



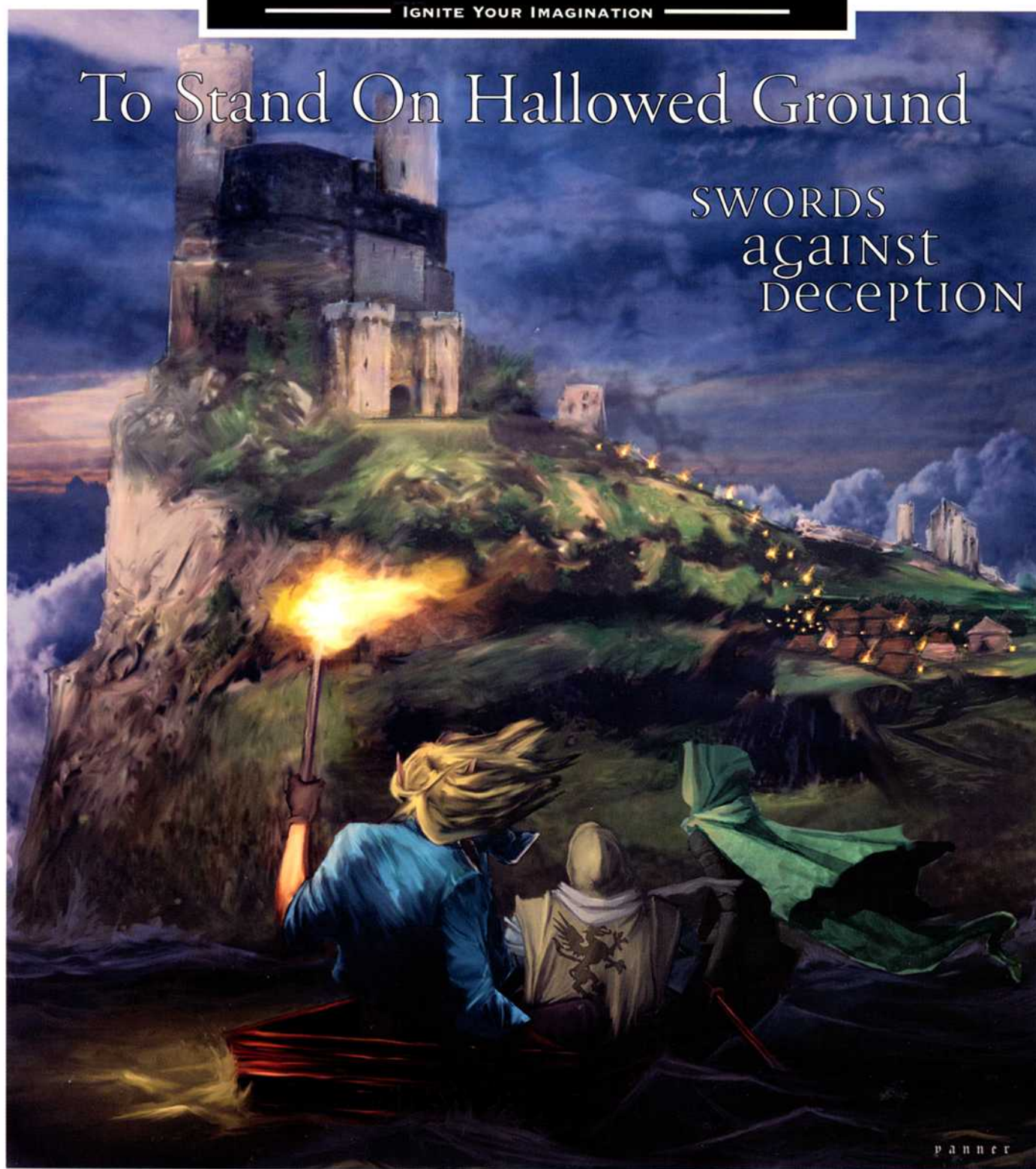
Requires the use of the Dungeons and Dragons® *Player's Handbook*, 3rd Edition, published by Wizards of the Coast®

d20
system

FIERY DRAGON PRODUCTIONS
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To Stand On Hallowed Ground

SWORDS
against
deception



FDP 2000: To Stand On Hallowed Ground: Swords Against Deception – a fully illustrated adventure for 10th-level characters.

Mike Mearls

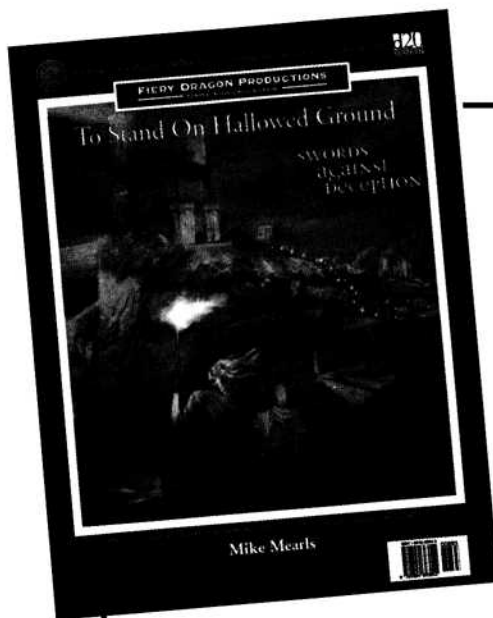
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The Plot: The characters will infiltrate the newly emerged Church of Plenty, hoping to learn the cult's secret agenda. They must pass through thousands of worshippers during a festival, penetrate the citadel of the new god, Vargos, and discern the true nature of this mysterious and powerful organization.

The Mood: Pressed against the wall, hiding in the shadows, the characters hope that the guards will turn before they reach the corner. Moving as silently as possible, they attempt to slip into the open door unobserved as the drunken revelers pass into the kitchen. Listening at every door, wearing dark outfits that offer little protection should they be seen, the

characters bluff their way past guards. The only hope of surviving this night is stealth, careful planning, and flawless execution.

Swords Against Deception: A fully-illustrated fantasy adventure for the d20 system. Designed for 10th-level characters, *Swords Against Deception* provides an adventure where stealth, skill, bravery, and intelligence are the keys to completing the mission and successfully returning to report any findings to the king.

Swords Against Deception's Challenge Chart

Encounter Key	Challenge Rating	Challenge Statistics
On the island	Various	Guards: hp 12 each; Init +0; AC 17; Atk +4(1d8+1) or +3(1d8) Marines: hp 8 each; Init +0; AC 14; Atk +3(1d8+1) or +2(1d8) Missionaries: hp 6 each; Init +0; AC 10; Atk +1(1d6+1) Pilgrims: hp 4 each; Init +0; AC 10; Atk +0(1d3 subdual) or +0(1d6)
4	4 (x 3)	Minotaurs (3): hp 45, 42, 41; Init +0; AC 14; Atk +9/+4(2d8+4) and +4(1d8+2)
	4 (x 3)	Minotaurs (3): hp 39, 39, 39; Init +0; AC 14; Atk +9/+4(2d8+4) and +4(1d8+2)
	4 (x 2)	Hydras (2): hp 55, 49; Init +1; AC 15; Atk +4(1d10+3) [x5]
9	4 (x 8)	Minotaurs (8): hp 45, 42, 41, 39, 39, 39, 35, 32; Init +0; AC 14; Atk +9/+4(2d8+4) and +4(1d8+2)
10	3	Headman (1): hp 22; Init +1; AC 15; Atk +7(1d12+3)
	2 (x 3)	Attendants (3): hp 11, 10, 6; Init +6; AC 12; Atk +1(ad4) or +3(1d4) or spells
11	8	Haggun the Destroyer (1): hp 92; Init +2; AC 20; Atk +19/+14(1d10+8) and +14(1d8+4)
	4 (x 8)	Minotaurs (8): hp 45, 42, 41, 39, 39, 39, 35, 32; Init +0; AC 14; Atk +9/+4(2d8+4) and +4(1d8+2)
18	6 (x 2)	Oryluths (2): hp 37, 35; Init +4; AC 17; Atk +9(1d8+5), +4(1d4+2), +4(3d4+2 and poison)
	10	Dyllia Spitzfang (1): hp 57; Init +8; AC 19; Atk +12/+7(1d6+3) or (1d6+2), +7(1d6+2 and poison)
	8	Horus (1): hp 68; Init -1; AC 17; Atk +8(1d6+4 and mummy rot)
	10	Vargos (1): hp 64; Init +2; AC 17; Atk +5(1d8+5 and paralysis) or spells

Alert Factor Tracking Chart

Encounter Key	Alert Factor	Status Change on AF	Encounter Key	Alert Factor	Status Change on AF
1			11		7
2		5	12		
3			13		
4		5, 10	14		
5			15		
6			16		
7			17		
8			18		10
9		5	19		
10		5			



To Stand On Hallowed Ground: Swords Against Deception

"A brutish, masked human stands at a chopping block gripping a large axe..."

A Fantasy Roleplaying Adventure for the D20 System

Requires the use of the *Dungeons & Dragons*® 3rd Edition *Player's Handbook*,
published by Wizards of the Coast®

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INTRODUCTION

It is a time of unease. Prophets and missionaries bearing the word of a new god walk the Kingdom of Tendaria. In every town they visit, they host such revels as never seen before by the downtrodden peasants and townsmen; in their wake they leave the name of their god, Vargos, and the teachings of his cult, the Church of Plenty. The bishops and elders of the established faiths curse that name as their cathedrals stand half-empty on days of worship. Vargos asks for neither prayers nor sacrifices; he asks only that the people listen, learn, and take his teachings to heart. The gospels are simple: all men are equal; those who hold power do so on baseless grounds; no man is fit to command or rule another. Vargos teaches that earthly titles and wealth are meaningless. He spreads his bounty to all and wants only peace and brotherhood for every living creature. In return, he asks for nothing.

That, however, is about to change.

Swords Against Deception is a fantasy roleplaying adventure for use with the D20 system and requires the *Dungeons & Dragons®* 3rd Edition *Player's Handbook*, published by Wizards of the Coast®. The adventure is designed for a party of four 10th-level characters, but can easily be modified to present a challenge to larger groups or more powerful characters. On average, four 10th-level characters will gain enough experience to reach 11th level.

This adventure is designed to fit easily into an ongoing campaign and, wherever possible, the Game Master is provided with options for modifying and replacing parts of the background with elements of his or her own game world. For further information, see Using *Swords Against Deception* in Your Own Campaign.

PREPARATION

Before running this adventure, the Game Master (GM) should read it through carefully to gain a familiarity with its layout and various features. In addition, the GM should be familiar with the basic rules of play, particularly combat, diplomacy, and bluff guidelines, as well as skill checks.

For best results, the adventurers should have between 38 and 42 total party levels, and include at least one rogue, ranger, or bard, as the adventure features several scenarios for stealth or deceptive tactics.

If you plan on playing a character in this adventure, STOP READING NOW! The following notes are for the Game Master only; reading them may spoil the secrets and fun found in *Swords Against Deception*.

ADVENTURE BACKGROUND

The Story Thus Far . . .

Over the past year, a new cult has taken root in the Kingdom of Tendaria. Missionaries bearing the teachings of Vargos, a god of peace and prosperity, move through the land, spreading his teachings and hosting extravagant festivities to draw followers to their cult, the Church of Plenty. This new church's tactics have proven successful, as many of the peasants and poor city-dwellers have flocked to its banner. While new cults and offshoots of established

churches do not always draw suspicion, Vargos's followers preach that the current nobility and churches own no right to claim authority over the commoners. Many of their sermons revolve around the folly of rulership and how the oppression of the many by a few creates an inherently immoral situation. While the church stops short of calling for outright rebellion, the peasantry has responded with enthusiasm to the church's teachings. Its extravagant parties attract even those who care little for the cult's political leanings. At these festivals, the ale flows freely and expensive foods are piled high for the worshippers' enjoyment. The emissaries have visited many towns and left behind sizable congregations dedicated to Vargos.

A few months ago, the missionaries spread word that the world would witness a demonstration of Vargos's power. Soon after, an earthquake rocked the region around Lake Emmerlee, and a small island arose from its waters. A small castle stood upon the new-born island, bearing the holy symbol of Vargos – a five-pointed star in the palm of an open hand. The cult claimed the island, and King Isaac of Tendaria, reluctant to disturb the cult lest he incite an uprising, could do little more than watch the situation with a careful eye. The cult declared that the island would serve as the center of Vargos's power in the kingdom, and in celebration a great festival and holiday lasting seven days would soon take place on the island. Almost a thousand pilgrims, primarily peasants who left their fields to join the celebration, have flocked to the island.

The Real Story . . .

A thousand years ago, during the time of the Shadow Wars, a mighty sorcerer-king named Vargos ruled with an iron fist the region that is now Tendaria. Second only in power to his master, the Shadow King, Vargos commanded legions of followers and carved a kingdom from the wilderness with his might. A diabolical monster at his core, he treated his subjects as little more than tools best used to fulfill his vile ambitions. He dreamed of extending his powers beyond the mortal realm and plotted to overthrow the Shadow King and his demonic allies. He suppressed every religion but his own, forcing the people to accept him as a god and to worship him in his temples. Vargos's brutal rule and unbridled ambition, however, proved to be his undoing. A small band of heroes rallied the populace against him. Supported by clerics of the banned deities, the uprising proved too widespread for even Vargos to stand against. His legions disintegrated around him and his dark liege, learning of his treachery, abandoned him, forcing him to retreat to his castle with only a few trusted retainers. In a final strike, the leaders of the revolution unleashed unimagined divine and arcane forces, striking Vargos's island castle with a fiery brand from the sky, shattering the island completely.

Or so it seemed.

Vargos was prepared for such a disaster. His necromantic research revealed methods of preserving himself and his followers beyond death, and he managed to seal himself and his retainers within a tomb far beneath his castle before the revolutionaries took their vengeance against him. Using an array of necromantic rituals,





he placed himself and his followers into a deep sleep, waiting for his chance to walk the earth once again. To protect himself, he completed the illusion by sinking his keep deep beneath the waves of Lake Emmerlee, and cast a powerful spell, erasing the knowledge of his true name from the minds of his enemies and the pages of history.

Now, many centuries later, Vargos's minions have awakened. Their dread lord, however, still slumbers, as an error in the ritual used to preserve Vargos and his most powerful lieutenants has left him in a severely weakened state. Horus, the most powerful of Vargos's surviving court wizards, contacted the sorcerer-king's ancient diabolical allies and formed a pact with them. In exchange for much of the wealth buried beneath the castle, the devils created a sacrificial ritual that can restore Vargos to his true strength; they also placed Horus in contact with other necromancers and villains who could help organize the Church of Plenty. This bargain set into motion the events leading up to the festival, which is simply a plan to lure unwitting victims to the island for sacrifice to Vargos.

Disturbed by the rise of the Church of Plenty, yet ignorant of its true purpose, King Isaac dares not act openly against the island – at least not now, for fear of sparking a revolt. Instead, he needs a small but powerful band of heroes to infiltrate the island, sneak into the castle, discover the truth behind the Church of Plenty, and crush its diabolical plans.

ADVENTURE SYNOPSIS

The characters have been recruited to infiltrate the festival thrown by the Church of Plenty. They must infiltrate the keep that houses the cult's headquarters and determine the true nature of the mysterious religion. In addition to sneaking past guards and other wards, the characters may encounter some of the key figures in the

cult: Haggun the Destroyer, the leader of the minotaur guardsmen; Dyllia Spitfang, a medusa assassin employed by the head of the cult; Horus, the born-again right hand of Vargos and creator of the cult; and Vargos himself, should the ritual necessary for his resurrection be completed. Once the truth is known, the characters should attempt to stop the deadly sacrifices and put an end to the cult's activity in Tendaria.

ENCOUNTER DESCRIPTIONS

Text that appears in shaded boxes is descriptive, and should be read aloud or paraphrased to the players. Other text is for the GM's eyes only, and contains information on encounters, traps, puzzles, magic, treasure, and instructions on running the adventure. If an encounter has no read-aloud text, the GM can simply paraphrase the general description in his or her own words.

Encounters with a monster or character list the basic information needed for the encounter: the creature encountered, number appearing, and individual hit points. For a full description of the creature's abilities, see Appendix I: Monster Descriptions.

SETTING THE STAGE

The Current Situation . . .

Roughly a thousand peasants and other commoners have streamed to the island to take part in the great celebration. The church provides several small barges to transport pilgrims from the coast to the island, and the barges also make continuous runs to the shore to pick up food, drink, and other supplies. Celebrants are told that those who best embody the church's spirit of brotherhood and feasting will be led to the castle, where they will be inducted into the inner mysteries of the church and allowed to experience heaven on earth. The truth is far more sinister. Every day, cult servants





from the castle carry down to the celebration food and drink spiked with a powerful sedative. Those who eat or imbibe too much of the poisoned food and drink become extremely drowsy and barely able to stand. Guards then herd these pilgrims to the castle, along with others who have drunk themselves senseless, where they are ritually sacrificed to Vargos.

Vargos feeds on the blood of these sacrifices, using it to restore his life force and strengthen his physical form. While in life he possessed the powers of a 20th-level sorcerer, he currently can operate only at 8th-level. Blood flows from the sacrificial chamber to Vargos's sarcophagus, where it magically fuses with his body and restores his strength.

Vargos's awakened servants, along with a hired tribe of brutal minotaur warriors, watch over the castle. The cult purchased a pair of trained, domesticated hydras and uses them with the minotaurs to watch over the gates. Most of Vargos's awakened servants show the effects of the necromantic rituals used to preserve them: their skin is green, hairless, and stretched taut over their bodies. All of them are dressed to conceal their true natures.

Using Swords Against Deception in Your Own Campaign

The work required to convert this adventure to a GM's campaign revolves around fitting in the Church of Plenty, Vargos's place in history, and the island where the adventure takes place.

The Church of Plenty: The Church of Plenty is a bit difficult to work in. If the GM does not plan on running this adventure right away because the characters are not yet high enough in level, they could meet prophets of the church over the course of their adventuring careers. The church's missionaries tend to attract a lot of attention: they roll into a town, rent out the largest tavern they can find, and hold a massive party with free drinks and food open to the entire town. Some missionaries take an aggressive stance on spreading the church's teachings, interrupting the festivities to deliver impassioned speeches of the glories of Vargos; others prefer a more laid back approach, taking the time to get to know the community and approaching people individually in an effort to convert them. Most sermons revolve around Vargos's forgiving nature and how he takes care of both the material and spiritual needs of his followers. Many of the missionaries and emissaries fund their ventures with treasure taken from Vargos's catacombs, and most are careful to pawn their goods in a large city before setting about their work, in order to avoid arousing suspicion or drawing unwanted attention. If the GM plans on using this adventure very soon and does not have time to develop the church, perhaps the characters simply never noticed the church's rise as they were too busy pursuing their own adventures. The church may have taken root in a neighboring kingdom and only recently spilled over to the characters' area. The church also may have only started to recruit new members within the last three months, spending money and working hard to win many converts in a short amount of time.

Most of Vargos's missionaries and preachers are paid for their work and promised prominent roles in the church's clergy as the

sect grows. The GM should note that none of Vargos's followers are actually clerics. The missionaries explain that Vargos loves all equally and refuses to favor any followers in preference to others by granting spells.

Vargos: Vargos's reign of terror took place in a distant and vague time period, where much of what transpired escaped the pages of record. Unless the kingdom where the GM wants to set this adventure is truly ancient, Vargos, known as the "Prince of Lies," can be neatly tucked into the mists of pre-history. If the GM has the chance, he or she may want to drop references to Vargos in ancient scrolls and books that hint at a powerful sorcerer who allied with devils and dominated the area for years before an uprising struck him down.

The Island and Other Setting Details: The details of the island's location are generic enough, and should be relatively easy to find a place for it in a current campaign world. Moving the castle off an island, though, ruins some of the adventure's feel and requires a few changes to the background in order to keep the story behind the adventure consistent. The characters should feel like strangers in a strange land during this adventure, like righteous pilgrims walking into a den of evil with no easy escape and no allies to depend on.

Tendaria and King Isaac are part of Karathis, the Fiery Dragon campaign world, though little in this adventure is dependant on their specifics, and they can easily be replaced by similar details from the GM's own campaign.

Plot Hooks: Given that this adventure is aimed at experienced characters with established adventuring careers, crafting an opening scene that would not require extensive modification on the GM's part to make it fit within a campaign might prove difficult. Instead, a list of plot hooks below suggests ways in which to involve the characters in this adventure.

- If one of the characters is a cleric, she receives disturbing visions of a great evil sleeping beneath the newly arisen island on Lake Emmerlee. Her superiors report similar visions among the clergy, from the lowliest adept to the highest priests in the church. Her superiors ask her to sneak onto the island and learn the truth behind the Church of Plenty.
- Many of the characters' old friends and relatives have joined the Church of Plenty. Family members and friends not under the church's sway beg the characters to journey to and investigate the island in order to ensure their loved ones' safety.
- The king contacts the characters through his agents and asks them to infiltrate the church and discover the true power behind it. He promises to pay a 4,000 gp bounty to each character, and also pledges to pay for any resurrections or cures the characters may need after the expedition.





- The characters have crossed paths with the Church of Plenty in the past. While they have uncovered some of its shadier dealings, they have never accumulated enough evidence to stop the church for good. The festival might represent their best chance to find the truth and topple the cult.

Changing the Focus

Swords Against Deception tries to emphasize tactical planning and stealth over mindless frontal assaults. This approach will not appeal to every group out there, however. If this is the case, the GM should not be afraid to modify the adventure. If the players want to kick in doors, loudly shout a war cry, and hack until their dice-rolling hand goes numb, they should not be forced to play by the scenario's rules. Here are some basic notes on changing the tone of the adventure:

Combat Focus: Remove the festival background plot and place the castle in any isolated area. Vargos's minions have kidnapped many commoners for sacrifice, but now the sacrifices must be made once an hour for the next two days. The minotaurs rotate between Areas 4 and 9, which means that the party never faces more than eight at any given time. The characters must simply now hack their way through the front gate, through Area 11, and down into the dungeon.

Roleplaying Focus: Emphasize the tent city, possibly creating a few NPCs for the characters to meet. Encourage the characters to talk their way past the guards once in their disguises. The minotaurs are slow but cunning. Perhaps Haggun is unhappy with his role in the castle and can be persuaded to look the other way in return for a bribe in gold or magic items.

New D20 System Concept: Alert Factor

Swords against Deception requires the PCs to proceed with stealth and caution. Creating too much of a disturbance in the course of infiltrating the Church of Plenty's stronghold causes the temple guards to go on the alert and take precautions against intruders. To simulate this increase of readiness in response to character actions, this adventure introduces a new D20 concept: the Alert Factor system. Alert Factor (AF) is a tool designed to reflect the changing conditions in a dungeon or other closed social system; an area's AF score represents its readiness and general state of alert. A dungeon's AF score changes over time in response to the characters' actions. If the characters use loud and obvious spells, such as *fireball*, then the dungeon's AF rises as the inhabitants ready themselves for combat; on the other hand, if the party quietly dispatches its foes, the dungeon's AF remains stable or may even fall as the monsters feel a sense of security and relax their guard.

AF is not an absolute measure. Rather, it measures the relative state of alert for an area. For instance, an AF of 10 may mean a high state of readiness for one dungeon and a low state for another. Each dungeon that uses this rule should feature its own, unique AF milestones and ratings tailored to its specific inhabitants.

The easiest way to keep track of AF is to list each encounter area on a sheet of scratch paper, or use the AF column provided on the

inside front cover of this adventure. When the characters commit an action that changes an area's AF, the GM can note the change on the scratch sheet; when the players reach an encounter area, the GM can check the scratch sheet for the area's current AF and follow the instructions in the encounter description. The section labeled *Alert Factor* in each encounter description summarizes changes to the encounter and how events in the area can affect the AF in other areas.

The following AF modifiers apply to all areas in this adventure, unless otherwise noted:

- Using loud magic spells, such as *fireball* or *lightning bolt*: +3 AF in all areas.
- Starting a fight: +2 AF in all areas.
- Displaying the holy symbol of a deity other than Vargos: +2 AF in all areas.

Note that all of these modifiers assume that word of the characters' actions spreads across the island. If the characters leave no witnesses to their deeds, do not apply the AF modifier for a given action – other than modifiers for using attention-grabbing spells, as the sound and secondary effects of such spells alert the island.

Running this Adventure

Unlike most dungeon crawls, *Swords Against Deception* requires the party to use stealth. After reading this adventure, the GM should see that a quiet party that manages to keep the castle's AF low has a much easier time than one that causes a lot of noises and draws attention to itself. Furthermore, AF simply represents a tool that the GM should use in addition to judgement and a sense of drama. Predicting every move that the players may make in infiltrating the castle is impossible, but here are a few responses to a few common plans:

Climbing the southern cliff: This method allows the characters to avoid any trouble with the pilgrims, but it does leave them short on information about the dungeon. The minotaurs watching from the castle roof (see Area 4) do not have a line of sight to the cliff. Rather, they spend most of their time scanning the castle wall.

Climbing the castle wall: Allow the minotaurs on the castle roof a **Spot check (DC equal to character's Hide check)** to see anyone climbing the roof. Grant the minotaurs a **+2 circumstance bonus** during the day, a **-2 penalty** at night.

Approaching the castle in astral or ethereal form: In both of these planes, the castle exists as a physical structure. While the minotaurs cannot see the characters, the osyluths (see below) do occasionally jaunt to the ethereal and astral planes. Immediately increase the AF of Area 18 to 10.

Time Limit: Assume that Vargos returns to full power three days after the characters arrive on the island. If the characters attack any monsters on the island and then either leave or spend more than two hours hiding somewhere, automatically increase the AF of each area to its maximum as any slain guards are noticed missing. Of course, if the characters manage to hide the bodies in such a manner or disguise themselves as the defeated monsters, do not





increase the AF.

The players' best bet is to disguise themselves, use magic such as *invisibility*, or proceed in an extremely quiet manner, taking care to avoid fights and cause as little noise as possible.

The Devils

Horus has summoned a pair of osyluths to aid his progress in awakening Vargos, and also to serve as his liaisons with his allied Dark Powers. The osyluths must report back to the Dukes of Hell on the competence and power of both Vargos and his minions. They move invisibly about the island and frequently *teleport* back to Horus to give him an update on the island and to check on Vargos's condition. This is the primary means by which the AF in Area 18 increases: the osyluths notice the characters and report to Horus. The devils take no direct action against the characters unless the party detects them, at which point they attack. If reduced to half or fewer hit points, they *gate* back to Hell and make it impossible for Area 18's AF to increase, as Horus simply assumes that the osyluths have no new information to pass along to him. If the characters attack Horus in Area 18 without encountering the osyluths, the devils aid Horus to the best of their ability.

Osyluths (2): hp 39, 36.

KEYED ENCOUNTERS

AREA 1: Approaching the Island.

From a distance, the tents and temporary huts of those who have journeyed to the island for the festival honoring Vargos blur into one large mass teeming with tiny figures. The smoke from dozens of camp fires streams from the temporary city. At least a thousand pilgrims must be crammed on the island. Looming above the activity stands a bleak, stone castle. The holy symbol of Vargos, an open hand with a five-pointed star etched in its palm, is carved on the walls flanking the main gate, visible even from this distance.

A 100-foot high cliff marks the north shore of the island where the castle stands. The only beaches are at the southern end, where the tent city stands between the water and the castle.

The waters around the island teem with traffic ranging from simple rowboats to barges carrying dozens of people. At any time during the day, 2d6 boats each carrying 2d8 pilgrims sail toward the island. Two small ships carrying royal marines keep a careful eye on the island from a respectful distance. If approached, the marines instruct the characters to clear away and threaten to arrest them if they persist in bothering them. Yet, should a fight break out on the open waters or a boat capsize, the marines spring into action, either breaking up the fight and arresting all those involved or rescuing anyone caught in the water.

The marines are under strict orders to observe the island but

avoid interfering with the cult's activity. If they should sight any suspicious or blatantly destructive activity, however, they are to dispatch a messenger pigeon to the shore and prepare to make a landing on the island in force.

In order to ensure the secrecy of the characters' mission, none of the ships' crews know of the planned infiltration, and the marines treat the characters like any other cultists.

By night, only the royal ships prowl the waters. Bonfires illuminate much of the island, but the characters can approach across the water with little chance of discovery. If the characters attempt to land on the island in secret under the cover of night, the guards patrolling Area 2 must make a *Spot check (DC 25)* to notice the characters' boat.

Marines (12 on each boat): hp 8 (x12).

Alert Factor: If the characters approach the island in full armor, they draw attention to themselves and set the guards on alert. Increase the AF of Area 4 by 2. Starting a fight in the water does not attract any undue attention. Given the number of boats in the area, more than a few have collided, touching off fights between hotheaded pilgrims.

If the characters approach by night and are spotted, increase the AF of all areas by 2.

AREA 2: The Island.

Largely made of bare rock, the island's few patches of sandy soil at its southern shore are now dominated by the tents and crude huts erected by Vargos's pilgrims. This area bustles with activity as Vargos's followers drink, eat, and celebrate. Many boats used by pilgrims lie beached here, and quite a few are jury-rigged into temporary shelters. The northern shore of the island is a steep cliff that rises up to fifty feet above the water. Atop the cliff stands the mysterious castle of Vargos, looming above the tent city like a lord attending over his realm.

Scaling the northern cliff requires a *Climb check (DC 15)*. There is a 50% chance that the party encounters a patrol if it makes land-fall on the southern shore, and a 10% chance if it scales the cliff on the northern shore.

Guards (8): hp 12 (x8).

These guards patrol the island in five groups of eight. Each wears gleaming armor, red silk surcoats, and tall helms with full faceplates and large red plumes. The guards actually comprise a squad of Vargos's elite bodyguard, reawakened from their slumber. They speak in low, raspy voices, and their helms and armor conceal their green, shriveled skin. Though still alive, the process Vargos used to preserve them left all of them somewhat worse for wear. They take careful pains to keep their horrid looks concealed from the pilgrims.

The Pilgrims: Those who have come to worship Vargos hail from a wide variety of towns and villages, but almost all are downtrodden peasants. Food and drink continuously flow from the castle, carried by servants and pilgrims pressed into duty by Vargos's mis-





sionaries. Among the tents, peasants maintain large fire pits, cooking food delivered from the cult's barges and consuming alcohol at a prodigious rate from kegs rolled off other barges. The prophets move through the crowd, marked by their voluminous silk robes, preaching the words of Vargos and encouraging the peasants to enjoy themselves. People stumble about drunk and half-naked. The whole production has a wild, carnivalesque air about it. If the characters watch closely, they notice with a **Spot check (DC 15)** that occasionally a missionary leads a group of severely drunk peasants up to the castle. As far as the peasants and the missionaries know, those pilgrims who are sufficiently drunk are to be led up to the castle and given admittance to the inner chambers of Vargos's delights. In truth, they are promptly carted off for sacrifice to the sorcerer-king, though not even the missionaries know this.

Pilgrims: hp 4.

The Missionaries: These leaders among the cultists move through the pilgrims, exhorting them to indulge to the fullest and enjoy the free food and drink. The missionaries are easy to spot by the staves they carry, which display wooden holy symbols of Vargos mounted atop them, and by their red robes with blue trim. The missionaries are responsible for keeping order among the pilgrims and identifying those who can be led away. If attacked, or if they witness a fight, the missionaries blow alarm whistles to attract the guards. If the guards make a **Listen check (DC 15)**, they arrive in 1d6 minutes.

Missionaries: hp 6.

Gathering Information: The characters may decide to attempt a reconnaissance of the island by speaking with the pilgrims. They can learn the following rumors with a **Gather Information check:**

DC 15: "The truly devoted are taken to the castle where a feast of unearthly delights for the chosen is being held. I hope I'm lucky enough to be allowed in. Drink up, because I've heard that only the most enthusiastic celebrants are chosen!"

DC 20: "There's been rumors that the king is going to make a move against us. I've seen the great bull-men and the many headed lizards that guard the castle. Any attackers don't stand a chance against them."

DC 25: "The guards at the gate look tough, but I managed to get near the castle by posing as a kitchen worker. I didn't dare go into the castle, but I gorged myself in the cooking tents before I was caught and forced to help carry a few barrels of wine down to the tent city."

DC 30: "I have heard the words 'rising tide' spoken softly at night when hiding near the castle walls. I think this may be some sort of secret password . . ."

Stealing Uniforms: Given how the guards are dressed, the characters may decide to ambush a patrol and don their armor. The missionaries also present prime targets for such a plan. In the tent city, characters dressed as guards are avoided, while those dressed as missionaries are treated with respect. Enough missionaries are about (close to a hundred) that a very long while passes before any

go noticed as missing, so the characters can easily pass themselves off as missionaries. Even if pressed for Vargos's teachings, a character who mentions the general ideas of brotherhood, peace, and material comforts for all evades suspicion. In truth, Vargos's "teachings" are somewhat vague, and many of his followers care more for the free alcohol and food than for debating the church's precepts. A **Bluff check (DC 10)** is enough to keep the pilgrims from becoming suspicious.

Alert Factor 5+: If this area's AF reaches 5, word gets around that infidels have infiltrated the island. There is a 10% chance each hour the characters stay here that a group of 2d6 drunken peasants accuses them of being spies. Increase this to 50% if the characters wear armor or otherwise dress in a manner that sets them apart from the pilgrims. A character must make a **Bluff** or **Diplomacy check (DC 10 + current AF)** to calm the peasants. If a fight breaks out, a squad of four guards arrives in 2d4 rounds and joins in the melee. In addition, each round 3d4 more pilgrims attack the characters. The pilgrims attack to **grapple**, and unless the characters have a means of escape they could very well meet their ends at the hands of several hundred **1st-level commoners**.

Alert Factor: Openly walking about the island in armor and carrying weapons increases Area 4's AF by 4, as does making use of flashy, obvious spells such as **fireball**. Fighting the guards in front of pilgrims or allowing one to flee a fight and return to the castle automatically increases Area 4's AF to 10.

AREA 3: The Castle.

The castle is little more than a shell keep, and the twenty-foot high stone walls that enclose several structures show signs of severe erosion. Its upper portions are jagged and rough, as if parts of them have fallen away, though no rubble lies near the structure. The front gate is no more than a gap cut roughly from the center of the southern wall. Twin holy symbols of Vargos, open hands with a five-pointed star etched in the palm, are carved to the left and right of the gate.

After many years beneath the waves, even Vargos's enchantments could not prevent some wear and tear to the castle. The castle is perched near the island's northern cliffs, and no tents or other huts stand within 200 feet of its walls. Those walls are severely corroded, and a **Profession or Craft skill check (DC 15)** related to **stoneworking** or **masonry** reveals that the walls are extremely ancient, while the carved holy symbols are relatively new work. Pitted and corroded, the walls are rather easy to scale (**Climb DC 15**). At night a patrol from Area 4, three minotaurs leading a trained five-headed hydra, walk just outside the walls, making slow but regular circuits around the castle. Every minute that a character stands near the walls during the night, there is a 10% chance that such a patrol moves within sight. The patrol stops anyone it meets and demands the password ("rising tide") if anyone in the group is dressed as a guard or missionary, attacking those who do not know it. They attack on sight anyone not disguised.





During the day, the area around the castle is abuzz with cooks and workers moving food from the castle to the tent city. A missionary and 2d6 pilgrims assigned to keep people clear of the castle confront any loiterers and ask them to return to the festival. These cultists ignore anyone dressed as a guard or missionary. If attacked, they try to flee to Area 4 and alert the guards, who send a patrol as described above to deal with the disturbance.

Alert Factor: If the characters fight a night patrol, make a **Listen check (DC 20)** for the guards at Area 4. Success indicates that the three minotaurs not on patrol, along with the second hydra, hear the melee and move to investigate. During the day, the missionary and any pilgrims attempt to flee if attacked. Increase by 5 the AF of Areas 2 and 4 in this case. Vargos's followers make no effort to increase patrols around the castle in the face of a possible security breach, preferring instead to bolster their interior defenses.

CASTLE ENCOUNTER AREAS

AREA 4: Courtyard.

This large open area was once the site of several stone buildings, as stray piles of building blocks and rubble arranged in rough squares attest. Five large tents have been erected here, arranged in a circle around two five-headed, serpentine creatures chained to a massive iron spike driven into the rocks. Beyond the tents, a low stone building with a set of large, bronze doors occupies the northeast corner of the castle, while a ramshackle wooden building lies along the western wall, adjacent to a pen crowded with livestock. A massive, furry, bull-headed humanoid stands at the gate, fingering an axe easily as tall as the average man.

During the day, this area is alive with activity. Workers stream from the tent city to the kitchens and back, carrying empty pots and kegs in, fresh food and drink out. At all times, at least one minotaur stands at the gate and two keep watch over the northern cliff face from the northeastern building's roof. Two hydras stand chained in the middle of the minotaurs' tents, while the minotaurs not on guard duty lounge in their tents, resting, eating, or sleeping. At night, one hydra and three of the minotaurs are on patrol, while the eight minotaurs from Area 9 stand watch, six at the gate, two on the roof (see Area 9 for stats). The other day-watch minotaurs sleep in their tents.

Within the tents are piles of furs that serve as beds, small fire pits for cooking, and the minotaurs' personal items. Each of the tents has 300 gp in coins, and a red ruby worth 500 gp is hidden (**Search Check DC 20**) in some bedding in the tent closest to the gate.

Day-watch Minotaurs on duty (3): hp 45, 42, 41.

Day-watch Minotaurs in tent (3): hp 39, 39, 39.

Five-headed Hydras (2): hp 55, 49.

Tactics: If attacked, the minotaurs first try to release the hydras, requiring a **move-equivalent action** to tear the iron stake from the

ground and free them. The minotaurs attack in two waves: the first three move to engage the enemy, while the second group of three moves to release the hydras. After the hydras move forward to join the first minotaur group, the second group of minotaurs attempts to flank and charge the attackers, targeting obvious spellcasters if possible.

Remember that both the hydras and minotaurs have a 10-foot reach. The hydras attempt to move behind and attack over a minotaur, striking at characters that are already engaged. Also, the minotaurs can never be caught flatfooted due to their **natural cunning ability**. This means that even if the characters act before the minotaurs, the monsters still get attacks of opportunity against characters who move within their 10 ft. reach, nor are they subject to sneak attacks.

Alert Factor 5: Four minotaurs stand guard during the day, and the hydras' chains are loosened so that they may break free and attack on their own. The minotaurs stop and search anyone who enters the castle, even those disguised as a guard or missionary, and no one is allowed to approach the castle's main door. Only servants heading to the kitchen are allowed in.

Alert Factor 10: The eight minotaurs from Area 9 join the guards here. The minotaurs carry food from the kitchen to the gate and let in no humans. Even drugged cultists are escorted by the minotaurs into the castle. Give a **+2 competence bonus** to all **Listen** and **Spot** checks the minotaurs attempt.

Alert Factor: In the event of a battle here, make a **Listen check (DC 20, 15** if the characters use any loud spells such as *lightning bolt*) for the creatures in Areas 9 and 10. On a successful check, increase by 5 the AFs in Areas 9, 10, and 11.

AREA 5: Garbage Pit.

A wide, deep pit has been dug here. Piles of sand and large stones near the pit suggest that it was excavated only recently. Judging from the horrid smell, this area serves as the castle's garbage pit.

Trash from the kitchen area and elsewhere within the castle gets tossed into this pit. Any character climbing into the pit suffers a **-2 circumstance penalty** to all **Charisma** related skills. On the plus side, the castle's guards largely ignore this place, making it an excellent hiding spot for any infiltrators. Even the hydras cannot smell any intruders in here, as the stench from the pit masks any creature's scent. Characters hiding in the pit receive a **+2 circumstance bonus** to their **Hide skill check**.

AREA 6: Kitchen.

This long, low building was obviously just recently built. A number of crude, smoking chimneys pierce its ramshackle roof, and the strong smell of roasting meat hangs in the air. Adjacent to the building stands a crude wooden pen holding a small herd of cattle.





During the day, servants form a continuous procession heading into and out of this building. They carry racks of lamb, large pots of stew, and casks of wine down to the festival, and return loaded down with empty pans and dried kegs. Just after dawn, hired laborers help drive a small herd of cattle (the day's ration of meat) into the pen just north of this building. At night, the cooks and servants abandon their positions to join in the festivities, and a dozen kegs of alcohol are carried out of the castle to last through the night. All of the liquor stored here is drugged with Thon's Root, a powerful sedative, requiring a **Fortitude save (DC 15)** to resist after a character drinks four cups worth of spiked alcohol. Those who fail are considered stunned for 1d4 hours. See Appendix III: New Items for a complete description.

At night, this place is deserted. Inside, five large fireplaces dominate the northern end of the building, while long wooden tables are covered with cooking utensils, knives, forks, and scraps of meat and vegetables. The southern half of the building serves as a storage area. Sacks of vegetables, kegs of beer and wine, and bags of spices are neatly organized for easy access. During daylight hours, 14 cooks and servants work here. They direct intruders away, telling them to keep out of the way and wait their fair turn at the food. If the characters insist on staying or if they hamper the cooking effort in any way, the cooks send someone to fetch the guards at Area 4, who dispatch one of their number to deal with a non-violent situation, three if the characters have attacked the cooks.

AREA 7: Temple Foyer.

The rusted, battered steel doors open into an L-shaped entry corridor. A badly worn mosaic decorates the floor here, and torches set in wall-mounted brackets cast a feeble light. At the end of the corridor to your right stands a statue of a lithe human male clad only in a loincloth, poised with hands on hips and wearing an arrogant smile. Tall, bronze double doors are to the statue's right, and a smaller wooden door is to its left. To your left are wooden double doors.

In Vargos's time, this hallway served as a waiting room for those who sought an audience with him either in the throne room (Area 11) or the temple (Area 10). If the characters enter this room at night there is a 50% chance that 2d10 drugged commoners stand before the bronze doors to the temple, bound, gagged, and waiting to be sacrificed. Heavily sedated from the drugged alcohol, they can barely stand on their own. In 1d10 rounds, an attendant from the temple opens the temple doors and leads in another sacrifice.

AREA 8: Empty Guest Room.

A bare bed occupies the area directly across from the door in this room. A desk stands to your right, an armoire to your left. The furniture in this chamber looks relatively new, yet judging from the light layer of dust on everything, this room has gone unused for quite some time.

This room is meant as a spare bedroom to entertain any of Vargos's powerful allies. The desk is empty, as is the armoire, and the bed lacks a mattress, sheets, or pillows. If Area 9's AF is 5 or higher, make a **Listen check (DC 20)** for the minotaurs in Area 9. On a success, two of them move to investigate this room for intruders, arriving within 2 minutes. See Area 9 for minotaur stats.

AREA 9: Occupied Guest Room.

This chamber looks as if a small herd of large, filthy animals have nested here. Two smashed beds are piled to the right, and the crumpled wreckage of an armoire lays in the far corner to the left.

Eight minotaurs rest here during the day. At night, they keep watch over the front gate and castle roof while their companions sleep in their tents. Note that these monsters may move to Area 4 if that area's AF rises to 10.

If the characters are disguised as guards or missionaries, the minotaurs yell at them in broken common and demand that they leave the room. The minotaurs do not attack anyone dressed as guards unless they succeed in a **Spot check versus the characters' Disguise roll**, or, if there is more involved interaction, a **Sense Motive check against the characters' Bluff roll**. They attack characters disguised as missionaries who insist on remaining in the room after being told to leave.

A quick **Search (DC 10)** of this room turns up a jade holy symbol of Vargos worth 1,600 gp and a sack filled with 400 gp.

Nightwatch Minotaurs (8): hp 45, 42, 41, 39, 39, 39, 35, 32.

Alert Factor 5+: These monsters are alert for trouble and move to investigate any odd noises, such as characters entering Area 8.





AREA 10: Temple.

The doors to this room open onto a horrific scene.

The walls here are painted a deep red, giving the light shed by lanterns hanging from the ceiling an angry, crimson tinge. A brutish, masked human wearing ornate scale armor and a leather mask in the likeness of a grinning demon stands at a chopping block gripping a large axe. The block is set before a basin full of human heads, blood, and gore. Around the basin stand three bald, human-sized figures with shriveled green skin. They wear white, blood-splattered robes with gold trim.

This room served as a temple to Vargos during his long-ago reign. Now, it hosts the sacrifices that feed the sleeping king's form and help re-energize and awaken him. The floor here is slick with blood, and headless corpses are stacked in each corner. Due to the slippery conditions, all those engaging in combat suffer a **-2 dodge penalty to AC**. Furthermore, all spellcasters must make a **Concentration check (DC 15)** when casting spells with **somatic components**, in order to avoid losing their balance, slipping, and messing up their spells.

Sacrifices are brought here, set upon the chopping block, and decapitated. Their heads fall into the basin, and the bodies are set near it to drain blood into it. A **Spot check (DC 20)** reveals that small grooves carved in the floor take the blood toward the basin. Characters who go about the gruesome task of searching the basin find that a central drain, into which the blood flows, sits at the bottom of the basin. Blood drains from here to Area 19.

The headsman moves immediately to attack intruders, as will the attendants. The attendant who acts first in combat, however, attempts to make a break for whichever door the characters did not

enter through, in order to warn the minotaurs in Area 11, who arrive here in 1d4 rounds. The headsman and the attendants fight to the death and attack with a reckless abandon, seeking to destroy those who would despoil their lord's sacred ground. All four were retainers preserved by Vargos and recently re-awakened, though only the headsman is not the worse for wear.

If the characters are disguised as either guards or missionaries, the headsman and the attendants assume that they are simply here to watch the sacrifices. They do not attack unless the characters interfere.

Headsman (1): hp 22.

Attendants (3): hp 11, 10, 6.

Alert Factor 5: Two minotaurs from Area 11 are stationed here on guard duty. The attendants attempt to use supporting spells, such as *enlarge* or *resistance*, on them. An attendant still runs for Area 11, but the minotaurs arrive in just one round after he escapes the room.

AREA 11: Throne Room.

An overpowering animal order, like that of a barn long overdue for a cleaning, assaults you as you open the door to this room. Bones, half-eaten human limbs, and several smashed kegs litter the floor. Tapestries adorn the walls here, though several of them are torn and all are stained with dirt and blood. Across the room, a massive, furry, bull-headed humanoid sits on a crude wooden throne, gnawing on a human arm.

Haggun the Destroyer, the minotaur chief, chose this room as his headquarters. He and his followers spend much of their time here, feasting on scraps from the temple and commandeering the occa-





sional keg of ale from the kitchen. This room is covered in gore, and half-eaten human body parts are tossed about the place. Piles of furs and bedding are strewn about the room, and the entire place feels as if it hosted a continuous debauch for the past few days.

Haggun has trouble telling non-minotaurs apart, as he considers all humans equally puny. If the characters behave as if they belong here and are on some duty on behalf of Vargos, he may not bother them, preferring to attend to the food and drink on hand. If the characters are disguised as guards, a successful **Bluff check (DC 25 + room's current AF, -2 if not everyone in the party is disguised as a guard or missionary)** convinces the minotaur to let the party pass into Area 12. If the party lingers here or attempts to question Haggun about the castle, make a **Wisdom check (DC 15)** for him. Success indicates that he sees through the party's deception and orders his followers to attack. If some characters are disguised as missionaries but none are dressed as guards, he orders them to leave the room, attacking those who do not do so within 2 rounds of his order.

Haggun attacks on sight any characters not in a disguise.

In battle, Haggun throws himself into a *rage* and attempts to charge the largest character. Haggun makes full use of his feats, combining **Power Attack** and **Sunder** on his first strike, and then following up with further **Power Attacks** whether or not he successfully breaks his foe's weapon. He fights to the death, as do the other minotaurs, preferring death in battle to the shame of retreat. Haggun must make an **Intelligence check (DC 15)** to remember his potion and drink it before attacking.

A golden scepter worth 1,000 gp sits beneath the wooden throne, and Haggun wears a crude leather necklace studded with diamonds worth 800 gp. Scattered about the room are sacks of coins containing a total of 2,000 gp. One minotaur wears three golden earrings in his right ear worth 100 gp each, and another wears a gem studded belt made of red dragon hide worth 900 gp due to its poor condition, 2,000 gp if repaired.

Haggun the Destroyer (1): hp 92.

Minotaurs (8): hp 45, 42, 41, 39, 39, 39, 35, 32.

Alert Factor 7+: The minotaurs are alert and ready for a fight. Anyone entering this room is attacked on sight, and even invisible characters must make a **Move Silently check against the minotaurs' Listen skill** to avoid detection.

AREA 12: Study.

A small desk sits against the north wall of this room, and two battered wooden chairs are arranged before it. A small pile of parchment and an inkwell with a quill set within it cover the desk.

Horus (see Area 18) uses this room as his office. The documents on the desk list the church's membership, income, budget, and other administrative matters. At the GM's discretion, these documents can point to undercover church members within the local

government, map out ancient treasure hoards hidden in the wilderness by Vargos during his reign (and undoubtedly still guarded by deadly traps and summoned monsters), and provide evidence of corrupted officials who accepted bribes from the church and helped organize the festival. The GM should feel free to insert whatever plot hooks, clues, and information that are important to or can provide seeds for future adventures in a campaign. If playing this adventure as a one-shot, the documents are useless records of budgets and church recruitment plans.

AREA 13: Library.

Two bookcases stand in this room, one by the western wall, the other by the southern wall. Both are empty, but a small stack of books four feet high is in the southeast corner of this room. Despite the decrepit surroundings, the bookcases appear to be brand new.

Horus planned to use this room as a temporary library for spellbooks and records. The books constitute his collection of spellbooks and contain the spells he currently has memorized. The secret door to the west is hidden behind the bookcase. The case actually swings out like a door, but it is set into the floor to prevent anyone from simply pulling on the case and opening the door. The bookcase must first be lifted an inch off the floor and then pulled out. Anyone lifting the case can tell that it is somehow attached to the wall. A **Spot check (DC 20)** or a **Search check (DC 15)** can reveal the secret door.

The spellbooks are quite old. As such, they are worth 3,000 gp to a sage or anyone else interested in the history and development of magic.

AREA 14: Bed Chamber.

A large, canopied bed covered with silk sheets and several pillows dominates the southern part of this room. A long, low bureau is set along the western wall, while an armoire is on the north wall. A large red rug covers the floor in the middle of the room.

This room serves as Dyllia's personal chamber. The armoire is filled with stylish, expensive dresses and gowns, while the bureau contains silken shirts, skirts, and undergarments. The upper left bureau drawer is locked and trapped with a poisoned needle.

Needle Trap: CR 1; purple worm poison (initial damage 1d6 Str; secondary damage 1d6 Str); Fort save negates (DC 24); Search DC 25; Disable Device DC 25.

Within this drawer are a pearl necklace worth 2,000 gp, pearl earrings worth a total of 400 gp, a small bag filled with 100 gp, and a nonmagical gold ring set with a red ruby worth 1,000 gp.





AREA 15: Secret Room.

Torches illuminate the first thirty feet of a set of smooth, finely worked stone spiral stairs that wind down into the darkness. An unlit lantern hangs from an iron hook pounded into the wall at the top of the stairs.

The lantern is filled with oil. The stairs spiral downward for almost 100 ft. before ending in Area 16. As the characters progress down the stairs, the air becomes much colder, and everything becomes covered with a cool, clammy layer of moisture. This effect is a byproduct of the fiendish ritual down below and the magical process used to raise the island.

AREA 16: Catacombs.

An intricate series of carvings that form a sort of mural decorate this chamber. Starting from just to the left of the stairs, they depict a youth projecting fire from his hands; conversing with a skeletal creature with a large, barbed tail; leading a legion of warriors wielding clubs and crude wooden shields; and standing atop a hill as thousands lie in supplication before him. The floor here is smooth, polished stone with a few small puddles of water scattered across it. In the northeast corner of the room stands a door fashioned from unfinished timbers.

Many of Vargos's servants spent the untold years since their lord's fall from power in this room, locked in a state of near death by bizarre necromantic magic. The sarcophagi that held them have been removed. The mural depicts scenes from Vargos's life.

AREA 17: Alarm.

This corridor has the same damp, cold feel as the staircase. The floor is made of large stone slabs mortared into place, while bricks painted red, blue, and white form the walls and ceiling. The bricks' colors form no recognizable pattern.

In the square marked with 17, Vargos's servants have hidden a *stone of alarm*. Any character that walks across the floor at this point triggers the *stone*, causing a shrill screeching noise that alerts the creatures in Area 18. Horus ordered one of the stone slabs in the corridor removed, a space below the slab hollowed out to hold the *stone*, the *stone* attached to the slab, and then the whole device replaced in the floor (note that touching the object that the *stone* is attached to triggers it, but not directly touching the *stone*). Characters specifically scanning the floor notice with a *Spot check* (DC 25) the relatively new mortar around the alarmed slab. The *stone's* command word is "Vargos"; anyone who speaks this word before stepping on the *stone* does not trigger it. Detecting for magic does not reveal the *stone*, as it is hidden beneath the slab.

If the characters trip the alarm, the GM must keep careful track of time. If they spend time arguing and dickering over their next

course of action, see Area 18 for how the monsters there prepare for the characters. As a rule of thumb, the GM should award the monsters one round worth of actions for every six seconds the players spend arguing. Do not worry about keeping exact track of time, but do not let a foolish party enter Area 18 and find its opponents completely unprepared.

AREA 18: Testing Grounds of the Sorcerer-King.

This room is colder than other parts of these catacombs, and puddles of water dot the floor here. A narrow, T-shaped intersection opens before you. Down each of the three passages, you can see a mirror positioned where the corridor turns. The passage ahead of you ends in a second T-shaped intersection, while those to the right and left turn toward the right and left, respectively. The high ceiling here gives the room an open feel, despite the narrow corridors.

The GM should refer to the *Catacombs* map when running this encounter, as the monsters here make extensive use of the terrain when fighting the characters.

This room served as a proving ground for Vargos during his reign. Any wizard or sorcerer who achieved power that began to rival Vargos's was dragged here to die at the hands of the sorcerer-king. The room is arranged to put those who rely on ranged attacks, as most wizards do, at a disadvantage. Some features of the room:

- The corridors are all only five feet wide. Characters must move about in single file.
- *Mirrors of Spell Deflection* are positioned at every corner and in the center of the room. Each point marked with A to E represents a mirror capable of redirecting magical spells (see Appendix III: New Items for a complete description). Spells can be cast at a figure reflected in the mirror without restriction. The spell simply hits the mirror and rebounds toward its target. A caster in one of the four central passages or positioned at one of the intersections of an outer and inner passage can see anyone standing in the central passages to his right and left. A caster in one of the outer passages can use the mirrors to see around corners to the two adjacent outer passages. Of course, a character must have a light source in order to see the mirror, and there must be enough light to see down the reflected passageway. All spells may be reflected off the mirrors; however, the effective range for a spell is the total distance from the caster to the mirror plus the distance from the mirror to the target. If this distance is greater than the spell's range, the spell simply goes off at the end of its range if it is an area of effect spell or dissipates without effect. In either case, the spell counts as a spell used for the caster. The mirrors were a gift from a grateful archdevil. They cannot be moved and are utterly unbreakable.

During his reign, Vargos was known as the Prince of Lies. He sometimes would grant a pardon to a popular outlaw who resisted his horrific rule, only to arrange for a seemingly random accident





to claim his enemy's life and drain hope from the people. Vargos initially attained influence by working as a court magician to a powerful king, eventually becoming his chief doctor. Vargos then prescribed a regimen of herbs and potions that supposedly maintained the king's health, while in truth they slowly sapped his strength. In response, the king demanded more potions to cure his sudden sickness, which in turn worsened the king's condition and eventually led to his death. Finally, Vargos managed to frame the king's only son as the perpetrator, leaving a clear path for himself to assume power. In commemoration of Vargos's skill, an allied devil created this room for him.

Alert Factor: If this area's AF goes above 10, the osyluths that are here to help oversee Vargos's return to power decide to call a tactical retreat. They flee back to the outer planes and wish Horus the best of luck. Unfortunately for the characters, Horus decides to awaken Vargos early – before he has regained his full powers – in order to help stop the party and prevent the sorcerer-king from meeting his end while helplessly bundled in his sarcophagus.

Response to the Alarm (with osyluths):

Round 1: The osyluths turn *invisible*, while Dyllia uses her *slippers* to climb the wall just above the entrance door. She attempts to *hide* there during the fight, draw a bead on her target, leap down behind him after three rounds, and use her *death attack* special ability. Horus casts *invisibility* on himself.

Round 2: Dyllia applies a dose of poison to her sword. Horus casts *mirror image*. The osyluths each move to corridors 1 and 3 and prepare to cast the spherical version of *wall of ice*.

Round 3: Horus moves into corridor 7 and readies his *slow* spell. In combat, the osyluths attempt to trap a warrior-type within a hemispherical *wall of ice*. One of them then swoops down on lightly armored party members and attacks them. The second one remains invisible and uses its *major image* ability to distract the party from noticing Dyllia, creating the illusion of fiery demonoids emerging from the ground and moving to attack; once the illusion is destroyed, the osyluth attacks. The GM should remember that the osyluths can turn invisible at will. They do not have to remain visible after attacking.

After round 3, Horus casts *slow*, *hold person*, *ray of enfeeblement*, and *magic missile* in that order. Once his spells are spent, he moves to melee. He relies on the mirrors as much as possible, hoping to confuse and distract the party.

Dyllia concentrates on using her *death attack* ability. After she makes her first attack, she follows it up with her *gaze* ability. If Dyllia does use her *gaze* ability while flanking a character, there is a 25% chance that the ally who also flanks her target must make a *Will save* or be petrified. If invisible, Dyllia observes a target through the mirrors, then moves in for the kill.

Response to the Alarm (with Vargos):

Round 1: Dyllia reacts as detailed above. Horus casts *mirror image*. Vargos casts *improved invisibility* on himself.

Round 2: Vargos casts *improved invisibility* on Dyllia. Horus casts *invisibility* on himself, in case the characters arrive before round 3.

Round 3: Vargos casts *improved invisibility* on Horus.

Round 4: Vargos casts *summon monster II* until the characters arrive.

In battle, Vargos directs his summoned monsters against the party, then casts *shield* and *mage armor* on himself, then follows up with *web* and *magic missile*. If he catches several opponents in a *web*, he attempts to set it alight with a *burning hands* spell. Much like Horus, he attempts to use the mirrors as much as possible, especially if he has cast *improved invisibility*. Vargos does not wish to fight to the death, and attempts to escape using *gaseous form* if hard pressed.

Osyluths (2): hp 37, 35.

Dyllia: hp 57.

Horus: hp 68.

Vargos: hp 64.

Characters:

The osyluths are here to oversee the restoration of Vargos and report back on the process to their infernal patrons. The dark powers hold high hopes for the sorcerer-king and eagerly await his return. The Dukes of Hell, however, have no desire to sacrifice resources in support of a lost cause. They make no overt move to support Vargos and order the two osyluths to retreat to Hell if this enterprise is threatened with failure.

Dyllia is an old hand at the assassination game. An opportunist by nature, she sees the church as the perfect vehicle to secure a safe and prosperous position for herself. She fights to the death, knowing full well the heavy price that will be placed on her head once her involvement in the slaughter of innocents becomes known. She keeps her face hooded by her robe until she chooses to reveal her true nature. She works as Horus's bodyguard, and plans to assume that same station for Vargos once the sorcerer-king is restored to power.





Horus served as one of Vargos's chief lieutenants during the sorcerer-king's reign and is the only one of their number to awaken thus far. Horus was preserved using the process that creates a mummy, but Vargos used a long lost technique that preserved Horus's intellect. He retained his spellcasting abilities and now serves as the chief director of Vargos's restoration. While he never directly interacts with the church's rank-and-file members, he does direct the high-ranking members of the cult and sets long-term policy and strategic goals. He appears as a typical mummy: wrapped in moldy, white bandages and shambling about with a slow, awkward gait. His voice is muffled by his tomb dressings, but he remains capable of casting spells. He wears a golden amulet set with a blue emerald worth 900 gp. Hoping to curry favor with Vargos, he insists on watching over the tomb and desperately wants to be the first to greet his dread lord.

Vargos appears as a human skeleton with patches of incomplete muscle and skin covering his body. A few fully formed organs pulsate and quiver within his ribcage, and blood flows down from his partially restored body parts and drips onto the floor. He cackles at the characters and taunts them, bragging about his slaughter of the pilgrims and how he looks forward to dining on the characters.

AREA 19: Inner Tomb.

This square, thirty- by thirty-foot chamber has a dank, charnel smell to it. The walls are covered with tiny channels that run red with fresh blood. The blood flows across the ceiling and into the dozen or so sarcophagi that stand against the walls here.

If Horus has awakened Vargos, one of the sarcophagi stands open. If Vargos is still here and has regained his strength, he appears as described in Area 18 but stands in silent repose within his tomb. The party can destroy his physical form with ease by using a *coup de grace*.

Vargos ordered this room built soon after he fled here to avoid the uprising against his rule. Unknown to Horus and the others, Vargos's lieutenants are all long dead. Vargos made a slight error in preserving his own life, but created a fail-safe mechanism by which he drained his followers' life force to sustain his own.

The remaining sarcophagi still hold some of the treasures buried with their occupants. The rest were long since sold to finance the church's mission to revive Vargos. In total, the treasures include a shirt of golden chainmail worth 2,500 gp; a diamond encrusted tiara worth 5,000 gp; a *staff of fire* with 34 charges; a *+4 belt of giant strength*; a platinum scepter studded with rubies worth 15,000 gp; a *+1 greatsword*; and a steel coffer filled with small, red rubies worth a total of 6,500 gp.

ADVENTURE AFTERMATH

Failure

If Vargos survives, he places the characters at the top of his list of those to destroy. If he still controls the island, within three weeks

he attains full mastery of his old skills and becomes a 20th-level sorcerer. Soon, Vargos claims quite a few diabolical fiends as allies and begins his campaign to overthrow the current king. The characters attract endless attacks from assassins (including Dyllia), devils, and other creatures in Vargos's service.

If Vargos fled in gaseous form, he cannot attain his previous level of power. He remains the equivalent of an 8th-level lich sorcerer and begins to learn as much about the world as possible in an effort to re-establish his power. While the Dukes of Hell refuse to deal with one as weak as him, lesser devils and evil creatures flock to his banner. He chooses the characters as his first target, swearing to avenge himself against them, their allies, and their families.

Success

Once Vargos is destroyed, the church and the threat it poses to the land is effectively nullified. Vargos's death causes a massive magical backlash through the blood channels and up to the sacrificial room (Area 10), causing an explosion that kills any in the room. Any named NPCs still up in the castle take this as a sign of Vargos's defeat and quickly move to flee to the island. Haggun and the minotaurs lead the hydras in a bloody attack against the pilgrims, hacking their way through them to secure a boat and thus bolt for the mainland. With the explosion, the royal ships off the island attempt to intercept any boats leaving the island. The GM may want to run a battle between the marines and the fleeing NPCs, with the players running the marines as a sort of cinematic flashback to see how their enemies fare in escaping.

The pilgrims quickly begin to panic if the minotaurs attack. Many of them surge toward the boats in fear, and one of the marine ships lands at the beach and works to restore order.

If the minotaurs are all dead when the adventure ends, the pilgrims continue to party for two more days, when the money for the food finally runs out. Many of them become panicked when those who were escorted to the castle fail to appear. That fear, combined with the missionaries' inability to explain what happened, leads someone to investigate the castle. The gruesome discovery there leads to the lynching of both the missionaries and the guards. The church's power base disintegrates, and the pilgrims set about the task of returning home, many of them mourning lost friends.

AWARDING EXPERIENCE

While the chart on the inside cover has challenge ratings for each individual monster, no encounter levels are given. The monsters in this adventure are somewhat mobile, and a rash party can end up taking on all of the residents of the castle at once in a massive melee. Since many of the fights are not completely scripted, at the end of every combat the GM should note the monsters involved in the fight and their CRs; the XP for each fight can be calculated and assigned after the adventure. In general, encounters should be wholly separate fights. If the characters did not have a chance to rest or cast healing spells between two fights (i.e., they defeat the monsters in Area 10 but the very next round the minotaurs from Area 11 arrive), count the two fights as a single encounter.





APPENDIX I: MONSTER DESCRIPTIONS

Attendant, male human Sor2

CR 2; Medium-Size Humanoid (6 ft. tall); HD 2d4+3; hp 11, 10, 6; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft.; AC 12 (Dex); Atk +1 melee (1d4, dagger), +3 ranged (1d4, dagger); AL LE; SV Fort +0, Ref +2, Will +3; Str 11, Dex 14, Con 11, Int 12, Wis 11, Cha 15.

Skills: Alchemy +4, Concentration +4, Knowledge (Arcana) +4, Scry +4, Spellcraft +4.

Fear: Improved Initiative.

Attendant 1: Spells known (6/5): 0 - detect poison, daze, dancing lights, light, mending; 1st - burning hands, enlarge.

Attendant 2: Spells known (6/5): 0 - arcane mark, daze, detect magic, detect poison, mage hand; 1st - change self, magic missile.

Attendant 3: Spells known (6/5): 0 - light, mending, ray of frost, read magic, resistance; 1st - ray of enfeeblement, shield.

Possessions: Ceremonial robes, dagger.



Guard, male human Ftr2

CR 2; Medium-Size Humanoid (6 ft.); HD 2d10; hp 12; Init +0; AC 17 (+5 chainmail, +2 shield); Spd 20 ft.; Atk +4 melee (1d8+1, longsword) or +3 ranged (1d8, longbow); AL LE; SV Fort +3, Ref +0, Will +0; Str 12, Dex 10, Con 11, Int 9, Wis 10, Cha 11.

Skills: Climb +4, Ride +5, Swim +3.

Feats: Improved Unarmed Fighting, Point Blank Shot, Weapon Focus (longbow), Weapon Focus (longsword).

Possessions: Chainmail, large wooden shield, longsword, 20 arrows.



Headman, male human Ftr3

CR 3; Medium-Size Humanoid (6 ft. tall); HD 3d10+3; hp 22; Init +1 (Dex); Spd 20 ft.; AC 15 (+1 Dex, +4 scale mail); Atk +7 melee (1d12+3, greataxe); AL LE; SV Fort +4, Ref +1, Will +0; Str 17, Dex 12, Con 12, Int 6, Wis 8, Cha 6.

Skills: Climb +4, Craft (weaponsmith) +0.

Feats: Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (greataxe).

Possessions: Scale mail, greataxe, leather mask.



Hydra, Five-headed

CR 4; Huge Beast (20 ft. long); HD 5d10+25; hp 52; Init +1; Spd 20 ft., Swim 10 ft.; AC 15 (-2 size, +1 Dex, +6 natural); Atk +4 melee [x5] (1d10+3, bite [x5]); Face 20 ft. by 20 ft.; Reach 10 ft.; SQ Scent; AL N; SV Fort +9, Ref +5, Will +1; Str 17, Dex 12, Con 20, Int 3, Wis 10, Cha 9.

Skills: Listen +5, Spot +6.

Fear: Combat Reflexes.

Note: The hydra's Combat Reflexes feat allows it to use all five heads for attacks of opportunity each round.

SQ-Scent (Ex): Hydras have an excellent sense of smell that allows them to detect



creatures within 30 ft. by scent alone. A hydra must spend a partial action to determine the direction of the creature, and can pinpoint its location when within 5 ft. of it. Hydras may also track by scent with a successful Wisdom check.

Marine, male human War1

CR 1/2; Medium-Size Humanoid (6 ft.); HD 1d8; hp 8; Init +0; AC 14 (+4 scale mail); Atk +3 melee (1d8+1, longsword) or +2 ranged (1d8, light crossbow); AL LN; SV Fort +2, Ref +0, Will +0; Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills: Climb +4, Profession (sailor) +2, Rope Use +2, Swim +5.

Feats: Weapon Focus (light crossbow), Weapon Focus (longsword).

Possessions: Scale mail, large wooden shield, longsword, light crossbow, 20 bolts.



Minotaur

CR 4; Large Monstrous Humanoids (7 ft. 6 in. tall); HD 6d8+12; hp 39; Init +0; Spd 30 ft.; AC 14 (-1 Size, +5 natural); Atk +9/+4 melee (2d8+4, greataxe) and +4 melee (1d8+2, gore); Reach 10 ft.; SA Charge; SQ Natural cunning; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills: Intimidate +5, Jump +8, Listen +8, Search +6, Spot +8.

Feats: Great Fortitude, Power Attack.

SA-Charge (Ex): In addition to the normal benefits of a charge attack, a minotaur may make a single gore attack, inflicting 4d6+6 points of damage.

SQ-Natural Cunning (Ex): Despite their below average intelligence, minotaurs have a natural grasp of logic and an innate cunning. They are immune to maze spells and are never caught flat-footed.



Missionary, male human Exp1

CR 1/2; Medium-Size Humanoid (6 ft.); HD 1d6; hp 6; Init +0; AC 10; Atk +1 melee (1d6+1, staff); AL LE; SV Fort +0, Ref +0, Will +2; Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 14.

Skills: Bluff +6, Diplomacy +6, Disguise +6, Gather Information +6, Perform +6, Pick Pocket +4, Spot +4.

Feats: Skill Focus (Gather Information), Skill Focus (Perform).

Possessions: Quarter staff, red and blue ceremonial robes, alarm whistle.



Osyluth

CR 6; Large Outsider (Evil, Lawful) (9 ft. tall); HD 5d8 + 10; hp 36; Init +4 (Improved Initiative); Spd 40 ft.; AC 17 (-1 size, +8 natural); Atk +9 melee (1d8+5, bite), +4 melee (1d4+2, 2 claws), +4 melee (3d4+2 and poison, stinger); Reach 10 ft.; SA Spell-like abilities, fear aura, poison, summon baatezu; SQ Damage reduction 10/+1, baatezu qualities, know alignment; SR 22; AL LE; SV Fort +6, Ref +4, Will +6; Str 21, Dex 10, Con 15, Int 14, Wis 14, Cha 14.

Skills: Concentration +8, Hide +3, Listen +11, Move Silently +8, Search +8, Sense Motive +10, Spot +12.

Feats: Alertness, Improved Initiative.

SA-Spell-like abilities: At will - animate dead, charm person, dimensional anchor,





doom, fly, invisibility (self only), major image, suggestion, and wall of ice. These abilities are all as spells cast by a 7th-level Sorcerer (save DC 12 + spell level). *Teleport without error* at will as spell cast by 12th-level Sorcerer.

SA—Fear Aura (Su): Radiate a 5 ft. radius fear effect, as a fear spell cast by a 7th-level Sorcerer, Will save (DC 14) to resist. A successful save makes a character immune to the same osyluth's effect for one day.

SA—Poison (Ex): Sting, Fort save (DC 14); initial damage 1d6 temporary Strength; secondary damage 2d6 temporary Strength.

SA—Summon Baatezu (Su): Once per day, 50% to summon 2d10 lemures or 35% to summon another osyluth.

SQ—Know Alignment (Su): Always know the alignment of creatures seen.

SQ—Baatezu qualities: Immune to fire and poison (Ex), cold and acid resistance 20 (Ex), see perfectly in darkness (including that caused by a deeper darkness spell) (Su), capable of telepathic communication up to 100 ft. (Su).

Pilgrim, male or female human Com1

CR 1/2; Medium-Size Humanoid (6 ft.); HD 1d4; hp 4; Init +0; AC 10; Atk +0 melee (1d3 subdual, fist) or +0 melee (1d6, improvised club); AL N; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Chr 10.

Skills: Variable, but usually Craft or Profession +4, two others at +4.

Feats: Skill Focus (Craft or Profession), one other random, non-combat related feat.

Possessions: Simple clothes, 2 cp.



APPENDIX II: FEATURED CHARACTERS

Dyllia Spitzfang, female medusa Asn3

CR 10; Medium-Size Monstrous Humanoid (5 ft. 8 in. tall); HD 6d8+3d6+12; hp 57; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC 19 (+4 Dex, +3 natural, +2 leather armor); Atk +12/+7 ranged (1d6+3 and poison, masterwork shortbow) or +12/+7 melee (1d6+2 and poison, masterwork shortsword), +7 melee (1d4 + poison, snakes); SA Petrifying gaze, poison, death attack, poison use, sneak attack +2d6 damage; SQ Uncanny dodge, +1 save vs. poison; AL LE; SV Fort +5, Ref +12, Will +7; Str 14, Dex 18, Con 14, Int 14, Wis 13, Cha 16.

Skills: Bluff +12, Disguise +12, Escape Artist +9, Hide +12, Move Silently +12, Spot +6, Tumble +7, Use Rope +9.

Feats: Blind Fight, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Finesse (snakes).

Spells prepared (2/1): 1st - *ghost sound, obscuring mist*; 2nd - *darkness*.

SA—Weapon Poison (Ex): Trained in the use of poison; no risk of accidental misuse.

SA—Petrifying Gaze (Su): Turn to stone permanently, 30 ft., Fortitude save (DC 15). The GM should remember that the mirrors in Area 18 are positioned so that, while Dyllia cannot see her own reflection in them, she may use this attack around corners.

SA—Poison (Ex): Snakes, Fort save (DC 14), initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Possessions: Leather armor, masterwork shortbow, masterwork shortsword, quiver



with 20 arrows, robe of blending, slippers of spider climbing. Dyllia also carries three doses of extra potent viper poison (Fort save DC 24, initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength).

Haggun the Destroyer, male minotaur Bbn4

CR 8; Large Monstrous Humanoid (7 ft. 10 in. tall); HD 4d12+6d8 +40; hp 92; Init +2 (Dex); Spd 40 ft.; AC 20 (-1 size, +2 Dex, +5 natural, +4 shield); Atk +19/+14 melee (1d10+8, bastard sword), +14 melee (1d8+4, gore); Reach 10 ft.; SA Charge; SQ Natural cunning, fast movement, uncanny dodge, rage 2/day; AL CE; SV Fort +10, Ref +8, Will +8; Str 26, Dex 15, Con 18, Int 10, Wis 15, Cha 8.

Skills: Intimidate +5, Jump +12, Listen +12, Search +10, Spot +14, Swim +12, Wilderness Lore +6.

Feats: Great Fortitude, Power Attack, Sunder, Weapon Focus (bastard sword).

SA—Charge (Ex): In addition to the normal benefits of a charge attack, a minotaur may make a single gore attack that inflicts 4d6+6 points of damage.

SQ—Natural Cunning (Ex): Despite his average intelligence, Haggun has a natural grasp of logic and an innate cunning. He is immune to maze spells and are never caught flat-footed.

Possessions: Bastard sword, +2 large steel shield, potion of haste.



Horus, male mummy Wiz5

CR 8; Medium-Size Undead (5 ft. 8 in. tall); HD 6d12+5d4+3; hp 68; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk +8 melee (1d6+4 and mummy rot, slam); SA Despair, mummy rot, spells; SQ Undead, resistant to blows, DR 5/+1, fire vulnerability; AL LE; SV Fort +3, Ref +2, Will +13; Str 17, Dex 8, Con -, Int 16, Wis 14, Cha 15.

Skills: Concentration +8, Craft (calligraphy) +8, Hide +8, Knowledge (ancient history) +8, Knowledge (arcana) +8, Listen +9, Move Silently +8, Spellcraft +8, Spot +9.

Feats: Alertness, Combat Casting, Craft Wondrous Item, Iron Will, Scribe Scroll, Toughness.

Spells prepared (4/4/3/2): 0—*ghost sound, mage hand, resistance, ray of frost*; 1st — *magic missile (x2), ray of enfeeblement, shield*; 2nd — *glitterdust, invisibility, mirror image*; 3rd — *hold person, slow*.

SA—Despair (Su): Upon seeing a mummy, the viewer must make a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Can be used once per creature per day.

SA—Mummy Rot (Su): Supernatural disease, Fortitude save (DC 20), incubation period 1 day, damage 1d6 temporary Constitution.

SQ—Resistant to Blows (Ex): Physical attacks deal only half damage. Apply this ability before damage reduction.

SQ—Fire Vulnerability (Ex): Takes double damage from fire attacks, unless a save for half damage is allowed. A successful save halves the damage and a failure doubles it.



Vargos, male lich Sor8

CR 10; Medium-Size Undead (6 ft. 2 in.); HD 8d12+3; hp 64; Init +2 (Dex); AC 17 (+2 Dex, +5 natural); Atk +5 melee (1d8+5 and paralysis, touch); SA Fear aura, negative energy touch, paralyzing touch, spells; SQ Turn





resistance +4, DR 15/+1, immunities, undead; AL LE; SV Fort +2, Ref +4, Will +7; Str 12, Dex 14, Con -, Int 14, Wis 13, Cha 19.

Skills: Alchemy +13, Concentration +11, Hide +10, Knowledge (arcana) +13, Listen +9, Move Silently +10, Search +9, Sense Motive +9, Spot +9, Spellcraft +13.

Feats: Heighten Spell, Maximize Spell, Still Spell, Toughness.

SA-Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at Vargos must succeed at a Will save (DC 18) or be affected as though by *fear* as cast by a 8th-level sorcerer.

SA-Negative Energy Touch (Su): Vargos has a touch attack which uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save (DC 18) halves the damage.

SA-Paralyzing Touch (Su): Any living creature touched by Vargos must succeed at a Fortitude save (DC 18) or be permanently paralyzed, seemingly dead unless revealed otherwise by a successful Spot check (DC 20) or Heal check (DC 15). The effect cannot be *dispelled*, but can be removed by a *remove paralysis* spell or any spell that can remove a curse. This power works in conjunction with the negative energy touch.

SQ-Turn Resistance (Ex): Vargos is considered a 12 HD creature for all turn attempts.

SQ-Immunities (Ex): Immune to cold, electricity, polymorph and mind-affecting attacks, as well as all undead immunities.

Spells known (6/7/7/6/4 per day): 0 - *detect magic*, *detect poison*, *ghost sound*, *open/close*, *light*, *mage hand*, *ray of frost*, *resistance*; 1st - *burning hands*, *mage armor*, *magic missile*, *shield*, *summon monster I*; 2nd - *summon monster II*, *detect invisible*, *web*; 3rd - *dispel magic*, *gaseous form*; 4th - *improved invisibility*.

APPENDIX III: NEW ITEMS

Mirror of Spell Deflection

This enchanted item is highly valued by defensive minded spellcasters for its ability to redirect offensive spells, allowing them to direct a spell at a target while remaining safely behind a wall or other barricade. Spellcasters, whether using arcane or divine spells, may target creatures and objects reflected in the mirror as if they were directly targeting the reflected creature. The spell works mostly as normal. The total range for the spell is computed by adding the distance between the caster and the mirror to the distance between the mirror and the reflected target. If this total distance is greater than the spell's range, the spell immediately fails but still counts as being cast. The only exception to this rule is touch range spells. If the caster touches the reflected image in the mirror, the spell acts on the reflected object as normal. Area effect spells may not be reflected in the mirror. The mirror can deflect spell-like abilities and magic items that mimic spells (such as scrolls and wands).

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, *contingency*, *spell resistance*, *spell turning*; **Market Price:** 180,000 gp.

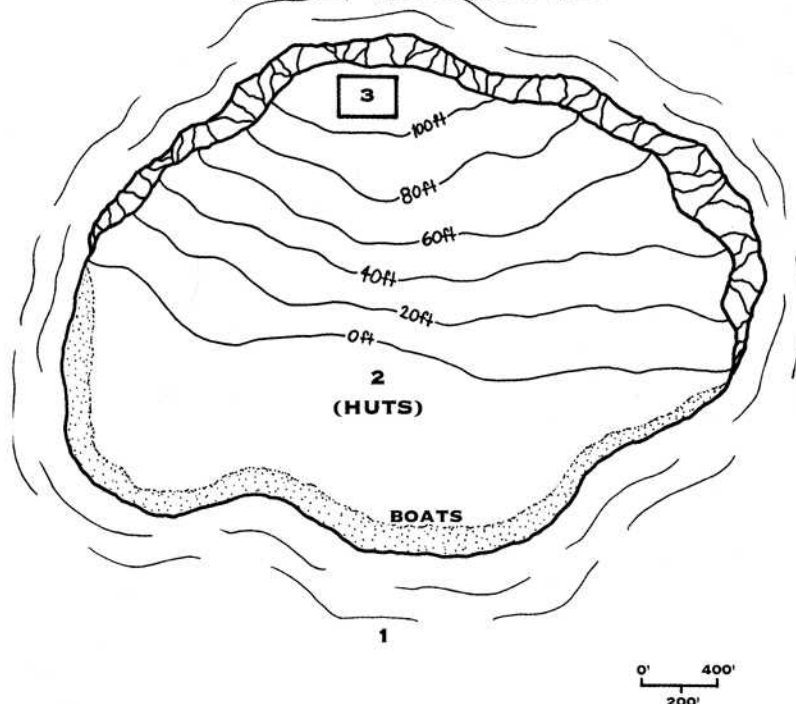
Thon's Root

This mild narcotic is often used to give alcohol a bit of a heavier kick, as it induces a slight loss of motor control and instills minor feelings of euphoria when taken with alcohol in small doses. In large doses, it strikes the imbiber with a near-comatose level of intoxication. Unscrupulous barkeeps are often supplied with Thon's root by the local thieves guild. Wealthy but unwary patrons are given drinks heavily laced with the stuff, leaving the victim an easy target for a pick-pocket or mugger.

Poison: Thon's root; **Type:** Ingested DC 15; **Initial damage:** 0; **Secondary damage:** Stunned 1d4 hours; **Price:** 90 gp.

APPENDIX IV: MAPS

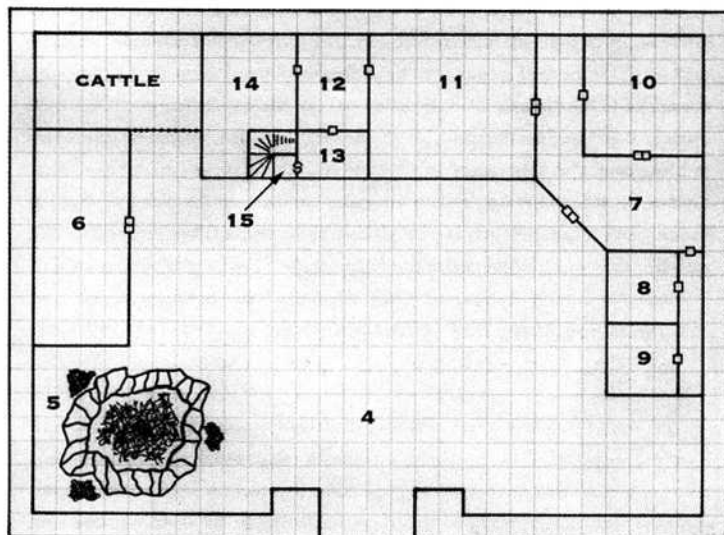
THE ISLAND





THE CASTLE

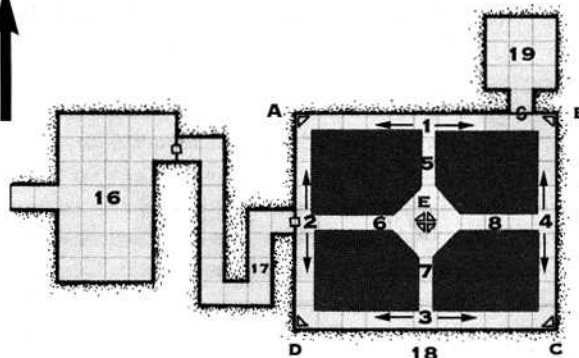
(1 SQUARE = 10 FEET)



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CATACOMBS

(1 SQUARE = 10 FEET)



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To Stand On Hallowed Ground: The Ghost Machine

"Tomorrow, when the stars align as I have determined, it will be time to test the machine."

A Fantasy Roleplaying Adventure for the D20 System

Requires the use of the *Dungeons & Dragons*® 3rd Edition *Player's Handbook*,
published by Wizards of the Coast®

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INTRODUCTION

The Brotherhood of Form has spent decades restoring an ancient keep, digging out the rubble, replacing and repairing the intricate metalwork running through the stone walls – a lifetime of back-breaking and meticulous work. At last, the ancient and mysterious structure stands whole once again, rebuilt and refurbished to appear exactly as it did centuries earlier before it was dismantled to prevent its dark secret from escaping. What horrors have the unknowing monks unleashed? What terrors now walk in the night? Find out, when you encounter *The Ghost Machine*.

The Ghost Machine is a fantasy roleplaying adventure for use with the D20 system and requires the Dungeons & Dragons® 3rd Edition *Player's Handbook*, published by Wizards of the Coast®. The adventure is designed for four 5th- to 7th-level characters, but can easily be modified to present a challenge to larger groups or more powerful characters. On average, four 5th-level characters will gain enough experience to reach 6th level.

This adventure takes place in an ancient and long-abandoned keep, a remnant from a great war fought centuries earlier. In the Fiery Dragon campaign world of Karathis, the keep is located in the Northlands, near the border with Kalendia, but it can easily be relocated to any environment to fit into an existing campaign. Game Masters should feel free to modify any historical facts or character names to incorporate this adventure more easily into their ongoing campaign.

PREPARATION

Before running this adventure, the Game Master (GM) should read it through carefully to gain a familiarity with its layout and various features. In addition, the GM should be familiar with the basic rules of play, particularly combat, cleric and paladin undead turning abilities, negative levels, and skill checks.

For best results, the adventurers should have between 22 and 26 total party levels, and include at least one cleric or paladin, as the adventure features several powerful undead opponents.

If you plan on playing a character in this adventure, STOP READING NOW! The following notes are for the Game Master only; reading them may spoil the secrets and fun found in *The Ghost Machine*.

ADVENTURE BACKGROUND

The Brotherhood of Form was founded nearly six hundred years ago, during the time spent rebuilding after the fall of the Shadow King and the end of the Shadow Wars. Focusing on rebuilding their shattered lands, the members that originally formed the order turned the work of construction and restoration into a philosophy of preservation and development. The founder of the order, Dinas Emrys, taught that the past and the future both can be felt in the present through architecture and physical labor. Through the centuries, the small group expanded to include several separate branches, each finding a ruined castle or keep and restoring it to its former glory. Nearly five decades ago, a small group of Emrys's followers found themselves excavating and rebuilding a small keep

in the Northlands, near the border of Kalendia.

The builders did not know, however, that this ancient and ruined keep once served as the primary workplace of the sinister gnome inventor, Creomesh. One of the chief supporters of the Shadow King, Creomesh created the Doom Furnace, the terrible artifact used to build and maintain the Shadow King's massive army of undead during the Shadow Wars. Bodies of the slain were animated through the use of the evil creation and then controlled by the Shadow King with the use of his magical helm. With his growing army of undead, the Shadow King nearly captured or held every kingdom that opposed him.

Only through the actions of a group of valiant heroes were the Shadow King, his chief lieutenants Vargos and Pravus, and his demon-allies defeated. Vargos and his minions were destroyed when his entire keep was sunk in what is now known as Lake Emmerlee, in Tendaria. Pravus was slain in armed combat as he led the undead army against the host of Pelagus. (The current dark king of Malus is believed to be a descendant of Pravus). The Shadow King was, of course, banished to the lower planes in the final battle, his magical helm lost forever. Of the inventor Creomesh, nothing recorded ever tells of his fate, although some believe that he traveled west by night, eventually settling in the Swirling Plains.

Creomesh's inventions and dark discoveries disappeared with him, assumed irretrievable. One ancient device, however, was left behind – the Ghost Machine, the prototype of the Doom Furnace. The Ghost Machine had been disassembled and sealed away in Creomesh's workplace, buried under centuries of dirt and stone. The device lay dormant, broken down into its component parts, until mere decades ago, when the small keep that served as Creomesh's workshop was discovered by the Brotherhood of Form, a group of followers of Dinas Emrys. Over the past five decades, the group has slowly rebuilt the keep – and, though unaware, the Ghost Machine itself. The machine was activated the previous day, as the Brotherhood finished restoring the battery, and the stars aligned properly to create the required dimensional rift. As the monks slept that night, content in their now completed home and encased in the seemingly alien architecture, the Ghost Machine unleashed its corruptive forces throughout the building, killing the sleeping residents and filling them with negative energy . . . raising them as undead.

The adventure starts the following evening, as the characters encounter Brother Hostia fleeing in terror from the undead in the keep.

ADVENTURE SYNOPSIS

The characters will encounter Brother Hostia, who recently returned to the keep with trade goods from a nearby Northlander village. Attacked by the undead monsters, he is now near death. He will urge the characters to enter the keep and discover the source of the horrors that he has witnessed. The party will encounter many undead as it investigates the Ghost Machine and its various components. Once the party removes or disconnects





the machine's power sources, it will come to a final confrontation with the power behind the machine – an ingenious negative-energy battery housing a spectre.

ENCOUNTER DESCRIPTIONS

Text that appears in shaded boxes is descriptive, and should be read aloud or paraphrased to the players. Other text is for the GM's eyes only and contains information on encounters, traps, puzzles, magic, treasure, and instructions on running the adventure. Most encounters have little or no read-aloud text, as the adventurers may contend with the area under a variety of circumstances, and the GM can simply describe the environment as appropriate in his or her own words.

Encounters with a monster list the basic information needed for the encounter: the creature encountered, number appearing, and individual hit points. For a full description of a monster's abilities, see Appendix I: Monster Descriptions.

SETTING THE STAGE

The adventure starts as dusk descends across the land. Brother Hostia will stagger through the nearby trees, fall at the party's feet, and request aid. This adventure can take place as the characters are journeying from one location to another, merely passing by the now-haunted keep, or perhaps the keep itself was their destination. Either way, no complicated adventure hooks are necessary for this adventure. In fact, the adventure may work better if it catches the party totally unaware and unprepared.

The Ghost Machine

The Ghost Machine is built into the various structures of the keep itself and is comprised of several parts, each of which allows the machine to perform certain functions. Electrical power, used to expand the machine's sphere of control and also to power the protective elements surrounding various components, is generated by a complex machine, located in and powered by the windmill (Building A). Negative energy, which is used by the machine to create and restore its undead minions, is leached from a tear in reality that has caused an energy vortex to exist in Area 31. Energies from the generator and the vortex flow in extra-dimensional streams, visible only when the streams must alter course or are directed to their final destination, the Energy Battery (located in Area 48). Electrical energy from the generator travels through three such guidance points, called conduits, in Areas 10, 11, and 48. Negative energy is also guided through three conduits, located in Areas 31, 45, and 48.

The conduits appear as dimly glowing blue spheres, six inches in diameter, hovering five feet above the floor. Within the sphere are visible arcs of energy that seemingly flow from their source toward the direction of the battery (Area 48). The containing sphere acts as a *wall of force*, protecting and guiding the energy. If the protective sphere is removed by means of a *disintegrate* spell, or similar magical means, then the energy arc will be accessible, continuing to flow as before. Anyone touching an electrical arc will suffer **1d6**

points of electrical damage per round and anyone touching a negative energy arc will suffer **1d6 points of cold damage per round**, as long as contact is maintained.

Powers of the Ghost Machine

While the battery, located in Area 48 of Building F, is functioning, the undead creatures within the machine's zone of influence will be controlled by the entity inside the battery itself. Thus, as long as the battery functions, the undead created by the machine will rebuild and repair any damage inflicted on the machine. The only way to destroy the battery is to assault it physically, as described in Area 48 of Building F.

Also, as long as the battery is functioning, all undead within the machine's range gain *Turn Resilience*, as described in Appendix I: Monster Descriptions.

As long as the battery can draw negative energy from the vortex, the area within the machine's influence is affected by its re-animation ability, which will raise any fallen corporeal being as a skeleton within 1d4+1 rounds. In addition, while the battery can draw negative energy, all undead creatures within the machine's influence have **Fast Healing at a rate of 1 hit point per round**. (These abilities are detailed in Appendix I: Monster Descriptions).

Finally, as long as the energy vortex exists, all *cure* spell results are halved, before modifiers, though still healing a minimum of one point of damage per die. Thus, a *cure minor wounds* spell heals one hit point of damage, a *cure light wounds* spell will heal 1-4 (+1 per level) points of damage, a *cure moderate wounds* spell will heal 2-8 (+1 per level) points of damage, and so on.

The Ghost Machine's *Animate Dead* and *Fast Healing* abilities can be nullified if the vortex is disrupted or destroyed. The weakening of *cure* spells can only be stopped if the vortex itself is sealed. Methods for disrupting the vortex are described in Area 31 of Building D.

Lastly, while the windmill (Building A) is functioning, the Ghost Machine has the following abilities and attributes:

The machine's sphere of influence will grow by two miles every night. The powers of the battery are considered active within this region. At present, the range of the machine extends one mile in every direction from the keep. Within two weeks, if not stopped, the machine's influence will carry into the nearest town.

While the machine is generating energy via the windmill, several key components are protected with a *wall of force*, as if cast by a 10th-level wizard with unlimited duration. These components include the power conduits (as listed in each section) and the battery itself in Building F.

The windmill will stop functioning if its internal gears are damaged (as described in Area 11), or if the entire structure itself is destroyed or damaged substantially.

Notes on The Keep

All buildings in the keep are made of stone. Though originally owned by a gnome, the buildings were designed to accommodate his many human assistants. All ceilings are ten feet above the floor,





allowing easy movement for medium-sized creatures. Building A is the windmill, and stands four stories tall; Buildings B and C stand one story each; Buildings D and E stand two stories tall, while Building F stands three stories tall. The perimeter wall is fifteen feet high, and built sturdy and solid, intentionally designed not to keep anyone out but simply to define the keep's boundaries. Any attempts to climb the walls will require a **Climb check (DC 25)**. Unless otherwise noted, all external doors have been locked while all internal doors are unlocked.

External doors: 3 in. thick; **Hardness 8; hp 30; Break DC 23; Open Lock DC 25.**

Internal doors: 1 in. thick; **Hardness 5; hp 10; Break DC 15.**

Any dwarves who use their **stonecunning** ability, or any character who makes a successful **Craft (stonemasonry)** or **Profession (engineer)** check at **DC 15**, will note that, though the stone is old and seems to have been worn smooth over many centuries, the actual stonework and engineering was done relatively recently, within at least the last few decades. The workmanship will be considered excellent, even by dwarven standards.

Any character within the perimeter of the keep can hear, on a successful **Listen check (DC 25)**, a low hum originating from Building F. Almost a bass rumble below auditory range, this hum will continue as long as the negative energy battery remains active. No lights are visible to the characters from any of the keep's windows. In fact, no light sources are currently in use anywhere in the keep. The setting sun and starlight will allow the characters to see outside, although they will suffer a **-2 circumstance penalty to all Spot and Search checks**. Inside the buildings, the characters must provide their own light sources, unless otherwise noted, or they have darkvision.

KEYED ENCOUNTERS

AREA 1: Terror in the Night.

The trees on either side of the road cast long shadows as the sun sets far to the west. A ragged figure emerges from the line of trees to the north, bathed in the crimson of approaching twilight. Even in the spreading darkness, the whites of the figure's eyes are clearly visible as it shrieks in terror. A man stumbles toward you, his hands outstretched in a plea for help.

The ragged figure is Brother Hostia. He returned to the keep several hours ago from a re-supplying trip to the nearby town. While storing his cart and brushing down his horse, he was attacked by the mummy from Area 5 and infected with mummy rot. Though the normal incubation period for this dreaded disease is one full day, the negative energy vortex has apparently accelerated the horrible process, and even now Brother Hostia's skin begins to decay and turn to dust.

He will fall to his knees in front of the party and speak to them in a rapidly fading, terror-filled voice:

Puh-please-please. You must st-stop the muh- monsters. I duh-don't know whu-what happened. Put the horse away. It came from the cr-crypt. Duh-don't know where the others are. Just returned with suh-supplies to celebrate the comp-completion . . . of . . . the . . . work. Finished . . . rebuilding . . . only . . . yest-yesterday. . . .

His voice will trail off to nothingness and he will stop, remaining perfectly still, kneeling before the party on the ground. If any members of the party touch him, his form will immediately drop, scattering into sand and dust across the pathway.

Before the characters have a chance to compose themselves fully, dark figures will emerge from the trees to the north.

Zombies (6): hp 24, 20, 20, 18, 18, 18.

The zombies will be dressed in ragged brown and gray robes, their former working uniforms. Unlike other zombies the characters may have encountered, these undead will have dark, glowing eyes as a result of the negative energy vortex.

Any cleric or paladin who attempts to turn the zombies will feel the presence of the machine's battery interfering with the turn attempt, and will sense a great source of negative energy from the small keep just 500 yards north of the road.

NOTE: While the vortex exists, the zombies cannot be fully destroyed. Not only do they have **Fast Healing (restoring 1 hp per round)**, but minutes after they are defeated their skeletons will rise up and resume the combat. These abilities are detailed in Appendix I: Monster Descriptions.

AREA 2: Outside the Windmill.

The windmill is fifty feet tall, with thirty-foot rotor blades mounted ten feet from the top on the east side. The blades revolve slowly, despite the complete stillness of the air. The single entry point, a strong wooden door in the south wall, is locked. Crouching at the base of the windmill are six skeletons, set to hinder any attempts to damage the windmill.

Skeletons (6): hp 12, 10, 10, 8, 8, 8.

If the characters attempt to halt the windmill by damaging the wooden blades, they must reduce all four blades on the rotor to **0 hp** to cut power to the battery. If the characters attempt to set the blades on fire, the skeletons will fetch pails and water from the well in Area 4.

Windmill blades (4): 30 ft. long, 5 ft. wide; AC 12 (while spinning); Hardness 8; hp 30 each.

AREA 3: The Inner Courtyard.

A trail of blood and viscera runs between Buildings D and F, leading from the stables in Area 4 to the inner courtyard. Two ghouls feast on the remains of Brother Hostia's unfortunate horse. Their eyes glow in the twilight, empowered by the Ghost Machine. The ghouls will attack any living creature that approaches the inner courtyard, attempting to paralyze it and prevent it from entering Building D or F.

Ghouls (2): hp 18, 16.





AREA 4: Brother Hostia's Surprise.

The fields north of the keep house the Brotherhood's small barn, which acts as both a stable and a shed for the gardening and farming tools used to work the field. A small well sits near the barn, with four wooden buckets around its perimeter. The fields show signs of recent work, with straight rows and clearly marked crops. The door to the barn has been pulled from its hinges and rests on the ground in front of the small wooden building. A trail of blood runs from the stable area, between Buildings D and E, and into the inner courtyard (Area 3).

In the barn, a small cart has been overturned, its meager contents spilled on the earthen floor. These are the supplies that Brother Hostia brought back with him; they include a small keg of ale, two bottles of wine (both broken), three large wheels of cheese, and a side of salted beef. The barn houses tack and gear for one horse, neatly stored in a cubby, as well as one other small two-wheeled cart.

AREA 5: The Crypt.

A remnant from Creomesh's time, this stone building has remained essentially undisturbed during the Brotherhood's rebuilding project. The Brotherhood recognized it as a tomb, and did not include it in their renovation out of respect for the unknown departed. Upon its reactivation, the Ghost Machine not only killed the Brotherhood and raised them as undead minions, its negative energy also animated the body entombed within the modest crypt as a mummy.

The small stone door, once sealed airtight, has been forced off the building and rests fifteen feet from the dark entryway. When Brother Hostia returned from the village, the mummy broke free of its stone prison and attacked the unsuspecting monk while he finished cleaning up in the barn. Brother Hostia, though com-

pletely caught off-guard, held the horror at bay for some time, but he eventually collapsed under the mummy's unending attacks and the foul disease that infected him. When Brother Hostia managed to escape, the mummy returned to its crypt to await further instructions from the Ghost Machine. It will attack all living creatures without mercy.

Mummy (1): hp 60.

While the negative energy vortex exists, the mummy's supernatural disease is much more powerful. Within the area of the Ghost Machine's power, the *mummy rot* disease has only a **thirty minute incubation period** and will inflict **1d6 temporary Constitution damage per hour**, unless countered with a *remove disease* or similar spell. Removal from the machine's power or the destruction of the energy vortex will result in the disease returning to its normal, though still deadly, potency.

If the mummy is defeated, its body will disintegrate to dust, leaving only its skeletal remains, which will animate to attack the party if the negative energy vortex exists.

BUILDING A: THE WINDMILL

Seventy feet across at its base, this building narrows to a width of forty feet at its top. There are few windows in this building and no light sources save the faint illumination provided by the energy conduits in Areas 10 and 11. An iron spiral staircase winds its way up through the center of the building, from the floor at Area 7 to a trapdoor in the ceiling of Area 12 to the roof (Area 14). The blades of the windmill are in motion despite the lack of wind.

The Brotherhood, despite their technical skill and knowledge of engineering, were completely unaware that they were assembling a giant machine. Without instructions, they pieced together the parts of the generator and correctly connected it to the windmill by investigating metal wear and discoloration and matching up the many mysterious symbols. They knew that this machine drew its power from the windmill's rotors, but they remained unaware of the specifics of the invention until too late.

AREA 6: Mill Entry.

Three small carts and two wheelbarrows sit in this room, waiting to be filled with wheat or sacks of ground flour. Twelve green aprons hang on pegs along the east wall. Here, the brothers would bring in material or remove finished goods that were worked in the mill. More than one of the brothers suggested moving the main entry door to the north side of the building for easier access to the fields and crops, but their directive to restore the buildings to their original state prevented them from making such a change. This inconsistency will be noted with a successful **Profession (miller) Check (DC 15)**, which will suggest that grinding grain was not the intended primary use of this windmill, unless the fields had changed locations since the time of construction (which is doubtful given the positions of the roadway, the trees, and the keep itself).





AREA 7: Central Stairway.

A wrought iron spiral staircase occupies the absolute center of the windmill, leading up to the trapdoor in Area 11 on the fourth floor. The remainder of the large open area is extremely clean and tidy, due to the Brotherhood's philosophy of perfection. The slight creaking of the gears and rotor can be heard, as well as the stone-on-stone rumble of the grinding wheel in Area 8.

AREA 8: The Grinder.

A large metal pole enters through a hole in the ceiling in this area, on a slight angle, running parallel to the gently sloping walls. A large circular stone surface surrounds the pumping piston, sitting one foot above the floor. Gears and cogs are driven by the steel piston and turn a large stone grinding wheel, which follows a circular pattern along the stone surface.

Blocking the grinding wheel can stop the windmill from generating power for the battery, but anything placed under the wheel will take **50 hp of crushing damage per round** until pulverized into dust. Damaging the gears at this level will not affect the machinery enough to stop the generator in Area 11. If the characters do attempt to damage the gears and cogs here, the piston will bend or break, but the remains will continue to pump, and the creak of the turning rotor will still be audible.

AREA 9: Second Floor.

The second floor of the mill is a large, open space, interrupted only by the staircase, the slightly angled steel piston running through the floor above Area 8 and entering the ceiling below Area 11, and four load-bearing pillars. Three small windows are centered in the north, east, and south walls. Each open window is one-foot square, sitting five feet above the floor. The windows apparently once held glass panes, but they are currently empty.

The pistons and gears of the generator (found in Area 11) can be heard from this room. The sound is oddly similar to a human heartbeat.

The windmill can be toppled if three of the pillars are destroyed.

Pillars (4): 8 in. thick; Hardness 8; hp 120; Break DC 35.

A wight and four zombies occupy this room, commanded by the Ghost Machine to protect the generator in Area 11.

Wight (1): hp 42.

Zombies (4): hp 20, 20, 18, 18.

Any spawn created by the wight will fall under the command of the battery that powers the Ghost Machine.

AREA 10: Third Floor.

The third floor of the windmill features an enclosed room (Area 11), the spiral stairs, and a strange pulsing sphere floating near the center of the western wall. This sphere is one of the electrical energy conduits that channels energy from the generator in Area 11 to the machine's battery in Building F.

The conduit appears as a dimly glowing blue sphere, six inches in diameter, hovering five feet above the floor. Within the sphere are visible arcs of electricity, seeming to flow toward the wall. If

the protective sphere is removed, then the electrical arc will be accessible, continuing to flow as before. Anyone touching the arc will suffer **1d6 points of electrical damage per round** as long as contact is made.

Neutralizing the windmill or the generator in Area 11 will remove both the sphere and the electrical arc, halting the flow of power to the Ghost Machine's battery.

AREA 11: The Generator.

The door to this room is locked and requires an **Open Lock Check (DC 20)** or a **Break check (DC 15)** to gain entry. Within this room are several complicated gears, cogs, levers, pulleys, and pistons, all attached to and powered by the central piston, which runs at an angle through the ceiling under Area 13 to the floor and down to the grinding wheel in Area 8. An electrical energy conduit floats in the southwest corner of the room, feeding energy from the generator to the conduit in Area 10.

The generator itself is a large metal five-foot cube, anchored into the floor beside the northern wall. Odd markings and symbols, many in dwarven script, cover various components of the generator and its web of connections. These symbols provided a basic guide for the Brotherhood in rebuilding the machine. The generator can be stopped by destroying it directly or by breaking its connection to the central piston by smashing the gears and cogs.

Generator (1): seamless steel casing; Hardness 13; hp 120; Break DC 50.

Connecting gears (1): metal cogs and pistons; Hardness 10; hp 90; Break DC 35.

Once the generator is neutralized, the protective fields surrounding all energy conduits will disappear, as well as the electrical energy flowing to the battery. Also, the protective field surrounding the battery itself will collapse.

Without the generator's power, the Ghost Machine's area of influence cannot grow and will slowly recede until it extends only a mile from the keep in all directions.

The battery's undead minions can repair damage to the generator, but such repairs will take about four months to complete.

AREA 12: Top floor.

The staircase continues up to the trapdoor in the center of the ceiling, which leads to the roof (Area 14). The base of the rotor fills most of the eastern portion of this room. Pistons, cogs, and gears carry the motion of the rotor blades to the central piston, which begins in Area 13. Damaging the gears here will stop the generator.

Gears: metal cogs and pistons; Hardness 10; hp 90; Break DC 35.

AREA 13: Central Piston Room.

This room has no entrances, save the holes left open for the pistons to carry motion from the rotor to the long central piston. The central piston pumps with the rhythm of the windmill, a mockery of a human heartbeat.





AREA 14: The Roof.

A wooden trapdoor opens up to the roof, which is completely featureless save for a small metal clamp protruding from the stone near the eastern side, facing the rotor blades. Clamped into a bracket is a small wooden fan aimed toward the blades, but at a slight angle. This fan is actually a *lesser wind fan*, and provides the air current needed continually to push the windmill's blades. The Brotherhood's technicians took nearly seventeen years to figure out what must be placed in the empty clamp, as they only discovered the *wind fan* buried in a field six months ago.

BUILDING B: TRAINING TECHNIQUES

The original purpose of this building is lost to history, but the Brotherhood have turned it into a training center, honing both their engineering and construction knowledge, as well as simple, unarmed combat skills that help focus the mind and body. This building has no windows, and only the single locked door provides entry.

AREA 15: Practice Room.

This large room is divided into two sections. The eastern half of the floor is covered in thick mats and has targets painted on the wall. The western half of the room contains two tables with writing and drawing instruments resting on each; three easels hold up wooden boards covered with diagrams and sketches. Also, on the tables lie sketches detailing the rebuilding of the keep's structures as well as other plans for renovating buildings. Six poles with brackets for torches are set around the room. Three doors lead out of this room, each with a colored triangle painted at eye level: the door to Area 16 features a white triangle; the door to Area 17 has a blue triangle; and the door to Area 18 has a silver triangle.

Guarding the room is a shadow, which will be nearly impossible to see unless the characters light torches or supply an alternate light source.

Shadow (1): hp 25.

Any spawn created by the shadow will be under the control of the Ghost Machine's battery. If the shadow is defeated, however, it cannot rise again as a skeleton to continue attacking the party.

AREA 16: Infirmary.

Three cots rest against the walls of this room, which also contains a large cabinet and three sets of shelves. The cabinet is locked (*Open Lock DC 25*) and contains fifteen scrolls. There are five scrolls of *cure moderate wounds*, three scrolls of *cure serious wounds*, two scrolls of *delay poison*, two scrolls of *lesser restoration*, two scrolls of *remove disease*, and one scroll of *remove blindness/deafness*. The scrolls are neatly stacked in small baskets.

One of the shelves contains three locked boxes (*Open Lock DC 25*), with each box containing three potions. The first box contains three *potions of cure light wounds*, all light green in color; the second box contains three *potions of cure moderate wounds*, all dark green in color; the third box contains a *potion of restoration* (red), a *potion of heal* (blue), and a *potion of remove disease* (clear).

The second shelf holds several herbs and homeopathic remedies for common ailments. An unlabelled jar of *Keoghtom's Ointment* can also be found on this shelf.

The third shelf contains mixing utensils, beakers, jars, flasks, and three draughts of antitoxin.

NOTE: Invoking the *cure* spells from the scrolls will result in the same weakened result if the negative energy vortex still exists, as described under *Powers of the Ghost Machine*. The healing abilities of the potions, however, will remain normal despite the energy vortex.

AREA 17: Supplies.

This room contains various items used to design and plan the construction of the keep. Two angled drafting tables rest against one wall, while two other desks hold measuring equipment and notes. The drawers of one of the desks contain three sunrods and fifteen tindertwigs.

AREA 18: Armory.

The Brotherhood stores its weapons in this long room, in elaborate display racks lining the north and west walls. From east to west, the northern racks hold two longswords, five glaives, twenty quarterstaves, five shortswords, ten javelins, five longbows, a single trident, a pair of throwing axes, one heavy flail, and a morningstar.

The western racks contain two kamas, three nunchaku, a leather pouch containing five shurikens, and a completely plain and unadorned +2 *longsword*.

Five quivers, each holding twenty arrows, hang from pegs on the southern wall.

BUILDING C: BUNKHOUSE

One of the main living areas for the Brotherhood, this building contains the quarters for many junior members of the order. As with the other buildings, the interior is tidy to an extreme, obviously the home of a group that prides itself on order and structure. The large door to this building is locked, with an obstruction in the keyhole making it more difficult to manipulate (*Open Lock DC 28*). No noises can be heard coming from inside this building.

AREA 19: Common Room.

The junior brothers would relax here every tenth day, spending time in hushed conversations or partaking in games of skill and chance. Ten three-legged stools are pushed neatly against the northern and southern walls. Four low tables have been pushed against the eastern wall, between the two doors leading further into the building. Faint light from outside seeps into this room through two small horizontal windows, only one foot below the ceiling, centered in the north and south walls. The key to the door has been broken off in the lock.

The eight zombies in this room cannot exit after their failed attempt to unlock the door with their poor undead coordination.

Zombies (8): hp 24, 22, 22, 20, 20, 18, 18, 18.





The zombies are all dressed in the bright yellow robes of the initiates. When they failed to unlock the door, the sentence in the Ghost Machine left them with no further instructions. Since the previous morning, they have remained standing perfectly motionless, awaiting further directions. If anyone enters this room, they will immediately move to attack.

NOTE: While the energy vortex exists, these zombies have *Fast Healing* and will consistently be re-animated as skeletons as long as enough physical matter remains for the machine to do so.

AREA 20: Small Library.

When the initiates wish to take a more contemplative rest period, they often come to this room to read and meditate. Five straight-backed wooden chairs will appear quite uncomfortable to anyone that has lived in any luxury. A wood-shelving unit stands against the east wall, with perhaps twenty texts on different subjects placed neatly in the shelves. These volumes deal with subjects such as armorsmithing, bowmaking, leatherworking, calligraphy, engineering, cobbling, sculpture (written by famed artist Hashladak the Vivid), stonemasonry, and weaving. Amid the volumes, placed in the center of the top shelf, is an unused *manual of bodily health (+1)*. While the acolytes were quite aware of its presence, part of their training in discipline taught them to resist the temptation of magical augmentation. They believed that improving oneself without hard work was essentially valueless and so kept the magical tome as a daily temptation to be resisted.

AREA 21: Sleeping Cells.

All twelve individual sleeping cells in this area contain a single low bed and small chest for personal items. Each cell has two pegs on a wall for cloaks or robes, but is otherwise unadorned. The chests are not locked and hold items only of value to the owner: a note from a distant relative, a sketch of a beloved sister, writing utensils, notebooks, leather shoes, odd tools, polished stones, feathers from a roc, blueprints, simple leather bracelets, and other items of a similar nature.

AREA 22: Privy.

There are several basins in here, along with three buckets for bringing water from the well. Cut flowers and spice jars sit on small shelves anchored to the stone walls. A bench along the northern wall has two circular holes cut in the seat. These holes provide access to a fifty-foot deep pit, used as a latrine. At the bottom of this pit is a gray ooze, which has fed on the monks' waste for several decades, unbeknown to the Brotherhood, who attributed the functioning disposal system to their own expert engineering and design skills.

Gray ooze (1): hp 26.

The ooze will not attempt to attack any characters, unless they foolishly descend and invade its home.

BUILDING D: DINING HALL

Due to the two large rooms in this building, it was designated as the communal dining center and the home of many of the brothers who recently passed beyond mere initiate status. This building also houses the negative energy vortex, a tear in the fabric of the planes, which provides the Ghost Machine with the energy to create and control undead. As long as the energy vortex in Area 31 exists, the machine bestows *Fast Healing* and continued re-animation as a skeleton to all undead.

As with the generator, the Brotherhood did not realize the purpose of many of the odd structures and components that were part of the buildings. Unlike the generator, however, which they knew to be some sort of power device tied to the windmill, they thought the elements that created the vortex were purely decorative.

AREA 23: Foyer.

The foyer in this building serves simply as a place for the brothers to hang their cloaks before proceeding to the dining room (Area 26) or the kitchen (Area 25). Wooden pegs are set into the east and west walls, and four brackets hold unlit torches in the corners of the room.

Once inside the building, a low rumbling noise is audible, and will be heard with a successful *Listen check (DC 15)*. The low noise seems to come from the second floor. The wooden stairs in the southeast corner, beside Area 27, lead up to Area 28.

AREA 24: Pantry.

The Brotherhood of Form stored much of their food here. Shelves line the walls, filled with glass and ceramic jars of preserves, spices, and other cooking and baking ingredients. An insulated enclosure in the corner serves as a cold room, used in storing meat, cheese, milk, and other perishable goods.

Hanging on pegs beside the entry to the kitchen (Area 25) are eight white robes and eight white aprons. The brothers would rotate meal preparation and serving responsibilities, and the first eight members that entered here each morning would don the robes and aprons and act as the day's cooks.

AREA 25: Kitchen.

This room smells of freshly baked bread (though none is evident), as well as wheat and porridge. The walls of this room are covered with cupboards and counters, as well as pots, pans, and utensils that hang from hooks set into the ceiling and onto the walls. A large sink is fixed to the east wall, with three wooden buckets used for fetching water neatly stacked beside it. The northwest corner is home to a huge fireplace, already set with new logs for the next day's breakfast. The lintel of the fireplace has two words carved into the stone: "begin" and "end" in the common tongue. The fireplace was once home to three enchanted logs that would generate magical heat when the command word was spoken; however, these logs went missing hundreds of years ago, so the brotherhood has made due with more conventional means. Two large iron cauldrons hang on iron arms hinged to the sides of the fireplace. There





is also a removable spit for cooking pigs or sides of beef or lamb.

AREA 26: Dining Hall.

Four large tables fill this room, each with seating enough for fourteen people. Two cabinets stand beside the door to the kitchen (Area 25), and hold the dishes, trenchers, cutlery, mugs, and glasses used during each meal. Large wax candles in candelabras are on each table, and four torch brackets are set into the north and south walls.

AREA 27: Storage.

This room contains trunks, chests, cabinets, crates, and shelving units; filling these are several extra plates, cups, goblets, knives, spoons, candles, and dry torches. The cabinets in the dining hall and kitchen are restocked periodically from this room, as dishes get broken and candles used up. Also, eight extra sets of matching white robes and aprons are neatly folded here. Every month, the monks take extra supplies from this room to the nearby towns and trade for building materials, tools, food, and other items that the Brotherhood cannot make or is less skilled in creating.

Examining the crates and chests may reveal two medium-sized suits of padded armor, ten tindertwigs, five common lamps, two lanterns, soap, two sunrods, and (*Search check DC 18*) a divine *scroll of hero's feast*.

AREA 28: Upper Landing.

A wooden railing prevents those on the landing from falling down onto the stairs. A low hum can clearly be heard coming from the room to the north (Area 31) with a successful *Listen check (DC 10)*.

Guarding the top of the stairs, charged with preventing access to Area 31, are eight skeletons. Their proximity to the negative energy vortex, however, has enhanced their abilities.

Skeletons (8): *hp 12, 12, 10, 10, 8, 8, 6, 6.*

The skeletons in this area have gained the following special abilities, which vanish if the negative energy vortex in Area 31 is neutralized:

Fast Healing 5 (Ex): The skeletons each regain *5 hp* at the end of each round.

Spell Resistance 10 (Ex): The skeletons can resist any spells or spell-like abilities that directly affect them. To determine if a spell or spell-like ability works, the caster must make a *level check (1d20 + caster level versus DC 10)*. If the result fails, the skeletons are unaffected. Even when the result succeeds, the skeletons are still allowed any appropriate saving throws.

Re-animation (Su): While the negative energy vortex exists, these skeletons will be raised again (as if affected by an *animate dead* spell) within 1d4+1 rounds of being defeated.

AREA 29: Energy Lab.

A four-foot tall locked iron door bars entry to this room.

Small iron door: *2 in. thick; Hardness 10; hp 60; Break DC 28; Open Lock DC 25.*

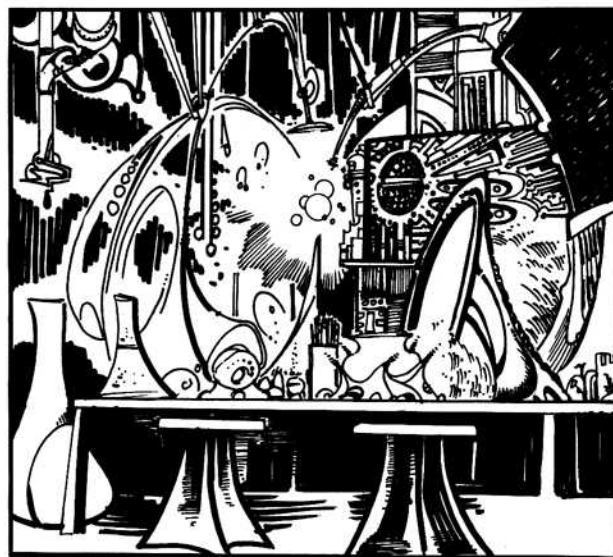
The Brotherhood had no need to rebuild any part of this room, as it was seemingly preserved perfectly intact. Indeed, all attempts to enter the room via the iron door or by disassembling a section of the wall failed. The room was specifically engineered to act as one solid piece of stone. Odd and unfamiliar runes cover the surface of the iron door.

This was Creomesh's workroom, in which he studied the negative energy plane. The room is filled with furniture and instruments appropriate for a gnome engineer and designer. A large, low worktable spans the western wall, only two feet high. Scattered randomly on the table are dried inkpots, quills, measuring sticks, an abacus, and dozens of sketches of astrological patterns. Mixed in with the sketches are two scrolls: a 10th-level arcane *scroll of dimensional anchor*, and a 7th-level divine *scroll of negative energy protection*. Two small benches and two three-legged stools are tucked under the worktable. Also, a small cot rests against one wall, for nights when Creomesh was too weary from investigation to return to his proper chambers. An empty bookcase sits against the north wall, its contents removed when the gnome fled during the final days of the Shadow War.

A search of the room (*Search DC 15*) will find a small chest, forgotten under the cot. The chest is locked (*Open Lock DC 20*) and contains a *potion of intelligence* and a *potion of cure light wounds* (unaffected by the vortex's power).

AREA 30: Mural.

The artisans of the Brotherhood have painstakingly recreated the large mural that covered this wall many centuries ago. By carefully removing the built up grime and dirt, examining paint chips to recreate precise colors, and with some careful guessing, the Brotherhood of Form have exactly recreated the image as it originally appeared when Creomesh had concluded his experiments: an immense painting of a precise map of the heavenly bodies. Any character who makes a successful *Knowledge (astronomy) check (DC 30)*, or gains the knowledge through magical means, will real-





ize that the specific star pattern outlined on the wall is extremely rare, and will occur possibly once per century. Also, this exact star pattern appeared only two nights ago, and the nighttime sky above the keep would look exactly as painted here.

AREA 31: Negative Energy Vortex.

This large room served as the barracks for members of the Brotherhood who had graduated from initiate status. But the beds, storage trunks, green robes, and other personal items that filled the room have disappeared, swept away into the negative energy plane when the vortex was created.

Four small holes in the corners of the ceiling in this room each hold a strange black onyx gem (75 gp each). The top six inches of the walls here are covered with strange runes, painstakingly hand painted and restored by the brotherhood. The gems glow with reflected starlight, which is in turn reflected around the room, illuminating the strange runes. In the center of this room is a pulsing vortex, a tear in the very fabric of reality. The tear extends from floor to ceiling, growing, shrinking, and twirling like a miniature tornado. Blue-black energy seeps from the vortex, and the room is very cold – the characters will see their breath while exposed to the vortex's power.

A negative energy conduit hovers in the center of the eastern wall. Within the sphere, arcs of blue energy are visible, seemingly flowing toward the wall. If the protective sphere is removed, then the energy arc will be accessible, continuing to flow as before. Anyone touching the arc will suffer **1d6 points of cold damage per round** as long as contact is made.

The only way to close the vortex is to destroy its physical manifestation on the Prime Material plane. The easiest way to accomplish this is through spell use, although very few spells can damage it directly. It can be attacked physically, though there are limits and dangers to this method. The vortex has no counter attacks, no defensive skills, no abilities or awareness. It is simply a tear allowing negative energy to leak from its plane into the Ghost Machine's battery.

Negative Energy Vortex: hp 50; AC 10; Fire resistance 20; Cold immunity.

Physical attacks against the vortex are not without their own risk. Any character that makes a successful physical attack against the vortex must make a **Fortitude save (DC 25)** or suffer **1d6 points of cold damage**. In addition, any save that fails by 10 or more will also result in the gaining of one **negative level**.

Fire-based attacks will affect the vortex, though it has tremendous resistance to fire damage; it is completely immune to cold-based attacks. Attacks that release positive energy or affect negative energy beings or undead can damage the vortex. All of the *cure* spells can be used to weaken the vortex, although their effectiveness is still halved while the vortex exists, and any touch attacks are subject to the same Fortitude save and possible cold damage as all physical attacks, described above. A *light* spell will inflict 1d4 points of damage to the vortex, while a *daylight* spell will inflict 1d8. Casting a *hallow* spell within range of the vortex will deliver

2d8 points of damage, while a *healing circle* delivers 1d8 +1 per caster level. A *disrupt undead* spell will affect the vortex as if it were an undead creature. The spell *dimensional anchor* will close the tear, sealing the vortex completely, as will more powerful spells such as *limited wish* or *miracle*.

Once the vortex is destroyed or sealed, the Ghost Machine's ability to *Animate Dead* will cease, as will any nearby undead creature's *Fast Healing*. Also, eliminating the vortex will remove the negative energy barrier that weakened *cure* spells, returning them to normal power. All negative energy flowing through the conduits to the battery will cease, leaving the protective spheres empty.

BUILDING E: MAIN RESIDENCE

This building housed Creomesh's residence during his occupancy here centuries ago, but now it houses most of the elder brothers and their main craft center. The exterior of this building shows the same expert attention to detail as the other structures renovated by the Brotherhood. The two large double doors are unlocked.

AREA 32: Foyer.

Colorful murals, the only two original paintings by the brothers, line the walls of this room. They detail the discovery and rebuilding of the keep, showing, in stages, the excavation of the ancient structure, the elaborate work of the stonemasons and architects, the craftsmen rebuilding minute details (such as wooden cupboard panels and window panes), and other reconstruction efforts. The walls still have some empty space, presumably to show the completion of the Brotherhood's efforts.

Pegs beside the curved arch leading to Area 34 hold brown cloaks, the color of a full member in the Brotherhood.

AREA 33: Supplies.

This room holds most of the crafter's tools used by the Brotherhood when making commonly used items or items taken in trade to the nearby villages. All tools here can be considered masterwork items, and include artisan's tools, musical instruments, scales, and other mundane items such as brooms, mops, and buckets.

AREA 34: Craft Room.

Tables and stools fill this room, the main center for constructing the simple and elaborate crafts and objects used or traded by the brothers. Some tables still hold ornate leatherwork and woodwork, while one table shows the expert wares of a gifted jeweler. Although most objects here are primarily in the early stages of construction, there are some fully finished goods of note (all masterwork items): a composite shortbow, a medium-sized suit of leather armor, a golden ring (25 gp), and a silver chalice (50 gp).

Stairs in the corner of the room are carpeted and lead up to Area 35.





AREA 35: Zombies.

Once a common area for the brothers to sit and discuss philosophy or to relax, this area is now host to three smashed tables, several discarded stools, and four zombies, still wearing the tattered brown robes of their former lives.

Zombies (4): *hp* 20, 20, 18, 18.

AREA 36: Bedrooms.

The private chambers of full brothers in the order, each of these rooms contains a simple bed, a small desk, and a wooden chair. Unlike the rooms of the initiates or acolytes, these quarters do contain personal effects set neatly on desktops or on shelves set on the wall. Most of the brothers kept journals, detailing their philosophical and spiritual journeys, describing physical and mental training, and containing notes about family members and recent visits. A quick perusal will reveal that most of the full brothers have been with the order for two decades or more, and a very few have worked on other projects in distant lands and only joined after their completion.

AREA 37: Creomesh's Quarters.

As with his workroom in Building D, this area was preserved intact over the centuries, and has not been renovated or disturbed by the brothers in any way. In fact, under the stone of the walls to this room are solid lead sheets, molded and soldered, effectively making the room a giant lead cube. This can only be determined from inside the room, however, which is currently sealed with a four-foot high, *arcane locked* iron door.

Small iron door: 2 in. thick; **Hardness** 10; **hp** 60; **Break DC** 38.

As there is no physical locking device, just the *arcane lock*, the door can be opened only through magical means, dealing incredible damage, or a successful break attempt.

As noted, the interior of the room appears to be solidly lead-lined and completely airtight. In fact, if the characters close the door behind them, it will again be *arcane locked* (unless damaged or broken), and they will be sealed in with only enough air for four medium-sized characters to keep breathing for six hours. Small characters consume half the air of medium characters, as do significant fire sources, such as torches.

A character with no air to breathe can hold her breath for **2 rounds per point of Constitution**. After this period of time, the character must make a **Constitution check (DC 10)** in order to continue holding her breath. The save must be repeated each round, with the **DC increasing by +1** for each previous success.

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

This room contains the remnants of Creomesh's personal chambers, which he fled centuries earlier as the Shadow Wars came to an end. Occupying this room are a small bed pushed against the southern wall; three large work desks; two small chairs; a gnome-

sized wardrobe containing six perfectly preserved gnomish outfits (although the fashion is horribly out of date); some small boots; a suit of gnomish padded armor; and two small black wigs, which Creomesh wore when appearing in public. The wardrobe contains a false bottom (**Search DC 15**), which opens to reveal a vial of clear liquid (**Arsenic: Fort save DC 13; initial damage 1 Con; secondary damage 1d8 Con**), and a final journal, forgotten by Creomesh in his flight. The entries are written in nearly indecipherable gnomish script (**Intelligence check DC 15** and ability to read gnomish required) and detail the construction of the Ghost Machine (the keep and its components) through to the development of the Doom Furnace. Significant parts of the journal include:

"The primary difficulty in developing the Doom Furnace is controlling the subjects that it creates If I can unite the battery – the brain of the machine – with a sentience loyal to myself and my dark master, then perhaps I can control these unthinking creations. But who . . . ? If only young Stizzil, my misguided apprentice, remained at my side. No matter, I shall inform my human assistant Daun that it is time to sacrifice his son for the greater good"

"He resisted at first, but his desire to serve and learn from me eventually overcame his emotions. He poisoned his son last night, weeping the whole time. Now that he has passed my little test, I know Daun is completely dedicated to me, and he has become the perfect candidate to merge with the machine. I will use his mind to direct the creations of the machine, knowing that his loyalty to me protects me. This is all well and good for testing this prototype, but when it comes time to deliver the final device to my master, I will have to devise alternative methods – I am his most loyal servant, yet I refuse to sacrifice myself due to my own design flaws Thoughts for later, at any rate. Tomorrow, when the stars align as I have determined, it will be time to test the machine."

A **Bardic Knowledge check (DC 25)** or **Knowledge (Ancient History) check (DC 20)** will reveal the following information about Creomesh and the Doom Furnace:

- The Doom Furnace was a horrible magical artifact used by the Shadow King during the Shadow Wars many centuries ago.
- The Doom Furnace was used to create undead soldiers, which were then controlled by a magical helm worn by the Shadow King.
- The Doom Furnace was created by a gnome engineer.
- When the Shadow King was finally defeated, after a great and terrible battle, he was forever banished to a distant plane, taking his magical helm with him. The Doom Furnace was thought to be destroyed.





BUILDING F: THE BATTERY

The main building of the keep was also the structure most recently completed by the Brotherhood. The building has served for the past five years as the main residence for the head of this order, Brother Habren, as he personally supervised the reconstruction of the structure. The interior walls of this building are covered with designs and glyphs made of various metals, though copper seems most prevalent. Unknown to the brothers, who thought the metallic designs served no purpose other than ornamentation, these glyphs focus and refine the power derived from the generator and vortex, fueling the battery that is the Ghost Machine's intelligence. The glyphs also serve the machine in sending out its ever-increasing waves of control as it gains electrical power from the windmill generator.

The ornate door to this building is locked (*Open DC 18*). As with the other buildings, no light sources are active here, save the windows in Area 38, so the characters must either have darkvision or provide their own light source. The glowing glyphs will provide some light in the upper level, but only equivalent to a torch or a light spell.

AREA 38: Main Hallway.

The door opens to a large hallway, with an elaborate wooden staircase in the northeast corner leading up to Area 43; a carved wooden door in the western wall opens to Brother Habren's private chambers (Areas 39 and 40). This is one of the few rooms in the keep that is entirely carpeted. Three large, smoky glass windows allow some outside light to penetrate this room, reflecting off the metal symbols on the walls, allowing characters with low-light vision to see. An eerie silence hangs in this area, as all outside noise is completely cut off when the door is closed.

AREA 39: Habren's Receiving Room.

Six large, well-upholstered couches surround three low tables in this room. As with the hallway, this room is carpeted with plush rugs. Three large glass bowls filled with fresh fruit sit on the tables. This was a meeting area for senior members of the order to sit and comfortably discuss the progress of the construction. The beauty and comfort of the room, however, is overshadowed by the horrible smell coming from Area 40.

AREA 40: Habren's Chambers.

When the door to this room is opened, the fruit in Area 39 will rot instantly. The smell of death and decay emanates from the black-robed ghost waiting here.

Ghost (1): hp 36.

The ghost is the undead form of Brother Habren, the Brotherhood's leader. The monk's mental focus has allowed the ghost to retain some knowledge of its transformation, but his unquenchable thirst for living flesh will compel him to attack any characters entering this area.

The room contains a large feather bed, as well as a comfortable sitting chair and a work desk with an unlit lantern. The terrible

stench of the ghost has, unfortunately, made the furniture quite unusable. Black robes and cloaks, Brother Habren's uniform, hang on pegs here. A locked small chest (*Open Lock DC 25; Break DC 20*) contains 30 gp, 15 cp, and a small silver ring with a stylized dragon's claw on its face (50 gp). A partially written letter sits on the desk, a correspondence to another member of the Brotherhood in distant Tendaria detailing the progress of the rebuilding.

AREA 41: Meditation Room.

This sparse room contains only a four-foot square tattered mat, currently spread out in the center of the room, and a one-foot long parchment, pinned up on the southern wall by two nails in the top corners. There are four short sentences written in common on the parchment:

"The longer the night lasts, the more our dreams will be."

"Only when all contribute their firewood can they build up a strong fire."

"Do not add legs to the snake after you have finished drawing it."

"Of all the stratagems, to know when to quit is the best."

If the parchment is taken down or flipped over, the characters may realize that the proverbs are actually written on the back of an arcane *scroll of polymorph self*.

AREA 42: Equipment Room.

Two stout quarterstaves are cross-mounted on the northern wall of this room. Standing in front of them is a wooden mannequin, carved in Brother Habren's likeness by his own hand. The mannequin wears a medium-sized suit of *+1 studded leather armor*; a *+1 dagger* rests in a sheath on its belt. Brackets on the western wall hold a longspear, a pair of kamas, and a masterwork longsword, evidence of Habren's varied and diverse weapons training. Brackets on the eastern wall hold the tools of his other training: a handaxe, a hammer, a small spade, a trowel, a wooden bucket, various metal files, and a crowbar.

AREA 43: The Landing.

The second floor does not feature the rich carpet of the first floor, and seems cold and quiet. Despite the lack of windows or lighting, the metal glyphs set into the stonework glow, providing dim light usable by characters with low-light vision. The doors in the south and west walls are unlocked.

AREA 44: Job Well Done.

The final room completed in the keep's rebuilding, this area still contains two sawhorses, three wooden buckets, and a large metal tub used to mix materials. The recently inset metal symbols glow with a mysterious light.





AREA 45: Energy Conduit.

This room is empty except for a negative energy conduit located near the western wall. Within the sphere, arcs of blue energy are visible, seemingly flowing toward the wall. If the protective sphere is removed, then the energy arc will be accessible, continuing to flow as before. Anyone touching the arc will suffer **1d6 points of cold damage per round** as long as contact is made. If the vortex in Area 31 has been destroyed, then the globe will be empty – its negative energy source removed.

AREA 46: The Stairs Up.

A stone stairway leads to the building's upper level. The glowing of the metal runes is intense in this area, as is the low humming sound coming from the battery in Area 48. The air in this room is noticeably cooler than in previous rooms, and the characters' breath will be visible in the air.

AREA 47: The Walkaround.

The metallic symbols in the walls glow quite brightly here, allowing characters to see as if by torchlight. The interior walls surrounding Area 48 are nearly covered with the metallic runes, with little stonework visible on the surface. The glyphs on these walls provide a barrier against any form of ethereal or astral travel, *dimension door*, *blink*, *teleportation*, *plane shift*, *gate*, or *shadow walk*.

The doors to Area 48 are also covered in these runes and are unlocked.

AREA 48: The Ghost Machine.

This room is lit with a dim blue glow, pulsing from a five-foot square cube in the center of the room. If the characters have not

deactivated the generator in Area 11, then there will be a blue conduit sphere floating in the center of the east and west walls, as well as a glowing blue sphere surrounding the cube. The conduit by the west wall controls the flow of negative energy from the vortex, while the conduit by the eastern wall features an electrical arc flowing from the windmill generator. If the generator was disabled, these glowing barriers will be gone, leaving only the negative energy conduit along the western wall and the battery cube. If the vortex was sealed, the negative energy stream will also be removed, leaving only the battery.

The battery must be physically destroyed to nullify the Ghost Machine. The battery can only be assaulted when the protective energy shield is down, which happens when the generator in Area 11 is destroyed.

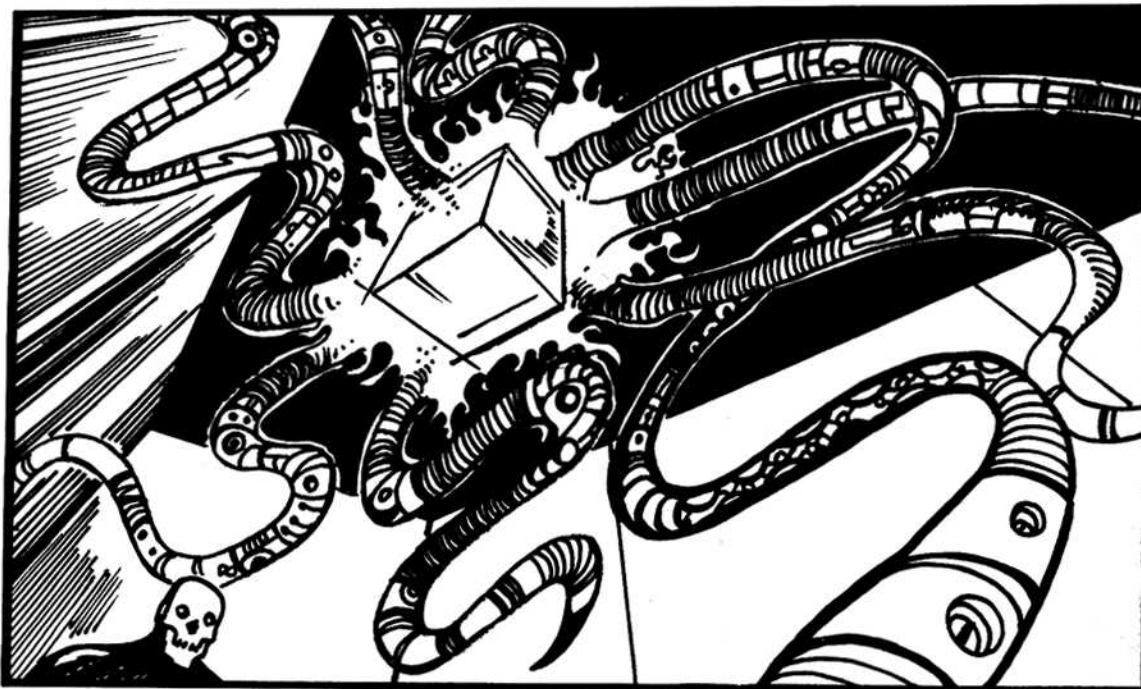
If the protective wall is down when the characters enter, eight black tentacles will emerge from the sides of the cube as it prepares to defend itself. See Appendix I: Monster Descriptions for full stats on the negative energy battery.

Negative Energy Battery (1): hp 35.

When the battery reaches **0 hp**, it will shatter in an explosion of bright light, disabling the Ghost Machine forever. All undead created by the machine will be immediately destroyed. Shattering the battery, however, will also release the incorporeal entity that was the battery's core – the spectre of Creomesh's human assistant, Daun.

Spectre (1): hp 55.

Although the spectre is incorporeal, it cannot pass through the rune-sealed walls and can only exit Area 48 through the open door. If the door is shut, the spectre is effectively sealed in. Daun will attack the party ferociously, attempting to create as many spawn as possible and escape his centuries-old prison before sunrise.





Searching the center of the room (*Search check DC 30*) will reveal a small trapdoor directly under the remains of the negative energy battery. There is no handle, so the trapdoor must be pried open with a *Strength check (DC 20)*. Lifting the trapdoor will reveal a ten-foot square room containing a *darkskull*, a pearly white *ioun stone*, and an *amulet of undead turning*, all items used to augment the battery's power. The ceiling of this room is also covered in the strange runes that completely encircle Area 48.

ADVENTURE AFTERMATH

Failure

Should the characters fail to destroy the battery that powers the Ghost Machine, it will continue to grow in power and influence, creating more numerous and powerful undead in order to fortify its structure and harvest new bodies to control. Even if other components of the machine are damaged, the controlling intelligence in the battery will have its undead minions make the needed repairs and begin its expansion by a two-mile radius every night.

Success

Should the characters destroy the battery, they will permanently end the terrible capabilities of the machine, destroying all of its undead minions of the machine in the process. Even if the characters are defeated by the spectre that emerges from the battery, the machine will be beyond repair, finally removed from the world for good.

AWARDING EXPERIENCE

The inside cover of this adventure features a Challenge Table, listing all encounters and their Challenge Rating and Encounter Level. Cross-reference these numbers with the average party level to determine experience gained from overcoming encounters. In addition, the GM may wish to grant story awards as he or she sees fit. Certainly, awards should be given for each component of the Ghost Machine dismantled or destroyed (generator, vortex, battery), as well as determining the machine's history or its evil purpose.

APPENDIX I: MONSTER DESCRIPTIONS

NOTE: The Ghost Machine bestows several additional powers upon the undead creatures under its control. These special qualities are as follows:

Turn Resilience (Ex): All turn or rebuke checks against undead within the machine's range suffer a -4 profane penalty. This penalty is in addition to any turn resistance that a creature may already possess. This quality is present as long as the battery exists.

Re-animation (Su): Any corporeal creature reduced to -10 hp (or 0 hp, in the case of undead) will be affected by an *animate dead* spell within 1d4+1 rounds of its defeat, rising as a skeleton under the Ghost Machine's control. This will affect any characters, skeletons, zombies, mummies, ghouls, ghosts, or wights that leave a mostly intact corpse or skeletal structure (GM's discretion). This quality is present as long as the negative energy vortex exists.

Fast Healing (Ex): All undead under the power of the Ghost Machine "heal" at

the exceptionally fast rate of 1 hp per round. This quality is present as long as the negative energy vortex exists.

Additionally, all undead have the following characteristics, present at all times:

- Undead have darkvision with a range of 60 feet.
- Undead are immune to poison, *sleep*, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects).
- Undead with no Intelligence scores cannot heal damage on their own, though they can be healed. Negative energy (such as an *inflict wounds* spell) can heal undead creatures. The Fast Healing special quality detailed above works regardless of the creature's Intelligence score.
- An undead creature is not at risk of death from massive damage, but when reduced to 0 hp or less it is immediately destroyed.
- Undead cannot be raised. Resurrection can affect them, but since undead creatures usually are unwilling to return to life, these attempts generally fail.

Negative Levels

In addition, some of the creatures encountered in the keep can bestow negative levels upon their victims. If the subject has at least as many negative levels as HD, he dies. Each negative level gives a creature the following penalties: -1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective class level (for determining the power, duration, DC, and other details of spells or special abilities); additionally, a spellcaster loses one spell or spell slot from her highest available level. Negative levels stack. Negative levels remain for 24 hours or until removed with a spell. After 24 hours, the afflicted character must attempt a Fortitude save, at DC 10 + one-half the attacker's HD + the attacker's Charisma modifier. If the save succeeds, the negative level dissipates; if not, the negative level is removed, but the character's level is permanently reduced by 1. The afflicted character makes a separate saving throw for each negative level gained.

Ghast

CR 3; Medium Undead; HD 4d12; 26 hp; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atk +4/+1+1 melee (1d8+1 and paralysis, bite; 1d4 and paralysis [x 2], claws); SA Stench, paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +6; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8.

Feats: Multiattack, Weapon Finesse (bite).

SA—Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

SA—Paralysis (Ex): Those hit by a ghost's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis.

SA—Create Spawn (Su): In most cases, ghosts devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghosts themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation.





SQ—Turn Resistance (Ex): Ghosts are less easily affected by the powers of clerics or paladins. When resolving a turn, rebuke, command, or bolster attempt, add +2 to the creature's HD total.

Ghoul

CR 1; Medium Undead; HD 2d12; 13 hp; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk +3/+0/+0 melee (1d6+1 and paralysis, bite; 1d3 and paralysis [x 2], claws); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16.



Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7.

Feats: Multiattack, Weapon Finesse (bite).

SA—Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

SA—Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation.

SQ—Turn Resistance (Ex): Ghouls are less easily affected by the powers of clerics or paladins. When resolving a turn, rebuke, command, or bolster attempt, add +2 to the creature's HD total.

Gray Ooze

CR 4; Medium Ooze; HD 3d10+10; 26 hp; Init -5 (Dex); Spd 10 ft.; AC 5 (-5 Dex); Atk +3 melee (1d6+1 and 1d6 acid, slam); SA Improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid; SQ Blindsight, cold and fire immunity, ooze, camouflage; AL N; SV Fort +1, Ref -4, Will -4; Str 12, Dex 1, Con 11, Int —, Wis 1, Cha 1.



SA—Improved Grab (Ex): To use this ability, the gray ooze must hit with its slam attack. If it gets a hold, it can constrict.

SA—Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage. The ooze's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds at a Reflex save (DC 19).

SA—Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

SQ—Ooze (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

SQ—Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize a motionless gray ooze for what it really is.

Mummy

CR 3; Medium Undead; HD 6d12+3; 42 hp; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk +6 melee (1d6+4 and mummy rot, slam); SA Despair, mummy rot; SQ Undead, resistant to blows, damage reduction 5/+1, fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 15.



Skills: Hide +8, Listen +9, Move Silently +8, Spot +9.

Feats: Alertness, Toughness.

SA—Despair (Su): At the mere sight of a mummy, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

SA—Mummy Rot (Su): Supernatural disease: slam, Fortitude save (DC 20), incubation period 1 day, 1d6 points of temporary Constitution damage. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a remove disease spell or similar magic. An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind, unless both remove disease and raise dead are cast on the remains within 6 rounds.

SQ—Resistant to Blows (Ex): Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

SQ—Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Negative Energy Battery

CR 3; Large Construct; HD 4d10; 35 hp; Init +0; Spd 0 ft.; AC 17 (+7 natural); Atk +6 [x8] melee (1d8+5 and chill touch [x8], tentacles); Reach 10 ft.; SA Chill touch; SQ Construct, damage reduction 5/+1; AL N; SV Fort +1, Ref +1, Will +1; Str 20, Dex —, Con —, Int —, Wis 10, Cha 16.



Feat: Multiattack.

SA—Chill touch (Su): Any successful hit by one of the battery's tentacles channels negative energy that deals an additional 1d6 points of cold damage and possibly also 1 point of temporary Strength damage. A successful Fortitude save (DC 12) negates the Strength damage.

SQ—Construct (Ex): Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. A construct also has darkvision with a range of 60 feet.

The negative energy battery is the core operating mechanism for the Ghost Machine. Designed by the evil gnome technomancer Creomesh, and powered by electrical and negative energy, the battery projects an aura of necromantic energy waves, raising and guiding undead minions. All undead created and existing within the influence of the Ghost Machine are controlled by the sentience that dwells within the negative energy battery — the spectre of an evil man named Daun.

Though the battery cannot move, it can protect itself with its eight ten-foot





long, dark energy tentacles, which pulse blue-black with negative energy. In addition, the durable alloys that make up its protective shell provide excellent armor and damage reduction. Reducing the battery to 0 hit points will cause it to explode in a flash of brilliant energy, which will release the spectre contained within.

Shadow

CR 3; Medium Undead; HD 3d12; 19 hp; Init +2 (Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atk +3 melee (1d6 temporary strength, incorporeal touch); SA Strength damage, create spawn; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7.

Feats: Dodge.

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

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

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

SQ—Turn Resistance (Ex): Shadows are less easily affected by the powers of clerics or paladins. When resolving a turn, rebuke, command, or bolster attempt, add +2 to the creature's HD total.



Skeleton

CR 1/3; Medium Undead; HD 1d12; 6 hp; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atk +0/+0 melee (1d4 [x2], claws); SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feat: Improved Initiative.

SQ—Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.



Spectre

CR 7; Medium Undead; HD 7d12; 45 hp; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft., fly 80 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk +6 melee (1d8 and energy drain, incorporeal touch); SA Energy drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness; AL LE; SV Fort +2, Ref +5, Will +7; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills: Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13.

Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

SA—Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack receive two negative levels. The Fortitude save to remove a negative level has a DC of 15.

SA—Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in



1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

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

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

SQ—Sunlight Powerlessness (Ex): Spectres are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only partial actions.

Wight

CR 3; Medium Undead; HD 4d12; 26 hp; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk +3 melee (1d4+1 and energy drain, slam); SA Energy drain, create spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8.

Feat: Blind-Fight.

SA—Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

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



Zombie

CR 1/2; Medium Undead; HD 2d12; 16 hp; Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atk +2 melee (1d6+1, slam); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feat: Toughness

SQ—Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).



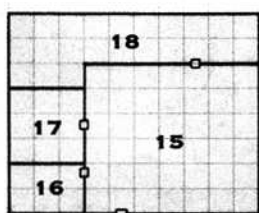
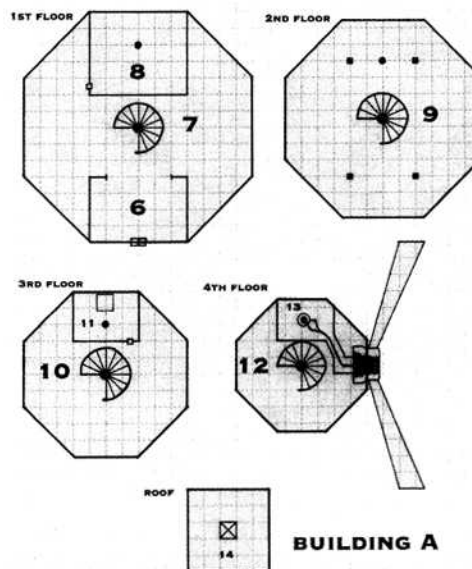
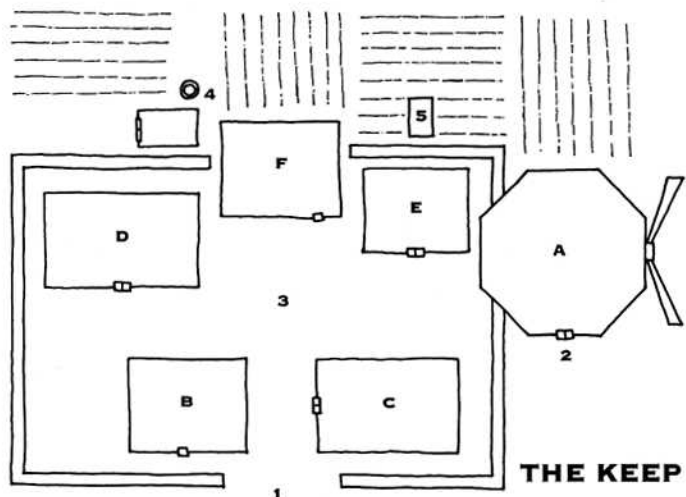
APPENDIX II: NEW ITEMS

Wind Fan, Lesser

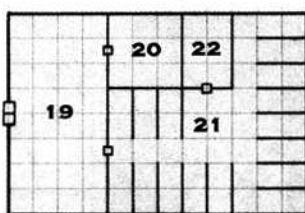
A lesser wind fan appears to be nothing more than a common wood and cloth device with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement equivalent to a light wind. The breeze will issue forth until the command word is repeated. If it is used for a prolonged duration, there is a 20% chance per 24 hour period that the device tears into useless, nonmagical tatters.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *gust of wind*; **Market Price:** 4,500 gp.

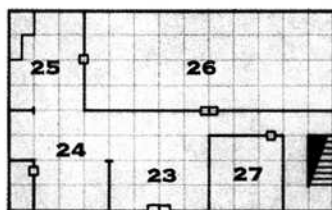




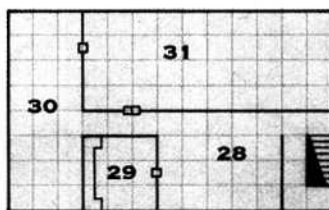
BUILDING B



BUILDING C

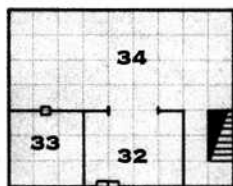


1ST FLOOR

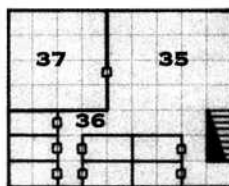


2ND FLOOR

BUILDING D

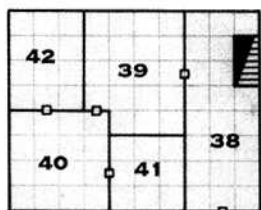


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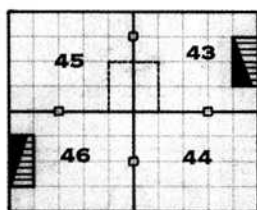


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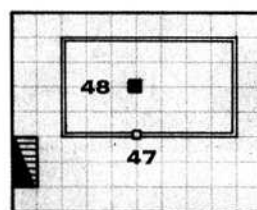


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BUILDINGS A-F
1 SQUARE = 5 FEET



LEGEND



USING COUNTERS

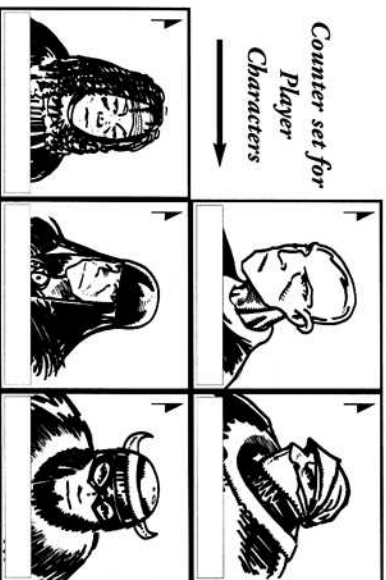
This adventure comes with a set of black & white counters, based on a 1-inch equals 5-foot scale. Therefore, medium-sized creatures occupy a standard one-inch square counter. Before beginning play, you may wish to make multiple photocopies of this countersheet in order to have the appropriate number of counters for all possible encounters.

The counters come in two types: characters and monsters. Character counters provide a blank space at the bottom for the character's name. For game purposes, the arrow in the top left corner indicates the direction that the character is facing. Monster counters have a small arrow in the top left corner indicating direction, as well as a blank square in the bottom right, allowing the GM to assign numbers to multiple monsters of the same type. For example, the party may encounter four zombies, which would be numbered 1 to 4. The GM can then keep track of the individual hit points and actions according to which particular zombie is involved in the resulting combat.

Monster counters are not labeled with monster type, as many characters may encounter creatures for the first time and out-of-character knowledge of the monster may prove to be an unfair advantage. The GM should use this to his or her advantage. For instance, rather than saying, "You encounter four zombies," the GM might say, "You encounter four shambling humanoids," then place the appropriate counters on your battle grid for the players to see the picture.

Though the counters will be copied onto plain paper, it is recommended that the GM glue the sheet to some kind of card stock. The method we suggest is to use rubber cement and bristol board. Spread the rubber cement thin and evenly on the board's surface. Then, flatten out the paper on the board so that no air pockets remain, and give it a few minutes to dry. To cut out the counters, use a paper cutter, or an x-acto blade and "no-slip" ruler. Please be careful with the operation of each of these tools.

Counter set for Player Characters

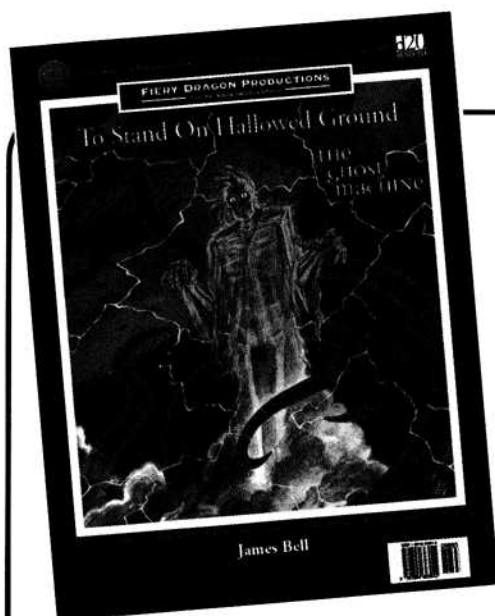


Counter set for Swords Against Deception



Counter set for The Ghost Machine





The Plot: The characters stumble upon a restored keep, the inhabitants apparently murdered and raised as undead. Further investigation reveals that the keep itself is the source of the evil, and the characters must face off against the Ghost Machine!

The Mood: The sun descends, plunging the keep into darkness. Eerie noises whisper through the night as vague shapes stalk the halls of the sinister building. Stillness has settled over the area; unholy terrors seem to wait around every corner. Monsters immune to destruction rise, again and again, bent on destroying

the living and adding to their unnatural ranks. Death surely waits in the next room, and the terrors cannot be stopped.

The Ghost Machine: A fully-illustrated fantasy adventure for the d20 system. Designed for characters of levels 5-7, *The Ghost Machine* provides an adventure in which terror lurks in every dark corner of a sinister building, driven by a tortured soul bent on domination.

The Ghost Machine: Challenge Chart

Encounter Key	Encounter Level	Challenge Rating	Challenge Statistics
1	3	1/2 (x 6)	Zombies: hp 24, 20, 20, 18, 18, 18; Init -1; AC 11; Atk +2(1d6+1)
2	2	1/3 (x 6)	Skeletons: hp 12, 10, 10, 8, 8, 8; Init +5; AC 13; Atk +0(1d4), +0(1d4)
3	2	1 (x 2)	Ghouls: hp 18, 16; Init +2; AC 14; Atk +3(1d6+1), +0(1d3), +0(1d3) + paralysis
5	3	3	Mummy: hp 60; Init -1; AC 17; Atk +6(1d6+4 and mummy rot)
9	4	3 1/2 (x 4)	Wight: hp 42; Init +1; AC 15; Atk +3(1d4+1 and energy drain) Zombies: hp 20, 20, 18, 18; Init -1; AC 11; Atk +2(1d6+1)
15	3	3	Shadow: hp 25; Init +2; AC 13; Atk +3(1d6 and strength drain)
19	4	1/2 (x 8)	Zombies: hp 24, 22, 22, 20, 20, 18, 18, 18; Init -1; AC 11; Atk +2(1d6+1)
22	4	4	Gray Ooze: hp 26; Init -5; AC 5; Atk +3(1d6+1 and 1d6 acid)
28	3	1/3 (x 8)	Skeletons: hp 12, 12, 10, 10, 8, 8, 6, 6; Init +5; AC 13; Atk +0(1d4), +0(1d4)
35	2	1/2 (x 4)	Zombies: hp 20, 20, 18, 18; Init -1; AC 11; Atk +2(1d6+1)
40	3	3	Ghast: hp 36; Init +2; AC 16; Atk +4(1d8+1), +1(1d4), +1(1d4) + paralysis
48	7	7	Spectre: hp 55; Init +7; AC 15; Atk +6(1d8 and energy drain)

Recommended Challenge Rating for the Ghost Machine's component parts

Encounter Key	Challenge Rating	Challenge Statistics
11	1/3	The Generator: hp 120; Hardness 13; Break DC 50
31	1	Energy Vortex: hp 50; AC 10.
48	3	Battery: hp 35; Init +0; AC 17; Atk +6(1d8+5 and chill touch) [x8]



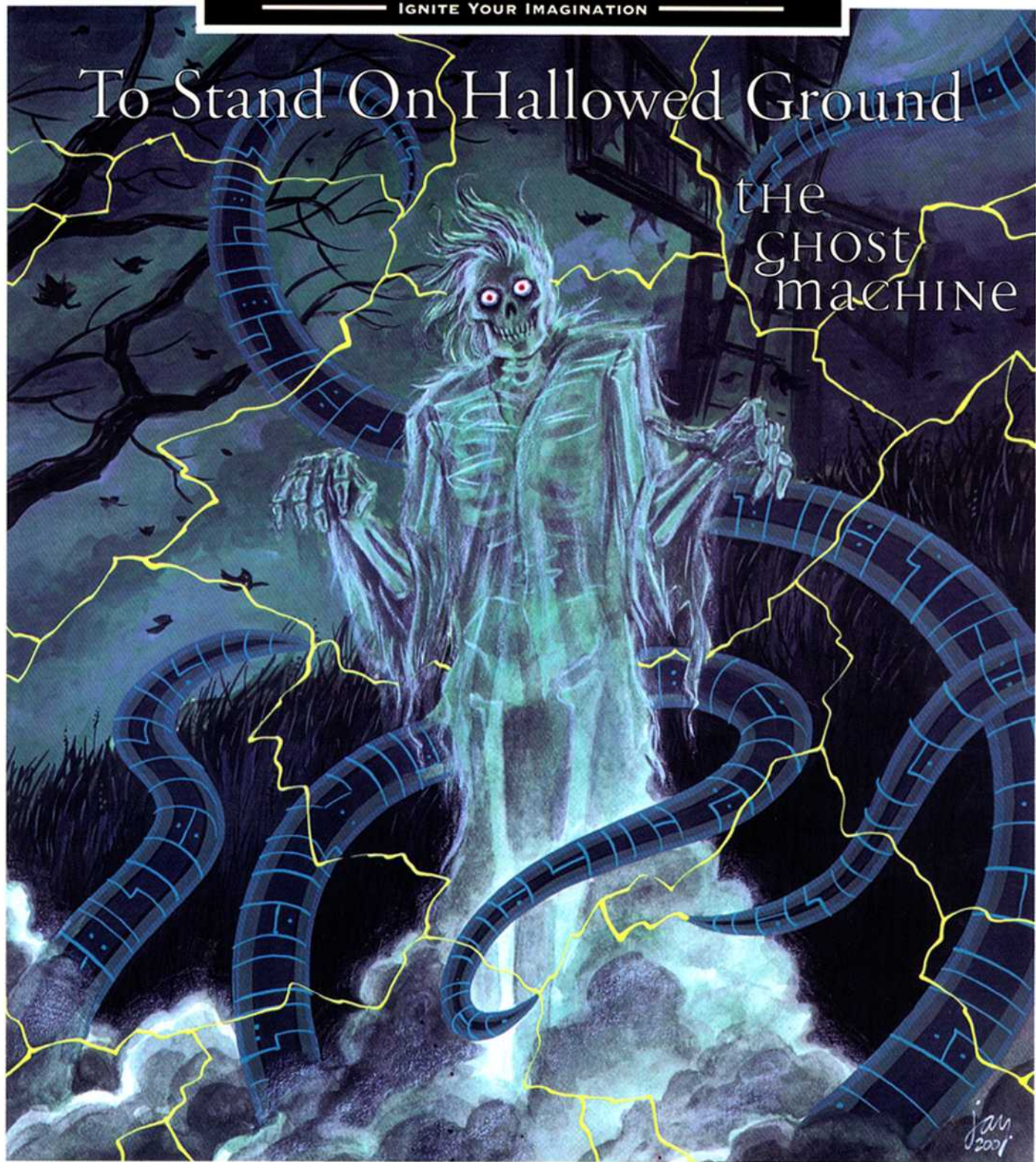
Requires the use of the Dungeons and Dragons® *Player's Handbook*, 3rd Edition, published by Wizards of the Coast®



FIERY DRAGON PRODUCTIONS
IGNITE YOUR IMAGINATION

To Stand On Hallowed Ground

the ghost machine



FDP 2000: To Stand On Hallowed Ground: The Ghost Machine – a fully illustrated adventure for 6th-level characters.

James Bell

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