

Lost Lore:

The Embers of Domin's Tower



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Lost Lore: The Embers of Domin's Tower

A wizard's tower explodes. The wizard was well-known for practicing the necromantic arts, as well as performing vile summoning ceremonies that called forth foul beasts from other worlds. Now, the surrounding town is fearful of what may come out of the smoking remains, but too afraid to wade in and deal with the issue. *The Embers of Domin's Tower* is an 8th level adventure for 4–6 characters.

Adventure Background

Domin was not an evil man, but he was a difficult one. Raised an only child, Domin was not athletically inclined and had difficulty making friends. Like many people with his physical limitations and shy nature, he turned to books, a luxury his parents were able to afford in the great city of Reme where he grew up.

Early in his adolescence, Domin turned to the world of magic and swiftly became a rising student in his academy, focusing on elemental powers and summoning. Due to his fascination with fire, though, he soon found the kinds of experiments he wanted to conduct were problematic at best in a large city. After an unfortunate incident with a raging fire elemental and a cart full of manure, Domin decided something more solitary probably would be for the best. No one on his side of town tried to stop him, and the servants attending him there were all relieved, their eyebrows finally would be able to grow back without fear of being singed off again.

Arriving in the town of Albion several weeks later, Domin knew he had found the right area to settle in. He used elemental forces to construct a small tower about a half-mile outside of town, just far enough that small explosions would be overlooked, but not too far that he couldn't call upon the resources of Albion should he require them.

For the past 10 years, Domin has lived a mainly solitary life, interacting with the residents of Albion once or twice a month when he makes supply runs, or on the rare occasion he actually craved contact with other people. That contact involved Domin talking about himself for an hour to anyone who would listen. Satisfied he had let everyone know how important his work was, he would retreat back to his tower for a few more weeks or months before feeling the need to talk about himself again.

Over the years, Domin studied necromancy some and managed to create a handful of zombies and skeletons to perform basic chores and upkeep around his property. His masterpiece is a zombie butler with *gentle repose* augmented with *permanency* on the body to keep him looking barely alive, more or less.

The townsfolk have become aware of these undead servants, but as he did no grave-robbing and none of the undead servants appear to be deceased locals, no one really has raised much of a complaint over the situation. Domin also made a generous donation to the local church which has, grudgingly, restrained itself from destroying his undead servants.

Domin's life was coasting along nicely until recently, when an attempt to summon and bind a cinder knight to his service went horribly wrong. Domin made a fatal mistake during the casting, causing a backlash of elemental magic that sucked the life out of his body, killing him instantly and with such force that it blew his body through the door and out a window. The desiccated body, singed from a burst of flame in the backlash, now hangs from the window by

his magical cloak that could not save him from the massive energies he had lost control of.

Despite Domin's failure in the casting, the cinder knight arrived in the tower ready to perform its duties. Seeing the carnage that accompanied its entrance into this world, the cinder knight immediately decided this was a good thing and began evaluating its options for escape. The only remaining obstacle is the protective seal Domin placed on the floor in the summoning room.

The seal only can be broken by someone opening the door and disturbing the circle, and since Domin exited through the window, the cinder knight is trapped in the room. By creating small fires that blow through the window, the cinder knight hopes to attract enough attention to get someone to come in and investigate.

Adventure Summary

This scenario can take place near any small town located just off of a major road. Domin wanted to be in a more rural setting, but he did not want to be so far from civilization he couldn't go out for the occasional attempt at human interaction. In the **Lost Lands** setting of **Frog God Games**, the town of Albion is located in the relative isolation of the Northmarches of Reme. Albion lies 100 miles north of the High Downs in the plains west of Tanith but is only 30 miles away from the trade road that runs from Ironhill to Hansonburg at the Wizard's Wall so that it has fairly ready access to larger points of civilization when needed without being a regular stopover for travelers. It is a peaceful, quiet, out-of-the-way sort of place just like Domin wanted.

Domin's death has sent a bit of a shockwave through the locals as the explosion that sent him through the window could be heard all through the town. Plus, the window he presently hangs from faces the road, and anyone walking or riding by can see what is left of Domin dangling in the breeze.

Rumors already have started around town that Domin tried summoning a greater undead servant, and that it sucked his soul out. Besides the rumor of the tower now being haunted, the town leaders are nervous that massive numbers of uncontrolled zombies and skeletons may come pouring forth from the tower at any moment, and this is the situation the players find themselves drawn into as they approach the town.

While Domin's primary interest was in the elements, because of his decision to have, and not hide his use of, undead servants, the townsfolk now have assumed he has been killed by an undead minion he lost control of. Despite the explosion only happening a few hours before, word has spread fast, and wild theories already have taken on a life of their own. The occasional puff of smoke that comes out of the tower only has confirmed the town's fears that the undead are intelligent and making plans for further mischief.

At the GM's option, the players may pass a group of people fleeing the town, convinced they are about to be overrun by an undead army. They will make exaggerated claims about what happened. Feel free to elaborate any way you choose. Panicked people come up with all kinds of interesting stories that have no basis in reality.

Beginning the Adventure The Tower Environs

Read this aloud to players as they travel down the road to Albion. They can be visiting Albion for any number of reasons. Domin's tower is about a half-mile outside of town and about 50 yards from the road.

There is a gated wooden fence about four feet high surrounding a small tower as you descend into this pleasant countryside. Several tall trees surround the tower, which you estimate to be around 40 feet high and three stories tall, judging by the windows. The fence stretches 50 yards in either direction. What really catches your attention, though, is the apparent corpse of a man hanging from the topmost window by his cloak. The body appears desiccated and gray.

A small group of townsfolk mill about on the road, arguing with three well-dressed people standing outside the gate. They pause in their animated conversation as you approach.

At this point, turn it over to the players. The three well-dressed people are the town leaders: **Jorgin** (N human male aristocrat 4), **Armando** (LN male half-elf expert 5), and **Tessa** (NG female human adept 3). They are the mayor and his two lieutenants, respectively. Unless the players are taking great pains to disguise themselves as humble travelers, the townsfolk will assume they've hit a stroke of luck and entreat the players to help them with their situation.

Jorgin is level-headed, but would rather take a chance on the players right now than wait and see if they're any good at what they do. Armando is trying to talk Jorgin out of doing anything and sending for high priests from Tanith. Tessa will go with whatever Jorgin decides but is counseling Jorgin do something about Domin's body immediately before it animates as an undead.

Jorgin and Tessa believe the smoke is just something inside the tower smoldering from the explosion. Jorgin stresses to the players he wants this handled as quickly as possible, preferably before the end of the day.

Tessa is concerned about what they don't know, since all they do know is Domin is dead and there is smoke coming out of the tower. Whether that is fire, a demon, or the beginning of a zombie invasion is what is at the forefront of her mind.

Jorgin can't promise the PCs much, but he automatically will give them rights to everything in the tower as he is unaware of any living relatives Domin ever cared about. Worrying about somebody showing up to claim the tower and anything in it is an issue he's not going to address until he has to.

All three leaders can provide the same information about Domin: He was slightly weird and reclusive but not an entirely bad guy. He was up front about his undead servants, but did not apologize for them. Jorgin and Tessa believe Domin was experimenting with foul, necromantic rites beyond his ability to control and now they're left to deal with the fallout.

Armando is the only one who ever had any lengthy conversations with the deceased wizard, and he believes that whatever now resides in that tower could be undead, or it may be fire-based judging by the smoke. Armando can be a wealth of information for the players as he knows everything about Domin from the first six paragraphs of the "Adventure Background." While Domin was an odd, largely private man, he somehow found Armando to be approachable and intelligent and told Armando his life story over the past several years. Armando liked the mage and tolerated his long-winded stories as he understands even the weirdest people still need friends. As such, he is the most visibly upset by Domin's death and asks the party to retrieve Domin's body and give it a proper burial.

The Tower Environs (CR I)

The property consists of the central tower and a small barn in the back. The barn has two stalls, occupied by nervous horses. They are well cared for but still skittish around the **2 zombies** who look after them. The zombies do not attack unless attacked first. Their orders are to feed and water the horses on a regular schedule. They are incapable of doing anything else.

ZOMBIES (2) XP 200

CR 1/2

hp 12 (Pathfinder Roleplaying Game Bestiary "Zombie")

The Tower

All locked doors in this tower are opened by the same key. Domin and all the zombies inside the tower carry keys (the zombies in the barn do not).

Level One IA-I. Entrance Room (CR I/2)

The entry is bare except for a well-dressed man standing in the middle of the room. His expression is blank.







Level 1A



Level 2



Level 3



This room is occupied by the tower's butler, a zombie referred to by Domin as Horace. Horace is responsible for keeping the tower clean and has been animated with some programmed speech capabilities. Horace will ask the players if they have been invited. If the PCs say they have been invited, Horace will ask them to remain in that room while he fetches his master. Horace does not attempt to open the door to the laboratory, only knocking on it a few times before returning and telling the PCs his master is not at home and they should return later. If the players try and push past him, he will attack and fight to the death. If the players say they have not been invited, Horace will ask them to leave and come back when they are invited. If the players do not leave, he attacks. Horace has nothing of value on him except the tower key.

HORACE THE BUTLER XP 200

CR 1/2

hp 12 (Pathfinder Roleplaying Game Bestiary "Zombie")

1A-2. The Sitting Room

This room has two comfortable-looking chairs, a couch, and a small table in the middle of the room.

This room would have been used to entertain guests or colleagues, if Domin ever had bothered to have any over. It is unoccupied and there is nothing of value in here unless the players decide to remove the furniture and sell it. The furniture is plain but well-constructed and could fetch a total of 50 gp.

1A-3. The Library

This room has a table and some chairs. Two bookshelves are full of books on the opposite wall.

If examined, the books are on various elemental subjects and the undead, but there are no spellbooks. These books only skim the surface of the various subjects, often referring to other tomes for a deeper explanation. This room also is unoccupied. The total value of the books is 100 gp as a collection.

1A-4. Guest Room One

A sparsely furnished room with a window greets you. The bed is made but does not look as though it has been used in some time. Next to the bed is a small nightstand with two drawers.

When Domin built the tower, he created two "guest" bedrooms on the offhand chance his parents might come to visit him, or if he ever decided to take on an apprentice. It is unoccupied and appears to have never been used.

1A-5. Guest Room Two

A sparsely furnished room with a window greets you. The bed is made but does not look as though it has been used in some time. Next to the bed is a small nightstand with two drawers.

This room is identical to the other guest room and also is unoccupied.

IA-6 Privy

A small room with a bench is before you.

This room's purpose is self-explanatory once the door is opened. A pleasant smell permeates the air due to a cantrip Domin augmented with a *permanency* spell.

1A-7. Kitchen (CR 1/3)

This appears to be a kitchen with a cooking area, shelves holding dishware and what looks like a pantry.

A fully stocked kitchen only is inhabited by a skeleton. The skeleton cleans pots and pans and only attacks in self-defense. It stands by the window until given orders or attacked. If looted, the value of the kitchen items is around 20 gp. A poorly concealed secret door (DC 10 Perception check to locate) leads down to the basement.

SKELETON XP 135

CR 1/3

hp 4 (Pathfinder Roleplaying Game Bestiary "Skeleton")

IB Basement

The Basement was dug out of the earth during its construction by an earth elemental. Originally intended as storage, Domin began using it to create his undead servants instead of trying to use his elemental laboratory upstairs.

1B-1. Earth Elemental Repository (CR 5)

This room has shelving along one wall as well as a table and chair sitting off in the corner.

The shelves are about half full of various kinds of foods as Domin used this room as a pantry. The table and chair only are in the room for Domin's benefit when he had the occasion to be using the room for studying and not wanting to be far from his necromantic endeavors.

Domin kept the earth elemental he summoned to help build his tower and now uses him for various tasks around the tower and to help maintain the building. The two have come to an agreement and the elemental stays by choice. However, once the elemental realizes Domin is dead, it will move on, possibly to Albion where the players may be forced to deal with it. The elemental will attack the players on sight as Domin would not have allowed any visitors, had he had any, into the basement. The only visitors down here besides Domin were the undead servants, which the elemental knew not to bother.

LARGE EARTH ELEMENTAL

CR 5

XP 1,600

hp 68 (Pathfinder Roleplaying Game Bestiary "Elemental, Earth")

1B-2. Chamber of the Undead (CR 6)

The door to this room is locked and arcane locked. Opening the lock requires a DC 25 Disable Device check; the spell was cast by a 14th-level caster.

This room obviously was used for some kind of magical experimentation due to the circles inscribed on the floor and what looks like a small alchemical lab in the west corner.

Domin used this room to create the zombies he staffs the tower with. While he originally considered Horace to be a very successful attempt at creating the "perfect" undead servant, he quickly realized Horace had no independent thought and only performed a few programmed tasks as ordered. Domin, reluctantly, began pursuing more intricate types of necromancy in order to "find" a more interactive butler to serve him. Unfortunately, his attempt to have a more intelligent undead brought him only a **wraith** a few months ago. Domin decided not to destroy the wraith, figuring he might be able to find some use for it later. The wraith is joined by **4 zombie** servants Domin used to assist him with his efforts. The wraith has corrupted the zombies over the last few months and they no longer wait for orders. All the undead will attack the players as soon as the door is opened.

WRAITH XP 1.600

CR 5

hp 47 (Pathfinder Roleplaying Game Bestiary "Wraith")

ZOMBIES (4) CR 1/2 XP 600 hp 12 (Pathfinder Roleplaying Game Bestiary "Zombie")

1B-3. Garbage Disposal (CR varies)

This room is small with earthen walls and a dirt floor. In the middle of the floor is a stone basin containing a shiny black substance. Against the far wall is what looks like some kind of stone apparatus.

This small room contains a **black pudding** inside the stone basin. Whatever garbage or refuse Domin didn't have burned as compost he discarded in here for consumption by the black pudding. The pudding will attack the players if they do not offer it anything to eat within three rounds.

BLACK PUDDING C XP 3,200 hp 105 (Pathfinder Roleplaying Game Bestiary "Black Pudding")

Development: This room can also contain a **Large fire elemental** should the GM decide the players are moving through the tower too easily, or if they need more experience. The GM also can spring this encounter on the players if they bypass the cellar completely on their initial run through the tower to remind them to stay on their toes when clearing out a wizard's tower. The fire elemental is part of the tower's heating system. It is bound to the stone boxlike apparatus on the far side of the room, but it can range as far as the basin. It will wait until the players are focused on something else before emerging from the apparatus against the wall and attacking the nearest foe. It fights to the death. If the GM decides to use the fire elemental, she may choose to add a small flicker of flame inside the apparatus to the room's description.

LARGE FIRE ELEMENTAL XP 1,600

CR 5

CR7

hp 60 (Pathfinder Roleplaying Game Bestiary "Elemental, Fire")

Level Two

2A. Domin's Bedroom (CR 6)

This door is locked and trapped. Opening the lock requires a DC 20 Disable Device check. Opening this door without the key causes a **Medium fire elemental** to be summoned.

SUMMON MONSTER V TRAP

XP 2,400

Type magical; Perception DC 31; Disable Device DC 31

Trigger touch; Reset none

Effect spell effect (summon monster V, Medium fire elemental)

FIRE ELEMENTAL

XP ·

CR —

CR 6

hp 30 (Pathfinder Roleplaying Game Bestiary "Elemental, Fire")

This obviously is a bedroom. Beside the bed is a small nightstand with three books on it. A wardrobe stands closed near the bed.

Domin was fond of creature comforts, and his bedroom is lavish with a very posh four-post bed, what looks like a very comfortable couch, plus a table and chair for reading. A privy is sectioned off at the one end of the bedroom. A small stack of books are by the bed, including a book on summoning various types of fire elementals and other creatures of the Elemental Plane of Fire. If a PC peruses this book (2d3x10 minutes), he will notice a section has been underlined about a type of fire elemental referred to as a "cinder knight."

Treasure: Domin kept his money in a locked chest (DC 10 Disable Device) underneath his bed. It is not trapped as Domin felt anyone who got past his elemental trap wouldn't find any kind trap on his lock to be much of an impediment. His chest contains three gold bars worth 1,000 gp each with 1,000 more gp in mixed coins, mainly gold and silver. In addition, the chest contains *Domin's dagger of fire elemental domination* (see sidebox).

New Magic Item

DOMIN'S DAGGER OF FIRE ELEMENTAL DOMINATION Aura Moderate abjuration CL 10th Slot none; Price 12,302 gp; Weight 1 lb.

DESCRIPTION

Domin created this dagger as a means of defense should one of his elementals escape his control. The dagger functions as a normal +1 frost dagger with the added ability that any fire elemental it wounds must make a DC 21 Will save or be bound to the wielder (as the spell planar binding). It can affect up to 12 Hit Dice of fire elementals, though no more than three individual elementals at any one time.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, planar binding, chill metal; **Cost** 6,302 gp

2B. Private Library (CR 6)

This door is locked (DC 20 Disable Device) and trapped. Opening it without the proper key immediately causes the bookshelves to recede into the wall and a stone secret door (DC 25 Perception check) to close in front of them because Domin did not want a fire elemental to accidentally burn any of his books. It also summons a thought eater that will attack interlopers.

SUMMON MONSTER II TRAP CR2 XP 400

Type magical; Perception DC 31; Disable Device DC 31

Trigger touch; Reset automatic Effect summon thought eater

THOUGHT EATER

XP -Tome of Horrors 4 231 N Small aberration Init +8; Senses darkvision 60 ft.; Perception +11

AC 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size) hp 13 (3d8) Fort +1; Ref +5; Will +4 Defensive Abilities ethereal jaunt, spell absorption; SR 13

Speed 40 ft. Melee touch +7 (1d2+1 plus eat thoughts) Spell-Like Abilities (CL 3rd): At will-daze (DC 12), detect magic

Str 12, Dex 18, Con 11, Int 7, Wis 12, Cha 14 Base Atk +2; CMB +2; CMD 16

Feats Improved Initiative, Weapon Finesse Skills Perception +11, Stealth +14; Racial Modifiers +4 Perception SQ precognition

Detect Magic (Sp) A thought eater can use its detect magic spell-like ability to detect magic-using creatures. Magic-using creatures are defined as creatures with levels in a spellcasting class or creatures with spell-like abilities or the ability to cast spells.

Eat Thoughts (Su) The touch of a thought eater deals 1d2 points of Intelligence damage. A thought eater is sated when it has consumed at least 12 points of Intelligence in a given 24-hour period.

Ethereal Jaunt (Su) A thought eater can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. This ability is otherwise identical to the ethereal jaunt spell (CL 10th).

Precognition (Su) As a standard action, a thought eater can concentrate and glimpse fragments of potential future events—what it sees probably happens if no action is taken to change it. The vision, however, is incomplete, and makes no sense until the events begin to unfold. On its next action, a thought eater gains a +2 insight bonus on a single attack roll, damage roll, saving throw, or skill check. The bonus can be applied to the roll after the results of the dice are known.

Spell Absorption (Su) If a thought eater's spell resistance protects it form a magical effect, the creature absorbs that magical energy into its body. Absorbing a spells heals a thought eater a number of hit points equal to the absorbed spell's level. This cannot increase a thought eater's hit points above its normal maximum hit points.

This room has two large bookshelves in it plus a table and chair for reading.

These bookshelves contain deeper explorations of elemental magic, focusing on fire- and earth-based magic. Domin's spellbooks are not in this collection (they are in the lab upstairs), but these books are much more valuable. As a collection, the books would fetch 1,000 gp.

Development: Stashed among the many papers, scrolls, and books is Domin's research notes on the creation of Domin's dagger of fire elemental domination (see 2A above). A character who has access to these notes and subsequently attempts to craft this magical weapon gains a +2 circumstance bonus on her Spellcraft check.

CR- Level Three

At the top of the stairs is a door. The door is locked (DC 15 Disable Device) but not trapped. Domin usually gave the zombies their orders from this room

3A-1. Domin's Laboratory (CR 12)

As you open the door, you feel a surge of heat. The room before you is large, and looks to take up the entire space of this floor of the tower. The equipment filling the room suggests it is some kind of magical laboratory.

Domin was hoping to bind the cinder knight to his service as the first part of a small "private army" he was hoping to build. His aspirations of 8-10 cinder knights and greater fire elementals to guard him on forays into the wild to gather greater elemental artifacts came to an explosive end on his first try, and the cinder knight since has been exploring the lab and figuring out its next move while it awaits freedom from the enchanted circle of protection Domin inscribed around the perimeter of the room.

Hanging by his cloak from the window of the Laboratory are the desiccated remains of Domin. He died quickly and will not return as an undead. The only item of value on Domin is his cloak of resistance +1, which survived the blast.

The only occupants of this room are the cinder knight and 2 Medium fire elementals. By opening the door, the PCs most likely will break this circle, as it begins 4 inches from the doorway. The door does not touch the floor and cannot break the circle, but unless the players specifically state they are looking at the floor and take precautions not to disturb the circle, the GM should rule the circle has been broken.

CINDER KNIGHT XP 12.800

CR 11

Tome of Horrors 4 43 N Medium outsider (elemental, extraplanar, fire) Init +3; Senses darkvision 60 ft.; Perception +19 Aura heat (10 ft., 1d6 fire)

AC 26, touch 11, flat-footed 25 (+9 armor, +1 Dex, +6 natural) hp 142 (15d10+60) Fort +15; Ref +8; Will +12 Immune elemental traits, fire; SR 21 Weaknesses vulnerability to cold

Speed 30 ft.

Melee mwk greatsword +24/+19/+14 (2d6+10 plus 1d6 fire) or 2 slams +22 (1d4+7 plus 1d6 fire)

Str 24, Dex 16, Con 18, Int 11, Wis 12, Cha 11

Base Atk +15; CMB +22; CMD 35 Feats Cleave, Critical Focus, Great Cleave, Great Fortitude, Iron Will, Power Attack, Vital Strike, Weapon Focus (greatsword) Skills Diplomacy +18, Intimidate +18, Knowledge (planes) +18, Perception +19, Sense Motive +19, Survival +19 Languages Common, Ignan Gear full plate, masterwork greatsword

MEDIUM FIRE ELEMENTAL (2) CR 3 XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary "Elemental, Fire")

Development: The cinder knight greets the PCs suspiciously, and will play into any belief it is undead. The cinder knight will try and use its Intimidate to avoid a fight if the players look strong enough to defeat it, asking the PCs to step aside or be killed. If the party looks weak, the cinder knight actually is spoiling for a fight and will be eager to attack. Even if the PCs decide to let the cinder knight out of the room. It will engage the party in conversation in an attempt to ascertain their motives. After a few rounds of conversation, if the PCs haven't attacked already, the cinder knight will decide they are being deceptive and order its elemental servants forward and attack.

If the players fall back and regroup at any point before breaching the third level, the cinder knight only remains trapped in the room for another 24 hours before one of Domin's zombie servant returns from the surrounding forest with supplies and opens the door to the laboratory to seek its next set of orders, inadvertently

setting the cinder knight free. The cinder knight immediately orders the fire elementals to torch the place to the ground if this event occurs. The cinder knight will not stay in the area, instead disappearing into the countryside to begin sowing fiery mayhem.

Treasure: The laboratory was ruined in the blast and only will fetch 200 gp with what's salvageable. Domin's spellbooks are on a bookshelf against the wall and survived the blast just fine.

Concluding the Adventure

Once the cinder knight and the two fire elementals are dead, the players basically own everything in the tower. The tower can operate as a home base, and the townsfolk will be very grateful to have the players around. Any remaining undead servants are docile, but only responded to orders from Domin. The local church priest will insist all the undead servants be destroyed and will perform the destruction if the players have not already done so.

Any elementals remaining in the basement will have to be dealt with, but once the tower is cleaned out, it will be safe to occupy. Domin's remaining family will not pursue ownership of the tower, or anything in it, unless the GM decides it will make an interesting campaign choice. Feel free to place extra items in Domin's bedroom or library that may serve as a future adventure hook.

Should the players gain access to Domin's spellbooks, he was a 14thlevel wizard with a normal spell allotment from the *Pathfinder Roleplaying Game Core Rulebook* focusing heavily on elemental and necromantic spells. The GM should add any additional fire-based spell he wishes to introduce into the campaign from other sources.

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