

BDK7-07

The Mausoleum

A One-Round Dungeons & Dragons® Living Greyhawk™
Bandit Kingdoms Adventure
Version 0.96

by Bill Oppenlander

Circle Reviewer: Britt Frey

Reviewer: Casey Brown

Playtesters: Brian Roberts, Chas Fairweather, Derrick Mayfield, John Keagy, and Randy Ray

A troubled man wishes you to locate his liege lord. Are you willing to brave the sinister depths of a house of death to uncover the rotten truth? Members of the Army of the Warfields, Death Cultists, and Druids of the North are encouraged to participate in this adventure. Part two of the Gathering of Fiends series. A one-round Bandit Kingdoms adventure set in Hallorn for characters level 6 to 14 (APLs 8 to 12). NOTE: This is a combat-intensive module and the management of resources is vital.

Resources for this adventure [and the authors of those works] include *BDK4-06 Scales and Secrets* [Tom Thowe], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, and Robin D. Laws], *Libris Mortis* [Andy Collins and Bruce R. Cordell], *Manual of the Planes* [Jeff Grubb, Bruce R. Cordell, and David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, and Mike McArtor]

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 Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com. DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2007 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

This adventure retires from RPGA-sanctioned play on December 31, 2008.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay 1 Time Units per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

In early 512 CY, a mysterious organization known as the Horned Society sought prominence in the Bandit Kingdoms during the disappearance of the Old One, a period when the forces of Iuz were without his presence. The group seized power in the area as well as grabbed control of the city of Molag during this time.

Speculation ran rampant as to the true motivations of the Horned Society but most scholars believed they were devoted, at least in part, to the worship of Nerull, the God of Death, or alternatively, to devil lords. The Horned Society consisted of thirteen leaders, called Hierarchs -- powerful fighters, clerics, rogues, and wizards were counted amongst their numbers.

In Coldeven 583 CY, it was presumed the entirety of the organization had been decimated as each of the thirteen hierarchs were set upon by demonic forces sent

by Iuz and slain during the night of the Blood-Moon Festival. It is possible that one or more hierarchs survived the incident and is attempting to rebuild the organization; in fact, that is exactly what has transpired.

In 592 CY, a vampire named Veth, consort of Xavendra, adventured forth into the sewers and catacombs below the city of Hallorn (BDK2-08 *The Quick and the Dead*). Following up on his own motivations at the time (arranging a deal with a powerful fiend), he came across a well while he was exploring the lower catacombs beneath Hallorn. After some careful scrutiny, he surmised that the well was in fact a gate to the Negative Material Plane, which perhaps gave a reason for so much undead activity in the city over the past years. Veth realized that the existence of this well suggested that the well and surrounding catacombs were situated in some of the most aged areas beneath the city and that the ancient chamber he discovered was perhaps a temple dedicated to some unknown evil deity. Veth kept this secret from all others, even the followers of Nerull who resided in the city above, and he consecrated the entire area in Nerull's name. Thus, a large temple to the god of the undead was born beneath Hallorn.

Veth has since abandoned the temple for other endeavors. The occasional victim has been brought down to be consumed or turned into an undead follower of the death god, so very few living people know of this temple. In fact, one of the few who has knowledge of the temple is the Tangles druid Gerland.

In 594 CY, Gerland enlisted the aid of adventurers to help him protect the presence of a green dragon in the Tangles forest in exchange for information concerning the existence of the well beneath Hallorn. A party of adventurers explored the catacombs beneath Hallorn and they discovered the existence of the well and were able to defeat the denizens below and cover the well (BDK4-06 *Scales and Secrets*). The Druids of the North have since gleaned all of the above information from Gerland and are now most interested in the Mausoleum in Hallorn and what secrets lie within.

In early 596 CY, Guardian General Hok was killed during Cranzer's attack on the Tangles. However, his body was recovered by a group of adventurers who managed to turn the corpse over to Colonel-Mayor Marwald. Marwald did the only thing he could given the situation -- he sought assistance from the Death Cultists, a group devoted to the worship of Wee Jas, or so he thought. The Cultists convinced Marwald that they could help and they would take charge of the General's body to perform the ceremony which would result in his resurrection. Unbeknownst to Marwald, the

Death Cultists are, in reality, worshippers of Nerull, the God of Death.

The Death Cultists' organization is also a front for the mysterious, and thought to be decimated, Horned Society. The Cultists disappeared with Hok's body, taking it back to Darkpool deep within the Fellreev Forest.

Lord Mayor Marwald has become suspicious of late following his lack of judgment (or perhaps courage) in delivering the General's body into the care of the Death Cultists. He suspects their true intentions to be less than desirable and certainly not in the best interests of Hallorn; to this end, he decides to enlist the aid of heroes to infiltrate the Mausoleum where their headquarters now resides and discover their true designs as well as discover where they took the body of General Hok and what has become of him.

ADVENTURE SUMMARY

Introduction: The adventure begins in Hallorn at the Dingy Coffin Inn as the PCs have gathered in town after having received a sending from the Lord Mayor.

Encounter One: Following a little cloak and dagger routine, the PCs are finally contacted by an agent who works for Lord Mayor Marwald. They are invited (or, if a member of the Army of the Warfields, ordered) to attend a meeting with the Lord Mayor at his estate.

Encounter Two: The PCs arrive at the Lord Mayor's estate. Marwald beseeches the party to enter the dreaded Mausoleum in Hallorn, now the headquarters for the Death Cultists organization, and discover what they have done with General Hok's body, and furthermore, what their true purpose really is as he no longer believes it to be in the best interests of Hallorn.

Encounter Three: Depending on whether the PCs possess any influence with the Old Faith Druids of the North, they may decide to seek them out to glean some information from them before heading into the Mausoleum.

Encounter Four: The PCs have discovered a way to enter the Mausoleum, perhaps undetected, by traveling through the endless maze of cavernous tunnels beneath Hallorn known as the Catacombs. While there, they have the potential of getting lost and encountering some of the denizens left over from when the Pool was still active. They may even see the Pool and quite possibly a resident lich who wishes to remain undisturbed.

Encounter Six: The PCs have made it into the Mausoleum and must search out the object of their quest and discover what on Oerth is going on with the Death Cultists.

Conclusion: Depending on whether the PCs were successful in their endeavor to trek deep into the confines of this house of death, they may emerge with secrets that may give the forces of light and goodness an edge in the future as well as be able to answer questions about the whereabouts of Guardian General Hok.

PREPARATION FOR PLAY

- Before beginning play, determine if any of the PCs at the table have played BDK4-06 *Scales and Secrets*; if so, check to see if any of the players received the following:

- ✓ *Gerland's Favor*

- ✓ *Influence Point with the Druids of the North*

- Determine if any PCs are members of the Death Cultists, Circle of Crimson Stone, or Army of the Warfields meta-orgs, or whether anyone has influence with any of these meta-orgs.

- Determine if any PCs played the interactive at AggieCon in 2004, BDKI4-02 *The Siege of Hallorn*.

- It is quite possible that a Death Cultist PC will be playing this scenario. Their mission should be obvious: thwart the other PCs. Failure to do so results in them being expelled from the Death Cultists. Frankly, it's time for Death Cultist PCs to either join the Horned Society or get out.

Should a Death Cultist PC decide to thwart the other PCs, they may do so at any time with lethal or nonlethal damage. HOWEVER, this still causes their PC to be retired as an evil NPC (you are free to allow the player to control his now retired PC during the fight). You must warn the PC that his impending actions will ensure his retirement.

If this round is run at Mcon 2007 before the interactive, the retired PC is welcome to join the Horned Society's forces for the interactive as an NPC (General Hok could use him!), if he survives here.

Once the PC is retired for attacking his fellows, the other PCs may use lethal damage to defend themselves without risk of being removed from the campaign.

If this round is run after Mcon 2007, then the player of a surviving retired Death Cultist PC should be directed to the Triad, so that we can incorporate his now retired PC as an NPC in the Horned Society.

REGIONAL WARNING

Please remember that things are different in the Bandit Kingdoms; heroes can be made, bought or sold, all in the same day and all depending on the situation and the price. The question isn't 'What is the right thing to do?' in a given situation, but rather 'What will be the ramifications of any decisions I make? Whose bad side do I not want to be on?', and 'When will I need to call in a favor?' Remember, everything's negotiable, and some things are more negotiable than others.

INTRODUCTION

The adventure begins in Hallorn at the Dingy Coffin Inn as the PCs have gathered in town after having received a *sending* or some other form of communication from the Lord Mayor. The message merely asked for the hero to come to Hallorn and to wait in the Dingy Coffin. If a PC has the enmity of the Army of the Warfields, assume that the note mentioned that the enmity would be absolved if the hero were able to assist the Lord Mayor with a task of some importance.

Once in town, the PCs are contacted by an agent working for Lord Mayor Marwald.

The air is cool and Pelor shines bright in the sky as you make your way into the city of Hallorn in what has become known as something of a safe haven for adventurers these days. Much has changed in the city since the battle that took place here in what now seems an eternity ago. Most of the buildings have been rebuilt and many new businesses have sprung up replacing older ones.

As you enter through the main gate and proceed down Broken Street past Sword Alley, passing the famed institution known as the Hallorn Fencing Academy, you see a child with a wooden stick fencing outside against an invisible opponent whom he seems to have bested. He stops a moment as you pass following your every move, then he smiles playfully and returns to lunging and parrying at the air

Traveling the length of the small city, you finally arrive at your destination; a sign above the door reads "The Dingy Coffin Inn." After settling in, you grab one of the many available tables in the common room and wait for your contact to arrive.

Allow the PCs to enter the inn and to introduce themselves to each other. When they are ready, proceed to Encounter 1: Cloak and Dagger. If there are any members of the Army of the Warfields, they receive a

missive from a delivery boy shortly after arriving at the Dingy Coffin Inn. Give those PCs Player Handout 1.

1: CLOAK AND DAGGER

The wait is a long one, an eternity as you try to pass the time engaging in past tales of glory. The barmaid comes around frequently; ensuring your mugs stay full and your needs are tended to.

During the PCs' long waits, there are many opportunities to attempt to gather some information concerning recent events in and around Hallorn, and perhaps the Bandit Kingdoms as well. See Judge Aid One.

For every 10 gp the PCs decide to spend towards this endeavor, grant them an additional +1 circumstance bonus to the check (maximum +5). Remember that it takes 1d4+1 hours to use the Gather Information skill.

The PCs may also use influence to increase their chances of gaining information. They may purchase a +4 circumstance modifier to the Gather Information check by spending influence points (maximum +5) with the following meta-organizations: Army of the Warfields, Old Faith Druids of the North, Death Cultists, Hidden Shrine of Pelor, and Hallorn Fencing Academy. The use of these IPs may be combined in a single attempt with the bonuses gained from spreading some coin around, but only a single check per meta-org is allowed (no combining bonuses from multiple meta-orgs).

Continue with the following:

It is early evening when the bar begins to fill up with patrons. The barmaid comes by with a round of drinks that you did not order. As she does so, she reaches out and grabs [Insert PC's Name here]'s (preferably a member of the Army of the Warfields, if one is present, or if not, choose the most charismatic PC at the table) tankard, lifting it so that she can wipe the table with her rag. A flash of white is revealed just before she places the tankard back onto the table.

Give the player a note that reads, "Meet me out back. Bring your friends."

Once the PCs are out back, proceed with the following.

The streets are busy this time of day as you make your way around to the back of the inn. The illumination at the back of the inn is sparse but you make out a figure standing in the shadows some 40 feet away. As you move closer, a short female figure becomes visible to you. The teenager has short red hair and deep blue

eyes and she is dressed in common attire. A deep cowl obscures her face.

Upon spotting you, she quickly moves in your direction, her head bowed low. She passes you a missive then curtsies in a respectful manner, before moving past you to the busy streets beyond.

If the girl is stopped or prevented from leaving, she is polite but quiet in her demeanor, she does not know who gave her the message only that she had it in her pocket and felt it necessary to deliver it to this location (i.e., she was enchanted). She knows no pertinent information about what the PCs will be involved in. Give the PCs Player Handout 2.

When the party is ready to meet with Marwald, proceed to Encounter 2.

2. YOU WANT ME TO DO WHAT?

Allow the PCs to make any preparations that they deem necessary. Lord Marwald, once a simple soldier, tires of games and subterfuge.

You arrive at the Lord Mayor's manor as scheduled, where you are met by a hook-nosed soldier who welcomes you and directs you to a small room.

A DC 20 Knowledge (local – Iuz Border States) check reveals that this man is Lord Mayor Marwald, former Colonel of the Army of the Warfields, and formerly General Hok's right-hand man. Residents of Hallorn and members of the Army of the Warfields know this automatically.

After a slight pause, looking each of you over, he speaks, "As some of you may know, General Hok was killed in a ruthless attack by Cranzer during the Great Hunt last year. After Hok's body was recovered by some very brave and powerful adventurers, it fell upon me to find a way to resurrect General Hok."

At the time, I was aware of only one priest that I trusted with the resources to restore Hok to life – and he was a Death Cultist. I gave my general's body to him to be raised from the dead, yet I never have seen my lord again, nor was I allowed to witness the ritual of rebirth."

I fear that I have erred, for it has been some time since I have seen General Hok. Anytime I inquire about the General or ask to see him, I am given some excuse as to why it is not possible. This has been going on for over a year and a half now!"

What I need from you is simple. I need you to enter the Mausoleum here in Hallorn and discover the truth behind General Hok's disappearance. Will you do this for me?"

Allow the PCs to ask any questions they may have, but Marwald does not have many answers. This is why he is sending them in there in the first place, to find some answers. The following is information Marwald may be able to impart to the PCs if they ask the right questions.

- He does not know much information about the origins or history of the Death Cultists, just they are committed to the worship of the Goddess of Death, Wee Jas.
- The Death Cultists were responsible for resurrecting General Hok the first time he was killed.
- He knows that General Hok has had a number of dealings with the Death Cultists in the past, and that they have had some disagreements. The General has mentioned to him that he does not entirely trust them.
- He now wishes he had allowed the adventurers who recovered Hok's body to have taken it to the temple of Pelor in the Free City of Greyhawk. He feared for the General's safety if the corpse left Hallorn.
- Marwald does not offer any monetary compensation for the heroes who can help him but rather offers his favor and, of course, the PCs may keep whatever they find, except tangible evidence surrounding Hok's disappearance.
- Marwald gives the PCs a small token and indicates that should the party be in need of leaving the Mausoleum, break the token and a *word of recall* will transport the PCs back to his manor.
- To avoid arousing Death Cultist suspicion, he cannot provision the heroes, nor even admit to sponsoring them. He fears that the Death Cultists would have him removed as Mayor of Hallorn at the slightest excuse.

After meeting with Mayor Marwald, there are a few options available to the party. If there are any members of the Army of the Warfields present or if 3 IPs with the Army are used, they may be able to acquire the following assistance.

- The army can supply the PCs with a backpack with the following items: 6 flasks of holy water, a silvered longsword or 20 silver arrows, 6 torches, flint and steel. Any items not used are expected to be returned along with the backpack.
- A map indicating the location of a secret entrance into the Mausoleum.

- They will also share the location of the entrance into the Mausoleum from the sewers.

At this point, it should be evident that there are 3 ways to enter the Mausoleum – first, is through the front doors; secondly is through the secret entrance, which is detailed on the map of Hallorn and runs through a small passageway located beneath a small house near the Dingy Coffin; and third is through the sewer entrance located a couple of miles outside of Hallorn and leading through the catacombs. Have the party decide how they wish to proceed.

DEVELOPMENT

If there are any members of the Old Faith Druids of the North, or if there are PCs willing to spend an influence point with them, proceed to Encounter 3: Nature's Call.

If the party would like to go to the Mausoleum through the catacombs, proceed to Encounter 4: The Catacombs.

If the party wishes to enter the Mausoleum through the front door, or by way of the secret entrance, proceed to Encounter 5: The Mausoleum.

3: NATURE'S CALL

If there are any members at the table belonging to the Old Faith Druids of the North meta-organization, or if any of the PCs possess influence with that organization, then they may opt to meet with a representative of the Old Faith. Alternatively, if anyone possesses *Gerland's Favor* (from *BDK4-06 Scales and Secrets*), they may also arrange to meet with Bellamoh as Gerland foists the meeting off on her (he feels that he is too busy dealing with the creature in the pond [see *Iuz7-04 Blue with Envy*] to the east to meet with adventurers). The meeting is arranged to take place at a small pond inside the Tangles not far from Hallorn.

When the party is ready to proceed, continue with the following.

After a few days of uneventful travel, you arrive at the edge of a small pond located inside the dead Tangles forest. The glare of Pelor bounces off the pond's surface creating quite a glare. Nothing yet lives in this part of the forest, although you have heard rumors regarding new life to the east near a large pond.

PCs that have played *Iuz7-04 Blue with Envy* can confirm those rumors.

From out of the pond emerges a scar-faced human woman. She wears druidic attire, and holy and

mistletoe hang from her hemp belt. A greatsword rests in a sheathe across her back.

A DC 20 Knowledge (local – Iuz Border States) check reveals that this is Bellamoh, Old Faith Druid of the Northern Reaches, and ranking druid of the Old Faith in the Combination of Free Lords. She has recently spent much of her time with the Johrase and only has recently returned to the Tangles (to both further help the recovery and to keep an eye on Gerland). Members of the Old Faith and PCs that have met her in previous adventures recognize her automatically.

“For being of service to nature in the past, you have earned my order’s gratitude and appreciation as well as a few moments of my time. What news have you and how may I be of help?”

She listens intently to the PCs regarding what they are up to and why they need assistance from the Old Faith. She will offer to answer questions and provide insight into certain things she knows in exchange for information concerning the machinations of the Death Cultists, what they are up to, as well as any information garnered concerning the whereabouts of Guardian General Hok.

If any of the PCs present by chance have any enmity with the Old Faith Druids of the North, then Bellamoh’s initial attitude will be Unfriendly and the PCs will need to succeed at a DC 30 Diplomacy check in order to gain any assistance from her.

Below is a list of information that Bellamoh may be able to impart to the PCs.

- The Druids of the North have no ties to the Mausoleum or the Death Cultists, however, they do have ties to General Hok. More importantly, since the events in BDK4-06 *Scales and Secrets*, the Druid Council has since gleaned information from Gerland on the activities of the Death Cultists beneath Hallorn and fear the balance is threatened by their actions. The Council does not know exactly what they are up to but they do know that the balance will be threatened by their actions.
- The druids know that the Death Cultists primarily worship Nerull.
- Nerull is a flan god who is actually part of the cycle and life and death. The Old Faith do not consider all Nerullites to be a threat to life.
- The druids are aware that there used to be a temple dedicated to Nerull underneath the city, which was destroyed by adventurers in CY 594. Bellamoh suggests it is possible the temple has ties to the Mausoleum.

- The druids also know that a vampire named Veth founded the underground temple in 592 CY (BDK2-08 *The Quick And The Dead*); Bellamoh suggests that if the temple is at all related to the Death Cultists of the Mausoleum, Veth might also be connected to the Death Cultists.
- In 594 CY, some adventurers raided the catacombs beneath Hallorn and discovered a well that contained a portal to the Negative Material Plane. The adventurers were able to cover the well and prevent a flood of undead from reaching Hallorn’s streets.
- Some adventurers encountered a lich in the catacombs by the name of Xerveslyn. The adventurers managed to defeat the lich but his phylactery could not be found. Bellamoh surmises that the lich may still “live” in the catacombs.
- Bellamoh also knows of an entrance into the catacombs through the sewers located a couple of miles outside the city of Hallorn.
- If asked nicely, Bellamoh will prepare and cast any Core druidic spell of 7th level or lower (assume that she has a slot open at each spell level). The character must pay all costs as normal. Spending an IP with the Old Faith waives the spellcaster fee.

Bellamoh Galanmion, Old Faith Druid of the Northern Reaches: N female human (Flan) Druid 14; Cha 14.

DEVELOPMENT

When the PCs are ready to continue to the Mausoleum, proceed to Encounter 4.

4: THE CATACOMBS

If the PCs decide to try to infiltrate the Mausoleum by entering through the catacombs, they will most likely need a little help, or previous knowledge.

Those PCs who have used this entrance before must succeed at a DC 15 Intelligence check, or a DC 15 Survival check. Success indicates that they may navigate to the secret entrance without any problems.

Those who have not been here before may attempt to navigate through the winding corridors with two successful DC 25 Survival checks.

If the above check is not successful, then roll a d20 and consult the table below to determine what happens.

Lost In The Catacombs:

- 1-10: No encounters; the PCs are lost in the catacombs for 1d4+1 hours. Have the PCs make another check to see if they can find their way to the secret entrance.

- 11-15 The PCs have wandered into the old stomping grounds of the Hightop Thieves' Guild, whose members either are dead or have been turned into vampire spawn. The PCs encounter 3 vampire spawns (EL 7, MM 253). Roll 1d4 to determine the number of hours spent roaming around this area, then they may make another Survival check (DC 20) to find their way to the secret door.
- 16-18 The party is lost in the catacombs and has wandered into an area close to the well where undead still roam. The PCs are attacked by 3 wraiths (EL 8, MM 258). Roll 1d6 to determine the number of hours spent wandering around the winding and seemingly never-ending corridors of the catacombs, then they may make another Survival check (DC 20) to find their way through.
- 19-20 The PCs have discovered the well room. The well to the Negative Material Plane has been sealed via a *wall of stone*. Should the PCs destroy the wall, they are free to journey to the Negative Material Plane (see DMG 157; no random encounters). In addition, the PCs may also discover a secret door (Search DC 20). On the other side is a corridor that leads into a hidden laboratory where the Sage (see *Appendix 1*) resides.

DM's Note: An *alarm* spell has been placed at the entrance to the well room so The Sage will most likely be aware of the party's arrival and will begin his pre-buffs (see *Appendix 1*).

Please note that there is an *unhallow* effect in place here which confers the following: 1) *magic circle versus good*; and 2) -4 to all turning checks and +4 to all rebuking checks; and 3) in this chamber, there is a *life ward* spell tied to the *unhallow* effect that will affect any evil creature in this chamber. In addition, the room has been *desecrated*. Vile symbols of devil and Nerull worship adorn the chamber's walls.

CREATURES

In CY 596, during the battle at Marsakeer (AggieCon Interactive 2006), the elven wizard Morgan, who had foolishly taunted a Boneheart, was captured by the Boneshadow assassin known as Keak. Keak took Morgan to Dorakaa where the prisoner was tortured and hung from the walls for several months, unable to die as demons ate him alive.

Later that year, an adventurer named Thunk asked the demon lord Pazuzu to rescue Morgan (Roguecon Interactive 2006). Pazuzu granted the mortal's wish.

A now insane Morgan immediately began rebuilding his power base in an effort to become a lich,

so that he might gain the power necessary to defeat the Bonehearts.

It was during this time that the Sage was first approached by minions of the Horned Society. The Horned Society, desperately short of powerful arcane spellcasters, knew that the Sage hated the Iuzians with a passion. They made the Sage an offer he could not refuse, and so it came to pass that the Sage become a lich in the service of the new Heirarch Nezmajen.

Currently, the Sage has taken up residence in the catacombs beneath Hallorn, using a lab that once belonged to the lich Xerveslyn, where he prepares for the upcoming war on Hallorn. The Sage, previously aware of Xerveslyn's presence, dispatched that lich and took over Xerveslyn's lair and magical lab. As yet, not even the Sage's former comrades in Hellstone Tower know where he now resides.

All APLs (EL 18)

Morgan Silverlaine ("The Sage"): male grey elf lich
Diviner 5/Divine Oracle 2/Lore Master 1/Fate Spinner 4/Wayfarer Guide 1/Archmage 2; hp 87; see *Appendix 1*.

Morgan starts all encounters with an attitude of Unfriendly, but he is NOT meant to be a fight. If the PCs fail to impress him, have Morgan drive them away using his prodigious magical powers. The expenditure of 1 Influence Point with the Sage or the Horned Society will adjust his attitude to Friendly towards that PC. PCs who are Insurgents gain a +6 bonus to Diplomacy checks made against the Sage, as he hates the Iuzians. PCs who are Seditonists gain a +8 bonus. PCs who are Enemies of the State gain a +10 bonus.

Morgan will not immediately attack the party, as he is curious to see whom the party is working for. If they reveal that they are working for Marwald, he will warn the PCs against proceeding in their present course (and he will warn Morfeon of the party's arrival), and "suggest" that they leave. If they do not leave, Morgan will become Hostile but will not attack unless provoked further, in which case, he will attack the PCs for one full round then leave. Remember, Morgan is attacking through his *projected image* (see *Appendix 1*).

If the PCs attack The Sage, he attacks as above and leaves.

If the PCs play it cool and do not reveal loyalties right away, they may be able to talk with the Sage and learn a few things if they can adjust his attitude to Friendly. Any PC who played at the table that Morgan was captured at during the AggieCon Interactive 2006 will suffer a further -10 penalty to Diplomacy as Morgan is still bitter from that whole affair.

The following are some answers to possible questions the PCs may ask of The Sage.

Who are you?

“I am Morgan Silverlaine, or as some might know me, ‘The Sage’.”

What are you doing here?

“Me! I am preparing for a war. Very soon, you will be faced with the challenge of taking a side in this war. Yes, a war is coming and the Old One’s time is up! Finally, he will feel the icy grip of death and defeat, as will all who are foolish enough to stand in our way?”

“Our” way?

“Yes, you fool! I have returned as part of a cause that is strong enough to actually take back what belonged to them; unlike foolish adventurers who lack the strength and power to stand against the might of Old Wicked.”

What happened to you?

“I was captured during the battle of Marsakeer by that cretin, Keak. I was taken back to Dorakaa and hung from the walls where the demons could feast on my flesh. I was protected from dying and dismemberment by powerful magic so the Iuzians could enjoy their prize. I was rescued by an unlikely ally and I was given a great opportunity to strike back at those who were the cause of my suffering, not to mention, a chance for immortality.”

Weren’t you betrayed by your fellow adventurers which ultimately lead to your capture?

Morgan stares an icy gaze which penetrates your soul, you get a bone-chilling uneasy feeling inside, “That is correct! I was betrayed and left for dead by my so-called ‘friends’. Careful, lest I release my vengeance upon your pitiful party instead.”

Can you tell us more about this war?

“I tell you what. If you continue with your present course and assuming you are successful, you may find the answers you seek. Either way, I will enjoy watching you try.”

Is there anything you can do to help us?

“Well, assuming you are ready to pledge your allegiance to my cause, then I can offer you this...”

The Sage pulls a small scrap of paper from beneath his crumbling and tattered robes and hands it to you. You open up the scrap of paper and it shouts, ‘Keak Must Die!’ in the Sage’s voice.

“A password. If you are wise, you will know when to use it.”

After the PCs are finished with their questions, The Sage will demand they leave immediately; if they do not, he attacks as outlined above. The Sage is only lucid because he is so near the well that leads to the Negative Energy Plane.

ENCOUNTER 5: THE MAUSOLEUM

SPECIAL

The entire Mausoleum compound is affected by an *unhallow* spell. Some of the areas have additional spells tied to the *unhallow* effect but these spells will be listed in the appropriate area.

Note that the caster level of the *unhallow* and other effects depends upon the party’s APL, unless otherwise noted. APL 8, CL 9. APL 10, CL 11. APL 12, CL 13.

Regardless of the attached spells, the *unhallow* spell confers upon the inhabitants of the Mausoleum two additional effects: first, the site is guarded by a *magic circle versus good* effect; second, all turning checks made to turn undead take a -4 penalty, and turning checks made to rebuke undead gain a +4 profane bonus.

Unless otherwise noted, these spells are NOT already included in the monsters’ stat blocks.

Note that the ELs of the following rooms have NOT been adjusted to take into account the *unhallow* and/or *desecrate* effects because these spells have been cast by the NPCs as appropriate for that APL. Also, the PCs should know that they are entering a temple dedicated to death and undead, and thus should have prepared suitable spells and tactics before entering the Mausoleum.

The doors in the temple are all unlocked, strong wooden doors (DMG 61) unless otherwise noted.

SPECIAL

Note that it might be quite easy for a party to bypass many of the encounters simply by displaying a holy symbol of Nerull. This is fine. HOWEVER, divine spellcasters of lawful and/or good-aligned deities, especially Pelor, Pholtus, and Lydia (and all other gods who oppose death and Nerull), should know better than to resort to such a ruse.

Should such a divine spellcaster willingly use such a ruse, even by merely traveling in a party that is using this tactic (even if they themselves are not the one carrying the unholy symbol) they will lose their abilities and will require an *atonement* cast by a member of their faith. DO NOT warn the players of this before hand and do not tell them that their PC has become an ex-divine spellcaster until they attempt to use one of their no-longer-functioning class abilities.

D&D is a role-playing game; by APL 8, it is up to the players to be aware of their PC's god's tenants and to role-play their PC accordingly. Clerics of deities with the Trickery domain are NOT punished by their gods for such a ruse.

DEVELOPMENT

If the PCs enter the Mausoleum through the front doors, proceed to Area 1. If they enter through the secret entrance, they will enter through the floor in the corridor between Area 1 and Area 5. If they enter through the catacombs, then will enter in Area 5.

When the party is ready to proceed to the Mausoleum via Hallorn's streets, read the following description.

Main Entrance

You make your way down the infamous Black Street, made famous by its most prominent feature, an enormous black obsidian pyramid situated at the end of the street against the north wall – The Mausoleum!

A set of massive ironbound doors sit at the top of a set of great stone steps, each door beset with engraved carvings of agonizing souls begging for some semblance of pity as they bow low to a powerful-looking woman with an outstretched ruby scepter in her hand. A set of four large pillars of stone are erected to either side of the door, each possessing a myriad of mosaics depicting restless spirits rising from the grave.

Several guards linger near the entrance, clearly alert and guarding the entrance.

A DC 15 Knowledge (religion) check identifies the ruby-sceptered woman as Wee Jas, Goddess of Magic and Death.

Entering the Mausoleum can be a fairly straightforward task for some PCs. Members of the Death Cultists or the Circle of Crimson Stone may enter at will. They may be accompanied by "bodyguards". In addition, a PC may spend an Influence Point with either the Death Cultists or the Circle of Crimson Stone to gain admittance. However, the door guards will refuse admittance to any obvious paladins or clerics of anti-undead gods (Pelor, Pholtus, Lydia, etc.).

Alternatively, the PCs may simply attack the guards and enter. Doing so is a Chaotic and Evil act, as the guards have done no harm to the PCs, nor to any of the locals. Warn the PCs if they wish to attack. If they persist, all paladins, good-aligned clerics, and lawful-aligned clerics immediately lose their abilities until they atone.

CREATURES

The main entrance is guarded by four hobgoblin soldiers and two human monks during the day. At night, it is unguarded.

All APLs (Day; EL 9)

Hobgoblin soldiers (2): LE male hobgoblin fighter 5; hp 47 each; see *DMG* 117.

Human monks (2): LE male human monk 5; hp 31 each; see *DMG* 118.

SPECIAL

Invading the temple should not be easy. The PCs should be forced to use extraordinary caution in care to reach their objective, 'lest they alert the defenders and rouse the temple's defenses.

If a fight breaks out in any part of the temple, be sure to roll Listen checks for all of the other inhabitants to see if they hear the battle. If so, they move at their best speed to locate and engage the invaders (naturally, the spellcasters buff first). Thus, it is quite possible for a careless party of PCs to be attacked by all of the defenders in the temple at once. Death is the reward of the foolish who would dare defy Nerull and Wee Jas.

Note that none of the temple's defenders will leave the Mausoleum to pursue defenders. However, once roused, assumed that the defenders are on the alert for the remainder of the adventure.

Should the PCs attack and then retreat, the temple will receive fiendish reinforcements from Carceri. The next time the PCs enter the temple, simply describe to them an overwhelming encounter with devils and allow the PCs to run away. By attacking and retreating, the PCs have missed their window of opportunity to thoroughly raid the Mausoleum.

Area 1: Main Temple Chamber

The massive ironbound doors open to a large temple chamber, ornately carved pews are set off to either side of the chamber creating a wide path up to a large dais with a podium, resplendent with curved marble steps. At the top is a small altar of worship, behind which stands a very prominent statue of a beautiful woman with smooth skin dressed in a magnificent long flowing gown wearing a ruby-encrusted crown. A ruby scepter rests gently in her arms, and a coy yet welcoming smile plays across her lips beckoning you to enter.

A plaque is engraved at the statue's base which says, "Stand Before The Ruby Sorceress And Be Judged!"

PCs may make a Knowledge (Religion) DC 15 check to recognize “Death’s Guardian” and “Ruby Sorceress” as some of Wee Jas’ titles.

CREATURES

The main chamber is always guarded by the constructs. The statue is a stone golem, but it is not active, except at APLs 10 and 12.

At night, the main chamber is also guarded by a dread wraith (MM 258). The wraith attacks any creature that enters at night unless they are wearing, or are guided by someone wearing, an unholy symbol of Wee Jas or Nerull.

Because it is easy to avoid being attacked by the dread wraith (who would be foolish enough to enter such a temple at night without displaying the unholy symbol of either Wee Jas or Nerull?), it does not affect the EL of this encounter.

APL 8 (EL 9)

Gargantuan Animated Objects (2): hp 148 each; *see Monster Manual 14.*

Dread Wraith (night only): hp 104; *see Monster Manual 258.*

APL 10 (EL 11)

Stone Golem: hp 107; *see Monster Manual 136.*

Dread Wraith (night only): hp 104; *see Monster Manual 258.*

APL 12 (EL 13)

Stone Golem: hp 107; *see Monster Manual 136.*

Colossal Animated Object: 256 hp; *see Monster Manual p. 14.*

Dread Wraith (night only): hp 104; *see Monster Manual 258.*

TACTICS

The animated object(s) are a part of the ceiling of the main chamber, but will not animate until the PCs approach to within 20 feet of the statue AND are not displaying either a holy symbol of Wee Jas or Nerull. In addition, they will attack ANYONE who attempts to steal Wee Jas’ adornments, unholy symbol notwithstanding.

Once active, they will attempt to beat down the closest opponent. If 2 objects are present, they will team up on the same target. They have also been commanded to sunder bows, if the opportunity presents itself.

TREASURE

If the PCs defeat the undead guardians and decide to steal the ruby scepter and the ruby crown, award the entire party the *Curse of Wee Jas* for their efforts (someone in the party should have had sense enough to stop the PC from robbing Wee Jas). The PCs gain the following treasure here:

All APLs: Coin 1,000 gp; Loot 0 gp; Magic 0 gp; Total 1,000 gp.

DEVELOPMENT

If the PCs fought the creatures in Area 5, they do not fight the creatures in this area.

Area 2: Embalming Chamber

This area is clearly used for embalming corpses. At the north and south ends of the room are some barrels while a desk rests against the northeast wall and two stone slabs are centered evenly in the room’s middle. There is a set of double doors in the southeast corner of the room.

This area is used for embalming corpses and preparing them for final burial. There is a secret door located in the southwest wall of the room (Search DC 25), which leads into the Temple of Nerull (Area 4). There does not appear to be anything else of interest here.

Area 3: Storage Room

The door to this room opens into a 30 foot wide by 40 foot long storage room with various boxes and crates stored within.

If the PCs succeed on a Search check (DC 25), they will discover some rust-red acolyte robes. A DC 20 Knowledge (religion) check will reveal that these robes are NOT associated with either Wee-Jas or Nerull. A DC 20 Knowledge (local – Iuz Border States) or (history) check will reveal that lower-ranked members of the Horned Society might wear robes such as these.

There are some dusty tomes and scrolls packed away as well which detail the teachings of Nerull and give instructions on various ceremonies and rituals dedicated to Nerull. There is nothing else of value here.

Area 4: Temple of Nerull

This room appears to be a temple with large columns spread evenly throughout the room. Sets of candelabra are mounted on the walls and a marble altar rests at the opposite end of the room. Behind the marble altar is a raised platform upon which stands the embodiment of Death itself – a marble statue of the God of Death, Nerull, stands prominently atop the raised platform.

The statue is 7 feet tall and holds a scythe in one of its skeletal hands, the other is concealed by the reaper's hooded cloak, and its menacing skeletal face displays two sparkling ruby orbs for eyes.

Upon entering this chamber, each PC worshipper of Pelor is affected by a targeted *dispel magic* (CL10) tied to the *unhallow* effect in this chamber. In addition, this chamber is under the effect of a *desecrate* spell cast by the ghost.

If no one brandishes a holy symbol of Nerull when entering this room, the trap will activate.

CREATURE

Chiron, a former cleric of Nerull, now a ghost, is now the guardian of the temple proper. If the trap is triggered, he attacks.

TRAP

The skeletal reaper statue in this temple is actually a very dangerous trap known as a Spell Turret. The head of the statue houses 4 different types of jewels, each representing the eyes of the statue. Each time the trap activates, the eyes of the statue flash the appropriate color (red for ruby, green for emerald, black for opal, and blue for sapphire), then the head swivels around to the next side (the head of the skeletal reaper has four sides to its face, each with a different color jewel for its eyes).

When inactive, the spell turret merges with the material of the surface on which it is mounted and cloaks itself with a *nondetection* spell to hide its magical aura. A spell turret has a visual trigger that utilizes *true seeing* to a range of 120 feet; it is programmed to recognize a holy symbol of Nerull and to allow those displaying that symbol to pass freely.

Once activated, a spell turret immediately begins casting one of four spells stored within it at the rate of one spell per round, pausing only on every fifth round to magically repair 4d8+20 points of damage to itself. A spell turret targets the closest unrecognized creature, and has a 360-degree arc of fire. The order in which a turret casts its spells is set; it cycles through them in the same order each time.

APL 8 (EL 10)

Temple of Nerull Spell Turret (5th level wizard spells) Trap: CR 6; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spell effects (DC 17 if save allowed) (*cone of cold* [Ruby]; arc of lightning [closest and farthest target; Emerald], heightened confusion [centered on closest target; Sapphire], heightened blindness/deafness [Black

Opal]) cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp (CL 9); Search DC 32; Disable Device 32; AC 7; hardness 8; hp 200.

Chiron, Guardian of the Great Hall: male human ghost cleric of Nerull 6/Tomb Warden 1; 87 hp; see *Appendix 2*.

APL 10 (EL 12)

Temple of Nerull Spell Turret (6th level wizard spells) Trap: CR 7; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spell effects (DC 19 if save allowed) (chain lightning [Ruby], heightened arc of lightning [closest and farthest target; Emerald], heightened confusion [Sapphire], heightened bestow curse [-6 to primary attribute; Black Opal]) cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp (CL 11); Search DC 33; Disable Device 33; AC 7; hardness 8; hp 200.

Chiron, Servant of the Reaper: male human ghost cleric of Nerull 7/Tomb Warden 2; 120 hp; see *Appendix 3*.

APL 12 (EL 14)

Temple of Nerull Spell Turret (7th level wizard spells) Trap: CR 8; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spell effects (DC 20 if save allowed) (prismatic spray [Ruby], heightened arc of lightning [closest and farthest target; Emerald], heightened confusion [Sapphire], finger of death [closest target; Black Opal]) cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp (CL 17); Search DC 34; Disable Device 34; AC 7; hardness 8; hp 200.

Chiron, Servant of the Reaper: male human ghost cleric of Nerull 9/Tomb Warden 3; 157 hp; see *Appendix 4*.

TACTICS

At APL 8, Chiron does not have Tomb Sense so will not be aware of the PCs until they have entered this room. Once they do, he will buff for 2 rounds, then enter combat on the 3rd round by manifesting inside the statue and rising up above the statue, drawing the scythe as he goes. Do not forget his *horrific appearance*. On his first action, he will use his *frightful moan* ability. Chiron will follow-up with spells until he is engaged in melee, then he will fight using the scythe. He will attempt to stay near the top of the ceiling, which is 20 feet high.

At APLs 10 and 12, there is a quiver of arrows slung around the statue of Nerull's shoulder, to be used for Chiron's *telekinesis* supernatural ability.

TREASURE

APL 8: Loot 693 gp; Magic 693 gp; +1 *ghost touch scythe* (693 gp); Total 1,386 gp.

APL 10: Loot 0 gp; Magic 693 gp; +1 *ghost touch scythe* (693 gp); Total 693 gp.

APL 12: Loot 0 gp; Magic 1,527 gp; +1 *keen ghost touch scythe* (1,527 gp); Total 1,527 gp.

The secret door (Search DC 30) leading up to the second floor of the Mausoleum (Area 12) is located behind the statue of Nerull.

Area 5: Mortuary

This large area is a mortuary. There are numerous sarcophagi organized around the room. In the center of the room are large stone slabs. The chamber is filthy with dirt covering almost the entirety of the room. In some areas, mounds of dirt are pushed up against the walls. The smell of corpses, blood and death permeates the air. There are a set of double doors in the northeast and southeast walls of the room.

This room is used to store sarcophagi and as a preparation chamber. The sarcophagi contain numerous corpses being prepared for final burial.

DM's Note: Please note the *unhallow* effect is in place throughout the entire Mausoleum which confers the following upon all those in the Mausoleum: 1) *magic circle versus good*; and 2) -4 to all turning checks and +4 to all rebuking checks; and 3) in this chamber, there is a *protection from energy (fire)* (CL varies) spell tied to the *unhallow* effect that will affect any evil creature in this chamber.

CREATURES

A mummy (2 at APLs 10 and 12) resides in this chamber. It is lying dormant, so to speak, in a sarcophagi (at APLs 10 and 12, they are on opposite sides of the room). The lids of the empty sarcophagi, as well as the mummy's, are open. This allows the mummy to track the movement of the PCs in the chamber.

APL 8 (EL 9)

Advanced Swarm-shifter mummy: hp 104; see *Appendix 1*.

APL 10 (EL 11)

Advanced Swarm-shifter mummies (2): hp 104 each; see *Appendix 1*.

APL 12 (EL 13)

Advanced swarm-shifter mummies (4): hp 104 each; see *Appendix 1*.

TACTICS

The guardian(s) of this chamber remains shifted into sand swarm form until such time as anyone enters the chamber who is not wearing a holy symbol of Nerull. At that time, it will shift into mummy form, most likely gaining surprise, utilize its Despair ability, then, at their next opportunity, shift back into whatever insect swarm form they possess and continuing to attack in swarm form. The mummy is loyal to Nerull and fights to the death.

DEVELOPMENT

If the PCs fought the encounter in Area 1, they do not face the creatures in this area. The EL for this encounter has been increased by 1 due to the presence of the *protection from energy (fire)* spell.

Area 6: Outer Corridor

This wide corridor is 50 feet long and 20 feet wide. There are doors in the west and south walls, and a 20-foot wide, 10-foot long set of stairs leads up to a set of double doors in the east wall.

The south doors lead into the Library (Area 10); the east doors lead into the Mortuary (Area 5); and the west doors lead into the Inner Sanctum (Area 9). The doors leading into the Inner Sanctum are *arcane locked* (CL 10) at night and unlocked during the day. There is nothing else of interest in this area.

Area 7: Guards' Quarters

The doors to this area open up to a set of stairs that lead down 10 feet into a 10 foot wide corridor that extends some 80 feet with single wooden doors set evenly apart on each side of the corridor all the way to the end.

This area is used to house the hobgoblin and monk guards. During the night, there will be 6 monks and 4 hobgoblins (minus any previously killed) present and asleep in their rooms. During the day, the rooms will be empty.

When the PCs enter this area, have the PCs attempt a DC 10 Listen check to hear the sounds of snoring coming from some of the rooms down this corridor. The last door of the corridor on the right leads into the Kitchen and Dining Room (Area 8). There is nothing else of value in this area.

If any of the acolytes are disturbed (Listen -8 [includes -10 penalty for being asleep]), they will attempt to disable the intruders and will scream to summon the temple's other defenders. If the other defenders hear the sounds of battle, they will move to engage the intruders.

All APLs (EL 0 [sleeping])

Human monks (6): LE male human monk 5; hp 31 each; see *DMG* 118.

Hobgoblin soldiers (4): LE male hobgoblin fighter 5; hp 47 each; see *DMG* 117.

If any of the monks are captured and successfully interrogated, they only know that they are involved in an experimental training program. Many of the Death Cultists' spellcasters were killed years ago during Iuz's attack on Molag during the Night of the Blood Moon, and the current leadership hopes that by training more monk guards, they will be better able to protect the current spellcasters.

Area 8: Kitchen and Dining Room

The door opens up into a fair-sized chamber, obviously a kitchen and dining area. There is a dining table in the center of the room, some wine casks along the walls, and a set of foodstuffs in crates in the northwest corner of the room. In the southwest corner of the room is a single door.

The door leads down into the catacombs. PCs entering the Mausoleum from the catacombs will emerge into this chamber.

During the daytime, there is a 25% chance that 2 monks and 2 hobgoblin guards are present in this room. If acolytes are encountered, they will demand to know the PC's business here in the Mausoleum and why they are in restricted areas. The PCs will have to convince them of their right to be there to avoid the monks summoning Victoren.

If attacked, they will fight a holding action while screaming for reinforcements.

All APLs (EL 9)

Human monks (2): LE male human monk 5; hp 31 each; see *DMG* 118.

Hobgoblin soldiers (2): LE male hobgoblin fighter 5; hp 47 each; see *DMG* 117.

Area 9: Inner Corridor

This area is another corridor 20 feet wide and 40 feet long. There is a set of double doors in each of the east, west, and south walls.

The doors to the east lead out into the Outer Corridor (Area 6); the doors in the west wall lead into the Temple of Nerull (Area 4); and the doors in the south wall lead into the Priests' Quarters (Area 7).

Area 10: Library

The doors to this chamber open to an obvious library. Rows of bookshelves line the walls around the outer edges of this chamber. Four reading desks are centered in the middle. Each desk has sets of books and papers spread across them.

This room serves as the temple library. There are a number of interesting books here in this room, mostly on preserving and preparing corpses for burial, a few treatises on the worship of Wee Jas and Nerull, and various other books about other uninteresting subjects. Each of the desks has stacks of books and papers spread across them; however, a DC 25 Search check reveals a bone scroll tube hidden amongst the papers on one of the desks. Give the PCs Player Handout 3 once they have removed the scroll from the tube.

If a *detect magic* spell is cast on the tube, it reveals a previously invisible *arcane mark*. If *read magic* is cast on it, or if a PC speaks elven and draconic, the Mark can be deciphered as being a cross between elven and draconic symbols that loosely equate to "The Sage". There are no other magical auras on the scroll tube.

TRAP

The bone scroll tube has been trapped (as well as cloaked by a *nystul's magic aura*) by The Sage so that when it is opened without saying the password ("Keak Must Die!"), the trap is triggered.

It is possible for the PCs to know this password if they were successful in their parley with the Sage in the catacombs.

All APLs (EL 10)

Heightened Glass Strike, Shatter, Dispel Magic Trap: CR 10; magic device; touch trigger; no reset; spell effect (*heightened glass strike*, 16th level wizard, DC 22 Fortitude or turned to glass), spell effect (*heightened shatter*, 16th level wizard, DC 22 Will negates), spell effect (*dispel magic*); Search DC 33; Disable Device DC 33.

The Sage is quite bitter about how Keak defeated him, but admits that it was a brilliant tactic. The Sage's trap first attempts to turn the offending character to glass. It then immediately attempts to *shatter* the PC. Finally, it immediately casts *dispel magic* on the PC, [automatically succeeding as a spellcaster can

automatically dispel their own spell via *dispel magic*] dispelling the *glass strike*. This immediately kills the PC. Not even *delay death* can save a PC that has been turned to broken chunks of flesh. All three effects occur near simultaneously and in that order. Feel free to describe in grisly detail (depending on the age and sensitivity of your players) if this fate befalls a PC.

CREATURES

During the daytime, there is a 25% chance that 2 monks are present and studying in this room. If acolytes are encountered, they will demand to know the PC's business here in the Mausoleum and why they are in restricted areas. The PCs will have to convince them of their right to be there to avoid the monks summoning Victoren.

If attacked, they will fight a holding action while screaming for reinforcements.

All APLs (EL 7)

Human monks (2): LE male human monk 5; hp 31 each; see *DMG* 118.

There is a secret door (Search DC 30) located in the south wall. One of the books (Search DC 30) is a mechanical trigger that opens the bookcase to reveal a room beyond (Area 11).

Area 11: The Portal Chamber

This large chamber is empty except for a large platform in the center of the room. A large dark stone ring lies on the platform, its circumference inscribed with multiple arcane runes. The stone ring hums with power, and the air shimmers with a dark hue above it.

A DC 15 Spellcraft or Knowledge (arcana) check will reveal that the stone ring is a portal to another plane (CL 20) and that it is currently active. The stone circle radiates strong conjuration magic.

The portal is being used by the Horned Society to transport slaves to the Tarterian Depths of Carceri for some unknown purpose. Two hobgoblin guards are stationed here at all times, day or night. If attacked, they fight a delaying action and attempt to yell for reinforcements. If they get a chance to bull-rush someone onto the platform, they will take it.

All APLs (EL 7)

Hobgoblin soldiers (2): LE male hobgoblin fighter 5; hp 47 each; see *DMG* 117.

Should the PCs discover where the portal leads, whether via divination magic or through interrogation, they may learn the following information with a

successful Knowledge (the planes) check, as indicated below:

DC 10: Carceri is a plane of exile. It is known as the prison plane of the multiverse.

DC 15: Carceri has six layers. The plane is a place of darkness and despair, of passions and poisons, and of kingdom shattering betrayals. It is where the overthrown plot their return. Evil fiends of all stripes wander Carceri's worlds.

DC 20: Unlike most inhabitants of Carceri, the deity Nerull makes his home on Carceri willfully, not because of exile. Carceri consists of six layers. Each layer has a series of orbs like tiny planets in a row. The six layers are Orthys, Cathys, Minethys, Colothys, Porphyatys, and Agathys.

DC 25: The traits of the plane of Carceri are as follows.

Normal Gravity: On the orbs, gravity is exactly like the Material Plane. Between orbs, there is no gravity, which eases travel for those who can fly beyond the clutches of each orb's gravity.

Normal Time.

Infinite Size: Carceri may extend infinitely, but it possesses finite components in the form of its tiny planets.

Divinely Morphic: Nerull and any other deity of lesser deity power or greater can alter Carceri. More ordinary creatures find Carceri indistinguishable from the Material Plane; it responds to spells and physical efforts normally.

No Elemental or Energy Traits.

Mildly Evil-Aligned: Good characters on Carceri suffer a -2 penalty to all Charisma-based checks.

Normal Magic.

DEVELOPMENT

Should the PCs be foolish enough to step into the portal, they are immediately transported to Carceri. However, the portal requires a pass phrase ("That Which Slept Must Sleep Again") to take the PCs to where the Horned Society is located. Only Victoren and Morfeon know the pass phrase.

If the PCs somehow learn the pass phrase, through divination magics or interrogation, and they step through the portal, then they are transported to the Horned Society's base of operations on Carceri. In this event, the PCs briefly see numerous spellcasters devoted to Nerull, working on constructing some sort of massive prison made out of shadows and force effects. A DC 20 Knowledge (local – Iuz Border States) check will identify the two lead spellcasters as former High Lady (now Hierarch) Xavendra and her consort Veth. Just as this registers, Xavendra will notice the PCs and, with a wave of her hand, send them back through the portal to the Mausoleum. She does not

have the time to kill them, at the moment, and fighting her and her minions, or speaking with them, is outside the scope of this adventure. After this, the portal will become inactive.

Without the pass phrase, PCs who step through the portal are transported to a random location in Carceri (all arriving at the same location). Worse, there is no return portal.

If the PCs end up on Carceri, see DMG 161. The PCs will immediately be spotted by locals. Use the Hellish Encounter table on DMG 167 to determine the foes. If the PCs survive this encounter, but have no way of returning to Oerth, then the adventure is over for them. See the LGCS for rules on returning to Oerth from the planes.

Area 12: The Great Hall Of The Horned Society

The secret doors located behind the mammoth statue of Nerull in the temple open to a double set of stairs leading to the second floor. A strong set of ironbound double doors block entry into the chamber beyond. The grinning face of a horned devil is engraved in the doors as if daring you to continue.

The stairs lead straight up to the second floor to a strong set of double doors. This is the grand hall of the Horned Society, established shortly after General Hok presented the Mausoleum to the Death Cultists for their use. The doors are unlocked and open inward revealing the large chamber beyond. A permanent heightened *greater dispelling screen* (8th level spell effect; CL 16) has been placed on the doorway (Search DC 33, Disable Device DC 33) linked with a clairsentience. Anyone entering the chamber through this doorway without uttering the words, “Our Master Brings the Darkness” will be targeted by a *greater dispel magic* (CL 16).

Also, PCs that worship Pelor who enter this room must make a DC 18 Will save or be affected by the *life ward* (CL varies) spell which is tied to the *unhallow* effect in this room.

When the party is ready to proceed through the doors, read or paraphrase the following.

The doors open to a large chamber 60 feet wide and 60 feet deep. Candelabra are set in various places around the room and a set of marble columns extend from the front of the room to the rear. Four columns line each side of the room, leading to a large obsidian altar that is situated before a set of raised steps that lead to a platform.

Atop the platform rest 13 ornately cushioned chairs. Three chairs in the center are set higher than the others.

Emblazoned in the center of the chamber is an enormous symbol of a black shield with the red face of a horned devil.

Standing before the centermost seat is a human male dressed in full plate armor wearing a rust-red cape and carrying a scythe. An unholy symbol hangs from around his neck. He looks at you solemnly and says in a soft raspy voice, “Welcome to those who sought the Reaper’s embrace. You who have been defeated shall surrender your souls to the Bringer of Darkness!”

APL 8 (EL 11)

Victoren Gravebane: male human cleric of Nerull 6/master of shrouds 3; 101 hp; *see Appendix 2.*

Morfeon the Grim: male human necromancer 7; 56 hp; *see Appendix 2.*

APL 10 (EL 13)

Victoren Gravebane: male human cleric of Nerull 6/master of shrouds 5; 137 hp; *see Appendix 3.*

Morfeon the Grim: male human necromancer 9; 70 hp; *see Appendix 3.*

APL 12 (EL 15)

Victoren Gravebane: male human cleric of Nerull 6/master of shrouds 7; 159 hp; *see Appendix 4.*

Morfeon the Grim: male human necromancer 11; 83 hp; *see Appendix 4.*

TACTICS

If the PCs were noisy in their approach, perhaps spending quite a bit of time trying to get past the dispelling screen, then both spellcasters will have cast their buff spells and Victoren will have summoned as many undead as he reasonable can.

At all APLs, Victoren will stay out of melee combat as long as he can, using his Summon Undead ability to summon additional undead minions. After he has exhausted his summonings, he will cast his short-term buffs before entering combat.

Morfeon will try to stay mobile and hidden, using *invisibility* to its greatest advantage while utilizing his Mobile Spellcasting feat (if he has it at that APL). He will try to complement Victoren’s undead guardians with similar spells that weaken and drain the PCs.

DM’s Note: Remember, the undead in this room are under the effect of the *unhallow*, which confers a *magic circle against good* effect. Furthermore they gain the following benefits from a *desecrate* spell which has been cast in the room: +2 profane bonus on attacks, damage, and saves; and +2 hps per HD.

At APLs 10 and 12, the undead summoned by Victoren get an additional +2 on attacks and damage due to his class abilities.

TREASURE

APL 8: Loot 138 gp; Magic 1,525 gp; +1 scythe (193 gp), *periapt of wisdom* +2 (333 gp), *vest of resistance* +2 (333 gp), *headband of intellect* +2 (333 gp), *vest of resistance* +1 (83 gp), *lesser rod of extend* (250gp); Total 1,663 gp.

APL 10: Loot 138 gp; Magic 2,858 gp; +1 scythe (193 gp), *periapt of wisdom* +2 (333 gp), *vest of resistance* +3 (750 gp), *gloves of dexterity* +2 (2) (666 gp), *headband of intellect* +2 (333 gp), *vest of resistance* +2 (333 gp), *lesser rod of extend* (250gp); Total 2,996 gp.

APL 12: Loot 138 gp; Magic 7,726 gp; +1 scythe of wounding (1,527 gp), *periapt of wisdom* +4 (1,333 gp), *vest of resistance* +3 (2) (1,450 gp), *gloves of dexterity* +2 (2) (666 gp), *headband of intellect* +4 (1,333 gp), *lesser rod of extend* (250 gp); *lesser rod of maximize* (1,167 gp) Total 7,864 gp.

After the PCs have defeated Victoren and his minions, they may search the grand hall and may discover (Search DC 25) a journal in a hidden compartment beneath the central seat. Give the PCs Player Handout 4.

7: CONCLUSION

Modify as necessary based on what the PCs learned.

Greater devils, powerful undead, worshippers of Nerull...another organized evil entity here in the Bandit Kingdoms. If it comes to war, which side will you join – defend the status quo or turn on that which has been your master for so long? Which one will be the lesser of two evils?

You return to see Lord Marwald and are met with celebration and gratitude. Marwald is shocked at the news you bring but swears to take a firm stance in readying his forces for the coming war. Still, no one knows what truly has become of General Hok and where he stands.

Marwald is happy that the PCs have returned after a successful mission but is very distressed to learn the truth. Nevertheless, if the PCs completed their mission successfully and discovered the whereabouts of General Hok, award them the *Favor of the Army of the Warfields*.

If the PCs take the appropriate measures to inform the Druid Council of their mission and what they have

discovered, the Council is likewise disturbed by these events; give the PCs the *Favor of the Druids of the North*.

If the PCs discovered the lab where The Sage of Rookroost resides in the catacombs beneath Hallorn and pledged themselves to his cause, that being to side with the Horned Society in the upcoming battle (see the MilleniumCon 2007 interactive “The Defense of Hallorn”), then award them the *Influence of The Sage*.

If the PCs successfully broke into the Mausoleum and completed the mission by defeating Victoren and his minions, award them the *Enmity of the Horned Society*.

If the party or any PC stole the jewels from the statue of Wee Jas in Encounter 6 (Area 1), award them all the *Curse of Wee Jas*.

And finally, if any PC went against the grain and betrayed his fellow party members by attacking them, stealing important documents and/or reporting the party’s plans to the Death Cultists, or in the final battle agreed to pledge themselves to the Horned Society in the upcoming battle (see above), then award them the *Favor of the Horned Society*.

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 6: THE MAUSOLEUM (AREA 1)

Defeat the construct guardian(s).

APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

ENCOUNTER 6: THE MAUSOLEUM (AREA 5)

Defeat the mummy guardian(s).

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

ENCOUNTER 6: THE MAUSOLEUM (AREA 6)

Destroy the spell turret and defeat the tomb warden.

APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

ENCOUNTER 6: THE MAUSOLEUM (AREA 10)

Survive or disable the trapped scroll tube.

All APLs	300 XP
----------	--------

ENCOUNTER 6: THE MAUSOLEUM (AREA 12)

Defeat Victoren and Morfeon.

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

ENCOUNTER 6: THE MAUSOLEUM (ALL OTHER AREAS)

Defeat the monks or hobgoblin guards.

All APLs	30 XP/EL
----------	----------

STORY AWARDS:

Discover truth about the Death Cultists:

APL 8	225 XP
APL 10	270 XP
APL 12	325 XP

TOTAL POSSIBLE EXPERIENCE

APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 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.

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

1: ENCOUNTER 6: THE MAUSOLEUM (AREA 1)

ALL APLs: Coin 1,000 gp; Loot 0 gp; Magic 0 gp; Total 1,000 gp.

2: ENCOUNTER 6: THE MAUSOLEUM (AREA 4)

APL 8: Loot 693 gp; Magic 693 gp; *+1 ghost touch scythe* (693 gp); Total 1,386 gp.

APL 10: Loot 0 gp; Magic 693 gp; *+1 ghost touch scythe* (693 gp); Total 693 gp.

APL 12: Loot 0 gp; Magic 1,527 gp; *+1 keen ghost touch scythe* (1,527 gp); Total 1,527 gp.

3: ENCOUNTER 6: THE MAUSOLEUM (AREA 5)

APL 8: Loot 0 gp; Magic 333 gp; *cloak of charisma* +2 (333 gp); Total 333 gp.

APL 10: Loot 0 gp; Magic 416 gp; *cloak of charisma* +2 (333 gp), *vest of resistance* +1 (83 gp); Total 416 gp.

APL 12: Loot 0 gp; Magic 1,666 gp; *cloak of charisma* +4 (1,333 gp), *vest of resistance* +2 (333 gp); Total 1,666 gp.

4: ENCOUNTER 6: THE MAUSOLEUM (AREA 12)

APL 8: Loot 138 gp; Magic 1,525 gp; *+1 scythe* (193 gp), *periapt of wisdom* +2 (333 gp), *vest of resistance* +2 (333 gp), *headband of intellect* +2 (333 gp), *vest of resistance* +1 (83 gp), *lesser rod of extend* (250gp); Total 1,663 gp.

APL 10: Loot 138 gp; Magic 2,858 gp; *+1 scythe* (193 gp), *periapt of wisdom* +2 (333 gp), *vest of resistance* +3 (750 gp), *gloves of dexterity* +2 (2) (666 gp), *headband of intellect* +2 (333 gp), *vest of resistance* +2 (333 gp), *lesser rod of extend* (250gp); Total 2,996 gp.

APL 12: Loot 138 gp; Magic 7,726 gp; *+1 scythe of wounding* (1,527 gp), *periapt of wisdom* +4 (1,333 gp), *vest of resistance* +3 (2) (1,450 gp), *gloves of dexterity* +2 (2) (666 gp), *headband of intellect* +4

(1,333 gp), *lesser rod of extend* (250 gp); *lesser rod of maximize* (1,167 gp) Total 7,864 gp.

TREASURE CAP

APL 8: 1,300
APL 10: 2,300
APL 12: 3,300

TOTAL POSSIBLE TREASURE

APL 8: 4,382
APL 10: 5,798
APL 12: 12,750

ADVENTURE RECORD ITEMS

Curse of Wee Jas: For being greedy and stealing from the Goddess of Death and Magic, you have drawn the gaze of the Stern Lady. You suffer a 50% arcane spell failure chance for all arcane spells cast in the future. In addition, allies who attempt to cast beneficial arcane spells upon you also suffer a 50% arcane spell failure chance. This curse can only be removed by a *remove curse* cast by a CL 15+ divine spellcasting worshipper of Wee Jas. Failure to abide by the restrictions of this curse will cause the character to be removed from the multiverse, killed by Wee Jas's divine will.

Favor of the Army of the Warfields []: For your efforts in investigating the machinations of the Death Cultists on behalf of Lord Mayor Marwald, you have gained one Influence Point with the Army of the Warfields. This IP may be spent to gain Adventure access to the following: *ghost touch* weapon upgrade; Spurn Death's Touch^{LM}; *goggles of lifesight*.

Influence Point with The Sage: You have pledged your allegiance to The Sage and his cause. He allows you to spend time studying with him. He will allow you to copy any non-enchantment Core spell of levels 1 to 8 from his spellbook. It costs 1 TU per spell level to copy the spell, as the Sage demands some of your time in exchange for the lessons.

Favor of the Old Faith Druid's of the North []: For sharing the information you discovered in the Mausoleum with the Old Faith Druids of the North, you have gained one Influence Point with them. This point may be spent to grant you Adventure access to the following: *beastskin*^{MIC} armor enhancement; *bear helm*^{MIC}, *druid's vestments*, *incandescent blue ioun stone*.

Enmity of the Horned Society: For meddling in the affairs of the Death Cultists, you have drawn their ire.

Members of the Death Cultists meta-organization are immediately expelled. All minions of the Horned Society that recognize you in future events will target you first in a fight.

Favor of the Horned Society []: For agreeing to take the side of the Horned Society in the upcoming battle (MillenniumCon 2007 interactive), the Death Cultist's agree to teach you the secrets of the prestige class Master of Shrouds^{LM}. You must spend 4 TUs prior to taking each level of this class in study with your mentor.

In addition, you gain Adventure access to the following items (all MIC): *death spike*, *mace of the dark children*, *ring of avoidance*, *wight armor*, *wight hide shield*.

ITEM ACCESS

APL 8:

- *+1 ghost touch scythe* (Adventure; DMG; 8,318 gp)
- *Lesser Metamagic Rod of Extend* (Adventure; DMG)
- *Morfeon's Spellbook, Volume I* (Adventure; see Extended AR; 4,100 gp)
- *Ring of Counterspells* (Adventure; DMG)

APL 10 (all of APL 8 plus the following):

- *Morfeon's Spellbook, Volume II* (Adventure, see Extended AR; 1,900 gp)
- *Lesser Metamagic Rod of Empower* (Adventure; DMG)
- *Robe of Bones* (Adventure; DMG)

APL 12 (all of APLs 8-10 plus the following):

- *+1 keen scythe of wounding* (Regional; DMG; 32,318 gp)
- *Morfeon's Spellbook, Volume III* (Adventure; see Extended AR; 3,900 gp)
- *Lesser Metamagic Rod of Maximize* (Adventure; DMG)
- *Metamagic Rod of Empower* (Adventure; DMG)

ENCOUNTER 4: THE CATACOMBS

MORGAN SILVERLAINE ("THE SAGE") CR 18

Male gray elf lich diviner 5/Divine Oracle
2/Fatespinner 4/Loremaster 1/Wayfarer's Guide
1/Archmage 2

NE Medium undead (augmented humanoid [gray elf])

Init +3; **Senses** darkvision 60 ft; *greater arcane sight*,
see invisibility, Listen +13, Spot +16

Aura fear (60 ft; 5 HD or less; DC 17 [as fear])

Languages Common, Abyssal, Auran, Celestial,
Draconic, Elven, Giant, Gnome, Ignan, Infernal,
Terran, Undercommon, Amedi, Ancient Baklunish,
Cold Tongue, Flan, Keolandish, Old Oeridian,
Olman, Rhopan, Ancient Suloise, Tuev

AC 32, touch 16, flat-footed 29

(+3 Dex, +6 natural, +6 *greater mage armor*, +4
shield, +2 deflection, +1 insight)

hp 128 (+18 *false life*) (15 HD)

DR 15/magic and bludgeoning

Immune acid, cold, electricity, undead immunities,
turning (*life ward*)

Resist +4 turn resistance; fire (*resist* 30)

Fort +7, **Ref** +21, **Will** +24

Speed 30 ft. (6 squares)

Melee paralyzing touch +4/-1 (1d8+5 plus paralyzing
touch, DC 17 half)

Ranged +9 ranged touch (ray)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +4

Special Actions paralyzing touch (DC 17), fear aura
(DC 17).

Wizard Spells Prepared (CL 16th):

8th—*superior invisibility* †, *mind blank* †, *moment*
of prescience †, *discern location* †

7th—*energy immunity* †, *project image* †, *glass*
strike (DC 30), *spell turning* †, *greater arcane*
sight †, *greater scrying* †

6th—*disintegrate* (+8 ranged touch; DC 29), *greater*
dispel magic, quickened *glitterdust* (DC 23),
quickened *scorching ray* (+8 ranged touch),
repulsion † (DC 27), *true seeing* †, *legend lore* †

5th—*arc of lightning* (DC 26), *greater fireburst* (DC
27), *overland flight* †, *teleport*, *wall of force*,
quickened *shatter* (DC 26), quickened *true*
strike †, *commune* †

4th—*bestow curse* (DC 25), *dimension door*,
greater invisibility, *orb of force* (+8 ranged touch),
orb of fire (+8 ranged touch), *stoneskin* †,
unluck † (DC 25), *scrying* †

3rd—*displacement*, *fireball* (x3) (DC 25), *greater*
mage armor †, *slow* (DC 26), *vampiric touch*
(+10 melee touch), *tongues* †, *divination* †

2nd—*detect thoughts* † (DC 23), *false life* †;
glitterdust (DC 23), extended *resist energy* †,

scorching ray (x2) (+8 ranged touch), *spectral*

hand †, extended *see invisibility* †, *augury* †

1st—*comprehend languages* †; *lesser orb of acid*
(x2) (+8 ranged touch), *magic missile* (x2), *ray of*
enfeeblement (+8 ranged touch), *scholar's touch*,
shield, *identify* †

0—*detect magic* † (x2), *mage hand*, *message*,
touch of fatigue (+10 melee touch; DC 21)

† Already cast and included in the stats

S: Specialization spell. School of Specialization:
Divination; School(s) of Opposition: Enchantment

D: Domain spell. Oracle domain

Abilities Str 6, Dex 14 (16), Con --, Int 26 (32), Wis
12, Cha 10

SQ: oracle domain, scry bonus, prescient sense, trap
sense +1, spin fate, fickle finger of fate, spin
destiny, deny fate, resist fate, secret (bonus feat),
enhanced capacity, improved range, high arcane
(mastery of shaping), high arcana (mastery of
elements), summon familiar (weasel), undead
traits,

Feats: Alertness, Scribe Scroll, Skill Focus
(Knowledge [Religion], Skill Focus (Spellcraft),
Spell Focus (Evocation), Spell Focus
(Transmutation), Quicken Spell, Sudden Maximize,
Insightful Reflexes, Greater Spell Focus
(Transmutation)

Skills: Concentration +18, Decipher Script +22, Hide
+10, Knowledge (Arcana) +30, Knowledge
(Architecture and Engineering) +13, Knowledge
(Dungeoneering) +13, Knowledge (Geography)
+22, Knowledge (History) +13, Knowledge
(Nature) +13, Knowledge (Nobility and Royalty)
+13, Knowledge (Religion) +33, Knowledge (The
Planes) +22, Knowledge (Local [IBS]) +25,
Knowledge (Local [Core]) +17, Listen +13, Move
Silently +10, Profession (Gambler) +6, Profession
(Sage) +3, Search +27, Sense Motive +9,
Spellcraft +35, Spot +16

Possessions: *headband of intellect* +6, *gloves of*
dexterity +2, *lesser metamagic rod of extend*,
normal metamagic rod of empower, *lesser*
metamagic rod of maximize, *heward's handy*
haversack, *quiver of ehlonna*, *boccob's blessed*
book, *ring of counterspells* (2; *greater dispel magic*
and *disintegrate*), *vest of resistance* +5, *orange*
prism ioun stone, *dusty rose prism ioun stone*, *ring*
of protection +2, *amulet of natural armor* +1

Spellbook (barred schools enchantment) spells
prepared plus 0—all, except *enchantment*; 1st—
alarm, *detect undead*, *endure elements*, *familiar*
pocket, *grease*, *nystul's magic aura*; 2nd—*baleful*
transposition, *cat's grace*, *command undead*,
knock, *levitate*, *rope trick*, *web*; 3rd—
clairaudience/clairvoyance, *dispel magic*, *fly*, *haste*,
greater magic weapon, *lightning bolt*, *protection*
from energy, *water breathing*; 4th—*arcane eye*,
bestow curse, *blast of flame*, *detect scrying*,
dimensional anchor, *enervation*, *stone shape*, *wall*

of fire; 5th—animal growth, baleful polymorph, greater blink, break enchantment, cone of cold, contact other plane, dismissal, mass fire shield, mass fly, passwall, prying eyes, rary's telepathic bond, reciprocal gyre, telekinesis, teleport; 6th—analyze dweomer, antimagic field, contingency, greater dispel magic, fires of purity, legend lore, probe thoughts, repulsion, shadow walk, subvert planar essence, veil; 7th—banishment, energy immunity, forcecage, greater dispelling screen, phase door, plane shift; 8th—none

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

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

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

Note: The Sage's CR has been raised by 1 due to possessing more items than a standard NPC of his level.

ENCOUNTER 5: THE MAUSOLEUM (AREA 5)

ADVANCED SWARM-SHIFTER MUMMY CR 8
LE Medium undead (shapechanger)

Init +0; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Common

AC 20 (22 vs good), touch 10 (12 vs good), flat-footed 20 (22 vs good)

(+10 natural, [+2 deflection vs good])

hp 104 (12 HD; 16 vs turning)

Immune undead immunities

Resist fire (*protected 120 pts*)

Weakness vulnerability to fire

Fort +6, **Ref** +4, **Will** +10

Speed 20 ft (4 squares)

Melee 2 slams +13/+8 (1d6+10 plus mummy rot)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6/+1; **Grp** +13

Atk Options Despair (DC 21), Mummy Rot (DC 19)

Abilities Str 24, Dex 10, Con ---, Int 6, Wis 14, Cha 16

SQ damage reduction 5/--, darkvision 60 ft., swarm form (grave dirt, undead spider), undead traits, vulnerability to fire

Feats Alertness, Great Fortitude, Toughness, Improved Toughness, Improved Turn Resistance, Ability Focus (Despair)

Skills Disguise +7, Hide +12, Listen +9, Move Silently +7, Spot +8

Despair (Su): At the mere sight of a mummy, the viewer must succeed at a DC 22 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease —slam, Fortitude DC 20, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

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

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

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

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

SWARM-SHIFTER MUMMY, GRAVE DIRT SWARM

FORM: CR 8; Fine undead (shapechanger, swarm); HD 13; hp 100; Init +0; Spd fly 60 ft. (12 squares) (perfect); AC 32(34 vs good), touch 22 (24 vs good), flat-footed 28 (30 vs good); Base Atk +7; Grp --; Atk or Full Atk swarm (3d6); Space/Reach 10 ft./---; SA distraction (DC 16), swarm attack (3d6); SQ damage reduction 5/--, darkvision 60 ft., hive mind, immune to weapon damage, swarm form (grave dirt), swarm traits, undead traits, vulnerability to fire; AL NE; SV Fort +8, Ref +8, Will +10; Str 14, Dex 18, Con --, Int 6, Wis 15, Cha 16

Skills Disguise +17, Hide +29, Listen +9, Move Silently +8, Spot +8

SWARM-SHIFTER MUMMY, UNDEAD SPIDER

SWARM FORM: CR 8; Diminutive undead (shapechanger, swarm); HD 12; hp 96; Init +3; Spd fly 20 ft. (4 squares), climb 20 ft.; AC 27(29 vs good), touch 17 (19 vs good), flat-footed 24 (26 vs good); Base Atk +6; Grp --; Atk or Full Atk swarm (3d6 plus poison); Space/Reach 10 ft./---; SA poison (DC 19), distraction (DC 16), swarm attack (3d6); SQ damage reduction 5/--, darkvision 60 ft., hive mind, immune to weapon damage, swarm form (grave dirt, undead spider), swarm traits, undead traits, tremorsense 60 ft., vulnerability to

fire; AL NE; SV Fort +6, Ref +7, Will +10; Str 14, Dex 16, Con --, Int 6, Wis 15, Cha 16

Skills Disguise +17, Hide +23, Listen +9, Move Silently +10, Spot +8

Poison (Ex): Swarm attack, Fortitude DC 19, initial and secondary damage 1d3 Str.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 16) negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Swarm (Ex): The base creature has a swarm attack based on its hit dice.

Hive Mind (Ex): A swarm-shifter with this ability is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*) with the exception of effects that command, control, turn, rebuke, bolster, or destroy undead specifically. A swarm-shifter in swarm form is affected by turn and rebuke attempts just like the base creature.

Swarm Form (Su): The base creature can take the form of an undead swarm at will. The swarm (or swarms, if this template is applied multiple times) the base creature can turn into is chosen when this template is first applied. Each form alters the base creature in swarm form in different ways.

Changing shape to or from swarm form is a standard action that infuses the undead with negative energy and heals 1 hit point of damage per HD of the base creature. The undead cannot change from swarm form to its normal form in an area where its body could not normally fit. As with the *alter self* spell, the base creature's items are absorbed into the swarm form and provide no benefit. When it would normally be dispersed due to damage taken, the swarm reverts to the base creature's form and is destroyed (except in the case of vampires, liches, and other undead with special destruction rules).

If the swarm-shifter has multiple swarm forms, it can change from one swarm-form directly into another, losing the first swarm's traits and gaining those of the other. When switching from one form to another, the undead does not heal damage.

Although the use of this ability is a supernatural effect, remaining in one form or another is not supernatural, and the base creature in swarm form does not change into its normal shape in an *antimagic field*. *True seeing* and similar magic reveals both forms.

ENCOUNTER 5: THE MAUSOLEUM (AREA 4)

CHIRON, SERVANT OF THE REAPER CR 9

Male human ghost cleric of Nerull 6/Tomb Warden 1
NE Medium undead (augmented humanoid)
(incorporeal)

Init +5; **Senses** darkvision 60 ft; Listen +12, Spot +12
Languages Common

AC 17, touch 17, flat-footed 15

(+2 Dex, +5 deflection)

Miss Chance 50% (Incorporeal); 20% against ranged attacks

hp 87 (+10 *aid*, +14 *desecrate*) (7 HD)

Immune undead immunities, turning, positive energy, *magic missile*

Resist fire (*resist* 10)

Fort +15, **Ref** +12, **Will** +16 (+2 profane bonus, +1 against good-aligned)

Speed fly 30 ft. (6 squares)

Melee +1 *ghost touch scythe* +16 (2d4+9/x4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** –

Atk Options Frightful Moan (DC 18), Horrific Appearance (DC 20)

Special Actions spontaneous casting, rebuke undead 8/day (+7, 2d6+11, 6th)

Combat Gear +1 *ghost touch scythe*

Cleric Spells Prepared (CL 6):

3rd—*bestow curse* (DC 15), *blindness/deafness* (DC 15), *magic circle against good*^P †.

2nd—*aid* †, *bull's strength* †, *desecrate*^P †, *lesser spell immunity* †, *resist energy* †.

1st—*bless* †, *command* (DC 13), *entropic shield* †, *sign* †, *divine favor*^P †.

0—*detect magic* (2), *guidance* (2), *light*

† Already cast and included in the stats

D: *Domain spell. Deity: Nerull. Domains: Evil, Mysticism

Abilities Str 13 (17), Dex 12 (14), Con –, Int 10, Wis 14, Cha 20

SQ: darkvision 60 ft., frightful moan, horrific appearance, rebuke undead 8/day (+7, 2d6+11, 6th), spontaneous casting, undead traits, incorporeal traits

Feats: Toughness, Iron Will, Ability Focus (Horrific Appearance), Improved Toughness

Skills: Concentration +10, Hide +17, Knowledge (Religion) +5, Listen +12, Search +9, Spellcraft +5, Spot +12

Possessions: Combat gear plus (all ethereal, the real magic items materialized upon the ghost's destruction) spell component pouch (2), silver holy symbol of Nerull, *gloves of dexterity* +2, *vest of resistance* +1

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will

save 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 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a 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.

Turn Immunity (Ex): As long as it is within the tomb, graveyard, or similar resting place that it protects, a tomb warden is immune to turning or rebuking attempts. It can still be bolstered as normal.

ENCOUNTER 5: THE MAUSOLEUM (AREA 12)

VICTOREN GRAVEBANE CR 9

Male human (Flan) cleric of Nerull 6/Master of Shrouds 3

NE Medium humanoid (human)

Init +3; **Senses** Listen +5, Spot +5

Languages Common

AC 19 (21 vs good), touch 9 (11 vs good), flat-footed 19 (21 vs good)

(-1 Dex, +10 armor, +2 deflection [vs good])

Miss Chance 20% vs ranged attacks

hp 93 (+18 *bear's endurance*, +18 Divine Vigor) (9 HD)

Immune movement-impeding effects (*freedom of movement*); *scorching ray*, *fireball* (*spell immunity*)

Resist electricity (*protected* 96 pts)

Fort +13, **Ref** +6, **Will** +18 (+1 vs Fear)

Speed 30 ft. in full plate (6 squares), base movement 40 ft.

Melee +1 scythe +13/+8 (2d4+7/x4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6/+1; **Grp** +9

Special Actions spontaneous casting (inflict spells), summon undead (5/day; shadow), rebuke undead 9/day (+4, 2d6+11, 9th)

Combat Gear +1 *scythe*

Cleric Spells Prepared (CL 8):

4th—*confusion*^P (DC 18), rapid *summon undead III*, *freedom of movement* †, *spell immunity* †.

3rd—*magic vestment* †, *nondetection*^P †, *prayer* †, *protection from energy* †.

2nd—*bear's endurance* (2) †, *bull's strength* †, *desecrate* †, *invisibility*^P †.

1st—*bless* †, *cure light wounds* (2), *divine favor*^P †, *entropic shield* †, *sign* †.

0—*detect magic* (2), *guidance*, *light*, *mending*, *read magic*

† Already cast and included in the stats

D: *Domain spell. Deity: Nerull. Domains: Mysticism, Trickery

Abilities Str 13 (17), Dex 8, Con 12 (16), Int 10, Wis 17 (19), Cha 14

SQ: spontaneous casting (inflict spells), rebuke undead 9/day (+4, 2d6+11, 9th), extra rebuking, summon undead (5/day; shadow)

Feats: Martial Weapon Proficiency (Scythe), Spell Focus (Conjuration), Augment Summoning, Rapid Spell, Divine Vigor

Skills: Bluff +4, Concentration +14, Disguise +5, Knowledge (Religion) +6, Knowledge (The Planes) +5, Listen +5, Spellcraft +13, Spot +5

Possessions: combat gear plus *periapt of wisdom* +2, *vest of resistance* +2, masterwork full plate

Extra Rebuking (Ex): A master of shrouds may use his rebuke undead ability four additional times per day.

Rebuke Undead (Su): Master of shrouds class levels stack with all other classes that grant the ability to rebuke undead for the purpose of determining the character's effective cleric level for rebuking.

Summon Undead (Sp): At 2nd level and higher, a master of shrouds can summon one or more incorporeal undead creatures a number of times per day equal to 3+ his Charisma modifier (minimum 1). This ability is otherwise identical to the *summon monster* spells, except that a master of shrouds adds his Charisma modifier (if positive) to the duration of the effect.

At 2nd level, a master of shrouds can summon a single shadow. At 4th level, he can summon one wraith or two shadows. At 6th level, he can summon one spectre, two wraiths, or four shadows. At 8th level, he can summon one greater shadow, two spectres, four wraiths, and four greater shadows. At 10th level, he can summon one dread wraith, two greater shadows, four spectres, four wraiths, or four shadows.

MORFEON THE GRIM CR 7

Male human necromancer 7

NE Medium humanoid (human)

Init +6; **Senses** Listen +4, Spot +4

AC 22 (24 vs good), touch 12 (14 vs good), flat-footed 20 (22 vs good)

(+2 Dex, +6 *greater mage armor*, +4 *shield*, +2 deflection [vs good])

hp 56 (+13 *false life*, +14 *bear's endurance*) (7 HD)

DR 10/adamantine (*stoneskin* 70 pts)

Immune *magic missile* (*shield*)

Resist fire (*protected* 84 pts), electricity (*resist* 20)

Fort +9, **Ref** +6, **Will** +8 (+1 vs Fear)

Speed 30 ft. (6 squares)

Melee *dagger* +7 (1d4+3/19-20/x2)

Ranged *masterwork light crossbow* +8 (1d8+1/19-20/x2)

Ranged ranged touch +7 (spell)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Combat Gear masterwork light crossbow, 20 crossbow bolts, dagger

Wizard Spells Prepared (CL 7):

4th—*enervation* (+7 ranged touch), *stoneskin* †, *greater invisibility* †.

3rd—empowered *ray of enfeeblement*^S (+7 ranged touch), extended *greater mage armor* †, *protection from energy* †, *vampiric touch*^S (+9 melee touch)

2nd—*bull's strength* †, extended *false life*^S †, extended *resist energy* †, *scorching ray* (+7 ranged touch), *spectral hand*^S †.

1st—*lesser orb of acid* (2) (+7 ranged touch), *magic missile* (2), *ray of enfeeblement*^S (+7 ranged touch), *shield* †.

0—*detect magic*, *message* †, *ray of frost* (+7 ranged touch), *touch of fatigue*^S (DC 16) (2)

† Already cast and included in the stats

S: *Specialization spell. School of Specialization: Necromancy; Schools of Opposition: Enchantment and Transmutation

Abilities Str 10 (14), Dex 14, Con 13 (17), Int 16 (18), Wis 12, Cha 8

SQ summon familiar (rat)

Feats Alertness, Scribe Scroll, Combat Casting, Improved Initiative, Spell Focus (Necromancy), Empower Spell, Greater Spell Focus (Necromancy)

Skills Concentration +18, Decipher Script +14, Knowledge (Arcana) +15, Knowledge (Religion) +15, Knowledge (The Planes) +10, Listen +4, Spot +4, Listen +4, Spellcraft +17, Spot +4

Possessions: combat gear plus *headband of intellect* +2, *vest of resistance* +1, *lesser rod of extend*

Spellbook *spells prepared plus 0—all, except enchantment and transmutation*; 1st—*alarm*, *mage armor*, *true strike*; 2nd—*glitterdust*, 3rd—*displacement*

Active Spells (from Victoren): *bear's endurance*, *bless*, *prayer*

ENCOUNTER 5: THE MAUSOLEUM (AREA 4)

CHIRON, SERVANT OF THE REAPER CR 11

Male human ghost cleric of Nerull 7/tomb warden 2
NE Medium undead (augmented humanoid)
(incorporeal)

Init +6; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages Common

AC 21, touch 21, flat-footed 18
(+2 Dex, +9 deflection)

Miss Chance 50% (Incorporeal); 20% against ranged attacks

hp 120 (+12 *aid*, +18 *desecrate*, +9 *divine power*) (9 HD)

Immune undead immunities, turning, *magic missile*, *spiritual weapon* (lesser spell immunity)

Resist fire (*resist* 20), cold 10

Fort +16, **Ref** +12, **Will** +17

Speed fly 30 ft. (6 squares)

Melee +1 *ghost touch scythe* +20/+15 (2d4+7/x4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9/+4 (*divine power*); **Grp** –

Atk Options Frightful Moan (DC 20), Horrific Appearance (DC 22), Telekinesis (CL 12th)

Special Actions spontaneous casting (inflict spells), rebuke undead 9/day (+8, 2d6+13, 7th)

Combat Gear +1 *ghost touch scythe*

Cleric Spells Prepared (CL 9):

4th—*divine power* †, *lesser visage of the deity*^D †

3rd—*bestow curse* (DC 15), *blindness/deafness* (DC 15), *magic circle against good*^D †

2nd—*aid* †, *desecrate*^D †, *lesser spell immunity* †, *resist energy* †, *silence*

1st—*bless* †, *command* (DC 13), *divine favor*^D †, *entropic shield* †, *incite* (DC 13), *sign* †

0—*detect magic* (2), *guidance* (2), *light*, *mending* †
† Already cast and included in the stats

D: *Domain spell. Deity: Nerull. Domains: Evil, Mysticism

Abilities Str 13 (19), Dex 12 (14), Con –, Int 10, Wis 14, Cha 21 (25)

SQ: darkvision 60 ft., frightful moan, horrific appearance, undead traits, incorporeal traits, telekinesis

Feats: Toughness, Iron Will, Ability Focus (Horrific Appearance), Improved Toughness, Practiced Spellcaster (Cleric)

Skills: Concentration +12, Hide +17, Knowledge (Religion) +5, Listen +15, Search +9, Spellcraft +5, Spot +15

Possessions: Combat gear plus (all ethereal) spell component pouch (2), quiver of 20 arrows, silver holy symbol of Nerull, *gloves of dexterity* +2, *vest of resistance* +2, *cloak of charisma* +2

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures

within a 30-foot spread must succeed on a Will save 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 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a 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.

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

Turn Immunity (Ex): As long as it is within the tomb, graveyard, or similar resting place that it protects, a tomb warden is immune to turning or rebuking attempts. It can still be bolstered as normal.

Tomb Sense (Su): While it is within the tomb, graveyard, or similar resting place it protects, a tomb warden of 2nd level or higher automatically knows the precise location of all intruders within that tomb. This ability is similar to blindsense, except that it functions without regard to line of effect and its effect extends to every portion of the tomb.

ENCOUNTER 5: THE MAUSOLEUM (AREA 12)

VICTOREN GRAVEBANE CR 11

Male human (Flan) cleric of Nerull 6/Master of Shrouds 5

NE Medium humanoid

Init +4; **Senses** Listen +5, Spot +5

Languages Common

AC 23, touch 13, flat-footed 23
(+0 Dex, +10 armor, +3 deflection)

Miss Chance 20% vs ranged attacks

hp 138 (+14 *aid*, +22 *bear's endurance*, +22 Divine Vigor, +11 *divine power*) (11 HD)

Immune movement-impeding effects (*freedom of movement*), *scorching ray*, *fireball* (spell immunity)

Resist electricity (*protected* 120 pts), fire (*resist* 20), cold 10; **SR** 22

Fort +14, **Ref** +10, **Will** +22 (+1 vs Fear)

Speed 30 ft. (Divine Vigor) (6 squares)

Melee +1 scythe +20/+15/+10 (2d4+10/x4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11 (*divine power*); **Grp** +15

Special Actions spontaneous casting (inflict spells), rebuke undead 9/day (+6, 2d6+15, 11th)

Combat Gear +1 *scythe*

Cleric Spells Prepared (CL 10):

5th—*flame strike* (DC 19), *righteous might*^P, *spell resistance* †.
 4th—*confusion*^D (DC 18), *divine power* †, *rapid summon undead III*, *freedom of movement* †, *spell immunity* †.
 3rd—*magic vestment* †, *nondetection*^D †, *prayer* †, *protection from energy* †, *lesser visage of the deity*^P †.
 2nd—*aia* †, *bear's endurance* (2) †, †, *cure moderate wounds*, *desecrate* †, *invisibility*^P †.
 1st—*bless* †, *cure light wounds* (2), *divine favor*^P †, *entropic shield* †, *sign* †.
 0—*detect magic* (2), *guidance*, *light*, *mending*, *read magic*

† Already cast and included in the stats

D: *Domain spell. Deity: Nerull. Domains: Mysticism, Trickery

Abilities Str 13 (19), Dex 8 (10), Con 12 (16), Int 10, Wis 17 (19), Cha 14 (18)

SQ: spontaneous casting (inflict spells), rebuke undead 9/day (+6, 2d6+15, 11th), extra rebuking, summon undead (5/day; shadow, wraith)

Feats: Martial Weapon Proficiency (Scythe), Spell Focus (Conjuration), Augment Summoning, Rapid Spell, Divine Vigor

Skills: Bluff +6, Concentration +16, Disguise +5, Knowledge (Religion) +6, Knowledge (The Planes) +5, Listen +5, Spellcraft +15, Spot +5

Possessions: *periapt of wisdom* +2, *gloves of dexterity* +2, *vest of resistance* +3, masterwork full plate

Extra Rebuking (Ex): A master of shrouds may use his rebuke undead ability four additional times per day.

Rebuke Undead (Su): Master of shrouds class levels stack with all other classes that grant the ability to rebuke undead for the purpose of determining the character's effective cleric level for rebuking.

Summon Undead (Sp): At 2nd level and higher, a master of shrouds can summon one or more incorporeal undead creatures a number of times per day equal to 3+ his Charisma modifier (minimum 1). This ability is otherwise identical to the *summon monster* spells, except that a master of shrouds adds his Charisma modifier (if positive) to the duration of the effect.

At 2nd level, a master of shrouds can summon a single shadow. At 4th level, he can summon one wraith or two shadows. At 6th level, he can summon one spectre, two wraiths, or four shadows. At 8th level, he can summon one greater shadow, two spectres, four wraiths, and four greater shadows. At 10th level, he can summon one dread wraith, two greater shadows, four spectres, four wraiths, or four shadows.

Improved Summoning (Ex): Beginning at 5th level, a master of shrouds summons more powerful undead creatures than normal. Whenever he casts

a *summon undead* spell or when he uses his *summon undead* class ability, the summoned creature gains a +2 enhancement bonus on attack and damage rolls.

MORFEON THE GRIM

CR 9

Male human necromancer 9

NE Medium humanoid (human)

Init +7; **Senses** Listen +4, Spot +4

AC 23 (25 vs good), touch 13 (15 vs good), flat-footed 20 (22 vs good)

(+3 Dex, +6 *greater mage armor*, +4 *shield*, +2 deflection [vs good])

hp 70 (+15 *false life*, +18 *bear's endurance*) (9 HD)

DR 10/adamantine (*stoneskin* 90 pts)

Immune *magic missile*

Resist fire (*protected* 108 pts), electricity (*resist* 20)

Fort +11, **Ref** +9, **Will** +10 (+1 vs Fear)

Speed 30 ft. (6 squares)

Melee *dagger* +8 (1d4+3/19-20/x2)

Ranged *masterwork light crossbow* +10 (1d8+1/19-20/x2)

Ranged ranged touch +9 (spell)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +4

Wizard Spells Prepared (CL 9):

5th—*waves of fatigue*^S, *wrack*^S (DC 21)

4th—*enervation*^S (2) (+9 ranged touch),

stoneskin †, *greater invisibility* †.

3rd—*empowered ray of enfeeblement*^S, *fireball* (DC 17), extended *greater mage armor* †, *protection from energy* †, *vampiric touch*^S (+11 melee touch)

2nd—*bull's strength* †, extended *false life*^S †, *ghoul touch*^S (DC 18) (+11 melee touch),

extended *resist energy* †, *scorching ray* (+9

ranged touch), *spectral hand*^S †.

1st—*lesser orb of acid* (2) (+9 ranged touch), *magic missile* (2), *ray of enfeeblement*^S (+9

ranged touch), *shield* †.

0—*detect magic*, *message* †, *ray of frost* (+9 ranged touch), *touch of fatigue*^S (DC 16) (2)

† Already cast and included in the stats

S: *Specialization spell. School of Specialization: Necromancy; Schools of Opposition: Enchantment and Transmutation

Abilities Str 10 (14), Dex 14 (16), Con 13 (17), Int 17 (19), Wis 12, Cha 8

SQ summon familiar (rat)

Feats Alertness, Scribe Scroll, Combat Casting, Improved Initiative, Spell Focus (Necromancy), Empower Spell, Greater Spell Focus (Necromancy), Mobile Spellcasting

Skills Concentration +20, Decipher Script +16, Knowledge (Arcana) +17, Knowledge (Religion) +17, Knowledge (The Planes) +12, Listen +4, Spellcraft +19, Spot +4

Possessions: *headband of intellect +2, gloves of dexterity +2, vest of resistance +2, lesser rod of extend, masterwork light crossbow, 20 crossbow bolts, dagger*

Spellbook *spells prepared plus 0—all, except enchantment and transmutation; 1st—alarm, mage armor, true strike; 2nd—none; 3rd—displacement; 4th—bestow curse*; 5th—none*

Active Spells (from Victoren): *bear's endurance, bless, prayer*

ENCOUNTER 6: THE MAUSOLEUM (AREA 4)

CHIRON, SERVANT OF THE REAPER CR 14

Male human ghost cleric of Nerull 9/tomb warden 3
NE Large undead (augmented humanoid)
(incorporeal)

Init +6; **Senses** darkvision 60 ft.; Listen +18, Spot +18

Languages Common

AC 19, touch 19, flat-footed 17

(-1 size, +2 Dex, +8 deflection)

Miss Chance 50% (Incorporeal); 20% against ranged attacks

hp 157 (+13 *aid*, +24 *desecrate*, +12 *divine power*)
(12 HD) **DR** 6/good (*righteous might*)

Immune undead immunities, incorporeal traits, turning, *magic missile*, *spiritual weapon*, *scorching ray* (spell immunity)

Resist fire (*protected 120pts*), electricity (*resist 30*), cold 10

Fort +28, **Ref** +22, **Will** +31 (+2 profane bonus)

Speed fly 30 ft. (6 squares)

Melee Large +1 *keen ghost touch scythe* +29/+24/+19
(2d6+19/19-20/x4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** –

Atk Options Frightful Moan (DC 24), Horrific Appearance (DC 26), Telekinesis (CL 12th)

Special Actions spontaneous casting (inflict spells), rebuke undead 9/day (+10, 2d6+17, 9th)

Combat Gear +1 *keen ghost touch scythe*

Cleric Spells Prepared (CL 9):

5th—*flame strike* (DC 17), *righteous might*^P

4th—*divine power* †, *spell immunity* †, *unholy blight*^P (DC 16)

3rd—*bestow curse* (DC 15), *blindness/deafness* (DC 15), *dispel magic*, *lesser visage of the deity*^P †, *searing light* (+29 ranged touch)

2nd—*aid* †, *deific vengeance* (DC 14), *desecrate*^P †, *resist energy* †, *sound burst* (DC 14), *spiritual weapon* (+15/+10/+5 melee; 1d8+4; *scythe*)

1st—*bless* †, *command* (DC 13), *divine favor*^P †, *entropic shiela* †, *incite* (DC 13), *sign* †

0—*detect magic* (2), *guidance* (2), *light*, *mending*

Abilities Str 13 (23), Dex 12 (14), Con --, Int 10, Wis 14 (16), Cha 22 (26)

SQ: darkvision 60 ft., frightful moan, horrific appearance, undead traits, incorporeal traits, telekinesis

Feats: Toughness, Iron Will, Ability Focus (Horrific Appearance), Improved Toughness, Practiced Spellcaster (Cleric), Power Attack

Skills: Concentration +12, Hide +15, Knowledge (Religion) +5, Listen +18, Search +9, Spellcraft +5, Spot +18

Possessions: Combat gear plus (all ethereal) spell component pouch (2), quiver of 20 arrows, silver holy symbol of Nerull, *gloves of dexterity* +2, *vest of resistance* +3, *cloak of charisma* +2, *periapt of wisdom* +2

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save 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 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a 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.

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

Turn Immunity (Ex): As long as it is within the tomb, graveyard, or similar resting place that it protects, a tomb warden is immune to turning or rebuking attempts. It can still be bolstered as normal.

Tomb Sense (Su): While it is within the tomb, graveyard, or similar resting place it protects, a tomb warden of 2nd level or higher automatically knows the precise location of all intruders within that tomb. This ability is similar to blindsense, except that it functions without regard to line of effect and its effect extends to every portion of the tomb.

Power of the Dead (Su): While it is within the tomb, graveyard, or similar resting place it protects, a 3rd level tomb warden can call upon the spirits of the dead to gain insight from them. This ability requires only a free action to activate, and grants the tomb warden an insight bonus on attack rolls, damage rolls, and saving throws equal to its Charisma modifier (minimum +1). A tomb warden can use this ability once per day, and its effects last for 10 minutes.

ENCOUNTER 6: THE MAUSOLEUM (AREA 12)

VICTOREN GRAVEBANE CR 13

Male human (Flan) cleric of Nerull 6/Master of Shrouds 7

NE Medium humanoid (human)

Init +4; **Senses** Listen +7, Spot +7

Languages Common

AC 25, touch 14, flat-footed 25

(+0 Dex, +11 armor, +4 deflection)
Miss Chance 20% vs ranged attacks
hp 160 (+14 *aid*, +26 *bear's endurance*, +26 Divine Vigor, +13 *divine power*) (13 HD)
Immune movement-impeding effects (*freedom of movement*), *scorching ray*, *fireball*, *ray of enfeeblement* (*spell immunity*)
Resist fire (*protected 120 pts*), electricity (*resist 30*), cold 10; **SR** 24
Fort +17, **Ref** +11, **Will** +22 (+1 vs Fear)
Speed 30 ft. (see Divine Vigor) (6 squares)
Melee +3 *scythe of wounding* +24/+19/+14 (2d4+12 plus 1 Con damage/19-20/x4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +13; **Grp** +17
Special Actions spontaneous casting (inflict spells), summon undead (5/day; shadow, wraith, spectre), rebuke undead 9/day (+4, 2d6+8, 6th)
Combat Gear +1 *scythe of wounding*
Cleric Spells Prepared (CL 12):
 6th—*blade barrier* (DC 22), *rapid summon undead* V, *heal*, *mislead** †
 5th—*flame strike* (DC 21), *righteous might*^P, *righteous wrath of the faithful*, *spell resistance* (2) † †
 4th—*confusion*^P (DC 20), *divine power* †, *freedom of movement* †, *greater magic weapon* †, *spell immunity* †
 3rd—*bestow curse* (DC 19), *lesser visage of the deity* †, *magic vestment* †, *prayer* †, *protection from energy* †, *remove blindness/deafness*
 2nd—*aid* †, *bear's endurance* (2) † †, *cure moderate wounds*, *invisibility*^P, *desecrate* †, *spiritual weapon* (+23/+18/+13; 1d8+4; *scythe*)
 1st—*bless* †, *cure light wounds* (2), *divine favor*^P †, *entropic shield* †, *shield of faith* (2) † †, *sign* †
 0—*detect magic* (2), *guidance*, *light*, *mending*, *read magic*
 † Already cast and included in the stats
D: *Domain spell. Deity: Nerull. Domains: Mysticism, Trickery
Abilities Str 13 (19), Dex 8 (10), Con 12 (16), Int 10, Wis 18 (22), Cha 14 (18)
SQ: spontaneous casting (inflict spells), rebuke undead (9/day), extra rebuking, summon undead (5/day; shadow, wraith, spectre)
Feats: Martial Weapon Proficiency (*Scythe*), Spell Focus (*Conjuration*), Augment Summoning, Rapid Spell, Divine Vigor, Improved Critical (*Scythe*)
Skills: Bluff +4, Concentration +14, Disguise +5, Knowledge (Religion) +6, Knowledge (The Planes) +5, Listen +7, Spellcraft +13, Spot +7
Possessions: combat gear plus *periapt of wisdom* +4, *gloves of dexterity* +2, *vest of resistance* +3, masterwork full plate

Extra Rebuking (Ex): A master of shrouds may use his rebuke undead ability four additional times per day.

Rebuke Undead (Su): Master of shrouds class levels stack with all other classes that grant the ability to rebuke undead for the purpose of determining the character's effective cleric level for rebuking.

Summon Undead (Sp): At 2nd level and higher, a master of shrouds can summon one or more incorporeal undead creatures a number of times per day equal to 3+ his Charisma modifier (minimum 1). This ability is otherwise identical to the *summon monster* spells, except that a master of shrouds adds his Charisma modifier (if positive) to the duration of the effect.

At 2nd level, a master of shrouds can summon a single shadow. At 4th level, he can summon one wraith or two shadows. At 6th level, he can summon one spectre, two wraiths, or four shadows. At 8th level, he can summon one greater shadow, two spectres, four wraiths, and four greater shadows. At 10th level, he can summon one dread wraith, two greater shadows, four spectres, four wraiths, or four shadows.

Improved Summoning (Ex): Beginning at 5th level, a master of shrouds summons more powerful undead creatures than normal. Whenever he casts a *summon undead* spell or when he uses his *summon undead* class ability, the summoned creature gains a +2 enhancement bonus on attack and damage rolls.

MORFEON THE GRIM CR 11

Male human necromancer 11

NE Medium humanoid (human)

Init +7; **Senses** Listen +3, Spot +3

AC 27, touch 17, flat-footed 24

(+3 Dex, +6 *greater mage armor*, +4 *shield*, +4 deflection)

hp 83 (+16 *false life*, +22 *bear's endurance*) (9 HD)

DR 10/adamantine (*stoneskin 90 pts*)

Resist fire (*protected 120 pts*), electricity (*resist 30*); **SR** 24

Fort +12, **Ref** +10, **Will** +12 (+1 vs Fear)

Speed 30 ft. (6 squares)

Melee *dagger* +9 (1d4+3/19-20/x2)

Ranged *masterwork light crossbow* +11 (1d8+1/19-20/x2)

Ranged ranged touch +10 (spell)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Wizard Spells Prepared (CL 11):

6th—empowered *orb of cold* (+10 ranged touch), *fell drain enervation*^S, *fleshshiver*^S (DC 23)

5th—*fell drain fireball* (DC 20), *greater fireburst* (DC 20), *waves of fatigue*^S, *fell drain vampiric touch*^S

4th—*dimension door*, *enervation*^S (2) (+10 ranged touch), *stoneskin* †, *greater invisibility* †

3rd—empowered *ray of enfeeblement*^S (+10 ranged touch), *fireball* (DC 18), extended *greater*

mage armor †, *extended nondetection* †,
protection from energy †, *empowered magic missile*

2nd—*bull's strength* †, *extended false life*^S †,
ghoul touch^S (DC 19) (+12 melee touch), *resist energy* †, *scorching ray* (+10 ranged touch),
spectral hand^S †.

1st—*lesser orb of acid* (2) (+10 ranged touch),
magic missile (2), *ray of enfeeblement*^S (2) (+10 ranged touch), *shield* †.

0—*detect magic*, *message* †, *ray of frost* (+10 ranged touch), *touch of fatigue*^S (DC 17) (2) (+12 melee touch)

† Already cast and included in the stats

S: *Specialization spell. School of Specialization: Necromancy; Schools of Opposition: Enchantment and Transmutation

Abilities Str 10 (14), Dex 14 (16), Con 13 (17), Int 17 (21), Wis 12, Cha 8

SQ summon familiar (rat)

Feats Alertness, Scribe Scroll, Combat Casting, Improved Initiative, Spell Focus (Necromancy), Empower Spell, Greater Spell Focus (Necromancy), Mobile Spellcasting, Fell Drain

Skills Concentration +22, Decipher Script +18, Knowledge (Arcana) +20, Knowledge (Religion) +20, Knowledge (The Planes) +16, Listen +4, Spellcraft +22, Spot +4

Possessions: *headband of intellect* +4, *gloves of dexterity* +2, *vest of resistance* +3, *lesser rod of extend*, *lesser rod of maximize*, masterwork light crossbow, 20 crossbow bolts, dagger

Spellbook *spells prepared plus 0—all, except enchantment and transmutation; 1st—alarm, mage armor, true strike; 2nd—none; 3rd—displacement; 4th—bestow curse*; 5th—greater blink; 6th—contingency*

Contingency: When attacked, cast Greater Blink on self

Active Spells (from Victoren): *bear's endurance*, *bless*, *prayer*, *shield of faith*, *spell resistance*

FEATS

ABILITY FOCUS

Choose one of the creature's special attacks. This attack becomes more potent than normal.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes this feat, it applies to a different special attack.

Source: *Monster Manual* 303

DIVINE VIGOR

You can channel energy to increase your speed and durability.

Prerequisite: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. The effects last a number of minutes equal to your Charisma modifier.

Source: *Complete Warrior* 108

FELL DRAIN

Living foes damaged by your spell also gain a negative level.

Benefit: You can alter a spell that deals damage to foes so that any living creature that is dealt damage also gains a negative level. If the subject has at least as many negative levels as it does Hit Dice, it dies. Assuming the subject survives, the negative level disappears (without requiring a Fortitude save) after a number of hours equal to your caster level (maximum 15). A fell draining spell uses up a spell slot two levels higher than the spell's actual level.

Source: *Libris Mortis* 27

IMPROVED TOUGHNESS

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain one additional hit point. If you lose a Hit Die (such as by losing a level, you lose hit point permanently.

Source: *Libris Mortis* 27

IMPROVED TURN RESISTANCE

You have a better than normal chance to resist turning.

Prerequisite: Undead type.

Benefit: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

Source: *Libris Mortis* 27

MOBILE SPELLCASTING

Your focused concentration allows you to move while casting a spell.

Prerequisite: Concentration 8 ranks.

Benefit: You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast.) If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively.

You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration check DC to 25 + spell level.

Source: *Complete Adventurer* 111

PRACTICED SPELLCASTER

Choose a spellcasting class that you possess. Your spells cast from the class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class.

Source: *Complete Divine* 82

RAPID SPELL

You can cast spells with longer casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in one full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Source: *Complete Divine* 84

SPELLS

ARC OF LIGHTNING

Conjuration (Creation) [Electricity]
Level: Druid 4, sorcerer/wizard 5, Windstorm 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Area: A line between two creatures
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

This spell deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them both (as if this spell has them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

Source: *Spell Compendium* 15

BANDS OF STEEL

Conjuration (Creation)
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)
Effect: One medium or smaller creature
Duration: 1 round/level
Saving Throw: Reflex partial
Spell Resistance: No

The victim must succeed on a Reflex save or be immobilized and thus unable to move. If the saving throw succeeds, the victim is only partially trapped by the bands, and is entangled.

A creature immobilized by the bands can attempt to escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18).

An entangled creature can use a full-round action to break free (Strength DC 13) or disentangle itself (Escape Artist DC 13).

Material Component: Three small silver hoops, interlocked.

Source: *Spell Compendium* 24

DEIFIC VENGEANCE

Conjuration (Summoning)
Level: Cleric 2, Purification 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

This spell deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 per caster level (maximum 10d6) if the target is undead.

Source: *Spell Compendium* 62

DISPELLING SCREEN

Abjuration
Level: Druid 6, sorcerer/wizard 7
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Effect: Energy wall is area is up to one 10 ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted dispel magic (PHB 223) at your caster level. Attended items that pass through

are not affected by the screen, which is the only way a screen differs from a normal targeted casting of dispel magic—attended items are essentially not targeted by the screen. Make a caster level check (1d20 + 1 per caster level, maximum +10) to dispel spell effects (DC 11 + caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equal to the item's caster level). Spell effects not operating on objects or creatures cannot pass through the screen. A disintegrate or successful dispel magic removes dispelling screen, while an antimagic field suppresses it.

Material Component: A sheet of fine lead crystal.

Source: *Spell Compendium 67*

DISPELLING SCREEN, GREATER

Abjuration

Level: Drow 6, sorcerer/wizard 7

This spell functions like dispelling screen, except that the maximum caster level bonus on the dispel check is +20.

Source: *Spell Compendium 67*

FLESHSHIVER

Necromancy

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A creature with Hit Dice less than or equal to your caster level is automatically stunned for 1 round (no saving throw). A creature with Hit Dice greater than your caster level is allowed a saving throw to negate the stunning effect.

In the following round, the target must make a Fortitude save or take 1d6 points of damage per caster level (maximum 15d6) and be nauseated by the pain for 1d4+2 rounds.

Material Component: A bone, which is snapped during the casting of the spell.

Source: *Spell Compendium 95*

INCITE

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 1, cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

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

Target: Creatures in a 10-foot burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Affected creatures are not allowed to delay or ready an action. If a subject is currently delaying, it acts as soon as the spell is cast. If the subject currently has an action readied, it loses that action.

Source: *Spell Compendium 121*

GLASS STRIKE

Transmutation

Level: Sorcerer/wizard 7

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature or 4 cubic ft. of material

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You transform the target into glass. You can cast either of these two versions:

Glass Creature: As flesh to stone (PH 232), but the subject becomes glass.

Glass Object: An object of up to 4 cubic feet in volume is affected. Part of a larger object (such as a floor or wall) can be transformed by this spell. Glass has hardness 1, and 1 hit point per inch of thickness.

Neither version of the spell affects magic items (magic items carried by a transformed character remain intact). When the duration ends, the subject returns to its original materials. If the subject was broken or damaged in glass form, its normal form has similar damage.

Focus: A piece of glass from a mirror.

Source: *Spell Compendium 106*

LIFE WARD

Abjuration

Level: Cleric 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

A creature warded by this spell gains protection from the effects of positive energy, including magical healing. The spell can be cast upon undead to offer

additional protection against the turning abilities of clerics. The subject is immune to all positive energy effects, including conjuration (healing) spells, channeled positive energy such as from the turn undead ability, or other effects that derive their power from positive energy.

This spell offers protection from the blinding effect of the Positive Energy Plane, and warded creatures gain no temporary hit points while there.

Source: *Spell Compendium 131*

MAGE ARMOR, GREATER

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like mage armor (PHB 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Source: *Spell Compendium*

ORB OF ACID, LESSER

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium 150*

ORB OF COLD

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of cold damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

This spell functions like orb of acid, except that it deals cold damage. In addition, a creature struck by an orb of cold must make a Fortitude save or be blinded for 1 round instead of being sickened.

Source: *Spell Compendium 151*

RIGHTEOUS WRATH OF THE FAITHFUL

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5, Purification 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Targets: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Allies gain one additional melee attack per round, at their highest attack bonus, when making a full attack. (This attack is not cumulative with other effects that grant extra attacks, such as a haste spell) They also gain a +3 morale bonus on melee attack rolls and damage rolls. (This bonus on melee attack rolls does stack with the bonus provided by haste.)

Source: *Spell Compendium 177*

SIGN

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

You get a +4 bonus on your next initiative check.

Material Component: A small piece of dried goat intestine or some tea leaves.

Source: *Spell Compendium 189*

SPELL IMMUNITY, LESSER

Abjuration

Level: Cleric 2

Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell protects one creature from a single 1st- or 2nd-level spell. The creature effectively has unbeatable spell resistance regarding the chosen spell. Lesser spell immunity can't protect a creature from a spell to which spell resistance doesn't apply. This spell works against other spells, spell-like effects, and innate spell-like abilities. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a school of spells or a group of spells with similar effects; thus, a creature given immunity to inflict light wounds is still susceptible to inflict moderate wounds.

A creature can have only one lesser spell immunity or spell immunity (PHB 282) in effect at a time.

Source: *Spell Compendium 199*

SUMMON UNDEAD I

Conjuration (Summoning) [Evil]
Level: Blackguard 1, cleric 1, sorcerer/wizard 1
Components: V, S, F/DF
Casting Time: 1 round
Range: Close (25 ft. +5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell functions like *summon monster I* (PHB 285), except that you summon an undead creature.

Summon undead I conjures one of the creatures from the 1st level list below. You choose which creature to summon, and you can change that choice each time you cast the spell. Summoned undead do not count toward the total Hit Dice of undead that you can control with animate dead or the other command undead abilities. No undead creature you summon can have more Hit Dice than your caster level +1.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

Source: *Spell Compendium 215*

SUMMON UNDEAD II

Conjuration (Summoning) [Evil]
Level: Blackguard 2, cleric 2, sorcerer/wizard 2
Components: V, S, F/DF
Casting Time: 1 round
Range: Close (25 ft. +5 ft./2 levels)
Effect: One or more summoned creatures, no two of which are more than 30 ft. apart
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell functions like summon undead I, except that you can summon one undead from the 2nd level list or two undead of the same kind from the 1st level list.

SUMMON UNDEAD III

Conjuration (Summoning) [Evil]
Level: Blackguard 3, cleric 3, sorcerer/wizard 3
Components: V, S, F/DF
Casting Time: 1 round
Range: Close (25 ft. +5 ft./2 levels)
Effect: One or more summoned creatures, no two of which are more than 30 ft. apart
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell functions like summon undead I, except that you can summon one undead from the 3rd level list, two undead of the same kind from the 2nd level list, or four undead of the same kind from the 1st level list.

SUMMON UNDEAD IV

Conjuration (Summoning) [Evil]
Level: Blackguard 4, cleric 4, sorcerer/wizard 4
Components: V, S, F/DF
Casting Time: 1 round
Range: Close (25 ft. +5 ft./2 levels)
Effect: One or more summoned creatures, no two of which are more than 30 ft. apart
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell functions like summon undead I, except that you can summon one undead from the 4th level list, two undead of the same kind from the 3rd level list, or four undead of the same kind from a lower-level list.

SUMMON UNDEAD V

Conjuration (Summoning) [Evil]
Level: Blackguard 5, cleric 5, sorcerer/wizard 5
Components: V, S, F/DF
Casting Time: 1 round
Range: Close (25 ft. +5 ft./2 levels)
Effect: One or more summoned creatures, no two of which are more than 30 ft. apart
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell functions like summon undead I, except that you can summon one undead from the 5th level list, two undead of the same kind from the 4th level list, or four undead of the same kind from a lower-level list.

SUMMON UNDEAD LISTS

1st level: Human warrior skeleton (MM 226), kobold zombie (MM 266).
2nd level: Owlbear skeleton (MM 226), bugbear zombie (MM 267).
3rd level: Ghoul (MM 118), troll skeleton (MM 227), ogre zombie (MM 267).
4th level: Allip (MM 10), ghastr (MM 119), wyvern zombie (MM 267).
5th level: Mummy (MM 190), shadow (MM 221), vampire spawn (MM 253), wight (MM 255).

VIGOR, LESSER

Conjuration (Healing)
Level: Cleric 1, druid 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 rounds +1 round/level (max.15 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. Lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest level effect applies.

Source: *Spell Compendium* 229

VISAGE OF THE DEITY, LESSER

Transmutation [Evil]
Level: Blackguard 4, cleric 3, Mysticism 3, paladin 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

You gain a +4 enhancement bonus to Charisma. You also gain resistance to acid 10, cold 10, and electricity 10 if you are good, or resistance to cold 10 and fire 10 if you are evil.

Source: *Spell Compendium* 231

WRACK

Necromancy [Evil]
Level: Cleric 4, sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid
Duration: 1 round/level +3d10 minutes; see text
Saving Throw: Fortitude negates
Spell Resistance: Yes

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

Source: *Spell Compendium* 243

A young page arrives at your domicile and presents you with a scroll tube. Opening the tube reveals a rolled up stylized piece of parchment stamped with the seal of the Warfields. The missive addresses you by your name and rank in the Army of the Warfields.

PT's Name and Rank

As you already know, early last year, General Heck was killed in a vicious attack by the forces of Cranzer. The General's body was recovered by a group of heroes who turned him over to the Lord Mayor. The resources of our organization are limited so his body was taken to the Death Cultists at the Mausoleum to be raised. We have not heard from General Heck or the Death Cultists regarding his being raised and we are beginning to suspect their true motivations may not be in the Army's or General Heck's best interests.

Soon, you will be attending a meeting with Lord Mayor Marwald at his manor in Hallern. You will follow his orders as they pertain to the discovery of the whereabouts of our lord and siege Guardian General Heck. Something is not right with the General's disappearance and you are to use any and all means at your disposal to discover the General's whereabouts and report directly back to either Lord Mayor Marwald or myself.

Major Hennen

Greetings,

My sincerest apologies for the security measures I have taken to ensure the secrecy of this mission, but they are necessary. I would like for you to attend a meeting at my manor this evening. Please come to my manor an hour from now to discuss the details. Tell no one!

Lord Mayor Marwald

M'lord,

Everything is proceeding as planned. Our secret is safe, no one suspects that the inhabitants here at the Mausoleum are not what they seem to be; furthermore, the Horned Society now has a foothold here in Hallorn and has positioned itself to strike from the inside when the time is right. This year will indeed be the return to glory for the Horned Society when we strike at Hallorn later this year.

I have been overseeing the construction of the portal chamber as you have requested and it is has been completed. The influx of slaves has been steady and we are continuing to send them through to Carceri as we obtain them.

Enclosed is a set of plans we have put together detailing our involvement from within as we plan our objectives in the coming months.

I look forward to striking a critical blow against the undisciplined and weak forces of the Combination of Free Lords and ultimately Old Wicked himself.

The Sage

PLAYER HANDOUT 4:

You have discovered a journal hidden in a small compartment beneath the central most chair of the Hierarchs. It details the history of the Horned Society, including their demise and how the organization was originally composed of the Thirteen Hierarchs, and how he, the Unnameable Hierarchy, will return the Horned Society to its former prominence and strike back at the Old One for his transgressions against them. They will begin by taking back what belongs to them. It speaks of how the Unnameable Hierarchy is rebuilding his group by recruiting powerful beings all across the Flanaess.

On General Hok, the journal speaks of his arrival at the Mausoleum, delivered unto them by that fool Marwald and some other foolish heroes. Shortly after his arrival, the Death Cultists summoned the Unnameable Hierarchy who arrived and took possession of General Hok's body and took him away to a place called Darkpool.

The journal also speaks of the Unnameable Hierarchy recruiting several others to his ranks, one of whom is a grey elven archmage.

The journal speaks of a war that is coming this year and how the Horned Society will strike at Hallorn seeking to establish a foothold in Iuz's territory. From there, they will be able to easily recapture their former capital, Molag, from Furyondy, and from there they can launch an attack against Dorakaa and Old Wicked. But first, they must bind That Which Slept before she destroys the entire northern Flanaess.

JUDGE AID 1: GATHER INFORMATION

Gather Information: Remember that each attempt to Gather Information takes approximately 1d4+1 hours. You the judge should roll to prevent the players from meta-gaming based on the result of the dice roll.

DC 5

“Hey, I bet you didn’t know there is a near-endless maze of catacombs beneath the city. My brother went down there not too long ago and he has not been seen since!” (False, it was his 2nd cousin twice-removed who went down into the sewer, and he was fine.)

DC 10

1. “The Mausoleum? Oh yeah, that is located over on Black Street. Why in Beory’s world would you ever want to go there, darn Death Cultists give me the creeps; though, I guess they are a slight upgrade to the former residents, that being some minions of Old Wicked.” (True)

2. “Did you get a chance to go to that tournament the Baron of Redhand held recently? Ulik, I think his name was. I heard from a friend of mine who was there that Lady Mysta Gonagin was in attendance and during one of the contests, she was knocked out by a flying horse, which was catapulted at her by some druid participating in the contest! If you ask me, she deserved it, just for being a damn Gonagin.” (False, Mysta was there, but she was not knocked unconscious by the horse, although she was hit)

DC 15

1. “I was traveling the roads outside Hallorn near the Tangles not too long ago and I could have sworn I saw the same druid that attacked the General’s Hunting Lodge a few years ago. I was suspicious of his intentions; perhaps he plans to attack Hallorn! He was sure crazy enough to attack the General’s lodge a few years back during one of his magnificent Great Hunt’s.” (True, Gerland attacked Hok during the Great Hunt of 593 CY)

2. “Some adventurers traveled into the catacombs beneath Hallorn a while back and they discovered a well that seemed to be the source of the increasing undead activity. Ever since they covered the well, the presence of undead in and around the city has decreased tremendously.” (True)

DC 20

1. “The catacombs have always been here, going back to when Hallorn was but a small village. I hear they were created by some dwarves who worked for the lich that lives in the catacombs.” (False)

2. “The Death Cultists? Yeah, I know who they are, worshippers of the Stern Lady. You would be wise not to cross a member of that group, that’s for sure; you never know when your time will come, but no sense in drawing the Lady’s gaze before it is your time to go, know what I mean?” (True)

DC 25

1. “I hear that Old Wicked captured himself this powerful gray elven wizard a while back, an arrogant sort, called himself ‘The Sage of Rookroost’. Had him hanging from the walls of Dorakaa with magic on him that would keep him from ever dying no matter what the demons did to him. A friend of mine heard that he was rescued from his tormentors by a fellow adventurer who used powerful magic to secure his release. I wonder what fell price he had to pay for a second chance at life. He surely owes his friend a debt that cannot be repaid.” (True)

2. “Yes, there may be another way into the Mausoleum. I hear that there are passageways through the catacombs that lead into the Mausoleum from below.” (True)

DC 30

“A vampire named Veth ventured forth into the catacombs many years ago and he discovered a well which later he ascertained was a portal to the Negative Material Plane; he surmised this was the cause of the increase in undead activity a few years ago. Veth consecrated the entire area in the name of Nerull and set up a small temple in his name. Haven’t seen him since.” (True)

DM'S MAP 1: THE MAUSOLEUM



