

CORS4-01

Sea of Dust

Low Level Version (APL 2-8)

A One-Round D&D LIVING GREYHAWK[®]

Core Special Adventure

by Jason Bulmahn, David Christ, and Craig Hier

'Time is the fire in which we burn' - Those words echo in your head as your 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.

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

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

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, 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 his or her 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 leads deep out into the Sea of Dust to a similar pad. Surrounding this pad could be seen the tips of buildings 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 kinds 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.

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 near 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.

Encounters Two through the end 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.

- Some adventurers found a buried city in the Sea of Dust 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.

- Some adventurers found a buried city in the Sea of Dust 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).

Pulling out the key given to you by Spokesman Olmir, you step onto the platform and

Adventure A – Manor House

This uses Map #1 in Appendix Four. This map can be used for APL's 2, 4, and 6

Area One – Teleportation Circle

The very air hums with the power of raw magic. A sense of falling assaults your senses. The ride is as short as it is disorientating. The fresh air you were breathing is suddenly replaced with very stale air that has the stink of death on it.

Before you is a very dimly lit canyon of sorts. Walls of a grayish sandstone rise above you. The floor is a worked tile but covered in most places with sand. Jutting out of the cliff face is a building. The building looks to be a residence. There is a wide opening in the front surrounded by two massive pillars. On the side is a small opening. To the right of the smaller opening stands a structure that looks to be a stable, crumbling with age.

This area is lit by some sunlight from above and a couple of ever burning torches set out by the dust diggers. Looking around will reveal several sets of footprints. The dust diggers came down from above and then moved toward the main building.

Area Two – (Un)Stable Ruins

Before the heroes can enter the building, read or paraphrase the following when they are close enough to look inside.

The stable has seen better day. The doors have vanished with the ravages of time and big chunks of wall and ceiling litter the area. Looking inside you can see some walls are still standing and a great deal of the ceiling is still supported.

If the party goes inside the structure, it will start to collapse subjecting all who entered to the following trap.

APL 2 (EL 1)

☞**Bricks from the Ceiling:** CR 1; mechanical; touch trigger; no reset; Atk +8 melee (1d6, bricks); multiple targets (all targets in area); Search DC 20; Disable Device DC 20

APL 4 (EL 1)

☞**Bricks from the Ceiling:** CR 1; mechanical; touch trigger; no reset; Atk +8 melee (1d6, bricks); multiple targets (all targets in area); Search DC 20; Disable Device DC 20

APL 6 (EL 2)

☞**Bricks from the Ceiling:** CR 2; mechanical; touch trigger; no reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in area); Search DC 22; Disable Device DC 22

Even before the cave-in, there was nothing of interest of value in this area.

Area Three – Servant's Quarters

On the far side of the manor a few walls of a collapsed building still stand. In the corner of one of these walls a group of people lie bound and gagged under a faint, shimmering golden shield.

A small passageway also leads into the main building.

This is one of the groups of Dustdiggers. The golden aura protects them from the dust and negative energy that fills the area. A simple touch will dispel the field. Once dropped the captives will be subjected to the negative energy. If they stay for more than an hour, they will start taking damage just like the party. This group of captives is quite unharmed up to this point.

☞**Dustdiggers (3):** Expert2; Human, Suel female; 4hp

Once released they will impart the following information:

- They were part of a group of Dustdiggers sent to investigate this ruin
- They found evidence of some harpy nests in the area above but couldn't find the harpies.
- After a few hours cataloging the outer area, they discovered the negative energy was causing them harm and made plans to leave.
- Before they could go, a tall, skeletal man appeared from the temple. He was wreathed in flames and dust and spoke with in what must have been an ancient Suel dialect.
- He claimed to be Tozhgan Ikan, master of this town. He protected it from the northern scum when they unleashed their hated fire upon them.
- He separated those of Baklunish decent and took them away. He then took the remaining men to another place and left the women here.
- The shield was meant to keep them alive.

Area Four – Storage

The gaps in the buildings wall reveal a pile of stuff arranged in neat rows and piles.

This is a pile of stuff that no longer interests Tozhgan Ikan. Over the many years he has continuously added and removed items from this area. Most of the boxes contain mundane household items. There are a few more interesting, magical pieces stashed in the hodgepodge of knick-knacks. The party can find a pair of *goggles of minute seeing*.

Area Five – Entry Hall

This was once a grand entry hall. Time has dimmed its radiance but its scale is still impressive. On either side of the main area lie two smaller chambers. Both have additional passageways leading out of the manor.

In the center of the room is a circular table and a few chairs line the walls. Looking up you can see were tapestries once hung. You also notice that the room is ringed in a series of lanterns hanging from the ceiling which are providing ample light..

The room is free of dust and the furniture, what little there is, seems to be in excellent shape. Someone has been taking care of this house.

Another passage leads further into the manor. A dim light can be seen from the room beyond.

The “servant” in the next room has cared for the area. He/it will not venture into this area while the PCs are here as it is guarding the hostages. Nothing else of interest is in this area.

Area Six – Grand Parlor

This room is truly huge. Two large tables, surrounded by chairs, stand to either side of the room and a stair leads to a door in the far wall. Between the tables lies a large rug that appears to be in excellent shape. In fact, all the furnishings are remarkably well preserved.

In the far, left corner a group of people lies bound and gagged under a faint, shimmering shield.

The next part depends on APL.

APL 4:

Standing next to them is a tall, gaunt humanoid in a manservant's outfit. There is something quite disturbing about his appearance. It is as if his body

parts are not quite the same. Upon seeing you, it turns your way and mumbles something in a strange language.

APL 6:

Standing next to them is an almost comical sight. A large blue toadish looking humanoid is dressed in the garb of a manservant. Upon seeing you, he turns and says something to you in a strange language.

At APL 2 the prisoners have no apparent guard. The rug will move to attack anybody trying to free the captives.

At APL 4, the servant is speaking and ancient Suel dialect and at APL 4, the slaad is speaking Infernal. Either way, they are saying: *“Welcome to the home of my master. He is away currently, please wait outside for his return.”* If the party does not leave or tries to free the hostages, the servant will move to intercept them. If they are insistent, he will attack.

Creatures:

APL 2 (EL 3)

☛ Large Animated Rug: hp 54; See Appendix One

APL 4 (EL 7)

☛ Flesh Golem: hp 49; see *Monster Manual*.

APL 6 (EL 8)

☛ Blue Slaad: hp 68; see *Monster Manual*.

Area Seven – Library

Shelves line this room from floor to ceiling. They are filled with books and tomes of various shapes and sizes. This room is also lit by a series of lanterns hanging from the ceiling. In the center of the room a pair of couches and a small table sits. To the left, an opening leads out of the room and a door is set in the far wall.

Again, the next part depends on APL.

APL 2:

Two small homoculi are sitting on one of the couches looking up at you when you enter. They spring to attack.

APL 4:

Curled up on one of the couches is a small dragon. It has a wicked stinger at the end of it's tail and has very demonic features. It sees you and starts to rise.

APL 6:

Next to the door is a large set of armor. As you enter it starts to move. Raising it's weapons, it attacks.

Naturally combat ensues. Please keep in mind that the walls are filled with flammable materials and any use of fire magic will set the room ablaze. The fire will rip through the aging tomes like a Halfling through lunch.

If the books manage to survive the fight, an examination will reveal that while the pages are intact, they are VERY brittle. Any paging through books will result in the pages crumbling under the stress. The titles range from the mundane like "Simple recipes for water fowl" to far more arcane matters such as "The relative energy fluctuations of simple spells on various outer planes".

Creatures:

APL 2 (EL 3)

☛Homoculus (2): hp 11; See *Monster Manual*

APL 4 (EL 5)

☛Half-Fiend Pseudodragon: hp 17; see Appendix One

APL 6 (EL 8)

☛Shield Guardian: hp 112; see *Monster Manual*

Area Eight – Dining Hall

This long room is no devoid of any furniture. One of the long walls has both a door and an opening. In the far corner, another faint glowing shield can be seen. The only other thing(s) of interest in this room is(are) the undead shrouded in fire and dust coming at you.

The tied-up people are the remaining dust-diggers. Unlike the others, these poor folks have been tortured and harmed severely. They are quite mad from their ordeals and will not assist in their rescue and must be taken bodily from the area. If they stay for more than an hour without healing after the shield drops they will die. Tozhgan Ikan has already killed four of them; their bodies are not to be found.

☛*Dustdiggers (3): Expert2; Baklunish human male and female; hp 4 (currently 1)*

Creatures:

APL 2 (EL 4)

☛Burning Wights: hp 26; See Appendix One

APL 4 & 6 (EL 6)

☛Burning Wights (2): hp 26, 25; See Appendix One

As noted above, this room is empty.

Area Nine – Hallway

This Tee shaped passage has doors on each branch.

The 10x10 area that is the intersection of these passageways is a area of concentrated negative energy. Anybody standing in the area is subjected to the following trap.

APL 2&4 (EL 2)

☛**Negative Energy Aura:** CR 2; magic device; touch trigger; automatic reset; negative energy damage 1d6+1; DC 13 Fortitude save for half; Search DC 20; Disable Device DC 20

APL 6 (EL 3)

☛**Negative Energy Aura:** CR 3; magic device; touch trigger; automatic reset; negative energy damage 1d6+3; DC 13 Fortitude save for half; Search DC 25; Disable Device DC 25

Area Ten – Master Bedroom

Opening the door reveals a grand bedroom. A huge 15-foot square bed sits in the middle of the wall to your right. Across from it and a little further down is a walk-in closet. On the wall on this side of the bed is a clock rack with a shiny black cloak hanging on it.

The far wall has an alcove with what must have been bay windows at one time. While it must have looked over majestic gardens, the gray sandstone now closes them off. There is a table in the alcove with what a note on it.

At various APLs the objects in the room are monsters. The cloak is a cloaker at APL2, The table and a chest on the far side of the bed are the mimics at APL4 and the closet and bed are the advanced mimics at APL6.

On the table is a note. The note is given in Player Handout #2. It is written in an ancient Suel dialect with the blood of the Dustdiggers. A heal check (DC 12) or intelligence check (DC 15) will reveal that the ink is in fact blood. If the heroes have no means to translate the writing, give them the note after the adventure is over.

Creature:

APL 2 (EL 5)

☛Cloaker: hp 45; see *Monster Manual*

APL 4 (EL 6)

☛Mimic (2): hp 52; see *Monster Manual*

APL 6 (EL 9)

☛Advanced Mimic (2): hp 153 each; see Appendix One

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 cloaker/mimic 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.

Encounter Two – Area Two

Surviving the unstable ruins

APL2	30 xp
APL4	30 xp
APL6	60 xp

Encounter Two – Area Six

Defeating the Constructs

APL2	90 xp
APL4	210 xp
APL6	240 xp

Encounter Two – Area Seven

Defeating the familiar.

APL2	90 xp
APL4	150 xp
APL6	240 xp

Encounter Two – Area Eight

Defeating the undead.

APL2	120 xp
APL4	180 xp
APL6	180 xp

Encounter Two – Area Nine

Surviving the Negative Energy Aura.

APL2	60 xp
APL4	60 xp
APL6	90 xp

Encounter Two – Area Ten

Defeating the shape shifter.

APL2	150 xp
APL4	180 xp
APL6	270 xp

Story Award

All Dustdiggers rescued:

APL2	67 xp
APL4	100 xp
APL6	135 xp

Discretionary roleplaying award

APL2	68 xp
APL4	100 xp
APL6	135 xp

Total possible experience:

APL2	675 xp
APL4	1,010 xp
APL6	1,350 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)

Total Possible Treasure

APL 2: L: 0gp; C: 0gp; M: 675gp - Total: 675gp

APL 4: L: 0gp; C: 0gp; M: 975gp - Total: 975gp

APL 6: L: 0gp; C: 0gp; M: 1,350gp - Total: 1,350gp

Special

☛ **Everburning Lantern:** These brass hooded lanterns are an ancient Suel design. That alone would fetch a high price but they have also been enchanted to produce a continual light. (500gp; Caster Level: 3rd; *continual flame*, Craft Item)

☛ **Ring of Inner Strength:** The simple band of gold is cool to the touch. When placed on a finger, the wearer is immune to confusion, fear, rage and morale effects, including beneficial ones such as a bard’s inspiration of courage or a bless spell. (10,000 gp; Caster Level: 2nd; Forge Ring; *calm emotions*)

☛ **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 4, 6, and 8

Area One – Teleportation Circle

The very air hums with the power of raw magic. A sense of falling assaults your senses. The ride is as short as it is disorientating. The fresh air you were breathing is suddenly replaced with very stale air that has the stink of death on it.

Before you is a very dimly lit canyon of sorts. Walls of a grayish sandstone rise above you. The floor is a worked tile but covered in most places with sand. Jutting out of the cliff face is a building. Attached to the buildings wall some 60 feet from you is a smaller building.

This area is lit by some sunlight from above and a couple of ever burning torches set out by the dust diggers. Looking around will reveal several sets of footprints. The dust diggers came down from above and then moved toward the main building.

Area Two – Temple Façade

A short, wide set of stairs leads into a dimly lit hall. Carved into the walls on either side of the entry way are 15 foot high skulls wreathed in flames. Time has worn them but they are still quite visible.

From the right side of the entryway a clicking sound can be heard.

A Knowledge (religion) check (DC 15) will reveal that this is, or rather was, a temple to Wee Jas and the skulls are an ancient symbol. Looking into the entryway will require darkvision to see to the end. Lowlight vision will only reveal the first 20 feet.

The sounds are coming from one or more scorpions sitting on the other side of a low wall. It/They will jump out and attack the party if anybody comes within 10 feet of the wall.

Creatures:

APL 4 (EL 5)

🦂 **Large Scorpions** (2): hp 32, 32; see Monster Manual

APL 6 (EL 7)

🦂 **Huge Scorpion**: hp 75; see Monster Manual

APL 8 (EL 9)

🦂 **Huge Scorpion** (2): hp 75, 75; see Monster Manual

Area Three – Shop Ruin

Crumbling walls and piles of very decomposed shelves litter the area. From the layout, this could have been an ancient shop. The back wall has an open doorway.

Everything in this area is seriously dehydrated. Touching anything will cause it to crumble into dust. If the party makes a game of this, the resulting dust will result in a low-lying cloud of dust that will bleed into area 10. If the party then chooses to wander into area 10, the swarm therein will get a surprise round.

Area Four – Entry Hall

This grand hall is fifty feet high and goes on for over a hundred feet. The walls on both sides have entries. The one on the left has an elaborate scene depicting a tall woman dressed in a dark robe overseeing a funeral. The other side has a scene depicting the intermingling of elemental forces around a skull.

A series of columns line both sides of the hall. Each column is elaborately decorated with a fire relief that snakes up the columns in a spiral pattern.

Once the party progresses far enough into the hall to see the far end, read or paraphrase the following.

The hall expands at the far end. Narrow passages leading into darkness can be seen at the far corners.

The far wall has two additional openings and another set of stairs leading to a door.

The more interesting features of this end of the hall are the figures shrouded in dust. They seem annoyed at you.

The undead have noticed the party and are advancing with hostile intent. At the lower APLs the wights will charge into combat whereas at APL 8, two of the archers will stay back and ready an action to shoot any spell casters as soon as they start casting.

Creatures:

APL 4 (EL 6)

🦂 **Burning Wights** (2): hp 26, 24; see Appendix One

APL 6 (EL 8)

🔥 **Burning Wights (4):** hp 26, 25, 25, 24; see Appendix One

APL 8 (EL 10)

🔥 **Burning Skeletal Harpy Archers (4):** hp 71, 70, 68, 65; see Appendix One

Area Five – Hall of the Dead

This large room has a large stained glass window high on the far wall. Some of the panels have broken and others faded but the general scene can still be made out. The central figure is a tall woman in dark robes. On her left is a bookcase filled with books. On her right are a group of people writing books.

Below the glass is a raised table with a coffin sitting on it. Arrayed before the coffin are rows of benches. A few are broken but the rest are remarkably well maintained. All of these benches are, however, covered with dust except the seat closest to the coffin

This is where the ancient Suel came to bury their dead. Tozhgan Ikan has made it a habit to come here and pray for the dead. For him, the coffin represents the entire world. This reverence has become more of a mockery since he became a Lich but he still feels compelled to come here on a regular basis. To this end he has preserved the benches and coffin.

Careful searching of this room will reveal nothing as there is nothing here.

Area Six – Conservatory

Severely faded paintings of fireballs, pools of water, lightning, earth elementals and swirling mists cover the walls of this room. In the center of the far wall is the skull with elemental forces surrounding it.

Smashed tables and chairs are laid out in the fashion of a sitting room. Dust covers the floor and smashed wood. Many tracks can be seen leading from through this room leading to another doorway.

The furniture is useless. Any attempt to use it will result in a handful of dust.

Area Seven – Library

Shelves fill this room and book fill the shelves. Standing on both sides of the room, the shelves form

a 5 foot wide passageway straight back into the room. The shelves are three feet apart making it very difficult to squeeze in between them.

Being so packed together, any character wearing armor cannot get between the shelves without disturbing the books. Characters with backpacks need to make a Dexterity check (DC 17) to avoid disturbing the books. All other characters need to make an easier Dexterity check (DC 15).

If the books are disturbed, they will crumble into dust. If this is a gentle prodding, just the book will crumble. If a rougher handling or bumping occurs, several books will crumble at once. This will result in a cloud of dust surrounding the PC. This will result in a coughing fit and blindness. This will only last for 1d4 rounds and is otherwise harmless.

No magic that the party possesses can save the books from their years of desiccation.

Area Eight – Acolyte quarters

What once might have been beds and side tables fill this room. Ancient Suelese writings cover the walls but have been badly faded and can no longer be read.

As is common for this place, dust covers everything. A group of three women can be seen bound and gagged in one corner. A field of dim, golden light surrounds them.

The writings on the wall are teachings of Wee Jas. Anybody who can read the language (naturally or via magic) can make a Knowledge Religion check (DC 14) or a Spellcraft check (DC 20) to determine the nature of the writings.

This is one of the groups of Dustdiggers. The golden aura protects them from the dust and negative energy that fills the area. A simple touch will dispel the field. Once dropped the captives will be subjected to the negative energy. If they stay for more than an hour, they will start taking damage just like the party. This group of captives is quite unharmed up to this point.

🔥 **Dustsiggers (3):** Expert2; Human, Suel female; 4hp

Once released they will impart the following information:

- They were part of a group of Dustdiggers sent to investigate this ruin
- They found evidence of some harpy nests in the area above but couldn't find the harpies.

- After a few hours cataloging the outer area, the discovered the negative energy was causing them harm and made plans to leave.
- Before they could go, a tall, skeletal man appeared from the temple. He was wreathed in flames and dust and spoke with in what must have been an ancient Suelesse dialect.
- He claimed to be Tozhgan Ikan, master of this town. He protected it from the northern scum when they unleashed their hated fire upon them.
- He separated those of Baklunish decent and took them away. He then took the remaining men to another place and left the women here.
- The shield was meant to keep them alive.

Area Nine – Rubbish Heap

As you go through the gap between the buildings, a most foul odor fills the air.

It doesn't take long to determine that the stench comes from a pile of rotting rubbish that fills the cavern. The pile is 7 feet high and 10 feet deep.

If any of the party wants to dig through the pile (ick) they will discover that the only thing in it that might be of interest is a couple of decaying skeletons. The rest of the pile is unidentifiable.

Area Ten – Shrine to Tharizdun

The party has two ways of entering this area, either from the ruins (Area Three) or the main entry hall (Area Four). Both entrances will use the same APL-based introduction.

This dimly lit room is made up of a rock wall and the walls of the adjacent buildings. The rock wall has a black patch painted on it. Carved into the patch is a spiral.

The other notable feature of this room is the floor. It is covered in tiny mounds giving it the look of an orange.

The swarm will wake up when the first PC steps into the area. The swarm will attack as many PCs as it can.

This area is a makeshift shrine to Tharizdun. When the rain of colorless fire destroyed everything, Tozhgan Ikan made this alter to appease the god. Any PC making a

Knowledge Religion check (DC 19) can determine the nature of this shrine.

Creatures:

APL 4 (EL 6)

☠ **Burning Skeletal Rat Swarm:** hp 54; see Appendix One

APL 6 (EL 8)

☠ **Burning Skeletal Rat Swarm (2):** hp 54, 54; see Appendix One

APL 8 (EL 10)

☠ **Burning Skeletal Rat Swarm (4):** hp 54, 54, 54, 54; see Appendix One

Area Eleven – Choir Room

This room contains the remains of several musical instruments and benches. All are of ancient designs and would be worth a small fortune if not in such deplorable shape. Another group of 4 male hostages lies bound and gagged under a faint simmering golden shield.

This is another set of hostages. These are the men of Suel decent. They are also pretty well off and have no injuries.

Having been through the same events as the group from Area eight, they know the same information. If teamed with those other hostages, they will ask about the remaining members of their party but neither group knows their fate.

☠ **Dustsiggers (4):** Expert2; Human, Suel male; 4 hp

Searching this room will result in finding a *Harp of charming*. It is the only instrument not broken.

Area Twelve – Storage

Boxes fill this room. Unlike other rooms, this one is almost dust free.

This is where Tozhgan Ikan stores his stuff. As a result, the boxes in this room are moved pretty regularly. Digging through the boxes will result in several treasures. Digging through the boxes will reveal the goggles of minute seeing, an *amulet of Natural Armor +1* and a *Ring of Sustenance*.

Area Thirteen – Entry Hallway

Opening the door leads into a passage lit by a pair of ancient lanterns on either side. The passage goes a short distance before it ends in a tee-intersection.

This small passage is a focal point for the negative energy flooding this place. As such, any person entering this passageway will be subject to the trap listed below.

A simple removal of some of the stones on the floor will weaken the force and thereby disable the trap. Once past this area, read the following.

You are now in the middle of a long passage, some 90 feet in length. Pairs of lanterns, spaced every 20 feet light this area. Doors stand shut at each end.

APL 4 (EL 4)

⚡**Negative Energy Aura:** CR 4; magic device; touch trigger; automatic reset; negative energy damage 2d6+4; DC 15 Fortitude save for half; Search DC 27; Disable Device DC 27

APL 8 (EL 6)

⚡**Negative Energy Aura:** CR 6; magic device; touch trigger; automatic reset; negative energy damage 3d6+6; DC 17 Fortitude save for half; Search DC 29; Disable Device DC 29

APL 8 (EL 8)

⚡**Negative Energy Aura:** CR 8; magic device; touch trigger; automatic reset; negative energy damage 5d6+10; DC 18 Fortitude save for half; Search DC 32; Disable Device DC 32.

Area Fourteen – Hall of Glory

The door opens to a odd shaped room. Directly in front of you is a large section of wall. It used to carry a painting of some sort but the time and arid conditions have long since bleached it out.

Beyond the wall is a long rectangular room. It has three columns in the center. It looks as if the walls of this room once contained paintings as well but have suffered the same fate. A passageway leads from this room and ends in a closed door.

This area was once a place where the faithful could come and view the glories of Wee Jas before entering the main temple (Area 17). As mentioned before, all the paintings are long since destroyed.

Area Fifteen – Meeting Hall

This room, some 40 feet square has a scattering of tables and chairs around it. Another door stands closed to your left.

This was a multipurpose room. It now contains, well nothing. Once the party enters the room, a ghost will emerge to take it out on them. This ghost is that of the Lich's first victims since the area was discovered.

Creatures:

APL 4 (EL 6)

☠**Harpy Ghost:** hp 31; see Appendix One

APL 6 (EL 8)

☠**Harpy Ghost (2):** hp 31, 31; see Appendix One

APL 8 (EL 10)

☠**Bard Ghost:** hp 57; See Appendix One

Area Sixteen – Temple Hallway

This door opens into a passageway. After 10 feet, it turns to the left and goes another 20 feet ending in a door.

This is a plain passageway. Nothing of interest or value is in it.

Area Seventeen – Main Temple

This room can be entered from the sides. Either way read or paraphrases the following.

This wide rectangular room is the main temple area. Faded paintings adorn the walls, their purpose lost to the ravages of time. The floor is covered in black tile with tiles of red, green, blue and white making occasional appearances. The effects makes the floor seem a little like the night sky.

In the center of the room, one of the walls makes way for a raised altar behind which a faint golden shimmering can be seen. The altar has carvings of books and skulls with the elemental forces surrounding them.

The room is devoid of any furnishings and has been kept free of dust.

This is the main temple. It has been keep clean by Tozhgan Ikan as he spent most of his time in silent contemplation here.

The shimmering behind the altar is another set of Dustdiggers. This time it is the diggers of obviously Baklunish decent. Unlike the others, these poor folks have been tortured and harmed severely. They are quite mad from their ordeals and will not assist in their rescue and must be taken bodily from the area. If they stay for more than an hour without healing after the shield drops they will die. Tozhgan Ikan has already killed three of them; their bodies are not to be found.

☠ **Dustdiggers (3):** Expert2; Baklunish human male and female; hp 4 (currently 1)

On the altar is a note. The note is given in Player Handout #2. It is written in an ancient Suel dialect with the blood of the Dustdiggers. A heal check (DC 12) or intelligence check (DC 15) will reveal that the ink is in fact blood. If the heroes have no means to translate the writing, give them the note after the adventure is over.

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 ghost 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.

Encounter Two – Area Two

Defeating the scorpions

APL4	150 xp
APL6	210 xp
APL8	270 xp

Encounter Two – Area Four

Defeating the undead.

APL4	180 xp
APL6	240 xp
APL8	300 xp

Encounter Two – Area Ten

Defeating the swarm(s)

APL4	180 xp
APL6	240 xp
APL8	300 xp

Encounter Two – Area Fifteen

Defeat the ghosts

APL4	180 xp
APL6	240 xp
APL8	300 xp

Encounter Two – Area 13

Going through the trap.

APL4	120 xp
APL6	180 xp
APL8	240 xp

Story Award

Rescue remaining dust diggers

APL4	100 xp
APL6	135 xp
APL8	165 xp

Discretionary roleplaying award

APL4	100 xp
APL6	135 xp
APL8	165 xp

Total possible experience:

APL4	1,010 xp
APL6	1,350 xp
APL8	1,680 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)

Total Possible Treasure

APL 4: L: 0gp; C: 0gp; M: 975gp - Total: 975gp

APL 6: L: 0gp; C: 0gp; M: 1,350gp - Total: 1,350gp

APL 8: L: 0gp; C: 0gp; M: 1,950gp - Total: 1,950gp

Special

🔥 **Everburning Lantern:** These brass hooded lanterns are an ancient Suel design. That alone would fetch a high price but they have also been enchanted to produce a continual light. (500gp; Caster Level: 3rd; *continual flame*, Craft Item)

👉 **Ring of Inner Strength:** The simple band of gold is cool to the touch. When placed on a finger, the wearer is immune to confusion, fear, rage and morale effects, including beneficial ones such as a bard’s inspiration of courage or a bless spell. (10,000 gp; Caster Level: 2nd; Forge Ring; *calm emotions*)

👊 **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 C – Wizard Tower

This uses Map #3 in Appendix Four. This map can be used for APL's 4, 6, and 8

Area One – Teleportation Circle

The very air hums with the power of raw magic. A sense of falling assaults your senses. The ride is as short as it is disorientating. The fresh air you were breathing is suddenly replaced with very stale air that has the stink of death on it.

Before you is a very dimly lit canyon of sorts. Walls of a grayish sandstone rise above you. The floor is a worked tile but covered in most places with sand. Jutting out of the cliff face is a building. Attached to the buildings wall some 60 feet from you is a smaller building.

This area is lit by some sunlight from above and a couple of ever burning torches set out by the dust diggers. Looking around will reveal several sets of footprints. The dust diggers came down from above and then moved toward the main building.

Area Two – Storage Room

The gaps in the buildings wall reveal a pile of stuff arranged in neat rows and piles. An entryway leads further into the outbuilding.

This is a pile of stuff that no longer interests Tozhgan Ikan. Over the many years he has continuously added and removed items from this area. Most of the boxes contain mundane household items. There are a few more interesting, magical pieces stashed in the hodgepodge of knick-knacks. The party can find a pair of *goggles of minute seeing*.

Area Three – Back Room

This room also stores a wide selection of knick-knacks as well as odds and ends.

There is nothing of interest or value in this room.

Area Four – Rubbish Heap

Further along the cavern wall looks to be the corner of another building. There is an opening in the wall

of the building that looks as if it might have been a doorway.

Once the heroes have made their way to the entryway, read or paraphrase the following.

The stench from this room is almost unbearable. It seems that all sorts of refuse and decaying matter fill this room. To make matters worse, the top layer seems to be moving...

Combat ensues from this point with the undead described below.

Creatures:

APL 4 (EL 6)

☛ **Burning Wights** (2): hp 26, 24, See Appendix One.

APL 6 (EL 8)

☛ **Burning Wights** (4): hp 26, 25, 25, 24; see Appendix One.

APL 8 (EL 10)

☛ **Burning Skeletal Harpy Archers** (4): hp 71, 70, 68, 65; see Appendix One.

Please keep in mind that the harpies will make use of the nearby stair well to fire down upon the PCs. The top of the stairs is 30' from the ground.

The wights can be identified as party of the Dust Diggers group sent to investigate this place. For them to become wights implies they meet a particularly harsh demise. Tozhgan Ikan that lives here infused them with his version of colorless fire.

Area Five – Kennel Ruins

If the party has a light source or can see in the dark, read or paraphrase the following. If they can not see in the dark, it is dark.

The wall continues for 100 feet it then stops against a perpendicular wall. This wall has a 10' wide opening in it.

As the heroes approach the gap in the wall, have them roll a Listen check (DC 18). If they make the check, have them hear the sound of paws moving around on sand covered tiles.

When the PCs get within 30 feet of the gap, the hellhounds will charge them.

Creatures:

APL 4 (EL 6)

👉 **Hell Hounds (3):** hp 22 each, see *Monster Manual*

APL 6 (EL 8)

👉 **Hell Hounds (6):** hp 22 each, see *Monster Manual*

APL 8 (EL 8)

👉 **Hell Hounds (6):** hp 22 each, see *Monster Manual*

Once the party has dealt with the puppies or they take a moment to glance around inside the room, read or paraphrase the following.

This area is now serving as a kennel for a pack of Hell Hounds. Somebody has been feeding them as the remains of at least one humanoid can be seen in their "dishes".

In the corner of the pen are a group of humans bound and gagged. They are beneath a faint glimmering golden shield.

Beyond that, the hounds have destroyed this area. Nothing of value can be deciphered from the walls or found lying about.

Next to the opening in the wall that you came through is a stair leading up the outside of the building.

This is one of the groups of Dustdiggers. The golden aura protects them from the dust and negative energy that fills the area. A simple touch will dispel the field. Once dropped the captives will be subjected to the negative energy and any remaining hounds. If they stay for more than an hour, they will start taking damage just like the party. This group of captives is quite unharmed up to this point.

👉 **Dustsiggers (6):** Expert2; Human, Suel female and male; 4hp

Once released they will impart the following information:

- They were part of a group of Dustdiggers sent to investigate this ruin
- They found evidence of some harpy nests in the area above but couldn't find the harpies.
- After a few hours cataloging the outer area, the discovered the negative energy was causing them harm and made plans to leave.
- Before they could go, a tall, skeletal man appeared from the temple. He was wreathed in flames and

dust and spoke with in what must have been an ancient Suelesse dialect.

- He claimed to be Tozhgan Ikan, master of this town. He protected it from the northern scum when they unleashed their hated fire upon them.
- He separated those of Baklunish decent and took them away. He then took the remaining men to another place and left the women here.
- The shield was meant to keep them alive.
- The dogs "meal" was one of the fellow diggers.

Area Six – Landing

The stairs come to a landing. This landing is 20 feet deep and 30 feet wide. Several gnawed bones lie scattered about.

Area Seven – Top of Stairs

As the first member of the tops the stairs, the Mastiff will jump from its concealment and surprise them.

Once combat is over, you can read or paraphrase the following.

This is a balcony of sorts. It once stood looking out over the neighboring buildings providing the lucky soul who happen to be here a great view. Now it only shows dirt, sand and rock.

A simple door is set into the wall of the adjoining building. The only other means of exit is down the stairs.

Creatures:

APL 4 (EL 5)

👉 **Shadow Mastiff:** hp 30; see *Monster Manual*

APL 6 (EL 7)

👉 **Shadow Mastiff (2):** hp 30, 30; see *Monster Manual*

APL 8 (EL 10)

👉 **Ghostly Advanced Shadow Mastiff:** hp 89; see Appendix One.

Area Eight – Sitting Room

A short ten-foot long entryway leads into what was once an elegantly appointed sitting room. Where

once stood the finest furniture now stands a pile of decaying wood. The once fine curtains and tapestries are now nothing but worn patches of fabric barely clinging to the walls.

There are two doors, which stand closed on the opposite walls. There are no windows or other means of entrance or exit.

There is currently nothing in this room. Of course, the furniture can be used to make wooden stakes for the vampires later on.

Area Nine – Hallway

The door opens to reveal a 10-foot wide hallway. It goes for 40 feet before stopping. There is a door on the far wall as well.

This area is filled with negative energy. Any living thing will suffer damage going through the area unless the trap is disabled. Disabling is accomplished by rearranging some of the tiles in the floor.

APL 4 (EL 3)

⚡**Negative Energy Aura:** CR 3; magic device; touch trigger; automatic reset; negative energy damage 1d6+3; DC 13 Fortitude save for half; Search DC 25; Disable Device DC 25

APL 6 (EL 4)

⚡**Negative Energy Aura:** CR 4; magic device; touch trigger; automatic reset; negative energy damage 2d6+4; DC 15 Fortitude save for half; Search DC 27; Disable Device DC 27

APL 8 (EL 6)

⚡**Negative Energy Aura:** CR 6; magic device; touch trigger; automatic reset; negative energy damage 3d6+6; DC 17 Fortitude save for half; Search DC 29; Disable Device DC 29

Area Ten – Library

Bookshelves line three of the walls in this room. The other wall has an ornate relief of a demonic visage.

The shelves are filled with ancient texts and scrolls. Dust clings to every surface, obscuring the title of the texts.

The texts are very, very old. Anybody attempting to move one will be rewarded with a hand full of dust. Only very

powerful magic can save them and that kind of magic is beyond the scope of the party.

The relief is actually a secret door to the living space, area eleven. It has not been used in decades and therefore has become stuck. Once discovered (Search [DC 14]), it will require a Strength check (DC 17) to open it.

Area Eleven – Lich's Retreat

A small desk and coffin are the main occupants of this room. Combining both the look and feel of a study and mausoleum. This room, unlike many of the others, is free of dust.

A small candle flickers on the desk. It shines down upon a open book, quill and ink pot. Behind the coffin are four tied-up people under a glimmering golden shield.

The book on the desk is a journal of sorts. Tozhgan Ikan has left the party a note (Player Handout #2). A heal check (DC 12) or intelligence check (DC 15) will reveal that the ink is in fact blood. If the heroes have no means to translate the writing, give them the note after the adventure is over.

The tied-up people are the remaining dust-diggers. Unlike the others, these poor folks have been tortured and harmed severely. They are quite mad from their ordeals and will not assist in their rescue and must be taken bodily from the area. If they stay for more than an hour without healing after the shield drops they will die. Tozhgan Ikan has already killed four of them; their bodies are in area twelve.

☠**Dustdiggers (3):** Expert2; Baklunish human male and female; hp 4 (currently 1)

Area Twelve – Main Lab

This hall-like room is very large. It measures 80 feet long and 40 feet wide. The two exits from the room are a passageway and a door, both on the same wall.

In the center of the far wall is a very large fireplace. Replacing the fire that would belong in such a place is a very large workbench. It contains various alchemical devices, beakers and vials.

The room also contains 4 slab-like tables. On the tables are bodies that seem to be shrouded by dust.

The bodies are the latest experiments by Tozhgan Ikan. He applied his special technique of infusing colorless fire

into some of the dust diggers. The resulting undead are quite mad and will attack anything that moves.

The workbench contains several beakers and vials that still contain some sort of liquid. If any character disturbs the bench, have them make a reflex save (DC 15). If they fail, they will take 1d6 of acid damage when a beaker tips over.

Creatures:

APL 4 (EL 6)

🔥Burning Vampire Spawn (2): hp 29; see Appendix One

APL 6 (EL 8)

🔥Burning Vampire Spawn (4): hp 29, See Appendix One.

APL 8 (EL 10)

🔥Burning Vampire Spawn (3): hp 29, See Appendix One.

🔥Burning Vampire Sor6: hp 49, See Appendix One.

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 vampire (or spawn) then they also received the Wrath of Tozhgan Ikan.

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 Four

Defeat Wights or Harpy's

APL4	180 xp
APL6	240 xp
APL8	300 xp

Area Five

Defeat Hell Hounds

APL4	180 xp
APL6	240 xp
APL8	240 xp

Area Seven

Defeat the Shadow Mastiff

APL4	150 xp
APL6	210 xp
APL8	300 xp

Area Nine

Handle the trap.

APL4	90 xp
APL6	120 xp
APL8	180 xp

Area Twelve

Defeat Spawn or vampire

APL4	180 xp
APL6	240 xp
APL8	300 xp

Story Award

Rescue remaining dust diggers

APL4	100 xp
APL6	135 xp
APL8	165 xp

Discretionary roleplaying award

APL4	100 xp
APL6	135 xp
APL8	165 xp

Total possible experience:

APL4	1,010 xp
APL6	1,350 xp
APL8	1,680 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)

Total Possible Treasure

APL 4: L: 0gp; C: 0gp; M: 975gp - Total: 975gp

APL 6: L: 0gp; C: 0gp; M: 1,350gp - Total: 1,350gp

APL 8: L: 0gp; C: 0gp; M: 1,950gp - Total: 1,950gp

Special

🔥 **Everburning Lantern:** These brass hooded lanterns are an ancient Suel design. That alone would fetch a high price but they have also been enchanted to produce a continual light. (500gp; Caster Level: 3rd; *continual flame*, Craft Item)

👉 **Ring of Inner Strength:** The simple band of gold is cool to the touch. When placed on a finger, the wearer is immune to confusion, fear, rage and morale effects, including beneficial ones such as a bard’s inspiration of courage or a bless spell. (10,000 gp; Caster Level: 2nd; Forge Ring; *calm emotions*)

● **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'.

Appendix One: NPC's

Adventure A: Manor House

Area Six – Grand Parlor

APL 2 (EL 3)

➤ **Large Animated Rug:** CR 3; Large Construct; HD 4d10+20; hp 52; Init +0; Spd 30 ft., fly 15 ft. (clumsy); AC 14 (-1 Size, +5 natural), touch 9, flat-footed 14; Bab/Grp: +3/+10 Atk +5 melee (1d8+4, slam); Full Atk +5 melee (1d8+4, slam); Space/Reach 10 ft./ 5 ft.; SA Blind, Constrict (1d8+6); SQ Construct Traits, Darkvision 60 ft., Low-Light Vision, Hardness 3, Improved Speed; AL N; SV Fort +11, Ref +9, Will +10; Str 25, Dex 13, Con —, Int 4, Wis 14, Cha 19.

Skills and Feats: Hide +24, Listen +25, Move Silently +16, Search +5, Spot +25, Survival +17*; Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Track^B.

Blind (Ex): A sheetlike animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger than itself. The object makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): An animated rug deals 1d8+6 damage with a successful grapple check against a creature up to one size larger than itself.

An object of at least Large size can make constriction attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it.

Hardness (Ex): An animated rug has hardness of 3.

Improved Speed (Ex): The base land speed given in the statistics block assumes that an animated object lurches, rocks, or slithers along. Objects with two legs (the two ends of a rug) or a similar shape that allows faster movement have a +10 foot bonus to speed. A sheet like object can fly (clumsy maneuverability) at half its normal speed.

Area Seven – Library

APL 4 (EL 5)

➤ **Half-Fiend Pseudodragon:** CR 2; Tiny Outsider (Augmented Dragon, Native); HD 2d12+4; hp 17; Init +4; Spd 15 ft., fly 60 ft. (good); AC 21 (+2 size, +4 Dex, +5 natural), touch 16, flat-footed 17; Bab/Grp: +2/-6; Atk +6 melee (1d3 plus poison, sting); Full Atk +6 melee (1d3 plus poison, sting) and +1 melee (1d3, bite) and +1 melee (1d2, 2 claws); SA Poison, Smite Good

(1/day, +2 damage), Spell-like Abilities; SQ Blindsight 60 ft., Darkvision 60 ft., Low-Light Vision, Immunity to *sleep*, paralysis and poison, Resistance 10 to acid, cold, electricity and fire, Damage Reduction 5/magic, Spell Resistance 19, Telepathy 60 ft.; AL NE; SV Fort +5, Ref +7, Will +4; Str 10, Dex 19, Con 15, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +6, Diplomacy +8, Hide +22*, Listen +7, Search +8, Sense Motive +7, Spot +7, Survival +6 (+8 following tracks); Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 15, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Blindsight (Ex): A pseudodragon can locate creatures within 60 feet by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.

Telepathy (Su): Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Damage Reduction (Su): A half-fiend has damage reduction 5/ magic. A half-fiend's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell-like Abilities: 3/day—*darkness*. Caster Level 2, Save DC 11 + Spell level.

Skills: Pseudodragons have a chameleonlike ability that grants them a +4 racial bonus on Hide checks. *In forests or overgrown areas, this bonus improves to +8.

Area Eight – Dining Hall

APL 2 (EL 4)

➤ **Burning Wights:** CR 4; Medium Undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2, Grp +4, Atk/Full Atk +4 melee (1d4+2 plus Energy Drain plus 1d6 fire, slam); SA Fire line; SQ Darkvision 60 ft., Undead traits, Fire Resistance 5, Ashen Cloud; AL LE; SV Fort +1, Ref +3, Will +5; Str 14, Dex 14, Con —, Int 11, Wis 13, Cha 19.

Skills and Feats: Hide +9, Listen +7, Move Silently +17, Spot +7; Alertness, Blind-Fighting.

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Fire Line: A burning undead gains the ability to shot forth a 30 ft. line of fire once per day. This fire line does 2d6 point of fire damage. A successful reflex save, DC 16, reduces the damage by half.

APL 4 & 6 (EL 6)

Burning Wights: CR 4; Medium Undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2, Grp +4, Atk/Full Atk +4 melee (1d4+2 plus Energy Drain plus 1d6 fire, slam); SA Fire line; SQ Darkvision 60 ft., Undead traits, Fire Resistance 5, Ashen Cloud; AL LE; SV Fort +1, Ref +3, Will +5; Str 14, Dex 14, Con -, Int 11, Wis 13, Cha 19.

Skills and Feats: Hide +9, Listen +7, Move Silently +17, Spot +7; Alertness, Blind-Fighting.

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Fire Line: A burning undead gains the ability to shot forth a 30 ft. line of fire once per day. This fire line does 2d6 point of fire damage. A successful reflex save, DC 16, reduces the damage by half.

Area Ten – Master Bedroom

APL 6 (EL 9)

Advanced Mimic: CR 7; Huge Abberation (Shapeshifter); HD 15d8+75; hp 153; Init +0; Spd 10 ft.; AC 16 (-2 size, +8 natural), touch 8, flat-footed 16; Bab/Grp: +11/+27; Atk +18 melee (3d6+8, slam); Full Atk +18 melee (3d6+8, 2 slams); Space/Reach 15 ft./15 ft.; SA Adhesive, Crush (3d6+8); SQ Darkvision 60 ft., Immunity to Acid, Mimic Shape; AL N; SV Fort +10, Ref +7, Will +12; Str 27, Dex 10, Con 21, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +13, Disguise +21, Listen +12, Spot +12; Alertness, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam).

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam

attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex): A mimic deals 3d6+8 points of damage with a successful grapple check.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Skills: A mimic has a +8 racial bonus on Disguise checks.

Adventure B: Temple Complex

Area Four – Entry Hall

APL 4 (EL 6)

➤ **Burning Wights:** CR 4; Medium Undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2, Grp +4, Atk/Full Atk +4 melee (1d4+2 plus Energy Drain plus 1d6 fire, slam); SA Fire line; SQ Darkvision 60 ft., Undead traits, Fire Resistance 5, Ashen Cloud; AL LE; SV Fort +1, Ref +3, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 19.

Skills and Feats: Hide +9, Listen +7, Move Silently +17, Spot +7; Alertness, Blind-Fighting.

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Fire Line: A burning undead gains the ability to shot forth a 30 ft. line of fire once per day. This fire line does 2d6 point of fire damage. A successful reflex save, DC 16, reduces the damage by half.

APL 6 (EL 8)

➤ **Burning Wights:** CR 4; Medium Undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2, Grp +4, Atk/Full Atk +4 melee (1d4+2 plus Energy Drain plus 1d6 fire, slam); SA Fire line; SQ Darkvision 60 ft., Undead traits, Fire Resistance 5, Ashen Cloud; AL LE; SV Fort +1, Ref +3, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 19.

Skills and Feats: Hide +9, Listen +7, Move Silently +17, Spot +7; Alertness, Blind-Fighting.

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Fire Line: A burning undead gains the ability to shot forth a 30 ft. line of fire once per day. This fire line does 2d6 point of fire damage. A successful reflex save, DC 16, reduces the damage by half.

APL 8 (EL 10)

➤ **Burning Harpy Archer Skeleton:** CR 6; Medium Undead; HD 7d12 + 1d10; hp 70; Init +11; Spd 20 ft.;

AC 22, touch 17, flat-footed 15; Base Atk +4, Grp +5, Atk +10 ranged (1d8+4/x3, Composite longbow) or +5 melee (1d4+1 plus 1d6 fire, claw); Full Atk +10 ranged (1d8+4/x3, Composite longbow) or +5 melee (1d4+1 plus 1d6 fire, 2 claws); SA Fire Line; SQ Immunity to Cold, DR 5/Bludgeoning, Fire Resistance 10, Undead traits; AL NE; SV Fort +2, Ref +9, Will +6; Str 14, Dex 24, Con –, Int –, Wis 10, Cha 5.

Skills and Feats: Improved Initiative

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Fire Line: A burning undead gains the ability to shot forth a 30 ft. line of fire once per day. This fire line does 4d6 point of fire damage. A successful reflex save, DC 14, reduces the damage by half.

Area Ten – Shrine to Tharizdun

APL 4 (EL 6)

➤ **Burning Skeletal Rat Swarm;** CR6; Tiny Undead Animal (swarm); HD 6d12; hp 54; Init +7; Spd 15 ft. climb 15 ft.; AC 19, touch 15, flat-footed 14; Base Atk +4; Grp –; Attack swarm (1d6+1 plus 1d6 fire), Space/Reach 10ft/0 ft.; SA distraction; SD Turn resistance +2; SQ half damage from slashing and piecing, DR 5/bludgeoning, Immunity Cold, Fire resistance 10, low light vision, scent, swarm traits (see Monster Manual page 237); AL LE; SV Fort +2, Ref +6, Will +5; Str 3, Dex 21, Con –, Int –, Wis 10, Cha 1

Skills & Feats: Improved Initiative

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Turn Resistance (Ex): A skeletal swarm has +2 turn resistance.

APL 6 (EL 8)

➤ **Burning Skeletal Rat Swarm;** CR6; Tiny Undead Animal (swarm); HD 6d12; hp 54; Init +7; Spd 15 ft.

climb 15 ft.; AC 19, touch 15, flat-footed 14; Base Atk +4; Grp -; Attack swarm (1d6+1 plus 1d6 fire), Space/Reach 10ft/0 ft.; SA distraction; SD Turn resistance +2; SQ half damage from slashing and piecing, DR 5/bludgeoning, Immunity Cold, Fire resistance 10, low light vision, scent, swarm traits (see Monster Manual page 237); AL LE; SV Fort +2, Ref +6, Will +5; Str 3, Dex 21, Con -, Int -, Wis 10, Cha 1

Skills & Feats: Improved Initiative

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Turn Resistance (Ex): A skeletal swarm has +2 turn resistance.

APL 8 (EL 10)

Burning Skeletal Rat Swarm; CR6; Tiny Undead Animal (swarm); HD 6d12; hp 54; Init +7; Spd 15 ft. climb 15 ft.; AC 19, touch 15, flat-footed 14; Base Atk +4; Grp -; Attack swarm (1d6+1 plus 1d6 fire), Space/Reach 10ft/0 ft.; SA distraction; SD Turn resistance +2; SQ half damage from slashing and piecing, DR 5/bludgeoning, Immunity Cold, Fire resistance 10, low light vision, scent, swarm traits (see Monster Manual page 237); AL LE; SV Fort +2, Ref +6, Will +5; Str 3, Dex 21, Con -, Int -, Wis 10, Cha 1

Skills & Feats: Improved Initiative

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Turn Resistance (Ex): A skeletal swarm has +2 turn resistance

Area Fifteen – Meeting Hall

APL 4 (EL 6)

Harpy Ghost: CR 6; Medium Undead (Incorporeal); HD 7d12; hp 31; Init +2; Spd Fly 80 ft. (perfect); AC 15, touch 10, flat-footed 15; Base Atk +7, Grp +7, Atk +7 melee (1d6; club); Full Atk +7/+2 melee (1d6, club) and +2 melee (1d3, 2 claws); SA Captivating Song, Corrupting Gaze, Corrupting Touch; SQ Darkvision 60

ft.; AL CE; SV Fort +2, Ref +7, Will +6; Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 21.

Skills and Feats: Bluff +11, Hide +8, Intimidate +7, Listen +11, Perform (Oratory) +5, Search +8, Spot +11; Dodge, Flyby Attack; Persuasive

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (except other harpies) within a 300 ft. spread must succeed on a DC 18 Will save or become captivated. This is a sonic mind-affecting charm effect. Any creature that successfully saves cannot be affected by the same harpy's song for 24 hours. See page 150 of the Monster Manual for details.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range up to 30 ft. Creatures that meet the ghost's gaze must succeed on a Fortitude save (DC 18) or take 2d10 points of damage and 1d4 points of Charisma damage,

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents it adds its strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents it adds its strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its dexterity modifier to attack rolls only.

Manifestation (Su): All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost 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 material targets.

Frightful Moan (Su): The ghost can moan as a standard action. All living creatures within a 30-foot

spread must succeed at a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for one day.

Horrid Appearance (Su): Any living creature within 60 feet that views the ghost must succeed at a Fortitude save (DC 18) or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by the same ghost's horrid appearance for one day.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th-level sorcerer (or the ghost's character level, whichever is higher), except that it does not require a receptacle. If the attack succeeds, the ghost's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to that ghost's malevolence for one day.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action as cast by a sorcerer whose level equals the ghost's HD or 12, whichever is higher.

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 often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or 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. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

APL 6 (EL 8)

☛Harpy Ghost: CR 6; Medium Undead (Incorporeal); HD 7d12; hp 31; Init +2; Spd Fly 80 ft. (perfect); AC 15, touch 10, flat-footed 15; Base Atk +7, Grp +7, Atk +7 melee (1d6; club); Full Atk +7/+2 melee (1d6, club) and +2 melee (1d3, 2 claws); SA Captivating Song, Corrupting Gaze, Corrupting Touch; SQ Darkvision 60

ft.; AL CE; SV Fort +2, Ref +7, Will +6; Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 21.

Skills and Feats: Bluff +11, Hide +8, Intimidate +7, Listen +11, Perform (Oratory) +5, Search +8, Spot +11; Dodge, Flyby Attack; Persuasive

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (except other harpies) within a 300 ft. spread must succeed on a DC 18 Will save or become captivated. This is a sonic mind-affecting charm effect.

Any creature that successfully saves cannot be affected by the same harpy's song for 24 hours. See page 150 of the Monster Manual for details.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range up to 30 ft. Creatures that meet the ghost's gaze must succeed on a Fortitude save (DC 18) or take 2d10 points of damage and 1d4 points of Charisma damage,

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents it adds its strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents it adds its strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its dexterity modifier to attack rolls only.

Manifestation (Su): All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost 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 material targets.

Frightful Moan (Su): The ghost can moan as a standard action. All living creatures within a 30-foot

spread must succeed at a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for one day.

Horrorific Appearance (Su): Any living creature within 60 feet that views the ghost must succeed at a Fortitude save (DC 18) or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by the same ghost's horrorific appearance for one day.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th-level sorcerer (or the ghost's character level, whichever is higher), except that it does not require a receptacle. If the attack succeeds, the ghost's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to that ghost's malevolence for one day.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action as cast by a sorcerer whose level equals the ghost's HD or 12, whichever is higher.

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 often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or 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. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

APL 8 (EL 10)

Ghost Bard: CR 8: Humand Brd 6; Medium undead (incorporeal); HD 6d12+6; hp 57; Init +5; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +4; Grp +5; Atk +5 melee (see below, touch); SQ Bardic knowledge +6, Bardic Music 6/day (Counter song, fascinate; inspire competence, inspire courage or Suggestion), Corrupting Gaze, Corrupting Touch, Draining Touch,

Manifestation, Horrorific Appearance, Malevolence; SQ Telekinesis, Rejuvenation; AL NE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 12, Con 12, Int 10, Wis 8, Cha 20

Skills and Feats: Balance +10, Diplomacy +11, Tumble +10, Spellcraft +5, Move Silently +5, Concentration +4, Use Magic Device +8, Hide +12, Listen +8, Spot +8, Search +7 and Perform +14; Improved Initiative, Feat 2, Feat 3, Feat 4

Spells Known: (4/4/3; base DC = 13 + spell level): 0—Daze, Ghost Sound, Open/Close, Resistance, Read Magic, Lullaby; 1st—Tasha's Hideous Laughter, Charm Person, Cure Light Wounds; 2nd—Glitter Dust, Mirror Image, Silence.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range up to 30 ft. Creatures that meet the ghost's gaze must succeed on a Fortitude save (DC 18) or take 2d10 points of damage and 1d4 points of Charisma damage,

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents it adds its strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents it adds its strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its dexterity modifier to attack rolls only.

Manifestation (Su): All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost 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 material targets.

Frightful Moan (Su): The ghost can moan as a standard action. All living creatures within a 30-foot

spread must succeed at a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for one day.

Horrid Appearance (Su): Any living creature within 60 feet that views the ghost must succeed at a Fortitude save (DC 18) or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by the same ghost's horrid appearance for one day.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th-level sorcerer (or the ghost's character level, whichever is higher), except that it does not require a receptacle. If the attack succeeds, the ghost's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to that ghost's malevolence for one day.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action as cast by a sorcerer whose level equals the ghost's HD or 12, whichever is higher.

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 often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or 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. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Adventure C: Wizard Tower

Area Four – Rubbish Heap

APL 4 (EL 6)

🔥 **Burning Wights:** CR 4; Medium Undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2, Grp +4, Atk/Full Atk +4 melee (1d4+2 plus Energy Drain plus 1d6 fire, slam); SA Fire line; SQ Darkvision 60 ft., Undead traits, Fire Resistance 5, Ashen Cloud; AL LE; SV Fort +1, Ref +3, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 19.

Skills and Feats: Hide +9, Listen +7, Move Silently +17, Spot +7; Alertness, Blind-Fighting.

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Fire Line: A burning undead gains the ability to shot forth a 30 ft. line of fire once per day. This fire line does 2d6 point of fire damage. A successful reflex save, DC 16, reduces the damage by half.

APL 6 (EL 8)

🔥 **Burning Wights:** CR 4; Medium Undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2, Grp +4, Atk/Full Atk +4 melee (1d4+2 plus Energy Drain plus 1d6 fire, slam); SA Fire line; SQ Darkvision 60 ft., Undead traits, Fire Resistance 5, Ashen Cloud; AL LE; SV Fort +1, Ref +3, Will +5; Str 14, Dex 14, Con –, Int 11, Wis 13, Cha 19.

Skills and Feats: Hide +9, Listen +7, Move Silently +17, Spot +7; Alertness, Blind-Fighting.

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Fire Line: A burning undead gains the ability to shot forth a 30 ft. line of fire once per day. This fire line does 2d6 point of fire damage. A successful reflex save, DC 16, reduces the damage by half.

APL 8 (EL 10)

🔥 **Burning Harpy Archer Skeleton:** CR 6; Medium Undead; HD 7d12 + 1d10; hp 70; Init +11; Spd 20 ft.;

AC 22, touch 17, flat-footed 15; Base Atk +4, Grp +5, Atk +10 ranged (1d8+4/x3, Composite longbow) or +5 melee (1d4+1 plus 1d6 fire, claw); Full Atk +10 ranged (1d8+4/x3, Composite longbow) or +5 melee (1d4+1 plus 1d6 fire, 2 claws); SA Fire Line; SQ Immunity to Cold, DR 5/Bludgeonig, Fire Resistance 10, Undead traits; AL NE; SV Fort +2, Ref +9, Will +6; Str 14, Dex 24, Con –, Int –, Wis 10, Cha 5.

Skills and Feats: Improved Initiative

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Fire Line: A burning undead gains the ability to shot forth a 30 ft. line of fire once per day. This fire line does 4d6 point of fire damage. A successful reflex save, DC 14, reduces the damage by half.

Area Seven – Top of Stairs

APL 8 (EL 10)

🔥 **Ghostly Advanced Shadow Mastiff:** 12-HD Shadow Mastiff Ghost; CR 13; Medium Incorporeal Undead (Augmented Outsider, Extraplanar); HD 12d12; hp 89; Init +5; Spd 50 ft., fly 30 ft. (perfect); Ethereal AC 15 (-1 Size, +1 Dex, +5 natural), touch 10, flat-footed 14; Manifested AC 14 (-1 Size, +1 Dex, +4 Charisma), touch 14, flatfooted 13; BASE ATK : +12; Grp: — (+23 against ethereal); Ethereal Atk +18 melee (1d8+8, bite) or +18 melee touch (1d6+8, corrupting touch); Ethereal Full Atk +18/13/8 melee (1d8+8, bite) or +18/13/8 melee touch (1d6+8, corrupting touch); Manifested Atk +13 melee touch (1d6, corrupting touch); Manifested Full Atk +13/8/3 melee touch (1d6, corrupting touch); SA Bay, Trip, Manifestation, Corrupting Touch, Corrupting Gaze (DC 20), Horrific Appearance (DC 20); SQ Darkvision 60 ft., Shadow Blend, Scent, Rejuvenation, Turn Resistance +4; AL NE; SV Fort +11, Ref +9, Will +10; Str 25, Dex 13, Con —, Int 4, Wis 14, Cha 19.

Skills and Feats: Hide +24, Listen +25, Move Silently +16, Search +5, Spot +25, Survival +17*; Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Track^B.

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot

spread must succeed on a DC 20 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+11 modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a DC 20 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal 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 DC 20 Fortitude save 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 is it 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 nonethereal 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 + 12) 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. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks. *A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

Area Twelve – Main Lab

APL 4 (EL 6)

☛**Burning Vampire Spawn:** CR 5; Medium Undead; HD 4d12+3; hp 29; Init +7; Spd 30ft.; AC 18 (+3 Dex, +5 Natural), touch 13, flat-footed 15; BASE ATK +2; Grp +6; Atk +6 melee (1d6+5 plus 1d6 fire plus energy drain, slam); Full Atk +6 melee (1d6+5 plus 1d6 fire plus energy drain, slam); SA Blood Drain, domination, energy drain; SQ +2 turn resistance; DR 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10, electricity 10 and fire 5, spider climb, undead traits; AL NE; SV Fort +1, Ref +6, Will +5; Str 18, Dex 16, Con –, Int 13, Wis 13, Cha 18.

Skills and Feats: Bluff +8, Climb +9, Profession (Archeologist) +4, Diplomacy +6, Hide +11, Jump +9, Listen +11, Move Silently +11, Search +8, Sense Motive +11, Spot +11; Alertness^B, Improved Initiative^B, Lightning Reflexes^B, Skill Focus (Profession), Toughness.

Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

Charm (Su): This is similar to the vampire's domination ability, but the save DC is 16, and the effect is similar to charm person as cast by a 5th-level sorcerer. A charmed subject allows the vampire spawn to drain his or her blood (see below).

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Blood Drain (Ex): Vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Gaseous Form (Su): As a standard action, a vampire spawn can assume gaseous form at will, as the spell cast by a 6th-level sorcerer, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Vampire spawn can climb sheer surfaces as though with a spider climb spell.

Fast Healing (Ex): Vampire spawn heals 2 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. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Fire Line: A burning undead gains the ability to shot forth a 30 ft. line of fire once per day. This fire line does 2d6 point of fire damage. A successful reflex save, DC 16, reduces the damage by half.

APL 6 (EL 8)

Burning Vampire Spawn: CR 5; Medium Undead; HD 4d12+3; hp 29; Init +7; Spd 30ft.; AC 18 (+3 Dex, +5 Natural), touch 13, flat-footed 15; BASE ATK +2; Grp +6; Atk +6 melee (1d6+5 plus 1d6 fire plus energy drain, slam); Full Atk +6 melee (1d6+5 plus 1d6 fire plus energy drain, slam); SA Blood Drain, domination, energy drain; SQ +2 turn resistance; DR 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10, electricity 10 and fire 5, spider climb, undead traits; AL NE; SV Fort +1, Ref +6, Will +5; Str 18, Dex 16, Con -, Int 13, Wis 13, Cha 18.

Skills and Feats: Bluff +8, Climb +9, Profession (Archeologist) +4, Diplomacy +6, Hide +11, Jump +9, Listen +11, Move Silently +11, Search +8, Sense Motive +11, Spot +11; Alertness^B, Improved Initiative^B, Lightning Reflexes^B, Skill Focus (Profession), Toughness.

Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

Charm (Su): This is similar to the vampire's domination ability, but the save DC is 16, and the effect is similar to charm person as cast by a 5th-level sorcerer. A charmed subject allows the vampire spawn to drain his or her blood (see below).

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Blood Drain (Ex): Vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Gaseous Form (Su): As a standard action, a vampire spawn can assume gaseous form at will, as the spell cast by a 6th-level sorcerer, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Vampire spawn can climb sheer surfaces as though with a spider climb spell.

Fast Healing (Ex): Vampire spawn heals 2 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. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Fire Line: A burning undead gains the ability to shot forth a 30 ft. line of fire once per day. This fire line does 2d6 point of fire damage. A successful reflex save, DC 16, reduces the damage by half.

APL 8 (EL 10)

Burning Vampire Spawn: CR 5; Medium Undead; HD 4d12+3; hp 29; Init +7; Spd 30ft.; AC 18 (+3 Dex, +5 Natural), touch 13, flat-footed 15; BASE ATK +2; Grp +6; Atk +6 melee (1d6+5 plus 1d6 fire plus energy drain, slam); Full Atk +6 melee (1d6+5 plus 1d6 fire plus energy drain, slam); SA Blood Drain, domination, energy drain; SQ +2 turn resistance; DR 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10, electricity 10 and fire 5, spider climb, undead traits; AL NE; SV Fort +1, Ref +6, Will +5; Str 18, Dex 16, Con -, Int 13, Wis 13, Cha 18.

Skills and Feats: Bluff +8, Climb +9, Profession (Archeologist) +4, Diplomacy +6, Hide +11, Jump +9, Listen +11, Move Silently +11, Search +8, Sense Motive +11, Spot +11; Alertness^B, Improved Initiative^B, Lightning Reflexes^B, Skill Focus (Profession), Toughness.

Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

Charm (Su): This is similar to the vampire's domination ability, but the save DC is 16, and the effect is similar to charm person as cast by a 5th-level sorcerer. A charmed subject allows the vampire spawn to drain his or her blood (see below).

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Blood Drain (Ex): Vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Gaseous Form (Su): As a standard action, a vampire spawn can assume gaseous form at will, as the spell cast by a 6th-level sorcerer, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Vampire spawn can climb sheer surfaces as though with a spider climb spell.

Fast Healing (Ex): Vampire spawn heals 2 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. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Fire Line: A burning undead gains the ability to shot forth a 30 ft. line of fire once per day. This fire line does 2d6 point of fire damage. A successful reflex save, DC 16, reduces the damage by half.

Burning Vampire: Vampire Sor6; CR 10; Medium Undead (Augmented Human); HD 6d12; hp 49; Init +7; Spd 30 ft.; AC 23 (+3 Dexterity, +8 Natural, +2 armor), touch 13, flat-footed 20; BASE ATK : +3; Grp: +6; Atk +6 melee (1d6+3 plus energy drain plus 1d6 fire, slam); Full Atk +6 melee (1d6+3 plus energy drain plus 1d6 fire, slam); SA Blood Drain, Children of the Night, Dominate (DC 21), Create Spawn, Energy Drain, Fire Line; SQ Alternate form, Damage

Reduction 10/silver and magic, Fast Healing 5, Gaseous Form, Resistance 10 to cold, fire and electricity, Spider Climb, Turn Resistance +4, Ashen Cloud; AL NE; SV Fort +2, Ref +7, Will +7; Str 16, Dex 17, Con —, Int 14, Wis 14, Cha 26.

Skills and Feats: Bluff +17, Concentration +17 (+21 when casting defensively), Diplomacy +14, Knowledge (arcana) +11, Listen +4, Spellcraft +11, Spot +4; Alertness^B, Combat Casting, Combat Reflexes^B, Dodge^B, Greater Spell Focus (Evocation), Improved Initiative^B, Lightning Reflexes^B, Spell Focus (Evocation)^B.

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

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 21 Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

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

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.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

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

Turn Resistance (Ex): A vampire has +4 turn resistance.

Spells Known (6/8/7/5; base DC = 18 + spell level; DC 20 + spell level for *Evocation*): 0—*Daze*, *Flare*, *Mage Hand*, *Open/Close*, *Read Magic*, *Ray of Frost*, *Touch of Fatigue*, 1st—*Burning Hands*, *Color Spray*, *Ray of Enfeeblement*, *Shield*, 2nd—*Scorching Ray*, *Shatter*; 3rd—*Fireball*.

Possessions: bracers of armor +2, wand of blur (12 charges), 2 potions of inflict serious wounds.

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 a *Gust of Wind* spell) eliminates this miss chance for 1d4 rounds.

Fire Line: A burning undead gains the ability to shot forth a 30 ft. line of fire once per day. This fire line does 3d6 point of fire damage. A successful reflex save, DC 21, reduces the damage by half.

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.

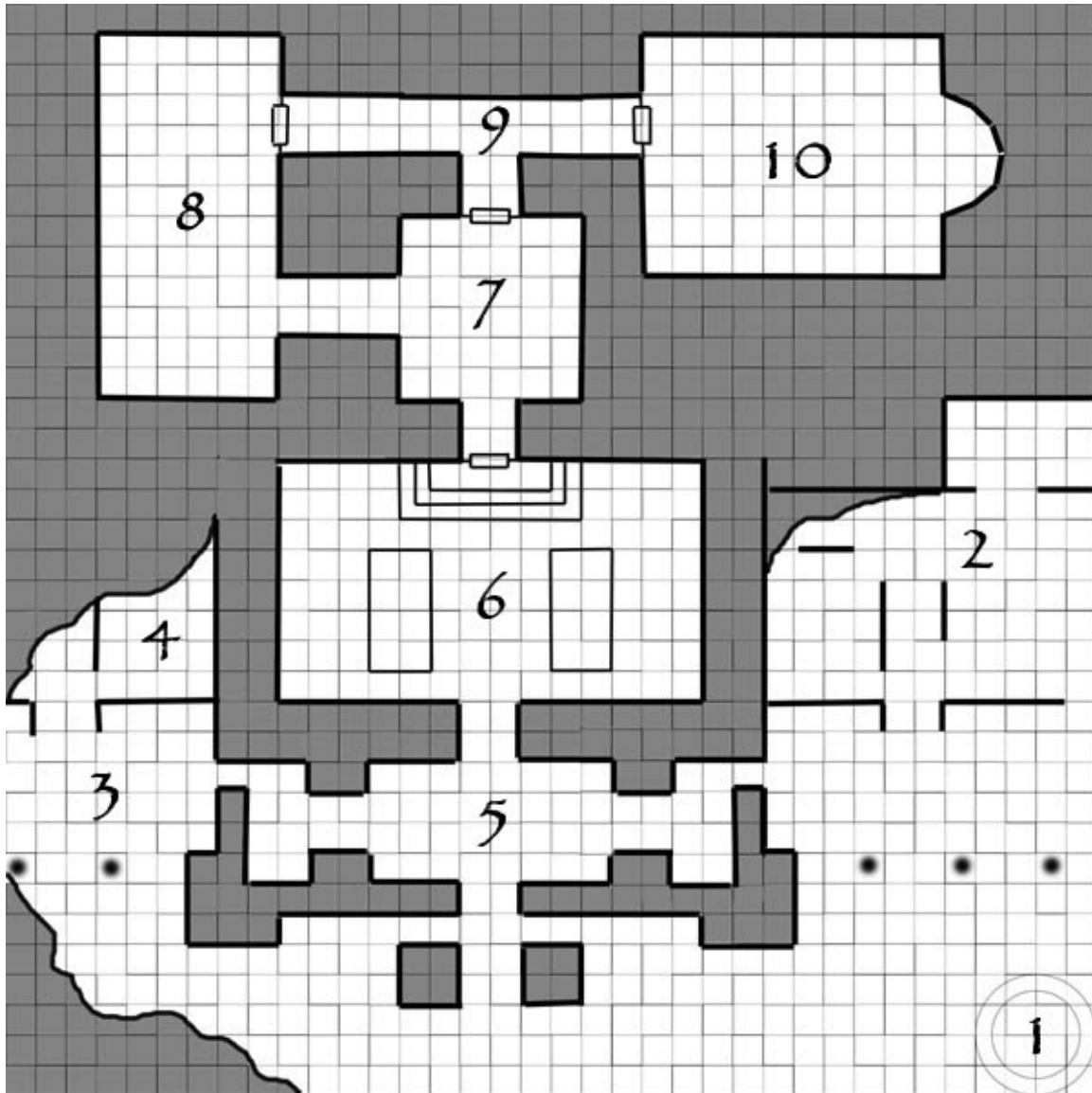
Challenge Rating: HD 5 or less, as base creature +1, HD 6 or more, as base creature +2.

Alignment: Same as the base creature.

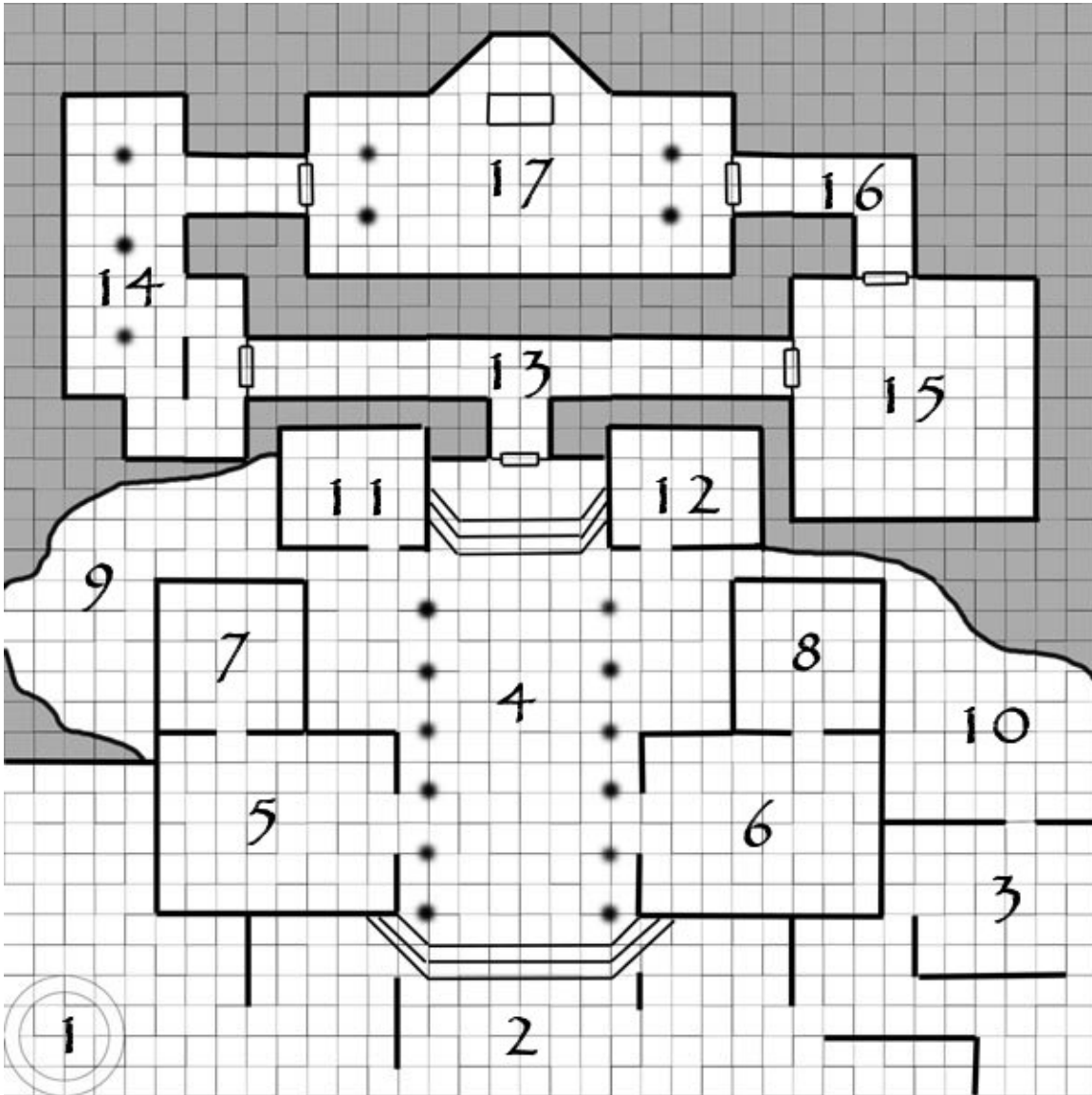
Level Adjustment: Same as the base creature +3.

Appendix Four: Maps

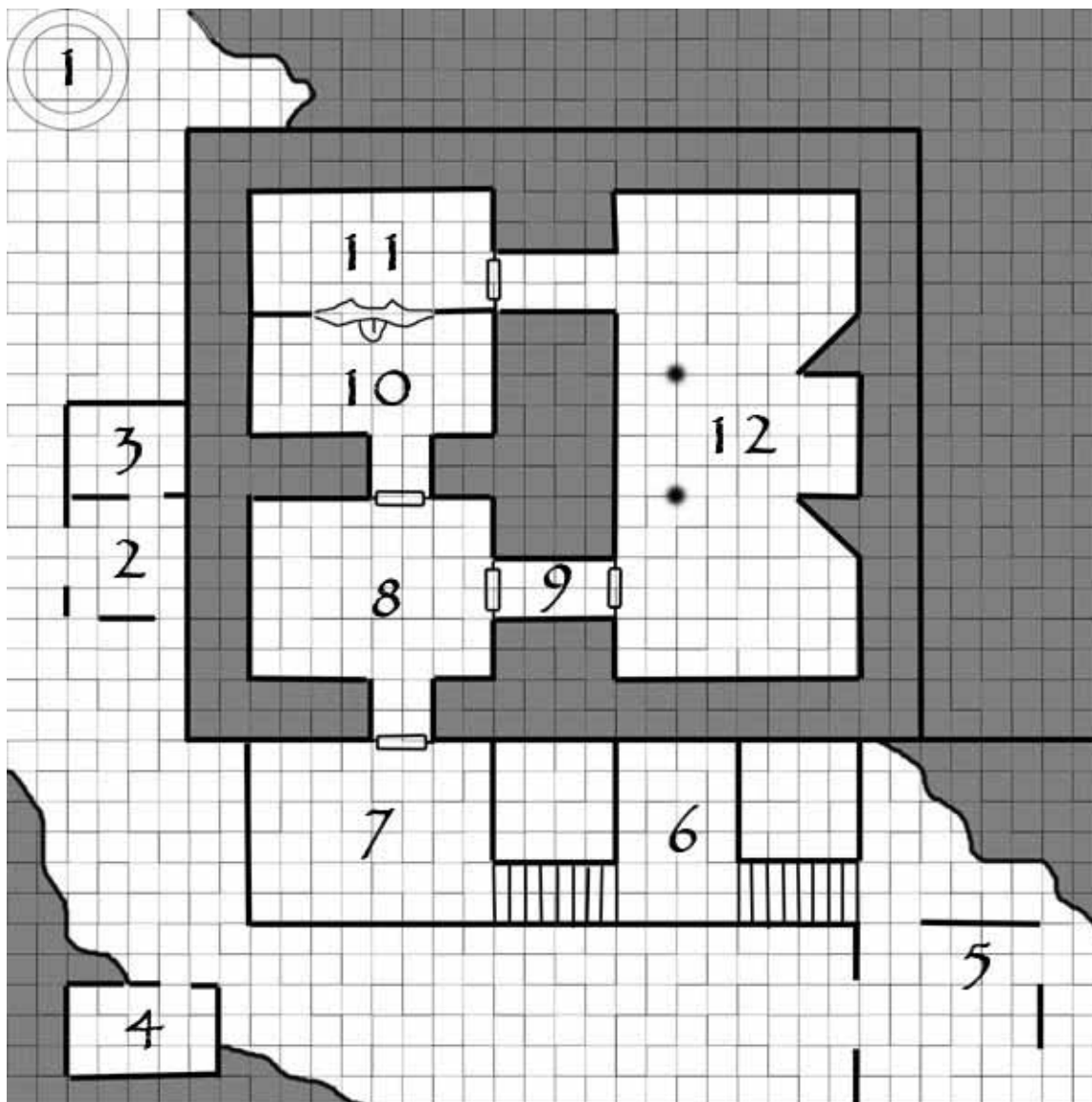
Map #1 Manor House – Use for Adventure A



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

My most foolish invaders,

Sorry I was not here to hasten your destruction but this new world of yours demands my attention. Rest assured that I will soon be back to destroy you and all of your kin. I will put your world to the same torch you sought to destroy mine with. Scamper while you can you pathetic fools!