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FOURTH EDITION



THE TOWER OF JHEDOPHAR

by Casey Christofferson

A HackMaster® adventure for 4 to 6 characters of 9th-13th level

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The Tower of Jhedophar

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Introduction

The Tower of Jhedophar is an adventure designed for four to six PCs of 9th to 13th level, although easily scaled for higher or lower levels with slight modifications to the format. The adventure has several difficult traps, which only a skilled thief may bypass or remove as hazards to any PC party. It is therefore suggested that at least one PC be a thief, and that the party also include one cleric, and one magic user. The remainder of the party should consist of front line fighters or multi-classed PCs with the ability to hack.

Background

The Tower of Jhedophar was once a great school of magic where the Arch-Mage Jhedophar trained many of the age's greatest magic-users in the arcane arts. Times changed as did Jhedophar, and as the Arch-Mage finally felt the weariness of age creep into his bones he began frantically to strive as many magic-users do, for means to unnaturally lengthen his life. Such is the fate of spell-lobers, 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 the Mezrain Marsh. 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, two 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 arcane juju 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. An Ancient History skill check 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.

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- 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 magic-users who are sent by their order. Alternatively a wizard's mystic order could send them as a form of gaining revenge on Jhedophar for murdering his apprentices, a taboo perhaps, to order structures in your campaign setting.

- A paladin's order or ranger's troupe 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 Garweeze World

The Tower of Jhedophar may be easily integrated into the Garweeze World™ campaign setting. It is suggested that it be located in the mountainous terrain between the Tarpaka Wood and Blain River on sheet E7-07. This is within Zumbra, a land shrouded in the perpetual darkness of a dense jungle canopy and stained with evil. Frightful rumors and bizarre stories about the Zumbra kingdom circulate all over Eder Soult. It is difficult to sort out the truth — especially since very few have ventured into the dark jungles of Zumbra and lived to talk about it. What is known is that, besides his armies of Obsidian Warriors, the Shaman-King Fyst also commands an army of undead, (mostly Zombies animated from the human sacrifices). These Zombies have peculiar powers beyond those of the typical variety.



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 Spectre, and E'elaim the Crypt thing. The 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.

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 solid bonze and locked with an Wizard Lock spell (18th level caster) and a Masterful Quality mechanical lock (-60% to Open Lock attempts).

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, cleaning crews and freelance tradesmen 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	2-5 dire huecuvae (see L-2 for stats)
2	2-5 dire gargoyles (see L-14 for stats)
3	3-12 flesh-eating zombies
4	1-2 spectres
5	1-3 wraiths
6	1-4 wights (see L-15 for stats)
7-9	1 Parrot, Grey Ghost
10-12	no encounter

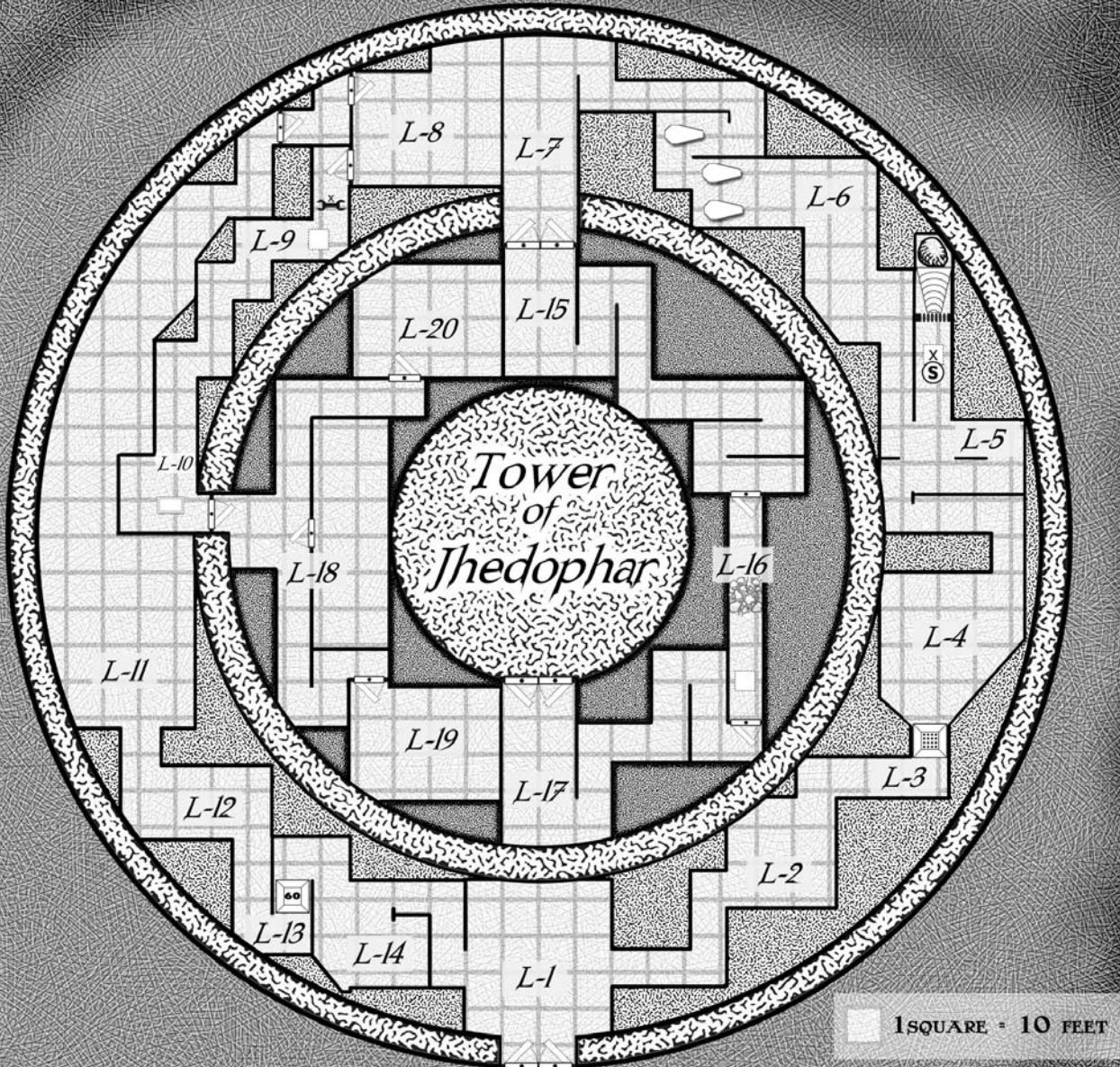
Shielding: The Labyrinth is shielded from teleportation and dimensional travel "into" it. It is not shielded however from teleportation "Out" of the labyrinth. Jhedophar may enter and exit the labyrinth as he pleases, which is to say, he does not, traveling directly to his chambers in his tower and avoiding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

Continuous Effects: The entire labyrinth is Desecrated ground (see the 1st level Cleric spell Ceremony). Any undead turned by a good cleric provokes a counter-turn as if by a 3rd level evil cleric. If this succeeds, the undead creature regains its composure and reenters the fray.

Standard Features: Unless otherwise noted, all doors within the Labyrinth of Jhedophar are locked with excellent quality locks (-20% to Open Lock attempts) and made of bronze (8 Defensive (Structural) points - see *Lord Flataroy's Guide to Fortifications*, p. 67 for information on inflicting structural damage). E'elaim the crypt thing (area L-17) holds the keys to the labyrinth and the tower.



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Labyrinth of Jhedophar

Wandering Monster Statistics

Parrot, Grey Ghost (1): HF 6, EP 270, Int Ave, AL N(E), AC 0, MV 15" Fly (C), HD 2, HP 29 each, SZ S, #AT 1, D 1-6, SA: chill touch, SD: insubstantial, +1 weapon to hit, TOP n/a, Crit BSL: Def AC, FF: n/a, References HoB 6 p. 59

HPs:

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Jhedophar maintains a flock of six of these undead birds as spies. If the PCs are protected from his scrying attempts, he will depend solely on these creatures to report on the intruders whereabouts and capabilities.

These birds will not engage in combat with the party. An encounter with one means that it was spotted by a party member. It will immediately attempt to flee if any move is made towards it.

Spectres (1-2): HF 30, EP 3000, Int High, AL LE, AC 2, MV 15", 30" Fly (B), HD 7+3, HP 54 each, SZ M, #AT 1, D 1-8, SA: drain 2 experience levels, SD: immune to cold and Sleep, Charm and Hold spells as well as poison, paralyzation and cold-related attacks, +1 weapon to hit, TOP n/a, Crit BSL: Def AC +3, FF: n/a, References HoB 7 p. 94

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Wraiths (1-3): HF 17, EP 3000, Int Very, AL LE, AC 4, MV 12", 24" Fly (B), HD 5+3, HP 45 each, SZ M, #AT 1, D 1-6, SA: drain 1 experience level, SD: immune to cold and Sleep, Charm and Hold spells as well as poison, paralyzation and stench, +1 weapon to hit, TOP n/a, Crit BSL: Def AC +5, FF: n/a, References HoB 8 p. 101

1). HPs:

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Zombies, Flesh-Eating (3-12): HF 6, EP 270, Int Semi, AL N(E), AC 8, MV 6", HD 2, HP 28 each, SZ M, #AT 1, D 1-8, SA: infect victim with flesh-eating zombie transformative disease, SD: immune to cold and Sleep, Charm and Hold spells as well as poison, paralyzation and cold-related attacks, cannot be turned, continue to move and attack regardless of damage sus-

tained as long as its brains are intact, TOP n/a, Crit BSL: Def AC, FF: n/a, References HoB 8 p. 122

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5). HPs:

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6). HPs:

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7). HPs:

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8). HPs:

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9). HPs:

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10). HPs:

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11). HPs:

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12). HPs:

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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.

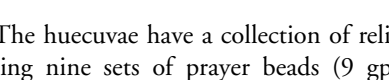
It says: "Be gone fools who tread within the Labyrinth of Jhedophar, from here my tower door is too far. Sad it was the day you chose to invade my home and thus here forever will reside thy bones."

As soon as all the PCs have entered the labyrinth, Jhedophar, who is scrying their progress with his **Crystal Ball with ESP**, casts Wall of Iron over the doorway, blocking their escape.

L-2. Checkpoint

Five Huecuvaes are impersonating ordinary human tower guards at the direction of Jhedophar by means of their Polymorph Self ability. They will politely inform the PCs that "The Master" is far too busy to entertain unannounced visitors but if they would be so kind as to leave their names and reasons for calling, they will convey the request. If the PCs get surley or if the Huecuvaes identify a cleric, they throw all pretense aside and accede to their dire nature, viciously attacking the hated clerics.

Huecuvaes (Dire variant) (5): HF 4, EP 383, Int Low, AL CE, AC 3, MV 9", HD 4, HP 48, 43, 39, 30 x2, SZ M, #AT 1, D 1-6+2, SA: cause disease SD: Polymorph Self ability, TOP n/a, Crit BSL: Def AC +2, FF: n/a, References HoB 4 p. 18, Monster Matrix p. 16

- 1). HPs: 
- 2). HPs: 
- 3). HPs: 
- 4). HPs: 
- 5). HPs: 

Treasure: The huecuvaes have a collection of religious items including nine sets of prayer beads (9 gp), an incense burner (1 gp), two dozen incense sticks (1 sp), a gold unholy symbol (50 gp), three iron unholy symbols (10 gp), a pair of silver unholy symbols (20 gp) and a wrought silver idol of Grawdyng (600 gp). Depending on party composition, simply pocketing this evil iconography instead of destroying it may be just *asking* for Alignment Infraction Points!

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: A successful DEX (at -3 due to sensitivity of the device) check avoids. The pit is 20 ft. deep causing 2d6 damage from the fall. Additionally, anyone falling in the pit will be impaled by 1d4 pit spikes each of which cause 1d4+2 damage.

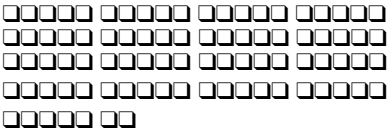
L-4. Trapper

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".

Unless extraordinary measures are taken to examine the room, the trapper has only a 5% chance of being discerned. If it is not detected, it automatically gains surprise and strikes at +4 with its envelopment attack.

Although it may be unable to damage heavily armored PCs that it captures (bearing in mind that any Dexterity adjustments and/or the Acrobatic skill suite do NOT count towards the victim's AC for damage purposes), any trapped victims will suffocate unless freed within 6 rounds.

Trapper: HF 38, EP 3000, Int High, AL N, AC 3, MV 3" HD 12, HP 87, SZ L, #AT 1, D 4 + AC, SA: automatic surprise if undetected, suffocation, SD: camouflage, resistant to cold and fire, TOP 43, Crit BSL: Def AC +10, FF: 5, References HoB 8 p. 17

- HPs: 

L-5. Ten Pin Alley

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 the release of giant stone ball and in addition a Body Heat Activated Hold Monster spell that affects the triggerer and the nearest three other creatures within a 40 foot cube. Within seconds a giant stone ball hidden behind an Illusionary Wall to the north rolls down the hallway crushing all within its path.

Stone Ball Trap: The rolling stone ball inflicts 15d6 damage to everyone in the corridor. A successful DEX check allows the character to avoid the ball. Note: Held PCs get no DEX check to avoid the stone ball.

L-6. Crypt of Lord Tork

This chamber is hung with rotting tapestries depicting the great deeds of a long dead warrior. The center of the chamber is dominated by three large stone sepulchers, carved in the likeness of the warrior buried within. There is a glint of shining metal upon the ground next to the farthest 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 sepulchers and the bones of Lord Tork and two of his trusted henchmen rise from the tombs. 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. He slew Lord Tork and his associates, binding Lord Tork's soul to a circlet of gold while transforming his retinue into other undead creatures. Now Jhedophar, within his scrying chamber, animates the poor hero's bones to use forever as guardian to his lair.

Lord Tork, Skeleton Warrior: HF 364, EP 12,100, Cavalier 16, Str 18/88, Int 14/12, Wis 15/33, Dex 17/61, Con 16/94, Cha 17/74, AL NE, AC -11, MV 6", HP 142, SZ M, #AT 3, D 1-8+6/1-8+6/1-8+6, SA: creatures with 5 or less HD flee at sight of a skeleton warrior (no save), +6 to hit from STR and weapon skill, +6 damage SD: 90% magic resistance, half damage from hacking & puncturing weapons, immune to Sleep, Charm, & Hold spells as well as darkness, fear and cold-based attacks, TOP n/a, Crit BSL: Def AC +18, FF: n/a, References HoB 7 p. 66

Items of Note: Full Plate +2, medium Shield +3, Boots of Striding and Springing, normal Bastard Sword

Treasure: The glinting metal in the chamber is **Chain Barding +2, (Horse)** and **Horseshoes of a 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

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 one foot thick stone (requiring a successful Bend Bars/Lift Gates check to open) and are held with a Wizard Lock spell (18th level caster) and locked with a Masterful Quality mechanical lock (-60% to Open Lock attempts).

Iron Golem: HF 50, EP 14,000, Int non, AL N, AC 3, MV 6", HD 18, HP 100, SZ L, #AT 1, D 4-40, SA: poison gas SD: +3 weapon to hit, healed by fire, TOP n/a, Crit BSL: Def AC +16, FF: n/a, References HoB 3 p. 88

HPs:

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L-8: Rue Morgue

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 12 Morgue Prowlers. The body snatchers attack the PCs as soon as they enter the chamber.

The morgue prowlers are the twisted remnants of a contingent of gnome titans who accompanied Lord Tork as he rode forth to confront Jhedophar. They too were destroyed and their fate was to be turned into morgue prowlers after weeks of unholy torture within this place. Their equipment has long since fallen into other hands.

These particular morgue prowlers have retained their gnome titan battle prowess - in fact, thier usual skill has been focused their transformation. They ferociously attack using their dirty fighting skill (lowering their AC to 4 but providing an additional +2 to-hit and damage and scoring critical hits on 19-20). If it is to their advantage, they will grapple a powerful foe and then swarm and viciously tear him limb from limb. Don't forget that these creatures receive an additional +1 to-hit and damage as long as any of their peers remains standing.

Morgue Prowlers (gnome titan variant) (12): HF 34, EP 1400, Int Average, AL CE, AC 2, MV 6", HD 7+2, HP 41, 40, 39, 38 x3, 37 x2, 36, 35 x3, SZ S, #AT 3, D 1d4-1/1d4-1/1-12+1, SA: attack as 8 HD monster, gain +1 to-hit and +1 damage if fighting alongside other gnome titan morgue prowlers [these bonuses have NOT been added in], on a 19 or 20, the bite removes a limb, dirty fighting SD: immune to charm, sleep and hold spells, polymorph into a burrowing animal or a normal gnome titan at will, TOP n/a, Crit BSL: Def AC +6, FF: n/a, References HoB 5 p. 44

Much as normal gnome titans, these creatures receive only 50% of hit points rolled on the die.

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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, using his Dragon Speak ability upon the party spokesman (unless it's an elf - Exeterus is well aware of their resistance to charms) in an attempt to effect a Charm Person upon him and to make the quite reasonable suggestion 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 is located (Area L-10, with Nazoj the Spectre).

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: (HF 140, EP 16,000, Int 15 (Exceptional), AL CE, AC -6, MV 9" Fly 30" (C), Jump 3", HD 15, HP 495, SZ G (99 ft. body, 87 ft. tail), #AT 3, D 1d10+7/1d10+7/3d10+7 (claw/claw/bite), SA breath weapon (fire) 14d10+7, spells, Dragon Speak, Dragon Fear, SD immune to fire, Magic Resistance 40%, spells, Lang: common, elven, dragon, red dragon, can communicate with all intelligent creatures, ML 18, TOP 247, Crit BSL: Def AC +13, FF 13, Reference HoB 2 p 70 and 93)

Magic-user Spells Known (2/2, each once per day as an 16th level caster): (1st) Magic Missile (8 missiles), Blur (2nd) Invisibility, Magic Missile Reflection

Spell-like Abilities (as a 16th level caster): Affect Normal Fires (1/day), Pyrotechnics (3/day), Heat Metal (1/day).

HPs:



Treasure: Exeterus' treasure hoard contains the following items. A body **Shield of Missile Defense** +1/+4, a **Ring of Protection** +4, a **Ring of Delusion** (It mimics a **Ring of Wizardry** that doubles the number of 3rd level spells a magic-user can memorize, casting illusions that are only seen by the caster and his allies in place of the spells that the caster "thinks" he has cast. Since there's no way to distinguish between spells the caster has legitimately memorized, assume 50% of any 3rd level spells cast are illusionary.) There is also a **Staff of Curing** with 23 charges, a **Wand of Frost** with 15 charges, a **Long Sword** +4, a **Wand of Scrying** with 44 charges, a **Wand of Illusion** with 3 charges, a **Ring of Wishes**, **Three** with one wish remaining and a pair of **Eyes of Petrification**. Exeterus also has 5,645 cp, 11,864 sp, 7072 ep, 3,802 gp and 1,552 pp in coins and the following gems: a very small, average carnelian (5 gp), an average sized with minor inclusions eye agate (5 gp), a large, good tiger eye (100 gp), a large with minor inclusions aquamarine (500 gp), a massive, flawed chrysoprase (500 gp), a large, good coral (1000 gp), a small, average jet (50 gp), a large, perfect jasper (10,000 gp), a very small with minor inclusions chrysoberyl (5 gp), an average size and quality bloodstone (50 gp), an average size and quality garnet (100 gp), a very small, average chalcedony (5 gp), and an average, good star sapphire (5000 gp).

Tactics: The vision that the PCs see when they enter is not actually Exeterus at all but rather an illusion (created by his wand) 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 Blur, Invisibility and Magic Missile Reflection spells in place when they arrive.

If the PCs arrive looking for a fight, Exeterus breathes upon them, following this he casts Heat Metal affecting up to seven opponents (obviously preferentially targeting heavily armored ones). As he starts to take damage he continues breathing fire on rounds that he can, and attacks individual targets, seeking to slay one after another until all the PCs are dead. Should any attempt to escape, Exeterus uses his **Wand of Scrying** to discern their location and hunts them down mercilessly.

L-12: Lartugi's Chamber

Lartugi was once a famous halfling thief 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 via Dragon Speak. Despite this control, Lartugi occasionally still manifests his poor impulse control flaw and steals some valuables from the dragon's treasure hoard - a situation that Exeterus is aware of but begrudgingly tolerates due to Lartugi's usefulness.

Lartugi, thug halfling thief: (HF 9, EP 3,088, T11, Str 10, Dex 19, Con 13, Int 14, Wis 10, Cha 8, Com 6, AL N, AC 3 (leather armor + Dex), MV 12", HD 11, hp 68, SZ S, #AT 1, D 1-6+1, SA backstab +3 dice, Lang: common, halfling, thieves cant, Hon: 43 (Average), TOP 34, Crit BSL: Def AC +3 (melee), FF 6, Quirks/Flaws: suspicious mannerism, poor impulse control (gems))

Thieving Abilities: PP 70%, OL 95%, FT 80%, RT 80%, MS 95%, HS 95%, DN 15%, CW 95%, RL 40%

Talents/Skills: Astute Observation, Looting, Basic (53) Looting, Advanced (44), Slip Away into the Shadows (76), Stealthy Movement (88),

Possessions: short Sword +1, leather armor, thieves' tools, **Potion of Speed.**

HPs:

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Leather Armor AC: 8 □□ 9 □

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 uses his stealthy movement skill to sneak up just outside Area 13 in order to observe the PCs. Lartugi hides in shadows if they approach then slips behind them 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' breath weapon). If the PCs take the deal, he tails them through the maze and tower of Jhedophar (again using stealthy movement), 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 difficult Looting, Basic check or average Looting, Advanced check or average Observation check to detect. In the hollow under the stone is a bag of gems containing the following stones: an average size and quality bloodstone (50 gp), a very small, average turquoise (1 gp), a very large, good star rose quartz (500 gp), a very large, good hematite (100

gp), and a large, good rock crystal (500 gp) as well as a sack with 83 pp in it.

L-13: Watch Your Step

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 him.

Covered Pit Trap: Successful DEX check avoids; 60 feet deep (6d6 damage)

A patch of phycomid is growing upon the bones of a dead thief at the bottom of the pit. Amongst the thief's possessions is a mithril lockpick set and a **Dagger +3**. The rest of the thief's armor and equipment have long since rotted away. Casting Speak to the Dead upon the thief 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: HF 10, EP 420, Int Unratable, AL N(E), AC 5, MV 3", HD 4, HP 38, SZ S, #AT 2, D 3-6/3-6, SA: Infection SD: immune to mental attacks and save at +4 vs. fire taking half or no damage, TOP n/a, Crit BSL: Def AC +2, FF: n/a, References HoB 6 p. 69

HPs:

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

L-14: Gargoyles Lair

This chamber is peopled by a dozen dire gargoyles and one gargoyle lord known as Grytis. The thirteen line the walls of the chamber frozen in place (in effect utilizing



the Freeze Talent from *Hacklopedia of Beasts: Monster Matrix*). The gargoyles are 60% likely to remain unnoticed by any who pass by. Grytis and his brethren wait until the PCs are in the center of the room to attack.

Gargoyles (*Dire variants*) (12): HF 4, EP 596, Int Average, AL CE, AC 5, MV 9" 15" Fly (C), HD 6+4, HP 59, 57, 56, 54, 53 x2, 47 x2, 46, 45 x3, SZ M, #AT 4, D 1-3+2/1-3+2/1-6+2/1-4+2, SD: +1 weapon to hit, TOP 29, 28 x2, 27, 26 x2, 23 x3, 22 x3, Crit BSL: Def AC +5, FF: 9, References HoB 3 p. 46

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Grytis, Gargoyle Lord: HF 17, EP 1500, Int High, AL CE, AC 0, MV 12" 15" Fly (B), HD 8+8, HP 68, SZ L, #AT 4, D 1-3+7/1-3+7/1-6+7/1-4+7, SD: 20% magic resistance, +2 weapon to hit, TOP 34, Crit BSL: Def AC +7, FF: 13, References HoB 3 p. 46

Spell-like abilities: Grytis has the ability to use Pyrotechnics 3 times per day and Flesh to Stone by touch once per day.

- HPs:

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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. 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 other planes of existence.

L-15: Entrance to the Inner Labyrinth

A squad of six wraiths – one of which is permanently invisible – guards the true entrance to the inner labyrinth. The five visible wraiths immediately attack the PCs while the sixth seeks out particularly vulnerable rear echelon types.

Wraiths (*dread variant*) (5): HF 17, EP 3623, Int Very, AL LE, AC 4, MV 12", 24" Fly (B), HD 5+3, HP 45 each, SZ M, #AT 1, D 2-7, SA: drain 1 experience level + 1-6 hp damage from touch attack is permanently lost, SD: immune to cold and Sleep, Charm and Hold spells as well as poison, paralyzation and stench, +1 weapon to hit, TOP n/a, Crit BSL: Def AC +5, FF: n/a, References HoB 8 p. 101

Talent: Damage Bonus

- 1). HPs:

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- 5). HPs:

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Wraith (*dread, invisible variant*): HF 17, EP 4528, Int Very, AL LE, AC 4, MV 12", 24" Fly (B), HD 5+3, HP 45, SZ M, #AT 1, D 2-7, SA: drain 1 experience level + 1-6 hp damage from touch attack is permanently lost, SD: immune to cold and Sleep, Charm and Hold spells as well as poison, paralyzation and stench, +1 weapon to hit, permanent improved invisibility, TOP n/a, Crit BSL: Def AC +5, FF: n/a, References HoB 8 p. 101, Monster Matrix

Talent: Damage Bonus

- HPs:

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A hallway to the southeast leads deeper into the labyrinth.

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 magics such as Wall Passage or Transmute Stone to Mud to bypass again.

Note: The block affects a ten by ten foot area shown on the map of the Labyrinth of Jhedophar as shaded debris.

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 vermillion 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'elain the Crypt Thing: HF 13, EP 420, Int Very, AL LE, AC 3, MV 12", HD 6, HP 51, SZ M, #AT 1, D 1-8, SA: teleport SD: immune to Sleep, Charm and Hold spells, +1 weapon to hit, TOP n/a, Crit BSL: Def AC +4, FF: n/a, References HoB 2 p. 45

HPs: 

Tactics: As soon as creatures come within 50 feet of E'laim she attempts to Teleport them in random directions throughout the labyrinth. She then attempts to defend the entrance to Jhedophar's tower, laughing hysterically all the while.

When E'laïm successfully uses her Teleport power, 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. Rather nastily, E'elaim Teleports them 1d10 x 20 feet straight up into the air. Normal falling damage applies. Hopefully they are either pixie-faries or 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.

The doorway to this chamber is ornately wrought bronze and gives the impression that it is an ante-chamber 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 anyone making an easy Arcane Lore check will discover that the door is warded with a thaumaturgic circle.

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 demon. Clytos was given as gift of Grawdyng to Jhedophar as punishment to Clytos for falling into disfavor with him. Rather than destroy Clytos, he 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 a thaumaturgic circle and a Body Heat Activated 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: The curse upon the door reduces any creature's Dexterity to 3/01 for 18 turns if a saving throw is failed. This curse cannot be dispelled.

Clytos has survived all these years by summoning mangy demons and devouring them as they attempted to flee, only to find themselves trapped within the thaumaturgic circle.

Clytos the Type IV Demon: HF 43, EP 12,000, Int Very, AL CE, AC -1, MV 9", 12" Fly (D), HD 11, HP 75, SZ L, #AT 3, D 1-4+6/1-4+6/4d4+9, SA: 18/66 Strength (+3 to hit, +6 damage), SD: 65% magic resistance, half damage from electricity, fire and gas, +1 weapon to hit, TOP 37, Crit BSL: Def AC +12 (hooves), +23 (Battle axe of sharpness), FF: n/a, References HoB 5 p. 96

HPs: 

Spell-Like Abilities: At will – Darkness 10' Radius, Create Illusion, Fear, Levitate, Detect Magic, Polymorph Self, Telekinesis (500 lbs.), Project Image, Symbol of

Fear (or Discord), Gate in a Type I-IV demon (60% chance of success)

Clytos bears a chaotic evil aligned huge **Battle axe of Sharpness +3** (+8 to crit severity) which he wields two-handed with deadly efficiency. He calls the battle axe "Suzette" as that is the name of the erinyes that Beluiri 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.

GM Option

If the PCs are having too easy a time of it or if you are feeling particularly cruel, you may adjust this encounter as follows:

Clytos may be recalcitrant and lazy but he's no misanthrope. Being cooped up in a smallish room on another plane can make almost any being stir crazy after a while. To relieve his boredom, Clytos Gated in a pair of demon-buddies to keep him company.

These two Type III demons are none too happy with their summoner at this point. The novelty of 'kick the Quasi' wore off long ago as did Clytos' embellished stories. For the last month they have ceased communicating all together. The welcome distraction of a good tussle with some adventurers is something these two brawlers immediately seize upon.

Type III Demons (2): HF 38, EP 6,000, Int Ave, AL CE, AC -4, MV 9", HD 10, HP 65, 67, SZ L, #AT 5, D 2-12+6/2-12+6/1-3+6/1-3+6/1-6+6, SA: 18/66 Strength (+3 to hit, +6 damage), SD: 60% magic resistance, half damage from electricity, fire and gas, TOP 33,32, Crit BSL: Def AC +11, FF: n/a, References HoB 5 p. 95

1) HPs:

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Spell-Like Abilities: At will – Darkness 10' Radius, Fear, Levitate, Pyrotechnics, Polymorph Self, Telekinesis (400 lbs.), Gate in a Type I-III demon (30% chance of success)

L-19: Crypts of the Wight Knights

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

Each of the wights wears plate mail, a great helm and a body shield. As such, their undead nature may not be revealed until there are actively engaged with the PCs.

Armored Wights (6): HF 13, EP 1132, Int Average, AL LE, AC -1, MV 6", HD 4+3, HP 48, 46, 45 x2, 42,

38, SZ M, #AT 1, D 2-5, SA: +1 to hit, drain 1 experience level, SD: immune to cold and Sleep, Charm and Hold spells, silver or +1 weapon to hit, TOP n/a, Crit BSL: Def AC +3, FF: n/a, References HoB 8 p. 86, Monster Matrix p. 12-13

Talents: Attack Bonus, Damage Bonus

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Treasure: Hidden amongst the detritus is a +1 **Battle axe**, a **Potion of Healing**, and 344 gp.

L-20: Shadow and Shadow Ratweillers' Nest

This chamber appears to be a large refuse heap that was once the home of a colony of large and extremely vicious rodents. 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 ratweillers, 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 shadow ratweillers and the shadow attack.

Shadows (3): HF 5, EP 420, Int Low, AL CE, AC 7, MV 12", HD 3+3, HP 42, 39, 38, SZ M, #AT 1, D 2-5, SA: strength drain SD: +1 weapon to hit, immune to cold, TOP n/a, Crit BSL: Def AC +1, FF: n/a, References HoB 7 p. 47

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Ratweillers (Shadow variant) (8): HF 3, EP 298, Int Animal, AL NE, AC 7, MV 15", HD 4, HP 40, 38, 36 x2, 33, 32, 26, 25, SZ M, #AT 1, D 3d4+1, SD: Hide in Shadows with 90% effectiveness, TOP n/a, Crit BSL: Def AC +2, FF: n/a, References HoB 6 p. 117, Monster Matrix p. 28

1). HPs: □□□□□ □□□□□ □□□□□ □□□□□
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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. On a roll of "2", the PCs have spotted a grey ghost parrot (see page 6 for details).

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 Wall Passage, Transmute Stone 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: The entire tower is Desecrated ground (see the 1st level Cleric spell Ceremony). Any undead turned by a good cleric provokes a counter-turn as if by a 3rd level evil cleric. If this succeeds, the undead creature regains its composure and reenters the fray.

Standard Features: Unless otherwise noted, all doors within the Labyrinth of Jhedophar are made of bronze (8 Defensive (Structural) points - see *Lord Flataroy's Guide to Fortifications*, p. 67 for information on inflicting structural damage) and locked with both excellent quality locks (-20% to Open Lock attempts) and Wizard Locks (18th level caster). Nazoj the Spectre holds the key to the labyrinth and the tower.

1: The Entryway

The front door of the tower is one foot thick stone and is held with a Wizard Lock spell (18th level caster). Hateful runes warn would-be-thieves and trespassers from the door.

Knock suppresses the Wizard Lock but does not protect the caster from the door's curse. Tampering with the door triggers a Body Heat Activated Bestow Curse trap.

Bestow Curse Trap: The curse upon the door reduces any creature's Strength to 3/01 for 18 turns if a saving throw is failed. This curse cannot be dispelled.

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

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 the written works unwarily triggers an Exploding Glyph upon the reader. It inflicts 9d4 points of damage to every creature directly in front of the Glyph and within 10 feet of it.

Two rounds after the PCs enter the Abjuration chamber, a pair of arcane juju zombies step from the corners of the chamber and unleash a pair of Lyggl's Cone of Cold spells upon the PCs, then close for melee.

Zombies, JuJu (Arcane, Sinister variants) (2): HF 12, EP 2067, Int Average(9), AL NE, AC 6, MV 9", HD 3+12, HP 50, 47, SZ M, #AT 1, D 3-12, SA: Strike as 6 HD monster, spell-like abilities SD: 3% magic resistance, +1 weapon to hit, half damage from weapons and fire, immune to electricity, magic missiles, sleep, charm, hold and mind-influencing spells, potentially absorb magic, TOP n/a, Crit BSL: Def AC +4, FF: n/a, References HoB 8 p. 124, Monster Matrix p. 19, 26

Spell-like abilities: Each JuJu Zombie has the ability to use Lyggl's Cone of Cold and Burning Hands, at will twice per day. Spell effect is as a 3rd level caster.



1). HPs:

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2). HPs:

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Upon learning that the PCs have breached his tower (he has, after all, been tuning in to their progress with his **Crystal Ball with ESP**), Jhedophar immediately prepares himself against the intruders. If he is in any other chamber of the tower he immediately Teleports to the Evocation chamber (area 3) and prepares to face the intruders.

One of the scroll cases is actually a **Scroll Case of Obscuring** (since it does not radiate magic, it and its contents must be discovered by systematic opening and examining the contents of the 20 scroll cases located in the room - a task that PCs may be reluctant to perform after reading an Exploding Glyph or two! If they are brave and pursue this route, give them a 5% cumulative chance of finding the scrolls for every scroll case examined). Within it are the following spells.

- Scroll #1: Protective Amulet, Quarantine, Protection from Sunburn
- Scroll #2: Non-Detection, Protection from Normal Missiles
- Scroll #3: Dispel Magic

Note: All spells on the scrolls are at 18th level caster effect.

The scrolls and tomes within this chamber are filled with magical knowledge that references the school of abjuration and its uses. Three months of careful study and permanently retained possession of these books grants the reader a +10% bonus when trying to learn or research a spell from the Abjuration school. This collec-

tion (which fills a wagon) could have a market value of 18,000 gp. However, there is the *slight* problem that each is trapped with an Exploding Glyph that both effectively renders them worthless and makes careful study of their contents a deadly hobby (there are 83 tomes and 19 scrolls within the collection).

A clever magic-user might realize that one solution to the problem is to pile the books up and cast repeated Dispel Magics at them until he overcomes Jhedophar's magic (they're just reference works after all so the Dispel Magic serves only to remove the Exploding Glyphs).

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 cast upon the door. The reader suffers 6d4+3 points of damage with no saving throw. Those within a 10 foot radius suffer a like amount of damage but may save vs. spells for half.

3: Evocation Chamber

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 arcane juju zombies attack, blasting the party with a pair of Show-No-Mercy Fireballs that deal 3d8 points of damage each.

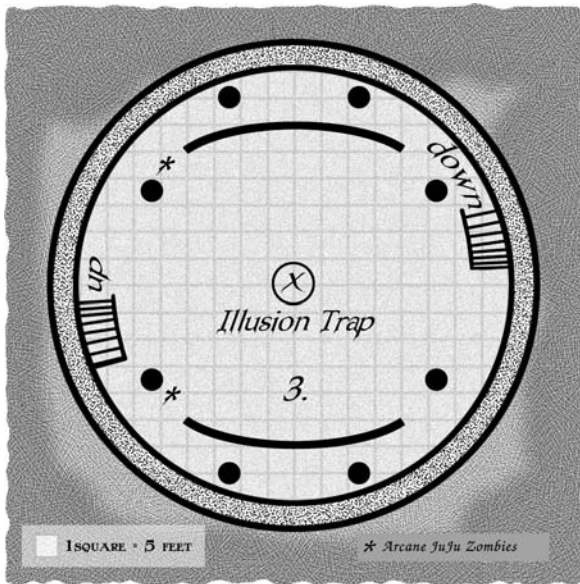
After the fireballs explode they move forward to attack with claws until destroyed.

Zombies, JuJu (Arcane, Sinister variants) (2): HF 12, EP 2067, Int Average(9), AL NE, AC 6, MV 9", HD 3+12, HP 45, 42, SZ M, #AT 1, D 3-12, SA: Strike as 6 HD monster, spell-like abilities SD: 3% magic resistance, +1 weapon to hit, half damage from weapons and fire, immune to electricity, magic missiles, sleep, charm, hold and mind-influencing spells, potentially absorb magic, TOP n/a, Crit BSL: Def AC +4, FF: n/a, References HoB 8 p. 124, Monster Matrix p. 19, 26

Spell-like abilities: Each JuJu Zombie has the ability to use Fireball, Show-No-Mercy at will twice per day. Spell effect is as a 3rd level caster.

1). HPs:

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2). HPs: 

The low walls flanking the sand pit are set to trigger a Perpetual Illusion for each 10 ft section that is crossed. The illusion generated is that 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 Perpetual Illusions of huge fire elementals. Use the statistics for the fire elemental in Encounter Area 8 until the PCs overcome this illusory hoax.

Note: The illusory fire elementals act and react exactly as if they were real even causing actual damage to opponents in melee. Attempting to disbelieve allows a PC to gain a save vs. spell. Those successfully disbelieving can add +4 to their associates' saving throws if this knowledge can be effectively communicated.

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 Wizard Locked (18th level caster) as are all doors in the tower.

4: The Chamber of Illusions

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 by means of several Illusionary Wall spells. Apprentices would have to trace their way through the illusionary maze to find the staircase leading up to the fourth floor of the tower.

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

Zombie, JuJu #1 (*Arcane, Sinister variant*): HF 12, EP 2067, Int Average(9), AL NE, AC 6, MV 9", HD 3+12, HP 42, SZ M, #AT 1, D 3-12, SA: Strike as 6 HD

monster, spell-like abilities SD: 3% magic resistance, +1 weapon to hit, half damage from weapons and fire, immune to electricity, magic missiles, sleep, charm, hold and mind-influencing spells, potentially absorb magic, TOP n/a, Crit BSL: Def AC +4, FF: n/a, References HoB 8 p. 124, Monster Matrix p. 19, 26

Spell-like abilities: This JuJu Zombie has the ability to use Disintegrate at will twice per day. Spell effect is as a 3rd level caster.

HPs: 

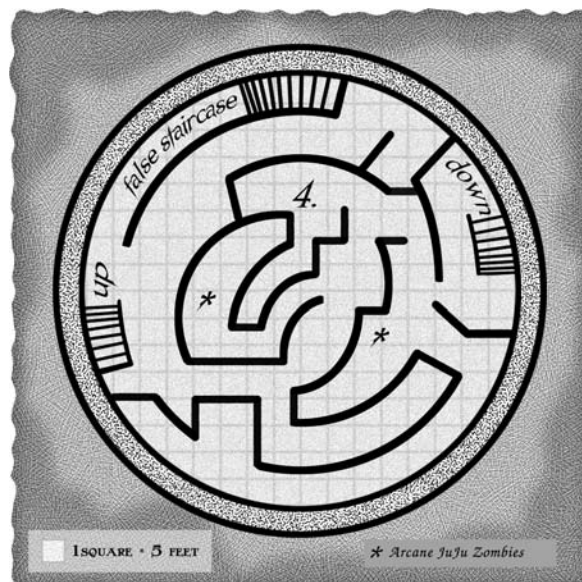
Zombie, JuJu #2 (*Arcane, Sinister variant*): HF 12, EP 2067, Int Average(9), AL NE, AC 6, MV 9", HD 3+12, HP 44, SZ M, #AT 1, D 3-12, SA: Strike as 6 HD monster, spell-like abilities SD: 3% magic resistance, +1 weapon to hit, half damage from weapons and fire, immune to electricity, magic missiles, sleep, charm, hold and mind-influencing spells, potentially absorb magic, TOP n/a, Crit BSL: Def AC +4, FF: n/a, References HoB 8 p. 124, Monster Matrix p. 19, 26

Spell-like abilities: This JuJu Zombie has the ability to use Cloudkill and Magic Missile at will twice per day. Spell effect is as a 3rd level caster.

HPs: 

Tactics: One of the juju zombies has a Disintegrate spell, which it will use as soon as it is struck with a melee weapon. Anyone striking this juju zombie must thereafter make a save for their weapon vs. Disintegration (see Table 8Y: Item Saving Throw Matix in the *GameMaster's Guide*).

The other juju zombie first casts Cloudkill followed by Magic Missile before closing to attack with claw 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 Perpetual Illusion of a staircase leading up to the fourth floor. If a character tries to follow the illusory stairs, a Programmed Illusion begins once he reaches the edge of the physical stairway. The illusionary stairs give way and a pit opens up at the base of the real stairs. The PC can avoid falling by making a DEX check. If he makes this, he avoids the 'trap'.

If he fails, he is seen to fall into the pit. Examination of the 'pit' by the remaining PCs (assuming they believe the illusion) shows it to be extremely deep - let them guess 300 or so feet if they employ some method to estimate the depth. The GM should gleefully roll damage for the fall - 20d6 in all.

The Programmed Illusion will last for 18 rounds after which time the Perpetual Illusion of the stairs continuing up to the next level reasserts itself. The 'lost' character will reappear at the base of the stairs along with any items 'thrown into the pit'. If the fallen PC believed the illusion, he takes the 20d6 damage and may well be merely a corpse when found.

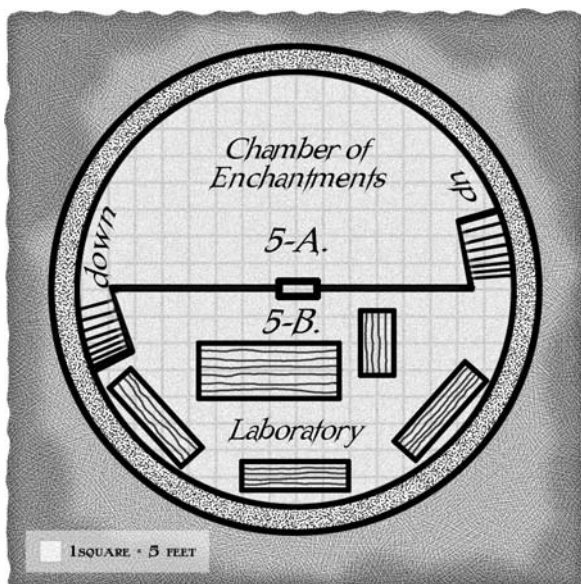
As with all illusions, creatures attempting to disbelieve gain a saving throw vs. spell which if successful allows them to see it for what it truly is. He can then add a +4 bonus to his associates' saving throws if this information can be effectively communicated.

Those disbelieving the illusion still suffer 2d6 points of damage from the 20 foot fall.

5: The Chamber of Enchantments

This floor has two rooms.

5-a: Still the Prettiest



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 save vs. Spells (Magical Defense Adjustment applies) 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?" Yes, even Half-ogres! The PC must make an additional save if anyone tries to pull them away from staring at their image or become afflicted with HackFrenzy, attacking anyone who disturbs their viewing.

Once the enraptured PC's HackFrenzy has abated, he return to his narcissistic ogling. His associates may once again attempt to pull him away subject to the conditions above. Breaking visual contact with the mirror for no less than a turn temporarily sunders the enchantment.

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 poke or prod him 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 HackFrenzy at being pulled away from the **Mirror of Charming** he may "accidentally kill someone." If asked how he managed to survive so long with-

out 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 for the ring is actually a **Ring of Undetectable Alignment**.

Imbo the Undying, dwarf fighter/thief (HF 24, EP 1,720, F6/T7, Str 18/61, Int 18, Wis 18, Dex 18, Con 20, Cha 4, Com 8, AL NE, AC 0 (**Ring mail +3**, Dex), MV 24", hp 82, SZ M, #AT 1 (+3 to-hit for Strength), D 1d6+9 (**Warhammer +3** + Strength) OR 2d4+7 (**Battle Axe +1** + Strength), SA: backstab +2 dice, +1 to-hit Orcs, half-orcs, Goblins and Hobgoblins, SD: +5 to save against magical effects and poison; Ogres, Trolls, Ogre Magi, giants and Titans suffer -4 to-hit him, Lang: common, dwarven, gnomish, thieves' cant, Hon: 28 (Average), TOP 41, Crit BSL: Def AC +8 (**Warhammer +3**), Def AC +6 (**Battle Axe +1**), FF 10, Quirks/Flaws: Inappropriate Sense of Humor, Jerk, Loud Boor, Obnoxious

Thieving Abilities: PP 75 [50]%, OL 65 [55]%, FT 65 [55]%, RT 70 [60]%, MS 30 [15]%, HS 40 [25]%, DN 30 [25]%, CW 95 [70]%, RL 20% (bracketed stats reflect that he is clad in ring mail)

Talents/Skills: Expert Haggler, Evaluate Gems, Skilled Liar (92), Looting, Basic (54), Looting, Advanced (38), Herbalism (47), Groin Punch (67), Mocking Jig (81), Reading/Writing, Threat Gesture (34)

Possessions: Warhammer +3, Dwarven Thrower, Battle axe +1, Boots of Speed, Ring mail +3, Cloak of Stalking.

HPs: 

Ring AC:	4	5	6	7	8	9
Mail	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐
+3	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐	

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 gawds 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.

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 average Looting, Basic check or easy Looting, Advanced check of the bones and dry rotted equipment uncovers 8 hard silver jacketed heavy crossbow bolts and 61 gps. 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 2500 gp worth of alchemical equipment. So exhaustive is the variety of specialized equipment that were it all successfully carted away and added to a PC's existing lab, the time required to manufacture potions would be reduced by 10% with the added bonus of not having to round up to the next highest full day (i.e. a **Potion of Healing** would take 1.8 days to manufacture and the balance of the second day could be utilized to begin the manufacture of another potion). 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: HF 21, EP 3000, Int High, AL N, AC 3, MV 12", HD 8, HP 51, SZ M, #AT 1, D 4-16, SA: Surprise 8 in 10 SD: 30% magic resistance, invisibility, TOP n/a, Crit BSL: Def AC +6, FF: n/a, References HoB 4 p. 35

1). HPs: 

Treasure: Also found within this room are a **Philter of Persuasiveness**, **Philter of Glibness**, **Oil of Ethereality**, and a **Potion of [Giant Hornet] Poison** (save vs. poison or suffer 5-30 HP plus incapacitation for 2-12 hours)

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



6: The Chamber of Transmutation

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, some small ornamental and semiprecious stones and the like (total value 400 gp). There are several small cages, and a large barred cell in the corner of the room. The cages have various creatures such as mice and pigeons within them. Numerous tools are found in this workshop (an all-inclusive set of both construction and drafting tools). The tools are of exceptional workmanship (providing a +10% bonus to applicable skills) and valued at 500 gp.

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

Stone Golem: HF 27, EP 8,000, Int non, AL N, AC 5, MV 6", HD 14, HP 80, SZ L, #AT 1, D 3-24, SA: cast Slow spell every other round SD: +2 weapon to hit, TOP n/a, Crit BSL: Def AC +16, FF: n/a, References HoB 3 p. 88

HPs:

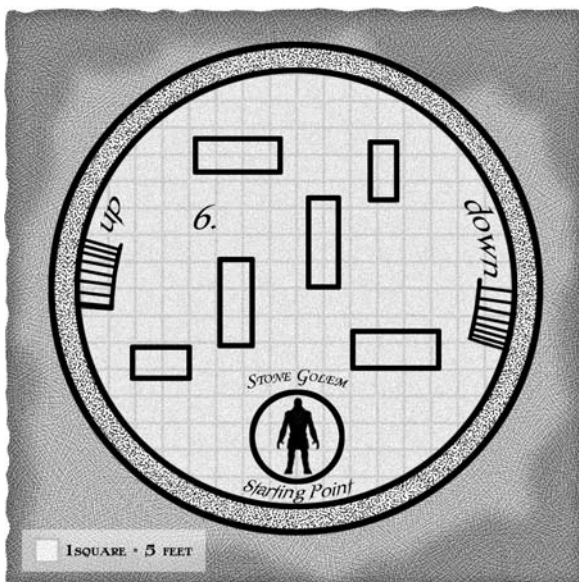
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There is a wand sitting upon a table next to a pile of gold and gems sitting on scales with lead coins as counter weight. Casting Detect Magic upon the wand reveals it to be magical.

The wand is trapped with a Body Heat Activated Polymorph Other trap.

Polymorph Other Trap: Anyone failing their saving throw is instantly Polymorphed into a sheep wearing a blue dress.

The wand is nonmagical, but it radiates moderate Alteration and Evocation magic due to the spells cast upon it.



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

7: Chamber of Necromancy

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

Zombie, JuJu #1 (Arcane, Sinister variant): HF 12, EP 2067, Int Average(9), AL NE, AC 6, MV 9", HD 3+12, HP 49, SZ M, #AT 1, D 3-12, SA: Strike as 6 HD monster, spell-like abilities SD: 3% magic resistance, +1 weapon to hit, half damage from weapons and fire, immune to electricity, magic missiles, sleep, charm, hold and mind-influencing spells, potentially absorb magic, TOP n/a, Crit BSL: Def AC +4, FF: n/a, References HoB 8 p. 124, Monster Matrix p. 19, 26

Spell-like abilities: This JuJu Zombie has the ability to use Finger of Death and Ray of Enfeeblement at will twice per day. Spell effect is as a 3rd level caster.

HPs:

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Zombie, JuJu #2 (Arcane, Sinister variant): HF 12, EP 2067, Int Average(9), AL NE, AC 6, MV 9", HD 3+12, HP 50, SZ M, #AT 1, D 3-12, SA: Strike as 6 HD monster, spell-like abilities SD: 3% magic resistance, +1 weapon to hit, half damage from weapons and fire, immune to electricity, magic missiles, sleep, charm, hold and mind-influencing spells, potentially absorb magic, TOP n/a, Crit BSL: Def AC +4, FF: n/a, References HoB 8 p. 124, Monster Matrix p. 19, 26

Spell-like abilities: This JuJu Zombie has the ability to use Enervation at will twice per day. Spell effect is as a 3rd level caster.

HPs:

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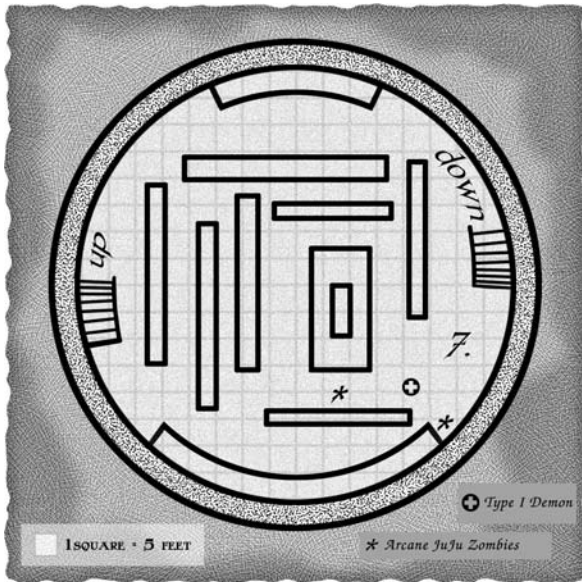
Type I demon: HF 22, EP 975, Int Low, AL CE, AC 0, MV 12", 18" Fly (D), HD 8, HP 61, SZ L, #AT 5, D 1-4+6/1-4+6/1-8+6/1-8+6/1-6, SA: 18/66 Strength (+3 to hit, +6 damage), SD: 50% magic resistance, half damage from electricity, fire and gas, TOP 30, Crit BSL: Def AC +9, FF: n/a, References HoB 5 p. 94

HPs:

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Spell-Like Abilities: At will – Darkness 5' Radius, Detect Invisibility, Telekinesis (200 lbs.), Gate in a Type I demon (10% chance of success)

Tactics: In the first round of combat the demon uses its Telekinesis ability to hurl a small unarmored demi-human (an elven magic-user or thief perhaps) far from the fray and the arcane juju zombies unleash their spells. One juju 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 demon centers Darkness upon an armored opponent, the first juju 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 demon and zombies move forward, engaging in melee. The demon 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 novel form of undead servant, the arcane juju 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 dark gawd 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 diligently researching the tomes collected here for three months (and then retaining the collection as reference) gains a +10% bonus when trying to learn or research a spell from the Necromancy school. This collection (which fills a wagon) has a market value of 25,000 gp.

Treasure: A PC succeeding on a difficult Looting, Basic check or average Looting, Advanced check gleans three scrolls of value to adventurers.

- Scroll #1 contains Hold Undead, Ray of Enfeeblement, and Delay Death.
- Scroll #2 contains Ghoul Touch, Vampiric Touch and Enervation.

- Scroll #3 contains the spells Spectral Hand, Master Undead and Animate Dead.

Note: All spells on the scrolls are at 18th level caster effect.

8: The Chamber of Conjuraton

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.

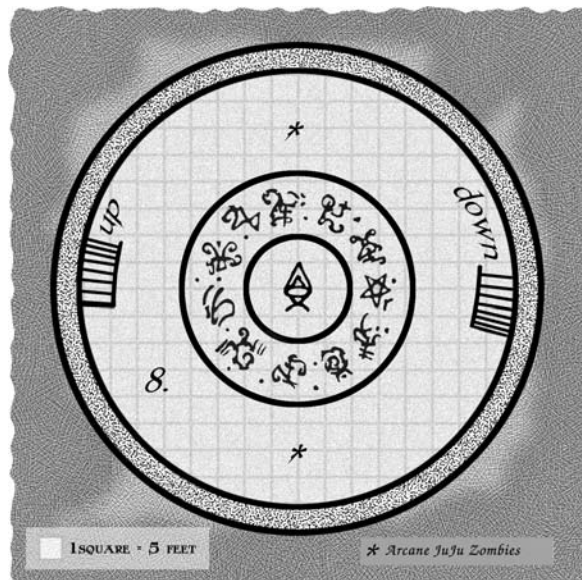
A pair of arcane juju zombies guard this chamber, and are triggered to summon allies to destroy anyone that enters the chamber unbidden.

Zombie, JuJu #1 (Arcane, Sinister variant): HF 12, EP 2067, Int Average(9), AL NE, AC 6, MV 9", HD 3+12, HP 47, SZ M, #AT 1, D 3-12, SA: Strike as 6 HD monster, spell-like abilities SD: 3% magic resistance, +1 weapon to hit, half damage from weapons and fire, immune to electricity, magic missiles, sleep, charm, hold and mind-influencing spells, potentially absorb magic, TOP n/a, Crit BSL: Def AC +4, FF: n/a, References HoB 8 p. 124, Monster Matrix p. 19, 26

Spell-like abilities: This JuJu Zombie has the ability to use Flame Strike at will twice per day. Spell effect is as a 3rd level caster.

HPs:
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Zombie, JuJu #2 (Arcane, Sinister variant): HF 12, EP 2067, Int Average(9), AL NE, AC 6, MV 9", HD 3+12, HP 46, SZ M, #AT 1, D 3-12, SA: Strike as 6 HD monster, spell-like abilities SD: 3% magic resistance, +1 weapon to hit, half damage from weapons and fire, immune to electricity, magic missiles, sleep, charm, hold and mind-influencing spells, potentially absorb magic,



TOP n/a, Crit BSL: Def AC +4, FF: n/a, References HoB 8 p. 124, Monster Matrix p. 19, 26

Spell-like abilities: This JuJu Zombie has the ability to use Gate at will twice per day. Spell effect is as a 3rd level caster.

HPs:

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Tactics: The first juju zombie casts Flame Strike upon the PCs while the second Gates in a Type I demon. The demon first tries to use its Telekinesis ability against small unarmored PCs. Then the demon 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.

Type I demon: HF 22, EP 975, Int Low, AL CE, AC 0, MV 12", 18" Fly (D), HD 8, HP 65, SZ L, #AT 5, D 1-4+6/1-4+6/1-8+6/1-8+6/1-6, SA: 18/66 Strength (+3 to hit, +6 damage), SD: 50% magic resistance, half damage from electricity, fire and gas, TOP 30, Crit BSL: Def AC +9, FF: n/a, References HoB 5 p. 94

HPs:

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Spell-Like Abilities: At will – Darkness 5' Radius, Detect Invisibility, Telekinesis (200 lbs.), Gate in a Type I demon (10% chance of success)

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!"

Bestow Curse Trap: The curse uttered by the Magic Mouth confers the Psychotic Aversion to Class (Magic User) quirk if a saving throw is failed.

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 curse causes 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 save vs. spells (magical defense adjustment applies) whenever he witnesses a display of arcane magic or become affected as if under a Fear spell. The effects of this curse are permanent and can only be removed with a Remove Curse spell. Obviously this will have to be cast by a divine spellcaster since having a magic user attempt to remove the curse will terrify the subject even more.

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 demon.

Fire Elemental: HF 27, EP 6000, Int Low, AL N, AC 8, MV 12", HD 12, HP 92, SZ H, #AT 1, D 3-24, SA: any object struck by the elemental must make a saving throw vs. magical fire or be destroyed SD: immune to fire, TOP n/a, Crit BSL: Def AC +10, FF: n/a, References HoB 3 p. 8

HPs:

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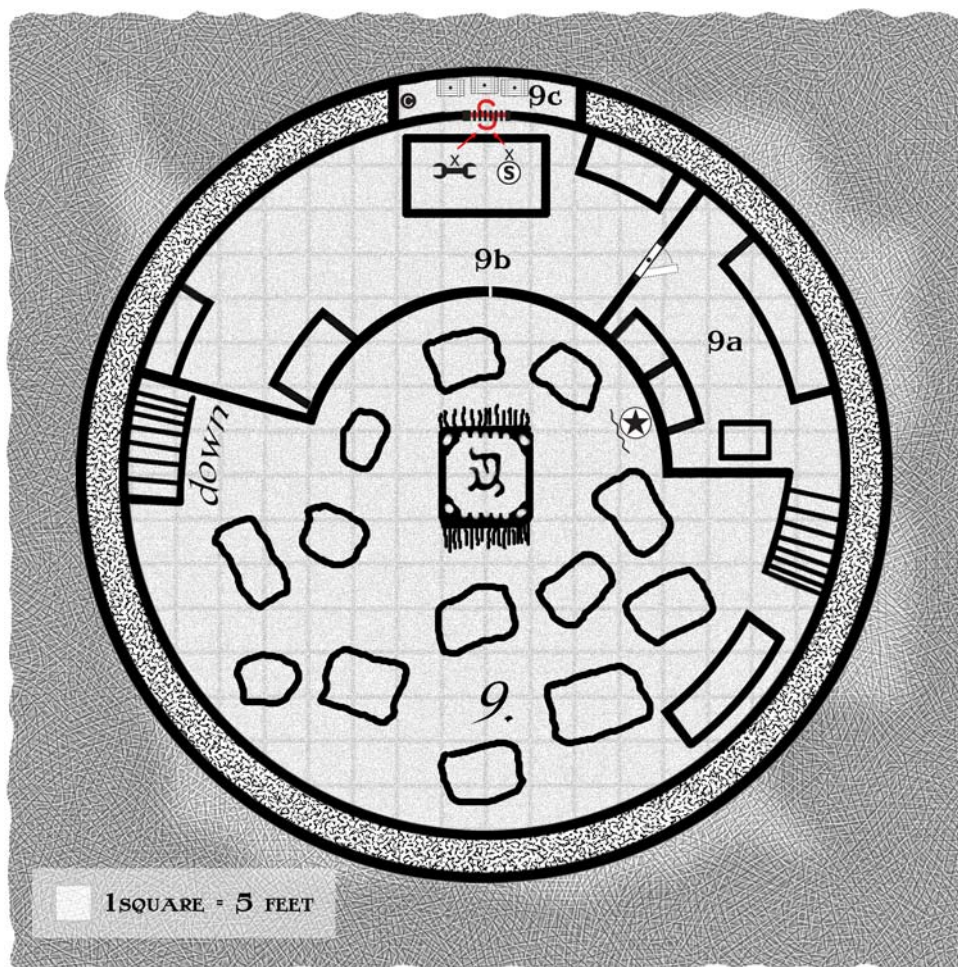
9: The Chamber of Divination.

This floor of the tower holds Jhedophar's private quarters. Is also where Jhedophar uses his crystal ball 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 (with ESP)** sits upon a gilt golden pedestal in the center of the room. A door to the north leads to Jhedophar's private quarters. Jhedophar relies upon his **Amulet of Protection Against Detection and Location** to allow his extensive 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**. (*This is a Project Image spell that Jhedophar casts upon learning – either through his Crystal Ball or via his spy network of grey ghost parrots – that the adventurers are climbing the stairs up to this level. He has a wide angle peephole in 9b that allows him to view all of area 9. This spell only lasts 18 rounds so be sure to keep accurate count of time – especially if the PCs don't immediately attack and instead opt to engage in conversation with Jhedophar.*)

"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 arrange-



ments 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 Hopelessness) scribed upon a carved statuette of Grawdyng sitting on his personal altar to his dark gawd. The altar and statuette are hidden beneath a drapery of pure black silk which he keeps covered when entertaining “living” guests. (*Jhedophar has a quick release cord attached to the drapery which runs into 9b that will allow his projected image to appear to pull down the drapery.*) Aside from the Symbol, the altar of Grawdyng 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 arcane juju zombies. The altar is Desecrated.

With his audience likely a little more pliable after viewing the Symbol, 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 and, incidentally, is responsible for any calamities that might have befallen the outside world (as he surreptitiously casts Shift Blame using his voiceless casting talent). If the PCs are brave enough he surmises, they may be able to overcome the dragon, in which case he will sign over the deed to the tower over to the PCs as a reward. In mak-

ing 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 utilizing the **Mandrake Staff's** Plane Shift power and making his way to his new fortress in one of the swankier regions of Hades where he plans to work as an ambassador and spy for Grawdyng.

Jhedophar the Lich: (HF 112, EP 18,976, Battlemage 18, Str 13, Int 20, Wis 17, Dex 16, Con 12, Cha 16, Co -12, AL NE, AC -8 (**Ring of Protection +4**, **Cloak of Protection +2**, Dex), MV 6”, hp 80, SZ M, #AT 1, D 1-10, SA spells, fear, chilling paralysis touch, SD +1 to all saves (**Stone of Good Luck**), +1 or better to hit, immune to Sleep, enfeeblement, polymorph, cold, insanity and death magic, 99% chance to see invisible creatures (based on level and intelligence) Lang: common, elven, Hon: Average, ML 18, TOP n/a, Crit BSL: Def AC +9, FF n/a,

Quirk: value privacy (reclusive)

Talents: Photographic Memory, Voiceless Casting

Skills: arcane lore (118), alchemy (94), ancient history (98), complex geometric estimation (84), evil speak (47), herbalism (91), orchestrate task (74), reading/writing -common (112) -elven (87), spell craft (111), Reference HoB 4 p 85)

Items of Note: The Mandrake Staff, Brooch of Fireball Backblast Protection, Ring of Protection +4, Cloak of Protection +2, Stone of Good Luck, Amulet of Protection Against Detection and Location, Iron Bands of Munari, Scroll of Temporal Stasis (23rd level caster), Scroll of Flesh to Stone (14th level caster), Scroll of Stone to Flesh (12th level caster), Scroll of Wall of Iron (18th level caster), Circlet of Skeleton Warrior Control, a tiny but masterfully crafted chest (the key to his Drayton's Hidden Stash), three keys (to the chests in area 9c)

Spells Known (prepared): **First level:** Charm Person, Magic Missile x3, Magic Shield, Phantom Armor*, Reduce, Shift Blame, Shocking Grasp. **Second level:** Blindness, Blur*, Galinor's Gender Reversal, Invisibility*, Magic Missile Reflection, Mirror Image*, Ray of Enfeeblement, Web. **Third level:** Blink, Dispel Magic, Haste, Perceived Malignment, Paralyzation, Preemptive Strike*, Ward Off Good. **Fourth level:** Bestow Curse, Charm Monster, Dimension Door, Enervation, Polymorph Other x2. **Fifth level:** Chaos, Domination, Hold Monster, Lyggel's Cone of Cold, Teleport (already cast), Touch of Death, Wall of Iron (already cast). **Sixth level:** Chain Lightning, Contingency (already cast - triggers Teleport if reduced to 20 HP or less), Geas, Mass Suggestion, Transmute Metal to Water. **Seventh level:** Finger of Death, Fireball (Delayed Blast), Prismatic Wall, Spell

Turning*, Teleport Without Error. **Eighth level:** Maze, Sink, Symbol, Trap the Soul. **Ninth level:** Fireball (Lava Yield), Imprisonment, Time Stop.

* indicates spell which Jhedophar casts on himself given time to prepare for combat

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 Transmute Metal to Water, targeting the entire party in an effort to destroy their melee potential (note that the floor has numerous tiny cracks into which the water can flow thereby eliminating the potential of reversing the spell). On the following round he Simul-Casts Time Stop, Chain Lightning, and Lyggel's Cone of Cold on the entire party, and Sink and Maze and 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 a Lava Yield Fireball and uses the power of the Mandrake Staff to Plane Shift out of the tower to his new fortress in Hades.

In the event the PCs manage to get into Jhedophar's study {likely by using the *Skeleton Key of Jhedophar* for the door to the study is made of bronze and locked with both excellent quality locks (-20% to Open Lock attempts) and Wizard Locked (18th level caster)} 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.

It goes without saying that if the PCs severely damage Jhedophar he Teleports automatically via his Contingency spell (to a cave complex with which he is very familiar on Ogre Island [sheet E7-07: H06 in the Garweeze World Atlas], unless caught within the area of a Proof from Teleportation spell or the target of a Close Portal.

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: Six **Gems of Seeing** with 1d6 charges left each and a **Crystal Ball with ESP**. The golden pedestal on which the crystal ball sits is worth 1,390 gp.

Note: Each of the gems is a flawed but massive diamond (29,000 gp, 15,000 gp, 10000 gp x4). Jhedophar got a great deal on the lot but later discovered that, because of their flaws, they could not be permanently enchanted. He intends to reuse these as components for either Symbol (by powdering them) or Trap the Soul (first in line being the merchant who sold him the gems...).

9a. Jhedophar's Workroom

Jhedophar uses this area to prepare spell components and for general puttering. A large curved workbench is set against the outer wall. On the bench are 12 stoppered bottles of extra fine ink (each sufficient to inscribe 4 pages and worth 50 gp per bottle). There are also the following spell components: a stoppered earthenware jar containing mercury (700 gp worth), 5 pearls (100 gp each), a bag of cat fur, a box full of honeycombs, a box of 16 penny framing nails (311), a box of silver pins (200 count - worth 15 gp), two braids made from male elven and female dwarven hair, four caterpillar cocoons, a box of chalk (10 pieces - each has been cursed), a dozen Preserved eggs, a small bag with 12 of Jhedophar's eyelashes from when he still lived, two pillowcases full of fleece, a drinking glass full of gelatinous cube ichor, 8 glass rods, eight wads of gum arabic (stuck to underside of the bench), an iron pot full of bat guano, a tin box half full of herring scales, three lodestones, a small bag with 7 orge-mage eyelashes, 15 owl feathers, a vial containing 10,000 gp of powdered black opal dust, a vial full of powdered iron, a jar with 12 human eyeballs floating in alcohol, a prism, a vial of snake blood, a vial of rust monster blood, a salt shaker, a bag containing licorice root shavings, five small bronze discs, six small mithril plates (10 gp each), 11 small sheets of iron, six iron rods, 2 small silver mirrors, a vial with three snake tongues, a crockery pot full of sulphur, four tiny glass cones, a coffee mug with Jhedophar's backwash, a pail full of soot and a three pint bottles of Elderberry wine (40 gp each). There are also spider webs in the corners of the ceiling and dust on the floor.

9b. Jhedophar's Study

Beyond the workroom is a chamber used as both a study and rest area. A massive oak table some seventeen feet in width is the most prominent piece of furniture in this room. On it are five massive tomes and a dozen sheets of parchment upon which are inscribed indecipherable script. (A Read Magic will reveal them to be notes

on sundry magical research.) Two bookshelves contain additional dusty volumes (these are academic treatises worth a total of 8,000 gp - although they weigh 2000 pounds for the lot). A simple cot is placed in the southwest corner by a set of iron hooks that hold a staff, six embroidered caster's robes (20 gp each), and a silver dagger hanging from a chain.

Behind the desk is an Illusionary Wall masking a secret door, locked as each door within the tower and guarded with Fire Trap and Explosive Runes spells and a falling block trap. Unless dispelled, the Illusionary Wall will reduce by 1 the chance of finding secret doors as it conceals possible clues to the presence of such. Of course, a Find Traps spell will reveal the traps on the secret door thereby likely revealing its presence.

Fire Trap: This spell is triggered by opening the door. It will explode for 1d4+18 points of damage in a 5-foot radius (save for half).

Explosive Runes that state the words "Look up!" The reader suffers 6d4+3 points of damage with no saving throw. Those within a 10 foot radius suffer a like amount of damage but may save vs. spells for half.

The final trap is a falling block trap.

Falling Block Trap: This trap is triggered by opening the door and affects a 10' x 10' area directly in front of it. All within the target area suffer an attack as from a 13th level thief. Those hit suffer 6d6 HP of damage from the falling block. Crit BSL: Def AC +3.

Note: Unless disabled individually by dispelling the Fire Trap with successful castings of Dispel Magic or by a thief disarming the trap(s), both the Fire Trap and falling blocks trigger simultaneously. The runes obviously detonate upon their being read.

Treasure: a silver **Dagger of Sharpness +1** and a **Quarterstaff +2, Cursed Berserking**

9c. Jhedophar's Stash

Built into the curtain wall is a small chamber containing three dwarven iron chests. Each bears a superior quality lock (-40% to open lock attempts) but all are untrapped.

The first contains a jumble of small bones. These are the mortal remains of the flock of grey ghost parrots used by Jhedophar as house spies. Destroying these bones will permanently dispatch the undead creatures.

The second chest contains the following magical treasures: a **Wand of Wonder** with 25 charges, a **Ring of Protection +1** and ten **Potions of Extra-Harming**.

The third chest contains 24,562 lead coins upon which a Fool's Gold spell is cast further enhanced by Permanency. Anyone handling the 'gold' is entitled to a saving throw to detect the ruse but it is made at a -18 modifier due to Jhedophar's caster level. It is suggested that as GM you pre-roll saves prior to entering this room to avoid potentially giving the PCs a hint. Having them

caught passing counterfeit currency at some future point could be entertaining...

On the far left side of this room there is a ten foot high shaft in the ceiling cloaked by an Illusionary Wall. At the top of the shaft is a small ledge holding a wooden box containing the actual spell books of Jhedophar. This box has a Body Heat Activated Death Spell as a protective ward. The first warm blooded creature to touch it sets it off. See Death Spell in the *Player's Handbook* to determine who is affected by virtue of their level - the lowest level party members being most susceptible.

Treasure: Spell Books of Jhedophar (detailed hereafter)

Jhedophar keeps spare copies of all spells in his books (in traveling spellbook form) hidden within a chest secreted on the ethereal plane using a Drayton's Hidden Stash spell.

[Spell] Book #1: Leather cover; standard binding; 72 parchment pages; 12"x12"; 3 lbs. wt.; 2" thick. *Contains the following spells:* (1) Burning Hands, Charm Person, Comprehend Languages, Identify, Magic Missile, Magic Shield, Phantom Armor, Read Magic, Reduce, Shift Blame, Shocking Grasp (2) Blindness, Blur, Galinor's Gender Reversal, Invisibility, Magic Missile Reflection, Mirror Image, Ray of Enfeeblement, Web (3) Paralyzation

This book has a Fire Trap which will explode for 1d4+18 points of damage in a 5-foot radius (save for half) if opened.

Book #2: Leather cover; standard binding; 64 parchment pages; 12"x12"; 3 lbs. wt.; 2" thick. This book is a comprehensive treatise on burnishing ebony walking sticks. Although Gabal's Permanent Magic Aura is cast upon it, it is an unremarkable work. Resale value 25 gp.

This book also has a Fire Trap which will explode for 1d4+18 points of damage in a 5-foot radius (save for half) if opened.

[Spell] book #3: Lizardman hide cover; standard, metal reinforced binding; silver monogrammed spine ("Jhedophar"); 80 vellum pages; 12"x12"; 7.5 lbs. wt.; 7" thick. *Contains the following spells:* (2) Magic Mouth, Wizard Lock (3) Blink, Dispel Magic, Explosive Runes, Haste, Perceived Malignment, Preemptive Strike, Secret Page, Ward Off Good (4) Charm Monster, Dimension Door, Enervation, Explosive Glyph, Fire Trap, Illusionary Wall, Polymorph Other, Remove Curse

This book receives +4 to all it saving throws.

This book is also protected by a Fire Trap which will explode for 1d4+18 points of damage in a 5-foot radius (save for half) if opened.

[Spell] book #4: UMBER Hulk hide cover; heavy, fire resistant binding; superior quality metal lock (-40% to Open Lock attempts); gold monogrammed spine ("Jhedophar"); 80 vellum pages; 12"x12"; 7.5 lbs. wt.; 7" thick. *Contains the following spells:* (5) Chaos,

Cloudkill, Domination, Gabal's Permanent Magic Aura, Hold Monster, Lygg's Cone of Cold, Magic Jar, Wall of Iron (6) Body Heat Activation Spell, Chain Lightning, Contingency, Fireball (Show-No-Mercy), Geas, Mass Suggestion, Perpetual Illusion, Programmed Illusion

This book receives +5 to all it saving throws (+6 vs. normal and crushing blows and all types of fire).

[Spell] book #5: leather cover; heavy, fire resistant binding; superior quality metal lock (-40% to Open Lock attempts); gold monogrammed spine ("Jhedophar"); 80 vellum pages; 12"x12"; 7.5 lbs. wt.; 7" thick. *Contains the following spells:* (5) Drayton's Hidden Stash, Gabal's Permanent Magic Aura, Teleport, Touch of Death (6) Disintegrate, Enchant an Item, Ensnarement, Transmute Metal to Water (7) Finger of Death, Fireball (Delayed Blast), Prismatic Wall, Spell Turning

This book receives +2 to all it saving throws (+3 vs. normal and crushing blows and all types of fire).

This book appears to have all blank pages as a result of numerous Secret Page spells cast upon it.

[Spell] book #6: Komodo Dragon hide cover; heavy, fire resistant binding; superior quality metal lock (-40% to Open Lock attempts); gold monogrammed spine ("Jhedophar"); 80 vellum pages; 12"x12"; 7.5 lbs. wt.; 7" thick. *This spellbook is completely blank and contains no spells. It is a spare spellbook that Jhedophar constructed but has not yet had to use.*

This book receives +4 to all it saving throws (+5 vs. normal and crushing blows and all types of fire).

[Spell] book #7: Green Dragon hide cover; heavy, fire resistant binding; impossible quality metal lock (-80% to Open Lock attempts); mithril monogrammed spine ("Jhedophar"); 70 human skin pages; platinum flaked ink; 12"x12"; 7 lbs. wt.; 6" thick. *Contains the following spells:* (8) Maze, Sink, Symbol, Trap the Soul (9) Fireball (Lava Yield), Gate, Imprisonment, Time Stop

This book receives +8 to all it saving throws (+9 vs. normal and crushing blows and all types of fire).

In addition, there are 19 cuneiform tablets (each weighing two pounds) making up a non-standard spellbook. *Contains the following spells:* (7) Teleport Without Error (8) Permanency

This 'spellbook' receives no saving throw bonus but does save as 'ceramic' (instead of 'leather or book')

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 (a near impossible task if they wish to loot Jhedophar's libraries). 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, or possibly, 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 GM and PCs as the heroes find themselves becoming known as harbingers of doom. The story of their passing through an area followed by the destruction of villages and keeps spreads like wildfire and soon the PCs are shunned wherever they go. Soon they learn of their infamy from a wandering bard and they must decide whether to confront Exeterus or risk a huge hit to their honor.

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 Hades. Who knows, maybe they'll run into Jhedophar down there...



Appendix

New Magic Items

Potion of Extra-Harming

This potion causes 3d8+3 hit points of damage when wholly consumed or 1d8+1 hit points of damage for each one-third that is drunk. If a small sip is taken, the drinker will believe that he has been healed 1d3 hit points. This effect is illusionary and should be secretly noted as such by the GM.

EP Value: – GP Value: 150

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Ring of Undetectable Alignment

This ring conceals the alignment of the wearer from spells such as Know Alignment and Detect Evil/Good as well as a Dark Knight's ability to detect the presence of good intent or a Paladin's ability to detect evil monsters and characters. Note that the ring does not register the wearer as having NO alignment (that would be highly suspicious), but rather as true neutral.

A potential downside is that anyone wearing the ring will no longer be able to employ aligned magic items. Additionally, no amelioration is provided against spells such as Protection from Evil.

EP Value: 700 GP Value: 4,000

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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 darkwood, dug from the feet of a hanged murderer, given life and imbued with magic power by the witches of the Mezrain Marsh. Others claim that the power of the staff is much older still, predating the arrival of the Raakor (see Raagean Empire in the *Garweeze World Gazateer*). The staff possesses many astounding and deadly qualities, especially the quality of change, and has been sought after by masters of the school of alteration for its powers of strengthening their magic.

- Quarterstaff +3
- Withering (2/week): as per a **Staff of Withering**
- Poison (1/day): As per the 4th level cleric spell except magic users are the only ones who may use this feature.
- Spell Focus (Alteration): While possessing the staff, the owner gains certain benefits normally restricted to the Transmuter specialist. If he is already a specialist

transmuter, double specialist transmuter or sole practitioner, these advantages stack.

Saving Throw Modifiers: All opponents modify their saving throws by -1 when attempting to save against an Alteration spell cast by a the staff's owner. He adds a +1 bonus when saving against Alteration spells or effects cast by others.

Bonus Spells: Each day, he can memorize and cast one extra spell at each spell level, provided that the bonus spells are from the school of Alteration.

Learning Ability Modifiers: The wielder gains a +15% to his learning ability rolls when attempting to learn or research spells from the Alteration school.

- Blink (3/day), Wall Passage (2/day), Flesh to Stone, etherealness (as **Oil of 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 12". The staff has an Armor Class of 0, 32 hit points, and attacks as a Magic User of the owner's level with a bonus of +3 'to-hit'. While the staff is moving independently of its master it may use any of its special abilities as long as they have not reached their allotted number of uses per day or week. Note that if the staff suffers 32 hp of damage while animated, it is destroyed. Damage sustained below this threshold is restored once the 'walk of the mandrake' ends.

EP Value: 20,000 GP Value: 100,000

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 save vs. Spells (Magical Defense Adjustment applies) 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 attempt a second save or become afflicted with HackFrenzy, attacking anyone who disturbs their viewing.

Once the enraptured PC's HackFrenzy has abated, he return to his narcissistic ogling. His associates may once again attempt to pull him away subject to the conditions above. Breaking visual contact with the mirror for no less than a turn sunders the enchantment. Of course, one may subsequently catch another look at that stunning figure in the mirror thereby requiring another saving throw...

EP Value: – GP Value: 5,000

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 a Nondetection spell so that would be thieves using scrying devices and magic are prone 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. Obviously the case itself does not radiate magic.

EP Value: 300 GP Value: 2,000

Dagger of Sharpness +1

This weapon is treated as +1 for attack and damage rolls. Its power is great, however, for on a natural attack roll of 20, it tends to sever extremities. A Sword of Sharpness adds to the severity levels of critical hits. Use the table to the right to determine the exact bonus.

EP Value: 900 GP Value: 4,000

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Dagger of Sharpness +1

Roll (1d100)	
Roll	Bonus to Severity Level of Critical Hits
1-25	+4
26-50	+6
51-80	+8
81-95	+10
96-100	+12

Quarterstaff +2, Cursed Berserking

A bane to Magic-Users the world over, this Quarterstaff performs by every test, save that of the heat of battle, as a +2 weapon. However, in actual battle its wielder will go berserk, attacking the nearest creature and continuing to fight until dead or until no living thing remains within a 60-foot radius. Moreover, if an enemy approaches within 20 feet, the wielder must save vs. Death Magic or forgo any other activity in favor of plunging head long into melee.

The possessor of a Cursed Berserking Quarterstaff can be rid of it only via a Break Hex or Limited Wish.

EP Value: – GP Value: 3,500

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Karelis, Intelligent Special Purpose Bastard Sword +3

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 an Intelligence of 17 and an Ego of 21.

- *Karelis* speaks Common and Elven. She is imbued with speech and telepathy.

Primary Abilities

- The wielder of *Karelis* may Detect Magic in a ten-foot radius.
- The wielder of *Karelis* may Detect evil or good in a ten-foot radius.

Extraordinary Abilities

- The wielder of *Karelis* may use Minor Globe of Invulnerability 1/day as a 15th-level caster.
- The wielder of *Karelis* may use ESP, 30 yards range, 3/day, one round per use.
- Deathwatch Dance: Whenever the bearer of *Karelis* drops below 0 hp or is otherwise incapacitated, *Karelis* animates as a Sword of Dancing, defending the fallen hero 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/or 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 a bard's Performance ability (wielder chooses which bonus to apply). 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 a portion of her soul has become. Although her yang self is trapped within her magical blade, the yin distillate of *Karelis* lives on in the Plane of Hades. It is now a horrid, twisted NycaDaemon. Neither the yang soul of *Karelis* or Lord Tork are certain of the truth, but they suspect that Jhedophar rended *Karelis*' soul in exchange for vile wisdom and great power. *Karelis* does not know the new name Anthraxus has bequeathed to her yin, nor does she even know what her body looks like after being twisted and tortured and reshaped by the ghastly ruler of the Plane of Hades. The sword's purpose is to lead heroes appropriate to the task of venturing to the Plane of Hades to find and destroy the NycaDaemon that once was *Karelis*, thus allowing her splintered soul to escape from the blade, reunite, and go on to her eternal reward. Of course the blade becomes non-magical once this occurs...

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

Intelligent Item Special Purpose Power

- When combating a Daemon, the wielder of *Karelis* is granted a +3 bonus to all saving throws and a +3 bonus to AC.

EP Value: 3800 GP Value: 40,000

New Spells*

Gabal's Permanent Magical Aura (a.k.a. Gabal's Magical Aura v 2.0)

(Illusion/Phantasm)

Level: 5

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 5 rounds

Area of Effect: Special

Saving Throw: Special

Early in his career, Gabal released his Gabal's Magic Aura spell, which became an instant success and garnered the young magic-user kudos from his elders and a generous stream of royalties. Fame was fleeting however and Gabal sank into relative obscurity as a "one hit wonder".

Years later Gabal, now a full-fledged Wizard, sought to revive his career by creating a new spell that would allow him to recapture the fame and notoriety of his youth. His first attempt, Gabal's Magic Flora, went largely unnoticed outside druidical circles while his next attempt, Gabal's Magic Odor, was such a disaster that he pulled it from the market. Several pre-release copies unfortunately made it into circulation and evoked such a negative response from the critics that he was forced to adventure under a pseudonym for years.

Chastened by these experiences, Gabal decided to return to his core competency. A simple improvement upon what he had so long ago accomplished would be enough, he felt, to satisfy the jaded cabal which derided him as a quaint legacy.

He busied himself in overcoming the greatest shortcoming of Magic Aura - that being its limited duration. This proved to be a monumental difficulty and soon the complexity of the spell began to expand in scope as it migrated from a 3rd level spell to 4th and finally to a whopping 5th level incantation. After years of toiling the new spell was finally completed and released to a dubious audience.

The complexity of the spell relegated it to a niche market. The editorial policy of the widely read *Magic-User Monthly* traditionally limited itself to coverage of 1st - 3rd level spells and so passed on reviewing the new incantation. The scholarly *Journal of the Fangarie Wizard's Union*, however, gave it a positive review and returned Gabal to respectability.

By means of this spell, any one item of no more than ten pounds weight per level of the spellcaster can be given an aura that is noticed by someone using magic detection. Furthermore, the caster can specify the type of magical aura that is detected (Alteration, Conjunction, etc.) and this effectively masks the item's actual aura, if any, unless the item's own aura is exceptionally powerful (if it is an artifact, for instance).

If the object bearing Gabal's Permanent Magical Aura has an Identify spell cast on it or is similarly examined, the examiner has a 25% chance of recognizing that the aura has been placed to mislead the unwary. Otherwise, the aura is believed and no amount of testing reveals what the true magic is. While this spell does not confer any to-hit or damage bonuses when placed upon weapons, it will allow someone who uses a weapon enchanted with the spell to hit creatures who would otherwise only be hit by magic weapons with a +2 enchantment.

Creatures potentially hit by the weapon can make a successful saving throw versus spells (at -2) to negate this facet of the dweomer. The material component for this spell is a small square of silk, which must be passed over the object that receives the aura.

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* This spell appeared previously in D1-2: *Descent into the Netherdeep*.

THE TOWER OF JHEDOPHAR

A Mysterious Tower Guards a Wondrous Staff!

Once an academy of arcane learning, the tower of Jhedophar now stands as a testament to the greed of two powerful foes. The tower is guarded by a massive labyrinth filled with deadly traps, vicious adversaries and unlikely allies. Who among the brave may wrest the Mandrake Staff from Jhedophar's bony grasp? Remember heroes, dragons and liches do not let loose their treasures lightly!

The Power of Ancient Foes Collides

Will the adventurers take the dragons deal and attempt to slay Jhedophar in his fortress of evil or take the Lich's deal and rid his tower of the pesky squatter Exeterus once and for all? Designed for characters of 9th-13th level, the Tower of Jhedophar offers just the right mix of fast paced action and clever role play. Best of all, the Tower of Jhedophar is playable in 2-4 game sessions, with foes and allies that may make their presence felt in your campaign for years to come!



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