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THE TOWER OF JHEDOPHAR

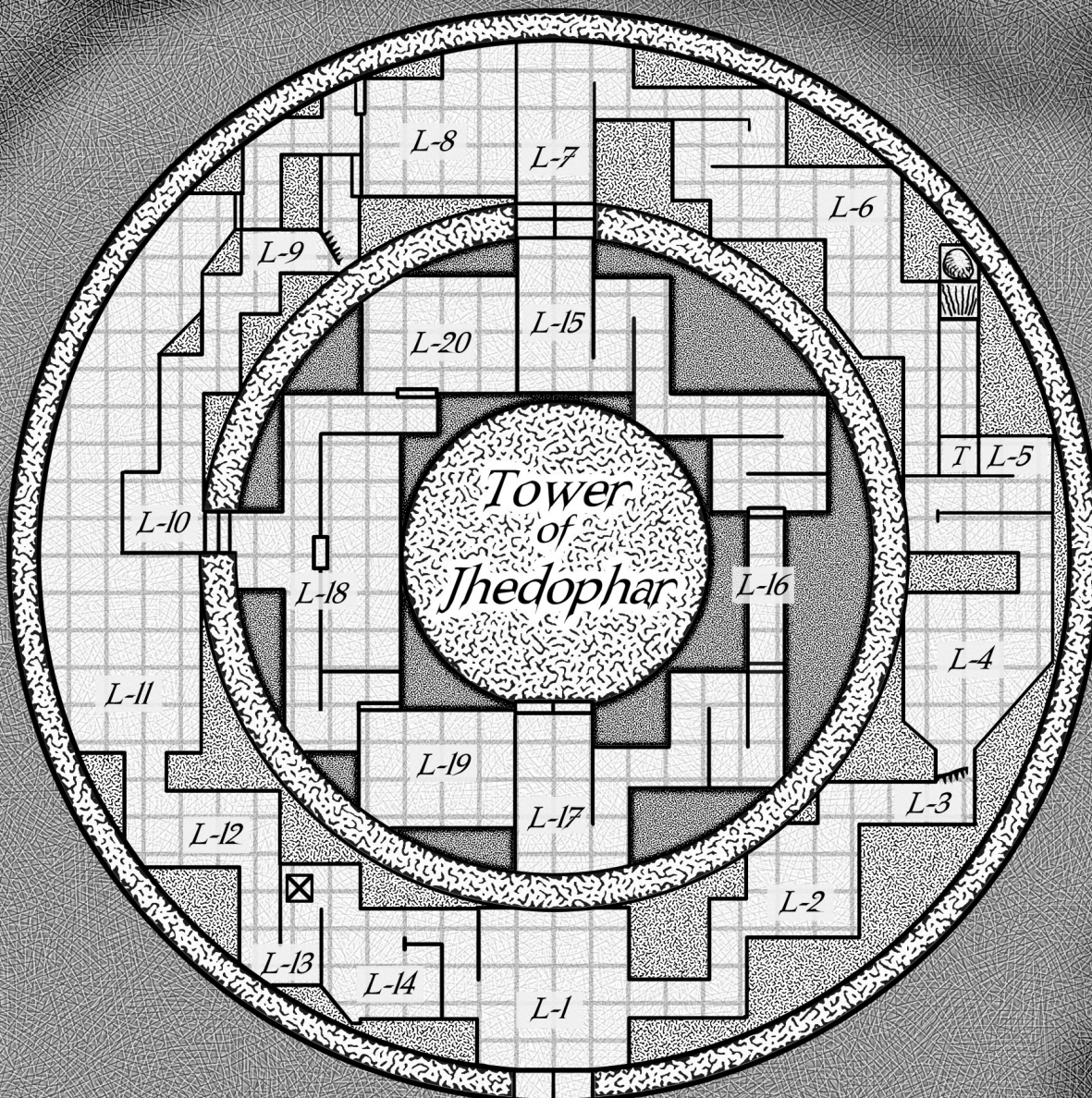
by Casey Christofferson

A d20 adventure for 4 to 6 characters 13th-15th level



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Labyrinth of Jhedophar



The Tower of Jhedophar

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Introduction

The Tower of Jhedophar is an adventure designed for four to six PCs of 13th to 15th level, although easily scaled for higher or lower levels with slight modifications to the format. For suggestions on how to scale the adventure see the *Scaling the Adventure* sidebar. The adventure has several difficult traps, which only a skilled rogue may bypass or remove as hazards to any PC party. It is therefore suggested that at least one PC be a rogue, and that the party also include one cleric, and one arcane spellcaster. The remainder of the party should consist of front line fighters or multi-classed PCs.

Background

The Tower of Jhedophar was once a great school of magic where the arch-mage Jhedophar trained many of the age's greatest wizards and sorcerers in the arcane arts. Times changed as did Jhedophar, and as the half-elf finally felt the weariness of age creep into his bones he began frantically to strive as many wizards do, for means to unnaturally lengthen his life. Such is the fate of wizards, to possess the power to bind planes and the mysteries of existence with words, alchemy and the secret numbers that are the root of the universe. Vexing it must be to have at had so many wonders to discover and only a limited lifespan with which to uncover even greater knowledge.

Jhedophar was once a great hero, who with the aid of Lord Tork and other great heroes wrested the *mandrake staff* from the witches of Stench-Hollow Downs. Many adventures did he have, the strange *mandrake staff* figuring greatly in the building of his legend, and some say that the fame of his exploits indeed contributed to the success of his school of magic. At some point, something changed in Jhedophar, turning his heart to evil. Some say it was the power of the *mandrake staff*, others claim it was contact with a dark force he discovered while walking the planes of creation.

For whatever reason, eight hundred years ago, or so the legend says, Jhedophar wrought a great ritual within the summoning chamber of his tower and made contact with a being of pure evil whose will and mind were greater than his own. There, Jhedophar was granted immortality in un-death by the might of this unspeakable power. The pact Jhedophar signed and sealed in the blood of his very own apprentices.

Always fearful of thieves, Jhedophar has constructed a great covered labyrinth around the base of his tower, girding it from outside intrusions. This labyrinth, which guards the entrance to the tower is nearly as legendary as the tower itself, having been the bane of many a treasure seeker or would be plunderer of the secrets which Jhedophar hath wrought within his eldritch fortress.

Beyond the construction of the labyrinth and the sealing of the great portal, little is known of what goes on within the gleaming tower. It is believed that Jhedophar is a great traveler of the planes, and a frequent visitor to the City of Brass. Speculation being what it is, one fact remains. Jhedophar was the bearer of the *mandrake staff*, a unique staff said to possess unlimited power in the hands of its wielder.

Synopsis

The PCs, having heard of the great wonders hidden within the Tower of Jhedophar have sought it out with the intent of plundering its vast resources of magical knowledge, and destroying the powerful evil which the very existence of Jhedophar represents. The PCs travel at great distance through tangled wilderness or over rough and stormy seas (at the discretion of the DM), to finally reach the fabled Tower of Jhedophar. Once there they enter the Labyrinth of Jhedophar which girds the towers exterior. The PCs face down new adversaries and traps as they come to the tower itself where they enter its forbidden portals and peruse its secrets.

After encountering undead creatures known as spellgorged zombies, the PCs finally face Jhedophar, where the lich attempts to dissuade them from destroying him by asking the PCs to rid him of a red dragon which has taken up residence in his labyrinth. The dragon may have already made the same deal with the PCs attempting to gain the fabled *mandrake staff* for himself!

Upon completing the adventure the PCs have gained a new powerful magic item and knowledge of new magical spells. It is possible that the PCs may have gained the sword known as *Karelis*, a sword that may be used by the DM as a seed for further adventure.

Adventure Hooks

There are various routes by which the PCs may find their way to the Tower of Jhedophar. Luckily there is no set location for where you place the Tower of Jhedophar into your campaign. It could be located in an evil city, a ruin, on an island, in a lost jungle, or high upon a mountain top. Any wilderness adventures of appropriate difficulty to lead the PCs to the tower are the domain of the DM. Listed below are several adventure hooks designed to get the PCs immediately involved in the adventure.

- The PCs, while traveling from one place to another find that they are passing close to the Tower of Jhedophar. Appropriate Knowledge checks give clues of the story of the fall of Jhedophar and the possible secrets hidden within his tower.

- PCs passing through a village are beseeched by the villagers to go forth and destroy a dragon who is laired within the cursed Tower of Jhedophar. They tell of a band of heroes who went forth over a month ago to slay the dragon and never returned.

- PCs find a treasure map with descriptions of a fabulous magical staff called the *mandrake staff*, and its supposed location in a place called the Tower of Jhedophar.

- A cleric PC is sent by his religious order to bring back the *mandrake staff* from the clutches of Jhedophar so that its power may be investigated. This plot device works equally well for wizards who are sent by their guild. Alternatively a wizard's guild could send them as a form of gaining revenge on Jhedophar for murdering his apprentices, a taboo perhaps, to guild structures in your campaign setting.

- A paladin's order, ranger's troupe, or barbarian's clan send the PCs out in search of the lost sword *Karelis* said to have belonged to the famed knight known as Lord Tork. The sword is said to be destined to help thwart a great evil soon coming to the world.

Placing the Tower of Jhedophar in the Wilderlands Of High Fantasy™ Campaign Setting

The Tower of Jhedophar may be easily integrated into any of the Wilderlands of High Fantasy™ campaign maps. It is suggested that Hex 4910 of **Map 3: Valley of the Ancients** and The Glow Worm Steppes be used, for its long history of magic, presence of dragons, and its long expanses of haunted wilderness and various ruins.

Scaling the Adventure

For Lower Level PCs

- Reduce the number of Random Encounters, or delete them from the adventure entirely
- Change bloody bones to normal skeletons.
- Change demiurge to a wraith.
- Change the greater crypt thing to a normal crypt thing.
- Change Exeterus to a young adult or juvenile red dragon.
- Reduce Lord Torks Level from 16 to 12.
- Change Jhedophar from 18th to 14th level.

For Higher Level PCs

- Change bloody bones to mummies
- Increase the HD of the demiurge
- Change Exeterus to an old or very old red dragon
- Increase Lord Tork's level from 16 to 18 or 20.
- Increase the HD of the Spellgorged zombies.
- Increase Jhedophar's levels of wizard by 2-4.

The Labyrinth of Jhedophar

The Labyrinth of Jhedophar was constructed to keep would-be-thieves from bothering his delicate arcane studies. It serves as the lair to his undead minions and protectors such as Nazoj the Demiurge, and E'elaim the Crypt thing. The mature adult red dragon Exeterus also makes the Labyrinth his home but is actually an uninvited squatter that has taken up residence in the western side of the labyrinth. The PCs must navigate this dangerous labyrinth to find the actual entrance to the Tower of Jhedophar itself, possibly enlisting the aid of the spirits and monsters within the labyrinth to accomplish their goal. Of course we all know that's not going to happen and the PCs will instead crawl from this adventure covered in blood and gore.

The Labyrinth of Jhedophar

Entrances and Exits: Area L1 in the south of the tower complex, roof opening in Area L11.

Wandering Monsters: The animated remains of many unlucky adventurers scour much of the labyrinth in search of food. Roll once on a 1d12 for every 30 minutes the PCs spend within the Labyrinth.

d12	Encounter
1	1d4 wraiths
2	2-5 bloody bones*
3	1-2 spectres
4	1-2 ghouls (minotaur)
5	2-8 four-armed gargoyles*
6	1d4 barrow wights*
7-12	no encounter

*Found in the Monster Appendix at the end of this book.

Shielding: The Labyrinth is shielded from teleportation and dimensional travel "into" it. It is not shielded however from teleportation "Out" of the labyrinth. Jhedophar may enter and exit the labyrinth as he pleases, which is to say, he does not, traveling directly to his chambers in his tower and avoiding the goings on within the labyrinth altogether.

Continuous Effects: The entire labyrinth is effected as if by a *desecrate* spell, strengthening the power of the undead creatures who dwell within it. Any creature slain within the labyrinth rises as a bloody bones in 1d6 rounds unless spawned by an undead creature. Creatures *raised* or *resurrected* before the 1d6 rounds pass do not transform into undead.

Standard Features: Unless otherwise noted, all doors within the Labyrinth of Jhedophar are locked and made of bronze (2 in. thick; Hardness 10; Hp 60; Break DC 28, Open Locks DC 25). E'elaim the crypt thing holds the keys to the labyrinth and the tower.

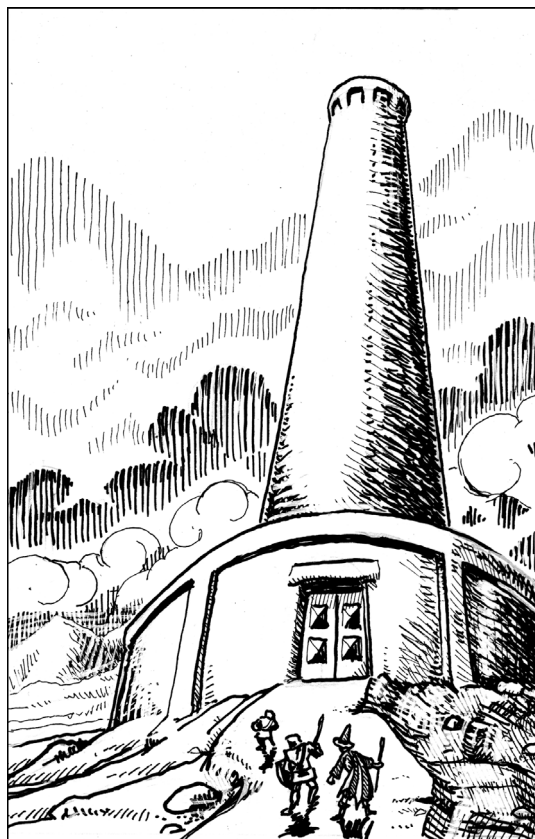
A broad disk-shaped structure girds the base of the Tower of Jhedophar. A solitary pair of solid bronze double doors twenty feet wide in the south face of the tower appears to be the only entrance. The sides of the disk, like the tower itself are as smooth as glass, affording no hand holds. The entire surface of both the central tower and the disk around its base give off a strange luminescence which seems to change with the play of light from the sun and moon.

The tower obviously cannot be climbed without magical means. PCs choosing to climb through use of the *spider climb* spell, or who chose to *levitate* or *fly* to the top of the disk note that the roof of the disk is broken in along the south western edge of the disk. The disk is 270 feet in diameter and 20 feet tall, with the tower rising from the center of the disk itself.

The entry portals are locked and solid bonze and locked with an *arcane lock* spell and a mechanical lock.

Mechanical Lock: 2 in. thick; Hardness 10; Hp 60; Break DC 38, Open Locks DC 25*.

*The lock can only be picked after the *arcane lock* is suppressed.



L-1. Entrance Chamber

The entrance chamber is barren except for glowing words inlaid with silver upon the back wall of the chamber. There are exits to the east and west.

When read the writing on the wall instantly transforms to a tongue the reader easily comprehends.

It says: "Be gone fools who tread within the Labyrinth of Jhedophar, from here my tower door is too far. Sad it was the day you chose to invade my home and thus here forever will reside thy bones."

As soon as all the PCs have entered the labyrinth, Jhedophar who is scrying their progress with his crystal ball casts *wall of iron* over the doorway, blocking their escape.

L-2. Bloody Bones (EL 8)

Five bloody bones sit on the floor throwing dice and gambling over a pile of gold coins. When the PCs enter the chamber, they attack.

Bloody Bones (5): CR 4; SZ M Undead; HD 5d12; hp 32; Init +1; Spd 30 ft. (6 squares); AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; BAB/Grp +2/+5; Atk +4 ranged touch (tendrils) or +5 melee (1d4+3, claw); Full Atk +4 ranged touch (tendrils x4) and +5 melee (1d4+3, claw); SA improved grab, rend (2d4+4), tendrils; SQ darkvision (60 ft.), fire resistance (10), slippery, undead traits; Space/Reach 5 ft./5 ft. (30 ft. with tendrils); AL CE; SV Fort +3, Ref +2, Will +6; Str 16, Dex 12, Con –, Int 12, Wis 14, Cha 12.

Skills: Climb +10, Escape Artist +23, Hide +8, Listen +9, Move Silently +6, Spot +9. **Feats:** Great Fortitude, Weapon Focus (tendrils)

See the Monster Appendix at the end of this book for more information on the bloody bones.

Treasure: The bloody bones have 300 gp that they have been passing back and forth to one another as they mindlessly gambled away the ages.

L-3. Spiked Pit Trap

Stepping on a floor plate to turn this corner of the labyrinth triggers a spiked pit trap.

Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15.

L-4. Trapper (EL 8)

This broad irregularly shaped room with a large ornately carved chest in the center of the chamber is the home of a trapper. The trapper waits until the majority of the party has crossed into the center of the

room to attempt to "open" the "chest". The DM should make a Spot check for the PCs as they enter the chamber opposed by the trapper's Hide check. The trapper receives a +23 to its Hide check while in this chamber due to coloration, skill points, and racial bonuses.

Trapper: CR 8; SZ H Aberration; HD 12d8+51; hp 105; Init +5; Spd 10 ft. (2 squares); AC 19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 19; BAB/Grp +9/+27; Atk +17 melee (1d8+15, buffet); Full Atk +17 melee (1d8+15, buffet); Space/Reach 15 ft. by 10 ft.; SA smother; SQ amorphous, damage reduction 10/slashing or piercing, darkvision (60 ft.), resistance to cold and fire (10), tremorsense (60 ft.); AL N; SV Fort +8, Ref +5, Will +10; Str 30, Dex 12, Con 19, Int 4, Wis 15, Cha 14.

Skills: Hide +11*, Listen +19, Move Silently +16, Spot +19. **Feats:** Alertness, Blind-Fight, Improved Initiative, Skill Focus (Hide), Toughness.*Trappers have a +12 racial bonus on Hide checks in areas of natural or worked stone.

See the Monster Appendix at the end of this book for more information on the trapper.

L-5. Ten Pin Alley (EL 7+)

Stepping on this trapped floor plate triggers a magical trap set long ago by Jhedophar in one of his crueler moods. The floor plate triggers a *mass hold monster* spell that affects every creature within a 10 ft radius. Within seconds a giant stone ball hidden behind an illusory wall to the north rolls down the hallway crushing all within its path.

Mass Hold Monster Trap: CR 8; magical; location trigger; automatic reset; spell effect (*mass hold monster*, 10 ft radius; Will save DC 27 negates); Search (DC 34); Disable Device (DC 34).

Stone Ball Trap: CR 8; mechanical; timed trigger; mechanical reset; multiple targets (everyone in the corridor); rolling stone ball (no attack roll necessary, 15d6 bludgeoning damage, Ref save DC 20 avoids); Search (DC 20); Disable Device (DC 25). Note: Held PCs get no saving throw from damage caused by the giant stone ball. PCs standing in the direct path of the stone ball are considered targets when determining damage.

L-6. Crypt of Lord Tork (EL 18)

This chamber is hung with rotting tapestries depicting the great deeds of a long dead warrior. The center of the chamber is dominated by a large stone sepulcher, carved in the likeness of the warrior buried within. There is a glint of shining metal upon the ground next to the sepulcher, amongst the remains of a broken armor rack set to hang the tack and harness of a mighty warhorse.

Within one round the lid slides free from the sepulcher and the bones of Lord Tork rise from the tomb. In life Lord Tork was a great hero, a cavalier without measure amongst the horsemen of his age. In his time he was an ally of Jhedophar and swore his protection over Jhedophar and granted Jhedophar the land upon which his tower was built to protect for all the days of his life. Lord Tork could never have expected the depths to which a wizard's greed and lust for knowledge would take him, for when word came that Jhedophar had sealed the school and slew his apprentices, Lord Tork rode forth to challenge him upon his valiant steed Jasper.

The vigilant Jhedophar was prepared for the aging hero, and slew Lord Tork, binding his soul to a circlet of gold. Now, Jhedophar, within his scrying chamber animates the poor hero's bones to use forever as guardian to his lair.

Lord Tork, Male Skeleton Warrior Ftr16: CR 18; M Undead; HD 16d12; hp 127; Init +5; Spd 20 ft. (4 squares) (base 30 ft.); AC 27 (+1 Dex, +11 armor, +5 shield), touch 11, flat-footed 26; BAB/Grp +16/+23; Atk +31/+26/+21/+16 melee (1d10+10, +3 *bastard sword [Karelis]*, crit 17-20/x2); SA fear aura (30 ft., Will DC 18, *fear* cast by Sor16); SQ darkvision (60 ft.), damage reduction 10/magic and bludgeoning, find target, undead traits, turn immunity, SR 31; AL LE; SV Fort +14, Ref +8, Will +9; Str 25 (23 without gauntlets), Dex 13, Con 14, Int 10, Wis 14, Cha 10.

Skills: Climb +18, Intimidate +8, Jump +18, Ride +12, Sense Motive +8, Spot +13; **Feats:** Blind-Fight, Cleave, Dodge, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Critical (bastard sword), Improved Initiative, Improved Sunder, Mobility, Mounted Combat, Power Attack, Precise Shot, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +3 *bastard sword (Karelis)**, full plate +3, +3 *large steel shield*, boots of striding and springing, gauntlets of ogre power, necklace of fireballs type IV.

*See the New Magic Appendix at the end of this adventure. See the Monster Appendix at the end of this book for more on information on the skeleton warrior.

Tactics: Lord Tork apologizes for his actions, but attacks the PCs relentlessly and ruthlessly. He makes judicious use of Spring Attack to avoid being ganged up on by the PCs. He is not above using Sunder to destroy missile weapons if he begins taking damage from arrows and crossbows. Lord Tork will attempt to maneuver himself into such a position that he need only face one or two PCs at a time so that he may unleash his deadly blows by making full attacks. As Lord Tork faces his eventual destruction he regains a moment of control and memory of his former life. He bequeaths *Karelis* to his most honorable opponent

with the following words. "Take her, and defend her as she defends thee, may you complete the task which I failed."

Note: If the PCs somehow find a way to free Lord Tork from his servitude by gaining the golden circlet from Jhedophar, allow 1,000 xp of story award. Should the PCs cast *true resurrection* upon the dust that was once Lord Tork, his ashes rise as a lawful good 16th-level fighter in his mid fifties. Wielder of the fabled blade *Karelis*, Lord Tork is dashing and brave. Seeing the PCs as great and noble allies, he offers to join them in defeating Jhedophar and Exeterus if they join him in traveling to a place called the Plane of Agony, and seeking the Citadel of the Flayer Knights where *Karelis'* body has been imprisoned for thousands of years.

Treasure: The glinting metal in the chamber is +2 *chain barding* and *horseshoes of the zephyr* which once belonged to Jasper.

What bit of memory still resides within the skull of Sir Tork remembers this sword well and prays that the soul within the blade may someday be returned to the elf maiden whom it belongs to. Although it was a quest he sought in life, it was unfortunately a quest he would never fulfill.

L-7: Entry Hall to the Inner Labyrinth (EL 13)

The chamber leading to the inner labyrinth is guarded by an iron golem which animates and attacks the PCs instantly.

The portals to the inner Labyrinth are the 1 foot thick stone and are held with an arcane lock spell and locked with a mechanical lock.

Mechanical Lock: Hardness 8, HP 90, Break DC 50, Open Locks 25.

Iron Golem: CR 13; AC 30; hp 129; 2 slams +23 melee (2d10+11); DR 50/+3; see the MM for more information.

L-8: Rue Mohrgs Morgue (EL 11)

Several vivisection tables greet visitors to this room. Old bloodstains and implements of torture and pain sit, dust covered on a desk in the corner of the room. Drawn in chalk upon the walls are complicated diagrams that detail the various exploratory surgeries that once went on in this room.

This chamber is guarded by 3 mohrgs. The mohrgs attack the PCs as soon as they enter the chamber.

The mohrgs are comprised of the bodies of greedy adventurers who sought to wrest the *mandrake staff* from Jhedophar only to be destroyed and turned to morhrgs after hours of torture within this place. Their treasures have long since fallen into other hands.



Mohrgs (3): CR 8; AC 23; hp 91 each; 2 slams +12 melee (1d6+7), tongue touch +12 melee (paralysis); see the MM for more information.

L-9: One Wrong Turn

Stepping upon this floor plate triggers a scything blade trap.

Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.

L-10: Nazoj's Chamber (or You're Not on the list!) (EL 6)

This small chamber is adorned with the demonic trappings of a fallen priest. Rising from the shadows the ghost-like image of a being twisted with evil. This is Nazoj the Demiurge. Nazoj laughs cruelly turning towards any priest or paladin within the group he asks if the PCs are on the list. "So are you on the list?" The creature pauses to look over a parchment that crumbles to dust as its ghost like hands move over it rustling it ever so slightly. "No. It doesn't appear as if you are on the list after all. Truly too bad for you, but if you aren't on the list Jhedophar says I have to kill you. I have fallen far in service to Jhedophar, so too shall you fall in the name of our dread queen Beluiri." With that, Nazoj shakes his head and says, "Besides, if you're not on the list, you're just not on the list." Nazoj then attacks.

Nazoj the Demiurge: CR 6; SZ M Undead [Incorporeal]; HD 8d12; hp 52; Init +6; Spd 30 ft. (6 squares), fly 40 ft. (good); AC 16 (+2 Dex, +4 deflection), touch 16, flat-footed 14; BAB/Grp +4/-; Atk

+6 melee (1d4, incorporeal touch); Full Atk +6 melee (1d4, incorporeal touch); SA chill, soul touch (Fort DC 18 or die, success save immune for one day), transfixing gaze (30 ft., Will DC 18, *hold person*); SQ darkvision (60 ft.), incorporeal, susceptibility to iron (ignores incorporeal state and deals normal damage), undead, unnatural aura; SR 20; AL CE; SV Fort +2, Ref +4, Will +8; Str -, Dex 15, Con -, Int 14, Wis 14, Cha 18.

Skills: Hide +13, Intimidate +15, Listen +15, Search +13, Sense Motive +13, Spot +15. **Feats:** Alertness, Combat Reflexes, Improved Initiative.

See the Monster Appendix at the end of this book for more information on the demiurge.

Tactics: The demiurge seeks to use his transfixing gaze on heavily armed and armored opponents, so that he may easily use his soul touch ability to fly through them and slay them with ease, turning his attention quickly to clerics and wizards in order to finish them before they can harm him.

A doorway in the eastern wall leads to Area L-18 of the Inner Labyrinth.

Treasure: The skeletal remains of three of the demiurge's previous victims bear the following items. A *ring of major elemental resistance (fire)*, a *cursed chain-shirt* which appears as a +2 chainshirt but actually grants -2 to the wearers armor class, a +2 *suit of scale mail*, and the *Wardstone of Jhedophar*.

Note: The *Wardstone of Jhedophar* allows free passage through the *arcane locked* doors of the Tower of Jhedophar without triggering any of the curses or traps upon them, with the exception of doors to Jhedophar's personal chambers. Jhedophar leaves this *wardstone* with the demiurge as he knows that only someone who knows him well and is on legitimate business would receive the stone from Nazoj.

L-11: Lair of Exeterus (EL 17)

This huge chamber is filled with the stench of snakes and sulfur. As the light from the PCs torches stretch into the chamber the reflection of a pair of great eyes, glowing like red hot coals turns in their direction. Arcane chanting can be heard from the bowels of the chamber. Momentarily a voice calls out to them.

"Who dares enter the lair of Exeterus and disturb his musings? Speak quickly mammals or I shall feast with glee upon your paltry offerings."

At this point Exeterus the red dragon partially reveals himself to the PCs. The PCs must talk or act quickly or all is lost as Exeterus, like most of his loathsome kind is a smart and deadly opponent. Should the PCs impress Exeterus with the proper amount of pontification to his might and power Exeterus makes his play, suggesting that the PCs retrieve the *mandrake*

staff for him, in return he shall spare their meager lives.

If asked why he has not merely taken the staff himself, he scoffs and explains that since his arrival Jhedophar, the mighty lich is too frightened to come down from his high tower and face his wrath. This is partially true. Jhedophar does fear Exeterus, for he knows that although he could quite possibly destroy the dragon, the dragon has better than even odds of destroying him as well. Jhedophar figures that the dragon makes a good guardian for his labyrinth and ignores the upstart dragon. Should the PCs agree to destroy Jhedophar and bring Exeterus the *mandrake staff*, Exeterus tells them exactly where the pass key for all the doors in the tower and labyrinth are located (Area L-10, with Nazoj the Demiurge).

Of course Exeterus has no intention of keeping his part of the bargain with the PCs. Should they succeed in destroying Jhedophar he accepts the staff from them greedily and then attempts to destroy them. Furthermore, should the PCs attempt to sneak off without giving the staff to Exeterus, he stops at nothing to hunt them down until he or they are destroyed.

Exeterus, Male Mature Adult Red Dragon: CR 17; SZ H Dragon [Fire]; HD 25d12+150; hp 312; Init +4; Spd 40 ft. (8 squares), fly 150 ft. (poor); AC 32 (-2 size, +24 natural), touch 8, flat-footed 32; BAB/Grp +25/+44; Atk +35 melee (2d8+11, bite); Full Atk +35 melee (2d8+11, bite), +30 melee (2d6+5 [x2], claws), +29 melee (1d8+5 [x2], wings), +29 (2d6+16, tail slap); Space/Reach 15 ft. by 10 ft.; SA breath weapon (cone of fire 50 ft., Ref DC 28, 14d10), locate object, spells (9th level), frightful presence (210 ft., Will DC 26); SQ blindsight (210 ft.), fire subtype, damage reduction (10/magic), immunities, keen senses, SR 23; AL CE; SV Fort +20, Ref +14, Will +18; Str 33, Dex 10, Con 23, Int 18, Wis 19, Cha 18.

Skills: Bluff +27, Concentration +33, Diplomacy +29, Escape Artist +23, Intimidate +29, Jump +38, Knowledge (arcana) +27, Listen +27, Search +27, Sense Motive +27, Sleight of Hand +2, Spellcraft +29, Spot +27. **Feats:** Cleave, Flyby Attack, Hover, Improved Initiative, Power Attack, Sunder, Snatch, Weapon Focus (claw, bite).

Sorcerer Spells Known (6/7/7/7/5; save DC 14 + spell level): 0 – *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound*, *light*, *mage hand*, *prestidigitation*, *read magic*; 1st – *burning hands*, *charm person*, *identify*, *shield*, *silent image*; 2nd – *ghoul touch*, *invisibility*, *shatter*, *web*; 3rd – *displacement*, *dispel magic*, *slow*; 4th – *charm monster*, *screaming*.

Treasure: Exeterus' treasure hoard contains the following items. A +4 large steel shield (heavy fortification), a +4 ring of protection, a cursed ring of wizardry III that actually reduces the number of third level spells

the wearer can use by half, casting illusions in place of the spells that the caster "thinks" they have cast that are only seen by the caster and his allies. There is also a *staff of healing* with 23 charges, a *wand of ice storm* with 15 charges, a +4 greatsword, a *wand of keen edge* with 44 charges, a *ring of three wishes* with one wish remaining and a pair of *eyes of petrification*. Exeterus also has 16,000 gp worth of various coins, and 3,450 gp worth of gems, jewelry, and fine art.

Tactics: The vision that the PCs see when they enter is not actually Exeterus at all but rather a *silent image* which the *invisible* Exeterus is standing behind. If the PCs have made too much noise in areas L-11 or L-12, Exeterus is waiting for them, with *shield*, *invisibility* and *displacement* spells in place when they arrive.

If the PCs arrive looking for a fight, Exeterus breathes upon them, following this he casts *slow* on lightly armored foes and *charm monster* on heavily armored ones. As he starts to take damage he continues breathing fire on rounds that he can, and using full attacks with a Power Attack on individual targets, seeking to slay one after another until all the PCs are dead. Should any attempt to escape, Exeterus casts *screaming* to discern their location and hunts them down mercilessly. Exeterus will in no way allow himself to be flanked and pimp-smacked by rogues for sneak damage, and if necessary casts *charm monster* on the party rogue to get him sneak attacking his buddies instead.



L-12: Lartugi's Chamber (EL 11)

Lartugi was once a famous halfling rogue known to specialize in raiding and plundering the towers of several wizards throughout the world. That was until he took the left turn upon entering the Labyrinth of Jhedophar, and came face to face with Exeterus. Now Lartugi is Exeterus's thrall, valet and spokesperson when the dragon wishes to be left undisturbed. Exeterus keeps Lartugi constantly under the effect of charm and suggestion spells, and has given Lartugi some valuables from his treasure hoard to keep the halfling satisfied.

Lartugi, Male Halfling Rog11: CR 11; S; HD 11d6+11; hp 62; Init +8; Spd 15 ft. (3 squares); AC 17 (+1 size, +2 armor, +4 Dex), touch 15, flat-footed 13; BAB/Grp +8/+4; Atk +10 (1d6+1, +1 *short sword*, 19-20/x2), or +13 base ranged; Full Atk +10/+5 melee (1d6+1, +1 *short sword*, 19-20/x2), or +13 base ranged; SA sneak attack (+6d6); SQ evasion, halfling traits, special ability (improved evasion), trap sense (+3), trapfinding, uncanny dodge (Dex bonus to AC, cannot be flanked); AL CE; SV Fort +5, Ref +14, Will +4; Str 10, Dex 19, Con 13, Int 14, Wis 10, Cha 8.

Skills: Appraise +12, Climb +12, Disable Device +12, Gather Information +9, Hide +18, Jump +6, Listen +14, Move Silently +16, Open Lock +12, Search +12, Spot +12, Tumble +14, Use Magic Device +9, Use Rope +14; **Feats:** Alertness, Dodge, Improved Initiative, Lightning Reflexes.

Possessions: +1 *short sword*, masterwork leather armor, masterwork thieves' tools, *potion of haste*.

Lartugi is fairly intelligent, but totally in the thrall of his dragon master, whom he defends to the death.

If the PCs have made lots of noise fighting the gargoyles in Area 14, Lartugi hides and sneaks up to just outside Area 13 to observe the PCs. Lartugi then slips behind them with his enormous hide ability and waits for them to meet his master Exeterus. Should the PCs fight Exeterus he remains in the shadows (and out of the way of Exeterus's breath weapon). If the PCs take the deal, he tails them through the maze and tower of Jhedophar, possibly aiding them as silently and quietly as he can while they fight Jhedophar.

Treasure: Lartugi, a thief through and through, has hidden his treasure (excluding what he carries on his person) within his chamber under a loose flagstone which requires a PC to succeed on a successful DC 30 Search check to detect. In the hollow under the stone is a bag of gemstones worth 900 gp, and a sack with 100 pp in it.

L-13: Watch Your Step (EL 4+)

There is a hidden pit trap here. The pit trap is triggered after the first person crosses over its covering,

thus allowing any scouts to pass over it with ease only to endanger those following behind her.

Covered Pit Trap: CR 6; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

A patch of phycomid is growing upon the bones of a dead rogue at the bottom of the pit. Amongst the rogues possessions are a set of masterwork thieves' tools, and a +3 *dagger*. The rest of the rogue's armor and equipment have long since rotted away. Casting *speak with dead* upon the rogue reveals that his name was Yadre and that he was a servant of the infamous Underguild. His masters had sent him to steal the *mandrake staff* for them in exchange they promised him immortality.

Phycomid: CR 4; SZ S Plant; HD 4d8+4; hp 22; Init +0; Spd 10 ft. (2 squares); AC 15 (+1 size, +4 natural), touch 11, flat-footed 15; BAB/Grp +3/-2; Atk +4 ranged touch (1d6 acid plus spore infection, fluid globule); Full Atk +4 ranged touch (1d6 acid plus spore infection, fluid globule); SA acid stream (line, 10 ft., 1d6 acid plus spore infection), spore infection (Fort DC 13); SQ plant, tremorsense; AL N; SV Fort +5, Ref +1, Will +1; Str 8, Dex 10, Con 13, Int 1, Wis 11, Cha 1.

Skills: none. **Feats:** none.

See the Monster Appendix at the end of this book for more information on the phycomid.

The phycomid fires its acid at the victim of the fall as soon as the victim lands.

L-14: Gargoyles Lair (EL 11)

This chamber is peopled by a dozen four-armed gargoyles and one large margoyle known as Grytis. The thirteen line the walls of the chamber, frozen, requiring a PC to succeed on a successful DC 20 Spot check to notice that the creatures are actually alive. Grytis and his brethren wait until the PCs are in the center of the room to attack.

Four-Armed Gargoyles (12): CR 4; SZ M Magical Beast [Earth]; HD 4d10+19; hp 41; Init +2; Spd 40 ft. (8 squares), fly 75 ft. (average); AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grp +4/+4 (+9); Atk +4 melee (1d4, claw), or +4 melee (1d6, bite) or +4 melee (1d6, gore); Full Atk +4 melee (1d4 [x4], claws), +2 melee (1d6, bite), +2 melee (1d6, gore); SQ damage reduction 10/magic, darkvision (60 ft.), freeze, low light vision; AL CE; SV Fort +8, Ref +6, Will +1; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +7*, Listen +4, Spot +4. **Feats:** Multiattack, Toughness. *Four-armed gargoyles receive a +8 racial bonus to Hide checks when concealed against a background of natural stone.

Grytis, Male 'Advanced' Margoyles: CR 7; SZ L Magical Beast [Earth]; HD 12d10+72; hp 138; Init +5; Spd 40 ft. (8 squares), 75 ft. (average); AC 19 (-1 size, +1 Dex, +9 natural), touch 10, flat-footed 18; BAB/Grp +12/+17 (+22); Full Atk +17 melee (1d6+5, claw), or +17 melee (1d6+2, bite), or +17 melee (1d6+2, gore); Full Atk +17 melee (1d6+5 [x2], claws), +15 melee (1d6+2, bite), +15 melee (1d6+2, gore); SQ damage reduction (10/magic), darkvision (60 ft.), freeze, low-light vision; AL CE; SV Fort +14, Ref +9, Will +5; Str 21, Dex 13, Con 23, Int 8, Wis 12, Cha 8.

Skills: Hide +6*, Listen +6, Spot +6. **Feats:** Flyby Attack, Improved Initiative, Multiattack, Power Attack, Toughness. *Margoyles receive a +8 racial bonus to Hide checks when concealed against a background of worked stone.

See the Monster Appendix at the end of this book for more information on the four-armed gargoyle and the margoyles.

Tactics: The gargoyles prefer ganging up on individual PCs, with three groups of four attacking one PC at a time, with the intent on destroying them. If the PCs make lots of noise in Area L-1, the gargoyles cover themselves in *adherer oil** given them by Jhedophar. Any PC striking a gargoyle coated in this material must succeed on a DC 20 Reflex save or find their weapon stuck to the gargoyle. The adherer oil gives the gargoyles a +5 to any grapple attempts they may wish to make. The gargoyles worship Exeterus, and make as much noise as they can while fighting the PCs even attempting to disengage from combat to go and warn the dragon. Jhedophar for years, in his disgust has attempted to eradicate the gargoyles from the foyer of his labyrinth, only to have them return whenever he is off visiting the planes of existence.

*See the New Magic Appendix for details on adherer oil.

L-15: Entrance to the Inner Labyrinth (EL 6)

A pair of barrow wights guard the true entrance to the inner labyrinth. The barrow wights immediately attack the PCs.

Barrow Wights (2): CR 4; SZ M Undead; HD 6d12; hp 39; Init +1; Spd 30 ft. (6 squares); AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; BAB/Grp +3/+5; Atk +5 melee (1d4+3 and energy drain, slam); Full Atk +5 melee (1d4+3 and energy drain, slam); SA create spawn, energy drain (1 negative level, Fort DC 16), insanity gaze (30 ft., Will DC 16, permanent *insanity* as spell); SQ darkvision (60 ft.), turn resistance (+2), undead; AL CE; SV Fort +2, Ref +3, Will +6; Str 14, Dex 12, Con -, Int 11, Wis 13, Cha 16.

Skills: Climb +8, Hide +7, Listen +9, Move Silently +15, Search +6, Spot +9. **Feats:** Alertness, Blind-Fight, Power Attack.

See the Monster Appendix at the end of this book for more information on the barrow wight.

A hallway to the southwest leads deeper into the labyrinth.

L-16: Death from Above

A pressure plate in the floor triggers a falling block trap. If the falling block trap is triggered, the only true path to the labyrinth is permanently sealed off, requiring a pass-wall, stone to flesh, or rock to mud spell to bypass again.

Falling Block Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25.

Note: The block affects a five by ten foot area shown on Map 1 the Labyrinth of Jhedophar.

L-17: E'elaim's Chamber

Once a sorceress and ally of Jhedophar, the crypt thing that remains is filled with spite and cruelty although not necessarily evil, and yet is bound to the power of Jhedophar for all eternity. E'elaim sits upon a throne fit for a queen, carved from brilliantly polished vermilion wood, and inlaid with gold and precious jewels. From here she uses her powers of teleportation to cast intruders from the entrance to Jhedophar's tower as she clacks her dusty jaws in mockery of laughter.

E'elaim the Crypt Thing: CR 5; SZ M Undead; HD 6d12; hp 39; Init +6; Spd 30 ft. (6 squares); AC 17 (+2 Dex, +5 natural), touch 12, flat-footed 15; BAB/Grp +3/+4; Atk +5 melee (1d6+1, claw); Full Atk +5 melee (1d6+1 [x2], claws); SA teleport other, Will (DC 17); SQ damage reduction (10/magic and bludgeoning), darkvision (60 ft.), turn resistance (+4), undead; AL N; SV Fort +2, Ref +4, Will +7; Str 12, Dex 14, Con -, Int 12, Wis 14, Cha 15.

Skills: Bluff +7, Intimidate +10, Listen +13, Move Silently +7, Search +7, Sense Motive +7, Spot +13. **Feats:** Alertness, Improved Initiative, Weapon Finesse.

See the Monster Appendix at the end of this book for more information on the crypt thing.

Tactics: As soon as creatures come within 50 feet of E'elaim she attempts to teleport them in random directions throughout the labyrinth. She then attempts to flee into the tower to avoid the PCs subsequent assault, laughing hysterically all the while.

E'elaim's Teleport Other Locations

When E'elaim successfully uses her *teleport other* power, roll on the table below to see where an opponent ends up.

Simply roll 1d20 and place teleported individuals into one of the chambers of the labyrinth that corresponds with the die roll. This could prove quite deadly to PCs so handle the encounter with care. A roll of 17 teleports characters outside of the labyrinth.

Note: It is possible that some PCs may be *teleported* outside the labyrinth itself. Furthermore it is possible that E'elaim finds the PCs too pesky to deal with and teleports them 1d10 x 20 feet straight up into the air. Normal falling damage -30 feet applies as the roof of the labyrinth is roughly 30 feet tall. This option should be reserved for individuals who actually harm E'elaim. Hopefully they are wearing a *ring of feather falling* if this happens. If not, hopefully one of their allies brought a sponge and a *rod of resurrection* as part of their standard adventuring gear.

If PCs are *teleported* outside the labyrinth and survive any falling damage, they are faced with the very real possibility that their allies may still be within the labyrinth. The door to the labyrinth is now covered with a *wall of iron* and must be dealt with before any hope of rescuing those inside may take place.

Treasure: The throne which the crypt thing sits upon is made of precious hardwoods and gold. It weighs just over 70 lbs. and is worth approximately 700 gp to a collector in a large city.

L-18: False Entrance to the Tower

The doorway to this chamber is ornately wrought bronze and gives the impression that it is an antechamber which leads to the foot of the Tower of Jhedophar. Halls lead off to the north and south, obviously skirting the tower itself. Many wards are scribed upon the portal, and a rogue making a successful DC 28 Search check can discover that the door is warded with a *magic circle against evil*.

Inscribed above the door is a warning which reads: "Turn Ye back from the Tower of Jhedophar, or face his wrath, let one thousand curses blister your carcasses and burn your soul to ash and soot, and a thousand years may you suffer in torment for defiling his home! Be gone thieves this is thy last warning!"

This chamber beyond the doorway serves as the lair of Clytos the gharros demon. Clytos was given as gift of Beluri to Jhedophar as punishment to Clytos for falling into disfavor with her. Rather than destroy Clytos she sent him to the world where Jhedophar could do with him what he wished. Clytos of course was recalcitrant and lazy. Thus, having little use for Clytos other than as a guardian to his labyrinth he sent Clytos to live within this chamber, sealing the door behind him with *circle of protection from evil* and

a *bestow curse* trap. Fiddling with the door breaks the magic circle, and triggers the curse upon the fool who tampers with the doorway.

Bestow Curse Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*bestow curse*, 5th-level wizard, DC 24 Will save negates); Search DC 29; Disable Device DC 29. Note: The curse upon the door causes 6 points of permanent Dexterity damage to a living target that fails its saving throw.

Clytos has survived all these years by summoning dretches and devouring them as they attempted to flee, only to find themselves trapped within the *magic circle against evil*.

Clytos the Gharros Demon: CR 14; SZ L Outsider [Chaotic, Evil, Extraplanar]; HD 16d8+160; hp 232; Init +0; Spd 30 ft. (6 squares); AC 28 (-1 size, +4 Dex, +15 natural), touch 13, flat-footed 24; BAB/Grap +16/+30; Atk +28 melee (2d6+13, +3 *evil large battleaxe of mighty cleaving*, crit x3) or +26 melee (1d8+5 plus poison, sting); Full Atk +28/+23/+18/+13 melee (2d6+13, +3 *evil large battleaxe of mighty cleaving*, crit x3) or +26 melee (1d8+5 plus poison [x2], sting); SA poison (Fort DC 28, 2d6/2d6 Con), spell-like abilities, *summon demons*; SQ damage reduction (15/cold iron and good), darkvision (60 ft.), immunity to electricity and poison, outsider traits, resistance to acid, cold, and fire (10), telepathy 100 ft.; SR 22; AL CE; SV Fort +20, Ref +14, Will +14; Str Str 31, Dex 18, Con 30, Int 18, Wis 18, Cha 20.

Skills: Balance +15, Bluff +17, Climb +29, Concentration +25, Escape Artist +20, Intimidate +26, Jump +26, Knowledge (the planes) +20, Listen +30*, Move Silently +14, Search +19, Sense Motive +23, Spellcraft +13, Spot +30*, Survival +20 (+22 following tracks, +22 on other planes). **Feats:** Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (tail sting). *Gharros demons have a +8 racial bonus on Listen and Spot checks.

Summon Demons (Sp): Once per day, a gharros can attempt to summon 4d10 dretches, 1d4 vrocks, or 1d2 glabrezus with a 50% chance of success or another gharros with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Spell-Like Abilities: At will – *darkness*, *desecrate*, *detect good*, *detect magic*, *mirror image*, *telekinesis* (DC 20), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

See the Monster Appendix at the end of this book for more information on the gharros demon.

Clytos bears a +3 *evil large battleaxe of mighty cleaving* which he wields with deadly efficiency. He calls the battleaxe "Suzette" as that is the name of the erinyes that Beluri caught him with at a social event in the lower planes. Once the circle is broken, he

intends to slay whomever he can in his rage at being imprisoned for so long. He does not leave the labyrinth as he knows Jhedophar is likely to destroy him.

L-19: Crypts of the Barrow Wights (EL 9)

This chamber holds the crypts of six barrow wights, who were liegemen of Lord Tork, and came to rescue his body from Jhedophar's clutches.

Each of the barrow wights wears masterwork full plate armor and has a +1 *greatsword* which it leaves inside its crypt, as they move forth and attack.

Barrow Wights (6): see Area L-15 for more information.

L-20: Shadow and Shadow Rats Nest (EL 8)

This chamber appears to be a large refuse heap that was once the home of a large colony of dire rats. That was of course until a shadow, sent by Jhedophar to clean the labyrinth of any vermin stumbled upon their lair. Now the shadow, his pack of shadow rats, and his two spawned shadows wait in darkness for their next meal as they have found the feasting is good every few years when another foolish party of adventurers attempts to achieve the secrets of the tower.

As the PCs enter and search the chamber the dire shadow rats and the shadow attack.

Shadows (3): CR 3; AC 13, hp 19 each; incorporeal touch +3 melee (1d6 temp Str); see the MM for more information.

Shadow Rats (8): CR 1; SZ Tiny Undead [Incorporeal]; HD 1/2d12; hp 3; Init +2; Spd 15 ft. (3 squares), climb 15.; AC 15 (+2 size, +2 Dex, +1 deflection), touch 15, flat-footed 13; BAB/Grap +0/-; Atk +4 melee (1d3 plus 1d2 Str, incorporeal bite); Full Atk +4 melee (1d3 plus 1d2 Str, incorporeal bite); SA strength damage; SQ darkvision (60 ft.), incorporeal, scent, shadow blend, undead; AL N; SV Fort +0, Ref +2, Will +4; Str -, Dex 15, Con -, Int 2, Wis 12, Cha 2.

Skills: Balance +11*, Climb +11*, Hide +16*, Listen +3, Spot +3. **Feats:** Alertness, Weapon Finesse (b). * Shadow rats have a +4 racial bonus on Hide checks and a +8 racial bonus on Balance checks. Shadow rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier on Climb checks.

See the Monster Appendix at the end of this book for more information on the shadow rats.

Treasure: Hidden amongst the detritus is a +1 *greataxe*, a *potion of cure light wounds*, and 344 gp.

The Tower of Jhedophar

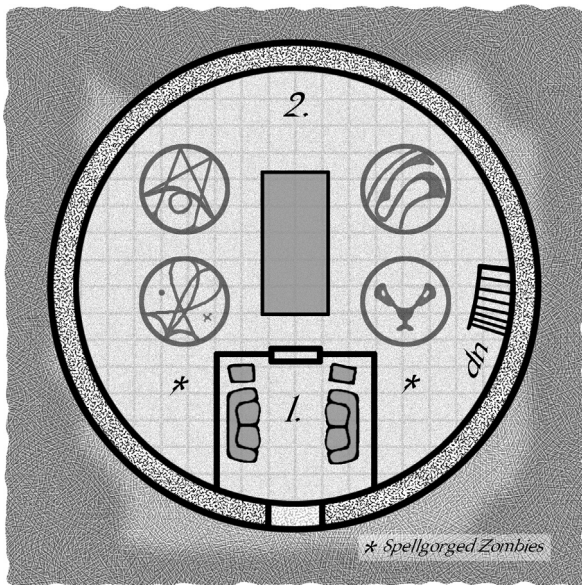
Wandering Monsters: There are no wandering monsters in the Tower of Jhedophar, unless they are let in from the labyrinth by the PCs. Instead roll a 1d10 for each level of the tower that the PCs enter. On a roll of "1" Jhedophar is somewhere upon that level of the tower lying in wait for the PCs.

Shielding: The Tower of Jhedophar is shielded from *teleportation* and *dimensional travel* "into" it. It is not shielded however from *teleportation* "out" of the labyrinth. Jhedophar may enter and exit the labyrinth as he pleases, which is to say, he does not, traveling directly to his chambers in his tower and avoiding the goings on within the labyrinth altogether. The exterior walls of the Tower are further shielded in that they are immune to the effects of *passwall*, *transmute rock to mud*, *stone to flesh* and similar spells. Casting

such spells "inside" the tower are fine but do not work on the outer tower walls.

Continuous Effects: Due to the shrine to Beluri, the tower is effected as if by a *desecrate* spell, strengthening the power of the undead creatures who dwell within it.

Standard Features: Unless otherwise noted, all doors within the Tower of Jhedophar are locked and made of bronze (2 in. thick; Hardness 10; Hp 60; Break DC 28, Open Locks DC 25). E'laim the crypt thing holds the keys to the labyrinth and the tower.



1: The Entryway

The front door of the tower is one foot thick stone and is held with an *arcane lock* spell (Hardness 8, HP 90, Break DC 50). Hateful runes warn would-be-thieves and trespassers from the door.

Knock suppresses the *arcane lock* but does not protect the caster from the door's curse. Tampering with the door triggers a permanent bestow curse trap.

Bestow Curse Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*bestow curse*, 18th-level wizard, DC 24 Will save negates); Search DC 29; Disable Device DC 29. Note: The curse upon the door deals 6 points of permanent Wisdom damage to a living target that fails its saving throw.

The entry chamber features a portrait of Jhedophar as he appeared in life, dressed in his casters robes and bearing a great staff which is carved in a grotesque and twisted mockery of a man. There is a small coffee table, with several non-magical books, a moldy green sofa and chairs around it. There are no windows in the chamber and a doorway leads to the north. The sofa, chairs and coffee table are coated with several inches of dust.

2: The Abjuration Chamber (EL 6)

Here on the first floor of the tower, as a guard to any who would attempt to bypass his normal protections, is the room dedicated to the school of Abjuration.

Practitioners of the art once studied spells of this school here, but the thickness of dust upon the floor indicates that such studies must surely have given way to the passage of time and neglect.

Runes are scribed on nearly every surface within this room, upon tables and upon walls, scroll cases and bookshelves have rune bindings and other symbols of protection and warding upon them.

Perusing any of these volumes unwarily triggers a *ward of pain* upon the reader.

Two rounds after the PCs enter the Abjuration chamber a pair of spellgorged zombies step from the corners of the chamber and unleash a pair of *cone of cold* spells upon the PCs, then close for melee.

Spellgorged Zombies (2): CR 4; SZ M Undead; HD 6d12+3; hp 42; Init +1; Spd 30 ft. (6 squares); AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 11; BAB/Grp +3/+4; Atk +4 melee (1d6+1, slam); Atk +4 melee (1d6+1 [x2], slams); SA spell storing (6 levels; *cone of cold* [5d6, Ref DC 25 half], *burning hands* [5d4, Ref DC 21 half]); SQ darkvision (60 ft.), undead; AL N; SV Fort +2, Ref +3, Will +5; Str 12, Dex 12, Con -, Int -, Wis 12, Cha 8.

Skills: none. Feats: Toughness.

Ward of Pain Trap: CR 3; magic device; touch trigger (books); automatic reset; spell effect (*ward of pain*, 18th-level wizard, 18d4 nonlethal, DC 22 Fort save half damage); Search DC 27; Disable Device DC 27.

A scroll case holds an *alarm* spell that notifies Jhedophar upon touch. Jhedophar assumes that the PCs whom he was initially observing through his crystal ball have long since been dealt with and went on about his studies. Upon learning that the PCs have breached his tower, Jhedophar immediately prepares himself against the intruders. If he is in any other chamber of the tower he immediately teleports to the Evocation chamber and prepares to face the intruders.

One scroll case is a *scroll case of obscuring*. Within it are the following spells.

- Scroll #1: *shield*, *hold portal*, *endure elements*
- Scroll #2: *obscure object*, *protection from arrows*
- Scroll #3: *dispel magic* (lvl 5 caster)



Other scrolls and tomes are filled with magical knowledge that references the school of abjuration and its uses. Careful study of these books (requiring weeks of diligent research equal to 6 – the character's Intelligence bonus [min 1 week]) grant the reader a permanent +2 circumstance bonus to Knowledge (Arcana) and Spellcraft checks as they pertain to the casting of or uses of Abjuration spells. It takes one month to study the knowledge scribed upon these pages.

A staircase leads to a warded doorway opening to the second floor. The staircase is guarded with a message on the door to all that would intrude upon his stronghold.

"Read in me and be relieved! Jhedophar has no time for thieves with these words shall you burn and for your ashes. I have an urn." This immediately sets off the *explosive runes* spell cast upon the door that is aimed to blast only those standing before the doorway when it is read.

Explosive Runes: CR 4; no attack roll necessary, (6d6); No save for reader, Reflex for half (DC 23); Search (DC 28); Disable Device (DC 28); Dispel (DC 29).

3: Evocation Chamber (EL 6+)

The Evocation Chamber is a bare room with a sand pit flanked by two low 10ft. high 40ft. long walls lined with silver engraved runes. Here Jhedophar created illusions for those studying evocation spells to practice their skills at arcane combat. He often created encounters for novices similar to what would be encountered on adventure, allowing his apprentices to blast it out in the relative safety of this room. The walls are guarded against magic so that an accidentally miscast spell does not blow out debris into the well-tended flower gardens he once kept on the roof of the labyrinth.

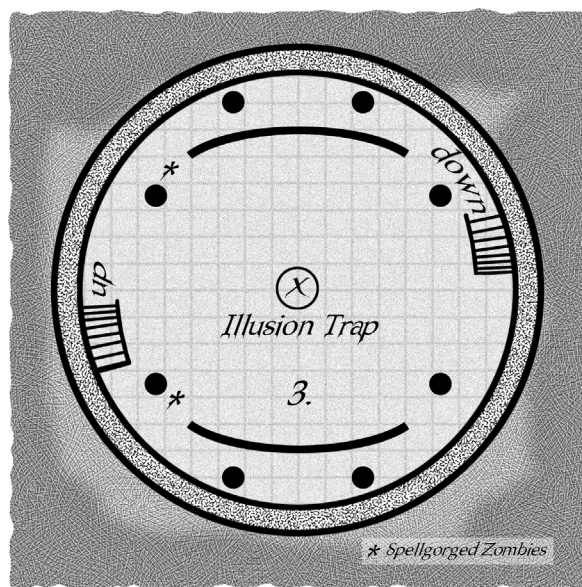
As the PCs search the room a pair of spellgorged zombies attack, blasting the party with a pair of *maximized fireballs* that deal 36 points of damage each, half on a successful Reflex save.

After the fireballs explode they move forward to attack with claws until destroyed.

Spellgorged Zombies (2): CR 4; SZ M Undead; HD 6d12+3; hp 42; Init +1; Spd 30 ft. (6 squares); AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 11; BAB/Grp +3/+4; Atk +4 melee (1d6+1, slam); Atk +4 melee (1d6+1 [x2], slams); SA spell storing (6 levels; *maximized fireball*, 36 points of fire damage, Ref DC 23 half); SQ darkvision (60 ft.), undead; AL N; SV Fort +2, Ref +3, Will +5; Str 12, Dex 12, Con –, Int –, Wis 12, Cha 8.

Skills: none. **Feats:** Toughness.

The low walls flanking the sand pit are lined with traps which trigger a programmed image for each 10 ft



section that is crossed generates the *programmed image* of a huge fire elemental. Up to 4 such illusions may be generated in this manner. Thus if a party member crosses 30 ft. across the sand pit they trigger 3 *programmed images* of huge fire elementals. Use the statistics for the fire elemental in Encounter Area 8 until the PCs overcome this illusory hoax.

Programmed Image Trap: CR 7; magic device; proximity trigger; automatic reset; spell effect (*programmed image*, 18th-level wizard, DC 26 Will negates); Search DC 31; Disable Device DC 31.

Note: The illusory fire elementals act and react exactly as if they were real. Casting *detect evil*, *detect magic*, or significant interaction allows a PC to succeed on a Will save against the illusions.

The staircase in the eastern side of the chamber leads down to the first level. The staircase on the western side leads to level three of the tower.

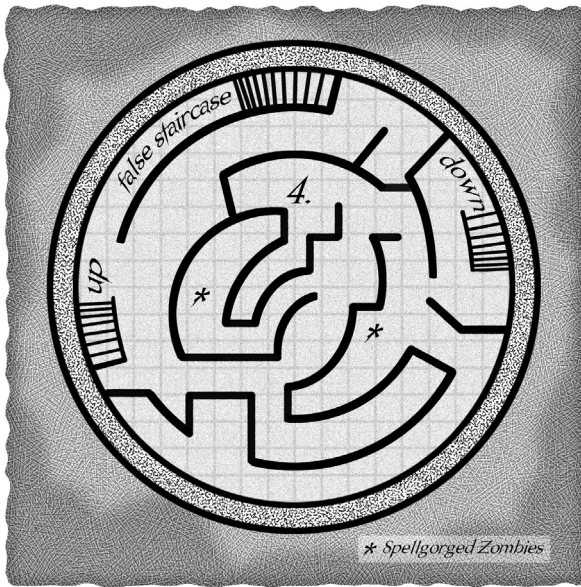
A staircase around the edge of the room leads to a door to the third floor. It is magically locked and warded, as are all doors in the tower.

4: The Chamber of Illusions (EL 6)

The first task a practitioner of illusion learned from Jhedophar was to be able to tell the difference between illusion and reality. Jhedophar has constructed an illusory maze on this floor of his tower. Apprentices would have to trace their way through the illusory maze to find the staircase leading up to the fourth floor of the tower.

Upon entering the chamber of illusions a pair of spellgorged zombies begin to stalk the PCs through the maze, ignoring any walls as they are immune to illusion.

Spellgorged Zombie #1: CR 4; SZ M Undead; HD 6d12+3; hp 42; Init +1; Spd 30 ft. (6 squares); AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 11;



BAB/Grp +3/+4; Atk +4 melee (1d6+1, slam); Atk +4 melee (1d6+1 [x2], slams); SA spell storing (6 levels; *disintegrate*, Fort DC 26, 5d6 on save); SQ darkvision (60 ft.), undead; AL N; SV Fort +2, Ref +3, Will +5; Str 12, Dex 12, Con –, Int –, Wis 12, Cha 8.

Skills: none. *Feats:* Toughness.

Spellgorged Zombie #2: CR 4; SZ M Undead; HD 6d12+3; hp 42; Init +1; Spd 30 ft. (6 squares); AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 11; BAB/Grp +3/+4; Atk +4 melee (1d6+1, slam); Atk +4 melee (1d6+1 [x2], slams); SA spell storing (6 levels; *cloudkill* Fort DC 25, *magic missile* 5 missiles); SQ darkvision (60 ft.), undead; AL N; SV Fort +2, Ref +3, Will +5; Str 12, Dex 12, Con –, Int –, Wis 12, Cha 8.

Skills: none. *Feats:* Toughness.

Tactics: One of the spellgorged zombies is set with a *disintegrate* spell, triggered to go off as soon as it is struck with a melee weapon. Anyone striking the spellgorged zombie must succeed on a DC 26 Fort save for their weapon, or have their weapon take 36d6 points of damage. Making the saving throw does not guarantee that the weapon is not vaporized, as the weapon still takes 5d6 hit points of damage.

The other spellgorged zombie first casts *cloudkill* followed by *magic missile* before closing to attack with slam attacks

4-a: The False Staircase

Jhedophar has created a partial staircase along the western edge of the chamber of enchantments. It leads up about twenty feet with a permanent *silent image* of a staircase leading up to the fourth floor. If a character tries to follow the illusory stairs, that counts as interacting with them and she gets a DC 21 Will save to disbelieve them. Those not disbelieving the illusion must succeed on a DC 20 Reflex save or fall the twenty feet to the floor below, suffering 2d6 points

of damage. Upon falling, a permanent *declaration of death** spell is cast upon the falling victim.

Declaration of Death Trap: CR 7; magic device; contingency trigger (falling from the top of the staircase); automatic reset; spell effect (*declaration of death*, 18th-level wizard, DC 26 Will save negates); Search DC 31; Disable Device DC 31.

Note: The victim must succeed on a DC 19 Will save or believe that they have plummeted to their death. This is a mind-affecting effect that is a 6th level arcane spell. Those failing the Will save believe that they have died, their systems beginning to shut down. The PC has 10 rounds to succeed on a successful Will save with a cumulative DC of 10 +1 for every round that they are still alive. After 10 rounds they must succeed on a Fort save at (DC 12+1 per round, cumulative), along with the continued Will save with the cumulative +1 per round until they succeed on a Will save, or fail their Fort save and die. The DM should roll dice for the fall totaling higher than the hit points of the fallen character when designating the damage, secretly rolling the Will saves for them. Roll every d6 in the room for shock value.

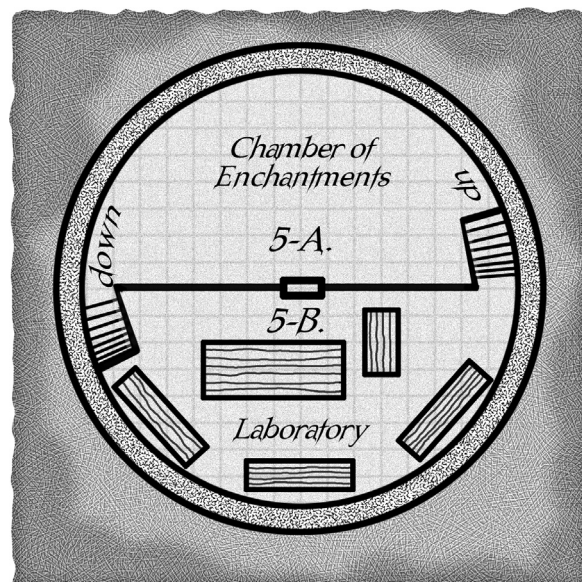
**Declaration of death* is detailed in *Relics and Rituals* by Sword and Sorcery Studios™.

5: The Chamber of Enchantments

This floor has two rooms.

5-a: Still the Prettiest (EL 15)

The room the PCs enter is filled with mirrors and paintings, tapestries and murals. One mirror is a *mirror of charming*. Since all of the mirrors reflect one another, anyone looking into a mirror must succeed on a DC 20 Will save or become infatuated with their own image and unable leave the mirror's presence. Instead they merely stand, brushing their hair saying "Still the prettiest," or "My but aren't I a fine one?"



The PC must make an additional DC 20 Will save if anyone tries to pull them away from staring at their image or become enraged, as a barbarian's rage ability, and attack their allies. The player gets an additional DC 20 Will save for every round that they fight their allies to break the mental fascination that the mirror holds over them.

Standing in front of one of the mirrors is a dwarf whose beard has grown so long that it curls upon the floor. He is so covered in dust that he appears to be a marble statue, requiring a PC to succeed on a successful DC 25 Spot check to notice that he is actually alive.

His name is Imbo the Undying, and he was sent to the Tower of Jhedophar some years ago on behalf of his benefactors to retrieve the *mandrake staff* from Jhedophar's clutches. Imbo is a thoroughly evil dwarf; however he may assist the PCs should they break the enchantment upon him.

If freed he intends to help the party up until Jhedophar is destroyed, then betray them at the first opportunity to gain the *mandrake staff* for himself. Of course, in his berserk rage at being pulled away from the *mirror of charming* he may "accidentally kill someone." If asked how he managed to survive so long without food or water, Imbo shrugs and holds up a magical ring, explaining that it is a *ring of sustenance*, and with it he need not eat, nor drink nor sleep. Of course he is lying (Allow PCs to make an opposed Sense Motive check to Imbo's Bluff if they are suspicious) for the ring is actually a *ring of undetectable alignment*.

Imbo the Undying, Male Dwarf Bbn5/Ftr2/Rog7: CR 15; SZ M; HD 5d12+25 plus 2d10+10 plus 7d6+35; hp 145; Init +4; Spd 30 ft. (4 squares); AC 21 (+4 Dex, +7 mithral breastplate), touch 14, flat-footed 17; BAB/Grap +12/+17; Atk +21 melee (1d8+9, *dwarven thrower*, 19-20/x3) or +20 ranged (1d8+9 plus 1d8 bonus or 2d8 bonus vs. giants, *dwarven thrower*, 19-20/x3); Full Atk +21/+16/+11 melee (1d8+9, *dwarven thrower*, 19-20/x3) or +20/+15/+10 ranged (1d8+9 plus 1d8 bonus or 2d8 bonus vs. giants, *dwarven thrower*, 19-20/x3); SA rage (2/day), sneak attack (+4d6); SQ dwarf traits, evasion, fast movement, trap sense (+3), uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +11, Ref +10, Will +7; Str 22, Dex 18, Con 20, Int 18, Wis 18, Cha 16.

Skills: Balance +6, Bluff +14, Decipher Script +12, Diplomacy +5, Disable Device +19, Handle Animal +10, Hide +21, Intimidate +19, Jump +8, Listen +15, Move Silently +21, Ride +6, Search +20, Sleight of Hand +5, Spot +25, Survival +17 (+19 following tracks), Tumble +19, Use Magic Device +11 (+13 with scrolls). **Feats:** Cleave, Dodge, Great Cleave, Improved Critical (warhammer), Mobility, Power Attack, Weapon Focus (warhammer).



Possessions: *Dwarven thrower* (+3 warhammer), +1 battleaxe, boots of speed, +2 mithral breastplate (max Dex +5, armor check penalty -1), gauntlets of ogre power, cloak of charisma +2.

Role Play Notes: Imbo is as ruthless and bloodthirsty as it gets. Due to a particular curse upon his wretched soul, he cannot truly die, as none of the gods of the Heaven or the Dukes of Hell will tolerate his despicable presence amongst them for more than a moment. Even if disintegrated or reduced to ashes by the flames of a dragon, his essence remains to slowly reforms over time, until with slight lapses in his memory he returns, always as a stout cruel dwarf. The reformed Imbo always seeks out the same style of weapons and gear, and always leagues himself with the cruelest and most powerful of allies. Imbo is an accomplished thief and liar and takes great pains to conceal his deceptions to the PCs until the very last moment when he springs one of his particularly vile traps upon them.

For more details on Imbo the Undying see the module *G5 Chaos Rising* from Necromancer Games. If the characters in this game have already met Imbo, he remembers them and their treatment of him!

Lying about the chamber are the various bones and dust covered equipment of adventurers who starved to death having made it this far into the Tower of Jhedophar.

Treasure: A successful DC 20 Search check of the bones and dry rotted equipment uncovers 1d4 random masterwork weapons, and 2d100 gps worth of gold. Jhedophar has long since gathered any magical items or gems from these intruders.



5-b: Laboratory (EL 7)

The second room within the chamber of enchantments is an alchemical laboratory with over 2000 gps worth of masterwork alchemical equipment that would grant a potion brewer a +4 circumstance check to their Craft (alchemy) rolls. There are several potions and bottles of unguents and reagents within this room. It is guarded by an invisible stalker.

The invisible stalker attacks immediately.

Invisible Stalker: CR 7; AC 17, hp 52; Slam +10 (2d6+4); see the MM for details on the invisible stalker.

Treasure: Also found within this room are a *potion of suggestion*, *potion of glibness*, *oil of ethereality*, *potion of poison* (Fort DC 20 or lose 1d6 con, 1d6 additional following round)

A staircase leads up from the laboratory to the next floor.

6: The Chamber of Transmutation (EL 8)

Here Jhedophar works out some of the most complicated forms of magic, changing one object or item into another. The chamber is simple and filled benches and tables having items such as lead coins, small amounts of gold, rare gems and the like. There are several small cages, and a large barred cell in the corner of the room. The cages have various creatures such as dire rats and pigeons within them. Several tools and gears are found in this workshop, and the tools when gathered together are of masterwork quality and valued at 1,000 gp.

The chamber is guarded by a shield guardian that attacks any unbidden intruder to the chamber of transmutation.

Shield Guardian: CR 8; AC 24, hp 112; Slam +16 melee (1d8+6); see the MM for details on shield guardian.

The shield guardian is programmed to trigger a *confusion* spell, and then move to pummel to pulp anyone attempting to cause it harm. If the shield guardian suffers more than 50% of its HPs in damage it is programmed to flee to Jhedophar's chamber of divination. The *confusion* spell is a (DC 24) will save.

There is a wand sitting upon a table next to a pile of gold and gems sitting on scales with lead coins as counter weight. Casting *detect magic* upon the wand reveals it to be magical.

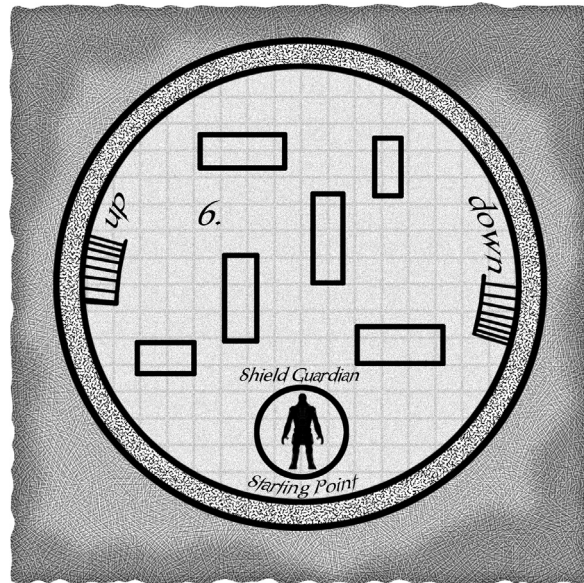
The wand is trapped with a *baleful polymorph* trap.

Baleful Polymorph Trap: CR 6; magic device; touch trigger (wand); automatic reset; spell effect (*baleful polymorph*, 18th-level wizard, DC 25 Fort/Will negates); Search DC 30; Disable Device DC 30.

Note: Anyone failing their saving throw is instantly *polymorphed* into a sheep wearing a blue dress.

The wand is nonmagical, but detects magically because of the trap and the magic aura cast upon it to make it appear as if it were a *wand of polymorphing*.

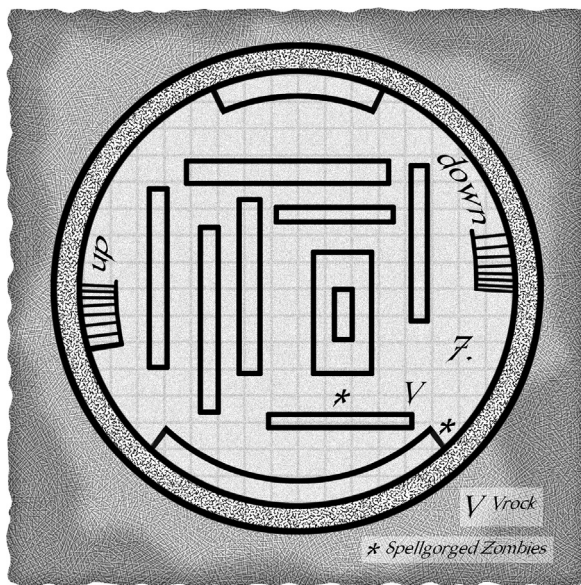
A staircase leads to a locked door that is the entryway to the 6th floor.



7: Chamber of Necromancy (EL 9)

Upon entering this chamber the PCs find themselves face to face with a vrock demon, flanked by a pair of spellgorged zombies. The vrock and zombies attack the party instantly with spells and spell like abilities before closing in with melee attacks.

Spellgorged Zombie #1: CR 5; SZ M Undead; HD 8d12+3; hp 55; Init +1; Spd 30 ft. (6 squares); AC 13 (+1 Dex, +2 natural), touch 12, flat-footed 11; BAB/Grp +4/+5; Atk +5 melee (1d6+1, slam); Full Atk +5 melee (1d6+1, slam); SA spell storing (8 lev-



els; *finger of death*, 3d6+18, Fort DC 27; *ray of enfeeblement*, 1d6+ 5 Str damage, Fort DC 21); SQ darkvision (60 ft.), undead; AL N; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con –, Int –, Wis 12, Cha 8.

Skills: none. **Feats:** Toughness.

Spellgorged Zombie #2: CR 5; SZ M Undead; HD 8d12+3; hp 55; Init +1; Spd 30 ft. (6 squares); AC 13 (+1 Dex, +2 natural), touch 12, flat-footed 11; BAB/Grp +4/+5; Atk +5 melee (1d6+1, slam), +5 ranged (ranged touch for *enervation* spell); Full Atk +5 melee (1d6+1, slam), +5 ranged (ranged touch for *enervation* spell); SA spell storing (8 levels; *enervation* [x2]); SQ darkvision (60 ft.), undead; AL N; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con –, Int –, Wis 12, Cha 8.

Skills: none. **Feats:** Toughness.

Vrock demon: CR 9; AC 22, hp 115; 2 claws +15 melee (2d6+6), bite +13 melee (1d8+3), 2 talons +13 melee (1d6+3); see the MM for details on the vrock.

Tactics: In the first round of combat the vrock uses its screech ability and the spellgorged zombies unleash their spells. One spell gorged zombie attacks by casting *finger of death* targeted on a lightly armored opponent. The second casts *enervation*, also targeted at a lightly armored opponent. On the second round the vrock centers *darkness* upon the PCs, the first spellgorged zombie casts *ray of enfeeblement* on a random target, while the second casts *enervation* on the same target it cast upon in the previous round. On the third round the vrock moves towards the PCs and unleashes its *spore cloud* as the spellgorged zombies move forward, engaging in melee. The vrock assists the zombies and all gang up on one target at a time until destroyed or the PCs are defeated.

In life, Jhedophar was no fan of necromantic magic. Since becoming a lich, Jhedophar became a master of all things undead, even raising the bodies of his former apprentices as a new form of undead servant, the

spell-gorged zombie. Jhedophar would only teach initiates necromantic spells that offered defensive possibilities and these only to a select few that he trusted. All of this changed when Jhedophar began to dream of a beautiful temptress who offered him a taste of immortality. He began pouring over his many eldritch tomes and, feeling age creep into his bones finally made the decision to seek out eternal life in un-death.

Volumes of books and scrolls about the necromantic arts and defenses against the powers of the undead line the walls of this chamber, which is more of a library or a study than any other chamber in his tower. A PC studying the tomes collected here for a number weeks of diligent research equal to 6 – the character's Intelligence bonus [min 1 week] gains a permanent +2 bonus to any Knowledge (Arcana) checks concerning undead creatures and spells from the school of necromancy.

Treasure: A PC making a successful DC 25 Search check gleans three scrolls of value to adventurers.

- Scroll #1 contains *halt undead*, *ray of enfeeblement*, and *gentle repose*.
- Scroll #2 contains *ghoul touch*, *vampiric touch* and *enervation*.
- Scroll #3 contains the spells *spectral hand*, *create greater undead* and *animate dead*.

8: The Chamber of Conjunction (EL varies)

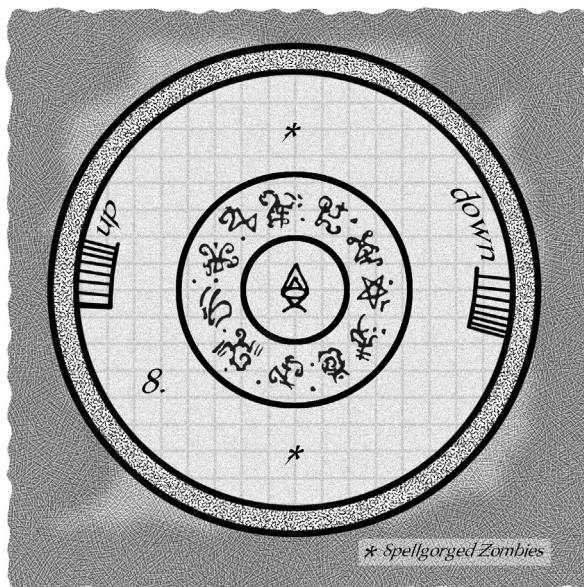
This chamber is inscribed with binding runes upon the walls doors and floor. The door is guarded, as are all doors within the tower. Only high adepts were allowed entrance to this chamber of Jhedophar's tower. Here Jhedophar calls upon extraplanar forces to confer with in his magical research.

A pair of spellgorged zombies guard this chamber, and are triggered to summon allies to destroy anyone that enters the chamber unbidden.

Spellgorged Zombie #1: CR 5; SZ M Undead; HD 8d12+3; hp 55; Init +1; Spd 30 ft. (6 squares); AC 13 (+1 Dex, +2 natural), touch 12, flat-footed 11; BAB/Grp +4/+5; Atk +5 melee (1d6+1, slam); Full Atk +5 melee (1d6+1, slam); SA spell storing (8 levels; *incendiary cloud*, 4d6 fire damage per round, Ref DC 28 half); SQ darkvision (60 ft.), undead; AL N; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con –, Int –, Wis 12, Cha 8.

Skills: none. **Feats:** Toughness.

Spellgorged Zombie #2: CR 5; SZ M Undead; HD 8d12+3; hp 55; Init +1; Spd 30 ft. (6 squares); AC 13 (+1 Dex, +2 natural), touch 12, flat-footed 11; BAB/Grp +4/+5; Atk +5 melee (1d6+1, slam); Full Atk +5 melee (1d6+1, slam); SA spell storing (8 levels; *summon monster VIII*); SQ darkvision (60 ft.), undead; AL N; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con –, Int –, Wis 12, Cha 8.



* Spellgorged Zombies

Skills: none. **Feats:** Toughness.

Tactics: The first spellgorged zombie casts *incendiary cloud* upon the PCs while the second *summons* a vrook demon. The demon first tries to use its spores against anyone adjacent to it. Then after releasing its stunning screech upon the party, the vrook moves forward to attack lightly armored opponents, or those who have used magic against him. All bets are off if he begins to take damage, for he then turns his attention to destroying such threats to his infernal personage.

Vrook demon: CR 9; AC 22, hp 115; 2 claws +15 melee (2d6+6), bite +13 melee (1d8+3), 2 talons +13 melee (1d6+3); see the MM for details on the vrook.

There is a large magic circle inscribed upon the floor of the center of this chamber. Anyone who crosses the threshold of the magical circle triggers a magic mouth that utters a curse of terrors in Common in Jhedophar's raspy voice. "Curious of magic are you? Magic is a force to fear! Your courage fails you in the face of the arcane!"

Magic Mouth / Curse of Terrors* Trap: CR 4; magic device; proximity trigger (crossing the circle); automatic reset; spell effect (*magic mouth, curse of terror*, 10th-level bard, DC 18 Will save negates); Search DC 28; Disable Device DC 28.

Note: This particular ward was created for Jhedophar with the help of an old bard friend he had in life, who cast the spell for him, as Jhedophar bound the incantations that made it permanent. This version of the spell cases anyone curious enough to pry around inside the Tower of Jhedophar uninvited to become deathly terrified of arcane magic to the point where he runs in terror from anyone or anything that he sees or perceives to be using arcane magic or arcane magical powers. The affected character must thenceforth succeed on a DC 14 Will save whenever he witnesses a display of arcane magic or become panicked. The effects of this spell are permanent and can only

be removed with a *remove curse* spell, unless cast by a divine spellcaster, which will terrify the subject even more.

**Curse of terrors* appears in *Relics & Rituals* by Sword and Sorcery Studios™.

A staircase leads to the next floor of the tower, and has a locked and warded door.

Treasure: Jhedophar has a *brazier of commanding fire elementals* filled with brimstone sitting in the center of his magic circle. If Jhedophar is within his chamber of Divination, he lights the fire from the safety of the chamber of divination, summoning a huge fire elemental to attack the PCs. The elemental throws its support in with the spellgorged zombies and the vrook.

Huge Fire Elemental: CR 7; AC 19, hp 136; Slam +17 melee (2d8+4 and 2d8 fire); see the MM for details on fire elementals.

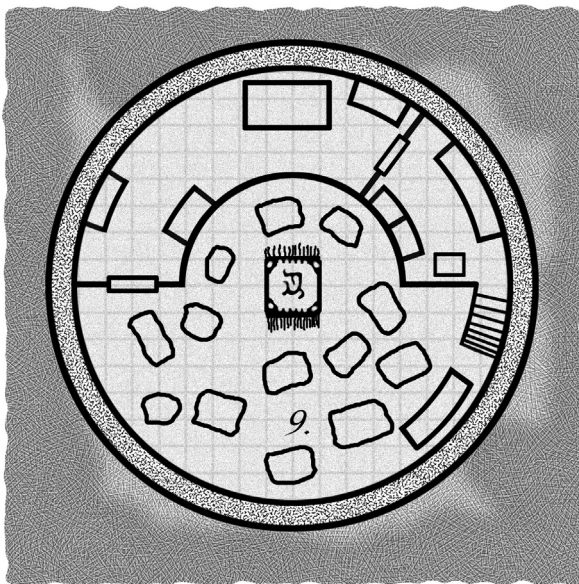
9: The Chamber of Divination.

This floor of the tower holds Jhedophar's private quarters. Is also where Jhedophar uses his *crystal ball* and *arcane eye* to spot out troubles around the world and seek the deeper mysteries of the universe from within and without the realms of existence. Jhedophar's special divination chamber is for Jhedophar and Jhedophar alone to use. Apprentices were never allowed entrance here due to the level of concentration required for deep scrying. It is filled with soft throw pillows and draped with velvet curtains. Jhedophar has several *gems of seeing* lying about on the pillows, and a large *crystal ball* sits upon a gilt golden pedestal in the center of the room. A door to the north leads to Jhedophar's private quarters. Jhedophar has placed a *rune of permanent misdirection* upon the ceiling of this chamber to allow his free scrying without worrying about being seen by others in return.

Unless first encountered elsewhere, this is where Jhedophar finally reveals himself to the PCs. He stands ominously before the PCs, his bony hands clasped around the twisted length of the *mandrake staff*.

"Powerful intruders you are indeed who seek the theft of this twisted staff of root and flesh. You may indeed be powerful enough to destroy Jhedophar but think first what you could gain if you instead listen to my parlay."

Jhedophar explains that the tower, the staff and even all the treasures within his tower are worthless compared to the knowledge he has gained through the centuries of research into the occult. In fact he has grown tired of the constant defense of the tower and is making arrangements to leave it altogether for a new place that is "a bit roomier" and has a "more pleasant view."



Should the PCs ignore his request for a pleasant chat, he reveals a *symbol of stunning* scribed upon a carved statuette of Beluri sitting on his personal altar to his dark queen. The altar and statuette are hidden beneath a drapery of pure black silk which he keeps covered when entertaining “living” guests. Aside from the *symbol of stunning*, the altar of Beluri is a foul and truly evil set piece to this otherwise lavish chamber. It was upon this altar that Jhedophar sacrificed each of his apprentices and turned them into spellgorged zombies. The altar is *unholy* and *desecrated*. Jhedophar cannot be turned while in its presence.

Jhedophar explains that he has no intention of just “giving away” his belongings. He points out that a red dragon named Exeterus has taken up lodging as a squatter in the bowels of the labyrinth. If the PCs are brave enough he surmises, they may be able to overcome the dragon, in which case he shall give the tower over to the PCs. In making this offer Jhedophar makes no mention of the *mandrake staff*, which he has no intention of willingly giving up. Jhedophar is however very intelligent and understands that a large force of adventurers powerful enough to survive the traps and beasts within his lair may well be able to harm or even slay him.

Should this tactic fail he of course expels as many deadly spells as he can upon the PCs from his extensive repertoire before casting plane shift and making his way to his new fortress upon the Plane of Molten Sky, where he plans to work as an ambassador and spy for his dread Queen Beluri.

Jhedophar, Male Half-Elf Lich Wiz18: CR 20; SZ M Undead; HD 18d12; hp 129; Init +7; Spd 60 ft. (12 squares); AC 27 (+5 natural, +3 Dex, +6 bracers, +3 ring), touch 16, flat-footed 24; BAB/Grp +9/+10; Atk +9 melee (1d8+5, touch plus paralyzing touch, Will DC 25 for half) or +10 melee (1d6+4, staff); Full Atk +9/+4 melee (1d8+5, touch plus paralyzing

touch, Will DC 25 for half) or +10/+5 melee (1d6+4, staff); SA fear aura (60 ft. radius, Will DC 25), paralyzing touch (Fort DC 25); SQ damage reduction (15/bludgeoning and magic), immunities (cold, electricity, polymorph, mind-affecting, sleep), low-light vision, resistance (+2 bonus vs. Enchantment), turn resistance (+4), undead; AL NE; SV Fort +9, Ref +12, Will +17; Str 13, Dex 16, Con –, Int 27 (31), Wis 17, Cha 22.

Skills: Concentration +27, Craft (Alchemy) +31, Craft (Calligraphy) +20, Decipher Script +31, Hide +11, Knowledge (Arcana) +31, Listen +14, Move Silently +11, Profession (instructor) +18, Search +15, Sense Motive +11, Spellcraft +31, Spot +14. **Feats:** Craft Staff, Dodge, Empower Spell, Forge Ring, Improved Initiative, Mobility, Scribe Scroll, Spell Penetration, Spring Attack, Weapon Finesse (touch).

Arcane Spells Prepared (4/7/7/6/6/6/6/4/4/3; base DC 20 + spell level, Transmutation DC 22 + spell level): 0—*mage hand*, *mending*, *detect magic*, *read magic*; 1st—*charm person*, *magic missile*, *ray of enfeeblement*, *reduce*, *shield**, *shocking grasp*, *true strike*; 2nd—*blur**, *blindness*, *bulls strength*, *mirror image*, *resist energy (electricity)**, *invisibility*, *web*; 3rd—*blink*, *displacement**, *dispel magic*, *haste**, *magic circle against chaos**, *protection from energy (fire)**; 4th—*bestow curse*, *charm monster*, *dimension door*, *enervation*, *polymorph*; 5th—*cone of cold*, *dominate person*, *hold monster*, *lightning bolt (empowered)*, *magic jar*, *mind fog*; 6th—*acid fog*, *chain lightning*, *contingency** (reduced to 25% hp, plane shift to plane of molten sky), *geas*, *mass suggestion*, *tensor's transformation*; 7th—*delayed blast fireball*, *finger of death*, *insanity*, *prismatic spray*; 8th—*horrid wilting*, *maze*, *symbol of insanity*, *trap the soul*; 9th—*imprisonment*, *meteor swarm*, *time stop*.

Possessions: The *mandrake staff*, +6 bracers of armor, +4 ring of protection, +3 cloak of resistance, +4 girdle of intellect (as per headband of the same name), boots of striding and springing, iron bands of binding, arcane scroll (*prismatic spray*, caster level 15), arcane scroll (*temporal stasis*), arcane scroll (*flesh to stone*), arcane scroll (*stone to flesh*), arcane scroll (*wall of iron*), golden circlet of skeleton warrior control.

Allowing Jhedophar's escape leaves the PCs in a special predicament if they previously made the deal with Exeterus in the labyrinth, for Exeterus most certainly expects the PCs to return with the *mandrake staff*, or be destroyed trying. They must kill the dragon, or chase Jhedophar through the planes of existence, destroy him, and retrieve the staff, lest they wish to be stalked by Exeterus for the rest of their lives.

Tactics: Jhedophar has had plenty of time to prepare for the PCs and has already cast several defensive spells by the time the PCs enter the Divination chamber. Rather than destroy the divination chamber, Jhedophar first attempts to cast *mass suggestion* to get

all the PCs to sit down on the floor and listen to him, if they still fail to hear him out he sees no recourse but to destroy them. He casts *prismatic spray*, targeting seated and helpless foes, and any who approach him in a threatening manner. On the following round he casts *time stop*, *chain lightning*, and *cone of cold* on the entire party, and *maze* and *imprisonment* on fighter types. Remember, Jhedophar has observed the party and knows what powers and specialties the various party members bring to the battle.

If the *time stop* wears out and the PCs are not dead or subdued he casts *meteor swarm* and uses the power of the *mandrake staff* to *plane shift* out of the tower to his new fortress in the Plane of Molten sky. It goes without saying that if the PCs severely damage Jhedophar he *plane shifts* automatically via his *contingency* spell, unless nailed to the spot with a *dimensional anchor* or other such spell.

In the event the PCs get initiative and he is put on the defensive, he stamps the *mandrake staff* on the ground activating its *walk of the mandrake* ability. The staff uses its *blink* ability and attacks with its *wither* power until expelled. It then uses *flesh to stone* and poison abilities, giving Jhedophar time to cast spells before returning to its master.

Note: At the DMs discretion he may have Lartugi step in to assist the PCs if he has not already been slain. Alternately if the PCs are having too easy a time with Jhedophar, Lartugi may join the fray as a wild card. If Lartugi lives, and the PCs have allowed Imbo to join them, Imbo switches sides and he and Lartugi fight against Jhedophar and the PCs in order to gain the staff.



Treasure: 6 *gems of seeing* with 1d6 charges left each, a crystal ball with detect thoughts. The golden pedestal on which the *crystal ball* sits is worth 1, 390 gp.

Note: The *gems of seeing* work perfectly for Jhedophar should he choose to cast *magic jar* or *trap the soul*.

Jhedophar's Private Chamber

Here is Jhedophar's bedchamber and writing table. Jhedophar has enough ink to scribe 20 levels worth of pages in spell books or 40 spell scrolls. There are enough material spell components in vials and jars to cast each spell in his spell books six times. Behind an illusory wall is a secret door, locked as each door within the tower and guarded with firetrap and explosive runes spells and a falling block trap.

Fire Trap: CR 5; spell; touch trigger (secret door); no reset; spell effect (*fire trap*, 18th-level wizard, 1d4+18 fire, DC 24 Reflex save half damage); Search DC 29; Disable Device DC 29.

Explosive runes that read the words "Look up!": CR 5; spell; touch trigger (secret door); no reset; spell effect (*explosive runes*, 18-level wizard, 6d6 force, DC 24 Reflex save half damage); Search DC 28; Disable Device DC 28.

The final trap is a falling block trap.

Falling Block Trap: CR 5; mechanical touch trigger (secret door); Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25.

Note: Unless disabled individually by first successfully dispelling the *fire trap* and *explosive runes* with successful castings of *dispel magic* or *greater dispelling*, all three traps trigger simultaneously.

Beyond the trapped door is a small chamber which holds a staff, several casters robes, and a book-shelf that contains many different dusty volumes. Scroll cases line the top of the shelves, and there is a silver dagger hanging from a chain upon a hook.

A PC making a successful DC 30 Search check discovers an invisible bookshelf that contains the actual spell books of Jhedophar. The other books are each trapped with a *fire trap* as described above and are enchanted with *magic aura*. They are filled with confusing gibberish as Jhedophar has cast *illusory script* upon them that may fool a common thief into thinking they are books of great value, and merely confuse a spell caster attempting to read them as if they were under the effects of a *confusion* spell.

Treasure: Spell Books of Jhedophar. These large volumes are covered in *illusory script* and *hidden page* cast on nearly every page so the perusing them gives the impression that they are completely blank. A solid silver +2 *keen dagger*, a +2 *quarterstaff* (*cursed staff* of

animated attack), a *wand of sleep* with 25 charges (DC 15), a +1 *ring of protection* and ten *potions of cause serious wounds*.

Jhedophar keeps spare copies of all of his books and his phylactery hidden within magical chest created using a *tiny chest* spell.

Concluding the Adventure

If the PCs have made the deal with Exeterus, faced down Jhedophar, and wrested the *mandrake staff* from him, they must still decide if they are to return to face Exeterus, or if they should try to deceive the dragon and sneak off with the goods that they have found. If the PCs did not make the deal with Exeterus, the dragon, wondering at the commotion and lack of threats within the labyrinth may lay in wait for the PCs outside of the Tower when they attempt to leave, extorting any treasure it can from them as it decides whether to roast and eat them or to let them go.

The adventure is concluded when the PCs have chased off or destroyed Jhedophar and Exeterus, and hopefully made it out with their lives and some new magic items and treasure. This adventure is not about completing some grand quest or accomplishment of some great deed, it is about facing down danger and testing one's mettle against dangerous and deadly foes.

Adventure Extensions

Both Exeterus and Jhedophar make great continuing foes for the PCs that you may use in your ongoing campaign setting. Perhaps the PCs decide to hunt down Jhedophar in the Plane of Molten Sky, or perhaps, having failed to kill Exeterus they find themselves stalked by the greedy dragon who uses innocent villagers as hostages, burning and destroying all in his path en route to challenge the PCs. This extension offers various role-playing opportunities for both the DM and PCs as the heroes find themselves becoming known as harbingers of doom. The story of their passing through an area precluding the destruction of villages and keeps preceding them upon the lips of bards and skalds until word finally reaches them of the deeds of Exeterus.

Perhaps Jhedophar finds the PCs an amusing challenge and decides to torment them by popping into their lives from time to time, or by using the PCs to secretly do his dirty work for him. Jhedophar is extremely intelligent and quite selfishly despicable and unpredictable. Evil or neutral PCs may find Jhedophar to be a mentor or a powerful patron to their dastardly deeds. Above all Jhedophar is a survivor and seeks to stay that way.

Further extensions include the uncovering of the magic sword *Karelis* by the PCs and the unlocking of the fantastic sword's many secrets. *Karelis* seeks a strong hero who may finally free her body from its imprisonment in the Plane of Agony.

Appendices

New Spell

Ward of Pain

Abjuration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Object or creature touched

Duration: Permanent until triggered or instantaneous

Saving Throw: Fort negates

Spell Resistance: No

This spell, long lost in the annals of time was purportedly a favorite of the torture mages of Kal Kesh in the dark morning of the world.

Upon casting the ward of pain, the wizard imparts every ounce of agony and torture he can muster upon the object the ward is scribed upon. The ward of pain deals 1d4 points of nonlethal damage per caster level to the

individual touching the object. Creatures making a successful Fortitude save suffer no adverse effect from handling the warded object.

Material Component: A needle through a bunny's eye (because they are cute and fuzzy and it would hurt.)

Magic Items

Mirror of Charming

This ornate polished silver mirror is bordered in an intricately worked golden frame, making it appear much like a boudoir mirror. It is roughly five feet tall by three feet wide, affording anyone gazing into it a nearly full length view of themselves. Upon gazing into the mirror the viewer must succeed on a DC 20 Will save or become enraptured by their own appearance, unable to leave off looking at themselves. Attempting to remove a viewer from gazing upon the mirror causes the viewer to succeed on a second DC 20 Will save or become enraged as a barbarian's rage for 1d6 rounds, attacking anyone who disturbs their viewing.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, charm monster; Market Price: 12,000 gp; Weight: 70 lbs.

Adherer Oil

Adherer oil is the alchemically distilled secretion of an adherer. This milky glue like substance is very sticky and when applied to a persons body causes the blows of enemies weapons to stick to their body unless their attacker is using a stone weapon or succeeds on a DC 20 Reflex save. Likewise, individuals coated in adherer oil gain a +5 circumstance bonus to any grapple checks they make while thus coated. One application of adherer oil lasts for 3d6 minutes. To craft a flask of adherer oil, the craftsman must have a ready supply of adherer glue from a living adherer, and succeed in a DC 30 Craft (Alchemy) check. Cost: 500 gp per application.

The Mandrake Staff

This staff is roughly 6 feet long and nearly 3 inches thick. It is dark and twisted having the vague appearance of a tortured, withered man, the top of the staff seeming to look like a screaming head of a damned spirit. Legends abound as to the true source of the mandrake staff, whispers and myth of a great mandrake root as strong as dark-wood, dug from the feet of a hanged murderer, given life and imbued with magic power by the witches of the Stench-Hollow Downs. Others claim that the power of the staff is much older still, going back to the times of the voodoo kings of old. The staff possesses many astounding and deadly qualities, especially the quality of change, and has been sought after by masters of the school of transmutation for its powers of strengthening their magic two fold again.

- **+3 quarterstaff**
- **Withering (2/week):** With a successful melee touch attack with this staff against creatures of up to large size causes a random portion of the body so touched to wither away unless a successful DC 22 Fortitude save is made. On a failed save, limbs drop off, and in the event of a strike to the head being the result is instant death. A strike to the victims torso causes 2d6 points of permanent Constitution damage on a failed save. On a successful Fort save, limbs become useless causing the victim to take 1d6 points of permanent dexterity loss, on a strike to the head the victim loses 1d6 points of permanent charisma, and 1d6 points of permanent Constitution damage should the blow strike the victim in the torso. The limbs or ability damage may only be recovered with wish, miracle, or removal of the limb and subsequent casting of regeneration. In the event of death only a true resurrection spell may raise a victim thus slain. To determine where the withering strike lands, roll 1d6 and consult the following: 1-head, 2-right arm, 3-left arm, 4-right leg, 5-left leg, 6-torso.
- **Poison (1/day):** As per the divine spell except arcane casters are the only ones who may use this feature.
- **Spell Focus (Transmutation):** Anyone with access to the Transmutation school is treated as if they have this feat while holding the staff.
- **Access to the Transmutation school of magic:** Any arcane caster without access to this school may access it while holding this staff.

• **Blink (3/day), passwall (2/day), flesh to stone, etherealness, and plane shift (each 1/day).**

• **Walk of the Mandrake:** Once per week the staff may be commanded to animate and walk about on its own accord for up to 1 hour. This done, the staff sprouts a pair of root like legs which allow it a movement rate of 30 ft. The staff has an Armor Class of 30, a hardness of 5, 32 hit points, and attacks at the users Base attack bonus. While the staff is moving independently of its master it may use any of its special abilities as long as these special abilities have not gone beyond their number of uses per day/week.

Caster Level: 20th; Weight: –

Scroll Case of Obscuring

Much sought after by spellcasters, a scroll case of obscuring holds up to five scrolls of any level within its ebony-wood compartment. The scroll case is continually under the effects of an *obscure object* spell so that would be thieves using scrying devices and magic seem to ignore the scroll case's presence. The case is especially useful for hiding secret documents that a wizard or cleric does not wish his enemies to find. A PC must succeed on a DC 20 Search check to even notice the scroll case at all as it appears so innocuous to the viewer.

Caster Level: 11th; Prerequisites: Craft Wondrous Items, obscure object, permanent image; Market Price: 2,000 gp

Karelis, +3 Intelligent Special Purpose Adamantine Bastard Sword

This adamantite bastard sword is of magnificent craftsmanship, having a suppleness not normally seen in such a slayers weapon. Its chiseled and engraved hilt is done in the ancient elven style of sword dancers, with a green dragon skin wrist thong attached to its star sapphire pommel stone. The emeralds that adorn the cross hilt are embedded so as to appear as a pair of almond shaped eyes of deep beauty and sadness.

• **Karelis** is neutral good and her powers and abilities may be utilized by any being of good alignment. Karelis has a Charisma of 22, an Intelligence of 20, a Wisdom of 14 and an Ego of 33.

• **Karelis** speaks Abyssal, Celestial, Common, Elven, Sylvan, Infernal, and the secret tongue of the N'gathau*. She is imbued with speech and telepathy.

* Details on the N'gathau are found in *Tome of Horrors II* by Necromancer Games.

Primary Abilities

The primary abilities are:

- The wielder of **Karelis** may *detect magic* at will.
- The wielder of **Karelis** may *detect evil* as the paladin ability 3/day.

The wielder of **Karelis** may use *lesser globe of invulnerability* 1/day as a 15th-level sorcerer.

• **Karelis** may Sense Motive on behalf of the wielder as if she had 10 ranks of the skill (+12 to Sense Motive checks).

Extraordinary Powers

In addition to *Karelis*' primary abilities *Karelis* also possesses the following extraordinary powers:

- **Deathwatch Dance:** Whenever the bearer of *Karelis* drops below 0 hp, *Karelis* animates as a dancing weapon, defending the fallen hero at the hero's base attack bonus for 4 rounds. When this effect takes place the ghostly image of the elf-maiden *Karelis* appears before the sword bearer's enemies and allies alike as she defends his fallen form although the wounded and unconscious hero may never see this magnificent sight. Should the hero be healed while *Karelis* defends his form, the blade drops to within reach of the hero so that he may again grasp her hilt and rejoin the fight, her image vanishing instantly upon his return to consciousness.

- **Song of Karelis:** Twice per day *Karelis* may be asked to sing her song of battle. This song acts exactly like the bardic ability inspire courage, granting the bearer and his allies a +2 moral bonus to attacks and damage, and a +3 moral bonus to will saves versus charms and fear effects. The lilting elven war-song causes the blade to appear to vibrate, the notes resounding in a 30-foot radius around the bearer of the blade.

Intelligent Item Purpose

Karelis' special purpose is to destroy the horrid thing her body has become. Although her soul is trapped within her magical blade, the body of *Karelis* lives on in the Plane of Agony. It is now a horrid, twisted, tortured being called a N'Gathau. Neither the soul of *Karelis* or Lord Tork are certain of the truth, but they suspect that Jhedophar sold *Karelis* to demonic creatures called the N'Gathau in exchange for vile wisdom and great power. *Karelis* does not know the new name the N'Gathau have bequeathed to her body, nor does she even know what her body looks like after being twisted and tortured and reshaped by the ghastly rulers of the Plane of Agony. The sword's purpose is to lead heroes appropriate to the task of venturing to the Plane of Agony to find and destroy the N'Gathau that once was *Karelis*, thus allowing her soul escape from the blade and go on to her eternal reward.

While on the Material Plane, her will is to destroy any N'gathau or their minions that she or her wielder comes into contact with.

Intelligent Item Special Purpose Power

- When combating a N'gathau, the wielder of *Karelis* is granted a +3 luck bonus to all saving throws and a +3 deflection bonus to AC.

Monster Appendix**Barrow Wight**

Medium Undead

Hit Dice: 6d12 (39 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple: +3/+5
Attack: Slam +5 melee (1d4+3 plus energy drain)

Full Attack: Slam +5 melee (1d4+3 plus energy drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Create spawn, energy drain, insanity gaze
Special Qualities: Darkvision 60 ft., +2 turn resistance, undead traits
Saves: Fort +2, Ref +3, Will +6
Abilities: Str 14, Dex 12, Con –, Int 11, Wis 13, Cha 16
Skills: Climb +8, Hide +7, Listen +9, Move Silently +15, Search +6, Spot +9
Feats: Alertness, Blind-Fight, Power Attack
Environment: Any
Organization: Solitary, gang (2-5), or pack (6-11)
Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 7-12 HD (Medium)
Level Adjustment: –

This creature appears as a rotting humanoid with leathery, gray skin drawn tight over its frame. Its eyes glow crimson. The creature's clothes appear as rotting and tattered rags.

Barrow wights are undead creatures akin to normal wights, but they are always found in or near barrows, usually guarding the treasure contained therein. They hate living creatures and attempt to destroy anyone who invades their resting place.

A barrow wight is a twisted, insane creature standing about 6 feet tall.

Combat

A barrow wight attempts to use its gaze attack on the closest creature to it when it is first encountered. Creatures not affected by its gaze are pummeled with its fists.

Create Spawn (Su): A humanoid slain by a barrow wight becomes a barrow wight in 1d4 rounds. Spawn are under the command of the barrow wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a barrow wight's slam attack gain one negative level. The Fortitude save to remove the negative level has a DC of 16. The save DC is Charisma-based. For each such negative level bestowed, the barrow wight gains 5 temporary hit points.

Insanity Gaze (Su): Anyone with 30 feet that meets a barrow wight's gaze is affected as if by an insanity spell (caster level 9th). A successful DC 16 Will save negates the effects. The save DC is Charisma-based.

Skills: Barrow wights have a +8 racial bonus on Move Silently checks.

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Bloody Bones

Medium Undead

Hit Dice: 5d12 (32 hp)
Initiative: +1
Speed: 30 ft. (6 squares)

Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+2/+5
Attack:	Tendril +4 ranged touch (drag) or claw +5 melee (1d4+3)
Full Attack:	4 tendrils +4 ranged touch (drag) and claw +5 melee (1d4+3)
Space/Reach:	5 ft./5 ft. (30 ft. with tendril)
Special Attacks:	Improved grab, rend 2d4+4, tendrils
Special Qualities:	Darkvision 60 ft., resistance to fire 10, slippery, undead traits
Saves:	Fort +3, Ref +2, Will +6
Abilities:	Str 16, Dex 12, Con -, Int 12, Wis 14, Cha 12
Skills:	Climb +10, Escape Artist +23, Hide +8, Listen +9, Move Silently +6, Spot +9
Feats:	Great Fortitude, Weapon Focus (tendril)
Environment:	Any
Organization:	Solitary or gang (2-5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	6-12 HD (Medium); 13-15 HD (Large)
Level Adjustment:	-

This creature appears as a skeletal humanoid with bits of muscle and sinew hanging from its body. Four long, sinewy tendrils writhe from its midsection. The entire creature constantly oozes a mixture of blood and mucus. Its eye sockets are hollow and show no pupils.

Bloody bones are evil undead spirits that haunts caverns, caves, and other desolate places. Their true origins are unknown, but they are believed to be the undead remains of those who desecrate evil temples and are punished by the gods for their wrongdoings.



From a distance, they are likely to be mistaken for skeletons, but those that make this mistake often regret it, for the bloody bones is far worse than the undead creature it resembles.

A bloody bones stands about 6 feet tall. It is unknown if they can speak.

Combat

A bloody bones prefers to hide in the shadows and wait for its prey to pass nearby. It then leaps to the attack, entwining its opponents with its tendrils and clawing its prey until dead.

Improved Grab (Ex): To use this ability, a bloody bones must hit an opponent up to its size or smaller with a tendril attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it pulls its opponent into a space adjacent to it and attacks with its claws.

Rend (Ex): A bloody bones that hits an opponent with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+4 points of damage.

Tendril (Ex): A bloody bones can fire up to 4 sinewy tendrils to a maximum range of 30 feet (no range increment).

A tendril has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a bloody bones' tendril does not provoke an attack of opportunity. If the tendril is currently wrapped around a target, the bloody bones takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a tendril deals no damage to a bloody bones.

Slippery (Ex): Bloody bones are difficult to grapple or snare due to the constant flow of blood and mucus across their bodies. Webs, magic or otherwise, do not affect bloody bones, and they usually wiggle free from most other forms of confinement.

Skills: Because their bodies are slippery, bloody bones have a +15 racial bonus on Escape Artist checks.

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Crypt Thing

Medium Undead	
Hit Dice:	6d12 (39 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/+4
Attack:	Claw +5 melee (1d6+1)
Full Attack:	2 claws +5 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Teleport other
Special Qualities:	Damage reduction 10/magic and bludgeoning, darkvision 60 ft., +4 turn resistance, undead traits
Saves:	Fort +2, Ref +4, Will +7
Abilities:	Str 12, Dex 14, Con -, Int 12, Wis 14, Cha 15
Skills:	Bluff +7, Intimidate +10, Listen +13, Move Silently +7, Search +7, Sense Motive +7, Spot +13
Feats:	Alertness, Improved Initiative, Weapon Finesse

Environment: Underground
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Always neutral
Advancement: 7-13 HD (Medium);
 14-18 HD (Large)
Level Adjustment: -

A skeletal humanoid wearing a dark hooded robe sits in a high-backed chair before you. Its eyes appear as small pinpoints of reddish light. As you approach it, the creature raises a bony hand and points at you.

Crypt things are undead creatures found guarding tombs, graves, crypts, and other such structures. They are created by spellcasters to guard such areas and they never leave their assigned area.

Crypt things speak Common.

Combat

A crypt thing never initiates combat. It is content to sit (or stand) in its assigned area so long as intruders do not disturb it or anything in the assigned area. At the first sign of disturbance however, a crypt thing springs to life. Its first order of business is to attempt to remove the interlopers from its assigned area by using its teleport other attack. Opponents that successfully resist are attacked by the crypt thing who uses its claws to rake and slash its foes.

A crypt thing's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Teleport Other (Su): Once per day as a standard action, a crypt thing can *teleport* all creatures within 50 feet of it to a randomly determined location. An affected creature can attempt a DC 17 Will save to negate the effects. The save DC is Charisma-based and includes a +2 racial bonus.

An affected creature is *teleported* in a random direction (roll 1d4: 1, north; 2, south; 3, east; 4, west) and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its saving throw. A *teleported* creature arrives in the closest open space at the determined destination.

A *teleported* creature can arrive in mid-air rather than on a solid surface, if the crypt thing wishes. A creature that arrives in mid-air takes falling damage when it contacts a solid surface (unless it has some means to prevent falling, such as the ability to fly, or a *feather fall* spell).

Crypt Guardian

There exists in some parts of the world (and perhaps only truly in legend; sages aren't sure) a variant of the crypt thing known as a crypt guardian. This variant has all the same abilities and powers as a normal crypt thing, with the following changes. The variant does not possess the *teleport other* ability. Instead, it possesses an ability known as *cloak other*.

Cloak Other (Su): Once per day as a standard action, a crypt guardian can simultaneously paralyze and turn invisible all creatures within 50 feet. An affected creature can make a DC 17 Will save to negate the effects (only one save is required; if it succeeds, both effects are negated). The save DC is Charisma-based and includes a +2 racial bonus. Affected creatures remain paralyzed and

invisible for 2d4 days. A new save is allowed each day until the effects are broken, dispelled, or the duration ends.

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Create Crypt Thing

Necromancy

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 hour

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

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell allows you to animate a single Medium or Large corpse of 18 HD or less into a crypt thing. This spell must be cast in the area the creature is to guard or it fails. The corpse must be mostly intact and must be humanoid-shaped and have a skeletal system or structure. The statistics for the crypt thing depend on its size, not on what abilities the creature may have possessed while alive (because it does not retain any memories or abilities it had in life). Only one crypt thing is created with this spell, and it remains in the area where it was created until destroyed.

Material Component: A black pearl gem worth at least 300 gp. The gem is placed inside the mouth of the corpse. When the corpse animates, the gem is destroyed.

Demiurge

Medium Undead (Incorporeal)

Hit Dice: 8d12 (52 hp)

Initiative: +6

Speed: 30 ft. (6 squares), fly 40 ft. (good)

Armor Class: 16 (+2 Dex, +4 deflection), touch 16, flat-footed 14

Base Attack/Grapple: +4/-

Attack: Incorporeal touch +6 melee (1d4 cold)

Full Attack: Incorporeal touch +6 melee (1d4 cold)

Space/Reach: 5 ft./5 ft.

Special Attacks: Chill, soul touch, transfixing gaze

Special Qualities: Darkvision 60 ft., incorporeal

traits, susceptibility to iron,

unnatural aura, undead traits, SR 20

Saves: Fort +2, Ref +4, Will +8

Abilities: Str -, Dex 15, Con -, Int 14,

Wis 14, Cha 18

Skills: Hide +13, Intimidate +15, Listen

+15, Search +13,

Sense Motive +13, Spot +15

Feats: Alertness, Combat Reflexes,

Improved Initiative

Environment: Any

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9-24 HD (Medium)

Level Adjustment: -

This entity appears as a humanoid with sunken nose, hollow eye sockets, and sickly pale white, semi-transparent flesh. Its hair is unkempt and dirty, and its clothes are nothing more than rags that hang loosely from its translucent form.

The demiurge is the undead spirit of an evil human returned from the grave with a wrathful vengeance against all living creatures that enter its domain. The demiurge is very territorial, usually haunting an area of up to three square miles from its place of death.

Combat

A demiurge attempts to transfix the most powerful opponent in combat. Having successfully done so, it uses its soul touch ability to disperse of such creatures and any others remaining. If it fails to transfix an opponent or is faced with overwhelming odds, it flees, seeking to attack at a later time.

Chill (Su): The touch of the demiurge brings the cold of the grave and deals 1d4 points of cold damage to a living creature touched.

Soul Touch (Su): A demiurge can damage a creature's soul by moving through a space occupied by the creature. This is a standard action that does not provoke an attack of opportunity. The target can resist the attack by succeeding on a DC 18 Will save. If the save fails, the target dies as the shock of unlife permeates its soul. If the save succeeds, that creature cannot be affected again by the same demiurge's soul touch for one day. The save DC is Charisma-based.

Transfixing Gaze (Su): Any creature within 30 feet meeting the demiurge's gaze must succeed on a DC 18 Will save or be transfixed for one minute as if affected by a *hold person* spell (caster level 10th). An affected creature can attempt a new save (same DC) each round to break the effects.

Susceptibility to Iron (Ex): A weapon forged of cold-wrought iron ignores the demiurge's incorporeal state and deals normal damage.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a demiurge at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

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Demon, Gharros (Scorpion Demon)

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 16d8+160 (232 hp)

Initiative: +8

Speed: 30 ft. (6 squares)

Armor Class: 28 (-1 size, +4 Dex, +15 natural), touch 13, flat-footed 24

+16/+30

Base Attack/Grapple: Battleaxe +25 melee (2d6+10)

Attack: Battleaxe +25 melee (2d6+10)

Full Attack: and 2 tail stings +21 melee (1d8+5 plus poison)

10 ft./10 ft.

Space/Reach: Poison, spell-like abilities,

summon demons

Special Attacks: Damage reduction 15/cold iron and good, darkvision 60 ft., immunity to electricity and poison, outsider traits, resistance

to acid 10, cold 10, and fire 10,

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization: Solitary or pack (2-4)

Challenge Rating: 14

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 17-25 HD (Large); 26-48 HD (Huge)

Level Adjustment: -

This hideous creature appears to be half-scorpion and half-human. Its upper torso is that of a greenish-silver humanoid with long, flowing dark hair and stark white eyes while its lower torso is that of a reddish-brown scorpion. Its tail splits into two separate stingers and the creature's mouth is filled with razor-sharp teeth.

A gharros looks like a cross between a large human and an even larger scorpion. They serve as guards, soldiers, shock troops (and even assassins sometimes) to some of the minor nobles and lesser demon lords of the Abyss. They hate all goodness and seek to destroy it at any opportunity through whatever means available.

A gharros is about 8 feet tall and 10 feet long and weighs around 1,500 pounds. The typical gharros speaks Abyssal, Common, and three other languages.

Combat

Gharros are very aggressive in battle and seek to kill the strongest opponent first. They wield their battleaxes in combat and sting with their deadly tails, all the while sprinkling the fight with their spell-like abilities. Unless ordered to do so, a gharros never takes prisoners in battle. They fight to the death (either their death or their opponent's).

A gharros's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will - *darkness*, *desecrate*, *detect good*, *detect magic*, *mirror image*, *telekinesis* (DC 20), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Poison (Ex): A gharros delivers a virulent poison with a successful tail sting. The save DC is Constitution-based.

Gharros Poison: Injury, Fortitude DC 28, initial and secondary damage 2d6 Constitution.

Summon Demons (Sp): Once per day, a gharros can attempt to summon 4d10 dretches, 1d4 vrockes, or 1d2 glabrezus with a 50% chance of success or another ghar-

ros with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Skills: Gharros demons have a +8 racial bonus on Listen and Spot checks.

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Gargoyle

Several different varieties in addition to the one described in the MM exist. Each is detailed below. For all their differences, they do share some common traits as described under the combat section.

Combat

Gargoyles remain still and then suddenly attack or dive into their prey. A group of margoyles and/or gargoyles works in unison to bring down their opponents.

Gargoyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

Four-Armed Gargoyle

This creature appears to be a hideous and winged humanoid carved of stone. Its ears are oversized and pointed and two large backward-curving horns jut from its head above its eyes. Its four arms end in stony claws.

Four-armed gargoyles like their brethren often stand perched indefinitely without moving in an attempt to surprise their opponents. They have a great fondness for inflicting pain on their foes. When a four-armed gargoyle



has the upper hand in battle, it often draws out the conflict as long as it can in order to deal as much pain and suffering as it can on its foes.

Four-armed gargoyles speak Common and Terran.

Margoyles

This creature looks like a hideously ugly humanoid chiseled of brown stone. Two large horns protrude from its head, just above its eyes. Four large stony spikes jut from its shoulder blades. Its hands and feet end in sharpened claws.

Gargoyle	Four-Armed	Margoyles
Hit Dice:	Medium Magical Beast (Earth) 4d10+19 (41 hp)	Medium Magical Beast (Earth) 6d10+27 (54 hp)
Initiative:	+2	+2
Speed:	40 ft. (8 squares), fly 60 ft. (average)	40 ft. (8 squares), fly 60 ft. (average)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14	18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+4/+6	+6/+9
Attack:	Claw +6 melee (1d4+2)	Claw +9 melee (1d6+3)
Full Attack:	4 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1)	2 claws +9 melee (1d6+3) and bite +7 melee (1d6+1) and gore +7 melee (1d6+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	—
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., freeze, low-light vision	Damage reduction 10/magic, darkvision 60 ft., freeze, low-light vision
Saves:	Fort +8, Ref +6, Will +1	Fort +9, Ref +7, Will +3
Abilities:	Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7	Str 17, Dex 15, Con 19, Int 8, Wis 12, Cha 8
Skills:	Hide +7*, Listen +4, Spot +4	Hide +9*, Listen +5, Spot +5
Feats:	Multiattack, Toughness	Multiattack, Power Attack, Toughness
Environment:	Any	Any
Organization:	Solitary, pair, or wing (5-16)	Solitary, pair, or wing (1-2, plus 4-6 gargoyles)
Challenge Rating:	4	5
Treasure:	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	5-6 HD (Medium); 7-12 HD (Large)	7-9 HD (Medium); 10-18 HD (Large)
Level Adjustment:	—	—

A margoyle is a slightly larger version of the standard gargoye. It is meaner, eviler, and deadlier than the normal gargoye. Margoyles are most often encountered in subterranean regions and often have a pack of gargoyles with them. In such cases, the margoyle is looked upon as the master or leader of the group.

Margoyles speak Common and Terran.

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Phycomid

Small Plant
Hit Dice: 4d8+4 (22 hp)
Initiative: +0
Speed: 10 ft. (2 squares)
Armor Class: 15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple: +3/-2
Attack: Fluid globule +4 ranged touch (1d6 acid plus spore infection)
Full Attack: Fluid globule +4 ranged touch (1d6 acid plus spore infection)
Space/Reach: 5 ft./0 ft.
Special Attacks: Acid, spore infection
Special Qualities: Plant traits, tremorsense 30 ft.
Saves: Fort +5, Ref +1, Will +1
Abilities: Str 8, Dex 10, Con 13, Int -, Wis 11 Cha 1
Skills: -
Feats: -
Environment: Underground
Organization: Solitary or patch (2-4)
Challenge Rating: 4
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral (evil tendencies)
Advancement: 5-9 HD (Small); 10-12 HD (Medium)
Level Adjustment: -

A small blob of decomposing matter covers the ground. Several small mushrooms sprout from the patch.

A patch of phycomids is often found growing in garbage heaps, refuse, and other such places. A typical patch of phycomid covers an area of 2 feet. The actual number of mushroom-growths varies with the actual size of the patch. The mushroom caps are usually white, red, purple, or yellow in color, and the phycomid's body is milky white.

Combat

The phycomid attacks by extruding a small tube from its body and firing a glob of acid at a foe. The phycomid has a range increment of 5 feet and can fire a globule to a maximum range of 20 feet.

Acid (Ex): A phycomid's fluid globules are formed of acid. Any ranged touch attack deals 1d6 points of acid damage.

Spore Infection (Ex): A creature hit by a phycomid's fluid globule attack must succeed on a DC 13 Fortitude save or take 1d2 points of Constitution damage as tiny mushroom-like growths sprout from its body. Each minute (10 rounds) thereafter, until the victim receives a remove disease, heal, miracle, or wish, he takes 1 point of Constitution damage. At Constitution 0, the victim dies and his body collapses to the ground, sprouting a new phycomid. The save DC is Constitution-based.

Tremorsense (Ex): A phycomid can automatically sense the location of anything within 30 feet that is in contact with the ground.

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Rat, Shadow

Common
 Tiny Undead
Hit Dice: 1/2d12 (3 hp)
Initiative: +2
Speed: 15 ft. (3 squares), climb 15 ft.
Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13
Base Attack/Grapple: +0/-10
Attack: Bite +4 melee (1d3 plus 1d2 Str)
Full Attack: Bite +4 melee (1d3 plus 1d2 Str)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Strength damage
Special Qualities: Darkvision 60 ft., incorporeal form, scent, shadow blend, undead traits
Saves: Fort +0, Ref +2, Will +4
Abilities: Str 6, Dex 15, Con -, Int 2, Wis 12, Cha 2
Skills: Balance +11, Climb +11, Hide +16, Listen +3, Spot +3
Feats: Alertness, Weapon Finesse (b)
Environment: Underground
Organization: Pack (6-11) or cluster (12-20)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2 HD (Small)
Level Adjustment: -

This creature appears as a rat with rotting flesh, torn and matted fur, and reddish blazing eyes. Its semi-translucent skin shows discolored bones and muscles.

Shadow rats are essentially undead rats that can assume an incorporeal form. Other than their semi-translucent form (which they maintain regardless of their incorporeality or not), they resemble their earthly counterparts in all respects.

Combat

Shadow rats attack relentlessly with their bite attack. Unlike normal shadows, shadow rats do not create spawn.

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

Incorporeal Form (Su): A shadow rat can, as a standard action, assume an incorporeal form for up to 1 hour per day. In this form, the shadow rat loses its natural AC bonus, but gains a +1 deflection bonus to AC. While in this form, the common shadow rat has AC 15 (+2 size, +2 Dex, +1 deflection), touch 15, flat-footed 13; dire shadow rat AC 15 (+1 size, +3 Dex, +1 deflection), touch 15, flat-footed 13. The shadow rat can attack corporeal opponents while it is incorporeal (its attack becomes a melee touch attack). Additionally, an incorporeal shadow rat gains the incorporeal subtype.

Shadow Blend (Ex): In any condition of illumination other than full daylight, a shadow rat can disappear into the shadows, giving it total concealment. Artificial illu-

mination, even a *light* or *continual flame* spell, does not negate this ability. A daylight spell however will.

Skills: Shadow rats have a +4 racial bonus on Hide checks and a +8 racial bonus on Balance checks.

Shadow rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier on Climb checks.

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Skeleton Warrior

The skeleton warrior is a lich-like undead that was once a powerful fighter of at least 8th level. Legend says that the skeleton warriors were forced into their undead state by a powerful demon prince who trapped each of their souls in a golden circlet. A skeleton warrior's only purpose is to search for and regain the circlet containing its soul.

A skeleton warrior appears as a lich-like creature dressed in the same type of armor and clothes worn during life. Its clothes and armor usually show signs of wear and age. A skeleton warrior speaks Common and any other languages it knew in life.

Creating a Skeleton Warrior

"Skeleton Warrior" is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature). A skeleton warrior has all the character's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate its base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: A skeleton warrior has a +4 natural armor or the base creature's natural armor bonus, whichever is better.

Attack: A skeleton warrior retains the ability to use weapons. A creature with natural weapons retains the use of those natural weapons.

Full Attack: A skeleton warrior retains the ability to use weapons. A creature with natural weapons retains the use of those natural weapons.

Special Attacks: A skeleton warrior retains all the character's special attacks and also gains those listed below. Saves have a DC of $10 + 1/2$ the skeleton warrior's HD + the skeleton warrior's Charisma modifier, unless noted otherwise.

Fear Aura (Su): Skeleton warriors are shrouded in an aura of fear. Creatures with less than 5 HD and in a 30-foot radius must succeed on a Will save or be affected as though by fear cast by a sorcerer of the skeleton warrior's level.

Find Target (Sp): A skeleton warrior can track and find the possessor of its circlet unerringly, as though guided by discern location. Using this ability, it can also find the last person to possess its circlet.

Special Qualities: A skeleton warrior retains all the character's special qualities and gains those listed below.

Damage Reduction: Skeleton warriors have damage reduction 10/magic and bludgeoning.

A skeleton warrior's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Darkvision (Ex): Skeleton warriors have darkvision to a range of 60 feet.

Turning Immunity (Ex): Skeleton warriors cannot be turned or controlled by clerics of any level or alignment.

Spell Resistance (Su): Skeleton warriors have spell resistance $15 + \text{HD}$ (maximum 35).

Abilities: Increase from the base creature as follows: Str +4, Wis +2, and Cha +2. Being undead, a skeleton warrior has no Constitution score.

Skills: Skeleton warriors have a +8 racial bonus on Intimidate checks and a +6 racial bonus on Sense Motive and Spot checks. Otherwise same as the base creature.

Environment: Any.

Organization: Solitary.

Challenge Rating: Same as the creature +2.

Treasure: Standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +3.

The Skeleton Warrior's Circlet

The transformation into a skeleton warrior traps the character's soul in a golden circlet. Anyone possessing one of these circlets may exude control over the skeleton warrior (whose soul is trapped therein).

In order to establish or maintain control, the controller must be within 300 feet of the skeleton warrior and must wear the circlet on his head and spend one full round concentrating on the skeleton warrior. If the controller is interrupted during this time, he must succeed on a DC 20 Concentration check to establish control. If the check fails, the controller can try again. While wearing the circlet, the controller cannot wear any other item on his head. Doing so causes the circlet to cease functioning until the other headgear is removed. (A skeleton warrior can still detect the location of its circlet even if the controller wears something on his head to nullify the circlet's powers.)

While wearing the circlet and within 300 feet of the skeleton warrior, the controller can see through the skeleton warrior's eyes and force it to act (attack, search, and so forth). This is called "active" mode. While the skeleton warrior is in active mode, the controller himself cannot take any action other than a 5-foot step.

Alternately, the controller can place the skeleton warrior in "passive" mode. In this mode, the skeleton warrior stands motionless and inert. The controller cannot see through the skeleton warrior's eyes but he himself is free to act. If the controller moves more than 300 feet away from the skeleton warrior or if the circlet is removed from the controller's head, the skeleton warrior automatically enters passive mode.

The controller can switch the skeleton warrior between active and passive mode as a free action. Should the controller ever lose the circlet (through accident, theft, or simply by discarding it), the skeleton warrior instantly stops what it is doing and moves as quickly as possible toward the former controller and attempts to

destroy him (or her). If a skeleton warrior ever gains control of the circlet that contains its soul, it places the circlet on its head and “dies”, vanishing in a flash of light. The circlet falls to the ground and crumbles to dust.

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Spellgorged

It is the ultimate humiliation for a spellcaster: to be reduced to a mindless, rotting husk used only to store the spells of a rival. Created with the use of a *create greater undead* spell, a spellgorged is a programmed being, which appears much like a normal zombie. It must be made from a corpse that was in life an arcane or divine spellcaster. Spellgorgeds may be used to store spells much like a *ring of spell storing* with the notable exception that they may be programmed to exhaust these spells by the spellcaster through a series of set commands.

Creating and Spellgorged

“Spellgorged” is a template that can be added to any character capable of casting arcane or divine spells (hereafter referred to as the “base character”). Its type changes to Undead. It retains any elemental type modifiers (such as Fire or Aquatic), but loses any alignment or racial type modifiers. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Same as base character, increase to d12.

Speed: If the base creature can fly, reduce its maneuverability to Clumsy.

Armor Class: +2 natural armor, or that of the base character, whichever is greater.

Attacks: The spellgorged retains all the natural attacks and weapon proficiencies of the base character. A spellgorged also gains a slam attack. Recalculate the zombie's attack bonuses based on its new type and ability scores.

Damage: A slam attack deals damage depending on the spellgorged's size.

Size	Damage
Diminutive	1
Fine	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: An spellgorged retains all the special attacks of the base character and also gains those listed below. Saves have a DC of 10 + 1/2 spellgorged's hit dice + spellgorged's Charisma modifier unless noted otherwise.

Spell Storing (Su): An spellgorged can store any spell cast into its mouth as if it were a ring of spell storing. The spellgorged can store as many spell levels as it has hit dice. Each spell has a caster level equal to that of the spellcaster that placed the spell in the spellgorged. The save DC for any spell stored in a spellgorged is determined using the ability scores of the spellcaster. The spellgorged need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (since

the spellgorged need not gesture). When the spellcaster stores the spells in the spellgorged, however, he must use all required components for the spell.

For randomly generated spellgorgeds, treat the spellgorged as a scroll to determine what spells are stored in it. If you roll a spell that would put the spellgorged over its spell level limit, ignore that roll; the spellgorged has no more spells in it. (Not every spellgorged need be fully charged.)

A spellcaster can cast any spells into the spellgorged, so long as the total spell levels do not add up to more than the spellgorged's hit dice.

Special Qualities: An spellgorged retains all the special qualities of the base character and also gains those listed below. Saves have a DC of 10 + ? spellgorged's hit dice + spellgorged's Charisma modifier. The spellgorged gains the Undead type

Abilities: Str +2, Dex -2, Con -, Int -

Skills: The spellgorged loses all skills.

Feats: An spellgorged loses all feats and gains Toughness.

Climate/Terrain: Any.

Organization: Solitary, gang (2-5), squad (6-10), or mob (11-20)

Challenge Rating: The base CR of a spellgorged is equal to that of a zombie with the same number of hit dice. To the base CR, add +1 per 2 dice of damage the spellgorged can deal with spells, or +1 per spell level it had at the beginning of the encounter.

Treasure: None.

Alignment: Always neutral.

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Trapper

Huge Aberration

Hit Dice: 12d8+51 (105 hp)

Initiative: +5

Speed: 10 ft. (2 squares)

Armor Class: 19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 19

Base Attack/Grapple: +9/+27

Attack: Buffet +17 melee (1d8+15)

Full Attack: Buffet +17 melee (1d8+15)

Space/Reach: 15 ft./10 ft.

Special Attacks: Smother

Special Qualities: Amorphous, damage reduction 10/slashing or piercing, darkvision 60 ft., resistance to cold 10 and fire 10, tremorsense 60 ft.

Saves: Fort +8, Ref +5, Will +10

Abilities: Str 30, Dex 12, Con 19, Int 14, Wis 15, Cha 14

Skills: Hide +11*, Listen +19, Move Silently +16, Spot +19

Feats: Alertness, Blind-Fight, Improved Initiative, Skill Focus (Hide), Toughness

Environment: Underground

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Always neutral

Advancement: 13-22 HD (Huge); 23-36 HD (Gargantuan)

Level Adjustment: -

This massive creature resembles a manta ray with brownish-gray flesh turning lighter on its underside. No discernible eyes or appendages can be seen.

Trappers are thought to be distant relatives of the lurker above (see that entry). Unlike their relatives, however, trappers mimic the floor of a building, dungeon, or other structure. By manipulating their body structure while covering the floor, trappers can form a box that resembles a small trunk or chest. This is usually enough to lure would-be-adventurers to their doom.

Combat

A trapper waits until its prey is almost centered on its body near the “trunk” or “chest” before it strikes. It then quickly folds and wraps its body around its unsuspecting prey attempting to smother and squeeze it until it is dead.

Smother (Ex): A trapper can try to wrap a creature up to one size smaller than itself in its body as a standard action. The trapper attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and deals buffet damage each round the hold is maintained. Further, a grappled opponent must hold its breath or suffocate. A grabbed opponent can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

Attacks that hit an engulfing trapper deal half their damage to the monster and half to the trapped victim.

Amorphous (Ex): Trappers have no clear front or back; they cannot be flanked and are likewise immune to critical hits.

Skills: *Trappers have a +12 racial bonus on Hide checks in areas of natural or worked stone.

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