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An adventure for four 2nd level PCs.

by Mike Franke



THE FORGOTTEN KING'S TOMB

CREDITS

Design: Mike Franke Editor: Jim White Developer: Wolfgang Baur Publisher: Wolfgang Baur Graphic Design: Marc Radle Cover Art: Hugo Solis Interior Art: Marc Radle, Darren Calvert, Kieran Yanner, and Bruno Balixa Maps: Sean Macdonald

A MIDGARD ADVENTURE

A wind storm uncovers an ancient tomb long lost in the Sands of Sorrow. Can you defeat its guardians and uncover its secrets or will you become the latest victims of the Forgotten King's Tomb?

"The Forgotten King's Tomb" is a fantasy adventure suitable for four 2nd level PCs.

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Adventure Background

A decade ago the Morza of the Dragon Empire suffered a bitter defeat when a Mharoti army from the province of Mezar was defeated at the very edge of Nuria-Natal and routed into the Sands of Sorrows. There a young Akinji officer named Shard and his gnoll warband stumbled through a viscious sand storm and into a ruined structure. The ruins provided the small band shelter but also turned out to be the entrance to a well-guarded tomb. Only Shard and a handful of gnolls survived until the end of the storm to flee back to Mezar, but not before Shard glimpsed treasure and strange magical writings that seemed to float throughout the tomb. Shard is convinced the treasure and magic still in the tomb will bring him great prestige in the empire and erase his legacy of defeat from the last war. Perhaps there is even a clue as to how to combat or control the god-kings of Nuria-Natal to be found in the tomb.

ADVENTURE SUMMARY

Shard contacts the adventurers and asks them to meet him at his small landholding in Mezar. He hires them to seek out the tomb and return with the secret of the magical writings as well as anything else of value they find in the tomb. Shard offers a reward that includes a share of the treasure as well as upfront payment consisting of minor magic items useful on the mission.

The adventurers enter the Sands of Sorrow following a rough map provided by Shard and are soon enveloped in a blinding dust storm. Unfortunately, the storm is also cover for a dust digger and they must defeat the monstrosity or be sucked into the sand forever. Once the adventurers reach the tomb, they must defeat Shard's former gnoll soldiers, now zombies desiccated by years of desert exposure, and make their way past a trapped hall lined by acid spitting skulls in order to earn entrance into the depths of the tomb. Inside, they find geothermal activity has filled some of the tomb with boiling mud and they must navigate past mud geysers and combat an aggressive mud elemental while balancing precariously above the mud pool. Finally, the adventurers reach the inner sanctum of the tomb and are amazed by the ethereal silver writing crawling across the walls. Unfortunately, the writing is actually the manifestation of the insane babbling of a variant allip called a scribbler. Only by defeating the allip can the adventurers plunder the tomb of its treasure and return with the secret of the magical writing.





ADVENTURE HOOKS

At the beginning of this adventure, the characters should be nondragonkin adventurers in Mezar. While there they will hear that an Akinji named Shard is looking for tomb raiders and willing to pay handsomely with magic and money. Alternatively, the characters are members of Shard's own small force of elite kobold soldiers. Shard offers the kobolds a chance at transformation into dragonkin in return for their successful exploration of the tomb.

INTRODUCTION

This adventure takes place mainly in the Sands of Sorrows region between the Dragon Empire and Nuria-Natal. The characters will have to brave the dangers of the desert, descend into the long hidden tomb of an ancient ruler of Nuria-Natal and defeat the traps and creatures therein in order to learn the secret of the magical writing seen by Shard long ago. The adventure begins with the characters resting between adventures in the Dragon Empire city of Mezar.

THE USE OF PREGENERATED CHARACTERS

This adventure includes 5 pregenerated 2nd level kobold adventurers. If the pregenerated characters are going to be used, substitute the following information for the appropriate part of the Adventure Summary. "Shard calls for volunteers from among his kobold veterans to seek out the tomb and return with the secret of the magical writings and anything else of value they find in the tomb. The kobolds will be enticed with the possibility of transformation into dragonkin if the mission succeeds."

PART ONE: IN THE SERVICE OF THE DRAGON EMPIRE

1. A Messenger in the Marketplace

The air is stiflingly hot with very little breeze to break the heat in the busy marketplace of Mezar. You and your companions have successfully returned from your latest adventure a little richer and a little wiser. Unfortunately, your hard-won treasure has run low more quickly than you would have liked amongst the exotic treasures of the Dragon Empire.

As the characters move among the stalls of the marketplace looking for ways to spend the last of their dwindling money, they notice a brightly clad kobold moving from person to person and squeaking excitedly for a few moments before moving on. It is apparent he is searching for someone particular. Suddenly, the kobold notices the characters and hurries to confront them.

At first you have difficulty interpreting the kobolds excitable squeaks, however, after a moment he calms down and you are able to determine that he is actually speaking heavily accented common. "My master has sent me to locate experienced explorers for a dangerous but lucrative enterprise! You seem like the kind of individuals he is looking for. Will you meet with him to discuss the details?" If questioned the messenger will adamantly state it would not be his place to discuss the details of this endeavor, even if he did know them, which he does not. He will only inform the characters of his master's status as an Akinji, a minor noble of the Dragon Empire. He will also add as many times as he can fit into the conversation that his master is an excellent master to work for and the characters will be greatly rewarded.

2. A Meeting in Mezar

Assuming the characters agree to meet with Shard, the kobold messenger leads them to a small landholding on the outskirts of Mezar. The villa to which they are taken is not overly large or ostentatious, but whoever owns it is obviously a person of station within the Empire. The characters are quickly ushered into a meeting hall near the entrance already occupied by an imposing dragonkin dressed in high quality yet distinctly martial attire.

The tall dragonkin waves to dismiss his kobold messenger before introducing himself in the rough reptilian voice common to all dragonkin. "My name is Shard and I am looking for enterprising and experienced explorers to retrace the steps of my youth and uncover the secrets of a tomb buried in the Sands of Sorrows. You will be rewarded for merely attempting this endeavor. You will of course receive an even greater reward for succeeding."



Shard will go on to tell the characters about his first encounter with the Forgotten King's Tomb during the last war against Nuria-Natal. Use the information provided in the Adventure Background to answer any questions the players might have. Shard will warn them about the stifling heat and acid-spitting skulls in the tomb. He glimpsed the dancing silver writing across a room filled with boiling mud. Make sure to emphasize Shard's desire to bring back all possible information about the sliver magical writing he briefly saw in the tomb.

"My time in the tomb was brief; however, I will never forget the slivery writing I saw floating in the air deeper in the tomb. It lasted mere moments but I could feel its power calling to me even from a distance. I want you to find out as much about the magic in the tomb as possible and bring the information, and hopefully the magic, back to me."

Development: If the characters accept the mission, Shard provides them with a rough map he has drawn from memory detailing a route to the location of the tomb and tells them they may keep any monetary treasure they find in the tomb. Shard would like any ancient artifacts they find in the tomb to display as trophies of the success of the mission but he will pay the characters a reasonable price for any such artifacts. He also offers each character an upfront payment of a minor magic item that may be chosen from the following: *Elixir of Tumbling; Ioun Torch; Bandages of Rapid Recovery*; scroll of *greater magic weapon*; potion of *cure moderate wounds*; potion of *endure elements*.

PART TWO: THE SANDS OF SORROW

1. Ambush! (EL 3)

The morning of the second day of travel within the Sands of Sorrow, a windstorm rips across the desert and into the party's path.

As you follow your map, small brown clouds cluster on the horizon but quickly grow to dominate the entire sky. A terrible howling fills your ears and stinging sand fills the air. Wind buffets you and rips at your travel clothes. It is difficult to see more than a few feet in any direction and you must yell to be heard by even your closest companions.

Hiding under the sand in front of the party is an ambush predator called a dust digger. Due to the sandstorm, vision and hearing is limited and the underground approach of the dust digger is especially difficult to notice (a -5 penalty to Perception checks). It will place itself in the path of the party and grab the first character to cross its location.

Suddenly the sand collapses underneath you and you are sucked into a small sinkhole. At the same time thick tentacles burst from the sand and attempt to drag you into the large toothy maw below your feet.

Young Dust Digger CR 3

XP 800

N Medium aberration **Init** +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

DEFENSE AC 17, touch 12, flat-footed 15 (+2 dex, +5 natural)

hp 32 (5d8+10) Fort +3, Ref +3, Will +4

OFFENSE

Speed 10 ft., burrow 20 ft.

Melee bite +4 (1d6+1 plus grab), 5 tentacles +2 (1d3+1 plus grab)

Space 5 ft.; Reach 5 ft.

Special Attacks sinkhole, swallow whole (2d6+1 bludgeoning, AC 12, 3 hp)

STATISTICS

Str 13, Dex 15, Con 14, Int 2, Wis 11, Cha 10 Base Atk +3; CMB +4; CMD 16

Feats Improved Initiative, Multiattack, Skill Focus (Stealth) Skills Perception +5, Stealth +7 (+15 in ambush); Racial Modifiers +8 Stealth in ambush

ECOLOGY

Environment warm deserts

Organization solitary, pair, or colony (3–10)

SPECIAL ABILITIES

Sinkhole (Ex) A dust digger can burrow into sand, loose soil, or dirt to lie in ambush just under the surface. When it feels (via tremorsense) prey walk into a square it threatens, it can deflate its body as an immediate action, causing the sand and other loose soil above to shift and slide. All creatures standing in the dust digger's reach must make a DC 13 Reflex save or become entangled as long as they remain in the dust digger's reach. All creatures who were standing at least partially in the dust digger's actual space must make a DC 13 Reflex save or become entangled and fall prone—if such a creature makes this save, it immediately moves to the closest adjacent unoccupied square. If this results in more than a 5-foot move, the creature moves that distance and then falls prone. The save DC is Strength-based.

Tactics: The dust digger waits buried beneath the sand until someone walks above its position and then uses its *Sinkhole* ability. It then attempts to grab and swallow any prey within reach.

Morale: The dust digger is barely intelligent and will attack as long as prey is within reach.

Treasure: Inside the dust digger's belly amongst the partially digested remains of a previous victim can be found 50 gp worth of semi-precious stones and a steel potion vial containing a potion of *fly*.

PART THREE: THE FORGOTTEN KING'S TOMB

1. Old Friends? (EL 2)

Following Shard's map for several more days, the party reaches the location of the tomb, a partially sand filled ravine with sandstone walls.

Ahead of you lies a ravine gouged into a nearby sandstone outcropping. The interior of the ravine is sheltered from most of the desert wind and only partially filled with drifts of sand. A dark square opening can be seen in a cliff face near the far end of the ravine.

When the party approaches they note the following:

At the far end of the ravine is a flat space at the base of the sandstone cliff. There is a perfectly cut 10 ft. by 10 ft. opening in the cliff face. What was likely the stone door lies to the side in pieces as if shattered by some great force. The light from the ravine only illuminates a few feet of the passage beyond the door.



A Perception check (DC 10) notes that there are several desiccated gnoll corpses half buried in a sand drift near the opening in the cliff.

Gnoll Zombie (Desiccated) (3) CR 1/2 XP 200

NE Medium undead

Init -1; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 9, flat-footed 17 (+2 armor, dex -1, +3 natural, +2 shield) hp 12 (2d8+3) Fort +0, Ref +0, Will +3 Immune undead traits OFFENSE Speed 30 ft. Melee spear +4 (1d8+3/×3), slam +4 (1d6+3) STATISTICS Str 17, Dex 8, Con --, Int --, Wis 10, Cha 10 Base Atk +1; CMB +4; CMD 13 Feats Toughness Special Qualities desiccated, staggered ECOLOGY Environment desert

Organization any

SPECIAL ABILITIES

- **Desiccated (Ex)** Desiccated zombies have been naturally mummified by being exposed to a desert climate. The flesh of a desiccated zombie appears dry and leathery but is brittle and easily damaged. A desiccated zombie does not gain DR 5/ slashing and has 1 less HD than a normal zombie of its size. When killed desiccated zombies collapse into a pile of dust and sand.
- **Staggered (Ex)** Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Treasure: leather armor, heavy wooden shield, spear

Tactics: When the party begins to investigate the doorway the gnoll zombies pull themselves from out of the sand and lurch to attack the nearest targets. The zombies make use of their weapons and armor but otherwise fight without strategy.

Morale: The zombies will attack as long as any living creatures are present but will not pursue outside of the ravine.

Treasure: The equipment of the zombies is old and fragile and not worth the effort necessary to cart back to civilization.

2. Staircase Down (EL 2)

A short hallway followed by a steep staircase down can be seen beyond the entrance to the tomb. The passage is dark and claustrophobic with no visible light sources. The corridor and stairs are made of closely fitted stone blocks evidencing careful construction.



A section near the middle of the staircase is designed to swing downward opening into a pit trap. Only narrow ledges on each side of the staircase are safe to walk on. A previous explorer has made a mark on the wall just before the pit trap indicating danger. A Perception check (DC 15) spots the mark. A Linguistics check (DC 30) or *comprehend languages* deciphers the meaning of the ancient Natalese writing. A lever at the bottom of the stair can be used to deactivate the trap.

Camouflaged Pit Trap CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 20 **Trigger** location; **Reset** automatic (after 1 min)

EFFECT

30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Treasure: Anyone falling into the pit trap finds the desiccated husks of several previous victims. A successful Perception check (DC 15) of the remains at the bottom of the pit locates a jade handled bronze dagger of ancient design worth 350 gp or 500 gp to a collector of Natalese antiquities.

3. Entrance Chamber

The walls of this rectangular room are still decorated with the patchy remains of large plaster frescoes. Fishermen haul nets into reed boats, farmers work in fields next to a large river, and overseeing it all is a larger than life depiction of a richly dressed and crowned man.

Several Knowledge or Profession skills can be used to identify the people in the frescoes as depicting typical everyday occupations (Knowledge [nature], Profession [farmer], etc. DC 10). A

CONDITIONS IN THE FORGOTTEN KING'S TOMB

Beyond the Hall of Skulls conditions in the tomb are hot and humid due to the geothermal activity in the Mud Room. This counts as "very hot conditions" and characters must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour). The Mud Room itself counts as severe heat (above 110° F), a character therein must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Although there are safe places to rest inside the tomb, the heat makes long term survival difficult without magical protection.

Knowledge (history) check (DC 20) can identify the dress and tools of ancient Nuria-Natal and the larger than life figure as a god-king of Nuria-Natal.

4. Empty Hallway

This long undecorated hallway made of closely fitted stone blocks bisects the Hall of Skulls and leads to several open archways. Stone rubble can be seen spilling from some of the openings.

5. Empty Room

Unlike many of the nearby rooms, this room is empty and free of rubble.

This room is just what it appears to be, an empty chamber. Close examination, Perception check (DC 15), reveals faded partially completed murals on the walls depicting animal headed figures partaking in various activities such as feasting and hunting.

6. Rubble Filled Room

Like many nearby chambers, this room appears to have suffered some sort of collapse in ages past and is now filled with stone rubble.

Rubble fills this room almost to the ceiling. It is possible to squeeze into the room with an Escape Artist check (DC 20), however, there is nothing to be found. A Knowledge (engineering) check (DC 15) informs the party that the room is stable and not likely to suffer further collapse.

7. Hall of Skulls (EL 1)

A wide hallway opens out of the Entrance Chamber and leads to another staircase going down. Carvings of stone skulls line both sides of the hall. The air here is noticeably warmer than it was in the previous room.

The skulls on either side of this hall are part of a magical trap. Once an individual reaches the midpoint of the hallway all of the skulls begin spitting acid affecting everyone in the hallway. A Perception check (DC 18) notes that the floor of this hallway is strangely pitted with small holes.

Acid Spitting Skulls CR 1

XP 400

Type magical; Perception DC 23; Disable Device DC 23

Trigger mechanical (pressure plate); **Reset** automatic (after 1 hour)

EFFECT

Spell (two *acid splash* spells per person; +5 ranged touch; 1d3 acid damage)

MA2

8. Journey to the Afterlife

A long wide staircase descends down into the darkness. The walls on either side are skillfully carved to depict a river of water carrying an ornately decorated reed boat. Standing in the middle of each boat is the same richly dressed oversized figure from the frescoes above. The stair ends in an arch. Carved into the apex of the arch is a set of scales. The scales weigh a heart against a large stylized feather. As you descend the stair, the air becomes so hot that you begin to wish for the relative cool of the desert above.

A Knowledge (history) check (DC 20) can identify the carvings as a depiction of the ancient Nuria-Natal belief in travel to the afterlife. Only if your heart is pure, lighter than a feather, can you reach the afterlife. A Perception check (DC 15) allows characters on the stair to hear a strange bubbling and splashing sound coming from below.

9. Mud Room (EL 3)

At the bottom of the stair, you see what once must have been a grand room. The twenty foot high ceiling is supported by four beautifully carved statutes of muscular jackal headed men. The floor is covered to an unknown depth by a bubbling pool of hot mud that can be seen slowly bubbling up from the center of the room before oozing into a side chamber on the right. The remains of two collapsed statutes litter the room poking up out of the mud. Several stairs lead up to a large doorway on the far side of the room.

The mud only covers the floor to a depth of about 1 ft. but it is boiling hot. Brief exposure to the mud deals 1d4 points of fire damage. Attempting to wade through the mud deals 2d4 points of fire damage per round. Walking through the thick mud is very difficult and characters attempting to do so are reduced to half speed. Every 1d2 rounds the mud in the center of the room erupts in a geyser that deals 1d4 points of fire damage to everyone within a 10 ft. radius (Reflex save DC 14 for half damage). If characters attempt to cross the mud by utilizing the rubble created by the collapsed pillars and leaping from stone to stone, they must succeed on an Acrobatics check (DC 10) for each leap or fall into the mud. The mud is also the home of a small mud elemental. The elemental resents intruders into his domain and does his best to drive invaders out of the room.

Small Mud Elemental CR 1

XP 400

N Small outsider (earth, elemental, extraplanar, water) **Init** –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +5

DEFENSE

AC 16, touch 10, flat-footed 16 (-1 Dex, +6 natural, +1 size) hp 13 (2d10+2) Fort +4, Ref +2, Will +0 Immune acid, elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., swim 30 ft.; earth glide
Melee slam +5 (1d6+3 plus entrap)
Special Attacks entrap (DC 12, 10 minutes, hardness 5, hp 5)

STATISTICS

Str 14, Dex 8, Con 13, Int 4, Wis 11, Cha 11 Base Atk +2; CMB +3; CMD 12 Feats Improved Bull Rush, Power Attack Skills Climb +6, Escape Artist +3, Knowledge (planes) +1,

Perception +5, Stealth +7, Swim +10

SPECIAL ABILITIES

- **Earth Glide (Ex)** A burrowing mud elemental can pass through dirt, gravel, or other loose or porous solid matter as easily as a fish swims through water. It cannot use this ability to pass through a solid barrier such as a stone or brick wall. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing mud elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.
- **Entrap (Ex)** The target of an entrap attack must make a Fortitude save (DC 12) or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the listed duration. The mud from an elemental's entrap ability can be washed away by 1d3 rounds of immersion in water.

Tactics: The elemental waits until the party begins to cross the mud before attacking. When the first character enters the area affected by the geyser, the elemental attacks hoping to entrap and immobilize characters within range of the geyser so that they take damage every round it erupts.

Morale: The elemental is fearless and will attack until destroyed.

Treasure: In the event that the characters find a way to search the mud, an hour of searching and a Perception check (DC 30) locates the bony remains of several tomb robbers, a light mace +1, and 480 gp worth of various ancient coins.

10. Sarcophagus Chamber (EL 4)

The long flight of stairs leading out of the Mud Room ends in the tomb's innermost chamber.

When you reach the top of the stairs, you see a rectangular room with walls covered in intricate carvings and writing. Dominating the center of the room is a large pedestal upon which rests a stone sarcophagus. The lid of the sarcophagus sits in two pieces on the floor next to the pedestal. A shriveled corpse in tattered leather sits slumped against the wall to your right. One bony arm grips a bulging canvas bag and the other points eerily in your direction. Glowing silver writing seems to crawl across the wall above the body as if alive.

The wall carvings covering most of this room may be partially translated as being powerful rituals related to both undeath and the afterlife with a Knowledge (religion) or Knowledge (arcana) check (DC 20). The characters will be unlikely to be able to accomplish this before encountering the room's occupant, a variant allip called a scribbler. It is all that remains of the corpse that lies propped against the wall of the chamber, a tomb robber that became trapped in this room and eventually died of heat exposure. It can manifest its mad babbling in the form of silvery ectoplasmic writing. It currently waits inside the sarcophagus hoping the characters will investigate its corpse and the silvery writing. As soon as characters become fascinated by its writing, or it is otherwise discovered, it will emerge from hiding and attack.

ALLIP (Scribbler) CR 4

XP 800

CE Medium undead (incorporeal) **Init** +5; **Senses** darkvision 60 ft.; Perception +7 **Aura** babble (60 ft., DC 15)

DEFENSE

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex) **hp** 30 (4d8+12)

Fort +4, Ref +4, Will +4

Defensive Abilities channel resistance +2, incorporeal **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect) Melee incorporeal touch +4 (1d4 Wisdom damage) Special Attacks babble, touch of insanity STATISTICS

Str —, Dex 12, Con —, Int 11, Wis 11, Cha 16 Base Atk +3; CMB +4; CMD 17 Feats Improved Initiative, Lightning Reflexes

Skills Fly +16, Intimidate +10, Perception +7, Stealth +8 **Languages** Aklo, Common

SQ madness

ECOLOGY

Environment any Organization solitary, pair, or haunt (3–6)

Treasure incidental

SPECIAL ABILITIES

Babble (Su) An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

- **Madness (Su)** Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.
- Scribbling (Su) Reports from reputable ghost hunters claim that some rare allips have developed the ability to physically manifest their babbled words into tangible,

ectoplasmic script, expectorating their mutterings corporeally like tangled webs that drape across dungeon corridors and haunted hallways. Adventurers attempting to read these web-like words must succeed at a DC 15 Will save or be *fascinated* for 2d4 rounds, just as if they were subject to the allip's babble ability.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage (DC 15 Will negates). A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain instead of double Wisdom damage. With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.

Tactics: The allip will utilize its Babble ability to fascinate as many foes as possible before closing in and using its Touch of Insanity.

Morale: The allip attacks until all foes are defeated or it is destroyed. It will not leave the chamber that contains its body.

Treasure: The bulging canvas bag under the corpse's arm contains the god-king's gold headdress (400 gp), gold scepter (250 gp), many semi-precious stones pried from various locations in the tomb (300 gp), 3 small ivory carvings (80 gp each), and an electrum and onyx game board and game pieces (400 gp).

Development: The sarcophagus contains the defiled remains of an ancient king of Nuria-Natal, apparently not a god after all. The writings carved into the walls of this chamber, while not magic in and of themselves, could eventually prove very useful to the characters' employer in the Dragon Empire as they describe the process by which the god-kings of Nuria-Natal are prepared for the afterlife and entombed.

CONCLUDING THE ADVENTURE

Upon returning to the Dragon Empire, Shard rewards the PCs for the successful exploration of the Lost King's Tomb by buying every artifact found in the tomb at market value and giving them the rest of the minor magic items not taken as upfront payment. Although the magical silver writing originally seen floating in the tomb by Shard long ago did not turn out to be a source of great power, the rich artifacts and information from the wall carvings of the Sarcophagus Room will bring prestige to Shard and the Dragon Empire. With enough study, the information and rituals found on the walls of the tomb might one day enable the lords of the Dragon Empire to create their own god-kings.

APPENDIX PREGENERATED CHARACTERS

Short, even for a kobold, Char's force of personality makes him the leader of Shards's special kobold strike force. Char believes that most situations can be solved with a well-placed "burning hands".

Char CR 1/2

Male Kobold Sorcerer 2

CE Small Humanoid (Reptilian)

Init +1; Senses Darkvision (60 feet); Perception +7
DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 size, +1 natural) **hp** 11 (2d6)

Fort +0, Ref +1, Will +3

Weakness Light Sensitivity

OFFENSE Spd 30 ft.

Melee Unarmed Strike +0 (1d2-2/20/x2) **Ranged** Crossbow, Light +1 (1d6/19-20/x2)

Special Attacks Claws (7 rounds/day)

Sorcerer Spells Known (CL 2nd, +0 melee touch, +3 ranged touch):

1st (5/day) *Burning Hands* (DC 16), *Flare Burst* (DC 15) **0** (at will) *Read Magic*

(DC 14), Mage Hand, Message, Detect Magic, Penumbra

STATISTICS

Str 7, Dex 12, Con 10, Int 10, Wis 10, Cha 18 Base Atk +1; CMB -2; CMD 9 Feats Elemental Focus: Fire, Eschew Materials Skills Fly +3, Intimidate +8, Perception +7, Spellcraft +5, Stealth +5

Languages Draconic

SQ Draconic: Red Dragon (Fire)

Combat Gear Crossbow, Light;

Other Gear Potion of Cure Moderate Wounds, Scroll: Mage Armor, Mirror Image, Scroll: Summon Monster I, Spider Climb, Ablative Barrier, Sun Metal

SPECIAL ABILITIES

Claws (7 rounds/day) (Ex) 2 Claw atacks deal 1d4 damage

Darkvision (60 feet) You can see in the dark (black and white vision only).

Draconic: Red Dragon (Fire) +1 damage per die for [Fire] spells.

Elemental Focus: Fire +1 DC to spells that deal damage of the chosen energy.

Eschew Materials Cast spells without materials, if component cost is 1 gp or less.

Light Sensitivity (Ex) Dazzled as long as they remain in bright light.

Black Tail sees his job as moderating Char's impulsive nature. Mostly quiet, Black Tail subtly reminds Char of the greater forces at work when he believes it is necessary for the safety of the unit.

Black Tail CR 1/2

Male Kobold Cleric 2

CN Small Humanoid (Reptilian)

Init +1; Senses Darkvision (60 feet); Perception +7

DEFENSE

AC 19, touch 12, flat-footed 18 (+6 armor, +1 Dex, +1 size, +1 natural)

hp 15 (2d8+2) Fort +4, Ref +1, Will +6

Weakness Light Sensitivity

OFFENSE

Spd 20 ft.

Melee Heavy Shield Bash -3 (1d3-1/20/x2) and Unarmed Strike +1 (1d2-1/20/x2) and Whip, Scorpion +1 (1d3-1/20/x2)

Ranged Masterwork Crossbow, Light +2 (1d6/19-20/x2)

Special Attacks Touch of Chaos (6/day)

Spell-Like Abilities Touch of Chaos (6/day), Venomous Stare (6/ day) (DC 14)

Cleric Spells Known (CL 2, 1 melee touch, 3 ranged touch): 1st (3/day) Protection from Law (DC 14), Bless, Forbid Action (DC 14), Murderous Command (DC 14)

0 (at will) Stabilize, Detect Poison, Detect Magic, Guidance

STATISTICS

Str 8, Dex 12, Con 12, Int 10, Wis 16, Cha 13 Base Atk +1; CMB -1; CMD 10

Feats Selective Channeling

Skills Acrobatics -3, Climb -5, Diplomacy +5, Escape Artist -3, Fly -1, Knowledge (Religion) +5, Perception+7, Ride -3, Stealth +5, Swim -5 **Languages** Draconic

SQ Aura (Ex), Cleric Channel Negative Energy 1d6 (4/day) (DC 12) (Su), Cleric Domain: Chaos, Cleric Domain: Dragon, Fire Variant Channeling, Spontaneous Casting

Combat Gear Breastplate, Masterwork Crossbow, Light, Shield,

Heavy Wooden, Whip, Scorpion;

OtherGear Scroll: Aid, Scroll: Magic Weapon, Bless, Cure Light Wounds

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Cleric Channel Negative Energy 1d6 (4/day) (DC 12) (Su) A good cleric can channel positive energy to heal the living and injure the undead; an evil cleric can channel negative energy to injure the living and heal the undead.

Cleric Domain: Chaos Granted Powers: Your touch infuses life and weapons with chaos, and you revel in all things anarchic.

Cleric Domain: Dragon Associated Domain: Scalykind

- **Darkvision (60 feet)** You can see in the dark (black and white vision only).
- Fire Variant Channeling Enhanced healing/damage for fire/cold creatures
- Light Sensitivity (Ex) Dazzled as long as they remain in bright light.
- Selective Channeling Exclude targets from the area of your Channel Energy.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

- **Touch of Chaos** (6/day) (Sp) With a melee touch attack, target takes the lower of 2d20 for each d20 roll for 1 round.
- **Venomous Stare** (1d6+1) (6/day) (DC 14) (Sp) 30' Gaze attack deals 1d6+1 Nonlethal damage and fascinates targets.

Early in life Ghost's pale white scales earned him his nickname. Now he plays the part as well using stealth and guile to defeat his enemies.

Ghost CR 1/2

Male Kobold Rogue (Scout) 2

CN Small Humanoid (Reptilian)

Init +4; Senses Darkvision (60 feet); Perception +7

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 size, +1 natural)

hp 13 (2d8)

Fort +0, Ref +7, Will +0

Defensive Abilities Evasion

Weakness Light Sensitivity

OFFENSE

Spd 30 ft.

Melee Masterwork Shortsword +7 (1d4/19-20/x2) and Unarmed Strike +6 (1d2/20/x2)

Ranged Shortbow +6 (1d4/20/x3)

Special Attacks Assault Leader (1/day), Sneak Attack +1d6

STATISTICS

Str 10, Dex 18, Con 10, Int 13, Wis 10, Cha 10 Base Atk +1; CMB +0; CMD 13

Feats Rogue Weapon Proficiencies, Weapon Finesse **Skills** Acrobatics +8, Appraise +5, Bluff +5, Climb +4,

Escape Artist +8, Fly +5, Perception +7, Sense Motive +5, Sleight of Hand +7, Stealth +12, Survival +2, Swim +3

Languages Common, Draconic

SQ Trapfinding +1

Combat Gear Masterwork Lamellar, leather, Masterwork Shortsword, Shortbow;

Other Gear Explorer's outfit, Potion of *Cure Light Wounds*, Potion of *Jump*, Potion of *Magic Weapon*, Potion of *Spider Climb*, Thieves' tools

SPECIAL ABILITIES

Assault Leader (1/day) (Ex) 1/day when you miss an attack, allow an ally also flanking that target an immediate attack.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead.

Light Sensitivity (Ex) Dazzled as long as they remain in bright light.

Sneak Attack +1d6 +1d6 damage if you flank your target or your target is flat-footed.

Trapfinding +1 +1 to find or disable traps.

Klikjack is Char's right hand man and enforcer. It is his job to make sure that nothing dangerous gets too close to the leader of the unit. Secretly, however, Klikjack understands that sometimes it is better for the unit to do what Black Tail thinks is best.

Klikjack CR 1/2

Male Kobold Barbarian 2

CE Small Humanoid (Reptilian)

Init +2; Senses Darkvision (60 feet); Perception +7

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 size, +1 natural) **hp** 22 (2d12+2)

Fort +4, Ref +2, Will +1 Defensive Abilities Uncanny Dodge

Weakness Light Sensitivity

OFFENSE

Spd 40 ft.

Melee Javelin +0 (1d4+1/20/x2) and Masterwork Greataxe +5 (1d10+1/20/x3) and Unarmed Strike +4 (1d2+1/20/x2)

STATISTICS

Str 13, Dex 14, Con 12, Int 7, Wis 12, Cha 12 Base Atk +2; CMB +2; CMD 14

Feats Power Attack -1/+2

Skills Acrobatics +4, Climb -1, Escape Artist +0, Perception +7, Ride +0, Stealth +9, Survival +5, Swim +3

Languages Draconic

SQ Fast Movement +10 (Ex), Rage (7 rounds/day) (Ex), Reckless Abandon (+/-1) (Ex)

Combat Gear Chain Shirt, Javelin, Masterwork Greataxe;

Other Gear Potion of Cure Moderate Wounds, Potion of Magic Weapon

SPECIAL ABILITIES

- **Darkvision (60 feet)** You can see in the dark (black and white vision only).
- Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Light Sensitivity (Ex) Dazzled as long as they remain in bright light.

Power Attack -1/+2 You can subtract from your attack roll to add to your damage.

Rage (7 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Reckless Abandon (+/-1) (Ex) Trade AC penalty for to hit bonus while raging.

Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.

The newest member of the unit, Dractus has yet to discover where he stands in the group's hierarchy. In terms of raw power, however, he just may be the unit's most powerful member...and he knows it.

Dractus CR 1/2

Male Kobold Summoner 2

NN Small Humanoid (Reptilian)

Init +2; Senses Bond Senses (2 rounds/day), Darkvision (60 feet); Perception +4

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 size, +1 natural) **hp** 16 (2d8+2)

Fort +1, Ref +2, Will +4

Weakness Light Sensitivity

OFFENSE

Spd 30 ft.

Melee Dagger +2 (1d3/19-20/x2) and Unarmed Strike +2 (1d2/20/x2)

Ranged Crossbow, Light +4 (1d6/19-20/x2)

Spell-Like Abilities Summon Monster I (5/day)

Summoner Spells Known (CL 2, +2 melee touch, +4 ranged touch):

- 1st (3/day) Mage Armor (DC 13), Enlarge Person (DC 13), Corrosive Touch
- 0 (at will) Acid Splash, Mage Hand, Daze (DC 12), Message, Detect Magic

STATISTICS

Str 10, Dex 14, Con 12, Int 11, Wis 12, Cha 14 Base Atk +1; CMB +0; CMD 12

Feats Combat Casting

Skills Fly +4, Perception +4, Ride +7, Stealth +10

Languages Draconic

SQ Eidolon Link (Ex), Life Link (Su), Share Spells with Eidolon (Ex)

Combat Gear Crossbow, Light, Dagger;

Other Gear Potion of *Cure Moderate Wounds*, Potion of *Endure Elements* X5, Potion of *Magic Fang*

SPECIAL ABILITIES

Bond Senses (2 rounds/day) (Ex) Share your Eidolon's senses.

Combat Casting +4 to Concentration checks to cast while on the defensive.

- **Darkvision (60 feet)** You can see in the dark (black and white vision only).
- **Eidolon Link (Ex)** You have a link with your Eidolon, but share magic item slots.

Life Link (Su) Sacrifice HP to prevent that much damage to your Eidolon.

- Light Sensitivity (Ex) Dazzled as long as they remain in bright light.
- Share Spells with Eidolon (Ex) Personal spells can be cast on your Eidolon instead.
- **Summon Monster I (5/day) (Sp)** Use *summon monster* spells as spell-like abilities, with durations measured in minutes instead of rounds.

Dractus' Eidolon is a twin headed serpent that he frequently rides into battle. The two make a fearsome pair.

Eidolon

Male Serpentine

NN Medium Outsider **Init** +3; **Senses** Darkvision (60 feet); Perception +4

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural) **hp** 13 (2d10+2)

Fort +1, Ref +6, Will +3

Defensive Abilities Evasion

AL

OFFENSE

Spd 20 ft., Climbing (20 feet) **Melee** Bite (Bite) +3 (1d6+1/20/x2) and Bite (Bite) +3 (1d6+1/20/ x2) and Tail Slap (Tail Slap) -2 (1d6/20/x2)



STATISTICS

Str 13, Dex 17, Con 13, Int 7, Wis 10, Cha 11 Base Atk +2; CMB +3; CMD 16 (can't be Tripped) Feats Combat Reflexes (4 AoO/round) Skills Acrobatics +5, Climb +10, Escape Artist +4, Perception +4, Stealth +8, Swim +2 Modifiers Tail Languages Common SQ Head, Mount (Ex) SPECIAL ABILITIES

Climbing (20 feet) You have a Climb speed.

Combat Reflexes (4 AoO/round) You may make up to 4 attacks of opportunity per round, and may make them while flat-footed.

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Evasion (Ex) No damage on successful reflex save.

Head An eidolon grows an additional head. The eidolon does not gain any additional natural attacks for the additional head, but the additional head does allow the eidolon to take other evolutions that add an additional attack to a head (such as a bite, gore or breath weapon).

Mount (Ex) The Eidolon can serve as a combat-trained mount.

Tail (Ex) Tail grants +2 Acrobatics checks for balance.

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