be found and outside the scope of this event. Make sure to fill out the critical event summary found in Appendix Three. Upon destroying the lich, the

entire interior of the tower grows very dark (as per *deeper darkness*) and dreadfully silent. It is now an old forgotten tomb. If the PCs are done exploring the tower, proceed with the conclusion below.

Conclusion

Modify this as needed based on how far they explored and how successful they were towards their goals.

Stepping off the teleport platform you are once again standing in the ancient Suel tomb. All is quiet around you as almost if the past few hours had been a dream. Your mission was a (success/failure) in recovering the surviving Dustdiggers and all that is left before you now is the long return journey through the tunnel.

Days pass into weeks as you trudge through the endless darkness. The only light is the dreams that everybody seems to be sharing about a ghostly figure wreathed in the flames. You can tell others are having the same ones as they jump up from their sleep patting their bodies as if on fire. Finally you reach the end and step out into the twilight and fresh air once again. The moon above shines it beautiful light upon the faces of grateful survivors.

With one last look over your shoulders into the tunnel, you see twin specks of fire in the distance. Almost like eyes. With a whisper that almost seems like a piece of paper rubbing against another a voice calls out. "My Legacy has been brought back into the world. The children of my children shall seek me out and my footsteps will shake the foundations of this world" then silence once again.

The Dustdigger survivors appear to have heard nothing and they scramble down the path to Darkgate to great loved ones and friends. All is well again for now. The heroes have saved the day and salvaged what looked to be a hopeless situation. But at what price? Something horrible was buried in the dust and ash of that place and whatever it was will not forget lightly the blow dealt to it today. Though the town of Darkgate may rest safely and without worry the shadows have taken on an all new edge to them for you.

If the players managed to rescue the Dustdigger and Border Guard captives, then they are rewarded the Gratitude of Darkgate favor as well as any item on the Adventure Record marked with a * (there may or may not be items designated this way) for their APL or lower. This represents the artifacts previously returned by the Dustdiggers.

If they defeated Tozhgan Ikan (temporarily) they also received the Wrath of Tozhgan Ikan.

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.

Area Three: Quite Devilish

Defeat Barbed Devils

APL12	330 xp
APL14	390 xp
APL16	450 xp

Area Eight: Stone Trouble

Defeat the Stone Golems

APL12	390 xp
APL14	450 xp
APL16	510 xp

Area Nine: Door of Weakness

Endure or bypass the enfeeblement trap

All APLs	60 xp
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Area Ten: Smoke and Mummies

Defeat the Mummies

APL12	390 xp
APL14	450 xp
APL16	510 xp

Area 11: Crushing Quiet Pit

Identifying the pit and tentacle trap

APL12	150 xp
APL14	180 xp
APL16	210 xp

Area 12: Hungry Maw

Endure or bypass the enervation maw trap

All APLs	120 xp
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Area 14: Lich's Lair

Defeat Tozhgan Ikan, the Suel Lich

APL12	450 xp
APL14	510 xp
APL16	570 xp

Story Award

Discovering the Logbook:

APL12	100 xp
APL14	120 xp
APL16	140 xp

Rescuing the Prisoner:

APL12	200 xp
APL14	240 xp
APL16	260 xp

Discretionary roleplaying award

APL12	170 xp
APL14	180 xp
APL16	205 xp

Total possible experience:

APL12	2,360 xp
APL14	2,700 xp
APL16	3,035 xp

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three: Quite Devilish

APL 12: L: 0 gp; C: 200 gp; M: 0 gp

APL 14: L: 0 gp; C: 300 gp; M: 0 gp

APL 16: L: 0 gp; C: 500 gp; M: 0 gp

Encounter Five: Dustdiggers Home

ALL APLs: L: 0 gp; C: 100 gp; M: *goggles of minute seeing* (104 gp)

Area Eight: Stone Trouble

APL 12: L: 0 gp; C: 200 gp; M: 0 gp

APL 14: L: 0 gp; C: 200 gp; M: 0 gp

APL 16: L: 0 gp; C: 100 gp; M: 0 gp

Area Ten: Smoke and Mummies

APL 12- L: (17 gp); C: 500 gp; M: *eversmoking bottle* (450 gp).

APL 14- L: (17 gp); C: 500 gp; M: *eversmoking bottle* (450 gp), *wand of inflict serious wounds* (5th level caster, 25 charges) (469 gp).

APL 16- L: 0 gp; C: 500 gp; M: *eversmoking bottle* (450 gp), *+4 full plate* (1,470 gp), *wand of inflict serious wounds* (5th level caster, 25 charges) (469 gp).

Area 14: Lich's Lair

APL 12- L: 0 gp; C: 500 gp; M: bracers of the lich (1,667 gp), headband of intellect +4 (1,333 gp), ring of freedom of movement (3,333 gp).

APL 14- L: 0 gp; C: 500 gp; M: bracers of the lich (1,667 gp), headband of intellect +4 (1,333 gp), ring of freedom of movement (3,333 gp), , ring of protection +3 (1,500 gp), rod of metamagic (lesser empower) (750 gp).

APL 16- L: 0 gp; C: 500 gp; M: bracers of the lich (1,667 gp), headband of intellect +4 (1,333 gp), ring of freedom of movement (3,333 gp), ring of protection +3 (1,500 gp), rod of metamagic (lesser empower) (750 gp), rod of metamagic (lesser quicken) (2,917 gp), staff of power (15 charges) (5,275 gp).

Total Possible Treasure

APL 12: L: 17 gp; C: 1,500 gp; M: 6,887 gp - Total: 8,404 gp

APL 14: L: 17 gp; C: 1,600 gp; M: 9,606 gp - Total: 11,223 gp

APL 16: L: 0 gp; C: 1,700 gp; M: 19,268 gp - Total: 20,968 gp

Special

☛ **Gratitude of Darkgate** Spokesman Olmir and the town of Darkgate are in your debt. They have agreed to let you look through some of the items the Dustdiggers have found in the past and hold them for you in case you ever have need of them. Any item marked with a * below is available to purchase with the Frequency changed to 'Any'.

☛ **Wrath of Ikan:** You have gained the attention of somebody whose favors are best declined. At the beginning of each adventure there is a 10% chance (DM roll) that misfortune follows you this day. At some random point during the adventure (DM's choice) some

random mishap will occur to cause embarrassment, misfortune, or danger to happen for your character. Note to DM: This cannot be used in combat and will not result in death.

☛ **Bracers of the Lich:** These silver bracers are covered in a complex arcane tracery of inlaid platinum and feature a large sapphire near the wrist. While worn, these bracers allow the wearer to utilize their metamagic feats on spells that are not prepared with them. Each day, the wearer may enhance up to four spells of 3rd level or lower with metamagic feats while not increasing the slot that the spells take up. However, only four levels of spell enhancement are available per day and each time the bracers are used, a number of these levels are used up equal to the slot increase added by the feat selected. For example, the wearer could enhance a blur spell with the extend feat using up one spell level and then a fireball with the maximize feat using up the other three. The wearer must possess the metamagic feat used to enhance the spells. Sorcerers and Bards must still spend extra time casting a spell using these bracers as with any metamagic feat. These bracers are use activated. Strong (no school); CL 17th; Craft Wondrous Item, Any four metamagic feats; Price 20,000 gp

☛ **Elixir of Life:** This salve when applied to a deceased comrade will duplicate the effect of a Raise Dead spell cast at 9th level. This spell will not work on anybody whose body is not intact nor if they have been dead more than 9 days. Caster Level 9th; Prerequisites: Craft Wondrous Item, raise dead, lich bone power, unknown ingredient; Cost: 5,450 gp; Only one of these may be purchased per character. Once purchases cross this off the AR.

Appendix One: NPC's

Adventure A: Manor House

Area Seven: Manor House Main Gallery

APL 12 (EL 13)

➤ **Advanced Stone Golem:** CR 13; Large Construct; HD 22d10+30; hp 151; Init -1; Spd 20 ft; AC 26 (touch 8, flat-footed 26) [[-1 size, -1 Dex, +18 natural]]; BA/G +16/+30; Atk +25 melee (2d10+10, slam); Full Atk +25 melee (2d10+10, 2 slams); SA Slow; SQ Construct traits, DR 10/adamantine, darkvision 60ft., immunity to magic, low-light vision; AL N; SV Fort +7, Ref +6, Will +7; Str 31, Dex 9, Con -, Int -, Wis 11, Cha 1. Height 9 ft.

Slow (Su): A stone golem can use a *slow* effect, as the spell, as a free action once every 7 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 21 Will save to negate.

Immunity to Magic (Ex): A stone golem is immune to any spell or spell like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as a *slow* spell) for 2d6 rounds with no saving throw, while a *transmute mud to rock* heals it of all its lost hit points. A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for one full round.

APL 14 (EL 15)

➤ **Advanced Stone Golem:** CR 13; Large Construct; HD 22d10+30; hp 151; Init -1; Spd 20 ft; AC 26 (touch 8, flat-footed 26) [[-1 size, -1 Dex, +18 natural]]; BA/G +16/+30; Atk +25 melee (2d10+10, slam); Full Atk +25 melee (2d10+10, 2 slams); SA Slow; SQ Construct traits, DR 10/adamantine, darkvision 60ft., immunity to magic, low-light vision; AL N; SV Fort +7, Ref +6, Will +7; Str 31, Dex 9, Con -, Int -, Wis 11, Cha 1. Height 9 ft.

Slow (Su): A stone golem can use a *slow* effect, as the spell, as a free action once every 7 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 21 Will save to negate.

Immunity to Magic (Ex): A stone golem is immune to any spell or spell like ability that allows spell resistance. In addition, certain spells and effects

function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as a *slow* spell) for 2d6 rounds with no saving throw, while a *transmute mud to rock* heals it of all its lost hit points. A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for one full round.

Area Eleven: Grand Ballroom

APL 10 (EL 12)

➤ **Bsailit (Maelephant):** CR 10; Large Outsider (Evil, Extraplanar, Lawful); HD 8d8+40; hp 76; Init +0; Spd 30 ft.; AC 23 (touch 9, flat-footed 23) [-1 size, +14 natural]; BA/G +8/+18; Atk +15 melee (1d6+8, claw); Full Atk +15 melee (1d6+8, 2 claws), +8 melee (2d6+3, trunk-spike); Face/Reach 10 ft./5 ft.; SA Breath weapon, frenzied charge, improved grab, spell-like abilities; SQ Defensive stance, DR 10/good, fast healing 2, keen senses, outsider traits, scent, SR 17; AL LE; SV Fort +11, Ref +6, Will +12; Str 26, Dex 11, Con 20, Int 14, Wis 19, Cha 15

Skills and Feats: Appraise +12, Balance +10, Concentration +14, Diplomacy +4, Jump +16, Knowledge (arcane) +12, Listen +16, Search +12, Sense Motive +14, Spellcraft +12, Spot +16, Survival +4 (+6 following tracks); Alertness, Improved Bull Rush, Iron Will

Possessions: Ring of Natural Armor +3, Ring of Evasion, Belt of Giant Strength +4, Amulet of Health +4, Stone of Good Luck (Luckstone), Potion of Cure Serious Wounds x3, ~~Potion of Invisibility~~

Breath Weapon (Su): Three times per day, a maelephant can breathe out a cloud of noxious vapor 10 feet wide and 30 feet long. Victims within the area of the cloud must make a Fortitude save (DC 17) or suffer complete memory loss. Memory loss suppresses all of a creature's ranks in its skill and its feats, and it prevents the use of any class abilities (including spellcasting). Currently prepared spells are not lost; they are simply not accessible to be cast. Racial abilities are retained. Additionally, the victim no longer knows who its friends and enemies are, doesn't remember its past, and can't even remember its name. The victim can create new memories, but each time it sleeps or rests,

any new memories it has created vanish. This condition can be cured by any effect that cures poison (a heal or neutralize points spell, for example); otherwise, it is permanent.

Frenzied Charge (Ex): Once per minute, a maelephant can make a frenzied charge. During the round in which this occurs, the maelephant's speed increases to 45 feet and it gains a +2 bonus on all attack rolls. This bonus stacks with any bonuses gained from making a charge attack.

Improved Grab (Ex): If a maelephant hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +18). If it gets a hold, it automatically hits with its trunk-spike. Thereafter, the maelephant has the option to conduct grapple normally, or simply use its claw to hold the opponent (=20 penalty on grapple check, but the maelephant is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Spell-Like Abilities: At will – *alarm, entangle, gust of wind, light, true seeing, warp wood*; 3/day *blade barrier, baleful polymorph*. Caster level 8th; save DC 12 + spell level.

Defensive Stance (Ex): Once per encounter, a maelephant can adopt a defensive stance as a free action on its turn. In this defensive stance, the maelephant gains a +2 Strength, +4 Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to Armor Class. The following changes are in effect as long as the defensive stance lasts: HD 8d8+40 (76 hp); AC 24, touch 13, flat-footed 20; Base Attack/Grapple +9/+19; Full Attack 2 claws +14 melee and trunk-spike +9 melee; Damage claw 1d6+7, trunk-spike 2d6+4; SV Fort +11, Ref +8, Will +14; Str 24, Con 20; Concentration +16, Jump +17. These benefits persist for a number of rounds equal to 3 + the maelephant's newly improved Constitution modifier, or until the maelephant moves. While in defensive stance, a maelephant cannot use skills or abilities that require it to shift its position. A maelephant can end its defensive stance at will. At the end of the defensive stance, the maelephant takes a -2 penalty to Strength for the duration of the current encounter.

Keen Sense (Ex): A maelephant's sight is four times as good as a human's. It has low-light vision and darkvision to a range of 240 feet.

Outsider Traits: Maelephants cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life)

Fast Healing (Ex): A maelephant regains lost hit points at the rate of 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a maelephant to regrow or reattach lost body parts.

Scent (Ex): A maelephant can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

☛ **Runic Guardian:** Large Construct; CR 10; HD 17d10; hp 93; Init +1; Spd 30 ft.; AC 28 (touch 10, flat-footed 27) [-1 size, +1 Dex, +18 natural]; BA/G +12/+23; Atk +18 melee (3d8+10 + stunning strike); Full Atk +18/+13/+8 melee (3d8+10 + stunning strike); Face/Reach 5 ft./10 ft.; SA Runic spell, stunning strike; SQ Construct traits, DR 10/adamantine, fast healing 10, find master, guard, *shield master, teleport without error*; AL N; SV Fort +5, Ref +6, Will +5; Str 24, 13, Con -, Int -, Wis 11, Cha 1

Runic Spells (Sp): A runic guardian can hold up to six spells. These spells must be cast into its body when it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body.

Body Part	Highest Spell Level
Head	1 st
Each Arm	2 nd
Each Leg	3 rd
Torso	5 th

Spells Stored: (caster level 18th)

Head:	Mage Armor
Left Arm:	Resist Energy
Right Arm:	Web
Left Leg:	Haste
Right Leg:	Displacement
Torso:	Fire Shield

Each of these spells is usable once per day as a spell-like ability. The runic guardian discharges a spell either when directly commanded to do so or when a predetermined situation arises.

Stunning Strike (Ex): Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 25) or be stunned (unable to act, loses any Dexterity bonus to AC, and an attacker gets a +2 bonus on attack rolls against it) for 1 round, in addition to taking the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Construct Traits: A runic guardian is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A runic guardian has darkvision (60-foot range)

Fast Healing (Ex): A runic guardian regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the runic guardian to regrow or reattach lost body parts.

Find Master (Su): No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. (should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival). This ability functions even across planar boundaries.

Guard (Ex): The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

Shield Master (Sp): A runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. *Shield master* transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

Teleport with Error (Sp): Once per day, a runic guardian can use *teleport without error* (caster level 18th). It normally uses this ability to answer a call from its master, teleporting unerringly to his or her side.

APL 12 (EL 13)

▀Bsailit (Maelephant): CR 10; Large Outsider (Evil, Extraplanar, Lawful); HD 8d8+40; hp 76; Init +0; Spd 30 ft.; AC 27 (touch 9, flat-footed 27) [-1 size, +4 armor, +14 natural]; BA/G +8/+18; Atk +15 melee (1d6+9, claw); Full Atk +15 melee (1d6+9, 2 claws), +8 melee (2d6+4, trunk-spike); Face/Reach 10 ft./5 ft.; SA Breath weapon, frenzied charge, improved grab, spell-like abilities; SQ Defensive stance, DR 10/good, fast healing 2, keen senses, outsider traits, scent, SR 17; AL LE; SV Fort +11, Ref +6, Will +12; Str 28, Dex 11, Con 20, Int 14, Wis 19, Cha 15

Skills and Feats: Appraise +12, Balance +10, Concentration +14, Diplomacy +4, Jump +16, Knowledge (arcane) +12, Listen +16, Search +12, Sense Motive +14, Spellcraft +12, Spot +16, Survival +4 (+6 following tracks); Alertness, Improved Bull Rush, Iron Will

Possessions: Ring of Natural Armor +3, Ring of Evasion, Belt of Giant Strength +6, Bracers of Armor +4, Amulet of Health +4, Stone of Good Luck (Luckstone), Potion of Cure Serious Wounds x3, ~~Potion of Invisibility~~

Breath Weapon (Su): Three times per day, a maelephant can breathe out a cloud of noxious vapor 10 feet wide and 30 feet long. Victims within the area of the cloud must make a Fortitude save (DC 17) or suffer complete memory loss. Memory loss suppresses all of a creature's ranks in its skill and its feats, and it prevents the use of any class abilities (including spellcasting). Currently prepared spells are not lost; they are simply not accessible to be cast. Racial abilities are retained. Additionally, the victim no longer knows who its friends and enemies are, doesn't remember its past, and can't even remember its name. The victim can create new memories, but each time it sleeps or rests, any new memories it has created vanish. This condition can be cured by any effect that cures poison (a heal or neutralize points spell, for example); otherwise, it is permanent.

Frenzied Charge (Ex): Once per minute, a maelephant can make a frenzied charge. During the round in which this occurs, the maelephant's speed increases to 45 feet and it gains a +2 bonus on all attack rolls. This bonus stacks with any bonuses gained from making a charge attack.

Improved Grab (Ex): If a maelephant hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +18). If it gets a hold, it automatically hits with its

trunk-spike. Thereafter, the maelephant has the option to conduct grapple normally, or simply use its claw to hold the opponent (=20 penalty on grapple check, but the maelephant is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Spell-Like Abilities: At will – *alarm, entangle, gust of wind, light, true seeing, warp wood*; 3/day *blade barrier, baleful polymorph*. Caster level 8th; save DC 12 + spell level.

Defensive Stance (Ex): Once per encounter, a maelephant can adopt a defensive stance as a free action on its turn. In this defensive stance, the maelephant gains a +2 Strength, +4 Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to Armor Class. The following changes are in effect as long as the defensive stance lasts: HD 8d8+40 (76 hp); AC 24, touch 13, flat-footed 20; Base Attack/Grapple +9/+19; Full Attack 2 claws +14 melee and trunk-spike +9 melee; Damage claw 1d6+7, trunk-spike 2d6+4; SV Fort +11, Ref +8, Will +14; Str 24, Con 20; Concentration +16, Jump +17. These benefits persist for a number of rounds equal to 3 + the maelephant's newly improved Constitution modifier, or until the maelephant moves. While in defensive stance, a maelephant cannot use skills or abilities that require it to shift its position. A maelephant can end its defensive stance at will. At the end of the defensive stance, the maelephant takes a -2 penalty to Strength for the duration of the current encounter.

Keen Sense (Ex): A maelephant's sight is four times as good as a human's. It has low-light vision and darkvision to a range of 240 feet.

Outsider Traits: Maelephants cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Fast Healing (Ex): A maelephant regains lost hit points at the rate of 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a maelephant to regrow or reattach lost body parts.

Scent (Ex): A maelephant can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

☛ **Runic Guardian:** Large Construct; CR 10; HD 17d10; hp 93; Init +1; Spd 30 ft.; AC 28 (touch 10, flat-footed 27) [-1 size, +1 Dex, +18 natural]; BA/G +12/+23; Atk +18 melee (3d8+10 + stunning strike); Full Atk +18/+13/+8 melee (3d8+10 + stunning strike); Face/Reach 5 ft./10 ft.; SA Runic spell, stunning strike;

SQ Construct traits, DR 10/adamantine, fast healing 10, find master, guard, *shield master, teleport without error*; AL N; SV Fort +5, Ref +6, Will +5; Str 24, 13, Con -, Int -, Wis 11, Cha 1

Runic Spells (Sp): A runic guardian can hold up to six spells. These spells must be cast into its body when it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body.

Body Part	Highest Spell Level
Head	1 st
Each Arm	2 nd
Each Leg	3 rd
Torso	5 th

Spells Stored: (caster level 18th)

Head: Mage Armor
 Left Arm: Resist Energy
 Right Arm: Web
 Left Leg: Haste
 Right Leg: Displacement
 Torso: Fire Shield

Each of these spells is usable once per day as a spell-like ability. The runic guardian discharges a spell either when directly commanded to do so or when a predetermined situation arises.

Stunning Strike (Ex): Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 25) or be stunned (unable to act, loses any Dexterity bonus to AC, and an attacker gets a +2 bonus on attack rolls against it) for 1 round, in addition to taking the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Construct Traits: A runic guardian is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A runic guardian has darkvision (60-foot range)

Fast Healing (Ex): A runic guardian regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the runic guardian to regrow or reattach lost body parts.

Find Master (Su): No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. (should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival). This ability functions even across planar boundaries.

Guard (Ex): The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

Shield Master (Sp): A runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. *Shield master* transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

Teleport with Error (Sp): Once per day, a runic guardian can use *teleport without error* (caster level 18th). It normally uses this ability to answer a call from its master, teleporting unerringly to his or her side.

APL 14 (EL 15)

♣Bsailit (Maelephant): CR 10; Large Outsider (Evil, Extraplanar, Lawful); HD 8d8+40; hp 84; Init +0; Spd 30 ft.; AC 29 (touch 9, flat-footed 29) [-1 size, +6 armor, +14 natural]; BA/G +8/+18; Atk +15 melee (1d6+9, claw); Full Atk +15 melee (1d6+9, 2 claws), +8 melee (2d6+4, trunk-spike); Face/Reach 10 ft./5 ft.; SA Breath weapon, frenzied charge, improved grab, spell-like abilities; SQ Defensive stance, DR 10/good, fast healing 2, keen senses, outsider traits, scent, SR 17; AL LE; SV Fort +12, Ref +6, Will +12; Str 28, Dex 11, Con 22, Int 14, Wis 19, Cha 15

Skills and Feats: Appraise +12, Balance +10, Concentration +14, Diplomacy +4, Jump +16, Knowledge (arcane) +12, Listen +16, Search +12, Sense Motive +14, Spellcraft +12, Spot +16, Survival +4 (+6 following tracks); Alertness, Improved Bull Rush, Iron Will

Possessions: Ring of Natural Armor +3, Ring of Evasion, Belt of Giant Strength +6, Bracers of Armor

+6, Amulet of Health +6, Stone of Good Luck (Luckstone), Potion of Cure Serious Wounds x3, ~~Potion of Invisibility~~

Breath Weapon (Su): Three times per day, a maelephant can breathe out a cloud of noxious vapor 10 feet wide and 30 feet long. Victims within the area of the cloud must make a Fortitude save (DC 17) or suffer complete memory loss. Memory loss suppresses all of a creature's ranks in its skill and its feats, and it prevents the use of any class abilities (including spellcasting). Currently prepared spells are not lost; they are simply not accessible to be cast. Racial abilities are retained. Additionally, the victim no longer knows who its friends and enemies are, doesn't remember its past, and can't even remember its name. The victim can create new memories, but each time it sleeps or rests, any new memories it has created vanish. This condition can be cured by any effect that cures poison (a heal or neutralize points spell, for example); otherwise, it is permanent.

Frenzied Charge (Ex): Once per minute, a maelephant can make a frenzied charge. During the round in which this occurs, the maelephant's speed increases to 45 feet and it gains a +2 bonus on all attack rolls. This bonus stacks with any bonuses gained from making a charge attack.

Improved Grab (Ex): If a maelephant hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +18). If it gets a hold, it automatically hits with its trunk-spike. Thereafter, the maelephant has the option to conduct grapple normally, or simply use its claw to hold the opponent (=20 penalty on grapple check, but the maelephant is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Spell-Like Abilities: At will – *alarm, entangle, gust of wind, light, true seeing, warp wood*; 3/day *blade barrier, baleful polymorph*. Caster level 8th; save DC 12 + spell level.

Defensive Stance (Ex): Once per encounter, a maelephant can adopt a defensive stance as a free action on its turn. In this defensive stance, the maelephant gains a +2 Strength, +4 Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to Armor Class. The following changes are in effect as long as the defensive stance lasts: HD 8d8+40 (76 hp); AC 24, touch 13, flat-footed 20; Base Attack/Grapple +9/+19; Full Attack 2 claws +14 melee and trunk-spike

+9 melee; Damage claw 1d6+7, trunk-spike 2d6+4; SV Fort +11, Ref +8, Will +14; Str 24, Con 20; Concentration +16, Jump +17. These benefits persist for a number of rounds equal to 3 + the maelephant's newly improved Constitution modifier, or until the maelephant moves. While in defensive stance, a maelephant cannot use skills or abilities that require it to shift its position. A maelephant can end its defensive stance at will. At the end of the defensive stance, the maelephant takes a -2 penalty to Strength for the duration of the current encounter.

Keen Sense (Ex): A maelephant's sight is four times as good as a human's. It has low-light vision and darkvision to a range of 240 feet.

Outsider Traits: Maelephants cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life)

Fast Healing (Ex): A maelephant regains lost hit points at the rate of 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a maelephant to regrow or reattach lost body parts.

Scent (Ex): A maelephant can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Trilit (Maelephant): CR 10; Large Outsider (Evil, Extraplanar, Lawful); HD 8d8+40; hp 84; Init +0; Spd 30 ft.; AC 29 (touch 9, flat-footed 29) [-1 size, +6 armor, +14 natural]; BA/G +8/+18; Atk +15 melee (1d6+9, claw); Full Atk +15 melee (1d6+9, 2 claws), +8 melee (2d6+4, trunk-spike); Face/Reach 10 ft./5 ft.; SA Breath weapon, frenzied charge, improved grab, spell-like abilities; SQ Defensive stance, DR 10/good, fast healing 2, keen senses, outsider traits, scent, SR 17; AL LE; SV Fort +12, Ref +6, Will +12; Str 28, Dex 11, Con 22, Int 14, Wis 19, Cha 15

Skills and Feats: Appraise +12, Balance +10, Concentration +14, Diplomacy +4, Jump +16, Knowledge (arcane) +12, Listen +16, Search +12, Sense Motive +14, Spellcraft +12, Spot +16, Survival +4 (+6 following tracks); Alertness, Improved Bull Rush, Iron Will

Possessions: Ring of Natural Armor +3, Ring of Evasion, Belt of Giant Strength +6, Bracers of Armor +6, Amulet of Health +6, Stone of Good Luck (Luckstone), Potion of Cure Serious Wounds x3, ~~Potion of Invisibility~~

Breath Weapon (Su): Three times per day, a maelephant can breathe out a cloud of noxious vapor 10 feet wide and 30 feet long. Victims within the area

of the cloud must make a Fortitude save (DC 17) or suffer complete memory loss. Memory loss suppresses all of a creature's ranks in its skill and its feats, and it prevents the use of any class abilities (including spellcasting). Currently prepared spells are not lost; they are simply not accessible to be cast. Racial abilities are retained. Additionally, the victim no longer knows who its friends and enemies are, doesn't remember its past, and can't even remember its name. The victim can create new memories, but each time it sleeps or rests, any new memories it has created vanish. This condition can be cured by any effect that cures poison (a heal or neutralize points spell, for example); otherwise, it is permanent.

Frenzied Charge (Ex): Once per minute, a maelephant can make a frenzied charge. During the round in which this occurs, the maelephant's speed increases to 45 feet and it gains a +2 bonus on all attack rolls. This bonus stacks with any bonuses gained from making a charge attack.

Improved Grab (Ex): If a maelephant hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +18). If it gets a hold, it automatically hits with its trunk-spike. Thereafter, the maelephant has the option to conduct grapple normally, or simply use its claw to hold the opponent (=20 penalty on grapple check, but the maelephant is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Spell-Like Abilities: At will – *alarm*, *entangle*, *gust of wind*, *light*, *true seeing*, *warp wood*, 3/day *blade barrier*, *baleful polymorph*. Caster level 8th; save DC 12 + spell level.

Defensive Stance (Ex): Once per encounter, a maelephant can adopt a defensive stance as a free action on its turn. In this defensive stance, the maelephant gains a +2 Strength, +4 Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to Armor Class. The following changes are in effect as long as the defensive stance lasts: HD 8d8+40 (76 hp); AC 24, touch 13, flat-footed 20; Base Attack/Grapple +9/+19; Full Attack 2 claws +14 melee and trunk-spike +9 melee; Damage claw 1d6+7, trunk-spike 2d6+4; SV Fort +11, Ref +8, Will +14; Str 24, Con 20; Concentration +16, Jump +17. These benefits persist for a number of rounds equal to 3 + the maelephant's newly improved Constitution modifier, or until the maelephant moves. While in defensive stance, a maelephant cannot use skills or abilities that require it

to shift its position. A maelephant can end its defensive stance at will. At the end of the defensive stance, the maelephant takes a -2 penalty to Strength for the duration of the current encounter.

Keen Sense (Ex): A maelephant's sight is four times as good as a human's. It has low-light vision and darkvision to a range of 240 feet.

Outsider Traits: Maelephants cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life)

Fast Healing (Ex): A maelephant regains lost hit points at the rate of 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a maelephant to regrow or reattach lost body parts.

Scent (Ex): A maelephant can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

☛ **Runic Guardian:** Large Construct; CR 10; HD 17d10; hp 93; Init +1; Spd 30 ft.; AC 28 (touch 10, flat-footed 27) [-1 size, +1 Dex, +18 natural]; BA/G +12/+23; Atk +18 melee (3d8+10 + stunning strike); Full Atk +18/+13/+8 melee (3d8+10 + stunning strike); Face/Reach 5 ft./10 ft.; SA Runic spell, stunning strike; SQ Construct traits, DR 10/adamantine, fast healing 10, find master, guard, *shield master*, *teleport without error*; AL N; SV Fort +5, Ref +6, Will +5; Str 24, 13, Con -, Int -, Wis 11, Cha 1

Runic Spells (Sp): A runic guardian can hold up to six spells. These spells must be cast into its body when it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body.

Body Part	Highest Spell Level
Head	1 st
Each Arm	2 nd
Each Leg	3 rd
Torso	5 th

Spells Stored: (caster level 18th)

Head:	Mage Armor
Left Arm:	Resist Energy
Right Arm:	Web
Left Leg:	Haste

Right Leg:	Displacement
Torso:	Fire Shield

Each of these spells is usable once per day as a spell-like ability. The runic guardian discharges a spell either when directly commanded to do so or when a predetermined situation arises.

Stunning Strike (Ex): Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 25) or be stunned (unable to act, loses any Dexterity bonus to AC, and an attacker gets a +2 bonus on attack rolls against it) for 1 round, in addition to taking the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Construct Traits: A runic guardian is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A runic guardian has darkvision (60-foot range)

Fast Healing (Ex): A runic guardian regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the runic guardian to regrow or reattach lost body parts.

Find Master (Su): No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. (should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival). This ability functions even across planar boundaries.

Guard (Ex): The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

Shield Master (Sp): A runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. *Shield master* transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

Teleport with Error (Sp): Once per day, a runic guardian can use *teleport without error* (caster level 18th). It normally uses this ability to answer a call from its master, teleporting unerringly to his or her side.

Area Thirteen: Spirals of Death

APL 10 (EL 12)

Burning Undead Bodak: Medium Undead; CR 10; HD 9d12; hp 58; Init +6; AC 22 (touch 12, flat-footed 20) [+2 Dex, +10 natural]; BA/G +5/+5; Atk +6 melee (1d8+1 +1d6 flaming burst, slam); Full Atk +6 melee (1d8+1 +1d6 flaming burst, slam); Space/Reach 5 ft./5 ft.; SA Death gaze; SQ DR 10/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight; AL CE; SV Fort +3, Ref +5, Will +7; Str 13, Dex 15, Con -, Int 6, Wis 12, Cha 12

Skills and Feats: Listen +11, Move Silently +10, Spot +11; Alertness, Dodge, Improved Initiative, Weapon Focus (slam)

Death Gaze (Su): Death, range 30 feet, fortitude DC 15 negates. Humanoids who die from this attack are transformed into Bodaks 24 hours later. The save DC is Charisma based.

Vulnerability to Sunlight (Ex): Bodaks loath sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

Ashen Cloud (Ex): Burning dead are also continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds. Note that this ability also causes the Death Gaze to not function 20% of the time (roll for each player separately as needed).

Flaming Burst (Su): All of the natural attacks of the Bodak are now treated as if they were flaming burst weapons, dealing an additional 1d6 points of fire damage per successful hit. These attacks deal an additional 1d10 points of fire damage on a successful critical hit. This effect cannot be suppressed and does not affect the burning dead.

Flame Jet (Su): Once per day the Bodak may shoot forth a 30-foot line of flame that does 4d6 damage. Reflex save DC 15 for half.

APL 12 (EL 14)

Burning Undead Bodak: Medium Undead Mnk2; CR 12; HD 9d12 +2d8; hp 68; Init +6; AC 23 (touch 13, flat-footed 21) [+2 Dex, +10 natural, +1 Wis]; BA/G +5/+5; Atk +7 melee (1d8+1 +1d6 flaming burst, slam); Full Atk +6/+6 melee (1d8+1 +1d6 flaming burst, slam); Space/Reach 5 ft./5 ft.; SA Death gaze; SQ DR 10/cold iron, darkvision 60 ft., evasion, immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight; AL CE; SV Fort +6, Ref +8, Will +10; Str 13, Dex 15, Con -, Int 6, Wis 12, Cha 12

Skills and Feats: Listen +13, Move Silently +14, Spot +13, Tumble +7; Alertness, Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Weapon Focus (slam)

Death Gaze (Su): Death, range 30 feet, fortitude DC 15 negates. Humanoids who die from this attack are transformed into Bodaks 24 hours later. The save DC is Charisma based.

Vulnerability to Sunlight (Ex): Bodaks loath sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

Ashen Cloud (Ex): Burning dead are also continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds. Note that this ability also causes the Death Gaze to not function 20% of the time (roll for each player separately as needed).

Flaming Burst (Su): All of the natural attacks of the Bodak are now treated as if they were flaming burst weapons, dealing an additional 1d6 points of fire damage per successful hit. These attacks deal an additional 1d10 points of fire damage on a successful critical hit. This effect cannot be suppressed and does not affect the burning dead.

Flame Jet (Su): Once per day the Bodak may shoot forth a 30-foot line of flame that does 4d6 damage. Reflex save DC 15 for half.

APL 14 (EL 16)

Burning Undead Bodak: Medium Undead Mnk4; CR 12; HD 9d12 +4d8; hp 78; Init +6; AC 25 (touch 15, flat-footed 23) [+2 Dex, +10 natural, +3 Wis]; BA/G +5/+5; Atk +10 melee (1d10+1 +1d6 flaming burst,

slam); Full Atk +10/+10 melee (1d10+1 +1d6 flaming burst, slam); Space/Reach 5 ft./5 ft.; SA Death gaze; SQ DR 10/cold iron, darkvision 60 ft., evasion, immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight; AL CE; SV Fort +7, Ref +9, Will +11; Str 13, Dex 15, Con -, Int 6, Wis 16, Cha 12

Skills and Feats: Listen +13, Move Silently +14, Spot +13, Tumble +10; Alertness, Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Weapon Focus (slam), Weapon Focus (unarmed)

Death Gaze (Su): Death, range 30 feet, Fortitude DC 15 negates. Humanoids who die from this attack are transformed into Bodaks 24 hours later. The save DC is Charisma based.

Vulnerability to Sunlight (Ex): Bodaks loath sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

Ashen Cloud (Ex): Burning dead are also continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds. Note that this ability also causes the Death Gaze to not function 20% of the time (roll for each player separately as needed).

Flaming Burst (Su): All of the natural attacks of the Bodak are now treated as if they were flaming burst weapons, dealing an additional 1d6 points of fire damage per successful hit. These attacks deal an additional 1d10 points of fire damage on a successful critical hit. This effect cannot be suppressed and does not affect the burning dead.

Flame Jet (Su): Once per day the Bodak may shoot forth a 30-foot line of flame that does 4d6 damage. Reflex save DC 15 for half.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Area Fifteen: Feast Room

APL 10 (EL 13)

☛**Ren Krat:** CR 12; Male human vampire
Wiz9/HavocMg1: Medium Undead (augmented

humanoid); HD 10d12; hp 88; Init +9; Spd 30 ft; AC 22 [+4 Dex, +6 natural, +2 deflection], touch 14, flat-footed 16; BA/G +4/+10; Atk +11 (1d6+9 plus energy drain, slam); Atk +11 (1d6+9 plus energy drain, slam); SA Battlecast 2nd, blood drain, children of the night, create spawn, dominate, energy drain; SQ +4 turn resistance, darkvision 60 ft, undead traits, alternate form, DR 10/silver and magic, spider climb, fast healing 5, gaseous form, resistance to cold and electricity 10; AL LE; SV Fort +10, Ref +10, Will +13; Str 22, Dex 18, Con -, Int 22, Wis 14, Cha 14.

Skills and Feats: Bluff +10, Concentration +12, Hide +16, Knowledge (arcana) +18, Listen +12, Move Silently +16, Search +14, Spot +20, Spellcraft +18, Sense Motive +12, Tumble +12; Alertness, Improved Initiative, Dodge, Combat Reflexes, Lightning Reflexes, Scribe Scroll, Combat Casting, Improved Natural Attack (slam), Spell Focus (Necromancy), Spell Focus (Enchantment). Empower Spell.

Spells Prepared (4/6/6/4/3/2; Base DC = 16 + Spell Level; DC 17 + Spell Level for Enchantment spells; DC 17 + Spell Level for Necromancy spells); *0* – touch of fatigue, acid splash, detect magic, ghost sound; *1st* – mage armor, true strike x2, ray of enfeeblement, chill touch, shield; *2nd* – touch of idiocy x2, scorching ray, false life, ghoul touch, see invisibility; *3rd* – protection from energy, vampiric touch x2, fireball; *4th* – fire shield, confusion, lesser globe of invulnerability; *5th* – feeblemind, baleful polymorph.

Possessions: ring of freedom of movement, vest of resistance +5, cloak of displacement (minor), brooch of shielding (101 charges), ring of protection +2; Rod of lesser metamagic Silent; Rod of lesser metamagic Empower

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly

destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

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

Battlecast (Ex): A havoc mage gains the ability to cast spells of a certain level or lower while making a weapon attack. He may take a full-round action to attack and cast a spell. The spell must be an arcane spell he knows of 2nd level or lower with a casting time of 1 standard action or less. When using his battle cast ability, a havoc mage may cast spells requiring somatic components even if he has no free hands. Using battlecast does not provoke attacks of opportunity. At 3rd level and higher, a havoc mage can battlecast as spell of 4th level or lower. At 5th level, a havoc mage can battlecast a spell of 8th level or lower.

☛ **Mummy Guardian - Lesser** (Mnk 3): CR 8; Medium Undead; HD 11d12+3; hp 74; Init +6; Spd 30 ft; AC 24 (touch 14, flat-footed 22) [[+2 Dex, +10 natural, +2 Wis,]]; BA/G +6/+13; Atk +13 melee (1d6+10 + Mummy Rot, slam); Full Atk +13/+8 melee (1d6+10 + Mummy Rot, 2 slams) or +11/+11/+6 melee (1d6+7 + Mummy Rot, 3 slams, flurry of blows); SA Despair, flurry of blows, mummy rot; SQ Damage reduction 5/-, darkvision 60 ft., evasion, still mind, undead traits, vulnerability to fire; AL LE; SV Fort +5, Ref +7, Will +11; Str 24, Dex 14, Con -, Int 6, Wis 14, Cha 15. Height 6 ft.

Skills and Feats: Hide +12, Listen +8, Move Silently +12, Spot +8, Tumble +8; Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist (5/day, DC 17), Toughness.

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

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 17, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

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

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

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

APL 12 (EL 15)

☛ **Ren Krat:** CR 14; Male human vampire Wiz9/HavocMg3; Medium Undead (augmented humanoid); HD 12d12; hp 103; Init +9; Spd 30 ft; AC 22 [+4 Dex, +6 natural, +3 deflection], touch 14, flat-footed 16; BA/G +6/+12; Atk +13 (1D6+9 plus energy drain, slam); Atk +13/+8 (1D6+9 plus energy drain, slam); SA Battlecast 4th, blood drain, children of the night, create spawn, dominate, energy drain; SQ +4 turn resistance, darkvision 60 ft, undead traits, alternate form, DR 10/silver and magic, spider climb, fast healing 5, gaseous form, resistance to cold and electricity 10; AL LE; SV Fort +11, Ref +11, Will +14; Str 22, Dex 18, Con -, Int 22, Wis 14, Cha 14.

Skills and Feats: Bluff +10, Concentration +12, Hide +16, Knowledge (arcana) +18, Listen +12, Move Silently +16, Search +14, Spot +20, Spellcraft +18, Sense Motive +12, Tumble +12; Alertness, Improved Initiative, Dodge, Combat Reflexes, Lightning Reflexes, Scribe Scroll, Combat Casting, Improved Natural Attack (slam), Spell Focus (Necromancy), Spell Focus (Enchantment), Empower Spell.

Spells Prepared (4/6/6/4/4/3; Base DC = 16 + Spell Level; DC 17 + Spell Level for Enchantment spells; DC 17 + Spell Level for Necromancy spells); 0 – *touch of fatigue, acid splash, detect magic, ghost sound*; 1st – *mage armor, true strike x2, ray of enfeeblement, chill touch, shield*; 2nd – *touch of idiocy x2, scorching ray,*

false life, ghoul touch, see invisibility; 3rd – protection from energy, vampiric touch x2, fireball; 4th – fire shield, confusion, lesser globe of invulnerability, stonesskin; 5th – feeblemind, baleful polymorph, waves of fatigue.

Possessions: *ring of freedom of movement, vest of resistance +5, cloak of displacement (minor), brooch of shielding (101 charges), ring of protection +3, amulet of natural armor +3, Rod of lesser metamagic Silent; Rod of lesser metamagic Empower*

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

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

Battlecast (Ex): A havoc mage gains the ability to cast spells of a certain level or lower while making a weapon attack. He may take a full-round action to attack and cast a spell. The spell must be an arcane spell he knows of 2nd level or lower with a casting time of 1 standard action or less. When using his battle cast ability, a havoc mage may cast spells requiring somatic components even if he has no free hands. Using battlecast does not provoke attacks of opportunity. At 3rd level and higher, a havoc mage can battlecast as spell of 4th level or lower. At 5th level, a havoc mage can battlecast a spell of 8th level or lower.

Mummy Guardian (Mnk 5): CR 10; Medium Undead; HD 13d12+3; hp 87; Init +6; Spd 30 ft; AC 25 (touch 15, flat-footed 23) [[+2 Dex, +1 monk, +10 natural, +2 Wis,]]; BA/G +7/+14; Atk +14 melee (1d8+10 + Mummy Rot, slam); Full Atk +14/+9 melee (1d8+10 + Mummy Rot, 2 slams) or +13/+13/+8 melee (1d6+8 + Mummy Rot, 3 slams, flurry of blows); SA Despair, flurry of blows, ki strike, mummy rot; SQ Damage reduction 5/–, darkvision 60 ft., evasion, purity of body, slow fall 20ft, still mind, undead traits, vulnerability to fire; AL LE; SV Fort +6, Ref +8, Will +12; Str 24, Dex 15, Con –, Int 6, Wis 14, Cha 15. Height 6 ft.

Skills and Feats: Hide +13, Listen +8, Move Silently +13, Spot +8, Tumble +10; Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist (7/day, DC 18), Toughness.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 18 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 18, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

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

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

APL 14 (EL 17)

☛Ren Krat: CR 14; Male human vampire Wiz9/HavocMg3; Medium Undead (augmented humanoid); HD 12d12; hp 103; Init +9; Spd 30 ft.; AC 22 [+4 Dex, +6 natural, +3 deflection], touch 14, flat-footed 16; BA/G +6/+12; Atk +13 (1D6+9 plus energy drain, slam); Atk +13/+8 (1D6+9 plus energy drain, slam); SA Battlecast 4th, blood drain, children of the night, create spawn, dominate, energy drain; SQ +4 turn resistance, darkvision 60 ft, undead traits, alternate form, DR 10/silver and magic, spider climb, fast healing 5, gaseous form, resistance to cold and electricity 10; AL LE; SV Fort +11, Ref +11, Will +14; Str 22, Dex 18, Con -, Int 22, Wis 14, Cha 14.

Skills and Feats: Bluff +10, Concentration +12, Hide +16, Knowledge (arcana) +18, Listen +12, Move Silently +16, Search +14, Spot +20, Spellcraft +18, Sense Motive +12, Tumble +12; Alertness, Improved Initiative, Dodge, Combat Reflexes, Lightning Reflexes, Scribe Scroll, Combat Casting, Improved Natural Attack (slam), Spell Focus (Necromancy), Spell Focus (Enchantment), Empower Spell.

Spells Prepared (4/6/6/4/4/3; Base DC = 16 + Spell Level; DC 17 + Spell Level for Enchantment spells; DC 17 + Spell Level for Necromancy spells); *0* – touch of fatigue, acid splash, detect magic, ghost sound; *1st* – mage armor, true strike x2, ray of enfeeblement, chill touch, shield; *2nd* – touch of idiocy x2, scorching ray, false life, ghoul touch, see invisibility; *3rd* – protection from energy, vampiric touch x2, fireball; *4th* – fire shield, confusion, lesser globe of invulnerability, stonework; *5th* – feeblemind, baleful polymorph, waves of fatigue.

Possessions: ring of freedom of movement, vest of resistance +5, cloak of displacement (minor), brooch of shielding (101 charges), ring of protection +3, amulet of natural armor +3, Rod of lesser metamagic Silent; Rod of lesser metamagic Empower

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While

in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

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

Battlecast (Ex): A havoc mage gains the ability to cast spells of a certain level or lower while making a weapon attack. He may take a full-round action to attack and cast a spell. The spell must be an arcane spell he knows of 2nd level or lower with a casting time of 1 standard action or less. When using his battle cast ability, a havoc mage may cast spells requiring somatic components even if he has no free hands. Using battlecast does not provoke attacks of opportunity. At 3rd level and higher, a havoc mage can battlecast as spell of 4th level or lower. At 5th level, a havoc mage can battlecast a spell of 8th level or lower.

☛Ren Lirt: male human Mnk10 (Vampire); CR 12; HD 10d12; hp 85; Init +9; Spd 60 ft.; AC 30 (touch 24, flat-footed 23) [+7 Dex, +5 Wis, +6 Natural Armor, +2 Monk]; BA/G +7/+12; Atk +13 melee (1D10+5 plus energy drain, unarmed strike); Full Atk +13/+13/+8 melee (1D10+5 plus energy drain, unarmed strike); SA Unarmed strike, stunning attack, domination, energy drain, blood drain, children of the night, create spawn, Ki strike (magic), Ki strike (chaotic); SQ +4 turn resistance, darkvision 60 ft., undead traits, alternate form, DR 10/silver and magic, spider climb, fast healing 5, gaseous form, resistance to cold and electricity 10, Improved Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body; AL CE; SV Fort +13, Ref +20, Will +15; Str 20, Con -, Dex 24, Int 12, Wis 20; Cha 14

Skills and Feats: Balance +15, Bluff +13, Climb +15, escape Artist +15, Hide +22, Jump +8, Listen +20, Move Silently +22, Search +12, Sense Motive +15, Spot +16, Tumble +15; Alertness, Combat Reflexes, Deflect Arrows, Dodge, Fists of Iron, Great Fortitude, Improved Initiative, Improved Grapple, Improved Trip, Lighting Reflexes, Mobility, Spring Attack, Weapon Focus (unarmed)

Possessions: brooch of shielding (101 charges), periapt of wisdom +6, cloak of resistance +4

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

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

Mummy Guardian - Greater (Mnk 7): CR 12; Medium Undead; HD 15d12+3; hp 100; Init +6; Spd 40 ft; AC 25 (touch 15, flat-footed 23) [[+2 Dex, +1 monk, +10 natural, +2 Wis,]]; BA/G +9/+16; Atk +16 melee (1d8+10 + Mummy Rot, slam, 19+ crit); Full Atk +16/+14 melee (1d8+10 + Mummy Rot, 2 slams, 19+ crit) or +15/+15/+10 melee (1d6+8 + Mummy Rot, 3 slams, 19+ crit, flurry of blows); SA Despair, flurry of blows, ki strike, mummy rot; SQ Damage reduction 5/-, darkvision 60 ft., evasion, purity of body, slow fall 30ft, still mind, undead traits, vulnerability to fire,

wholeness of body (14 hp); AL LE; SV Fort +7, Ref +9, Will +13; Str 24, Dex 15, Con -, Int 6, Wis 14, Cha 15. Height 6 ft.

Skills and Feats: Hide +13, Listen +9, Move Silently +13, Spot +9, Tumble +12; Alertness, Combat Reflexes, Improved Critical (Slam), Improved Initiative, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist (9/day, DC 19), Toughness.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 18 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 18, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

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

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her

current monk level each day, and she can spread this healing out among several uses.

☛ **Burning Dead Mummy Acolyte** (Clr 5): CR 12; Medium Undead; HD 13d12+3; hp 87; Init +0; Spd 20 ft; AC 28 (touch 11, flat-footed 27) [[+5 armor, +1 dex, +12 natural]]; BA/G +7/+15; Atk +15 melee (1d6+12 +1d6 fire +Mummy Rot, slam); Full Atk +15/+10 melee (1d6+12 +1d6 fire +Mummy Rot, slam); SA Burning touch, despair, fire breath, mummy rot, spells; SQ Ashen cloud, damage reduction 5/–, darkvision 60 ft., fire resistance 15, undead traits, vulnerability to fire; AL CE; SV Fort +8, Ref +6, Will +14; Str 26, Dex 12, Con –, Int 6, Wis 19, Cha 19. Height 6 ft.

Skills and Feats: Concentration +8, Hide +4, Listen +10, Move Silently +4, Spot +10; Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Toughness.

Ashen Cloud (Ex): Burning dead are continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds.

Burning Touch (Su): Wreathed in flame, all of the natural attacks of a burning dead are treated like *flaming burst* weapons, dealing an additional 1d6 fire damage on a successful hit and an additional 1d10 fire damage on a successful critical hit (stacking with the bonus 1d6 fire damage).

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 20 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Fire Breath (Su): A burning dead has the ability to shoot forth a 30-foot line of flame once per day. This line deals 6d6 fire damage with a successful reflex save (DC 20) resulting in half damage.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 20, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot

must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possession: breastplate, *eversmoking bottle*.

Spells Prepared (5/5/4/3; base DC = 14 + spell level): 0—*create water* (3), *guidance* (2), 1st—*bles*, *protection from good*, *sanctuary**, *shield of faith* (2), 2nd—*bull's strength*, *death knell**, *resist energy* (2), 3rd—*blindness*, *dispel magic*, *protection from energy*.*

*Domain spell. *Domains:* Death (touch attack, roll 1d6 per cleric level. If the total is at least equal to the targets hit points, it dies (no save)); Protection (grant a resistance bonus to saves equal to cleric level on next save, duration 1 hour, usable 1/day).

Adventure B: Temple Complex

Area Three: Stone Devils

APL 10 (EL 10)

•➤ **Half Fiend Gargoyle Sneak** (Rog4): CR 8; Medium Monstrous Humanoid (Earth); HD 4d8+4d6+40; hp 72; Init +9; Spd 40 ft, fly 60 ft (average); AC 20 (touch 15, flat-footed 15) [[+5 Dex, +5 natural]]; BA/G +6/+11; Atk +11 melee (1d6+5, claw); Full Atk +11/+11/+6 melee (1d6+5, claws) and +9 melee (1d6+2, bite) and +9 melee (1d6+2, gore); SA Smite Good (+8 damage), Sneak Attack (+2d6), Spell-like abilities; SQ Damage reduction 10/magic, darkvision 60 ft, evasion, freeze, immune to poison, resist acid 10, cold 10, electricity 10, and fire 10, SR 18, uncanny dodge; AL CE; SV Fort +7, Ref +13, Will +5; Str 20, Dex 20, Con 20, Int 10, Wis 11, Cha 12. Height 5 ft.

Skills and Feats: Bluff +12, Disguise +12, Escape Artist +16, Hide +18, Listen +13, Move Silent +16, Spot +13, Tumble +16; Dodge, Improved Initiative, Improved Natural Attack (claw), Multiattack.

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.

Spell Like Abilities (Su): 3/day *darkness* and *poison*; 1/day *desecrate* and *unholy blight*. Cast as an 8th level caster, Save DC = 11 + spell level.

APL 12 (EL 12)

•➤ **Half Fiend Gargoyle Dervish** (Rog4/Ftr 2): CR 10; Medium Monstrous Humanoid (Earth); HD 4d8+4d6+2d10+50; hp 93; Init +9; Spd 40 ft, fly 60 ft (average); AC 20 (touch 15, flat-footed 15) [[+5 Dex, +5 natural]]; BA/G +8/+13; Atk +13 melee (1d6+5, claw); Full Atk +13/+13/+8 melee (1d6+5, claws) and +11 melee (1d6+2, bite) and +11 melee (1d6+2, gore); SA Smite Good (+10 damage), Sneak Attack (+2d6), Spell-like abilities; SQ Damage reduction 10/magic, darkvision 60 ft, evasion, freeze, immune to poison, resist acid 10, cold 10, electricity 10, and fire 10, SR 20, uncanny dodge; AL CE; SV Fort +10, Ref +13, Will +5; Str 20, Dex 20, Con 20, Int 10, Wis 11, Cha 12. Height 5 ft.

Skills and Feats: Bluff +13, Disguise +13, Escape Artist +16, Hide +18, Listen +13, Move Silent +16, Spot +13, Tumble +16; Dodge, Improved Initiative, Improved Natural Attack (claw), Mobility, Multiattack, Spring Attack.

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.

Spell Like Abilities (Su): 3/day *darkness* and *poison*; 1/day *contagion*, *desecrate* and *unholy blight*. Cast as a 10th level caster, Save DC = 11 + spell level.

APL 14 (EL 14)

•➤ **Half Fiend Gargoyle Whirlwind** (Rog4/Ftr 4): CR 12; Medium Monstrous Humanoid (Earth); HD 4d8+4d6+4d10+60; hp 114; Init +9; Spd 40 ft, fly 60 ft (average); AC 20 (touch 15, flat-footed 15) [[+5 Dex, +5 natural]]; BA/G +10/+15; Atk +16 melee (1d6+7, claw); Full Atk +16/+16/+11 melee (1d6+7, claws) and +13 melee (1d6+2, bite) and +13 melee (1d6+2, gore); SA Smite Good (+12 damage), Sneak Attack (+2d6), Spell-like abilities; SQ Damage reduction 10/magic, darkvision 60 ft, evasion, freeze, immune to poison, resist acid 10, cold 10, electricity 10, and fire 10, SR 20, uncanny dodge; AL CE; SV Fort +11, Ref +14, Will +7; Str 20, Dex 20, Con 20, Int 10, Wis 12, Cha 12. Height 5 ft.

Skills and Feats: Bluff +14, Disguise +14, Escape Artist +16, Hide +18, Listen +14, Move Silent +16, Spot +14, Tumble +16; Dodge, Improved Initiative, Improved Natural Attack (claw), Mobility, Multiattack, Spring Attack, Weapon Focus (claw), Weapon Specialization (claw).

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.

Spell Like Abilities (Su): 3/day *darkness* and *poison*; 1/day *blasphemy*, *contagion*, *desecrate* and *unholy blight*. Cast as a 10th level caster, Save DC = 11 + spell level.

Area Nine: Keeper of Records

APL 10 (EL 11)

•➤ **Keeper of Records** (Ghost 9th level human Wiz - Evoker): CR 11; Medium Undead; HD 9d12; hp 58; Init +6; Spd fly 30 ft (perfect); AC 16 (touch 16, flat-footed 14) [[+2 Dex, +4 deflection]]; BA/G +4/+4; Atk +6 melee (1d4 Con drain, draining touch); Full Atk +6 melee (1d4 Con drain, draining touch); SA Draining Touch, Horrific Appearance, Manifestation, Spells, Telekinesis; SQ Darkvision 60 ft, incorporeal traits,

rejuvenation, +4 turn resistance; AL NE; SV Fort +3, Ref +5, Will +8; Str 10, Dex 15, Con -, Int 20, Wis 14, Cha 18. Height 5 ft.

Skills and Feats: Concentration +12, Hide +16, Listen +16, Knowledge Arcana +17, Knowledge History +17, Knowledge Religion +17, Spellcraft +17, Spot +16; Empower Spell, Greater Spell Focus (Enchantment, Evocation), Improved Initiative, Spell Focus (Enchantment, Evocation).

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points of Constitution. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 18) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the

spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. For the Keeper of Records, this would be to fill the library with books and knowledge again.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Equipment: brooch of shielding (101 charges), ring of ram, rod of metamagic (lesser empower).

Spells (5/7/6/5/4/3, DC = 15 + spell level, 17 + spell level for enchantment and evocation): 0—*detect magic* (2), *flare**, *ray of frost** (2), 1st—*charm person** (2), *mage armor*, *magic missile** (3), *true strike*, 2nd—*cat's grace*, *fox's cunning*, *scorching ray** (2), *tasha's hideous laughter**, *web*, 3rd—*haste*, *lightning bolt** (2), *suggestion** (2); 4th—*confusion**, *evard's black tentacles*, *fear*, empowered *scorching ray**; 5th—*cloudkill*, *cone of cold**, *feeblemind**.

APL 12 (EL 13)

• **Keeper of Records** (Ghost 11th level human Wiz - Evoker): CR 13; Medium Undead; HD 11d12; hp 71; Init +6; Spd fly 30 ft (perfect); AC 16 (touch 16, flat-footed 14) [[+2 Dex, +4 deflection]]; BA/G +5/+5; Atk +7 melee (1d4 Con drain, draining touch); Full Atk +7 melee (1d4 Con drain, draining touch); SA Draining Touch, Horrific Appearance, Manifestation, Spells, Telekinesis; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance; AL NE; SV Fort +3, Ref +5, Will +9; Str 10, Dex 15, Con -, Int 20, Wis 14, Cha 18. Height 5 ft.

Skills and Feats: Concentration +14, Hide +17, Listen +17, Knowledge Arcana +19, Knowledge History +19, Knowledge Religion +19, Spellcraft +19, Spot +17; Empower Spell, Greater Spell Focus

(Enchantment, Evocation), Improved Initiative, Quicken Spell, Spell Focus (Enchantment, Evocation).

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points of Constitution. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrid Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 19) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrid appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days.

Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. For the Keeper of Records, this would be to fill the library with books and knowledge again.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Equipment: brooch of shielding (101 charges), ring of ram, rod of metamagic (lesser empower), staff of fire (30 charges), wand of web (10 charges).

Spells (5/7/6/6/5/4/2, DC = 15 + spell level, 17 + spell level for enchantment and evocation): 0—detect magic (2), flare (2), ray of frost* (2), 1st—charm person* (2), mage armor, magic missile* (3), true strike, 2nd—cat's grace, fox's cunning, scorching ray* (2), tasha's hideous laughter*, web, 3rd—haste, lightning bolt* (3), suggestion* (2); 4th—confusion*, evard's black tentacles, fear, ice storm, empowered scorching ray*; 5th—baleful polymorph, cloudkill, cone of cold*, feeblemind*; 6th—chain lightning*, disintegrate.*

APL 14 (EL 15)

☛ Keeper of Records (Ghost 13th level human Wiz - Evoker): CR 15; Medium Undead; HD 13d12; hp 84; Init +7; Spd fly 30 ft (perfect); AC 17 (19) (touch 17 (19), flat-footed 14) [[+3 (+5) Dex, +4 deflection]]; BA/G +6/+6; Atk +9 (+11) melee (1d4 Con drain, draining touch); Full Atk +9/+4 (+11/+6) melee (1d4 Con drain, draining touch); SA Draining Touch, Horrid Appearance, Manifestation, Spells, Telekinesis; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance; AL NE; SV Fort +4, Ref +7 (+9), Will +10; Str 10, Dex 16 (20), Con -, Int 20, Wis 14, Cha 18. Height 5 ft.

Skills and Feats: Concentration +16, Hide +18 (+20), Listen +18, Knowledge Arcana +21, Knowledge History +21, Knowledge Religion +21, Spellcraft +21, Spot +18; Empower Spell, Greater Spell Focus (Enchantment, Evocation), Improved Initiative, Quicken Spell, Spell Focus (Enchantment, Evocation), Still Spell.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4

points of Constitution. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrid Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 20) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrid appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a

rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. For the Keeper of Records, this would be to fill the library with books and knowledge again.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Equipment: boots of speed, brooch of shielding (101 charges), gloves of dexterity +4, ring of ram, rod of metamagic (lesser empower), staff of fire (30 charges), wand of web (10 charges).

Spells (5/7/6/6/6/5/3/2, DC = 15 + spell level, 17 + spell level for enchantment and evocation): 0—detect magic (2), flare, ray of frost* (2), 1st—charm person* (2), mage armor, magic missile* (3), true strike, 2nd—fox's cunning, scorching ray* (2), tasha's hideous laughter* (2), web, 3rd—haste, lightning bolt* (3), suggestion* (2); 4th—confusion*, evard's black tentacles, fear, still fireball*, ice storm, empowered scorching ray*; 5th—baleful polymorph, cloudkill, cone of cold*, feeblemind*, quickened magic missile*; 6th—chain lightning*, disintegrate, quickened scorching ray; 7th—mass hold person*, prismatic spray*.*

Area Fourteen: Dark Knights

APL 10 (EL 12)

• **Burning Dead Wight Squire** (8 HD wight/Ftr 2): CR 8; Medium Undead; HD 10d12; hp 65; Init +1; Spd 20 ft; AC 25 (touch 11, flat-footed 24) [[+8 armor, +1 Dex, +6 natural]]; BA/G +6/+10; Atk +11 melee (1d4+4 plus 1d6 fire and energy drain, slam); Full Atk +11/+6 melee (1d4+4 plus 1d6 fire and energy drain, slam); SA Create Spawn, Energy Drain; SQ Darkvision 60 ft, Fire Resistance 10, Undead Traits; AL LE; SV Fort +5, Ref +3, Will +7; Str 19, Dex 13, Con -, Int 10, Wis 12, Cha 16. Height 5 ft.

Skills and Feats: Hide +10, Listen +13, Move Silently +16, Spot +14; Ability Focus (Energy Drain), Alertness, Blind Fight, Weapon Focus (Slam).

Ashen Cloud (Ex): Burning dead are continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds.

Burning Touch (Su): Wreathed in flame, all of the natural attacks of a burning dead are treated like *flaming burst* weapons, dealing an additional 1d6 fire damage on a successful hit and an additional 1d10 fire damage on a successful critical hit (stacking with the bonus 1d6 fire damage).

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 20 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Fire Breath (Su): A burning dead has the ability to shoot forth a 30-foot line of flame once per day. This line deals 5d6 fire damage with a successful reflex save (DC 18) resulting in half damage.

Equipment: Full plate

APL 12 (EL 14)

➤ **Burning Dead Wight Warrior** (8 HD wight/Ftr 4): CR 8; Medium Undead; HD 12d12; hp 78; Init +1; Spd 20 ft; AC 25 (touch 11, flat-footed 24) [[+8 armor, +1 Dex, +6 natural]]; BA/G +8/+13; Atk +14 melee (1d4+7 plus 1d6 fire and energy drain, slam); Full Atk +14/+9 melee (1d4+7 plus 1d6 fire and energy drain, slam); SA Create Spawn, Energy Drain; SQ Darkvision 60 ft, Fire Resistance 15, Undead Traits; AL LE; SV Fort +4, Ref +4, Will +8; Str 20, Dex 13, Con -, Int 10, Wis 12, Cha 16. Height 5 ft.

Skills and Feats: Hide +11, Listen +14, Move Silently +16, Spot +14; Ability Focus (Energy Drain), Alertness, Blind Fight, Power Attack, Weapon Focus (Slam), Weapon Specialization (Slam).

Ashen Cloud (Ex): Burning dead are continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds.

Burning Touch (Su): Wreathed in flame, all of the natural attacks of a burning dead are treated like *flaming burst* weapons, dealing an additional 1d6 fire damage on a successful hit and an additional 1d10 fire

damage on a successful critical hit (stacking with the bonus 1d6 fire damage).

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 21 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Fire Breath (Su): A burning dead has the ability to shoot forth a 30-foot line of flame once per day. This line deals 6d6 fire damage with a successful reflex save (DC 19) resulting in half damage.

Equipment: Full plate

APL 14 (EL 16)

➤ **Burning Dead Wight Knight** (8 HD wight/Ftr 6): CR 10; Medium Undead; HD 14d12; hp 91; Init +1; Spd 20 ft; AC 25 (touch 11, flat-footed 24) [[+8 armor, +1 Dex, +6 natural]]; BA/G +10/+15; Atk +16 melee (1d4+7 plus 1d6 fire and energy drain, slam); Full Atk +16/+11 melee (1d4+7 plus 1d6 fire and energy drain, slam); SA Create Spawn, Energy Drain; SQ Darkvision 60 ft, Fire Resistance 15, Undead Traits; AL LE; SV Fort +7, Ref +5, Will +9; Str 20, Dex 13, Con -, Int 10, Wis 12, Cha 16. Height 5 ft.

Skills and Feats: Hide +12, Listen +14, Move Silently +16, Spot +15; Ability Focus (Energy Drain), Alertness, Blind Fight, Improved Critical (slam), Power Attack, Weapon Focus (Slam), Weapon Specialization (Slam).

Ashen Cloud (Ex): Burning dead are continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds.

Burning Touch (Su): Wreathed in flame, all of the natural attacks of a burning dead are treated like *flaming burst* weapons, dealing an additional 1d6 fire damage on a successful hit and an additional 1d10 fire damage on a successful critical hit (stacking with the bonus 1d6 fire damage).

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are

under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 22 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Fire Breath (Su): A burning dead has the ability to shoot forth a 30-foot line of flame once per day. This line deals 7d6 fire damage with a successful reflex save (DC 20) resulting in half damage.

Equipment: Full plate

Area Fifteen: Mummy Master

APL 10 (EL 13)

☛ **Mummy Guardian - Lesser** (Mnk 3): CR 8; Medium Undead; HD 11d12+3; hp 74; Init +6; Spd 30 ft; AC 24 (touch 14, flat-footed 22) [[+2 Dex, +10 natural, +2 Wis,]]; BA/G +6/+13; Atk +13 melee (1d6+10 + Mummy Rot, slam); Full Atk +13/+8 melee (1d6+10 + Mummy Rot, 2 slams) or +11/+11/+6 melee (1d6+7 + Mummy Rot, 3 slams, flurry of blows); SA Despair, flurry of blows, mummy rot; SQ Damage reduction 5/–, darkvision 60 ft., evasion, still mind, undead traits, vulnerability to fire; AL LE; SV Fort +5, Ref +7, Will +11; Str 24, Dex 14, Con –, Int 6, Wis 14, Cha 15. Height 6 ft.

Skills and Feats: Hide +12, Listen +8, Move Silently +12, Spot +8, Tumble +8; Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist (5/day, DC 17), Toughness.

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

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 17, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot

must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

☛ **Burning Dead Mummy Acolyte** (Clr 5): CR 12; Medium Undead; HD 13d12+3; hp 87; Init +0; Spd 20 ft; AC 28 (touch 11, flat-footed 27) [[+5 armor, +1 Dex, +12 natural]]; BA/G +7/+15; Atk +15 melee (1d6+12 +1d6 fire +Mummy Rot, slam); Full Atk +15/+10 melee (1d6+12 +1d6 fire +Mummy Rot, slam); SA Burning touch, despair, fire breath, mummy rot, spells; SQ Ashen cloud, damage reduction 5/–, darkvision 60 ft., fire resistance 15, undead traits, vulnerability to fire; AL CE; SV Fort +8, Ref +6, Will +14 (+16); Str 26, Dex 12, Con –, Int 6, Wis 19 (23), Cha 19 (21). Height 6 ft.

Skills and Feats: Concentration +8, Hide +4, Listen +10 (+12), Move Silently +4, Spot +10 (+12); Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Toughness.

Ashen Cloud (Ex): Burning dead are continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds.

Burning Touch (Su): Wreathed in flame, all of the natural attacks of a burning dead are treated like *flaming burst* weapons, dealing an additional 1d6 fire damage on a successful hit and an additional 1d10 fire damage on a successful critical hit (stacking with the bonus 1d6 fire damage).

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 21 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Fire Breath (Su): A burning dead has the ability to shoot forth a 30-foot line of flame once per day. This line deals 6d6 fire damage with a successful reflex save (DC 21) resulting in half damage.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 21, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

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

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possession: breastplate, *peripart of wisdom* +4, *cloak of charisma* +2, *ring of invisibility*.

Spells Prepared (5/6/5/3; base DC = 16 + spell level): 0—*create water* (3), *guidance* (2), 1st—*bles*, *command*, *protection from good*, *sanctuary**, *shield of faith* (2), 2nd—*bull's strength*, *death knell**, *resist energy* (2), *sound burst*, 3rd—*blindness*, *dispel magic*, *protection from energy**.

*Domain spell. *Domains:* Death (touch attack, roll 1d6 per cleric level. If the total is at least equal to the targets hit points, it dies (no save)); Protection (grant a resistance bonus to saves equal to cleric level on next save, duration 1 hour, usable 1/day).

APL 12 (EL 14)

☛ **Mummy Guardian** (Mnk 5):CR 10; Medium Undead; HD 13d12+3; hp 87; Init +6; Spd 30 ft; AC 25 (touch 15, flat-footed 23) [[+2 Dex, +1 monk, +10 natural, +2 Wis,]]; BA/G +7/+14; Atk +14 melee (1d8+10 + Mummy Rot, slam); Full Atk +14/+9 melee (1d8+10 + Mummy Rot, 2 slams) or +13/+13/+8 melee (1d6+8 + Mummy Rot, 3 slams, flurry of blows); SA Despair, flurry of blows, ki strike, mummy rot; SQ Damage reduction 5/-, darkvision 60 ft., evasion, purity of body, slow fall 20ft, still mind, undead traits, vulnerability to fire; AL LE; SV Fort +6, Ref +8, Will

+12; Str 24, Dex 15, Con -, Int 6, Wis 14, Cha 15. Height 6 ft.

Skills and Feats: Hide +13, Listen +8, Move Silently +13, Spot +8, Tumble +10; Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist (7/day, DC 18), Toughness.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 18 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 18, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

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

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

☛ **Burning Dead Mummy Priest** (Clr 7):CR 14; Medium Undead; HD 15d12+3; hp 100; Init +0; Spd 20 ft; AC 28 (touch 11, flat-footed 27) [[+5 armor, +1 Dex, +12 natural]]; BA/G +9/+17; Atk +17 melee (1d6+12

+1d6 fire +Mummy Rot, slam); Full Atk +17/+12 melee (1d6+12 +1d6 fire +Mummy Rot, slam); SA Burning touch, despair, fire breath, mummy rot, spells; SQ Ashen cloud, damage reduction 5/–, darkvision 60 ft., fire resistance 15, undead traits, vulnerability to fire; AL CE; SV Fort +9, Ref +7, Will +15 (+17); Str 26, Dex 12, Con –, Int 6, Wis 19 (23), Cha 19 (21). Height 6 ft.

Skills and Feats: Concentration +10, Hide +4, Listen +10 (+12), Move Silently +4, Spot +10 (+12); Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Power Attack, Toughness.

Ashen Cloud (Ex): Burning dead are continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds.

Burning Touch (Su): Wreathed in flame, all of the natural attacks of a burning dead are treated like *flaming burst* weapons, dealing an additional 1d6 fire damage on a successful hit and an additional 1d10 fire damage on a successful critical hit (stacking with the bonus 1d6 fire damage).

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 22 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Fire Breath (Su): A burning dead has the ability to shoot forth a 30-foot line of flame once per day. This line deals 7d6 fire damage with a successful reflex save (DC 22) resulting in half damage.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 22, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

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

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possession: breastplate, *peripart of wisdom* +4, *cloak of charisma* +2, *pearl of power* (3rd level), *ring of invisibility*, *wand of inflict serious wounds* (5th level caster, 25 charges).

Spells Prepared (6/7/6/4/3; base DC = 16 + spell level): 0—*create water* (3), *guidance* (3), 1st—*bles*, *command*, *protection from good*, *sanctuary**, *shield of faith* (3), 2nd—*bull's strength*, *death knell**, *resist energy* (2), *sound burst* (2), 3rd—*bestow curse*, *blindness*, *dispel magic*, *protection from energy**, 4th—*divine power*, *freedom of movement*, *spell immunity**.

*Domain spell. *Domains:* Death (touch attack, roll 1d6 per cleric level. If the total is at least equal to the targets hit points, it dies (no save)); Protection (grant a resistance bonus to saves equal to cleric level on next save, duration 1 hour, usable 1/day).

APL 14 (EL 16)

Mummy Guardian - Greater (Mnk 7):CR 12; Medium Undead; HD 15d12+3; hp 100; Init +6; Spd 40 ft; AC 27 (touch 16, flat-footed 24) [[+2 Dex, +2 monk, +10 natural, +2 Wis,]]; BA/G +9/+16; Atk +16 melee (1d10+10 + Mummy Rot, slam, 19+ crit); Full Atk +16/+14 melee (1d10+10 + Mummy Rot, 2 slams, 19+ crit) or +15/+15/+10 melee (1d10+8 + Mummy Rot, 3 slams, 19+ crit, flurry of blows); SA Despair, flurry of blows, ki strike, mummy rot; SQ Damage reduction 5/–, darkvision 60 ft., evasion, purity of body, slow fall 30ft, still mind, undead traits, vulnerability to fire, wholeness of body (14 hp); AL LE; SV Fort +7, Ref +9, Will +13; Str 24, Dex 15, Con –, Int 6, Wis 14, Cha 15. Height 6 ft.

Skills and Feats: Hide +13, Listen +9, Move Silently +13, Spot +9, Tumble +12; Alertness, Combat Reflexes, Improved Critical (Slam), Improved Initiative, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist (10/day, DC 19), Toughness.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 18 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks

are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 18, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

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

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Equipment: Monks Belt.

☛ **Burning Dead Mummy Bishop** (Clr 9): CR 16; Medium Undead; HD 17d12+3; hp 113; Init +0; Spd 20 ft; AC 35 (touch 11, flat-footed 34) [[+12 armor, +1 Dex, +12 natural]]; BA/G +10/+18; Atk +18 melee (1d6+12 +1d6 fire +Mummy Rot, slam); Full Atk +18/+13 melee (1d6+12 +1d6 fire +Mummy Rot, slam); SA Burning touch, despair, fire breath, mummy rot, spells; SQ Ashen cloud, damage reduction 5/–, darkvision 60 ft., fire resistance 15, undead traits, vulnerability to fire; AL CE; SV Fort +10, Ref +8, Will +17 (+19); Str 26, Dex 12, Con –, Int 6, Wis 20 (24), Cha 19 (21). Height 6 ft.

Skills and Feats: Concentration +12, Hide +3, Listen +12, Move Silently +3, Spot +12; Alertness,

Cleave, Combat Casting, Great Fortitude, Lightning Reflexes, Power Attack, Toughness.

Ashen Cloud (Ex): Burning dead are continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds.

Burning Touch (Su): Wreathed in flame, all of the natural attacks of a burning dead are treated like *flaming burst* weapons, dealing an additional 1d6 fire damage on a successful hit and an additional 1d10 fire damage on a successful critical hit (stacking with the bonus 1d6 fire damage).

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 23 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Fire Breath (Su): A burning dead has the ability to shoot forth a 30-foot line of flame once per day. This line deals 8d6 fire damage with a successful reflex save (DC 23) resulting in half damage.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 23, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

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

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possession: +4 full plate, *periapt of wisdom* +4, *cloak of charisma* +2, *pearl of power* (3rd level), *ring of invisibility*, *strand of prayer beads* (standard), *wand of inflict serious wounds* (5th level caster, 25 charges).

Spells Prepared (6/7/7/6/4/3; base DC = 17 + spell level): 0—*create water* (3), *guidance* (3), 1st—*bane*,

bless, protection from good, sanctuary, shield of faith (3), 2nd—bull's strength, death knell*, resist energy (2), silence, sound burst (2), 3rd—bestow curse (2), blindness, dispel magic (2), protection from energy*; 4th—dismissal, divine power, freedom of movement, spell immunity*; 5th—flame strike, slay living*, spell resistance.*

*Domain spell. *Domains:* Death (touch attack, roll 1d6 per cleric level. If the total is at least equal to the targets hit points, it dies (no save)); Protection (grant a resistance bonus to saves equal to cleric level on next save, duration 1 hour, usable 1/day).

Adventure C: Wizard Tower

Area Eight: Stone Trouble

APL 14 (EL 15)

➤ **Advanced Stone Golem:** CR 13; Large Construct; HD 22d10+30; hp 151; Init -1; Spd 20 ft; AC 26 (touch 8, flat-footed 26) [[-1 size, -1 Dex, +18 natural]]; BA/G +16/+30; Atk +25 melee (2d10+10, slam); Full Atk +25 melee (2d10+10, 2 slams); SA Slow; SQ Construct traits, DR 10/adamantine, darkvision 60ft., immunity to magic, low-light vision; AL N; SV Fort +7, Ref +6, Will +7; Str 31, Dex 9, Con -, Int -, Wis 11, Cha 1. Height 9 ft.

Slow (Su): A stone golem can use a *slow* effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 21 Will save to negate.

Immunity to Magic (Ex): A stone golem is immune to any spell or spell like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as a *slow* spell) for 2d6 rounds with no saving throw, while a *transmute mud to rock* heals it of all its lost hit points. A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for one full round.

APL 16 (EL 17)

➤ **Advanced Greater Stone Golem:** CR 17; Huge Construct; HD 46d10+40; hp 293; Init -2; Spd 20 ft; AC 27 (touch 6, flat-footed 27) [[-2 size, -2 Dex, +21 natural]]; BA/G +34/+56; Atk +46 melee (4d8+14, slam); Full Atk +46 melee (4d8+14, 2 slams); SA Slow; SQ Construct traits, DR 10/adamantine, darkvision 60ft., immunity to magic, low-light vision; AL N; SV Fort +15, Ref +13, Will +15; Str 38, Dex 7, Con -, Int -, Wis 11, Cha 1. Height 15 ft.

Slow (Su): A stone golem can use a *slow* effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 33 Will save to negate.

Immunity to Magic (Ex): A stone golem is immune to any spell or spell like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as a *slow* spell) for 2d6 rounds with no saving throw, while a *transmute mud to rock* heals it of all its lost hit points. A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for one full round.

Area Ten: Smoke and Mummies

APL 12 (EL 13)

➤ **Mummy Guardian - Lesser (Mnk 3):** CR 8; Medium Undead; HD 11d12+3; hp 74; Init +6; Spd 30 ft; AC 24 (touch 14, flat-footed 22) [[+2 Dex, +10 natural, +2 Wis,]]; BA/G +6/+13; Atk +13 melee (1d6+10 + Mummy Rot, slam); Full Atk +13/+8 melee (1d6+10 + Mummy Rot, 2 slams) or +11/+11/+6 melee (1d6+7 + Mummy Rot, 3 slams, flurry of blows); SA Despair, flurry of blows, mummy rot; SQ Damage reduction 5/-, darkvision 60 ft., evasion, still mind, undead traits, vulnerability to fire; AL LE; SV Fort +5, Ref +7, Will +11; Str 24, Dex 14, Con -, Int 6, Wis 14, Cha 15. Height 6 ft.

Skills and Feats: Hide +12, Listen +8, Move Silently +12, Spot +8, Tumble +8; Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist (5/day, DC 17), Toughness.

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

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 17, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

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

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary

to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

☛**Burning Dead Mummy Acolyte** (Clr 5):CR 12; Medium Undead; HD 13d12+3; hp 87; Init +0; Spd 15 ft; AC 28 (touch 11, flat-footed 27) [[+5 armor, +1 dex, +12 natural]]; BA/G +7/+15; Atk +15 melee (1d6+12 +1d6 fire +Mummy Rot, slam); Full Atk +15/+10 melee (1d6+12 +1d6 fire +Mummy Rot, slam); SA Burning touch, despair, fire breath, mummy rot, spells; SQ Ashen cloud, damage reduction 5/–, darkvision 60 ft., fire resistance 15, undead traits, vulnerability to fire; AL CE; SV Fort +8, Ref +6, Will +14; Str 26, Dex 12, Con –, Int 6, Wis 19, Cha 19. Height 6 ft.

Skills and Feats: Concentration +8, Hide +4, Listen +10, Move Silently +4, Spot +10; Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Toughness.

Ashen Cloud (Ex): Burning dead are continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds.

Burning Touch (Su): Wreathed in flame, all of the natural attacks of a burning dead are treated like *flaming burst* weapons, dealing an additional 1d6 fire damage on a successful hit and an additional 1d10 fire damage on a successful critical hit (stacking with the bonus 1d6 fire damage).

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 20 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Fire Breath (Su): A burning dead has the ability to shoot forth a 30-foot line of flame once per day. This line deals 6d6 fire damage with a successful reflex save (DC 20) resulting in half damage.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 20, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until

the victim reaches Constitution 0 (and dies) or is cured as described below.

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

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possession: breastplate, *eversmoking bottle*.

Spells Prepared (5/5/4/3; base DC = 14 + spell level): 0—*create water* (3), *guidance* (2), 1st—*bless*, *protection from good*, *sanctuary**, *shield of faith* (2), 2nd—*bull's strength*, *death knell**, *resist energy* (2), 3rd—*blindness*, *dispel magic*, *protection from energy**.

*Domain spell. *Domains:* Death (touch attack, roll 1d6 per cleric level. If the total is at least equal to the targets hit points, it dies (no save)); Protection (grant a resistance bonus to saves equal to cleric level on next save, duration 1 hour, usable 1/day).

APL 14 (EL 15)

☛**Mummy Guardian** (Mnk 5):CR 10; Medium Undead; HD 13d12+3; hp 87; Init +6; Spd 30 ft; AC 25 (touch 15, flat-footed 23) [[+2 Dex, +1 monk, +10 natural, +2 Wis,]]; BA/G +7/+14; Atk +14 melee (1d8+10 + Mummy Rot, slam); Full Atk +14/+9 melee (1d8+10 + Mummy Rot, 2 slams) or +13/+13/+8 melee (1d6+8 + Mummy Rot, 3 slams, flurry of blows); SA Despair, flurry of blows, ki strike, mummy rot; SQ Damage reduction 5/–, darkvision 60 ft., evasion, purity of body, slow fall 20ft, still mind, undead traits, vulnerability to fire; AL LE; SV Fort +6, Ref +8, Will +12; Str 24, Dex 15, Con –, Int 6, Wis 14, Cha 15. Height 6 ft.

Skills and Feats: Hide +13, Listen +8, Move Silently +13, Spot +8, Tumble +10; Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist (7/day, DC 18), Toughness.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 18 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the

save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 18, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

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

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

☛ **Burning Dead Mummy Priest** (Clr 7): CR 14; Medium Undead; HD 15d12+3; hp 100; Init +0; Spd 15 ft; AC 28 (touch 11, flat-footed 27) [[+5 armor, +1 dex, +12 natural]]; BA/G +9/+17; Atk +17 melee (1d6+12 +1d6 fire +Mummy Rot, slam); Full Atk +17/+12 melee (1d6+12 +1d6 fire +Mummy Rot, slam); SA Burning touch, despair, fire breath, mummy rot, spells; SQ Ashen cloud, damage reduction 5/–, darkvision 60 ft., fire resistance 15, undead traits, vulnerability to fire; AL CE; SV Fort +9, Ref +7, Will +15; Str 26, Dex 12, Con –, Int 6, Wis 19, Cha 19. Height 6 ft.

Skills and Feats: Concentration +10, Hide +4, Listen +10, Move Silently +4, Spot +10; Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Power Attack, Toughness.

Ashen Cloud (Ex): Burning dead are continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds.

Burning Touch (Su): Wreathed in flame, all of the natural attacks of a burning dead are treated like *flaming burst* weapons, dealing an additional 1d6 fire damage on a successful hit and an additional 1d10 fire damage on a successful critical hit (stacking with the bonus 1d6 fire damage).

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 21 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Fire Breath (Su): A burning dead has the ability to shoot forth a 30-foot line of flame once per day. This line deals 7d6 fire damage with a successful reflex save (DC 21) resulting in half damage.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 21, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

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

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possession: breastplate, *eversmoking bottle*, *wand of inflict serious wounds* (5th level caster, 25 charges).

Spells Prepared (6/6/5/4/3; base DC = 14 + spell level): 0—*create water* (3), *guidance* (3), 1st—*bless*, *protection from good*, *sanctuary**, *shield of faith* (3), 2nd—*bull's strength*, *death knell**, *resist energy* (2), *sound burst*, 3rd—*bestow curse*, *blindness*, *dispel*

*magic, protection from energy**; 4th—*divine power, freedom of movement, spell immunity**.

*Domain spell. *Domains*: Death (touch attack, roll 1d6 per cleric level. If the total is at least equal to the targets hit points, it dies (no save)); Protection (grant a resistance bonus to saves equal to cleric level on next save, duration 1 hour, usable 1/day).

APL 16 (EL 17)

☛ **Mummy Guardian - Greater** (Mnk 7): CR 12; Medium Undead; HD 15d12+3; hp 100; Init +6; Spd 40 ft; AC 25 (touch 15, flat-footed 23) [[+2 Dex, +1 monk, +10 natural, +2 Wis,]]; BA/G +9/+16; Atk +16 melee (1d8+10 + Mummy Rot, slam, 19+ crit); Full Atk +16/+14 melee (1d8+10 + Mummy Rot, 2 slams, 19+ crit) or +15/+15/+10 melee (1d6+8 + Mummy Rot, 3 slams, 19+ crit, flurry of blows); SA Despair, flurry of blows, ki strike, mummy rot; SQ Damage reduction 5/–, darkvision 60 ft., evasion, purity of body, slow fall 30ft, still mind, undead traits, vulnerability to fire, wholeness of body (14 hp); AL LE; SV Fort +7, Ref +9, Will +13; Str 24, Dex 15, Con –, Int 6, Wis 14, Cha 15. Height 6 ft.

Skills and Feats: Hide +13, Listen +9, Move Silently +13, Spot +9, Tumble +12; Alertness, Combat Reflexes, Improved Critical (Slam), Improved Initiative, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist (9/day, DC 19), Toughness.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 18 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 18, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot

must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

☛ **Burning Dead Mummy Bishop** (Clr 9): CR 16; Medium Undead; HD 17d12+3; hp 113; Init +0; Spd 15 ft; AC 35 (touch 11, flat-footed 34) [[+12 armor, +1 dex, +12 natural]]; BA/G +10/+18; Atk +18 melee (1d6+12 +1d6 fire +Mummy Rot, slam); Full Atk +18/+13 melee (1d6+12 +1d6 fire +Mummy Rot, slam); SA Burning touch, despair, fire breath, mummy rot, spells; SQ Ashen cloud, damage reduction 5/–, darkvision 60 ft., fire resistance 15, undead traits, vulnerability to fire; AL CE; SV Fort +10, Ref +8, Will +17; Str 26, Dex 12, Con –, Int 6, Wis 20, Cha 19. Height 6 ft.

Skills and Feats: Concentration +12, Hide +3, Listen +10, Move Silently +3, Spot +10; Alertness, Cleave, Combat Casting, Great Fortitude, Lightning Reflexes, Power Attack, Toughness.

Ashen Cloud (Ex): Burning dead are continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds.

Burning Touch (Su): Wreathed in flame, all of the natural attacks of a burning dead are treated like *flaming burst* weapons, dealing an additional 1d6 fire damage on a successful hit and an additional 1d10 fire damage on a successful critical hit (stacking with the bonus 1d6 fire damage).

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 22 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Fire Breath (Su): A burning dead has the ability to shoot forth a 30-foot line of flame once per day. This line deals 8d6 fire damage with a successful reflex save (DC 22) resulting in half damage.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 22, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

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

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

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possession: ever-smoking bottle, +4 full plate, wand of inflict serious wounds (5th level caster, 25 charges).

Spells Prepared (6/7/6/5/4/3; base DC = 15 + spell level): 0—*create water* (3), *guidance* (3), 1st—*bane*, *bleed*, *protection from good*, *sanctuary**, *shield of faith* (3), 2nd—*bull's strength*, *death knell**, *resist energy* (2), *silence*, *sound burst*; 3rd—*bestow curse*, *blindness*, *dispel magic* (2), *protection from energy**; 4th—*dismissal*, *divine power*, *freedom of movement*, *spell immunity**; 5th—*flame strike*, *slay living**, *spell resistance*.

*Domain spell. *Domains:* Death (touch attack, roll 1d6 per cleric level. If the total is at least equal to the targets hit points, it dies (no save)); Protection (grant a resistance bonus to saves equal to cleric level on next save, duration 1 hour, usable 1/day).

Area 14: Lich's Lair

APL 12 (EL 15)

Tozhgan Ikan, Suel Lich (Wiz 13): CR 15; Medium Undead; HD 13d12; hp 104; Init +8; Spd 30 ft; AC 24 (touch 14, flat-footed 20) [[+5 armor, +4 Dex, +5 natural]]; BA/G +6/+7; Atk +7 melee (1d10 fire + paralysis, burning touch); Full Atk +7/+2 melee (1d10 fire + paralysis, 2 burning touch); SA Fear aura, paralyzing touch, spells; SQ DR 10/bludgeoning and magic, fire resistance 20, immunities, SR 24, turn resistance +4, undead traits; AL NE; SV Fort +8, Ref +12, Will +16; Str 13, Dex 18, Con -, Int 24 (28), Wis 18, Cha 18

Skills and Feats: Concentration +16, Hide +20, Knowledge Arcana +23 (+25), Knowledge History +13 (+15), Knowledge Planes +13 (+15), Listen +20, Move Silent +20, Spellcraft +28 (+30), Spot +20; Empower Spell, Extra Slot (5th), Improved Initiative, Quicken Spell, Silent Spell, Skill Focus (Spellcraft), Spell Focus (evocation and necromancy)

Burning Touch (Su): Anyone hit by a suel lich's melee touch attack bursts into black flames taking 1d10 points of fire damage. In addition, the target may catch fire, dealing an additional 1d10 fire damage each round until extinguished. A successful Reflex save (DC 20) prevents the target from catching fire. Putting out the fire is a standard action that gives a new reflex save (with a +2 bonus if the victim rolls on the ground).

Fear Aura (Su): Suel liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save (DC 20) or be affected as though by a *fear* spell from a sorcerer of the suel lich's level. A creature that successfully saves cannot be affected again by the same suel lich's aura for 24 hours.

Immunities (Ex): Suel liches have immunity to electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Paralyzing Touch (Su): Any living creature a suel lich hits with its touch attack must succeed on a Fortitude save (DC 20) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

The effect cannot be dispelled. Anyone paralyzed by a suel lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Equipment: bracers of the lich, headband of intellect +4, ring of freedom of movement, robes of the archmagi (black).

Spells Prepared (4/6/6/6/6/5/3/2; base DC = 19 + spell level, 20 for evocation* or necromancy*): 0—*acid splash, detect magic, touch of fatigue** (2); 1st—*grease, magic missile*, ray of enfeeblement** (2), *reduce person, shield*; 2nd—*eagles splendor, glitterdust, invisibility, mirror image, touch of idiocy, web*; 3rd—*dispel magic, displacement, fireball** (2), ~~*protection from energy, slow*~~; 4th—*silent dispel magic, enervation*, evard's black tentacles, fear**, empowered *scorching ray**; 5th—*cloudkill, cone of cold**, empowered *fireball**, quickened *ray of enfeeblement**, *wall of force**; 6th—*chain lightning*, greater dispel magic, repulsion*; 7th—*bigby's grasping hand*, finger of death**.

APL 14 (EL 17)

Tozhgan Ikan, Suel Lich (Wiz 13/Archmage 2): CR 17; Medium Undead; HD 15d12; hp 120; Init +8; Spd 30 ft; AC 27 (touch 17, flat-footed 23) [[+5 armor, +3 deflection, +4 Dex, +5 natural]]; BA/G +7/+8; Atk +8 melee (1d10 fire + paralysis, burning touch); Full Atk +8/+3 melee (1d10 fire + paralysis, 2 burning touch); SA Fear aura, high arcana, paralyzing touch, spells; SQ DR 10/bludgeoning and magic, fire resistance 20, immunities, SR 26, turn resistance +4, undead traits; AL NE; SV Fort +8, Ref +12, Will +19; Str 13, Dex 18, Con -, Int 24 (28), Wis 18, Cha 18

Skills and Feats: Concentration +18, Hide +20, Knowledge Arcana +25 (+27), Knowledge History +13 (+15), Knowledge Planes +13 (+15), Listen +21, Move Silent +20, Spellcraft +30 (+32), Spot +21; Empower Spell, Extra Slot (5th and 6th), Improved Initiative, Quicken Spell, Silent Spell, Skill Focus (Spellcraft), Spell Focus (evocation and necromancy)

Burning Touch (Su): Anyone hit by a suel lich's melee touch attack bursts into black flames taking 1d10 points of fire damage. In addition, the target may catch fire, dealing an additional 1d10 fire damage each round until extinguished. A successful Reflex save (DC 21) prevents the target from catching fire. Putting out the fire is a standard action that gives a new reflex save (with a +2 bonus if the victim rolls on the ground).

Fear Aura (Su): Suel liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save (DC 21) or be affected as though by a *fear* spell from a sorcerer of the suel lich's level. A creature that successfully saves cannot be affected again by the same suel lich's aura for 24 hours.

High Arcana (Su): Tozhgan Ikan has one special power for each level of archmage that he possesses.

Master of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of ten feet. This ability cost one 6th level spell slot (already paid).

Spell-like ability: 2/day *finger of death* as a spell like ability. This ability cost one 5th level spell slot and one 7th level spell slot (already paid).

Immunities (Ex): Suel liches have immunity to electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Paralyzing Touch (Su): Any living creature a suel lich hits with its touch attack must succeed on a Fortitude save (DC 21) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

The effect cannot be dispelled. Anyone paralyzed by a suel lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Equipment: bracers of the lich, headband of intellect +4, ring of freedom of movement, ring of protection +3, robes of the archmagi (black), rod of metamagic (lesser empower).

Spells Prepared (4/7/6/6/6/6/4/2/2; base DC = 19 + spell level, 20 for evocation* or necromancy*): 0—*acid splash, detect magic, touch of fatigue** (2); 1st—*grease, magic missile*, ray of enfeeblement** (2), *reduce person, shield* (2); 2nd—*eagles splendor, glitterdust, invisibility, mirror image, touch of idiocy, web*; 3rd—*dispel magic, displacement, fireball** (2), ~~*protection from energy, slow*~~; 4th—*silent dispel magic, enervation*, evard's black tentacles, fear**, empowered *scorching ray**; 5th—*cloudkill, cone of cold**, empowered *fireball**, quickened *ray of enfeeblement** (2), *wall of force*; 6th—*chain lightning*, disintegrate, greater dispel magic, repulsion*; 7th—*forcecage*, spell turning*; 8th—empowered *chain lightning**, silent power word *blind*.

APL 16 (EL 19)

Tozhgan Ikan, Suel Lich (Wiz 15/Archmage 2): CR 19; Medium Undead; HD 17d12; hp 136; Init +8;

Spd 30 ft; AC 29 (touch 19, flat-footed 25) [[+5 armor, +3 deflection, +4 Dex, +2 luck, +5 natural]]; BA/G +8/+9; Atk +9 melee (1d10 fire + paralysis, burning touch); Full Atk +9/+4 melee (1d10 fire + paralysis, 2 burning touch) or +11/+6 melee (1d6+3, *staff of power*); SA Fear aura, high arcana, paralyzing touch, spells; SQ DR 10/bludgeoning and magic, fire resistance 20, immunities, SR 28, turn resistance +4, undead traits; AL NE; SV Fort +11, Ref +15, Will +22; Str 13, Dex 18, Con -, Int 26 (30), Wis 18, Cha 18

Skills and Feats: Concentration +20, Hide +20, Knowledge Arcana +28 (+30), Knowledge History +15 (+17), Knowledge Planes +14 (+16), Listen +22, Move Silent +20, Spellcraft +33 (+35), Spot +22; Delay Spell, Empower Spell, Extra Slot (5th and 6th), Improved Initiative, Quicken Spell, Silent Spell, Skill Focus (Spellcraft), Spell Focus (evocation and necromancy)

Burning Touch (Su): Anyone hit by a suel lich's melee touch attack bursts into black flames taking 1d10 points of fire damage. In addition, the target may catch fire, dealing an additional 1d10 fire damage each round until extinguished. A successful Reflex save (DC 22) prevents the target from catching fire. Putting out the fire is a standard action that gives a new reflex save (with a +2 bonus if the victim rolls on the ground).

Fear Aura (Su): Suel lichs are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save (DC 22) or be affected as though by a *fear* spell from a sorcerer of the suel lich's level. A creature that successfully saves cannot be affected again by the same suel lich's aura for 24 hours.

High Arcana (Su): Tozhgan Ikan has one special power for each level of archmage that he possesses.

Master of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of ten feet. This ability cost one 6th level spell slot (already paid).

Spell-like ability: 2/day *finger of death* as a spell like ability. This ability cost one 5th level spell slot and one 7th level spell slot (already paid).

Immunities (Ex): Suel lichs have immunity to electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Paralyzing Touch (Su): Any living creature a suel lich hits with its touch attack must succeed on a Fortitude save (DC 22) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

The effect cannot be dispelled. Anyone paralyzed by a suel lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Equipment: *bracers of the lich*, *headband of intellect +4*, *ring of freedom of movement*, *ring of protection +3*, *robes of the archmagi (black)*, *rod of metamagic (lesser empower)*, *rod of metamagic (lesser quicken)*, *staff of power (15 charges)*.

Spells Prepared (4/7/7/6/6/6/6/3/3/2; base DC = 20 + spell level, 21 for evocation* or necromancy*): 0—*acid splash*, *detect magic*, *touch of fatigue** (2); 1st—*grease*, *magic missile**, *ray of enfeeblement** (2), *reduce person*, *shield* (2); 2nd—*eagles splendor*, *glitterdust*, *invisibility*, *mirror image* (2), *touch of idiocy*, *web*; 3rd—*dispel magic*, *displacement*, *fireball** (2), ~~*protection from energy*~~, *slow*; 4th—*silent dispel magic*, *enervation**, *evard's black tentacles*, *fear**, *empowered scorching ray**; 5th—*cloudkill*, *cone of cold**, *empowered fireball**, *quicken ray of enfeeblement** (2), *wall of force**; 6th—*chain lightning**, *disintegrate*, *greater dispel magic* (2), *delayed lightning bolt**, ~~*repulsion*~~; 7th—*delayed blast fireball**, *forcecage**, ~~*spell turning*~~; 8th—*empowered chain lightning**, *Otto's irresistible dance*, *silent power word blind*; 9th—*meteor swarm**, *time stop*.

Appendix Two: New Material

New Templates

Burning Dead Template

“Burning Dead” is a template added to any corporeal undead (referred to hereafter as the base creature).

A burning dead uses all the base creature’s statistics and abilities except as noted here. Do not recalculate the creature’s Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: The base creature’s size and type does not change.

Armor Class: The burning flesh (or bones) of a burning dead is more resilient to attack. Natural armor improves by +2 (this stacks with any natural armor bonus the base creature has).

Damage: All of the natural attacks of the base creature are now treated as if they were flaming burst weapons, dealing an additional 1d6 points of fire damage per successful hit. These attacks deal an additional 1d10 points of fire damage on a successful critical hit. This effect cannot be suppressed and does not affect the burning dead.

Special Attack: A burning dead retains all the special attacks of the base creature and gains the ability to shoot forth a 30-foot line of flame once per day. A burning dead’s fire line deals 1d6 points of damage per two hit dice of the base creature (round down, minimum 1d6). A successful Reflex save (DC 10 + 1/2 burning dead’s HD + burning dead’s Cha modifier) reduces the damage by half.

Special Qualities: A burning dead has all the special qualities of the base creature in addition to a resistance to fire based on its hit dice as noted on the chart below.

HD	Resistance
1-5	5
6-10	10
11+	15

Ashen Cloud (Ex): Burning dead are also continuously surrounded by a cloud of ash and smoke that hides them from sight. Due to this, all attacks

against a burning dead suffer a 20% miss chance similar to the *blur* spell. A strong wind (such as from a *gust of wind* spell) eliminates this miss chance for 1d4 rounds.

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Cha +4.

Challenge Rating: HD 5 or less, as base creature +1, HD 6 or more, as base creature +2.

Alignment: Same as the base creature.

Level Adjustment: Same as the base creature +3.

Suel Lich Template

A suel lich is an undead spellcaster, usually a wizard or sorcerer but sometimes a cleric or other spellcaster, who has used its magical powers to unnaturally extend its life.

A suel lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Thin smoke wafts from its undead form, leading some to believe that it burns with an inner fire. Its eyes have long ago been lost to decay, but a black and blue flame burns in the empty sockets.

Liches speak Common plus any other languages they knew in life.

CREATING A SUEL LICH

“Suel Lich” is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature), provided it can create the required phylactery; see The Lich’s Phylactery, below.

A lich has all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: A suel lich has a +5 natural armor bonus or the base creature’s natural armor bonus, whichever is better.

Attack: A suel lich has a touch attack that it can use once per round. If the base creature can use weapons, the lich retains this ability. A creature with natural weapons retains those natural weapons. A lich fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A lich

armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: A suel lich fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A suel lich without natural weapons has a touch attack causes opponents to burst into black flames dealing 1d10 points of fire damage. In addition, the target may catch fire, dealing an additional 1d10 fire damage each round until extinguished. A successful Reflex save (DC 10 + 1/2 lich's HD + lich's Cha modifier) prevents the target from catching fire. Putting out the fire is a standard action that gives a new reflex save (with a +2 bonus if the victim rolls on the ground). A suel lich with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, the fire damage applies on one natural weapon attack.

Special Attacks: A suel lich retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + 1/2 lich's HD + lich's Cha modifier unless otherwise noted.

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

Paralyzing Touch (Su): Any living creature a suel lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

The effect cannot be dispelled. Anyone paralyzed by a suel lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Spells: A suel lich can cast any spells it could cast while alive.

Special Qualities: A suel lich retains all the base creature's special qualities and gains those described below.

Turn Resistance (Ex): A suel lich has +4 turn resistance.

Damage Reduction (Su): A suel lich's undead body is tough, giving the creature damage reduction 10/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell Resistance (Su): A suel lich has spell resistance equal to 11 + lich's HD.

Immunities (Ex): Suel liches have immunity to electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Resistances (Ex): Suel liches have resistance to fire 20.

Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +2. Being undead, a suel lich has no Constitution score.

Skills: Suel liches have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Organization: Solitary or troupe (1 lich, plus 2–4 vampires and 5–8 vampire spawn).

Challenge Rating: Same as the base creature + 2.

Treasure: Standard coins; double goods; double items.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature 4.

LICH CHARACTERS

The process of becoming a suel lich is unspeakably evil and can be undertaken only by a willing character. A suel lich retains all class abilities it had in life.

THE LICH'S PHYLACTERY

An integral part of becoming a lich is creating a magic phylactery in which the character stores its life force. As a rule, the only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a lich reappears 1d10 days after its apparent death.

Each lich must make its own phylactery, which requires the Craft Wondrous Item feat. The character must be able to cast spells and have a caster level of 11th or higher. The phylactery costs 120,000 gp and 4,800 XP to create and has a caster level equal to that of its creator at the time of creation.

The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40.

Other forms of phylacteries can exist, such as rings, amulets, or similar items.

New Monsters

The Maelephant (as presented in Fiend Folio)

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 8d8+24 (60 hp)
Initiative: +0
Speed: 30 ft.
AC: 20 (-1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapples: +8/+18
Attack: Claw +13 melee
Full Attack: 2 claws +13 melee and trunk-spike +8 melee
Damage: Claw 1d6+6, trunk-spike 2d6+2
Face/Reach: 10 ft./5 ft.
Special Attacks: Breath weapon, frenzied charge, improved grab, spell-like abilities
Special Qual: Defensive stance, DR 10/good, fast healing 2, keen senses, outsider traits, scent, SR 17
Saves: Fort +9, Ref +6, Will +12
Abilities: Str 22, Dex 11, Con 16, Int 14, Wis 19, Cha 15
Skills: Appraise +12, Balance +10, Concentration +14, Diplomacy +4, Jump +16, Knowledge (arcane) +12, Listen +16, Search +12, Sense Motive +14, Spellcraft +12, Spot +16, Survival +4 (+6 following tracks)
Feats: Alertness, Improved Bull Rush, Iron Will
Climate/Terrain: Any land or underground (Nine Hells)
Organization: Solitary
Challenge Rating: 10
Treasure: Double Standard
Alignment: Usually lawful evil
Advancement: 9-16 HD (Large); 17-24 HD (huge)

The maelephant is a powerful guardian fiend used to protect and defend the treasuries of fiends and wizards.

The creature is humanoid in basic shape, standing 9 feet tall and weighting 800 pounds. A maelephants hands appear oversized for its body and are tipped with claws. Its head is similar to a small-eared elephant's head, having a small mouth filled with tiny teeth, small rheumy red eyes, and a long, coiling trunk tipped with a long, thin spike.

Originally created by powerful baatezu lords to serve as guardians, many maelephants escaped their servitude when their lords were deposed. Now each one travels the Lower Planes alone, driven by an overwhelming urge to protect and guard, though it has nothing of its own to protect. It a powerful individual can provide a maelephant with the great amount of living flesh it needs for sustenance, it readily aggress to serve as a guardian for that individual.

Maelephant speak Common and Infernal.

Combat

A maelephant fights to the death to protect its territory or its charge, and it never pursues intruders or thieves to a distance out of sight of whatever it is guarding. A maelephant is equally effective at holding the line and preventing passage into an are as it is at forcing intruders to retreat. A maelephant never leaves its post, and it immediately breaks off any attack to protect a new threat to its charge. It usually spends the first few rounds of combat using spell-like abilities to erect a defensive screen around its charge.

Maelephants can be summoned using a summon monster VIII spell.

Breath Weapon (Su): Three times per day, a maelephant can breathe out a cloud of noxious vapor 10 feet wide and 30 feet long. Victims within the area of the cloud must make a Fortitude save (DC 17) or suffer complete memory loss. Memory loss suppresses all of a creature's ranks in its skill and its feats, and it prevents the use of any class abilities (including spellcasting). Currently prepared spells are not lost; they are simply not accessible to be cast. Racial abilities are retained. Additionally, the victim no longer knows who its friends and enemies are, doesn't remember its past, and can't even remember its name. The victim can create new memories, but each time it sleeps or rests, any new memories it has created vanish. This condition can be cured by any effect that cures poison (a heal or neutralize points spell, for example); otherwise, it is permanent.

Frenzied Charge (Ex): Once per minute, a maelephant can make a frenzied charge. During the round in which this occurs, the maelephant's speed

increases to 45 feet and it gains a +2 bonus on all attack rolls. This bonus stacks with any bonuses gained from making a charge attack.

Improved Grab (Ex): If a maelephant hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +18). If it gets a hold, it automatically hits with its trunk-spike. Thereafter, the maelephant has the option to conduct grapple normally, or simply use its claw to hold the opponent (=20 penalty on grapple check, but the maelephant is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Spell-Like Abilities: At will – *alarm, entangle, gust of wind, light, true seeing, warp wood, 3/day blade barrier, baleful polymorph*. Caster level 8th; save DC 12 + spell level.

Defensive Stance (Ex): Once per encounter, a maelephant can adopt a defensive stance as a free action on its turn. In this defensive stance, the maelephant gains a +2 Strength, +4 Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to Armor Class. The following changes are in effect as long as the defensive stance lasts: HD 8d8+40 (76 hp); AC 24, touch 13, flat-footed 20; Base Attack/Grapple +9/+19; Full Attack 2 claws +14 melee and trunk-spike +9 melee; Damage claw 1d6+7, trunk-spike 2d6+4; SV Fort +11, Ref +8, Will +14; Str 24, Con 20; Concentration +16, Jump +17. These benefits persist for a number of rounds equal to 3 + the maelephant's newly improved Constitution modifier, or until the maelephant moves. While in defensive stance, a maelephant cannot use skills or abilities that require it to shift its position. A maelephant can end its defensive stance at will. At the end of the defensive stance, the maelephant takes a -2 penalty to Strength for the duration of the current encounter.

Keen Sense (Ex): A maelephant's sight is four times as good as a human's. It has low-light vision and darkvision to a range of 240 feet.

Outsider Traits: Maelephants cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life)

Fast Healing (Ex): A maelephant regains lost hit points at the rate of 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a maelephant to regrow or reattach lost body parts.

Scent (Ex): A maelephant can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Runic Guardian (as presented in Monster Manual II)

Large Construct

Hit Dice: 17d10 (93 hp)
Initiative: +1
Speed: 30 ft.
AC: 28 (-1 size, +1 Dex, +18 natural), touch 10, flat-footed 27
Base Attack/Grapples: +12/+23
Attack: Slam +18 melee
Full Attack: Slam +18/+13/+8 melee
Damage: Slam 3d8+10 plus stunning strike
Face/Reach: 5 ft./10 ft.
Special Attacks: Runic spells, stunning strike
Special Qual: Construct traits, DR 10/adamantine, fast healing 10, find master, guard, *shield master, teleport without error*
Saves: Fort +5, Ref +6, Will +5
Abilities: Str 24, Dec 13, Con -, Int -, Wis 11, Cha 1

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always Neutral

Advancement: 18-25 HD (Large); 26-51 HD (huge)

Runic guardians are constructs similar to shield guardians (see *Monster Manual*), but with far superior physical and magical capabilities. Runic guardians are especially popular among dwarves and giants, though spellcasters of all races find them useful.

A runic guardian is a massive, human-shaped figure made of stone, steel, and lead. Its hands and arms are constructed of hollow stone and filled with lead for a more deadly punch. Carved, magic runes inlaid with precious metals adorn its head, limbs, and torso. Whenever a runic guardian cast a spell, these runes flare up into a variety of brilliant colors.

A runic guardian serves one master that is designated at the time of its creation, and no other. The construct is keyed to a specific, unique piece of jewelry (normally a ring or amulet) worn by its master and made at the time of its creation. The master can use this piece of jewelry to call the runic guardian to his or her side from any distance, or even from another plane. A runic

guardian knows whether or not the bearer of its jewelry is really its master, and it slays any pretenders outright.

Combat

In battle, a runic guardian protects its master by casting predetermined defensive spells upon him or her, then pounding away at foes with its leaden fists. Runic guardians equipped with offensive spells use them only when directly commanded to do so. A runic guardian is instantly aware of its master's death, whether or not it was present at the time. When the master's death occurs, the construct immediately goes on a rampage, attacking all creatures within sight. Possession of its jewelry in such a circumstances gains the bearer neither control over the construct nor safety from its attacks. The runic guardian does not stop until destroyed.

Runic Spells (Sp): A runic guardian can hold up to six spells. These spells must be cast into its body when it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body.

Body Part	Highest Spell Level
Head	1 st
Each Arm	2 nd
Each Leg	3 rd
Torso	5 th

Each of these spells is usable once per day as a spell-like ability. The runic guardian discharges a spell either when directly commanded to do so or when a predetermined situation arises.

Stunning Strike (Ex): Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 25) or be stunned (unable to act, loses any Dexterity bonus to AC, and an attacker gets a +2 bonus on attack rolls against it) for 1 round, in addition to taking the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Construct Traits: A runic guardian is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects,

and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A runic guardian has darkvision (60-foot range)

Fast Healing (Ex): A runic guardian regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the runic guardian to regrow or reattach lost body parts.

Find Master (Su): No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. (should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival). This ability functions even across planar boundaries.

Guard (Ex): The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

Shield Master (Sp): A runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. *Shield master* transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

Teleport with Error (Sp): Once per day, a runic guardian can use *teleport without error* (caster level 18th). It normally uses this ability to answer a call from its master, teleporting unerringly to his or her side.

New Prestige Classes

Havoc Mage (as found in the Miniatures Handbook)

Combat magic is usually reserved for spellcasters in the second rank who are content to lob spells as if artillery from behind the cover of front-rank combatants. Not so the havoc mage, who shares as much in common with a fighter as with a wizard. The havoc mage has learned to toss off spells with such reckless abandon that he can fight head-to-head with both sword and spell without incurring the bitter consequences other spellcasters much contend with. A havoc mage is interested in maximum carnage in the shortest amount

of time, by dint of a quick spell cast where an enemy least expects it.

A havoc mage must first learn the ways of arcane magic, so those most likely to take up the sword (to complement the wand) are sorcerers and wizards. These normally sedate characters are drawn to the frenzy of battle, during which a flashing sword can be just as effective in their own hands as a well-timed spell.

NPC havoc mages are more likely than other spellcasters to be lone adventurers, since they are adept both at arms and magic. However, the most successful havoc mages are those who join their talents with those of a balanced group of combatants and spellcasters.

Hit Die: d8

Requirements:

To qualify to become a havoc mage, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: Knowledge (arcana) 5 ranks

Spells: Able to cast 2nd-level arcane spells

Class Skills

The havoc mage's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Ride (Dex), Spellcraft (Int), and Swim (Str).

Skill Points at Each Level: 2 + Int Modifier.

The Havoc Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+2	+0	+2	Battlecast 2 nd	-
2 nd	+1	+3	+0	+3	-	+1 level of existing arcane spellcasting class
3 rd	+2	+3	+1	+3	Battlecast 4 th	-
4 th	+3	+4	+1	+4	-	+1 level of existing arcane spellcasting class
5 th	+3	+4	+1	+4	Battlecast 8 th	+1 level of existing arcane spellcasting class

Class Features:

All of the following are class features of the havoc mage.

Weapon and Armor Proficiency: Havoc mages gain no proficiency with any weapons or armor.

Spells per Day: At 2nd, 4th, and 5th level, a havoc mage gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain all the benefits a character of that class would have gained (metamagic or item creation feat, and so on), except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a havoc mage, he must decide to which class he adds the new level for purposes of determining spells per day.

Battlecast (Ex): A havoc mage gains the ability to cast spells of a certain level or lower while making a weapon attack. He may take a full-round action to attack and cast a spell. The spell must be an arcane spell he knows of 2nd level or lower with a casting time of 1 standard action or less. When using his battle cast ability, a havoc mage may cast spells requiring somatic components even if he has no free hands. Using battlecast does not provoke attacks of opportunity.

At 3rd level and higher, a havoc mage can battlecast a spell of 4th level or lower. At 5th level, a havoc mage can battlecast a spell of 8th level or lower.

The battle cast ability does not grant a havoc mage any relief from the arcane spell failure chance imparted by armor.

New Feats

Extra slot [General]

as presented in *Tome and Blood*

You can cast an extra spell.

Prerequisite: Spellcaster level 4th.

Benefit: You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. For example, a 4th level sorcerer gains either an extra 0-level or 1st level slot, allowing him to cast any known spell of the chosen level one more time each day. A 4th level wizard can prepare any extra 0-level or 1st level spell she knows. Once selected, the extra spell slot never migrates up or down in level.

Special: you can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

Delay Spell [Metamagic]

as presented in *Tome and Blood*

You can cast spells that take effect after a short delay of your choosing.

Prerequisite: Any other metamagic feat.

Benefit: A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it. You determine the delay when casting the spell, and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only area, personal, and touch spells may be affected by this feat.

Any decisions you would make about the spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the spell triggers. If conditions change between casting and effect in such a fashion as to make the spell impossible – for example, the target you designate leaves the spell's maximum range before it goes off – the spell fails.

A delayed spell may be dispelled normally during the delay, and can be detected normally in the area or on the target with spells such as detect magic. A delayed spell uses up a spell slot three levels higher than the spell's actual level.

New Items

☞ **Elixir of Life:** This salve when applied to a deceased comrade will duplicate the effect of a Raise Dead spell cast at 9th level. This spell will not work on anybody whose body is not intact nor if they have been dead more than 9 days. Caster Level 9th; Prerequisites: Craft Wondrous Item, raise dead, lich bone power, unknown ingredient; Cost: 5,450 gp; Only one of these may be purchased per character. Once purchases cross this off the AR.

☞ **Bracers of the Lich:** These silver bracers are covered in a complex arcane tracery of inlaid platinum and feature a large sapphire near the wrist. While worn, these bracers allow the wearer to utilize their metamagic feats on spells that are not prepared with them. Each day, the wearer may enhance up to four spells of 3rd level or lower with metamagic feats while not increasing the slot that the spells take up. However, only four levels of spell enhancement are available per day and each time the bracers are used, a number of these levels are used up equal to the slot increase added by the feat selected. For example, the wearer could enhance a blur spell with the extend feat using up one spell level and then a fireball with the maximize feat using up the other three. The wearer must possess the metamagic feat used to enhance the spells. Sorcerers and Bards must still spend extra time casting a spell using these bracers as with any metamagic feat. These bracers are use activated. Strong (no school); CL 17th; Craft Wondrous Item, Any four metamagic feats; Price 20,000 gp

Appendix Three: Critical Event Summaries

Critical Event Summary for the Wizard Tower High Level

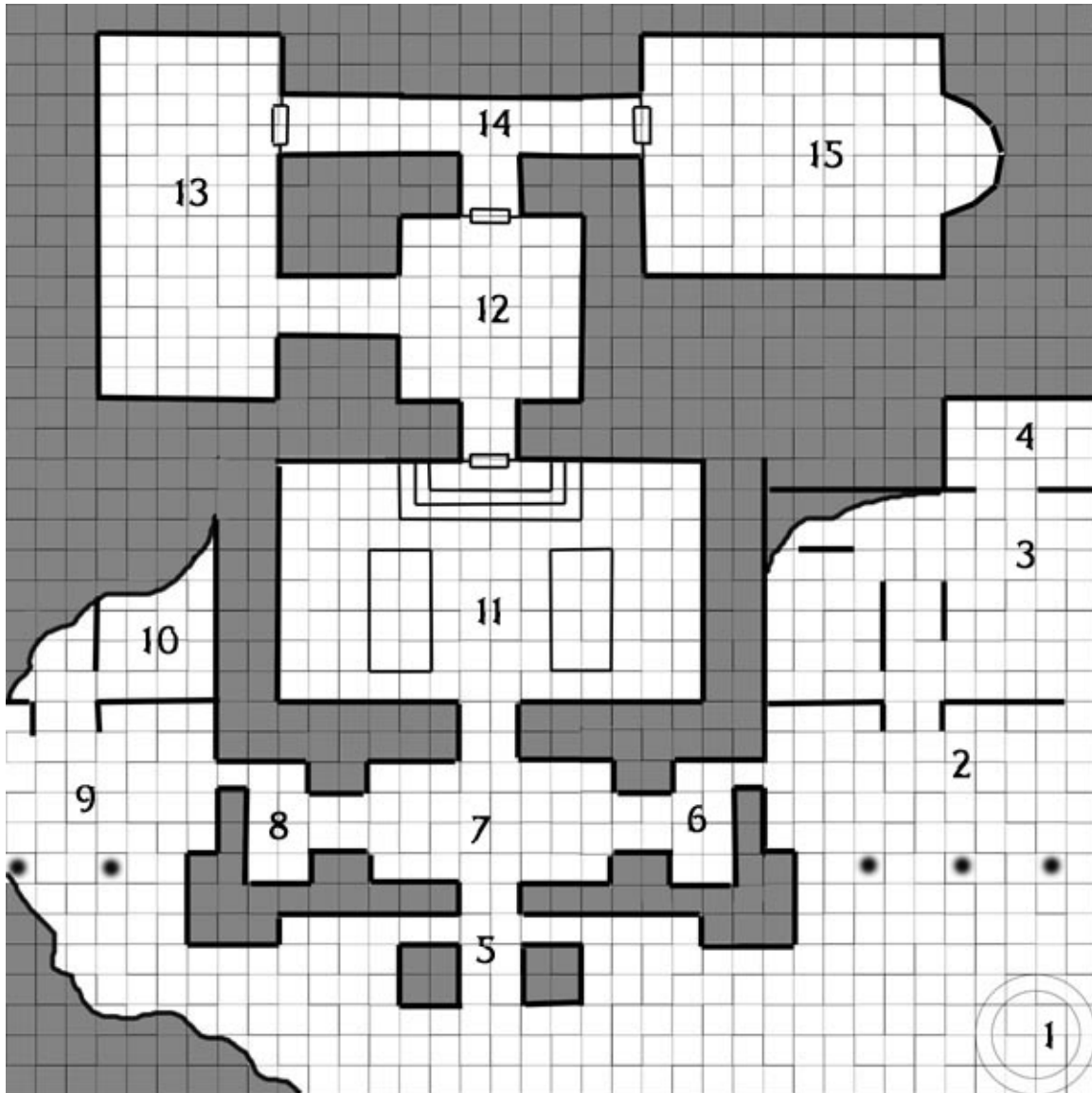
Judge Name:

Judge RPGA #

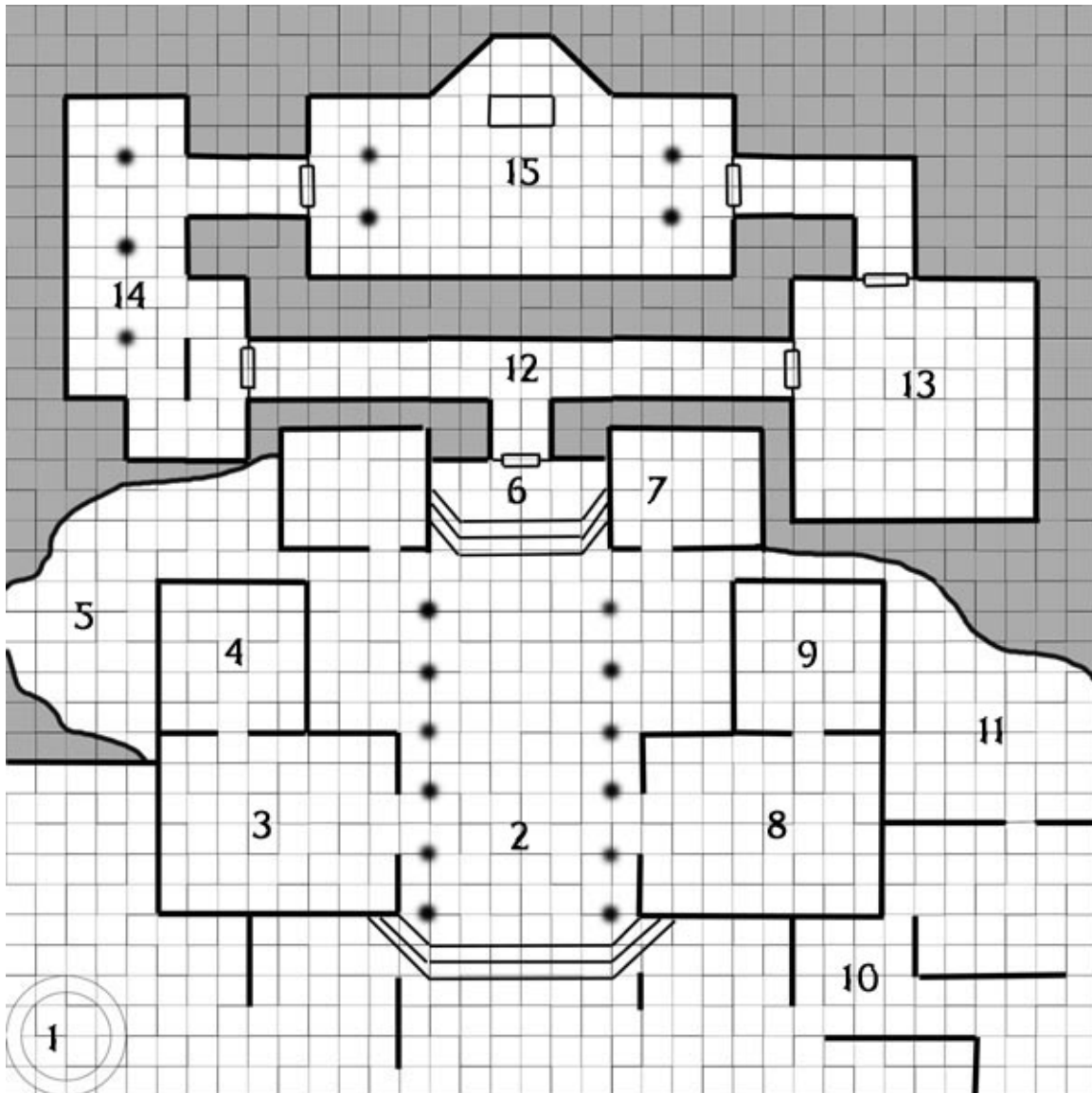
Did the PCs find and return the Logbook?	Y	N	
Did the PCs find and rescue the Dustdiggers?	Y	N	
Did the PCs fight Tozhgan Ikan?	Y	N	
Did they defeat him?	Y	N	
Did they take his Bracers?	Y	N	
Did anyone purchase them right away?	Y	N	
Did they get his Staff of Power?	Y	N	Not APL 16
Did anyone buy the Staff of Power?	Y	N	
How many PCs died and what are their levels?	_____		

Appendix Four: Maps

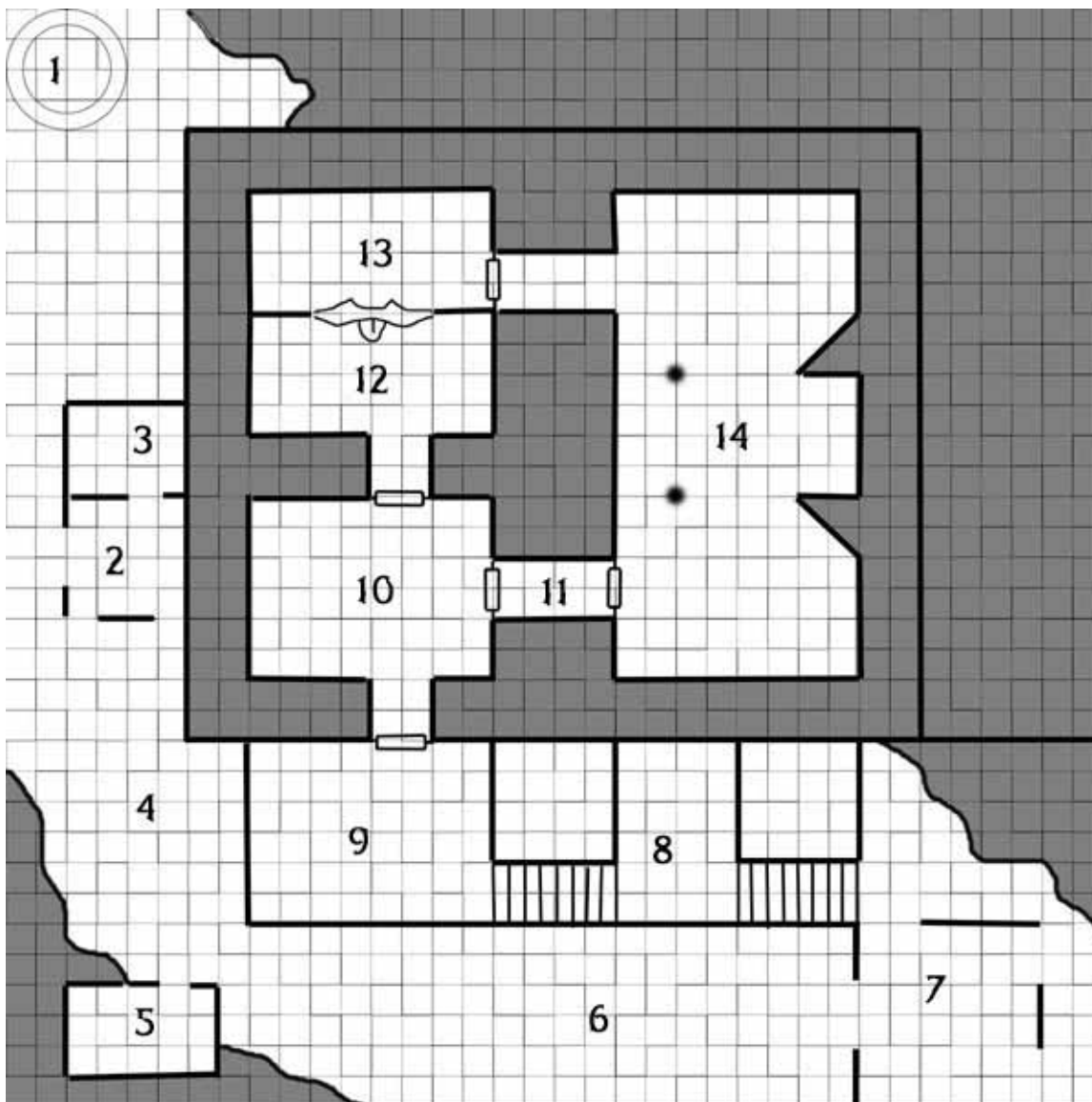
Map #1 Manor House – Use for Adventure A



Map #2 Temple Complex – Use for Adventure B



Map #3 Wizard Tower – Use for Adventure C



Player Handout One

Dear Hero of Darkgate;

I hope this note finds you in good health and spirits. I am distressed that we are asking for your aid again so soon after your most recent adventure here but times are dire and once again we face something beyond our capabilities to handle.

After your discovery of the teleportation pads in the valley by the Sea of Dust we informed the Dustdiggers, as we are accustomed to doing when something new is found. They were very excited and immediately sent a large contingent to start exploring and excavating the site. Over the past two months they have found several valuable (or so they say) artifacts as well as several nearly intact buildings and a retaining wall. All boring stuff to me but it seemed to keep them very happy and a steady flow of supplies and travelers through Darkgate (which does make us happy). Recently though we lost contact with the work-site. Another group of Dustdiggers was sent to investigate and was accompanied by a Border Guard patrol. To date they have also not returned.

We beseech they to return as soon as possible and investigate this matter. The flow of people and supplies have ground to a halt as they wait for the patrol to return and the strain on the local moral (not to mention economy) is almost to must to bear.

Thank you in advance,

Spokesman Olmir

Player Handout Two: Ashen Journal

We have been here for nearly two weeks now and finally have managed to enter the interior of the structure. Terrat was horribly maimed by some burning trap and we are not sure that he will survive in this inhospitable place. Only time will tell. Inside we found wonders that I cannot wait to report.

There was another accident today. Two of the men were struck by some debilitating ray and are now comatose. Nothing we have managed to do can rouse them from their slumber. Signs on the ruins speak of a great evil called the Burning King and now I am beginning to believe that this evil is not just ash and dust.

Baltir has gone missing. None of the other men has seen him since last night and all of his gear is still here. I fear that he has gone mad and wandered off into the dust, sealing his fate. This site has not been good for us. If not for the fantastic discoveries, I would abandon it.

Horror upon horrors. Baltir returned to us today, but not as a living man. He wandered into our camp as a burning corpse. It took three of us to put him down. Two more of my men are horribly burned and I fear that one will not survive the night. We have decided to go and are packing up now.

We cannot escape. The way to the ring is blocked by some invisible wall. The men are terrified out of their minds and I myself find it hard not to weep. We are held up here waiting for morning.

Morning has come and still there is no way out. Now some horrible dust storm has settled over the entire site. There is no way for us to leave here. The bahlunish men say that this is some sort of punishment sent to destroy them. That this Burning King is a Suel God. I am beginning to believe.

We are running low of supplies and have been stuck in this sand storm for two days now. I am afraid that we will run out of wa. . . (here it suddenly stops for a bit) Finally the light has returned, but our dread has increased. After darkness swept through this place like a storm, the light has returned, but all of the Bahlunish are gone. They were right, we are doomed.

The end is near. I am the only one left. Half of the others tried to make for the ring two hours ago and I have not heard from them since. The others simply fell over dead just minutes ago. This place is a curse.

The Burning King comes. I hear his name. I see his face. I pray by his unholy light. May all perish into his damning fires. None of us should be. None of us should be. None of us should be. None..

(The final page of the log goes on like this for a page before suddenly stopping and there is no more)