The Lonely Tower

A One-Round D&D LIVING GREYHAWK®
Shield Lands Regional Adventure

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You have been ordered to relieve the Pathfinders garrisoned at a small border outpost near Torkeep. The ruined tower once belonged to a Shield Mage named Orand Hastironn. Orand's remains were found in the highest level of the tower by Pathfinders during the Battle of Torkeep. You arrive at the outpost to find that something is definitely wrong at Orand's Tomb. Part 1 of *The Towers* series. A Living Greyhawk adventure for character levels 3-12.

Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your

character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

Mundane Animals Effect on APL	# of Animals			
	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

(CR of Animal — leftmost column label)

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

Time Units and Upkeep

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

Adventure Background

Late in the month of Harvester in the common year 591, the Shield Lands won a tremendous victory against the occupying forces loyal to the evil demi-god Iuz. After three years at a virtual standstill in the War of Reclamation, the Knights of Holy Shielding and the Shield Lands' army repatriated Torkeep. Torkeep is the ancestral home of Earl Franz Torkeep of the Council of Lords. The keep, a smallish motte and bailey structure in the northwest portion of the nation had been under Iuz's control since its fall in 583 CY. This victory was the Shield Lands' first real success against Iuz since the end of the Great Northern Crusade in 588 CY and the first territorial gain without the aid of the nation's major allies. Within days Iuz's forces made an attempt to retake the keep. Though seriously outnumbered, Pathfinders and Shield Lands soldiers held the keep long enough for Knight Commander Katarina Walworth to arrive with reinforcements and drive off Iuz's minions.

Six individuals, brave Pathfinders all, played a unique role in holding Torkeep against a second fall to the Old One. While their companions faced death on the walls of Torkeep during the final hours of the now famous Battle of Torkeep, Omaya Fairspeak of Heironeous, Eiorhn of Kord , Darius Skye, Reeves Nithtel, Lannona and Brandy Fardale left what little safety the keep offered to race off on what might have been a fool's errand.

The Pathfinders were sent northwest along the banks of the Ritensa River to an abandoned tower. The tower once belonged to Orand Hastironn the Artificer, a powerful wizard and member of the mysterious Shield Mages. Known for his skill at creating magical constructs, it was hoped the six heroes could recover something to aid Torkeep until reinforcements arrived. Of particular note was the wizard's mighty Shield Guardian which had not been seen since Iuz invaded. Both it and its master disappeared shortly after the wizard suffered an apparent mortal wound in battle.

The Pathfinders reached the tower only to find it devoid of life and infested with undead shadows. In the highest room of the tower they found the remains of missing wizard strung up and violated in unspeakable ways. Apparently, the wizard ordered his construct to return him to his tower to heal, only to be overwhelmed by the undead minions of the Old One. Sorely wounded and trapped in the tower by undead, the wizard could not call his Shield Guardian servant to his side. The giant construct lay quietly at the bottom of the Ritensa River while its master was torn to shreds.

The heroes found the control device for the shield guardian in the rubble of the wizard's laboratory, unknowingly left behind by Iuz's forces. With a simple mental command, the giant warrior rose amidst a cloud of silt from the bottom of the river, once again ready to serve the Holy Realm.

With time running out for the defenders of Torkeep, the Pathfinders hurried back hoping to find the keep's defenses still intact. They arrived in time for the final assault by Lord Arbas, a former Shield Lands lord, now traitor and servant of Iuz's Lesser Boneheart mage Vayne. Orcs, hobgoblins, ogres and giants in great numbers pounded at the gates of Torkeep. The shield guardian waded into the fray flailing its powerful stone fists, crushing foes with silent fury. The unexpected attack from outside the walls threw Lord Arbas' troops into disarray long enough for Lord Torkeep and the remaining defenders to rally and push the attackers from the walls. By the time Lord Arbas reorganized his confused troops, Lady Katarina and a large force of Shield Knights arrived and broke the siege.

In the end, Torkeep remained in the possession of the Shield Lands, but the traitorous Lord Arbas escaped. The six heroes later learned that for their part in his defeat, Lord Arbas placed a price on each of their heads. Though they had likely saved Torkeep and its defenders, their own lives were now in constant danger.

Since its recovery, Torkeep has become the northern most bastion of the Shield Lands, replacing the Ritensa Outpost as the first line of defense against attacks coming south along the Ritensa River. When Gensal was recovered later the same year, Fort Vigilance, the headquarters of the Order of the Northern Guard was moved north to create a steady line of defense stretching from the banks of the Ritensa east to Gensal, and turning south to the South Keep Outpost. From these border forts, Shield Land's patrols monitor and protect the border up to a half day's ride into the occupied lands.

Between each of the major forts (Torkeep, Fort Vigilance, Gensal and the South Keep Outpost) lie smaller border forts consisting of little more than a wooden lookout tower surrounded by a stout wooden palisade and manned by 50-100 soldiers, Pathfinders and Knights of Holy Shielding. One of these smaller outposts now occupies the Shield Mage Orand's former tower.

Due to its proximity to Torkeep, the outpost has no official name (though it has earned the nickname "Orand's Tomb") and does not support a large garrison (usually less than 20 soldiers and Pathfinders). In fact, the tower is occupied only for its position along the river which allows for an excellent view of the surrounding territory. The defenses at Torkeep have similar vantage points, but the small tower provides a slightly better line of sight to locations across the Ritensa.

With Torkeep so close by (only about an hour away on foot), the garrison at Orand's "Tomb" is rotated fairly

regularly. The party is one such group of garrison replacements.

Unfortunately, not all things are as they are believed to be. Orand was not killed by minions of Iuz. Months before Iuz invaded the Shield Lands, Orand began a project on a new kind of construct. During his travels he found an incomplete copy of a book written in the infernal language of the Nine Hells of Baator, describing the making of a type of golem constructed entirely of chains. The construction of these powerful golems is a closely guarded secret known only to the constructs' usual masters, the hellish kytons. Because the book was incomplete, Orand was forced to fill in the blanks by experimentation. Ultimately the Shield Mage was successful, or nearly so, but his success was also his downfall.

One kyton, to whom the book originally belonged (and whom Orand suspected wrote the book, or served the one who did) became aware of Orand's experiments and his goal to use the chain golems in the coming war with Iuz. Enraged that a mere human dared to usurp the secret of the chain golems from the kytons of Hell, the kyton found a way to Oerth and killed Orand and one of his apprentices. After the battle, the kyton hoped to retrieve the book and remove it from the Prime Material Plane. Unfortunately, Orand had foreseen the possibility of evil creatures attempting to recover the book and had a permanent *protection from evil* enchantment cast on the book. The kyton found that as an otherworldly evil creature, he could not touch the book.

Unable to take the book back to the City of Chains in the Nine Hells, the kyton decided to place a number of guardians around the book and keep a close eye on the book.

Years later on the day this event begins, a few curious soldiers of the tower's garrison stumbled on the Shield Mage's hidden workshop. While investigating, they found and opened Orand's book. This drew the kyton's attention, who then appeared and slaughtered them all (including the ones still upstairs). After sunset, a group of hobgoblins showed up and were killed as well (except for a few that hid upstairs). After the bloodshed was finished the kyton dragged all the bodies down into the basement workshop and removed all signs of his attack so others, possibly more powerful than the soldiers, would not find and take the book from him.

As the adventure begins, the kyton is just finishing his grim work and will still be in the tower's lower levels when the PCs arrive.

The adventure takes place in mid-Readying, 593 CY.

Adventure Summary

The adventure begins with the PCs about a half-mile away from Orand's tower. The weather is terrible and a constant cold rain falls, making things wet, muddy and generally unpleasant.

Magical attempts to communicate with or scry the outpost reveal no activity and no garrison, only the tower, the recently constructed wooden palisade and a few, apparently empty tents remain. Oddly, the outpost's four horses are still in their pen and seem to be unharmed and completely normal. The PCs have been ordered to relieve the Pathfinder garrison at the Tower.

Upon arrival, the PCs find things just aren't right. There are no signs of a struggle outside the tower and even the outpost's horses are still where they should be, but everyone else is gone. The gates of the palisade are open, but look like they were opened from within. Tracking reveals what are obviously the garrison's own tracks, but also shows a group of booted humanoids entering the gates sometime last night, but do not show them leaving again.

Proceeding cautiously the PCs enter the tower to continue their investigation. Much like outside, they find no obvious signs of trouble and continue up to the tower's highest level. In the make shift outpost headquarters they find two hobgoblins who appear more frightened than hostile. The hobgoblins serve Iuz, but do not attack the PCs on sight, attempting instead to parlay and possibly convince the PCs to release them.

Interrogation of the prisoners earns the PCs some interesting information that confirms much of what they've found so far, but introduces some new mysteries. Without a true answer to what happened to the garrison or the reinforcements, the PCs look more closely at the tower.

In the entry hall on the first level of the tower, the PCs find faint marks on the floor that lead up to and end at the wall. With some effort, they open the secret door, revealing a passage down into the depths below the tower. The PCs head down the passageway hoping to find an answer to what happened to the missing soldiers.

On the way down, the party is attacked by shadows. The tight confines of the narrow, twisting staircase make the battle very difficult, but the PCs overcome the undead and continue down.

At the bottom of the stairs, the PCs find a much larger and better stocked lab devoted to the creation of mechanical constructs. Early visitors to the tower found another, smaller lab in the upper levels of the tower, but this one far surpasses it in content and size.

Before the PCs can search, several piles of what appeared to be iron chains come alive and attack the PCs.

These "chain golems" give the PCs a good fight, but are defeated.

A quick search of the room reveals a number of books including the personal journal of one of Orand's apprentices, a complete set of instructions for the creation of a homunculus and incomplete notes on the creation of something called a "chain golem". The notes indicate that Orand had not yet deciphered the complete process to create a chain golem.

In the one room connecting to the lab the PCs find a horrific sight and a new foe. All of the missing soldiers are scattered about; their bodies crushed and broken as if lashed with iron chains. Standing over the bodies is a hellish kyton who demands Orand's book.

After defeating the fiend, the PCs return to Torkeep to report and are allowed to keep a copy of the apprentice's journal and the book on homunculus creation.

Introduction

You ended your daily patrol out of Torkeep expecting another evening much like the one before. You've been stationed at Torkeep for the better part of a week and each day has been pretty much the same; a long, cold early spring patrol, dinner in the mess, a few hours of personal time and then sleep. Due to its size and defenses, time on the border at Torkeep is a bit easier then at some of the other smaller border forts. The constant threat is still there, but not quite so vivid and overwhelming.

This evening, your routine suddenly changed. Rather than dinner and some much-needed rest, you were ordered to replace the Pathfinder garrison at a nearby outpost. The Pathfinder Unit that was originally supposed to relieve the garrison was nearly wiped out by a hunter-killer group ambush this afternoon. You are their replacements.

Since coming to Torkeep you have heard rumors of "Orand's Tomb", the nickname given to the outpost you are headed for. Apparently the tower belonged to a now deceased Shield Mage named Orand the Artificer. The nickname comes from the fact that Pathfinders found Orand's defiled corpse nailed to the wall in the highest room of his tower.

Since childhood you have heard stories of the mysterious wizards called the Shield Mages; loyal spellcasters in the service of the Holy Realm. It is well known that none have been seen since the invasion. Surprisingly, recent reports from Admundfort suggest the Towers of the Shield Mages, the order's former headquarters, still stand. More amazing is they appear to be undamaged by Iuz's occupation of the nation's former capitol.

The trip to the tower is about an hour and you are more than half way there. Already it is well past sunset and the air is chill with the last vestiges of winter made worse by the incessant rain. It started early this morning and has continued throughout the day drenching everything with a bone-chilling wetness and turning the hard-packed ground to slick mud.

The rain continues throughout the adventure. DMs should remember that rain reduces visibility by half and imposes a -4 penalty on listen, search and spot checks as well as ranged attacks. Unprotected flames will be extinguished automatically. See p.87 of the DMG for more details.

At this point, give any PC with at least one rank of Knowledge (Shield Lands) Player Handout #1 and let them continue.

Encounter One:
Is Anyone Home?

This encounter begins when the PCs arrive at the tower. Allow the players time to prepare before arriving if they wish. If any of the PCs can fly or move particularly quickly and wish to split up the party, let them. Begin this encounter when the first PC arrives and allow the others to catch up as appropriate.

When the PCs arrive at the tower give them Player Handout #2 and read or paraphrase the following box text:

The tower sits atop a small rise overlooking the Ritensa River. Around it is an obviously new wooden palisade made of stout poles rising about six feet above ground and more than nine inches thick. A sturdy wooden gate, currently open, pierces the wall along the well worn path leading north to the tower's only entrance. The palisade forms a semi-circle around the base of the outcropping that forms the foundation of the tower, preventing an enemy from approaching except from the air or after a difficult climb up the sheer rock face descending to the river far below.

Inside the wooden walls five tents and a small horse pen with four horses grazing peacefully can be seen. Besides the horses, there seems to be no other living things within the outpost. No soldiers walk patrols around the perimeter and no light shines from within the tower. Celene's absence from the night sky during Luna's waning makes the evening somewhat dark and the utter lack of bonfire or torch further deepens the outpost's shadowy appearance.

The tower is about fifty-feet tall and probably consists of about four levels. Before the occupation it was probably much nicer than it is now, as it has fallen into disrepair. In the faint moonlight, weeds and vines can be seen covering its surface and large cracks are evident in the masonry. At the top of a short stairway, a newly repaired oak door stands open; beyond the opening lies pitch darkness.

If the PCs look for tracks, a DC10 success reveals a lot of tracks coming and going to the outpost and within the walls (although a second roll is required inside the gates). The rain has made tracking easy, but the resulting mud makes details indistinct. Still, a DC15 success picks out a separate set of booted feet belonging to a group of medium-sized humanoids entering the open gates and up into the tower (again, a second roll is needed inside the walls). Finally, a DC20 tracking success distinguishes the tracks as about an hour old and belonging to a dozen goblinoids, most likely hobgoblins.

Four of the tents contain the garrison's sleeping gear and basic equipment. The fifth is a supply tent filled with rations, basic equipment used by the soldiers, barrels of fresh water and extra arrows and crossbow bolts. Assume most adventuring gear of less than 10gp value from Table 7-7 of the Player's Handbook is available in limited quantity (1d6 of each). Most all of the equipment in the tents has recently been ransacked (by the hobgoblins when they arrived) and lies scattered about.

The horses have plenty of water and feed and are in perfect health. If anyone talks to them, they can report that something happened that made all the "two-legs" go in the tower, but they never came out. Later, some hairy "bad two-legs" came, made a lot of noise in the "two-legs' pens" (tents) and went in the tower. They haven't come out yet either. The horses think going in the tower is a bad idea, but figured that out after the first "two-legs" didn't come out. They're wondering why the rest went in, but assume it's some "two-leg" thing they'll never understand. During the conversation, they remind the PCs that they haven't been groomed today. They would also like a carrot or maybe a nice juicy piece of apple.

If the PCs follow the hobgoblin tracks they lead about a half mile downstream where four crude boats are hastily hidden in the underbrush. The hobgoblins used them to cross the Ritensa River.

Encounter Two:
Inside the Tower

Read or paraphrase the following box text when the PCs enter the tower:

The tower sits on a large stone outcropping on the edge of a steep cliff. Below the cliff, the Ritensa River rushes along, swelled by the spring rain. A set of stairs leads up from the outpost courtyard to the tower's door. The stairs are covered in relatively fresh, muddy, booted foot prints that end at the open door. At the edge of the landing is a worn metal buckler bearing a familiar symbol of Iuz's grinning skull on a crimson field. The inside face of the buckler is coated in fresh blood.

The buckler on the landing belonged to one of the hobgoblins. During the battle with the kyton it was thrown out the door and forgotten.

A map of Orand's Tower can be found in Appendix 1.

Tower Level One
When the PCs enter the tower, read or paraphrase the following:

The inside of the tower is pitch-black and smells vaguely of smoke. Just inside and on either side of the doorway are sconces holding only the burnt stubs of torches. Considering the weather and the heavy use the tower receives as the outpost headquarters, the entry hall is surprisingly clean.

The first level of the tower is about ten feet above ground level. It consists of two rooms. The first is an entry hall and sitting room. The other is a simple kitchen. Below the kitchen are simple cellars accessed via a ladder in the kitchen (not shown on map). The entry hall is empty, but the kitchen has been used by the soldiers stationed here and still has many cooking utensils and food scattered about in a quick and careless search by the hobgoblins. The cellars hold more food and many barrels of fresh water.

The entry hall has two obvious doors; the one the PCs entered from outside and the one leading to the kitchen. It also has a secret door leading to the chambers below the tower.

The odd thing about the entry hall is that it is perfectly clean. The muddy tracks leading up the outside stairs completely stop at the door and later reappear about ten feet up the stairs leading to level two. When the kyton cleaned up after slaughtering the garrison and hobgoblins, he used *prestidigitation* to remove the blood and gore, but forgot to remove the muddy tracks from the stairs beyond a certain point.

The secret door is in the wall beneath the stairs to the left of the kitchen door. It is well hidden and quite sturdy. A successful tracking roll (DC13+APL) reveals faint scuff marks leading up to the door as if something was dragged through it while it was open. This was the

kyton dragging the dead soldiers and hobgoblins down to where he stored them (see Encounter 6). Otherwise it takes a successful Search roll (DC18+APL) to locate the door.

🔪 **Secret Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

At this point, the PCs have two options; head upstairs to explore the other levels of the tower or open the secret door and see what lies beyond. If the PCs open the secret door, move to Encounter 4; if they head up the stairs, continue with this encounter.

Tower Level Two
Mounting the stairs you travel only a few steps up and around the gradual curve of the stairs when the muddy footprints from outside begin again and continue up the stairs. The footprints lead up to the next level.

The second floor of the tower is one large room.

It looks like it may have been a simple private chamber or den at one time, but has since been converted to an office and meeting room for the garrison's officers. All of the contents are destroyed, but a few tables and chairs and a couple of maps can be made out of the debris. The muddy tracks are not as noticeable now, but from the destruction, it's obvious which way the intruders went. Aside from the noise made by your companions, the tower is oddly quiet.

Level 2 of the tower contains nothing of value or interest besides what is described in the box text above.

Tower Level Three
Like the one below it, this level is a complete mess. A quick scan of the debris suggests that this was the officer's quarters before it was thoroughly ransacked and its contents destroyed or stolen.

Level 2 of the tower contains nothing of value or interest.

On a successful Listen check (DC20), the PCs hear the faint sounds of movement from the level above.

Tower Level Four
When the PCs continue up the stairs, read or paraphrase the following:

This part of the tower lacks the destruction you saw on the lower levels. Rather than one large room, this level is broken into two rooms; neither seems to be in use as anything other than a watch post for the tower. The five narrow windows (arrow slits, actually)

provide a nice view of the surrounding area, but there is no furniture or equipment anywhere, except wooden stools near each arrow slit.

The larger of the two rooms on this level is empty. There are however hobgoblins hiding in the second room. As soon as the PCs become aware of the hobgoblins (Listen check, DC15 or a visual search of the room, Spot (DC12)), move to Encounter 3.

Encounter Three: Hiding in the Attic

The hobgoblins are hiding from the kyton (see Encounter 6). The hobgoblins serve Vayne and are under Lord Arbas' command. They were part of ten hobgoblin scouts on a typical patrol when they came across the abandoned tower (they see it every time they come this way, but tonight it was dark and quiet. Figuring it was an easy target for possible loot; they crossed the Ritensa River in boats (now hidden about a half mile down river) and investigated. On their way back down after ransacking the place, they were attacked by a "creature covered in chains". As far as they know, it killed everyone but the two of them. After the screaming stopped about an hour ago, it got very quiet until the PCs arrived.

If given the chance, they will admit they stole whatever they found of value, but did not kill the soldiers. The soldiers were gone when they arrived and they have no idea what happened to them, but the entry hall was covered in blood when they arrived.

All APLs – EL3
🗡 **Hobgoblins (2):** AC 15; hp 4 each; see *Appendix 3*.

Note: The effective EL of this encounter is one lower than it would otherwise be due to the hobgoblins' low moral and hit points.

Tactics: The hobgoblins aren't up for a fight and at APLs6+ they really aren't a match for the PCs. If the PCs talk to them before attacking and tell them the "chain-covered creature" is gone, the hobgoblins will ask to be allowed to leave in exchange for giving back what they took.

Treasure: At all APLs the hobgoblins have their weapons, armor and the small amount of treasure they managed to find in their search of the tower.

All APLs – loot (197 gp), coin (118 gp), magic items (0 gp).

Development: At APLs6+, the hobgoblins will surrender almost immediately if attacked. They will only attack if the PCs are obviously outnumbered or seem

particularly underpowered or injured. Under no circumstances will they accompany the PCs anywhere except back to Torkeep as prisoners, unless persuaded by magical means.

The hobgoblins have one important piece of information they'll try to use to save their lives if all else fails. They know that the High Priestess Althea of the Greater Boneheart is expected to arrive in Law's Forge very soon. Her arrival has caused quite the commotion amongst the clerics of Iuz. The hobgoblins have no idea why she is coming, but are smart enough to know it can't mean good things for anyone but Iuz.

If the PCs search the tower after playing Encounters 4-7, the hobgoblins worked up enough courage to make a break for it. On the way out they attempt to take the horses in the pen (and any the PCs may have left behind), but one of the horses (the one the PCs talked to in Encounter 1, if they talked to them, or any bonded mount or animal companion belonging to a PC) got skittish when the hobgoblins approached and lashed out, killing one of the hobgoblins and scaring the other away before he can actually steal any of the horses or PC mounts.

Encounter Four: Below the Tower

The secret door opens by pressing a concealed pressure plate an arms length to the right of the door. Read or paraphrase the following box text after the PCs open the secret door in the entry hall:

With a click, the stone door pivots open silently revealing a set of 5-foot wide spiral stairs leading down into darkness. Stale air tinged with a faint metallic odor waifs up from the blackness below, leaving a coppery taste in your mouth.

Just inside the door is a trap. Or at least what was a trap. To the casual observer (i.e., a rogue making a successful Search check (DC21) to locate the trap), it looks to be a fully functional poison gas trap set off by depressing a pressure plate in the floor. Upon closer examination (i.e., a rogue making a successful Search check at DC26), will reveal that the container of the poison gas broke (likely due to lack of maintenance on the trap during the years the tower was abandoned) harmlessly releasing the gas without setting off the trap itself.

Anyone setting off the trap (or failing to disarm it) will hear a loud "click" and then feel a burst of harmless, but dusty, stale air blow from a concealed hole in the ceiling. Had the poison gas not escaped long ago, the target would have suffered the traps original effect, but now the trap only makes the PC sneeze and cough for

one round on a failed Fort save. The trap resets automatically ten rounds after each activation.

🗡 **Poison Gas Trap:** CR 0; no attack roll necessary; one round sneezing and coughing, Fort save resists (DC 14); Search (DC 21/36); Disable Device (DC 25).

The stairs lead 40 feet down into the darkness changing direction by 90 degrees for every 15 feet of forward movement and 10 feet descent. The darkness seems particularly dense, but is completely natural.

At the base of the stairs is a 10 foot by 10 foot landing. Opposite the stairs is a locked door leading to Orand's workshop. Aside from the same scuff marks found in the entry hall above, this area is empty.

🗝 **Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25; Open Lock DC (16+APL).

Once the majority of the PCs have gone about half way down the stairs, the shadow(s) attack from within the walls.

APL4 – EL4
⬥ Shadow, Advanced (1): AC 13; hp 25; see *Appendix 3*.

APL6 – EL6
⬥ Shadow, Advanced (1): AC 13; hp 40; see *Appendix 3*.

APL8 – EL8
⬥ Shadow, Advanced (1): AC 13; hp 47; see *Appendix 3*.

APL10 – EL10
⬥ Shadows, Advanced (2): AC 13; hp 47 each; see *Appendix 3*.

APL12 – EL12
⬥ Shadows, Advanced (3): AC 13; hp 54 each; see *Appendix 3*.

Tactics: The shadow(s) serve the kyton from Encounter 6. Their orders are straight forward; kill anything that comes downstairs. They begin their assault by attacking the last PC on the stairs, using their insubstantiality to move through the walls and attack the PC from every side. Next, they will attempt to drain strength from the smaller PCs first hoping to kill them and add shadow reinforcements to the battle.

During the battle, the DM should attempt to make it seem as if there are more shadows than there really are by having the shadows move around a lot and attack from different directions as much as possible.

Because of the curve of the staircase, line of sight is limited and turning attempts will have limited areas of effect. The shadows will only expose as much of their "bodies" as needed to attack, granting them 50% cover (+4 AC bonus due to cover) while within a wall or floor.

Treasure: None

Development: The shadows will not pursue the PCs beyond the stairs or the landing area at the bottom. If any of the shadows survive the encounter with greater than 25% HP, they will resume their attack on the PCs as the party attempts to leave.

Encounter Five: The Hidden Workshop

Read or paraphrase the following box text when the PCs enter the workshop:

The air in this dark room is thick with the smell of oil, rust and old incense. In the center of the room is large table covered with books stacked along it edges. The center seems uncluttered, but is not clearly visible from the doorway. Directly next to the table on the floor is a book that looks to have fallen off the table and landed face down and open.

Around the rest of the room are numerous piles of what appear to be iron chains. One other door in the far corner is the room's only exit besides the one you entered.

This 50 ft. by 30 ft. by 15ft. high room was Orand's workshop where he attempted to solve the puzzle of creating a chain golem. It is also where he was killed by the kyton before being dragged upstairs to be put on gruesome display.

The book on the floor is the infernal tome Orand found and used to create his golem. It was dropped by one of the soldiers who investigated the lower level of the towers after opening the book drew the kyton to the tower.

Most of the books on the table are notebooks kept by Orand. They are in Orand's own code and are essentially undecipherable by anyone but him. Another book looks to be his personal journal, written in common. When the PCs have a chance to read Orand's journal, give them Player Handout #3.

Another book found with a successful Search (DC10) is a complete set of instructions for creating a homunculus. Any PC with the book who meets the requirements can construct a homunculus as described in the Monster Manual and under the Magic Item creation rules listed in the Living Greyhawk Campaign Sourcebook. To create the construct, the PC must buy the book after the event (it is an Adventure-only

frequency item) and follow the instructions listed in the Monster Manual. Only one homunculus can be created and the effort requires 1 TU.

Hidden under the table (Search DC15) is the journal of Orand's most experienced apprentice (Alewyn), left there to keep safe while he was away. The journal is in code as well, but any PC spending 1 TU can translate it and read the journal. The information in this journal provides some important information on the arcane group known as the Shield Mages and clues to Alewyn's fate. Having the information found in this journal will help the PC during the next part of this series of regional adventures. At the end of the event, any PC wishing to spend the extra Time Unit should be given the password and URL to a downloadable file in Adobe Acrobat format that contain the most important journal entries.

Most of the piles of chains are leftovers from Orand's failed attempts to create a chain golem. Unable to take the book with him after killing Orand, the kyton finished Orand's work and created a number of chain golem guardians to guard the book until he could find a way to remove the protective enchantment that prevented him (and others of his kind) from touching it. The golems still guard the book today and attack as soon as anyone comes within 5 feet of the book or one of the golems.

<u>APL4 – EL5</u>
➤ **Chain Golem (1):** AC 21; hp 38; see *Appendix 3.*

<u>APL6 – EL7</u>
➤ **Chain Golems (2):** AC 21; hp 38 each; see *Appendix 3.*

<u>APL8 – EL9</u>
➤ **Chain Golems (4):** AC 21; hp 38; see *Appendix 3.*

<u>APL10 – EL11</u>
➤ **Chain Golems, Advanced (4):** AC 21; hp 54; see *Appendix 3.*

<u>APL12 – EL13</u>
➤ **Chain Golems, Advanced (4):** AC 21; hp 65; see *Appendix 3.*

Tactics: The chain golems will attempt to surround or corner the PCs and use their chain barrier special attack to cut them to ribbons. The range of these chain golems' chain barrier is a 10 ft. radius around the creature. Anyone within or adjacent to this area is affected as described in Appendix 3.

Treasure: The only treasure in this encounter is the three books and the excerpt from Orand's journal. One book is the incomplete and damaged Tome of Chain Golem Construction, another is Orand's Discourse on

Homunculus Design and the last is Alewyn's journal. Only Orand's Discourse on Homunculus Design and the Tome of Chain Golem Construction have any gold piece value.

All APLs – loot (0 gp), coin (0 gp), Orand's Discourse on Homunculus Design - (750 gp), Tome of Chain Golem Construction – (250 gp).

Development: Any of the chains lying about the workshop can be improvised as a spiked chain by a PC looking for a reach weapon. Unless they have the Exotic Weapon (spiked chain) feat, the normal -4 attack penalty applies.

Once the battle begins, everything in this room will be severely damaged. The table and any book (except three) not in the possession of a PC during the fight will be destroyed. The three surviving books are the Tome of Chain Golem Construction, the Orand's Discourse on Homunculus Design and the journal hidden beneath the table. After the battle they can be found on a successful Search (DC15) in the rubble and debris. The last page of Orand's journal (see Player Handout #3) will conveniently survive as well if the PCs have not found it yet, though the journal itself will be destroyed.

The DM should pay attention to who has the Tome of Chain Golem Construction or where it was last put. The chain golems will be very careful not to damage it in their attack, going so far as to avoid any player holding it, or any map square it is in.

If any PC successfully attempts to open the door leading to the storage room, the party is in for a big surprise as they will have to face both Encounters 5 & 6 at the same time.

🗡 **Strong Wooden Door: 3** in. thick; hardness 5; hp 30; AC 5; Break DC 30; Open Lock DC (20+APL).

Encounter Six: The Final Chain of Events

Read or paraphrase the following box text when the PCs defeat the last chain golem:

As the last construct falls, the door on the far side of the room swings open, seemingly under its own power. From within the room beyond you can hear a single pair of hands clapping as if in mock applause.

Slowly the clapping grows closer and a figure darkens the doorway. The creature is draped and bound with heavy chains but does not seem to notice their weight. Without entering the workshop, the figure speaks in a resonant voice "The book is mine."

As he speaks the chains near the creature rise from the floor and begin to rattle and dance about madly.

Roll initiative. At this point, the kyton only wants to kill the PCs.

The 10 ft. by 15 ft. by 10 ft. high room the kyton was waiting in was a storage room for the tower from before Orand was killed. It is now full of the bodies of the dead soldiers and hobgoblins, but also contains a chest containing some of Orand's magical and mundane treasure. Read or paraphrase the following when the PCs search the room:

The inside of this room contains a gruesome sight. Tossed about like broken dolls are the crushed bodies of over two dozen creatures. You have found the missing soldiers and something else. Amidst the bodies of your comrades are the bodies of eight hobgoblins. All of them, Shield Landers and hobgoblin alike, are dead and show obvious signs of being beaten to death by heavy, blunt objects. Partially covered by the corpses is a medium sized wooden chest with a broken lock.

APL4 – EL6
🗡 **Kyton, Advanced (1):** AC 18 (25); hp 46; see *Appendix 3.*

APL6 – EL8
🗡 **Kyton, Advanced (1):** AC 18 (25); hp 63; see *Appendix 3.*

APL8 – EL10
🗡 **Kyton, Advanced (1):** AC 18; hp 73 (97); see *Appendix 3.*

APL10 – EL12
🗡 **Kyton, Advanced (1):** AC 18; hp 83 (111); see *Appendix 3.*

APL12 – EL14
🗡 **Kyton, Advanced (1):** AC 18; hp 93 (125); see *Appendix 3.*

Tactics: The kyton is confidant he can kill the PCs, particularly so soon after fighting the chain golems. Since the workshop is filled with chains, the kyton can use his Dancing Chains special attack to great advantage. The "chains" are located where they are marked on the map, or where each chain golem fell in battle in the last encounter. He will stay in the storage room to limit the directions the PCs can easily get at him and move one "chain" to either side of the door hoping to flank anyone who tries to go through the door and get to him. He will use the other "chains" to attack the PCs around the

workshop. Chains in the hands of PCs cannot be animated.

The kyton will not run and has no other way to escape if the battle goes against him so his only options are to kill the PCs or die trying. His goal is to keep the Tome of Chain Golem Construction out of anyone's hands until he can find a way to retrieve it, but will settle for destroying it if all else fails. He will attempt to maneuver the PCs into destroying for him if possible.

At all APLs the kyton will use his arcane spells to the best advantage. Appendix 3 has detailed notes regarding his spell use at each APL prior to the start of the battle.

On the first round of combat he attacks the closest PC to take advantage of the +20 attack bonus. If necessary, he will hold his action until someone gets within range. At APL12, he will cast *lightning bolt* as a partial action and then use his dancing chains and/or chain rakes as appropriate.

At APL8 and up, the kyton will buff with *endurance* long before the PCs arrive. At APL10 and up, he will add *bull's strength* to his list of buff spells and cast *haste* two rounds before opening the door). He will also be wearing the *bracers of armor +2* from the treasure in the chest. At APL12, he will have *minor globe of invulnerability* up as well and will be wearing the *bracers of armor +3* from the chest.

At APLs 4-6 he will have access to the *potion of cure serious wounds* (from the chest). At APLs 8-12 he'll have the *wand of cure light wounds* available.

Treasure: The treasure in this encounter is found in a chest in the storage room.

APL4 – loot (0 gp), coin (393 gp), Brooch of Shielding (Adventure, 1,500gp), Wand of Magic Missiles (1st-level caster) (Adventure, 750gp), Potion of Cure Serious Wounds (Adventure, 750gp), Arcane Scroll: Arcane Eye (Adventure, 700gp).

APL6 – loot (0 gp), coin (243 gp), Brooch of Shielding (Adventure, 1,500gp), Wand of Magic Missiles (1st-level caster) (Adventure, 750gp), Potion of Cure Serious Wounds (Adventure, 750gp), Arcane Scroll: Arcane Eye (Adventure, 700gp), Dust of Tracelessness (Adventure, 250gp).

APL8 – loot (0 gp), coin (593 gp), Brooch of Shielding (Adventure, 1,500gp), Wand of Magic Missiles (3rd-level caster) (Adventure, 1,125gp), Potion of Cure Serious Wounds (Adventure, 750gp), Arcane Scroll: Arcane Eye (Adventure, 700gp), Dust of Tracelessness (Adventure, 250gp), Ring of Counterspells (Adventure, 4000gp).

APL10 – loot (0 gp), coin (643 gp), Brooch of Shielding (Adventure, 1,500gp), Wand of Magic Missiles (3rd-level caster) (Adventure, 1,125gp), Potion of Cure Serious Wounds (Adventure, 750gp), Arcane Scroll: Arcane Eye (Adventure, 700gp), Dust of Tracelessness

(Adventure, 250gp), Ring of Counterspells (Adventure, 4000gp), Bracers of Armor +2 (Adventure, 4000gp), Pearl of Power (Adventure, 4000gp).

APL12 – loot (0 gp), coin (543 gp), Brooch of Shielding (Adventure, 1,500gp), Wand of Magic Missiles (5th-level caster) (Adventure, 1,875gp), Potion of Cure Serious Wounds (Adventure, 750gp), Arcane Scroll: Arcane Eye (Adventure, 700gp), Dust of Tracelessness (Adventure, 250gp), Ring of Counterspells (Adventure, 4000gp), Bracers of Armor +3 (Adventure, 9000gp), Pearl of Power (Adventure, 4000gp), Bracers of Health +2 (Adventure, 4000gp).

Development: DMs should keep in mind that the Tome of Chain Golem Construction has a permanent *protection from evil* on it, which can be suppressed for 1d4 rounds by a *dispel magic* targeted at it. The caster level check DC is 27. If the *protection from evil* is suppressed at any time, the kyton will try to grab it. He will of course be forced to drop it again when the spell effects resume, but it will give the PCs a moment of stress when they see he has the book.

If the PCs cast *speak with dead* on the bodies, they will learn that most of the soldiers and all of the hobgoblins have no idea what attacked them or where it came from. A few soldiers (three of the eighteen) know that when they found the secret door in the entry way and went investigating, they found the lab. While looking around, a creature draped in chains appeared and attacked them. They were dead before they could warn anyone. The rest of the soldiers heard screaming from within the tower, ran to help and were attacked by the kyton (which they describe as the "chain demon", the "thing with chains", etc.) who followed the stairs up into the tower to see where the soldiers came from. Beyond that, they don't know anything about the kyton, Orand, Alewyn or the tower (besides what's in Player Handout #1). The hobgoblins know what the hobgoblins from Encounter 4 knew, minus the part about hiding.

Conclusion

Depending on how long the PCs spend at the tower, different things may happen afterwards.

If the PCs return to Torkeep right away after Encounter 6, they are met by a patrol of Knights of Holy Shielding. The knights are led by a Shield Knight named Sir Galodin. Read or paraphrase the following:

The rain that has fallen for the better part of the day and night is finally letting up. Your journey back to Torkeep is damp, but not as bad as your earlier trip to the tower. About half way to your destination you hear the hoof beats of approaching riders.

A man in heavy armor rides at the head of a small group of mounted knights. Their pace is quick despite the mud slick road. Upon seeing you, the leader reins in his mount and signals the others to stop as well.

"I am Sir Galodin of the Knight of Holy Shielding. What news from Orand's tower?"

Sir Galodin is a young Shield Knight and lacks the arrogance of many of the older knights. In fact he tends to be very humble and good natured. He'll be sorry to hear about the death of the soldiers at the tower and will offer to escort the PCs back to Torkeep while his men secure the tower until reinforcements can arrive. He won't press the issue if the PCs refuse.

If the PCs instead decide to stay the night at the tower, Sir Galodin will arrive at the tower with a sizable force of Shield Knights and infantry soldier about two hours after the PCs finish Encounter 6. He and his men are on patrol and stopping at the tower is a normal part of his route.. Read or paraphrase the following:

The rain that has fallen for the better part of the day and night has finally stopped. Shortly after finishing your explorations of the tower you hear the hoof beats of approaching riders.

A man in heavy armor rides at the head of a small group of mounted knights. Their pace is quick despite the mud slick road, but cautious. Upon seeing you, the leader reins in his mount and signals the others to stop as well.

"I am Sir Galodin of the Knight of Holy Shielding. What news from Orand's tower?"

Sir Galodin will be relieved to find the PCs well, but saddened by the loss of the original garrison. After receiving their report and posting a new garrison at the tower form of half of his patrol, he will offer to escort the PCs back to Torkeep, but will not force the issue if they refuse.

Regardless of when the PCs meet him, the DM should play Sir Galodin as a likeable and trustworthy fellow. If the PCs should happen to mention Orand's apprentice Alewyn, he will tell them he once met Alewyn of the Shield Mages years ago in Admundfort, not long before Iuz invaded in fact. Once the PCs break the code in Alewyn's journal, this bit of trivia will actually confirm for them the Shield Mage indeed made it to Admundfort as his journal indicates was his destination after leaving his master Orand. The DM doesn't need to point this out to the players; let them figure it out in retrospect.

If the PCs mention the Tome of Chain Golem Construction to Sir Galodin he will seem concerned, but only if they also tell him that it was what the kyton was

after. He will suggest turning it over to Lord Torkeep or the Church of Holy Shielding for safe keeping. If the PCs refuse his suggestion openly, he will simply say "Do as you think is best. It was only a suggestion." The PCs are free to keep the tome, as it is damaged, incomplete and essentially useless as well as totally valueless except to kytons (see below).

If any of the PCs kept Alewyn's journal, they can spend an extra Time Unit after the event deciphering his simple code. The DM should give any PC who does this the following URL and password:

URL: http://www.shieldlands.net/files/Alewyn.pdf
Password: orand

After reporting to Sir Galodin and returning to Torkeep, the PCs can return to their normal assignments and the event is over. If they want to make further reports to their superiors, let them or just read or paraphrase the following:

The return journey to Torkeep is thankfully uneventful and your mind is left to drift to the events of the past few hours. Orand's journal indicated his apprentice Alewyn was headed for Corell's Watch on a mission of some importance. Corell's Watch is a lighthouse overlooking the Straits of Corell on Walworth Island northeast of Admundfort.

Did the young mage ever reach his destination? What mission could have been so important to make a loyal young apprentice leave his master on the eve of an invasion? Before you can answer your own questions, the lights of Torkeep stir you from your musings. Perhaps you'll find the answer to those questions another day.

<div align="center">

The End

</div>

Experience Point Summary

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

Encounter Three

Defeat the hobgoblins in battle or negotiate their non-violent surrender:

APL4 90 xp; APL6 90 xp; APL8 90 xp; APL10 90 xp; APL12 90 xp.

Encounter Four

Defeat the shadows:

APL4 120 xp; APL6 180 xp; APL8 240 xp; APL10 300 xp; APL12 360 xp.

Encounter Five
Defeat the chain golems:
APL4 150 xp; APL6 210 xp; APL8 270 xp; APL10 330 xp; APL12 390 xp.

Encounter Six
Defeat the kyton:
APL4 180 xp; APL6 240 xp; APL8 300 xp; APL10 360 xp; APL12 420 xp.

Story Award
Learn of the Greater Boneheart visitor to Law's Forge from the hobgoblins and return them to Torkeep as prisoners:
APL4 60 xp; APL6 60 xp; APL8 60 xp; APL10 60 xp; APL12 60 xp.

Find Alewyn's Journal:
APL4 75 xp; APL6 75 xp; APL8 75 xp; APL10 75 xp; APL12 75 xp.

Total possible experience:
APL4 675 xp; APL6 885 xp; APL8 1035 xp; APL10 1215 xp; APL12 1395 xp.

Treasure Summary

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

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

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

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

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

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.
   L: Looted gear from enemy
   C: Coin, Gems, Jewelry, and other valuables
   M: Magic Items (sell value)

Encounter Three
   APL4: L: 33 gp; C: 21 gp; M: 0 gp
   APL6: L: 33 gp; C: 21 gp; M: 0 gp
   APL8: L: 33 gp; C: 21 gp; M: 0 gp
   APL10: L: 33 gp; C: 21 gp; M: 0 gp
   APL12: L: 33 gp; C: 21 gp; M: 0 gp

Encounter Five
   APL4: L: 83 gp; C: 0 gp; M: 0 gp
   APL6: L: 83 gp; C: 0 gp; M: 0 gp
   APL8: L: 83 gp; C: 0 gp; M: 0 gp
   APL10: L: 83 gp; C: 0 gp; M: 0 gp
   APL12: L: 83 gp; C: 0 gp; M: 0 gp

Encounter Six
   APL4: L: 0 gp; C: 154 gp; M: 308 gp
   APL6: L: 0 gp; C: 333 gp; M: 329 gp
   APL8: L: 0 gp; C: 325 gp; M: 788 gp
   APL10: L: 0 gp; C: 508 gp; M: 1,454 gp
   APL12: L: 0 gp; C: 533 gp; M: 2,329 gp

Total Possible Treasure
APL4: 600 gp
APL6: 800 gp
APL8: 1,250 gp
APL10: 2,100 gp
APL12: 3,000 gp

Special

Alewyn's Journal

This simple, leather-bound journal is unremarkable except for the name "Alewyn" written in ink on the inside cover. The journal is about three-quarters full of what are obviously journal entries, but seems to be written in some type of code.

The code is actually quite elementary and can be deciphered after about a week of work. Any PC spending one Time Unit (1 TU) after this event can break the code and read the journal. Once broken, that PC can always read messages of notes written in this code.

After spending the extra Time Unit, the player will receive a password and internet URL for a downloadable .pdf document containing the important entries from the journal.

URL: _____
Password: _____
Value: 50 gp.

Orand's Discourse on Homunculus Design

This simple book has plain brown leather covers with the title engraved upon the front. The spine and corners are reinforced with varnished oak and the pages are of sturdy, but slightly rough paper.

The contents of the book describe the complete procedure for constructing a minor magical construct. Any PC who meets the requirements can construct a homunculus as described in the Monster Manual and under the Magic Item creation rules listed in the Living Greyhawk Campaign Sourcebook. To create the construct, the PC must buy the book immediately after the event and follow the instructions listed in the Monster Manual.

Only one homunculus can be created. The effort requires 1 TU and cost 620 gp (including the cost of the lab, body and other magical ingredients, but not the cost of the required spells).

Frequency: Adventure Only.
Value: 750 gp
Date Created: _____

Tome of Chain Golem Construction

This large book is bound in thick black leather with steel reinforced corners. The book can be secured a pair of fine but sturdy iron chains that wrap around the tome from top to bottom, and from left to right. Normally the chains would lock with a matching pair of tiny iron skeleton key locks, but these are now missing.

Written in infernal, the tome discusses in great detail the process for creating a chain golem. Unfortunately, the book is so badly damaged that little more than the subject matter of the tome and some random details and descriptions of the chain golem can

be gleaned from the writings. In its current condition the tome provides only a +2 circumstance bonus on Knowledge (Chain Golem) checks.

The book is currently protected by a permanent *protection from evil* spell that affects only the book itself. This enchantment provides the book with all the normal protection of that spell; the most important aspect being that evil outsiders cannot touch the tome.

This book is extremely important to kytons. If the book is ever brought within 100 ft. of a kyton, the devil will know of the book's presence and will make every effort to take the book from its current owner.

Value: 200 gp.

Items for the Adventure Record
Item Access
APL4
Brooch of Shielding (Adventure, 1,500gp)
Wand of Magic Missiles (1st-level caster) (Adventure, 750gp)
Potion of Cure Serious Wounds (Adventure, 750gp)
Arcane Scroll: Arcane Eye (Adventure, 700gp)
APL6
APL4 Items
Dust of Tracelessness (Adventure, 250gp)
APL8
APL4 & 6 Items
Wand of Magic Missiles (3rd-level caster) (Adventure, 1,125gp)
Ring of Counterspells (Adventure, 4000gp)
APL10
APL4, 6 & 8 Items
Bracers of Armor +2 (Adventure, 4000gp)
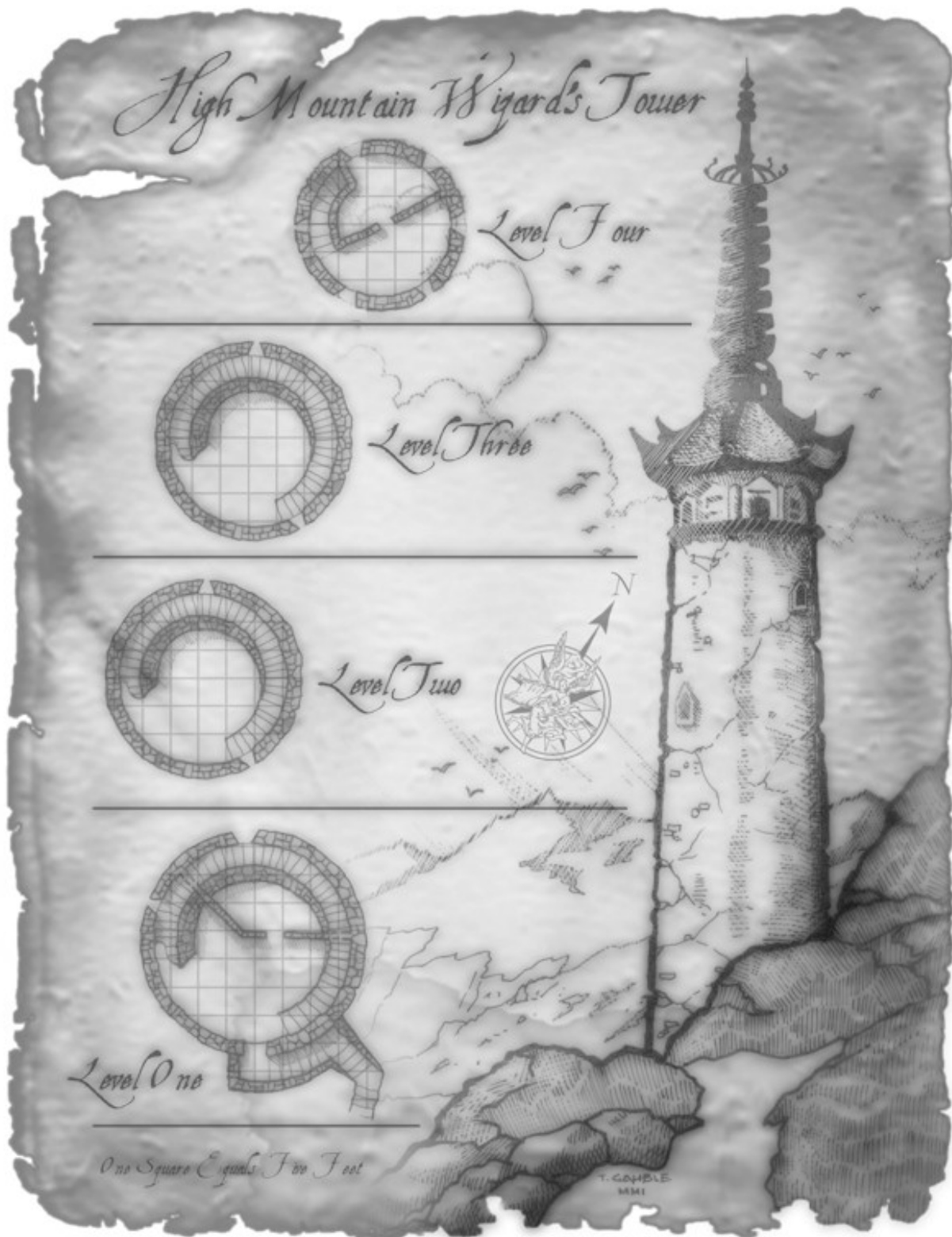Pearl of Power (Adventure, 4000gp)
APL12
APL4, 6, 8 & 10 Items
Wand of Magic Missiles (5th-level caster) (Adventure, 1,875gp)
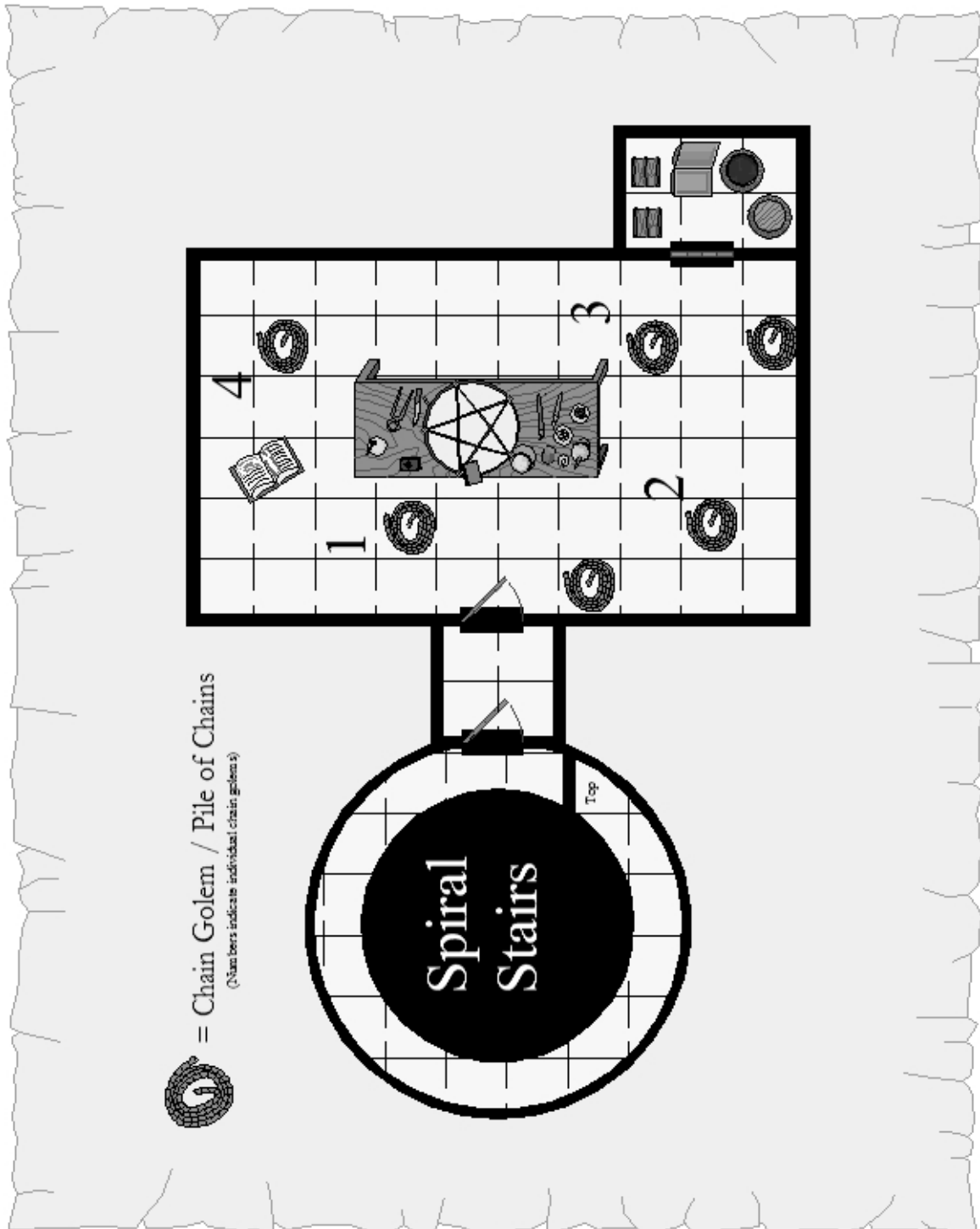Bracers of Armor +3 (Adventure, 9000gp)
Bracers of Health +2 (Adventure, 4000gp)

Appendix 1: Map of Orand's Tower (Upper Levels)

High Mountain Wizard's Tower

Level Four

Level Three

Level Two

Level One

One Square Equals Five Feet

T. GAMBLE
MMI

= Chain Golem / Pile of Chains

(Numbers indicate individual chain golems.)

Spiral Stairs

Top

Appendix 3: NPCs

Encounter 3

All APLs

⚔ **Hobgoblins (2):** CR2; Ftr1/Rgr1: Medium Humanoid; HD 2d10+6; hp 4; Init +5; Spd 30; AC 15 (touch 11, flat-footed 14) [Dex +1, chain shirt +4]; Atk +3/+3 (1d8+3, Longsword; 1d6+1, Handaxe); +3 (1d8, Longbow); SQ: Darkvision (Ex); AL LE; SV Fort +7, Ref +1, Will -1; Str 16, Dex 12, Con 16, Int 10, Wis 8, Cha 10.

Skills and Feats: Climb +3, Jump +3, Listen +1, Move Silently +3, Ride +3, Spot +3, Swim +5, Wilderness Lore +1, Alertness, Improved Initiative, Track.

Possessions: Longsword, longbow, arrows (20), handaxe, chain shirt.

Encounter 4

APL4

⚔ **Shadow, Advanced:** CR 4; Medium Undead (Incorporeal); HD 4d12; hp 25; Init +2; Spd 30 ft., fly 40 ft. (good); AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +3 melee (1d6 Str, incorporeal touch); Face 5 ft. by 5 ft. / 5 ft.; SA Strength damage (Su), Create Spawn (Su); SQ Undead, Incorporeal, Turn resistance +2 (Ex); AL CE; SV Fort +2, Ref +4, Will +7; Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8, Intuit Direction +5, Listen +7, Spot +7; Dodge.

Strength Damage (Su): The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

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

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

APL6

⚔ **Shadow, Advanced:** CR 6; Medium Undead (Incorporeal); HD 6d12; hp 40; Init +2; Spd 30 ft., fly 40 ft. (good); AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +3 melee (1d6 Str, incorporeal touch); Face 5 ft. by 5 ft. / 5 ft.; SA Strength damage (Su), Create Spawn (Su); SQ Undead, Incorporeal, Turn resistance +2 (Ex); AL CE; SV Fort +2, Ref +4, Will +7; Str --, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +11, Intuit Direction +7, Listen +7, Spot +7; Dodge.

Strength Damage (Su): The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

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

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

APL8 & 10

⚔ **Shadow, Advanced:** CR 8; Medium Undead (Incorporeal); HD 8d12; hp 47; Init +2; Spd 30 ft., fly 40 ft. (good); AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +4 melee (1d6 Str, incorporeal touch); Face 5 ft. by 5 ft. / 5 ft.; SA Strength damage (Su), Create Spawn (Su); SQ Undead, Incorporeal, Turn resistance +2 (Ex); AL CE; SV Fort +2, Ref +4, Will +8; Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +13, Intuit Direction +11, Listen +7, Spot +7; Combat Reflexes, Dodge.

Strength Damage (Su): The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

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

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

APL12

🗡 **Shadow, Advanced:** CR 9; Medium Undead (Incorporeal); HD 9d12; hp 54; Init +2; Spd 30 ft., fly 40 ft. (good); AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +4 melee (1d6 Str, incorporeal touch); Face 5 ft. by 5 ft. / 5 ft.; SA Strength damage (Su), Create Spawn (Su); SQ Undead, Incorporeal, Turn resistance +2 (Ex); AL CE; SV Fort +3, Ref +5, Will +8; Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +14, Intuit Direction +12, Listen +7, Spot +7; Combat Reflexes, Dodge.

Strength Damage (Su): The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

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

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Encounter 5

APL4-8

🗡 **Chain Golem:** CR 5; Medium Construct; HD 7d10; hp 38; Init +3; Spd 30 ft. (can't run); AC 21 (touch 13, flat-footed 18) [+3 Dex, +8 natural]; Atk +9 melee (2 chain rakes, 1d8+4 plus wounding); Face 5 ft. by 5 ft. / 10 ft.; SA Chain barrier (Ex), Wounding (Ex); SQ Construct traits, magic immunity (Ex), resistance to ranged attacks (Su); AL N; SV Fort +2, Ref +5, Will +2; Str 18, Dex 17, Con --, Int --, Wis 11, Cha 1.

Skills and Feats: Dodge (B), Expertise (B), Improved Disarm (B), Improved Trip (B).

Chain Barrier (Ex): As a full-round action, a chain golem can surround itself with a whirling, slicing shield of chains similar in effect to a *blade barrier* spell. Anyone adjacent to the chain barrier must make a successful Reflex save (DC17) or take 7d6 points of damage. Any creature or object entering or passing through such a barrier automatically take that amount of damage. The chain barrier moves with the golem and serves as one-half cover for it (+4 bonus to AC). Maintaining the barrier once it is activated is a standard action.

Wounding (Ex): A wound resulting from a chain golem's chain rake attack bleeds for an additional 2 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 4 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC10) or the application of a *cure* spell or some other healing spell (*heal, healing circle,* or the like).

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

Magic Immunity (Ex): A chain golem is immune to all spells, spell-like abilities, and supernatural effects except as follows. An electricity effect slows it (as the *slow* spell) for 2 rounds (no saving throw). A fire effect breaks any *slow* effect on the chain golem and cures 1 point of damage for each 2 points of damage it would otherwise deal. A chain golem gets no saving throw against fire effects.

Resistance to Ranged Attacks (Ex): A chain golem gains a +2 resistance bonus on saving throws against ranged spells or ranged magical attacks that specifically target it (except touch attacks).

APL10

🗡 **Chain Golem, Advanced:** CR 7; Medium Construct; HD 10d10; hp 54; Init +3; Spd 30 ft. (can't run); AC 21 (touch 13, flat-footed 18) [+3 Dex, +8 natural]; Atk +9 melee (2 chain rakes, 1d8+4 plus wounding); Face 5 ft. by 5 ft. / 10 ft.; SA Chain barrier (Ex), Wounding (Ex); SQ Construct traits, magic immunity (Ex), resistance to ranged attacks (Su); AL N; SV Fort +2, Ref +5, Will +2; Str 18, Dex 17, Con --, Int --, Wis 11, Cha 1.

Skills and Feats: Dodge (B), Expertise (B), Improved Disarm (B), Improved Trip (B).

Chain Barrier (Ex): As a full-round action, a chain golem can surround itself with a whirling, slicing shield of chains similar in effect to a *blade barrier* spell. Anyone adjacent to the chain barrier must make a successful Reflex save (DC17) or take 7d6 points of damage. Any creature or object entering or passing through such a barrier automatically take that amount of damage. The chain barrier moves with the golem and serves as one-half cover for it (+4 bonus to AC).

Maintaining the barrier once it is activated is a standard action.

Wounding (Ex): A wound resulting from a chain golem's chain rake attack bleeds for an additional 2 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 4 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC10) or the application of a *cure* spell or some other healing spell (*heal, healing circle*, or the like).

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

Magic Immunity (Ex): A chain golem is immune to all spells, spell-like abilities, and supernatural effects except as follows. An electricity effect slows it (as the *slow* spell) for 2 rounds (no saving throw). A fire effect breaks any *slow* effect on the chain golem and cures 1 point of damage for each 2 points of damage it would otherwise deal. A chain golem gets no saving throw against fire effects.

Resistance to Ranged Attacks (Ex): A chain golem gains a +2 resistance bonus on saving throws against ranged spells or ranged magical attacks that specifically target it (except touch attacks).

APL12
☛ **Chain Golem, Advanced:** CR 9; Medium Construct; HD 12d10; hp 65; Init +3; Spd 30 ft. (can't run); AC 22 (touch 11, flat-footed 21) [-1 size, +2 Dex, +11 natural]; Atk +13 melee (2 chain rakes, 1d8+8 plus wounding); SA Chain barrier (Ex), Wounding (Ex); SQ Construct traits, magic immunity (Ex), resistance to ranged attacks (Su); AL N; SV Fort +2, Ref +4, Will +2; Str 26, Dex 15, Con --, Int --, Wis 11, Cha 1.

Skills and Feats: Dodge (B), Expertise (B), Improved Disarm (B), Improved Trip (B).

Chain Barrier (Ex): As a full-round action, a chain golem can surround itself with a whirling, slicing shield of chains similar in effect to a *blade barrier* spell. Anyone adjacent to the chain barrier must make a successful Reflex save (DC17) or take 7d6 points of damage. Any creature or object entering or passing through such a barrier automatically take that amount of damage. The chain barrier moves with the golem

and serves as one-half cover for it (+4 bonus to AC). Maintaining the barrier once it is activated is a standard action.

Wounding (Ex): A wound resulting from a chain golem's chain rake attack bleeds for an additional 2 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 4 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC10) or the application of a *cure* spell or some other healing spell (*heal, healing circle*, or the like).

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

Magic Immunity (Ex): A chain golem is immune to all spells, spell-like abilities, and supernatural effects except as follows. An electricity effect slows it (as the *slow* spell) for 2 rounds (no saving throw). A fire effect breaks any *slow* effect on the chain golem and cures 1 point of damage for each 2 points of damage it would otherwise deal. A chain golem gets no saving throw against fire effects.

Resistance to Ranged Attacks (Ex): A chain golem gains a +2 resistance bonus on saving throws against ranged spells or ranged magical attacks that specifically target it (except touch attacks).

Encounter 6
APL4
☛ **Kyton:** CR 6; Sor1; Medium Outsider (Evil, Lawful); HD 7d8+14 + 1d4+2; hp 46; Init +4; Spd 30 ft.; AC 18 (25) (touch 10 (17), flat-footed 18 (25)) [+8 natural, +7 *shield* spell]; Atk +13 melee (2 chain rakes, 1d8+4); Face 5 ft. by 5 ft. / 10 ft.; SA SA: Dancing chains (Su), Unnerving gaze (Su); SQ: Damage reduction: Acid (20) (Su), Spell Resistance (17) (Ex), Regeneration 2 (Ex), Immunity: Cold, Fire & Poison (Ex), See in Darkness (Su), Telepathy (Su); AL LE; SV Fort +8, Ref +6, Will +6; Str 18, Dex 11, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +12, Concentration +6, Craft (Blacksmithing) + 8, Escape Artist +11, Listen +13, Spot +13, Tumble +2; Combat Casting, Combat Reflexes, Improved Critical (chain), Improved Initiative.

Spells Known: (Sor 5/4): 0 -- Detect Magic, Mage Hand, Prestidigitation, Read Magic; 1st -- Shield, True Strike.

Dancing Chains (Su): A kyton's most awesome attack is its ability to control all chains within 20 feet as a standard action, making them dance or move as it wishes. In addition, the kyton can increase the chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. A kyton can climb chains it controls at its normal speed without a Climb check.

Unnerving Gaze (Su): A kyton can make its face resemble one of the opponent's departed loved ones or bitter enemies. Those subjected to the gaze must succeed at a Will save (DC 15) or suffer a -1 morale penalty to all attack rolls for 1d3 rounds.

Regeneration (Ex): Kytons take normal damage from fire, acid, and blessed weapons. A kyton that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Note: At this APL, the kyton does not have it's normal 20/+2 damage reduction. The kyton begins the battle at this APL with no 0-level spells and only two 1st level spells remaining. In the two rounds before opening the door he cast *shield* and *true strike*. Keep in mind he can burn higher level spell slots to cast lower level spells.

APL6

⚡ **Kyton:** CR 8; Sor2; Medium Outsider (Evil, Lawful); HD 8d8+16 + 2d4+4; hp 63; Init +4; Spd 30 ft.; AC 18 (25) (touch 10 (17), flat-footed 18 (25)) [+8 natural, +7 *shield* spell]; Atk +13 melee (2 chain rakes, 1d8+4); Face 5 ft. by 5 ft. / 10 ft.; SA SA: Dancing chains (Su), Unnerving gaze (Su); SQ: Damage Reduction 20/+2, Damage reduction: Acid (20) (Su), Spell Resistance (17) (Ex), Regeneration 2 (Ex), Immunity: Cold, Fire & Poison (Ex), See in Darkness (Su), Telepathy (Su); AL LE; SV Fort +8, Ref +6, Will +8; Str 18, Dex 11, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +12, Concentration +6, Craft (Blacksmithing) + 8, Escape Artist +11, Listen +13, Spot +13, Tumble +3; Combat Casting, Combat Reflexes, Improved Critical (chain), Improved Initiative.

Spells Known: (Sor 6/5): 0 -- Detect Magic, Mage Hand, Prestidigitation, Read Magic; 1st -- Shield, True Strike.

Dancing Chains (Su): A kyton's most awesome attack is its ability to control all chains within 20 feet as a standard action, making them dance or move as it wishes. In addition, the kyton can increase the chains'

length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. A kyton can climb chains it controls at its normal speed without a Climb check.

Unnerving Gaze (Su): A kyton can make its face resemble one of the opponent's departed loved ones or bitter enemies. Those subjected to the gaze must succeed at a Will save (DC 18) or suffer a -1 morale penalty to all attack rolls for 1d3 rounds.

Regeneration (Ex): Kytons take normal damage from fire, acid, and blessed weapons. A kyton that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Note: The kyton begins the battle at this APL with no 0-level spells and only three 1st level spells remaining. In the two rounds before opening the door he cast *shield* and *true strike*. Keep in mind he can burn higher level spell slots to cast lower level spells.

APL8

⚡ **Kyton:** CR 10; Sor4; Medium Outsider (Evil, Lawful); HD 8d8+16 (+32) + 4d4+8 (+16); hp 73 (97); Init +4; Spd 30 ft.; AC 19 (26) (touch 18, flat-footed 25) [+1 Dex, +8 natural, +7 *shield* spell]; Atk +14 melee (2 chain rakes, 1d8+4); Face 5 ft. by 5 ft. / 10 ft.; SA SA: Dancing chains (Su), Unnerving gaze (Su); SQ: Damage Reduction 20/+2, Damage reduction: Acid (20) (Su), Spell Resistance (17) (Ex), Regeneration 2 (Ex), Immunity: Cold, Fire & Poison (Ex), See in Darkness (Su), Telepathy (Su); AL LE; SV Fort +9, Ref +8, Will +10; Str 18, Dex 12, Con 14 (18), Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +12, Concentration +8, Craft (Blacksmithing) + 8, Escape Artist +11, Listen +13, Spot +13, Tumble +4; Combat Casting, Combat Reflexes, Improved Critical (chain), Improved Initiative, Power Attack.

Spells Known: (Sor 6/7/4): 0 -- Detect Magic, Mage Hand, Open/Close, Prestidigitation, Read Magic, Resistance; 1st -- Shield, Spider Climb, True Strike; 2nd -- Endurance.

Dancing Chains (Su): A kyton's most awesome attack is its ability to control all chains within 20 feet as a standard action, making them dance or move as it wishes. In addition, the kyton can increase the chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. A kyton can climb chains it controls at its normal speed without a Climb check.

Unnerving Gaze (Su): A kyton can make its face resemble one of the opponent's departed loved ones or bitter enemies. Those subjected to the gaze must

succeed at a Will save (DC 20) or suffer a -1 morale penalty to all attack rolls for 1d3 rounds.

Regeneration (Ex): Kytons take normal damage from fire, acid, and blessed weapons. A kyton that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Note: The kyton begins the battle at this APL with no 0-level spells, only four 1st level spells and three 2nd level spells remaining. About 10 minutes before the PCs reach Orand's workshop he casts endurance on himself. Then in the three rounds before opening the door he casts (in order) *spider climb*, *shield* and *true strike*. Keep in mind he can burn higher level spell slots to cast lower level spells.

APL10

🗡 **Kyton:** CR 12; Sor6; Medium Outsider (Evil, Lawful); HD 8d8+16 (+32) + 6d4+12 (+24); hp 83 (111); Init +4; Spd 30 ft.; AC 21 (32) (touch 11 (22), flat-footed 20 (31)) [+1 Dex, +8 natural, +7 *shield* spell, +4 *haste* spell, +2 *bracers of armor* +2]; Atk +15 melee (2 chain rakes, 1d8+4); Face 5 ft. by 5 ft. / 10 ft.; SA SA: Dancing chains (Su), Unnerving gaze (Su); SQ: Damage Reduction 20/+2, Damage reduction: Acid (20) (Su), Spell Resistance (17) (Ex), Regeneration 2 (Ex), Immunity: Cold, Fire & Poison (Ex), See in Darkness (Su), Telepathy (Su); AL LE; SV Fort +10, Ref +11, Will +11; Str 18, Dex 12, Con 14 (18), Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +12, Concentration +10, Craft (Blacksmithing) + 8, Escape Artist +11, Listen +13, Spot +13, Tumble +5; Combat Casting, Combat Reflexes, Improved Critical (chain), Improved Initiative, Lightning Reflexes, Power Attack.

Spells Known: (Sor 6/7/6/4): 0 -- Daze, Detect Magic, Mage Hand, Open/Close, Prestidigitation, Read Magic, Resistance; 1st -- Protection from Good, Shield, Spider Climb, True Strike; 2nd -- Bull's Strength, Endurance; 3rd -- Haste.

Dancing Chains (Su): A kyton's most awesome attack is its ability to control all chains within 20 feet as a standard action, making them dance or move as it wishes. In addition, the kyton can increase the chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. A kyton can climb chains it controls at its normal speed without a Climb check.

Unnerving Gaze (Su): A kyton can make its face resemble one of the opponent's departed loved ones or bitter enemies. Those subjected to the gaze must succeed at a Will save (DC 21) or suffer a -1 morale penalty to all attack rolls for 1d3 rounds.

Regeneration (Ex): Kytons take normal damage from fire, acid, and blessed weapons. A kyton that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Note: The kyton begins the battle at this APL with no 0-level spells, only four 1st level spells and four 2nd level spells and three 3rd level spells remaining. About 10 minutes before the PCs reach Orand's workshop he casts *bull's strength* and *endurance* on himself. Then in the three rounds before opening the door he casts (in order) *spider climb*, *haste* and *shield* (in the same round) and then *true strike* as a partial action. Keep in mind he can burn higher level spell slots to cast lower level spells.

APL12

🗡 **Kyton:** CR 14; Sor8; Medium Outsider (Evil, Lawful); HD 8d8+16 (+32) + 8d4+16 (+32); hp 93 (125); Init +4; Spd 30 ft.; AC 22 (33) (touch 11 (22), flat-footed 21 (32)) [+1 Dex, +8 natural, +7 *shield* spell, +4 *haste* spell, +3 *bracers of armor* +3]; Atk +16 melee (2 chain rakes, 1d8+4); Face 5 ft. by 5 ft. / 10 ft.; SA SA: Dancing chains (Su), Unnerving gaze (Su); SQ: Damage Reduction 20/+2, Damage reduction: Acid (20) (Su), Spell Resistance (17) (Ex), Regeneration 2 (Ex), Immunity: Cold, Fire & Poison (Ex), See in Darkness (Su), Telepathy (Su); AL LE; SV Fort +10, Ref +11, Will +12; Str 18, Dex 12, Con 14 (18), Int 10, Wis 10, Cha 17.

Skills and Feats: Climb +12, Concentration +12, Craft (Blacksmithing) + 8, Escape Artist +11, Listen +13, Spot +13, Tumble +6; Combat Casting, Combat Reflexes, Improved Critical (chain), Improved Initiative, Lightning Reflexes, Power Attack.

Spells Known: (Sor 6/7/7/6/3): 0 -- Daze, Detect Magic, Flare, Mage Hand, Open/Close, Prestidigitation, Read Magic, Resistance; 1st -- Magic Missile, Protection from Good, Shield, Spider Climb, True Strike; 2nd -- Bull's Strength, Endurance, Invisibility; 3rd -- Haste, Lightning Bolt; 4th -- Minor Globe of Invulnerability.

Dancing Chains (Su): A kyton's most awesome attack is its ability to control all chains within 20 feet as a standard action, making them dance or move as it wishes. In addition, the kyton can increase the chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. A kyton can climb chains it controls at its normal speed without a Climb check.

Unnerving Gaze (Su): A kyton can make its face resemble one of the opponent's departed loved ones or bitter enemies. Those subjected to the gaze must

succeed at a Will save (DC 21) or suffer a -1 morale penalty to all attack rolls for 1d3 rounds.

Regeneration (Ex): Kytons take normal damage from fire, acid, and blessed weapons. A kyton that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Note: The kyton begins the battle at this APL with no 0-level spells, only four 1st level spells and five 2nd level spells and five 3rd level spells and two 4th level spells remaining. About 10 minutes before the PCs reach Orand's workshop he casts *bull's strength* and *endurance* on himself. Then in the three rounds before opening the door he casts (in order) *spider climb*, *haste* and *shield* (in the same round) and then *true strike* and *minor globe of invulnerability* (in the same round). Keep in mind he can burn higher level spell slots to cast lower level spells.

Player's Handout #1: Recent History of Orand's Tomb

Late in the month of Harvester in the common year 591, the Shield Lands won a tremendous victory against the occupying forces loyal to the evil demi-god Iuz. After three years at a virtual standstill in the War of Reclamation, the Knights of Holy Shielding and the Shield Lands' army repatriated Torkeep. Torkeep is the ancestral home of Earl Franz Torkeep of the Council of Lords. The keep, a smallish motte and bailey structure in the northwest portion of the nation had been under Iuz's control since its fall in 583 CY. This victory was the Shield Lands' first real success against Iuz since the end of the Great Northern Crusade in 588 CY and the first territorial gain without the aid of the nation's major allies. Within days Iuz's forces made an attempt to retake the keep. Though seriously outnumbered, Pathfinders and Shield Lands soldiers held the keep long enough for Knight Commander Katarina Walworth to arrive with reinforcements and drive off Iuz's minions.

Six individuals, brave Pathfinders all, played a unique role in holding Torkeep against a second fall to the Old One. While their companions faced death on the walls of Torkeep during the final hours of the now famous Battle of Torkeep, Omaya Fairspeak of Heironeous, Eiorhn of Kord , Darius Skye, Reeves Nithtel, Lannona and Brandy Fardale left what little safety the keep offered to race off on what might have been a fool's errand.

The Pathfinders were sent northwest along the banks of the Ritensa River to an abandoned tower. The tower once belonged to Orand Hastironn the Artificer, a powerful wizard and member of the mysterious Shield Mages. Known for his skill at creating magical constructs, it was hoped the six heroes could recover something to aid Torkeep until reinforcements arrived. Of particular note was the wizard's mighty Shield Guardian which had not been seen since Iuz invaded. Both it and its master disappeared shortly after the wizard suffered an apparent mortal wound in battle.

The Pathfinders reached the tower only to find it devoid of life and infested with undead shadows. In the highest room of the tower they found the remains of missing wizard strung up and violated in unspeakable ways. Apparently, the wizard ordered his construct to return him to his tower to heal, only to be overwhelmed by the undead minions of the Old One. Sorely wounded and trapped in the tower by undead, the wizard could not call his Shield Guardian servant to his side. The giant construct lay quietly at the bottom of the Ritensa River while its master was torn to shreds.

The heroes found the control device for the shield guardian in the rubble of the wizard's laboratory, unknowingly left behind by Iuz's forces. With a simple mental command, the giant warrior rose amidst a cloud of silt from the bottom of the river, once again ready to serve the Holy Realm.

With time running out for the defenders of Torkeep, the Pathfinders hurried back hoping to find the keep's defenses still intact. They arrived in time for the final assault by Lord Arbas, a former Shield Lands lord, now traitor and servant of Iuz's Lesser Boneheart mage Vayne. Orcs, hobgoblins, ogres and giants in great numbers pounded at the gates of Torkeep. The shield guardian waded into the fray flailing its powerful stone fists, crushing foes with silent fury. The unexpected attack from outside the walls threw Lord Arbas' troops into disarray long enough for Lord Torkeep and the remaining defenders to rally and push the attackers from the walls. By the time Lord Arbas reorganized his confused troops, Lady Katarina and a large force of Shield Knights arrived and broke the siege.
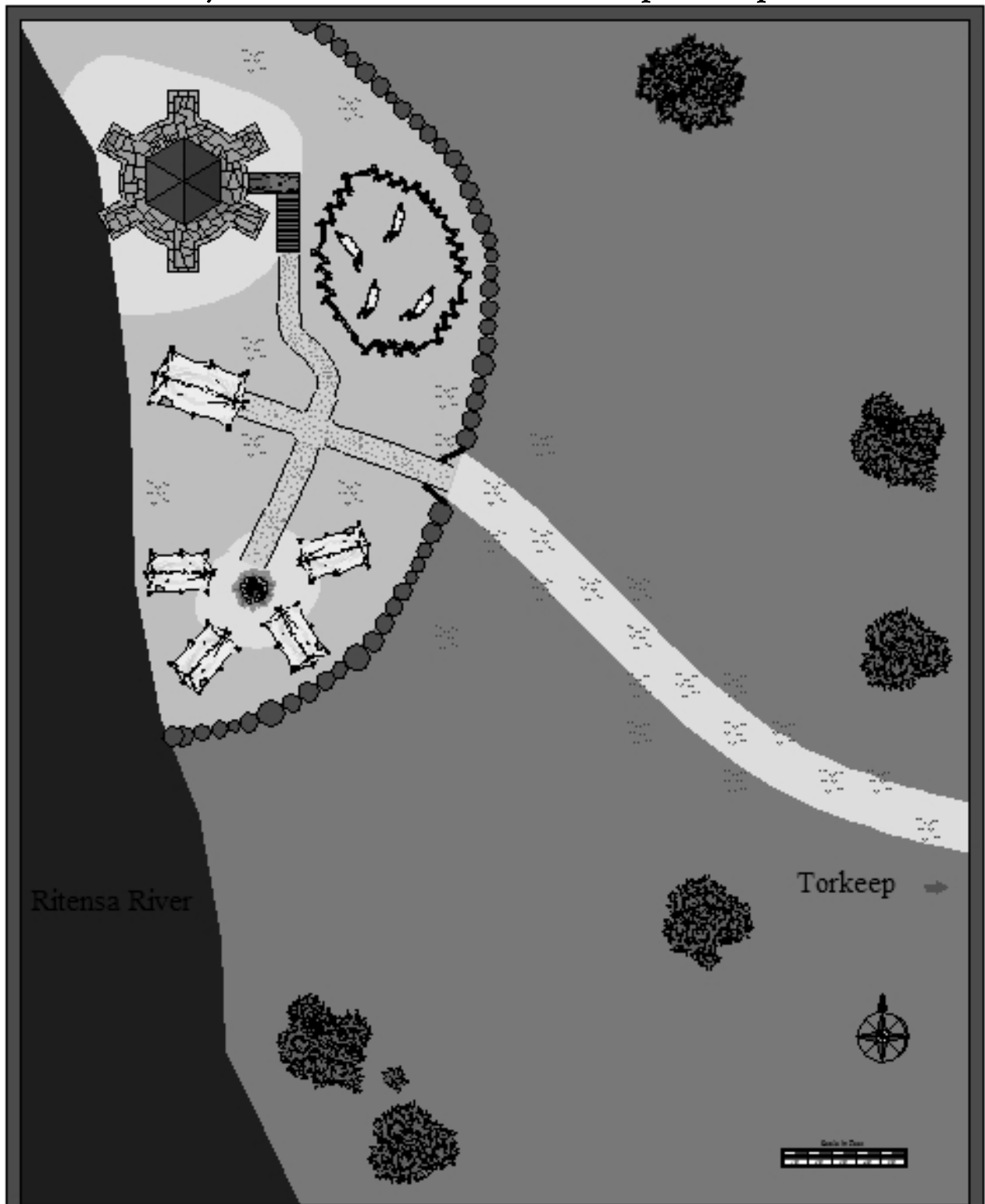
In the end, Torkeep remained in the possession of the Shield Lands, but the traitorous Lord Arbas escaped. The six heroes later learned that for their part in his defeat, Lord Arbas placed a price on each of their heads. Though they had likely saved Torkeep and its defenders, their own lives were now in constant danger.

Since its recovery, Torkeep has become the northern most bastion of the Shield Lands, replacing the Ritensa Outpost as the first line of defense against attacks coming south along the Ritensa River. When Gensal was recovered later the same year, Fort Vigilance, the headquarters of the Order of the Northern Guard was moved north to create a steady line of defense stretching from the banks of the Ritensa east to Gensal, and turning south to the South Keep Outpost. From these border forts, Shield Land's patrols monitor and protect the border up to a half day's ride into the occupied lands.

Between each of the major forts (Torkeep, Fort Vigilance, Gensal and the South Keep Outpost) lie smaller border forts consisting of little more than a wooden lookout tower surrounded by a stout wooden palisade and manned by 50-100 soldiers, Pathfinders and Knights of Holy Shielding. One of these smaller outposts now occupies the Shield Mage Orand's former tower.

Due to its proximity to Torkeep, the outpost has no official name (though it has earned the nickname "Orand's Tomb") and does not support a large garrison (usually less than 20 soldiers and Pathfinders). In fact, the tower is occupied only for its position along the river which allows for an excellent view of the surrounding territory. The defenses at Torkeep have similar vantage points, but the small tower provides a slightly better line of sight to locations across the Ritensa.

Ritensa River

Torkeep →

10 Flocktime, 583 CY

I am close to the end. After years of study and months of experimentation, I have nearly put all the pieces in their places. This has not been easy. The condition of the book forced me to rebuild more than half its meaning. Worse, I found the book was intentionally laced with errors to mislead the careless. Errors that would have certainly killed me had I blindly began my enchantments without double and triple checking everything. I pray I can complete my work before the beating of Iuz's war drums reach my tired old ears.

Alewyn left for Corell's Watch today. From there he will accompany Eórdsidh to the Towers. I did not think the boy would ever leave. He has worried without rest about my project. He fears the legends... and rightly so. What I am attempting will undoubtedly attract unwanted attention, but if it works we will have a weapon to use against Iuz. I have taken steps to protect myself and the book. At least if they do come, they will not reclaim this dreaded tome.

I think it surprised Alewyn that I asked him to speak for me within the Towers. He is a bright lad and a fine wizard, but he does not yet trust his skills. I have told him time and again he is ready to take his place within the Order, but he delays. Perhaps this mission away from so much that reminds him of his role as my apprentice will kindle in him the desire to become his own man. I admit, I will miss him when he is gone, but I see so much potential in him. I just hope that what is coming does not steal from him the opportunity to achieve it. Perhaps between the lighthouse and Admundfort Eórdsidh, bless her undiplomatic heart, will ask him directly why he delays his graduation. I suspect his excuses will not sit so easily with her as I allow them to sit with me.

News from Admundfort is not good. I fear what Alewyn might be headed for. Holmer, as good intentioned as he is, sees potential enemies where only allies exist. Oh, I am certain Furyondy has more than once considered the possibility of bringing the rich farmlands of the Holy Realm under its wing, but far better to be a province within Belvor's domain than a squirming slave under the boot heal of the Old One. Still, Holmer commands the respect and loyalty of the Shield Knights and carries the support of the other lords. They will do as he commands, even unto certain death. Mores the pity. I fear the years to come will not be kind to my beloved Shield Lands.