

The KINGDOMS



THE TOWER OF FANE

by Keith Robinson



The Tower of Fane

(Part 3 of The Last Mage of Mount Fane Trilogy)

For a thousand years has the bleak Tower of Fane stood upon the peak of Mount Fane, an ominous presence overlooking the ancient mountain pass. Tales and local superstition say that Fane, a wicked wizard of lore, walks there still, now a prisoner, trapped there for all eternity.

Unless, of course, the curse that holds him there should be broken.

Now lights have been seen above the tower and the mountain pass is no longer safe. Are the ancient stories of Fane's return coming true? Is a terrifying presence from the past rising from the ashes to wreak his revenge?

The Tower of Fane is the third and final part in The Last Mage of Mount Fane Trilogy, designed for 5th level characters.

Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc

This product utilizes updated material from the v.3.5 revision.



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By Keith Robinson

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A whole new world...

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THE TOWER OF FANE

By K.A. Robinson

Introduction

The appearance of kobolds in the southern tip of the Great Barrier Mountains was bound to unsettle the folk of Mazula, who remembered the old tale: *when kobolds return below the tower of lore, so will the evil Fane be Lord once more*. With rumors circulating in Mazula of lights having been seen above the ancient Tower of Fane, coupled with news that Ungal, the High Priest of a cult dedicated to Fane, has led his followers to the tower, tensions are high and nerves strung.

So the final leg of the journey continues. From under the shadow of Mount Fane, after the defeat of Draycolicran and his kobolds minions, the treacherous ascent up Mount Fane to the final showdown with Ungal now begins, culminating in reaching the bleak tower itself. Has Fane finally broken the curse that has bound him to the tower for a thousand years and now looks for vengeance after his long incarceration? Only by daring to enter into Fane's tower itself and face the horrors that lay within will the truth finally be revealed.

The Tower of Fane is an adventure designed for four players beginning at 5th level. It will advance those who succeed in completing it through to 8th level. This adventure is also the climatic third and final part of the trilogy *The Last Mage of Mount Fane*. *The Tower of Fane* is also designed so that it can be played as a single, one off adventure.

GM Preparation

What follows is for the eyes of the GM only. If you are a player, then you should stop reading now and await your adventure.

The Last Mage of Mount Fane Trilogy

The Tower of Fane is the last in a three part trilogy, which also includes *The Cult of Fane* and *The Shadow of Fane*. Together, these three adventures form *The Last Mage of Mount Fane* and take the heroes from the small village of Mazula, where the strange Cult of Fane are situated, right through to the tower itself. It is expected that those who succeed in reaching the end of the trilogy will be around 8th level.

The three adventures which form the trilogy of *The Last Mage of Mount Fane*, and a brief overview of each, are:

The Cult of Fane: The beginning of the series starts in the village of Mazula, where the truth behind the Cult of Fane must be unearthed by entering their lair, an old mansion which overlooks the village. A journey through the lower part of the Great Barrier Mountains culminates at the Church in the Mountains, where the Cult have animated the dead and killed the priest there.



The Shadow of Fane: The journey to Mount Fane continues, with the long trek through the mountains taking the party of adventurers to the base of the mountain and to Panak's Warren. Here, they must enter the kobold warren and overcome the kobold King, Panak, and his legion of kobold followers. They will also finally encounter the real master of the warren, a white dragon called Draycolicran.

The Tower of Fane: The concluding part of the trilogy requires Mount Fane itself to be climbed in order to reach the tower. After battling with the remnants of the Cult, Fane's Tower lies before them and once inside, they cannot escape and must journey upward through the mythical tower and battle the horrors that lay within.

Each adventure can easily be used as an independent stand alone adventure, though some work on the part of the GM will be required. Each, however, is designed with a climatic end that is not in itself reliant upon the other adventures of the trilogy in any way.

The Story of Fane

The Tower of Fane has stood upon the summit of Mount Fane since Amman was still a fledging nation and its evil empire yet to dominate much of Arrasia. The black tower has been dormant for centuries, a bleak monument on the road to Olthorn. Fane was once a powerful wizard who helped unify the people of the south through the building of a number of portals that linked all of the major cities there. Although his fame was great, there were many that sought to bring about his downfall, envious of his power and the esteem in

which he was held. So it was that, in time, they brought about his disgrace and downfall through lies and deceit.

Forced to flee, he retreated to this bleak outback and constructed a brooding tower to keep the world at bay. Isolated for years, it is said that the wizard's heart turned black in bitterness of his treatment and that he built a great portal, which connected all of the portals of the south and through which he traveled in secret, as he set about mustering a great army of kobolds.

Fane was now more powerful and terrifying than anyone could imagine and, when he was ready, he unleashed his army, sending them through the portal to arrive unlooked for in the very heart of his enemies. With surprise on his side, the cities of the south burned and Fane's army swept all before them. It is written in the *Book of Black Days* that 'Kobold armies from Fane did turn all green to black and brought fire which was death and terror and the people fled before them'.

Made aware of their enemy, the remaining portals were smashed and King Fenamir II of Sarond brought together an alliance of those that remained. In a mighty battle that lasted for three nights, they eventually smashed and routed the kobold army, who fled back to the Great Barrier Mountains. King Fenamir moved his army against Fane and destroyed the great portal that he discovered at the base of Mount Fane, but could not gain access to the tower itself. Frustrated and with a rage in his heart, he summoned the greatest clerics of his age, who weaved a curse upon Fane's black tower – a curse which would condemn him to remain forever locked within its confines, unable to communicate with anyone except those locked inside with him and never to step foot on the lands of Arrasia again.

And so it is said that Fane, unable to find a way to break this curse, was finally driven mad and was forced to wander his tower alone, having murdered all of his henchmen in a fit of rage. It is also said that with his powerful magic, he built strange and mysterious rooms which accessed bizarre worlds, so that they might entrap any who tried to gain access to his private chambers at the very top of his black tower. Fane's shadow is believed by many to still be found there, locked at the very top, unable to escape the curse that remains to this day.

It is said that should kobolds ever return to Mount Fane, so he will rise once again and emerge from the tower, finally free of the curse and ready to exact his revenge. With his new army, it is said he will once again bring death and destruction upon the people of the south and wreak his terrible vengeance.

GM Synopsis

With the truth behind the Cult having been revealed in *The Cult of Fane*, the first part of the trilogy, and news that their High Priest, Ungal, has journeyed to the Tower of Fane, with the majority of the Cult, Peyter Hirschon, the cleric of the Holy Lodge, has hired a band of investigators to follow Ungal and end this folly.

After a long and difficult journey to Mount Fane, having overcome numerous obstacles, the intrepid band finally discovered the truth, in *The Shadow of Fane*, the second part of the trilogy, that kobolds had indeed returned to the warrens below the mountain. Without fear, however, Chief Panak and his tribe were defeated, as was their true master, Draycolicran, who dwelt in Fane's ancient portal chamber below their lair.

The journey around the base of Mount Fane now begins, following the ancient track that leads up its east face. Along the route are numerous hazards and encounters that must be overcome, until the east face of Mount Fane can be reached.

The ascent of Mount Fane will be tough, with a number of major encounters, but once at the summit, the final showdown with the cultists awaits. Ungal, who has breached the tower, remains trapped on the ground floor, unable to progress beyond the ettin skeleton who defends the stairwell.

After defeating Ungal, those who have come this far will in all likelihood now be trapped inside the tower, just as Ungal was. Now begins the long and nerve-jangling journey up the tower itself, where the evil forces that dwell therein must be overcome. This includes the memorable journeys through the elemental key nodes and the star key node.

At the top of the tower lies the climatic finale of *The Tower of Fane* – and indeed of *The Last Mage of Mount Fane* trilogy – where Ranator, a vampire kobold sorcerer who once served Fane, must be defeated before the final floor is reached, where escape from the tower awaits.

What of the rumors of Fane's return? Nothing but local legend and old tales, told by the loose tongued and superstitious. Fane long ago escaped his prison, leaving the tower, and the curse that went with it, to Ranator, his assistant. Fane himself was said to have escaped to the frozen wastes of Karsia, where he now serves Wamranoch as a wicked and powerful arch-devil.

Order of Play

Great Barrier Mountains. The final part of the journey through the Great Barrier Mountains continues with the journey around the base of Mount Fane itself, where the east face must be reached to access the old path that can be found there. The mountain still has a few surprises up its sleeve for the hardy adventurers before the journey finally ends at the east face of Mount Fane, where an ancient track leads to the summit and the Tower of Fane itself.

Mount Fane. The journey up Mount Fane is an adventure in itself, with the summit being over 7,500 feet high. As well as the numerous hazards and encounters along the way – including a fight with a hydra and a first encounter with the cultists themselves since the journey from Mazula began – the adventurers must also overcome the effects of high altitude and snow that affect those trying to reach the summit. The journey con-

cludes with a battle with the remaining cultists, including Ungal himself, who is trapped inside the tower by the old curse that bound Fane himself.

The Tower of Fane. The final part of this adventure – and of *The Last Mage of Mount Fane* trilogy – concludes at the tower itself, where those inside cannot escape and are forced to the top, where they must overcome Fane’s old assistant, Ranator, a kobold vampire sorcerer. With journeys through bizarre alternate planes and fights against the evil that dwells in the tower, *The Tower of Fane* is a memorable conclusion to this adventure series.

The Kyngdoms

This adventure is set in The Kyngdoms Campaign Setting, an exciting and challenging world written in lavish detail and available as either a PDF or POD product. It is also available, completely free of charge, at our website, where you can also find further information about our products:

<http://www.thekyngdoms.com/>

This adventure takes place in Karnish, at the southern region of the Great Barrier Mountains, with the villages of Terrador and Bhaan being the nearest and most significant urban centers. For those who have purchased *The Kyngdoms Atlas*, this adventure is located on p49 A1.

Should you wish to locate this adventure in your own setting, it should be placed somewhere in a significant mountain range, where a mountain of at least 7,000 feet in height exists. A mountain path that acts as a trade route is also advantageous to the plot.

Character Hooks

If you are planning on playing this as the third part of *The Last Mage of Mount Fane* trilogy, you should refer to the *Starting the Adventure* section in the first part of the trilogy, *The Cult of Fane*, as this adventure is the concluding part of the trilogy that continues directly on from *The Cult of Fane* and *The Shadow of Fane*, the first and second parts of the trilogy respectively.

If this has been followed, the party of adventurers are in the employ of Peyter Hirschon, the cleric of the Holy Lodge of Erenus who wished to have the Cult investigated. Having heard news that Ungal and the majority of the Cult have left for the Tower of Fane, Peyter has asked those who helped him in the village to now undertake the journey to the tower itself and stop Ungal’s mad plans, offering a reward of 500 gp each to all those prepared to undertake the task.

After the long trek through the Great Barrier Mountains and having defeated both Chief Panak and Draycolicran, those in the employ of Peyter Hirschon should now be well placed to make the final journey to the Tower of Fane itself and there discover the truth of what fate awaits the people of Mazula and themselves.

Chapter 1: Journey Through the Mountains

Using the Area Map

The journey through the mountains now reaches its climax with the journey around Mount Fane itself, in order to reach the east face, where they will stand their best chance of climbing the mountain. The journey to the east face consists of a number of encounters, labeled on the Area Map as E1 – E7. These not only embrace combat encounters, but also a number of natural hazards that must be overcome in order to progress. The keyed areas on the map are all described in detail in the *Encounter Areas* section of this adventure. You should reference the appropriate description that matches the map key.

Also included amongst these encounters are a number of descriptive passages, which are to help players visualize the environment in which the game is occurring. It will also help stop the players from thinking there will be an encounter every time the GM reads out some text! The primary purpose of these descriptions, however, is to set the scene and give a sense of the scale of the surrounding mountains and the adventuring party’s journey through them.

Movement through the Great Barrier Mountains is tough and arduous. A path winds its way through the valleys and gorges and eventually arrives at the city of Olthorn, some 350 miles north as the crow flies. However, this trail is not unbroken, as parts of the path have collapsed, been covered in falling rocks, or have simply disappeared. Some parts accessible during the summer months become totally inaccessible during the winter and attacks from humanoids and other creatures on those that use the path are all too common.

It is expected that the journey through the mountains will take a considerable amount of time, especially given the obstacles that need to be overcome. Use the *Terrain and Overland Movement* table in the PHB for precise details. In order to facilitate play, it is important that as the party travel through the mountains, there is a sense of doing so and that encounters are broken up and do not become predictable (if every time you mention something out of the ordinary turns into an encounter, the surprise and enjoyment factor will be lessened). To help achieve this, GMs are encouraged to add more descriptive passages between encounters, as well as have interesting time out areas, in wooded valleys, caves behind waterfalls, windy plateaus and so forth, where the player characters can rest and recuperate as they see fit.

Random Encounters in the Mountains

Any travel through the mountains is treacherous, especially at night. Once per day during daylight, or twice at night, use the *Random Encounter Table* below

Random Encounter Table				
day	night			
d6	d10	Hazard	d10	Monster Chart
-	1	Use Monster Chart ¹	1	1 Wolverine
1	2	Rock Slide ²	2	1 Small Viper
2	3	No Encounter	3	1d3+1 Kobolds
3	4	Treacherous path: DC12 Reflex save or fall 1d4x10 ft. ³	4	1d2 Wolves
4	5	No Encounter	5	4 Kobolds
5	6	Use Monster Chart ¹	6	1d6+1 Goblins
6	7	No Encounter	7	1d4+2 Kobolds
-	8	Rock Slide ²	8	1d2+1 Hobgoblins
-	9	Treacherous path: DC16 Reflex save or fall 1d4x10 ft. ³	9	1d3+2 Dire Rats
-	0	Use Monster Chart ¹	0	1 Rat Swarm

¹ Roll a d10 and consult the Monster Chart.
² Rockslide: CR1; +8 melee (2d4, rock); all targets within 60 feet on each other. Those that fail a Spot check (DC 15 or, at night, DC 20) are considered flat-footed.
³ At night, a Reflex save (DC 18) is required or fall 1d6x10 ft.

to determine if there has been an encounter.

Encounter Areas

Match the following 7 keyed encounter areas with the appropriate key on the *Area Map*. Each is fully described and form the adventure that will see the player characters follow the old mountain path. Each keyed area is marked with one of the following keywords, which will help to quickly define the encounter type: *descriptive* (a descriptive passage only, to be read to the players), *encounter* (an encounter where combat is expected to occur), *hazard* (a natural hazard that must be overcome).

E1. Around the Foot of Mount Fane (descriptive)

The journey to the east face of Mount Fane is tough and the mountain uncompromising. Often, the path you are following simply vanishes, forcing you to follow the contours as best you can, only for it to suddenly reappear again. Vertical rock faces rear out of nowhere, forcing the rough track to take difficult and fearful detours, sometimes often no more than five feet wide and hugging the face of what would otherwise be a sheer drop into a chasm below.

All too often you find yourself having to haul yourself up with your



hands, or climb up some natural, rocky steps. And always, the wind whips through the valleys, howling as it passes you by, and the journey is forever and relentlessly upwards. Above, Mount Fane reaches up into the sky. Memories of the green fields stretching out below are long gone, with nothing but rock everywhere you look.

E2. Sheer Rock Face (hazard) (EL 1)

The journey over the mountain is now both slow and treacherous, with underfoot conditions poor, as scree and rock tumbles constantly down the slopes. Backtracking around impassable obstacles has become all too common, as the track you are following often seems to vanish, only to reemerge tens of feet further away. However, despite the struggles, the ascent remains manageable and you follow the base of Mount Fane. Suddenly, however, a solid wall of vertical stone looms up in front of you. With the sides of the path also rearing up in dramatic fashion, it would appear that the only way forward is to climb.

The rock face is 40 ft. high, but is rough and supplies plenty of hand and footholds. A DC 15 Climb check is required to reach the top. Normal climbing and falling rules apply.

At the top, what little of the track there is continues to follow the base of Mount Fane. However, there are now many sections of small ridges and rocks that require actual climbing (though they are not significant enough to require any rolls) and the incline is steep and rocky, making the going slow and tough.

Anyone can Take 10 on their Climb rolls, but cannot Take 20.

XP should be awarded for overcoming this hazard equivalent to a CR1 encounter.

E3. Rock Fall (hazard) (EL 5)

The steep and treacherous slopes around the foot of Mount Fane continue to slow your journey, with the sound of the cracking of rock of some distant rockslide rumbling through the mountain valleys. Scree constantly tumbles from above, scattering the partial track you've been following with loose stone. From above, a thunderous cracking of rock is heard and large rocks begin to rain down on you.

Those that make a successful Spot check (DC 15) can brace themselves against the impact of the rock (meaning that they are not regarded as flat-footed and do not lose their Dex bonus to AC). Those that fail to make the Spot are regarded as being flat-footed.

All those within 30 feet of each other (the GM should de-

cide the exact location of the rock fall) are caught in a rockslide and may well be struck by the rocks as they fall from above.

Rockslide: CR5; +15 melee (6d6, rocks); all targets within 30 feet on each other.

E4. Sheer Rock Face (hazard) (EL 1)

Continuing to follow what little of the rough track there is, travel is slow and cumbersome and you feel the weariness of your muscles as you push and pull yourself slowly up and around the mountain. After following a narrow, rocky valley for a short distance, with rock walls veering upwards on both side, a vast rocky cliff, reaching upwards of 80 feet, rears up before you, blocking the way forward. As with so much of this journey, the only way to overcome this obstacle seems to be to climb it. However, the rock face appears smooth, with few foot or handholds, and the climb will obviously be a tough one.

Only an expert climber could manage the challenge of the rock face, as a DC25 Climb check is required. Fortunately, however, a narrow fissure runs down one side of the rock face, allowing for climbers to brace themselves between the sides and, with a DC 15 Climb check, edge their way up to the top. Normal climbing and falling rules apply.

Anyone can Take 10 on their Climb rolls, but cannot Take 20.

XP should be awarded for overcoming this hazard equivalent to a CR1 encounter.

E5. Kobold Scouting Party (encounter) (EL 5)

After ascending the steep and difficult rocky terrain, overcoming the difficult obstacles that the base of Mount Fane constantly throws your way, the route suddenly emerges at the top of a rocky bowl shaped hollow, in the center of which can be seen a party of kobolds. They seem to be standing around something that is of interest to them and are in high spirits, their yacking voices echoing clearly off the rocky surroundings.

A DC 20 Spot check will reveal that the object they are standing around seems to be that of a humanoid figure (though it is impossible to see exactly what). The small rocky bowl is easy enough to access and there are plenty of rocks both in and around it to hide behind. It is 30 ft from the edge to the center of the bowl (ie 30 ft. radius), where the kobolds are located. There are 10 in total, including 1 sergeant and 1 captain. The body they surround is in fact that of a hobgoblin, beaten in a rather one-sided battle (they ambushed it), but has nothing of interest on it.

Due to the kobolds interest in their victim, they receive a -2 penalty on all Spot and Listen checks while their focus remains on the body of their unfortunate vic-



tim. Once alerted to any presence of anyone, even if there is only a whiff of a suspicion, this penalty no longer applies.

✦ **1st lvl Kobold Warriors (8)**: CR ¼; HD 1d8; hp 4 each; Init +1; Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor), touch 12, flat-footed 14; BAB/Grp +1/-4; Atk +1 melee (1d6-1/x3, spear) or +3 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

Equipment: small spear, sling, 10 sling bullets, small leather armor, 2 days of trail rations each, 1d6+2 x 100 cp and 1d4 x 10 sp each.

✦ **Kobold Gladiator (1)**: 4th level Kobold Warrior; CR 1; HD 1d8; hp 18; Init +1; Spd 30 ft; AC 17 (+1 size, +1 Dex, +1 natural, +4 chain shirt), touch 12, flat-footed 16; BAB/Grp +4/+0; Atk +6 melee (1d6/x3, masterwork spear) or +6 ranged (1d3, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +0; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +7, Listen +2, Move Silently +1, Profession (miner) +2, Search +2, Spot +4; Alertness, Dodge.

Equipment: small masterwork spear, small sling, 10 sling bullets, small chain shirt, 13 gp, 72 sp, 90 cp, 1 flask of acid, 2 days trail rations, and a *potion of endure elements*.

3rd lvl Kobold Fighter Captain (1): CR 3; HD 3d10+3; hp 19; Init +2; Spd 30 ft; AC 19 (+1 size, +2 Dex, +1 natural, +4 chain shirt, +1 small wooden shield), touch 13, flat-footed 17; BAB/Grp +3/-1; Atk +7 melee (1d4/19-20, short sword) or +6 ranged (1d3, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +1, Will +2; Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +5, Listen +2, Move Silently +3, Profession (miner) +2, Search +2, Spot +3; Alertness, Point Blank Shot, Weapon Finesse, Weapon Focus (short sword).

Equipment: small shortsword, sling, 10 sling bullets, small chain shirt, small wooden shield, 27 gp, 56 sp, 126 cp, 4 days of trail rations, and a *potion of endure elements*.

E6. The East Face (descriptive)

Having finally reached the east face of Mount Fane, the ascent begins. A path of sort leads the way, but all too often vanishes and you are left to pick whatever appears to be the easiest way up. Although this side of the mountain is kinder than the others, the climb is nonetheless difficult and progress slow. Unlike your previous journey through the mountains, you now all too often actually find yourself climbing, as you haul yourself up over rocky ledges.

As you climb, you begin to suck the air deep into your painful lungs, as the oxygen thins. With weary muscles and your packs weighing heavy upon your backs, you take a moment to catch your breath. And as you stop and look around, it is as though the whole world now lies beneath you, and once again, far in the distance, can be seen the green carpet of the fields where your journey began. Even the ferocious wind cannot dampen this moment and with renewed vigor you continue onwards, toward the summit of Mount Fane and the tower that sits upon it.

E7. The Ascent of Mount Fane (descriptive)

Your journey toward the summit of Mount Fane pulls at your every sinew as you haul yourself up the tough slopes of its eastern face. Now fully exposed to the bitter wind and clinging to the side of this mountain, the awesome sight of the Great Barrier Mountains stretch out in all directions around you. Everywhere you look, vast rocky pinnacles rear into the sky, with some, their tips covered in cloud and snow, dwarfing even the mountain you now climb. However, as the climb proceeds, you begin to feel yourself sucking in the air and gasping for breath.

The ascent of Mount Fane is covered in detail in *Chapter 2: The Ascent of Mount Fane*, below.

Chapter 2: The Ascent of Mount Fane

Use the *Mount Fane* map for these encounters.

The Ascent

The easiest way to the top of Mount Fane is to follow the mostly natural route that ascends the East Face of the mountain. While this is still a tough climb, involving actual climbing, it is nothing compared to the other faces, where there are no natural routes and much of the rock face is sheer. Any attempt to climb these rock faces is liable to end in failure and death. Should a party attempt this approach, GMs should make use of tough Climb DCs to discourage them – and inform the players that the climb gets harder, not easier. It is down to the GMs discretion to devise a plan should this route be taken – but make sure it is appropriately tough.

The only sensible route to the summit of Mount Fane is to follow the base of the mountain (described in Chapter 1: *The Journey Through the Mountains*) to its East Face, where the comparatively gentler slope and the existence of a very rough track considerably lessen the chance of failure.

For those who take the path on the east face, a Climb check is required from everyone for each hour spent on Mount Fane in order to gauge progress up the mountain. The lowest result reflects the distance made by the entire party for that hour (unless, of course, they decide to break up and go at their own pace), though any damage is applied only to those individuals who fail the check. Use the *Mount Fane Climb Progress* table, below, to mark their progress:

Mount Fane Climb Progress	
Climb DC*	Progress**
0 or less	No progress is made. Also, they make 1d3 mistakes, resulting in a number of falls, taking 1d6 damage for each mistake.
1	No progress is made. Also, they make 1 mistake, resulting in a minor fall, taking 1d6 damage.
5	No progress is made.
10	Progress is made at one-quarter speed.
15	Progress is made at one-half speed.
20	Progress is made at three-quarter speed.
* Use the lowest role as the common denominator for the entire group. ** The damage only applies to those who fail to make high enough Climb checks.	

Mount Fane is a bleak and inhospitable place, with nothing but jagged, often razor sharp, rock and deep gouges forming vicious gullies. Wind whips across the rock face and, higher up, is covered in snow and ice. As such, there is very little food (all Survival checks for hunting and foraging take a –10 penalty) and there are no random encounters on Mount Fane itself.

While on Mount Fane, due to the high altitude, everyone must make a DC 15 Fortitude check against alti-

tude sickness for every day spent on the mountain, with a cumulative -1 penalty on rolls. Those that fail are *fatigued* (-2 to Dexterity and Strength and cannot run or charge. Anything that would normally cause them to be *fatigued* instead makes them *exhausted*). The effects of fatigue last until either access is gained to the Tower of Fane or they descend to the base of Mount Fane. Those who are protected by *endure elements* are not required to make a Fortitude save and do not suffer from the effects of fatigue for the duration of the spell or potion.

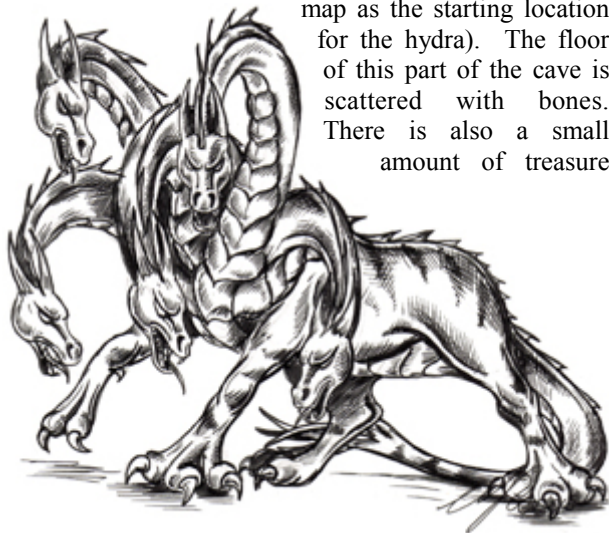
MF1. The Hydra's Lair (EL 4)

The ascent of Mount Fane is noticeably steeper and tougher to traverse than previously. The route seems mostly natural, though in places the rock has obviously been cut away to help you on your journey. Nonetheless, the track here is neither as obvious or as helpful as those previously followed. After spending a tough hour or so making your way up the mountain the ground suddenly flattens. Surrounded on all sides by jagged rock that sheers upwards over two hundred feet, the path seems enclosed and the mountain overbearing. After another fifteen or twenty minutes, the route suddenly ends as a solid rock face bars your way. A cave entrance, 20 feet high and 10 feet wide, is the only obvious way forward.

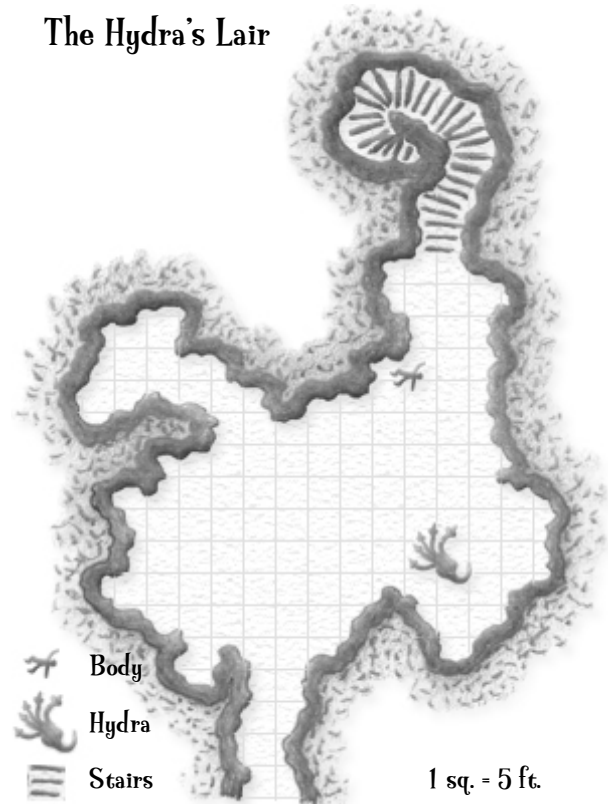
Use *The Hydra's Lair* map for this encounter.

The cave entrance continues for 60 ft and then opens into a large natural cavern. The floor is uneven and treacherous if not enough care is taken, meaning that charging and running are not possible while within the cave. The roof varies from 5 to 40 feet high and is supported with vast columns of stalagmites and stalactites that have merged together. The cave is damp and harmless lichen grows on the rocks. There is no natural light here, so anyone passing through who cannot see in the dark will require a light source of some kind.

A 5-headed hydra lives here, with its bed located on a flattened part of the cave (this area is marked on the map as the starting location for the hydra). The floor of this part of the cave is scattered with bones. There is also a small amount of treasure



The Hydra's Lair



that she has accumulated: 12 pp, 162 gp, 8,500 cp, 1 red garnet worth 150 gp, 1 amethyst worth 100 gp, 40 bolts, 40 arrows, 10 masterwork bolts, 10 masterwork arrows, a *light crossbow +1* and 2 *potions of fly*.

Anyone wishing to pass through this cave will have to pass the hydra's lair on their way to the far end, where the stairs are located, and will almost certainly attract the attention of the hydra, if they haven't already done so when making their way across the difficult floor (allow the hydra a Listen check, if the no light sources are being used, which she will notice immediately).

At the far end of the cave are a set of stairs that have been cut into the rock. They are roughly hewn, worn and steep and spiral upwards. Lying not far from these is a body (marked on the map). Partially decomposed, the body is still wrapped in a bloodied and torn white cloth cloak with the head of a kobold emblazoned upon it. This is the body of Yathaal, a member of Ungal's Cult who fought the hydra so that the others might escape. Despite a heroic effort, the hydra overwhelmed and killed him. On his body can still be found a *mithral shirt +1*, a *longsword +1*, which he still grasps in his rotting hands, a *potion of endure elements*, and a *potion of resist energy 10 (fire)*.

The stairs spiral upward vertically for what seems an interminable age, in fact ascending 200 feet, until they end suddenly in a shallow cave which opens up immediately in front of the final step, giving access to the top of a cliff, directly above the entrance to the hydra's lair. The rough track continues to ascend Mount Fane.

☠ **Hydra, 5-headed (1):** Huge Magical Beast; CR 4; HD 5d10+28; hp 55; Init +1; Spd 20 ft., swim 20 ft.; AC 15 (-2 size, +1 Dex, +6 natural), touch 9, flat-footed 14; BAB/Grp +5/+16; Atk +6 melee (1d10+3, 5 bites); SQ Darkvision 60 ft., fast healing 15, low-light vision, scent; AL N; SV Fort +9, Ref +5, Will +3; Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills and Feats: Listen +6, Spot +6, Swim +11; Combat Reflexes, Iron Will, Toughness.

Equipment: none.

MF2. Rock Wall and Tunnel (EL 2)

In some places, as you continue up Mount Fane, you find yourself having to climb small rocky outcrops in order to continue your ascent. Occasionally, the rocky path you are following takes a wild swing around the worst of the mountain, adding to the distance covered by your heavy legs. However, the route is always upwards and the bitter winds howl around your head, as your lungs suck in the thin air. Unfortunately, after a short distance further, a forbidding rock wall sheers up 20 feet on all sides and blocks your path. The only way up, it seems, is to climb it.

Indeed, the only way forward is to climb this obstacle. The rock is rough and hand and footholds not easily found, requiring much skill and a DC 25 Climb check. At the top of the cliff is a small, flat valley that seems completely enclosed by the sheer rocky cliffs. A cave entrance can be seen at the far end of the valley, which appears to be (and is) the only exit. The cave is in fact a long, lightless tunnel that has been cut into the rock and ascends quite steeply for over 100 feet.

Half way down the tunnel can be found the bodies of three members of the Cult of Fane, who died from their wounds with the battle with the hydra. Each wears a white cloth cloak with the head of a kobold emblazoned upon it and on one can be found a *potion of water breathing* and a *potion of endure elements*. They otherwise have nothing of value on them. After leaving the tunnel, they emerge into another rocky valley, but this time a path continues to wind its way up the mountain.

Anyone can Take 10 on their Climb rolls, but cannot Take 20.

XP should be awarded for overcoming this hazard equivalent to a CR2 encounter.

MF3. Cult Ambush (EL 5.5)

Several enormous rocky overhangs balance precariously far overhead on the sheer cliffs that reach up and enclose you. Boulders of all sizes – including several enormous ones – are scattered along the route you are following and are a clear sign that rock falls are common here. Scree constantly tumbles down the rock faces, reinforcing the sense of danger and urgency.

The Cultist's Tale

The Cult, under the guidance of Ungal, snuck out of Mazula at night and made their way into the mountains. They skirted around Mull and eventually came to the church in the mountains. There, Ungal became enraged and killed the priest, as well as digging up and animating the dead, though a few of the tombs were already home to them.

Things were generally fine until they encountered Panak's kobolds. Instead of the warm reception they had expected, the kobolds seemed reluctant to join them, until Ungal, finally enraged, attempted to take control by force. It seemed that Ungal had everything under control, until they came face to face with a white dragon, which tore into them. A large number of the Cult were slain or captured and the rest fled, hiding until the dragon was gone.

They continued on to the east face of Mount Fane, but encountered a terrible beast with many heads. Yathaal, the greatest warrior amongst them, fought the creature while the others escaped up the stairs. Some were injured and died later and were left in the darkness of a long tunnel. After this, Ungal left them behind to wait for Yathaal, in case he should return, and defend the path against anyone else. Ungal and the remainder of the group – around a dozen or so in number – continued on with their journey. They have been here ever since, too exhausted to continue and their numbers dwindling – from 10 down to 4 – from hunger, injury and exhaustion.

If asked why they left Mazula, they will give the following explanation:

It is written that Fane would signal his readiness to return to Arrasia by calling a great kobold leader to make his home at the base of Mount Fane, who would then raise an army, to sweep down from the mountains and renew the ancient war. As this was being done, those that possessed the Orb of Fane – a mythical sphere made of jet-black obsidian that was said to fit into an alcove next to the door – would use it to break the seal that held fast the tower doors and break the curse. Fane would then be free to lead his kobold army to war once again. Ungal would signal that he had breached the tower by burning blue smokesticks, which would light up the sky. It was these lights that were seen above the tower.

Hiding behind several large boulders are 4 members of the Cult of Fane who have prepared an ambush for anyone passing this way. Exhausted, and in a fairly desperate state, they have eaten sparingly since being left here by Ungal to wait for Yathaal, in case he managed to escape the hydra's cave, as well as to defend the route against any unwanted attention. The cultists are all hidden and gain a +4 circumstance bonus on their Hide check, which those approaching must oppose with Spot rolls in order to pick out the cultists. Those that fail are surprised.

The cultists will either wait until anyone is within 100 feet, in which case they will use their slings to pummel their opponents with stones (taking -2 on their attacks for the extra range increment), grabbing their quarterstaves and entering combat as soon as anyone is close enough to threaten, or until spotted, in which case they will open fire with their slings, whatever the range, before preparing for the battle.

Each cultist still wears a white cloak, emblazoned with a kobold head upon it, though they are now ripped, badly weathered and stained. They will not volunteer to surrender under any circumstances – they see little hope in their plight and have become slightly unstable from their isolation. However, if any are captured and questioned, refer to *The Cultist's Tale* sidebar, above, for

their story.

If captured, they will willingly lead anyone to their camp, located in a small, well concealed valley that is off the beaten track. Without the help of the cultists, a DC 25 Track check is required. The valley is only small and is well protected from the wind. A constant trickle of water flows through it, falling from the rocky cliff above in a gentle waterfall. A shallow, wide cave, which runs back under the mountain no more than 15 feet, is where the camp is situated, with a small fire kept constantly burning.

A number of filthy rags and a few furs act as blankets and a number of spears and clubs can be seen. A DC 12 Search will reveal 127 sp, 350 cp, 1 flint & steel, a climbers kit, 50 feet of hemp rope, 3 quarterstaves, a masterwork dagger, a large pile of 40 nicely rounded stones which they have been using for their slings (and which count as sling bullets), 2 *potions of water breathing*, 1 *potion of resist energy 10 (fire)*, 2 *potions of endure elements*, 2 *potions of cure light wounds* and 1 *potion of cure moderate wounds*.

✠ **1st lvl Human Monks (2):** CR 1; HD 1d8; hp 8 each; Init +2; Spd 30 ft; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 14; BAB/Grp +0/+5; Atk +0/+0 melee (1d6+1/1d6+1/19-20, quarterstaff, flurry of blows) or +2 melee (1d6+1/19-20, quarterstaff) or +1 melee (1d6+1/x2, unarmed combat) or +2 ranged (1d4+1/x2, sling); SA Flurry of blows, unarmed strike; AL LE; SV Fort +2, Ref +4, Will +4; Str 13, Dex 15, Con 10, Int 12, Wis 14, Cha 8.

Skills and Feats: Escape Artist +6, Hide +6, Jump +5, Knowledge (religion) +5, Listen +6, Tumble +6; Improved Grapple, Stunning Fist, Weapon Focus (quarterstaff).

Equipment: quarterstaff, sling and 10 bullets.

✠ **2nd lvl Human Monk (1):** CR 2; HD 2d8; hp 12; Init +2; Spd 30 ft; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 14; BAB/Grp +1/+6; Atk +1/+1 melee (1d6+1/1d6+1/19-20, quarterstaff, flurry of blows) or +3 melee (1d6+1/19-20, quarterstaff) or +2 melee (1d6+1/x2, unarmed combat) or +3 ranged (1d4+1/x2, sling); SA Flurry of blows, unarmed strike; SQ Evasion; AL LE; SV Fort +3, Ref +5, Will +5; Str 13, Dex 15, Con 10, Int 12, Wis 14, Cha 8.

Skills and Feats: Escape Artist +7, Hide +7, Jump +8, Knowledge (religion) +6, Listen +7, Tumble +9; Combat Reflexes, Improved Grapple, Stunning Fist, Weapon Focus (quarterstaff).

Equipment: quarterstaff, sling, 10 bullets.

✠ **3rd lvl Human Monk (1):** CR 3; HD 3d8; hp 17; Init +3; Spd 40 ft; AC 16 (+3 Dex, +3 Wis), touch 16, flat-footed 16; BAB/Grp +2/+7; Atk +3/+3 melee (1d6+1/1d6+1/19-20, masterwork quarterstaff, flurry of blows) or +5 melee (1d6+1/19-20, masterwork quarter-

staff) or +3 melee (1d6+1/x2, unarmed combat) or +5 ranged (1d4+1/x2, sling); SA Flurry of blows, unarmed strike; SQ Evasion, still mind; AL LE; SV Fort +3*, Ref +6*, Will +6*; Str 13, Dex 16, Con 10, Int 12, Wis 16, Cha 8.

Skills and Feats: Escape Artist +9, Hide +9, Jump +9, Knowledge (religion) +7, Listen +9, Tumble +14; Combat Reflexes, Improved Grapple, Skill Focus (tumble), Stunning Fist, Weapon Focus (quarterstaff).

Equipment: masterwork quarterstaff, sling, 10 bullets, *peripat of wisdom* +2.

* +2 on all saves versus spells and effects from the school of enchantment (still mind special ability)

MF4. Snow Covered Rocky Ledge (EL 1)

The path that you have been following up the east face of Mount Fane gradually deteriorates, with large rocks requiring circumnavigating and rocky slopes that need climbing. Mostly, the path that you followed is gone, replaced instead with the harsh realities of climbing steep slopes. The cold gradually worsens, with the harsh wind battering the mountains and howling passed your ears. Nonetheless, none of this makes little difference, since the only way to go is up.

Suddenly, however, you find yourself on the edge of a windswept plateau, lightly dusted in a sprinkling of snow. All around, the mountains stretch out before you in a sea of gray and as you take it all in, you are struck by the majesty of the environment you find yourself in. A little further on and the semblance of what appears to be some kind of track re-emerges, following a very steep and narrow ledge that clings precariously to the side of a steep cliff and which is partially covered in snow.

This narrow ledge continues steeply for 80 feet. All movement is at half speed, as conditions underfoot are treacherous and slippery. Those on the ledge must make a DC 10 Balance check for each round they are on it. Those that succeed continue their slow journey along the path, while those that fail by less than 5 make no movement for that round. Those that fail by 5 or more slip and fall back to the bottom of the cliff, taking 1d6 damage for each 20 feet they have traveled up the ledge and must start from the bottom of the ledge all over again.

The air here is bitterly cold and will remain so all the way up to the summit, as the tip is constantly covered in snow all year round. All those reaching this point are now exposed to the cold and must make a Fortitude save for each hour they remain on the mountain (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character with the Survival skill may receive a bonus on their saving throw and may also be able to apply this to others (see the Survival description in the PHB). This check is in addition to any checks required due to the altitude. Anyone under the

protection of the effects of *endure elements* are not affected by the cold.

XP should be awarded for overcoming this hazard equivalent to a CR1 encounter.

MF5. Rough Hewn Stairs

At the end of a long, narrow, snow filled valley, a dramatic sheer cliff, reaching 300 feet into the sky, brings the track to a sudden end. A very steep and treacherous looking set of steps, hewn roughly out of the rock, wind their way to the top of the cliff. About halfway up, there appears to be a natural plateau that splits the stairs into two sections. A fine layer of snow covers the steps, as well as much of the rock around it.

Although these stairs might look treacherous, they are in fact fairly easy to traverse if care is taken. A DC 0 Climb or DC 10 Balance check (player's choice) is required for every 50 feet of the stairs climbed. They emerge at the top onto the edge of a small valley, almost paradise-like after the harsh journey up Mount Fane. A waterfall cascades into a lake and flows away as a stream down the mountainside and a small wood, frozen and white from a dusting of snow, is abundant with wildlife, where food is easily available. A track winds its way through the trees. Above, still several hundred feet up, the summit of Mount Fane looms. The tower is still not yet visible from this angle, however.

MF6. Harpies Lair (EL 6)

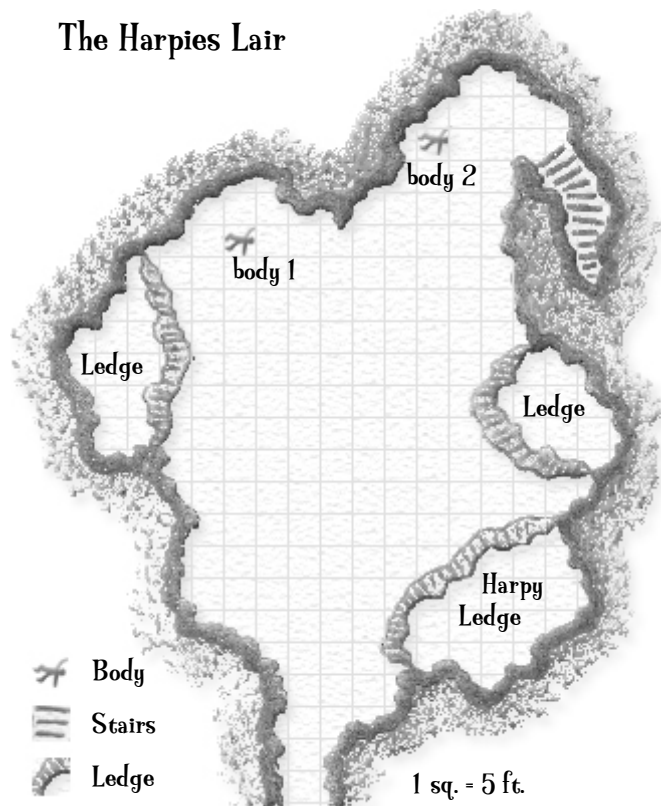
The ascent continues and the summit looms. Mount Fane, however, will not give itself up lightly and has become even more treacherous. Sheer rock faces rear up on all sides and rocks tumble down around you, crashing into the ground in a cacophony that echoes through the mountains. The track – or what little there is of it – continues its relentless ascent towards the peak, but suddenly ends in a closed valley, surrounded on all sides by dramatic slopes and dangerous overhangs. At the very end of the valley is a cave entrance, which appears to be the only obvious way forward.

Use *The Harpies Lair* map for this encounter.

The cave continues for 100 ft in pitch darkness, all the while ascending quite steeply. At the end of the tunnel, it opens into large, natural cavern. The floor is treacherous, making running and charging impossible, and the roof reaches up to 70 ft. high. This place is home to 2 harpies, who have built their lair in the darkness of the cave on the ledge that is marked 'harpie ledge' on the map. The ledge is 40 ft up and requires a DC 15 Climb check. The other ledges in the cave, marked on the map as 'ledge', are 25 ft high and also require DC 15 Climb checks.

They will attack anyone who enters their lair, who they are aware of (light and noticeable sound will al-

The Harpies Lair



ways alert them to the presence of intruders). Both harpies will use their *captivating song* special ability to try and lure their victims up to the ledge, where they can attack them and even push them off. If this proves unsuccessful, they will swoop down and attack their foes, using their Flyby Attack feat to try and avoid getting into melee combat. If either is badly hurt, they will retreat to their lair and use the healing potions that are kept there.

In the cave are the remains of two bodies (marked as *body 1* and *body 2* on the map). Both are no more than skeletons and the bones show signs (Heal DC 10) of having been gnawed. These are cultists who were unfortunate victims of the harpies. On *body 1*, which is still wrapped in its bloodied and shredded white cloak, emblazoned with the head of a kobold, can be found a *wand of magic missiles* (CL1, 38 charges), *bracers of armor +1*, a *potion of water breathing* and a *potion of resist energy 10 (fire)*. On *body 2*, which is also still in a bloodied and torn white cloak, emblazoned with a kobold's head, can be found a quiver of twenty arrows, which include 8 masterwork arrows and 5 *arrows +1*, a *potion of fly*, and a *potion of cure moderate wounds*.

The harpy's ledge is relatively easy to climb, as there are good hand and footholds (Climb DC 15). At the top can be found a large nest, made up of cloth and feathers and some branches, as well as rocks and even bones. In it, along with a large number of scattered bones, can be found 2 *potions of cure moderate wounds*, which the harpies will use if they are able, 2 *potions of endure elements*, 2 *potions of water breathing*, a *bottle of air*, an *arcane scroll of fly*, *boots of*

elvenkind, 125 gp, 3700 sp and 30320 cp. The other ledges are natural and contain nothing of any value (one or two are scattered with bone).

The stairs at the far end of the cavern are cut roughly into the rock and very steep. They ascend 200 feet and end in a tunnel that travels for a further 100 feet before emerging into a small, rocky valley just below the summit of Mount Fane.

✱ **Harpies (2):** Medium Monstrous Humanoid; CR 4; HD 7d8; hp 31 each; Init +2; Spd 20 ft., 80 ft. fly (average); AC 13 (+2 Dex, +1 natural), touch 12, flat-footed 11; BAB/Grp +7/+7; Atk +7/+2 melee (1d6/x2, club) and +2 melee (1d3, 2 claws); SA Captivating song (DC 16 Will save, or captivated); SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +7, Will +6; Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3; Dodge, Flyby Attack, Persuasive.

Equipment: club.

MF7. The Push to the Summit

The last 200 feet to the summit of Mount Fane requires some hard climbing. If the path once led to the top, it no longer does and any sign of it has vanished. The climb is arduous, as the slopes are slippery with snow, ice and loose rock. In order to make the summit, a DC 15 Climb check is required for every 20 feet covered. Anyone who falls (see the Climb skill description for details) may make a DC 15 Ref save for every 20 feet they fall. Success means they manage to finally grab a hold of something, stopping them taking any further damage (1d6 points of damage for every 20 feet fallen) as they bounce down the steep slope.

For example, Ornen, the barbarian/rogue, begins his ascent. After 20 feet he makes his first Climb check and easily beats the DC 15. So he continues. At 40 feet he is again successful and so continues with his climb. At 60 feet, things get a little more difficult and Ornen's Climb check is 13, which means he makes no ground for that round. He tries again, when his turn comes round, but only totals a 9 on his Climb check, meaning that he falls. After 20 feet of bouncing down the slope, he makes a Reflex save, but fails the DC 15, so takes 1d6 points of damage and continues falling. At 40 feet he makes another Reflex save. This time he succeeds (perhaps managing to grab hold of a rock or landing on a small plateau). He takes a further 1d6 points of falling damage, for the additional 20 feet he has tumbled down the mountain, but is no longer falling. The following round, he can continue with his climb if he so wishes, starting at where his fall was broken.

Once at the top, the snow-covered peak flattens, the wind howls and the air is bitterly cold. All around the Great Barrier Mountains stretch out in an awesome and inspiring view. Standing less than a quarter of a mile away is the tall and foreboding black Tower of Fane.

MF8. Encampment and Tower of Fane (EL 4.5)

The wind rips across the summit of Mount Fane, whipping up the snow. All around, the majesty of the Great Barrier Mountains spreads out before you. Ahead, however, now only a few hundred feet away, the black Tower of Fane stands ominously at the very edge of the peak. Perhaps 200 feet high, it rises like a finger into the sky. From where you stand, the door is the only blemish in the tower's surface, which seems to have been smashed open. A short distance from the tower are a number of large rocky protrusions, which seem to offer some protection from the wind and snow, where what appears to be a small camp is located. A fire burns, protected from the wind and swirling snow by the rocks, and blankets and equipment can be clearly seen, as can a number of white-cloaked figures.

The environment on the peak of Mount Fane is a harsh one, with high winds whipping up the snow into a chaotic frenzy and the temperatures much colder than even slightly further down the mountain. While on the summit, all ranged attacks, Spot and Listen checks take a -4 penalty, due to the swirling snow and wind, plus all movement is halved, due to moving through the snow, which is around 4 to 6 inches deep.

A small camp is located amongst the rocks, which is now home to a number of the cultists who avoided becoming trapped in the tower and who have been camping here since they arrived around six weeks ago or so. There are now 7 remaining, their numbers having slowly dwindled. Ungal and a further 6 cultists are located inside the tower itself (see keyed area 2 of *Chapter 3: The Tower of Fane*), but are trapped there and cannot escape due to the curse that has been placed on the tower (see keyed area 1 of *Chapter 3: The Tower of Fane*). Those that remain outside were left there to guard the door and prepare a camp. When it became clear that Ungal and those with him could not escape, it was decided that those not already inside should not enter.

The cultists will attempt to defend the peak against intruders, but will reluctantly retreat into the tower and join Ungal once it becomes clear that any defense is



futile. Once they have entered the tower, they cannot leave and are permanently trapped. All of the cultists are slightly the worse for wear, having been surviving off the remaining supplies that they brought with them and a small amount of hunting around the rim of the peak, which has thrown up very meager pickings. They all wear white cloaks emblazoned with the head of a kobold, though the cloaks are now filthy, torn and soiled.

A search of the camp will reveal a number of badly soiled winter blankets and bedrolls, a barrel of oil (containing 10 pints), a small pile of firewood (they brought this with them, but it has slowly dwindled down to 15 days worth), 6 flint & steels, a grappling hook, 1 common lantern, 1 well used iron pot, 5 hemp ropes (50 feet each), 35 days trail rations, 2 tindertwigs, 1 climbers kit, 1 healer's kit, 40 bolts, 40 arrows, and a number of pots, urns, jugs and other utensils, which are now mostly empty, though several still contain some wine and ale. There are also several barrels of water, 4 *potions of endure elements*, 2 *potions of resist energy 10 (fire)* and 1 *potion of water breathing*.

The Tower of Fane stands near the edge of the summit and is completely black and seamless, except for a large double door that has been smashed open. It stands 200 feet in height and has a 55-foot radius. No windows can be seen and the roof seems entirely flat. For more details on the general characteristics of the tower and for precise details on the entrance, see keyed area 1 of *Chapter 3: The Tower of Fane*.

☠ 1st lvl Human Warriors (6): CR ½; HD 1d8+1; hp 9; Init +0; Spd 30 ft; AC 14 (+3 studded leather armor, +1 light wooden shield), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +3 melee (1d6+1/19-20, shortsword) or +1 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Spot +4, Listen +2; Alertness, Weapon Focus (shortsword).

Equipment: shortsword, crossbow, 10 bolts, studded leather armor, light wooden shield, 21 cp, 9 sp.

☠ 1st lvl Human Monk (1): CR 1; HD 1d8; hp 8; Init +2; Spd 30 ft; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 14; BAB/Grp +0/+5; Atk +0/+0 melee (1d6+1/1d6+1/19-20, quarterstaff, flurry of blows) or +2 melee (1d6+1/19-20, quarterstaff) or +1 melee (1d6+1/x2, unarmed combat) or +2 ranged (1d4+1/x2, sling); SA Flurry of blows, unarmed strike; AL LE; SV Fort +2, Ref +4, Will +4; Str 13, Dex 15, Con 10, Int 12, Wis 14, Cha 8.

Skills and Feats: Escape Artist +6, Hide +6, Jump +5, Knowledge (religion) +5, Listen +6, Tumble +6; Improved Grapple, Stunning Fist, Weapon Focus (quarterstaff).

Equipment: quarterstaff, sling and 10 bullets.

Chapter 3: The Tower of Fane

General Tower Characteristics: Fane's Tower is totally black and completely smooth, as if it were built out of a single piece of dark rock. It stands 200 feet high with a 55 ft radius and not a single window, nook or blemish can be seen on it. Only the door (see keyed area 1, below) that now stands smashed open and a small alcove next to it breaks the perfection of the black walls. The substance of the tower is in fact an extraplanar mineral called *hydentine* (see Appendix A: *New Special Materials* for details), which is exceptionally tough. All of the external tower walls are 10 feet thick and have the following characteristics: hardness 40, 7200 hit points. They are also immune to the effects of *transmutation* spells that affect stone or rock, since hydentine is neither. The mineral is so tough, that breaking through it is virtually impossible, even for weapons constructed of adamantine.

The entrance to the tower stands open, as the doors have been smashed aside, but a powerful curse has been placed upon the hall (see keyed area 1, below) which stops anyone inside the tower from leaving, though does not stop anyone from passing into the tower. This curse includes those in gaseous or other forms, but does not stop extra-dimensional travel. This curse affects any exits from the tower, of which there are two: the main doorway and the small chimney, which exits at the top of the tower as a single, tiny hole with a diameter of ½ a foot.

There is no lighting in the tower, unless the text specifically states otherwise, except in keyed area 2, *Reception Hall and Mirror of Lost Souls*, which has natural light streaming into it through the broken doors. Each room is 15 feet high, with the floors being 5 feet thick hydentine. The internal walls are also unblemished hydentine (see Appendix B: *New Special Materials* for details) two feet thick. All internal doors are made of ironbound oak and are typically 4 inches thick (hardness 8, 120 hit points, Break DC 23).

An effect similar to the *endure elements* spell is permanently in effect inside the tower, meaning that those inside are no longer affected by either the cold or the altitude. The fatigue suffered from high altitude ends as soon as the tower is entered, as do the effects of the cold. However, any damage taken does not disappear and must be healed through the usual channels.

If *detect magic* is cast anywhere inside the tower, everywhere will give off a strong aura of abjuration. Should anyone leave through any of the portals that are common in the tower, the effects of the *endure elements* granted by the tower ends immediately (though will be in effect once again should they return to the tower).

Ground Floor

1. Broken Doorway and Entrance Hall

The huge, dark, ironbound wooden doors that used to bar entrance to the tower have been rent asunder. One – standing 4 feet wide and 12 feet high – still hangs by its upper hinges, making it slightly lopsided and in danger of falling under its own weight as it swings back and forth in the violent wind. The other has been entirely ripped off and left lying in what appears to be a hallway, where another set of double doors can be seen, having also been forcibly opened, though still hanging.

The 10-foot square hallway itself is adorned with a partial column in each corner that meet at the top of a domed 15 ft ceiling. Stone gargoyles sit on platforms on each wall, 10 feet up, leering menacingly towards the main entrance. The walls are of the same black seamless rock that the tower is made from. The hallway floor, however, has been tiled with black marble, with a red pentagram set in a perfect circle as part of the tiling arrangement. The pentagram itself stretches so that it touches each wall at its apex.

The huge doors are made from darkwood and a DC 10 Knowledge (architecture) check will show that the damage done has occurred within the last few months. In the external wall, to the right of the doors, is a small recess, 6 inches squared in size and five feet from the ground. Cut from the black stone and entirely unblemished, it is exceptionally well concealed and requires a DC 15 Spot check to notice it. The base of the recess is concave, as if something spherical may once have sat there.

The recess, in fact, is where Ungal placed the Orb of Fane, which caused the doors to be rent asunder, though the orb itself was completely destroyed in the process, being *disintegrated*. This allowed Ungal and a number of his followers to enter the tower, where they were entrapped by the ancient curse that allows none to leave the tower. The gargoyles in the hall are entirely ornamental.

Casting *detect magic* will reveal the pentagram gives off a very strong abjuration aura. A *detect evil* will reveal no aura at all. A *detect good*, on the other hand, will reveal the pentagram to give off a strong aura, as the tiled floor is not a part of the original tower, but was added as a powerful ward to seal the inhabitants of the tower forever inside (see *The Curse of the Tower*, below).

The Curse of the Tower. Forced to retreat after the defeat of his kobold army, Fane was chased and harried all the way by King Fenamir II of Sarond, until they finally arrived at the bleak tower on top of Mount Fane. Unable to break through the lower levels of the tower, but aware that Fane could not be left unchallenged,

King Fenamir II called together the most powerful clerics in the land to find a way to entrap Fane forever. Relying on the strength of the walls to keep their enemy inside, a powerful curse that would forever stop anyone from leaving the tower was put in place, with the pentagram-tiled floor laid in the hall locking everyone inside forever.

Breaking the seal of the pentagram causes no harmful effects and those that enter the hallway, but do not pass *beyond* the pentagram and into the tower itself (that is, into keyed area 2 or beyond), are free to leave the tower. However, anyone who passes through this magical seal and into the tower itself cannot exit back into the hall or escape out of the tower and are entrapped within its confines. Escape is only possible by using the exit portal on the 9th floor of the tower (see keyed area 70).

Anyone who tries to walk back into the hallway from within the tower will walk into an invisible and solid force field that acts as a barrier to anyone or anything (such as objects) trying to exit the tower. It cannot be hurt by physical or magical means and cannot be dispelled. A *detect magic* will reveal a strong aura of evocation across the main exit.

2. Ungal and the Mirror of Lost Souls (EL 7.5)

A large ornate mirror hangs on the wall immediately opposite the entrance, flanked by two large furnaces with closed metal doors that sit on the floor. Six feet high and four feet wide, the huge mirror is set in a gold colored wooden frame, lovingly carved into delicate leaves and flowers. On each side of either furnace is a small wooden cabinet with a top drawer and lower cupboard.

All those entering into this room through the main door must succeed in a DC 14 Will save or find them-

Ungal's Tale

Ungal was born, and spent the majority of his life, in the violent city of Garatheck, in Uradun. Of no particular consequence there, he spent the majority of his youth avoiding the dangers of the city by spending his time in the library, which still contains a large number of books brought there by the Yads after their great retreat from Karnish.

It was during this time that he discovered, hidden away in a recess, a dark orb. Intrigued, he set about trying to learn more about it, until he came across several references to the *Orb of Fane* and, of course, to Fane himself. After taking the Orb as his own, he learnt as much as he could about the wizard Fane and was soon a secret priest, dedicated to ending the curse and seeing Fane walk upon Arrasia once more.

Eventually, he decided it was time to leave Garatheck and, taking the *Orb of Fane* with him, he made the treacherous journey across The Malvus Peaks, eventually winding up in Karnish itself, where he took refuge in Lonvale, with the intention of making a journey to the tower. It was there that he heard of the Cult of Fane in Mazula and, soon after, of rumors that kobolds had returned to Mount Fane.

With his heart and mind racing, he decided that the time had come and the old tales of Fane's return were soon to come true, so made his way to Mazula where, with the Orb in hand, he was quickly embraced and made the High Priest.

selves glancing at their reflection as they pass into the reception hall. Those that fail will feel a momentary feeling of melancholy pass through them and become affected by the mirror's special properties (see the description for the *Mirror of Lost Souls*, below, for the effects of the mirror on those that fail their save). Those that succeed in their saving throw cannot be affected again for a period of 24 hours.

In the top drawer of each cabinet are 4 blue-dyed smokesticks, which let off a brilliant fluorescent blue smoke (except for the color, these are just smokesticks). There is also a flint & steel in each drawer. The cupboard contains dry tinder, a small bag of coal and some fire implements (poker, tongues, and so forth). The furnaces are built into the walls and each has a closed metal door, which gives access to a small furnace, below which is a grill that collects the charcoal that falls from the fire. An inspection of either the furnace or the grill will show that both fires have been used recently.

In fact, the smoke from these furnaces funnels its way up to the very top of the tower, where it exits through a small chimney. The blue smokesticks were thrown into the furnaces by Ungal, giving off a brilliant bright blue light that hovered above the tower. Each furnace was lit and the dye-stick burnt so that those who had remained in Mazula (see the first adventure in the trilogy, *The Cult of Fane*, for details) would know that the tower had been breached and that Fane would soon return. These were in fact the lights that were reported as having been seen above the tower.

Also located here are Ungal and the 6 remaining members of the Cult of Fane. Unable to proceed up the tower due to the ettin skeleton that defends the stairwell in keyed area 7 (and which Ungal has been unable to

control), or to leave the tower due to the curse that has been set upon it, they are fairly desperate and slightly deranged and will attack anyone that is not a cultist.

Ungal has been beside himself since becoming trapped inside the tower, even beginning to question his own faith. After the terrible fight with Panak's kobolds and the white dragon, Draycolicran, when a large number of the Cult were killed, his mind was in turmoil, unable to understand why they had refused to follow him and serve Fane. And now, stuck in this tower, with Fane nowhere to be seen, he cannot help but feel that the ancient tales were false and that Fane is long dead.

Nonetheless, he has kept such thoughts to himself and tried to guide the remaining cultists, both inside and outside of the tower. He will fight to the death as he now sees little reason for living. If captured, however, he will refuse to speak or tell his tale (which is, nonetheless, given in the *Ungal's Tale* sidebar on the previous page), scolding and cursing his tormentors, demanding that they kill him. If he is taken prisoner, he will do everything in his power to thwart and cause harm to his jailors, irrespective of his own safety.

Prior to any combat, Ungal will attempt to bolster himself by casting *prayer*, *bane*, *shield of faith*, *magic weapon*, *bull's strength*, *bear's endurance* and *divine power* in the most reasonable order that befits the circumstances. Once he is fully bolstered, he will enter combat alongside his followers.

The Mirror of Lost Souls

Those who pass the mirror must succeed a DC 14 Will save or glance at their reflection. Those that fail will have feelings of sadness and melancholy wash over them at the least opportune moments. During combat, those



Mirror of Lost Souls (roll at the beginning of every round of combat)	
d8	Results
1	There are no ill effects for this round
2	The character feels a strong sense of guilt pass over them and will flee from the scene as quickly as they can for that round.
3	A strong feeling of sadness passes over the character and they stop to reflect, taking no action that round.
4	The character feels despair, taking -2 to attack, damage and saving throws for that round.
5	The character feels a flash of anger and lashes out randomly at the nearest target, receiving +2 to attack, damage and saving throws for that round
6	The character randomly feels aggrieved by one of his traveling companions and will immediately move to attack them for that round.
7	The character stands and stares as if transfixed by some forgotten memory, dropping whatever they have in their hands and doing nothing for that round.
8	There are no ill effects for this round

that failed their save will be affected in one of eight ways, according to the *Mirror of Lost Souls* table, above. This check must be made for every round of combat. The effects of glancing in the mirror last for 1d4 days. After this period, should they once again glance into the mirror, a new save is required. Those that succeed suffer no ill effects and cannot be affected by the mirror for a further 24 hours.

The mirror is built into the wall and requires a DC 20 Strength check to remove. However, once so removed, it will immediately crack and shatter into millions of tiny pieces, becoming useless. Anyone wishing to smash it can do so as they would any other mirror, making it permanently useless.

✠ **1st lvl Human Warriors (4):** CR ½; HD 1d8+1; hp 9; Init +0; Spd 30 ft; AC 14 (+3 studded leather armor, +1 light wooden shield), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +3 melee (1d6+1/19-20, shortsword) or +1 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Spot +4, Listen +2; Alertness, Weapon Focus (shortsword).

Equipment: shortsword, crossbow, 10 bolts, studded leather armor, light wooden shield, 21 cp, 9 sp.

✠ **2nd lvl Human Monk (1):** CR 2; HD 2d8; hp 12; Init +2; Spd 30 ft; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 14; BAB/Grp +1/+6; Atk +1/+1 melee (1d6+1/1d6+1/19-20, quarterstaff, flurry of blows) or +3 melee (1d6+1/19-20, quarterstaff) or +2 melee (1d6+1/x2, unarmed combat) or +3 ranged (1d4+1/x2, sling); SA Flurry of blows, unarmed strike; SQ Evasion; AL LE; SV Fort +3, Ref +5, Will +5; Str 13, Dex 15, Con 10, Int 12, Wis 14, Cha 8.

Skills and Feats: Escape Artist +7, Hide +7, Jump +8, Knowledge (religion) +6, Listen +7, Tumble +9; Combat Reflexes, Improved Grapple, Stunning Fist, Weapon Focus (quarterstaff).

Equipment: quarterstaff, sling, 10 bullets.

✠ **3rd lvl Half Orc Monk (1):** CR 3; HD 3d8; hp 20; Init +3; Spd 40 ft; AC 15 (+3 Dex, +2 Wis), touch 16, flat-footed 16; BAB/Grp +2/+9; Atk +5/+5 melee (1d6+3/1d6+3/19-20, masterwork quarterstaff, flurry of blows) or +7 melee (1d6+3/19-20, masterwork quarterstaff) or +5 melee (1d6+3/x2, unarmed combat) or +5 ranged (1d4+3/x2, sling); SA Flurry of blows, unarmed strike; SQ Darkvision 60 ft., evasion, still mind; AL LE; SV Fort +3*, Ref +6*, Will +5*; Str 17, Dex 16, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Escape Artist +9, Jump +11, Knowledge (religion) +6, Tumble +14; Improved Grapple, Skill Focus (tumble), Stunning Fist, Weapon Focus (quarterstaff).

Equipment: gauntlets of ogre strength, masterwork quarterstaff, sling, 10 bullets, *potion of mage armor*.

* +2 on all saves versus spells and effects from the school of enchantment (still mind special ability)

✠ **Ungal, 5th lvl Human Cleric:** CR 5; HD 5d8; hp 32; Init +1; Spd 20 ft; AC 18 (+1 Dex, +6 banded mail +1), touch 11, flat-footed 17; BAB/Grp +3/+5; Atk +7 melee (1d6+2/x2, masterwork quarterstaff); SA Gaze attack (one target, standard action, range 30 ft, DC 16 or take 1d4+5 damage and lose next action), smite (+4 to attack, +5 damage, 1/day); SQ Rebuke undead; AL LE; SV Fort +5, Ref +3, Will +10; Str 14, Dex 12, Con 10, Int 8, Wis 16, Cha 13.

Skills and Feats: Concentration +8 (+12 when casting on the defensive), Knowledge (history) +5, Knowledge (religion) +5; Combat Casting, Iron Will, Weapon Focus (quarterstaff).

Spells Known: (5/4+1/3+1/2+1, save DC 13 + Spell Level, domains Destruction and Suffering): 0 – *cure minor wounds* x2, *guidance* x2, *read magic*; 1st – *bane*, *divine favor*, *doom**, *magic weapon*, *shield of faith*; 2nd – *bear's endurance*, *bull's strength*, *sound burst**, *spiritual weapon*; 3rd – *animate dead*, *bestow curse**, *prayer*.

Equipment: banded mail +1, cloak of resistance +1, masterwork quarterstaff, silver holy symbol of Fane (a quarterstaff with one end carved into a kobold's head and the other carved into a hollow circle), 500 gp, 1000 sp, 2 *potions of cure minor wounds*, a *potion of cure moderate wounds*, a *potion of fly*, a *potion of resist energy 10 (fire)* and a *potion of water breathing*.

* Domain spell

3. Ghest and Mimic (EL 4)

The doors to this room have been wedged shut from the outside with rough wooden doorstops (which add +2 to any Break DC).

Two exquisite comfortable chairs are placed around a polished wooden table in the center of the room. On the table is a silver candelabra, which contains three unused candles. A fireplace with an

ornate surround sits against the western wall. Sitting against the east wall is a massive wooden chest.

The chest is, in fact, a mimic that has recently moved into the tower. It has already eaten two of the cultists, though was finally shut in here and the doors wedged by Ungal and his followers using roughly made doorstops (by those outside of the tower). It will attack anyone who comes over to inspect it, waiting to see if anyone will fall for its ruse (otherwise attacking with its reach). Anyone who does inspect the chest must make a Spot check opposed by the Mimic's Disguise check.

A quick investigation will show that the fireplace is sparkling clean, as if new, with no sign that a fire has ever been lit in it. The silver candelabra on the table is worth 25 gp.

There is nothing else of value in this room.

Mimic (1): Large aberration; CR 4; HD 7d8+21; hp 52; Init +1; Spd 10 ft; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 15; BAB/Grp +5/+13; Atk +9 melee (1d8+4, 2 slams); SA Adhesive, crush; SQ Darkvision 60 ft., immunity to acid, mimic shape, reach 10 ft.; AL N; SV Fort +5, Ref +5, Will +6; Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +9, Disguise +13, Listen +8, Spot +8; Alertness, Lightning Reflexes, Weapon Focus (slam).

Equipment: none.

4. Portrait Room

Hanging on the south wall are three portraits, each set in an ornate wooden frame. The subject of each painting seems to be alive, moving around within the frame and staring and pointing in your general direction. They also seem to be conversing amongst themselves.

The three portraits hanging in this room are animated paintings. Brought to life by some ancient art, they are entirely harmless. The three portraits here are of a beautiful noblewoman seated in a lavish chair, a young lady, and a rather stern looking old woman. When anyone enters the room the three subjects will stare and point at those entering and begin conversing in a loud din, with all speaking at the same time. Sometimes they seem to direct their conversation at each other, sometimes over the top of each other and sometimes at the intruders themselves. They will never respond to any questions directed at them and the din will continue until whoever entered has left the room.

An example of their conversation would be: "They're not supposed to be here.", "No, you're not supposed to be here. Go away.", "How rude! No manners...", "No mention of a name, you know", "Filthy shoes all over our clean floor.", "Take them off", "Not invited at all.", "I didn't invite them", "You didn't dear?", "Staring is so rude.", "Look at the dirty floors!",

"Well, someone must have invited them", "Yes, nasty eyes.", "Definitely not invited.", "Off with you, now!" and so on in an endless gaggle.

They show a particular dislike for dwarves (if any are present) and make such comments at "There's one of those small runts in the room!", "Yes, I noticed the nasty smell", "It's all that hair, you see.", "Horrid little creatures!", "Take your horrid smell away, why don't you.", "Yes, you're not welcome here. Take your hair elsewhere!".

All of these animated paintings are totally harmless, albeit completely irritating. If removed from the wall, they can be carried away, though the portrait will show its displeasure in a constant stream of insults.

5. Portrait Room

This is the same as keyed area 4, above, except this room contains the animated portraits of 3 men. One is that of a nobleman, the second a young man, and the third an elderly, bearded gentlemen. They will behave in exactly the same manner as those in keyed area 4, though their conversation will be more bullish and masculine.

6. Hallway

There are two areas keyed to this description. Both are just empty, plain hallways.

7. Corridor of Many Doors (EL 5)

Along the outer wall of this wide, curving corridor are large, ironbound wooden doors, each with a large iron ring-pull set into it. Above each door is a small stone face, each carved into varying degrees of ugliness and with all manner of expressions. They seem unique and, to your surprise, you notice that their eyes seem to follow you and their faces move. Suddenly, one yells out at you: "Come! Open me". And then another speaks: "No. Try me, sweetie". A third enters the conversation. "Ignore them. They lie! I'm the one for you!". Suddenly, the corridor is filled with a cacophony of voices, as each of the bizarre little heads tries to convince you to open them.

The doors that line the corridor lead to keyed areas 9 to 13. The heads above them are animated, but entirely harmless, who will chatter endlessly as they try to convince those in the corridor to open their door. They will be happy to respond to those that talk to them, but only as a means to entice them into opening their door and have no answers to any questions (or, at least, no useful answers, which always lead to them trying to get their door opened. For instance, if asked "Is there a wizard still living here?" the head will likely respond "A wizard, you ask? Why, I do believe there is one just inside this door."). If attacked (Break DC 20, Hardness 8, hp 20) they will scream in agony until either the attack stops (in which case it will immediately begin to



try and persuade them to open their door) or it has been destroyed.

There are two decomposing bodies lying on the floor near the exit to the stairwell (see keyed area 8), along with an ettin skeleton, which is responsible for their demise and guards the door. Each is still clothed and wrapped in a bloodied white cloak emblazoned with a kobold's head and were killed by the skeleton when they came exploring. Ungal has tried unsuccessfully on several occasions to rebuke this creature, but it has continued to block their path.

The ettin skeleton will attack anyone it detects in the corridor. It will be made aware of the presence of anyone here by the constant chatter of the animated heads. This corridor contains nothing of any value.

✱ **Ettin Skeleton (1):** Large undead; CR 5; HD 10d12; hp 65; Init +4; Spd 40 ft.; AC 11 (–1 size, +2 natural), touch 9, flat-footed 11; BAB/Grp +5/+15; Atk +10 melee (2d6+6, 2 morningstars) or +10 melee (1d6+6, 2 claws); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, superior two weapon fighting, undead traits; AL NE; SV Fort +3, Ref +3, Will +7; Str 23, Dex 10, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Equipment: 2 large morningstars.

8. Stairs up

These spiral stairs lead up to keyed area 14 on the first floor.

9-13. Elemental Summoning Chambers

Each of these circular rooms was once a summoning chamber for elemental creatures and each is guarded by a mephit (the exact details are given in the description of each chamber). The chambers themselves no longer function, as they were creations of Fane and only he knew the incantations to make them work.

Each has the following description:

A white circle filled with runes and arcane symbols is inscribed into the floor. On the far side, exactly opposite the door, is what appears to be an altar, flanked by two stone pedestals. On each sits a small, corked urn. Two slightly blackened copper dishes sit on top of the altar.

The circle that occupies the center of the floor is entirely harmless – it is where the creature appears when summoned. As part of the now forgotten ritual, summoning the creature required a small portion of whatever was in each urn to be poured into the copper dish and burnt, while the summoner used arcane incarnations to summon the creature to the material plane. The incarnations themselves have long since been forgotten and the substances in the urns have mostly either evaporated or gone bad, though the precise details are given in the description for each chamber.

If a *detect magic* is cast on any of these chambers, it will reveal a faint conjuration around the circle. However, none of the other items are magical in any way and the altar is completely plain and otherwise unadorned.

9. Earth Summoning Chamber (EL 3)

Contents of urn 1: dry earth

Contents of urn 2: empty

An earth mephit guards this summoning chamber.

☠ **Mephit, Earth (1):** Small outsider; CR 3; HD 3d8+6; hp 19; Init -1; Spd 30 ft. fly 40 ft. (average); AC 16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16; BAB/Grp +3/+2; Atk +7 melee (1d3+3, 2 claws); SA Breath weapon (15 ft. cone of rock shards and pebbles, 1d8 damage, DC 13 Ref save for half, once every 1d4 rnds), spell-like abilities, summon mephit; SQ Change size, damage reduction 5/magic, darkvision 60 ft., fast healing 2 (when buried up to its waist in earth); AL N; SV Fort +4, Ref +2, Will +3; Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +4, Disguise +2 (+4 acting), Escape Artist +5, Hide +9, Intimidate +4, Listen +6, Move Silently +5, Spot +6, Use Rope -1 (+1 with bindings); Power Attack, Toughness.

Equipment: none.

10. Fire Summoning Chamber (EL 3)

Contents of urn 1: alchemical fire (equivalent to 2 vials)

Contents of urn 2: pure alcohol

A fire mephit guards this summoning chamber.

☠ **Mephit, Fire (1):** Small outsider; CR 3; HD 3d8; hp 13; Init +5; Spd 30 ft. fly 50 ft. (average); AC 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15; BAB/Grp +3/-1; Atk +4 melee (1d3 plus 1d4 fire, 2 claws); SA Breath weapon (15 ft. cone of fire, 1d8 damage, DC 12 Ref save for half, once every 1d4 rnds), spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., immunity to fire, fast healing 2 (when touching fire), vulnerability to fire; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +4, Disguise +2 (+4 acting), Escape Artist +7, Hide +11, Listen +6, Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Equipment: none.

11. General Summoning Chamber (EL 3)

Contents of urn 1: dust

Contents of urn 2: empty

A dust mephit guards this summoning chamber.

☠ **Mephit, Dust (1):** Small outsider; CR 3; HD 3d8; hp 13; Init +7; Spd 30 ft. fly 50 ft. (perfect); AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; BAB/Grp +3/-1; Atk +4 melee (1d3, 2 claws); SA Breath weapon (10 ft. cone of irritating particles, 1d4

damage (plus -4 penalty to AC and -2 on attack rolls for 3 rnds), DC 12 Ref save for half, once every 1d4 rnds), spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2 (when in an arid or dusty environment); AL N; SV Fort +3, Ref +6, Will +3; Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +4, Disguise +2 (+4 acting), Escape Artist +9, Hide +13, Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings); Dodge, Improved Initiative.

Equipment: none.

12. Water Summoning Chamber (EL 3)

Contents of urn 1: empty

Contents of urn 2: 1 pint of oil

A water mephit guards this summoning chamber.

☠ **Mephit, Water (1):** Small outsider; CR 3; HD 3d8+6; hp 19; Init +0; Spd 30 ft. fly 40 ft. (average), Swim 30 ft.; AC 16 (+1 size, +5 natural), touch 10, flat-footed 16; BAB/Grp +3/+1; Atk +6 melee (1d3+2, 2 claws); SA Breath weapon (15 ft. cone of caustic liquid, 1d8 damage, DC 13 Ref save for half, once every 1d4 rnds), spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2 (when exposed to rain or up to its waist in water); AL N; SV Fort +4, Ref +3, Will +3; Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +4, Disguise +2 (+4 acting), Escape Artist +6, Hide +10, Listen +6, Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness.

Equipment: none.

13. Air Summoning Chamber (EL 3)

Contents of urn 1: empty

Contents of urn 2: feathers

An air mephit guards this summoning chamber.

☠ **Mephit, Air (1):** Small outsider; CR 3; HD 3d8; hp 13; Init +7; Spd 30 ft. fly 60 ft. (perfect); AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; BAB/Grp +3/-1; Atk +4 melee (1d3, 2 claws); SA Breath weapon (15 ft. cone of dust and grit, 1d8 damage, DC 12 Ref save for half, once every 1d4 rnds), spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2 (when exposed to moving air); AL N; SV Fort +3, Ref +6, Will +3; Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +4, Disguise +2 (+4 acting), Escape Artist +9, Hide +13, Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings); Dodge, Improved Initiative.

Equipment: none.

First Floor

14. Key Portal Room (EL 4)

A number of partial wall columns support the domed roof of this circular chamber. A freestanding, ornate door-sized wooden frame stands near the opposite wall, though it appears completely empty. In front of this bizarre object is a yellow circle inscribed onto the floor, with strange and mystical runes. In the center of the circle is a large humanoid-like skeleton, clad in breastplate armor, its glowing red eyes fixed on you. A large, horned helm sits upon this foul creature's head and a bone amulet, carved into the shape of a dragon's head, hangs around its neck.

An inspection of the free-standing frame will reveal that it stands around 6 feet high and 5 feet wide. It is exquisitely carved to form the shape of a thick chain with hundreds of locks on it. Some are carved with keys, others not. On either side of the frame two small slots have been carved out, each 1 inch deep and 3 inches high, one above the other, and each with a tube shaped peg in its center. On the left the top slot is in the shape of a triangle, with the one beneath a square. On the right the top slot is a circle, with the one below hexagon shaped. The frame is empty and those wishing to can simply walk through it without any noticeable effect.

This frame is in fact a portal through which access to keyed area 18 (and the rest of the tower) is gained. It requires four keys to activate it – a square, circular, triangular and hexagonal key – which must be inserted into each of the slots. These keys are well defended in the Water, Fire, Earth and Air Key Nodes (see keyed areas 16 and 17 for details). Each key has a hollow center which fits into one of the slots exactly, sliding onto the peg. When all four are placed in their respective slots, the portal will spring into life. This occurs in the form of the frame suddenly being filed with a shimmering force field of reds, blues, greens and browns that form intricate ever-changing swirls.

Once activated, the portal can be accessed from either side and those passing through it will be teleported to keyed area 18, where they will appear in the middle of the floor circle of that chamber (see the description for that chamber for exact details). The yellow circle in the center of this room is where those coming from keyed area 18 will arrive, should they come back this way.

Once the portal is activated, it will remain so unless

any of the keys are removed from their slots, in which case the portal will immediately deactivate.

A heavily armored troll skeleton that guards this chamber will attack anyone who enters. The helm has no special properties, but the amulet is in fact an *amulet of natural armor +1*.

✱ **Troll Skeleton (1):** Large undead; CR 4; HD 6d12; hp 45; Init +7; Spd 20 ft.; AC 20 (–1 size, +3 Dex, +3 natural, +5 breastplate armor), touch 12, flat-footed 17; BAB/Grp +3/+13; Atk +8 melee (1d6+6, 2 claws) and +3 melee (1d6+3, bite); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +2, Ref +5, Will +5; Str 23, Dex 16, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Equipment: large breastplate, *amulet of natural armor +1*.

15. Corridor

There is nothing remarkable about these curved corridors.

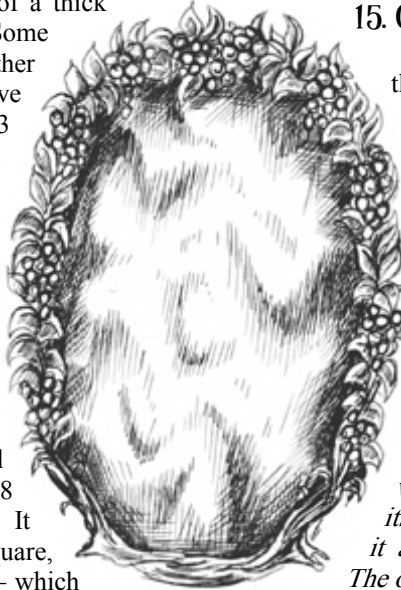
16. Earth and Water Portals

Two door-sized, ornately carved, freestanding wooden frames stand on either side of this circular chamber. In each sits a strange shimmering force field in a constant state of flux, with complex cloud-like patterns swimming in between the constraints of the frame. One of the frames is delicately carved to give the appearance of vine, heavy with grape, running all the way along its shaft. The clouds that swim between it are a multitude of shades of brown.

The other is carved so that it appears to be a waterfall, with crustaceans and nymphs all along it. The force field inside this frame swirls with a multitude of blues. In the center of the room, as part of the floor design, is a yellow circle inscribed with strange and mystical runes.

The two frames are portals that give access to the Earth and Water key nodes (see the Earth Key Node and the Water Key Node descriptions in *Chapter 4: The Key Nodes* on page 36 for details), where two of the keys required to operate the portal in keyed area 14 are kept. The yellow circle on the floor is where those who return from either of these nodes will appear.

The portal carved into vine, with the shimmering brown force field, gives access to the Earth Key Node (see the Earth Key Node description in *Chapter 4: The Key Nodes* on page 36 for details). The portal carved into a waterfall and filled with the blue force field gives access to the Water Key Node (see the Water Key Node



description in *Chapter 4: The Key Nodes* on page 40 for details). Each of the nodes is a small plane created by Fane to serve a specific task – that of defending the keys required to gain access to the higher levels of the tower. These keys need to be placed inside the slots on the portal in keyed area 14, along with two more from the Fire and Air key nodes (see keyed area 17 for details). All four are required to make the portal work.

Accessing a portal is as simple as touching it – even touching it with the point of a spear or sword – when they will immediately vanish and be transported to the appropriate node. Each is a one-way portal and those transported through it cannot return through it. When the portal is touched, it feels *watery* (though it is not wet) and the shimmering surface ripples just like water might.

17. Fire and Air Portals

Two door-sized, ornately carved, freestanding wooden frames stand on either side of this circular chamber. In each sits a strange shimmering force field in a constant state of flux, with complex cloud-like patterns swimming in between the constraints of the frame. One of the frames is delicately carved to look like fire, reflecting the ever-changing red colored force field contained within it. The other is carved to appear as clouds, some with faces and puffed out cheeks. The force field inside this frame swirls with a multitude of whites and grays. In the center of the room, as part of the floor design, is a yellow circle inscribed with strange and mystical runes.

The two frames are portals that give access to the Fire and Air key nodes (see the Fire Key Node and the Air Key Node descriptions in *Chapter 4: The Key Nodes* on page 36 for details), where two of the keys required to operate the portal in keyed area 14 are kept. The yellow circle on the floor is where those who return from either of these nodes will appear.

The portal carved into fire, with the shimmering red force field, gives access to the Fire Key Node (see the Fire Key Node description in *Chapter 4: The Key Nodes* on page 43 for details). The portal carved into clouds and filled with the gray-white force field gives access to the Air Key Node (see the Air Key Node description in *Chapter 4: The Key Nodes* on page 45 for details).

These portals operate in exactly the same way as those described in keyed area 16 (though give access to different nodes). Refer to the description there for details.

18. Portal Room

A plain, freestanding wooden frame stands near the wall, in between which shimmers a constantly shifting force field of reds, blues, greens and browns. In the center of the floor is a yellow circle, inscribed

with runes and mystical symbols. Four comfortable chairs, a small cupboard and an ornate, polished wooden table are set against the walls.

The portal can be accessed from either side and anyone touching it will appear in the middle of the floor circle in keyed area 14, as it gives access to the lower floors of the tower. Anyone passing through the key portal (see keyed area 14) will arrive here in the center of the circle on the floor.

The small cupboard contains 37 candles, 6 beautifully carved wooden candleholders worth 5 gp each and a flint & steel.

19. Key Room (EL 7)

Hanging on the opposite wall, on a hook, is a large iron key. Standing in between is a large, rather ob-scene figure that seems to be constructed from the parts of several creatures. The most grotesque aspect of this creature is that its head appears to be that of a kobold and is far too small for the body.

The key has special properties that enable it to be used to unlock the door at keyed area 20 (see the description there for details), which gives access to the stairs and the third floor of the tower. If *detect magic* is cast on it, it will reveal an aura of faint transmutation.

The creature is a flesh golem that will attack anyone who tries to take the key. Otherwise it will remain motionless, unless it is attacked or interfered with in any way-.

🦖 **Flesh Golem (1):** Large Construct; CR 7; HD 9d10+30; hp 79; Init -1; Spd 30 ft.; AC 18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18; BAB/Grp +6/+15; Atk +10 melee (2d8+5, 2 slams); SA Berserk; SQ Construct traits, damage reduction 5/adamantine, dark-vision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: none.

Equipment: none.

20. Locked Iron Door and Stairs

The door here is 4 inches thick and made from solid iron (hardness 10, hit points 120, Break DC 38) and is locked (Open Lock DC 30). A large keyhole is clearly visible. The door also has *arcane lock* cast upon it, so even if the lock is picked, a *knock* or *dispel magic* is still required to pass through the door. However, if the door is opened using the correct key (located in keyed area 19), this acts as if Fane himself were opening the door, thus allowing anyone to pass through even if the *arcane lock* is still in place.

The stairs lead upwards and give access to keyed area 21 on the 2nd floor.

Second Floor

21. Stairs Down

These stairs lead down to keyed area 20 on the first floor of the tower. The door is unlocked.

22. Stairs Up

These stairs lead up to keyed area 29 on the third floor of the tower. The door is unlocked.

23. Circular Corridor

This circular corridor gives access to both the stairs that lead up to the next floor and down to the previous floor, as well to the kitchen area in general.

24. Kitchen and Portal Access (EL varies)

Pots, pans, jugs and baskets of all kinds hang from the walls or are stored on the wooden shelves, benches, cupboards and tables that line the walls. Several large tables consume the center of the room, many with more cooking implements and utensils on them. A loose scattering of stools are set haphazardly around the room and a large, open fireplace, black and charred and set with a roasting spit in front of it, is set into the wall. A well used and blackened, three-legged iron cauldron sits to one side of it.

At one end of the room stands a door-sized wooden frame, ornately carved so that it appears animals are running along it. Inside the frame is a shimmering force field that fluctuates between hues of yellows, greens and whites, giving off an eerie glow.

This large, semi-circular area is the main tower kitchen and is a chaotic mess of cooking paraphernalia, with pots, plates, dishes, cutlery, crockery, pans, jugs, boards and all manner of equipment stored everywhere, with the walls almost entirely covered with cupboards and shelves stacked high with all sorts of cooking implements. The large fireplace remains the focal point of the kitchen. Despite having been dormant for centuries, it is charred and blackened and looks like it once had a lot of use.

Hidden amongst the normal furniture of this room are a number of animated objects that will attack anything that passes within 30 feet of them. They are distributed around the room and their starting position is referenced on the map as keyed areas i to vi, which correspond to the following animated objects:

- i. 1 animated medium wooden table.
- ii. 4 animated small wooden stools.
- iii. 1 animated large cupboard.
- iv. 1 animated large table.
- v. 1 animated medium, three legged iron cauldron.
- vi. 4 animated small wooden stools.



There is nothing of value within the kitchen. Some ancient remnants of food may be found, but nothing that is edible. It can, however, easily be utilized to cook and prepare meals.

a. Storage Cupboards (EL 35)

These storage cupboards contain cooking implements, cleaning equipment and general paraphernalia needed for running a kitchen. In one of the cupboards (GM choice) are 3 animated mops and an animated floor brush, which will attack those that open the cupboard.

b. Two Way Portal

This door sized, ornately carved wooden frame, between which shimmers a strange, ever shifting force field, is a portal. It is in a constant state of flux, with complex cloud-like yellow, green and white patterns swimming in between the constraints of the frame. The frame is carved into scenes of hunting, with animal heads in each corner. It is freestanding, but unlike the other portals in the tower, it can only be accessed from the front (the back is solid wood).

This portal gives access to the *hunting node* of the tower (see the Hunting Node description in *Chapter 4: The Key Nodes* on page 49 for details). Simply touching the force field (even with an object) leads to immediate transportation to the *hunting node*. As this is a two way portal, those returning from the node will simply pass through the portal back into the main kitchen, as if it were a normal door (anyone watching will simply see them emerge from the swirling force field).

✠ **Animated Floorbrush (1):** Tiny construct; CR ½; HD ½d10; hp 2; Init +2; Spd 40 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB/Grp +0/-9; Atk +1 melee (1d3-1, slam); SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +2, Will -5; Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

✠ **Animated Wooden Stools (8):** Small construct; CR 1; HD 1d10; hp 10 each; Init +1; Spd 50 ft.; AC 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13; BAB/Grp +0/-4; Atk +1 melee (1d4, slam); SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

✠ **Animated Mops (3):** Small construct; CR 1; HD 1d10; hp 15 each; Init +1; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13; BAB/Grp +0/-4; Atk +1 melee (1d4, slam); SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

✠ **Animated Wooden Table (1):** Medium construct; CR 2; HD 2d10+20; hp 31; Init +0; Spd 50 ft.; AC 14 (+4 natural), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +2 melee (1d6+1, slam); SQ Construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

✠ **Animated Iron Cauldron (1):** Medium construct; CR 2; HD 2d10+20; hp 31; Init +0; Spd 50 ft.; AC 14 (+4 natural), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +2 melee (1d6+1, slam); SQ Construct traits, darkvision 60 ft., hardness 10, low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

✠ **Animated Wooden Cupboard (1):** Large construct; CR 3; HD 4d10+30; hp 52; Init +0; Spd 20 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; BAB/Grp +3/+10; Atk +5 melee (1d8+4, slam); SQ Construct traits, darkvision 60 ft., hardness 5, low-light vision, reach 10 ft.; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

✠ **Animated Wooden Table (1):** Large construct; CR 3; HD 4d10+30; hp 52; Init +0; Spd 40 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; BAB/Grp +3/+10; Atk +5 melee (1d8+4, slam); SQ Construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

25. Chef's Quarters (EL 6)

A double cot sits against the far wall, with a small table next to it. A wardrobe, table and 2 wooden stools are also visible.

This was once the chef's bedroom. The two wooden stools are, in fact, animated and will attack those who enter, as will a wraith, which also occupies this room.

A DC 15 Search of the wardrobe will reveal a secret compartment in the floor, which contains a small hand sized ornate shell covered locked chest, which has been trapped with a poison needle. The chest is worth 5 gp and contains 44 pp and 128 gp.

☞ *Poison Needle Trap:* CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.

✠ **Animated Wooden Stools (2):** Small construct; CR 1; HD 1d10; hp 10 each; Init +1; Spd 50 ft.; AC 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13; BAB/Grp +0/-4; Atk +1 melee (1d4, slam); SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

✠ **Wraith (1):** Medium undead (incorporeal); CR 5; HD 5d12; hp 32; Init +7; Spd Fly 60 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12; BAB/Grp +2/-; Atk +5 melee (1d4 plus 1d6 Con, incorporeal touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., reach 10 ft., +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Equipment: none.

26. Servant's Quarters

4 single, rustic looking cots and a large wardrobe line the walls. A table and 4 stools take up the center of the room.

This was once the servant's quarters and the quality of the furniture reflects this. It is pretty simple and bare and contains nothing of any value or interest.

27. Meat Curing Area (EL 2)

Large iron hooks are fixed firmly into the ceiling and a barrel filled with white crystals stands in one corner. A long wooden bench, covered with deep knife marks and dark stains, stands against the far wall.

This was once the meat curing area, where meat was hung from the hooks. The white crystals are salt. The bench, however, is an especially mean animated object that will attack those who enter the room, which is otherwise empty.

✱ **Animated Wooden Bench (1):** Medium construct; CR 2; HD 2d10+20; hp 40; Init +1; Spd 50 ft.; AC 15 (+1 Dex, +4 natural), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +3 melee (1d6+2, slam); SQ Construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +0, Ref +1, Will -5; Str 14, Dex 14, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

28. Storage Area

Mostly empty shelves line the walls, along with several cupboards. A number of tables are set in the middle of the room and some crates can be seen stacked on the floor.

This was once the main storage area for foodstuffs and the paraphernalia required to keep the tower running. While there is no longer any food here, a careful inspection will reveal 4 crates of candles (100 in total), firewood, 2 barrels of oil (30 pints in total), 10 winter blankets, 2 fishhooks, a hooded lantern, a small steel mirror, 20 torches, 50 feet of silk rope and 4 normal daggers.

Third Floor

29. Stairs Down and Many Doored Corridor

The stairs lead down to keyed area 22 on the Second Floor. Otherwise, the small corridor is unremarkable except for the number of doors (it has one in every wall), all of which are closed, but unlocked.

30. Preparation Area (EL 5)

Two large cupboards sit against the opposite wall with a large wooden bench sandwiched between them. Two sturdy wooden doors are set into the walls either side.

This was once the preparation area for food before it was taken into the main dining room (keyed area 29). The two cupboards are in fact animated objects that will attack those that enter.

There is otherwise nothing of interest here.

✱ **Animated Wooden Cupboards (2):** Large construct; CR 3; HD 4d10+30; hp 52 each; Init +0; Spd 20 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; BAB/Grp +3/+10; Atk +5 melee (1d8+4, slam); SQ Construct traits, darkvision 60 ft., hardness 5, low-light vision, reach 10 ft.; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

31. Dining Room (EL 8)

A huge ornate wooden table dominates the center of the room. A dozen or so comfortable chairs are set around it. A cabinet also stands against the opposite wall.

There are 10 chairs in all, all of which are animated objects, as is the table, which is 20 feet long and 10 feet wide. They will attack those who enter the room. The cabinet was used to hold food before it was served, but is now empty.

✱ **Animated Wooden Chairs (10):** Small construct; CR 1; HD 1d10; hp 15 each; Init +1; Spd 50 ft.; AC 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13; BAB/Grp +0/-4; Atk +1 melee (1d4, slam); SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

✱ **Animated Dining Table (1):** Huge construct; CR 5; HD 8d10+40; hp 84; Init -1; Spd 40 ft.; AC 13 (-2 size, -1 Dex, +6 natural), touch 7, flat-footed 13; BAB/Grp +6/+19; Atk +9 melee (2d6+7, slam); SQ Construct traits, darkvision 60 ft., hardness 5, low-light vision, reach 10 ft.; AL N; SV Fort +2, Ref +1, Will -3; Str 20, Dex 8, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

32. Storage Area

Cupboards and shelves seem to fill every wall and are full of table clothes, cutlery, serviettes, candle-

sticks and all manner of other general paraphernalia.

This area is where the table finery is stored. Amongst the finer goods are 5 silver candelabras worth 25 gp each, 4 solid silver platters worth 75 gp each, 20 silver goblets worth 30 gp each, 20 crystal glasses worth 12 gp each and 2 decanters worth 30 gp each.

33. Stairs Up and Many Doored Corridor

The stairs lead up to keyed area 36 on the Fourth Floor. Otherwise, the small corridor is unremarkable except for the number of doors, all of which are closed, but unlocked.

34. Retreat Room (EL 6)

A number of comfortable chairs and sofas surround several ornately carved wooden tables. Tapestries line the walls and rugs cover the floors.

Three of the tapestries in this room are animated objects and will attack those who enter. The room contains nothing of any value.

✠ **Animated Tapestries (3):** Large construct; CR 3; HD 4d10+30; hp 52 each; Init +0; Spd 20 ft.; AC 14 (–1 size, +5 natural), touch 9, flat-footed 14; BAB/Grp +3/+10; Atk +5 melee (1d8+4, slam); SA Blind, constrict; SQ Construct traits, darkvision 60 ft., low-light vision, reach 10 ft.; AL N; SV Fort +1, Ref +1, Will –4; Str 16, Dex 10, Con –, Int –, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

35. Guest Lounge (EL 7)

Lavish tapestries line walls of this room, where several comfortable chairs and sofas surround ornate wooden tables.

One of the tapestries is an animated object. This room is also haunted by 3 shadows. The room contains nothing of any value.

✠ **Animated Tapestry (1):** Large construct; CR 3; HD 4d10+30; hp 52; Init +0; Spd 20 ft.; AC 14 (–1 size, +5 natural), touch 9, flat-footed 14; BAB/Grp +3/+10; Atk +5 melee (1d8+4, slam); SA Blind, constrict; SQ Construct traits, darkvision 60 ft., low-light vision, reach 10 ft.; AL N; SV Fort +1, Ref +1, Will –4; Str 16, Dex 10, Con –, Int –, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

✠ **Shadows (3):** Medium undead (incorporeal); CR 3; HD 3d12; hp 19 each; Init +2; Spd Fly 40 ft (good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB/Grp +1/–; Atk +3 melee (1d6 Str, incorporeal touch); SA Create spawn, strength damage; SQ Darkvi-

sion 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str –, Dex 14, Con –, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Equipment: none.

*A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a –4 penalty on Hide checks.

Fourth Floor

36. Hall and Stairs Down

From here, the main stairs lead down to keyed area 33 on the Third Floor. This is otherwise a completely unremarkable hall.

37. Alchemical Room

Shelves and cabinets filled with a chaotic array of alchemical paraphernalia, from equipment and assortments to ingredients and bizarre concoctions, seem to cover every wall and surface. Vials, phials, receptacles, dishes, funnels, tubes, jars, mortar and pestles, magnifying glasses, gloves, sieves, powders, oils and all manner of strange and bizarre paraphernalia fill every visible pot and surface. Rows of shelves filled with pots of bright hued powders, dried leaves and berries stand clearly against the far wall, while several tables that run down the center of the room are stacked high with an assortment of jars filled with pickled body parts or hair or skin or many other unrecognizable substances and things. All of the walls, floor to ceiling, are covered in a spectacular array of strange and wonderful objects, broken only by the four doors that punctuate the walls.



This spectacular assortment of items are all the ingredients required for an exceptional alchemical lab. Every pot and jar is filled with bizarre ingredients and objects, from pickled animal and humanoid parts, to powders, dried leaves and berries, dusts and all manner of exotic things. Anyone with the Craft (alchemy) skill who uses this lab while crafting alchemical substances gains a +2 circumstance bonus on their checks. Spell pouches can also be replenished or new ones constructed.

As well as being filled with things only an alchemist would find useful, a thorough search will also turn up several jars of crushed diamond (1000 gp worth in total), 10 pearls worth 100 gp each, a jar of powdered silver worth 200 gp, two jars of gold dust (300 gp worth in total), a small vial of ruby dust worth 100 gp, a roll of fine silver wire worth 100 gp, 19 black onyx marbles worth 25 gp each, 4 black onyx marbles worth 50 gp each, 3 black onyx marbles worth 75 gp each, two black onyx marbles worth 100 gp each, 1 black onyx marble worth 125 gp, 1 black onyx marble worth 150 gp (these are found in a number of different pots and jars), 10 small reels of silver wire worth 5 gp each, a vial filled with jade dust worth 100 gp, 4 gold rings worth 25 gp each, 5 silver rings worth 5 gp each, 10 flasks of acid, 10 flasks of alchemical fire, 20 sunrods, 10 thunderstones, 20 tindertwigs, 2 *potions of magic weapon*, 2 *potions of protection from good*, a *potion of aid*, 3 *potions of barkskin +2*, 2 *potions of bull's strength*, a *potion of invisibility*, 10 *potions of cure light wounds*, 6 *potions of cure moderate wounds* and 2 *potions of cure serious wounds*.

38. Summoning Chamber

Inscribed into the floor of this room is a yellow circle filled with ancient arcane symbols. It otherwise appears empty.

This was once the main summoning room, where Fane summoned powerful enemies and allies alike. This chamber now lies dormant and there is no danger to anyone entering into the summoning circle.

39. Body Chamber (EL 4)

Ten raised stone slabs are set at regular intervals against the walls, with a larger raised stone slab set in the center of the room. All of the slabs are covered in dark stains and on three of the stone slabs against the wall can be seen skeletal remains.

The large raised stone slab in the center of the room is an animated object that will attack anyone who enters.

This was once where bodies were prepared before they were animated as foul undead creatures. A DC 8 Heal check will reveal the stains on the slabs to be ancient dried blood. The skeletons are humanoid and were no doubt intended to become a part of Fane's le-

gion of undead. Why they still remain here, none can now say. If they are touched, they will crumble into dust.

✱ **Animated Stone Slab (1):** Large construct; CR 4; HD 6d10+35; hp 68; Init +0; Spd 20 ft.; AC 13 (-1 size, -1 Dex, +5 natural), touch 8, flat-footed 14; BAB/Grp +4/+12; Atk +8 melee (1d10+6, slam); SQ Construct traits, darkvision 60 ft., hardness 8, low-light vision; AL N; SV Fort +2, Ref +1, Will -3; Str 18, Dex 8, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment:

40. Creation Room (EL 7)

A large raised stone slab dominates the center of this chamber. Several benches stand against the walls, stacked with jars filled with eyes, hands, fingers, ears, toes, feet and all manner of intestinal parts, mostly kept within a preserving fluid. Along the south wall are several rows of shelves filled with books and parchment.

A solitary flesh golem guards this room and will attack anyone who enters.

This was once where flesh golems were prepared. The vast majority of the books are written in an ancient language long ago forgotten, though a DC 20 Decipher Script check will reveal them to be about the design of golems, zombies and skeletons. The parchments seem to be detailed anatomical sketches of different humanoids.

Three finely bound books can also be found on the shelves:

Book 1 (untitled): Spell Book (0 level: *arcane mark, resistance, mage hand, mending, message*; 1st level: *protection from chaos/evil/good/law, mage armor, unseen servant, comprehend languages, true strike, shocking grasp, cause fear, magic weapon*; 2nd Level: *resist energy, touch of idiocy, see invisibility, hypnotic pattern, mirror image*; 3rd level: *stinking cloud, heroism, lightning bolt, vampiric touch, slow*; 4th level: *remove curse, minor creation, animate dead, enervation*)

Book 2 (Conjuration Mastery Techniques by Pelimore Felsar): Only those who can cast 1st level arcane spells can benefit from reading this book. Anyone else gains no specific advantages from reading it. Reading this text takes a number of days equal to 6d4 minus the readers Int modifier (minimum 3 days, even if the Intelligence modifier would normally reduce it below this). After this time, the reader must succeed in a DC 15 Intelligence check. Those who succeed gain the Spell Focus (conjuration) feat for free. Those who fail, or who already have this feat, gain nothing from the book. It has a value of 1000 gp.

Book 3 (Golem Construction): A detailed guide to golem design. This is purely an academic tome and offers no particular benefits. It is, however, rare and

worth 500 gp.

✖ Flesh Golem (1): Large Construct; CR 7; HD 9d10+30; hp 79; Init -1; Spd 30 ft.; AC 18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18; BAB/Grp +6/+15; Atk +10 melee (2d8+5, 2 slams); SA Berserk; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: none.

Equipment: none.

41. Stairs Up

These stairs lead up to keyed area 46 on the Fifth Floor.

42. Study

A single desk and chair are situated in the middle of the room, with several wooden benches around the walls.

20 sheets of parchment can be found on the desk, along with 6 inkpens. There are also a number of vials filled with dry ink, which is now useless. There is nothing else of interest here.

43. Library (EL 5)

Rows of shelves line the walls, filled with books, tomes and parchment. Several small tables stand in the middle of the room.

This is Fane's old library and the range of books is broad, covering such subjects as necromancy, religion, nature, geography, science and many more besides. While many of the books are exhaustive, the reader does not gain any particular benefits from reading them. The value of the library, however, is considerable. There are 200 books, worth 1d10x10 gp each. Each weighs 1d12 lbs.

This room is haunted by 2 shadows.

a. cubicle

These small cubicles contain a desk and chair and were private study areas. On each desk are 1d3 pieces of parchment, an inkpen, and a wooden candleholder with a half burnt candle protruding from it.

✖ Shadows (2): Medium undead (incorporeal); CR 3; HD 3d12; hp 19 each; Init +2; Spd Fly 40 ft (good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB/Grp +1/-; Atk +3 melee (1d6 Str, incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4,

Spot +7; Alertness, Dodge.

Equipment: none.

*A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

44. Ranator's Living Quarters (EL 5.5)

A couple of comfortable chairs surround an elegant oval table, on which sits a silver candelabra. A wooden cabinet is set against the wall, where tapestries hang. A lush rug covers much of the floor.

There are 3 animated tapestries in this room, 2 medium sized and 1 large, which will attack those who pass them. This was once the personal living quarters of Ranator, Fane's apprentice. He still inhabits the tower, having occupied Fane's old quarters on the upper floors (see keyed area 66).

The silver candelabra on the table is worth 25 gp. In the cabinet can be found a crystal decanter worth 10gp and 4 crystal goblets worth 5 gp each

✖ Animated Tapestries (2): Medium construct; CR 2; HD 2d10+20; hp 31 each; Init +0; Spd 30 ft.; AC 14 (+4 natural), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +2 melee (1d6+1, slam); SA Blind, constrict; SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

✖ Animated Tapestry (1): Large construct; CR 3; HD 4d10+30; hp 52; Init +0; Spd 20 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; BAB/Grp +3/+10; Atk +5 melee (1d8+4, slam); SA Blind, constrict; SQ Construct traits, darkvision 60 ft., low-light vision, reach 10 ft.; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.


Equipment: none.


45. Ranator's Sleeping Quarters

A wooden chest sits at the foot of a single cot, which is set against the wall. A wardrobe, table and a comfortable chair are also visible.

This room was once the personal sleeping quarters of Ranator, who can now be found dwelling in the upper floors of the tower (see keyed area 66). The chest is locked (DC 25 Open Lock) and trapped with a poison needle (see *poison needle trap* below). It contains 2,500 sp, 10,000 cp, a pouch of 20 polished lapis lazuli stones worth 10 gp each and +2 *ghost touch dagger* that sheds light equal to that of a torch.

A terrible spirit haunts this place, in the form of a spectre. It will immediately attack anyone who enters.

 **Poison Needle Trap.** CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.

 **Spectre (1):** Medium undead; CR 7; HD 7d12; hp 45; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15 (+3 Dex, +2 deflection), touch 15, flat-footed 13; BAB/Grp +3/-; Atk +6 melee (1d8 plus energy drain, incorporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

Equipment: none.


Fifth Floor

46. Chamber of the Flesh Guardian (EL 8)

The stairs from keyed area 41 on the Fourth Floor give access to this circular chamber.

In the center of this large, plain circular room, standing in the center of a yellow pentagram inscribed into the floor, stands a large and bizarre creature that seems to have been patched together from a number of different creatures, having the head of a kobold, the arms of a bear and the body of an ogre. The stitches that hold this foul creature together are clearly visible.

The creature is a particularly vicious flesh golem that will attack anyone who tries to pass through this way. The pentagram it stands in is where those who pass through the portals in keyed area 51 and from the one located in the Star Key Node (see keyed area 47) will arrive.

 **Flesh Golem, Advanced (1):** Large Construct; CR 8; HD 12d10+30; hp 96; Init –1; Spd 30 ft.; AC 20 (–1 size, –1 Dex, +12 natural), touch 8, flat-footed 20; BAB/Grp +9/+19; Atk +15 melee (2d8+6, 2 slams); SA Berserk; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 22, Dex 9, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: none.

Equipment: none.

47. Portal of the Star Key Node

A freestanding, door sized portal stands in the center of the room. Between its wooden frame, which has been delicately carved to appear as though hundreds of keys hang from it, is a cloudy yellow force field.

This portal gives access to the Star Key Node (see the Star Key Node description in *Chapter 4: The Key Nodes* on page 49 for details). Anyone who touches the force field will be immediately teleported there. Both sides of the portal are the same and either side can be used.

48. The Star Key Portal

A freestanding, door sized wooden frame stands in the middle of the room, its frame beautifully carved to appear as though hundreds of padlocks are hanging from it. In one of the padlocks is what appears to be a five-pointed star shaped keyhole. The area between the frame is completely hollow.

This object is an inactive portal that gives access to keyed area 49. It can only be activated by use of the Star Key (see keyed area 47), which has to be inserted into the appropriate keyhole and turned. The portal will suddenly spark into life in the form of a shimmering, cloudy yellow force field. Anyone who touches the portal is immediately teleported to keyed area 49. While it is inactive, it is possible to pass freely through the frame without any consequences.

49. Arrival Point

A pentagram enclosed in a circle is inscribed into the floor. This room otherwise appears to be completely empty.

Anyone using the Star Key portal in keyed area 48 will arrive in the center of the pentagram.

50. Central Chamber

This chamber is empty. The door, which is closed but unlocked, gives access to the stairs that lead up to keyed area 52 on the Sixth Floor.

51. Portal

A freestanding, door sized wooden frame stands in the center of the room, the surface between the frame shimmering constantly in swirling, shifting yellows and greens. The frame is completely plain.

This portal teleports anyone who touches it to keyed area 46, where they will appear in the center of the pentagram that is inscribed onto the floor there. Both sides of the portal are the same and either side can be used.

Quick Reference: the Chamber of the Dead (EL 11)

Keyed area 52 on the sixth floor, the Chamber of the Dead, is likely to see a large combat occur, as all of the undead on that floor will attack in unison as soon as they are aware of any intruders.

The first round of combat is likely to see the 10 kobold zombies, 10 troglodyte zombies and 6 bugbear zombies of keyed area 52 all involved in the initial combat.

1d3 rounds after combat begins, the 2 ogre zombies, 2 wights and 2 shadows from keyed areas 53 and 54 will join the battle. The ogre zombies will use their reach to lean over any smaller sized creatures that may be in their way in order to attack any intruders, while the 2 shadows will simply pass through the walls in order to enter the combat, especially if the enemy is holding a defensive position in the stairwell.

1d2+2 rounds after the first round of combat began, the vampire spawn from keyed area 56 will join the combat. He will be happy enough to hang back and use his *dominate person* special ability, unless this proves an ineffective tactic, in which case he is likely to move in closer into combat.

These foul creatures have not feasted upon fresh flesh for a thousand years and will pursue their victims relentlessly, if they are able to do so. The stats for these creatures are given in their individual keyed entries, but are repeated here for quick reference during the heat of battle.

Quick Stat Reference:

☠ **Kobold Zombies (10):** Small undead; CR ½; HD 2d12+3; hp 16 each; Init +0; Spd 30 ft (can't run); AC 13 (+1 size, +2 natural), touch 11, flat-footed 13; BAB/Grp +1/-4; Atk +1 melee (1d6-1/x3, spear) or +1 melee (1d4-1, slam); SQ Damage reduction 5/slashing, darkvision 60 ft, single actions only, undead traits; AL NE; SV Fort +0, Ref +0, Will +3; Str 8, Dex 11, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.
Equipment: Spear.

☠ **Troglodyte Zombies (10):** Medium undead; CR 1; HD 4d12+3; hp 29 each; Init -2; Spd 30 ft (can't run); AC 16 (-2 Dex, +8 natural), touch 8, flat-footed 16; BAB/Grp +2/+3; Atk +3 melee (1d10+1, greatclub) or +3 melee (1d6+1, slam); SQ Damage reduction 5/slashing, darkvision 60 ft, single actions only, undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.
Equipment: Greatclub.

☠ **Bugbear Zombies (6):** Medium undead; CR 2; HD 6d12+3; hp 42 each; Init +0; Spd 30 ft (can't run); AC 16 (+5 natural, +1 light wooden shield), touch 10, flat-footed 16; BAB/Grp +3/+6; Atk +6 melee (1d8+3, morningstar) or +6 melee (1d6+3, slam) or +3 ranged (1d6+2, javelin); SQ Damage reduction 5/slashing, darkvision 60 ft, single actions only, undead traits; AL NE; SV Fort +2, Ref +2, Will +5; Str 17, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.
Equipment: Morningstar.

☠ **Ogre Zombie (1):** Large undead; CR 3; HD 8d12+3; hp 55; Init -2; Spd 40 ft (can't run); AC 15 (-1 size, -2 Dex, +8 natural), touch 7, flat-footed 15; BAB/Grp +4/+14; Atk +9 melee (2d8+9, greatclub) or +9 melee (1d8+9, slam); SQ Damage reduction 5/slashing, darkvision 60 ft, reach 10 ft., single actions only, undead traits; AL NE; SV Fort +2, Ref +3, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.
Equipment: Large greatclub.

☠ **Shadows (2):** Medium undead (incorporeal); CR 3; HD 3d12; hp 19 each; Init +2; Spd Fly 40 ft (good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB/Grp +1/-; Atk +3 melee (1d6 Str, incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Equipment: none.

*A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

☠ **Wights (2):** Medium undead; CR 3; HD 4d12; hp 26 each; Init +1; Spd 30 ft; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +2/+3; Atk +5 melee (1d4+1 plus energy drain, slam); SA Create spawn, energy drain (slam, Fort DC 14, one negative level); SQ darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Equipment: none.

☠ **Vampire Spawn (1):** Medium Undead; CR 4; HD 4d12+3; hp 29; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp +2/+5; Atk +5 melee (1d6+4 plus energy drain); SA Blood drain, domination (gaze attack, DC 14 Will save or as *dominate person*), energy drain; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL NE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Climb +8, Profession (scribe) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11; Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Selected Craft or Profession Skill), Toughness.

Equipment: none.

Sixth Floor

52. Chamber of the Dead (EL 9.5 or 11)

Several rows of dark crypts have been built into the walls of this horrible chamber and a further 6 plain stone sarcophagi are situated within the chamber itself. A thick reek of decay and festering flesh sits heavily in the air and the room itself seems filled with a writhing mass of putrid, rotten corpses that shuffle slowly and aimlessly around the chamber, groaning and gurgling some terrible lamentation.

This chamber is filled with 10 kobold zombies, 10

troglodyte zombies and 6 bugbear zombies, who wander aimlessly around the room. They will remorselessly attack anything living, in order to feed upon its flesh, and will follow them out of the chamber if it is possible for them to do so (if a door is left open for instance) in an almost uncontrollable desire to feed.

It is intended that this encounter will be the scene of a large battle, as any sounds of a disturbance in this area will attract the attention of all the other undead that fill the rooms of this floor. Those in keyed areas 53 and 54 – a total of two wights, two shadows and two ogre zombies – will make their way here 1d3 rounds later. The two shadows will simply pass through the walls in



order to attack, especially if the intruders have set up a defensive position within the stairwell. The vampire spawn from keyed area 56 will arrive 1d2+2 rounds after combat first begins and will use its *domination* supernatural ability to try and control the fighters. If this tactic proves unsuccessful, however, it will move into combat (using its *gaseous form* or *spider climb* special abilities, if necessary).

There are three rows of 15 crypts built into the wall of this chamber, each being 2-foot wide, 2-foot high and running back 5 or 6 feet into the outer wall. Each is set a couple of feet apart from one another. Many still contain the ancient remains of kobolds and troglodytes, though many are also empty.

Should anyone search through any of the crypts, there is a 50% chance (for any crypt) that it will be inhabited with brown mold (see the *DMG* for details).

The six sarcophagi are empty.

There is nothing of any value here.

✱ **Kobold Zombies (10):** Small undead; CR ½; HD 2d12+3; hp 16 each; Init +0; Spd 30 ft (can't run); AC 13 (+1 size, +2 natural), touch 11, flat-footed 13; BAB/Grp +1/-4; Atk +1 melee (1d6-1/x3, spear) or +1 melee (1d4-1, slam); SQ Damage reduction 5/slashing, darkvision 60 ft, single actions only, undead traits; AL NE; SV Fort +0, Ref +0, Will +3; Str 8, Dex 11, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Equipment: Spear.

✱ **Troglodyte Zombies (10):** Medium undead; CR 1; HD 4d12+3; hp 29 each; Init -2; Spd 30 ft (can't run); AC 16 (-2 Dex, +8 natural), touch 8, flat-footed 16; BAB/Grp +2/+3; Atk +3 melee (1d10+1, greatclub) or +3 melee (1d6+1, slam); SQ Damage reduction 5/slashing, darkvision 60 ft, single actions only, undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Equipment: Greatclub.

✱ **Bugbear Zombies (6):** Medium undead; CR 2; HD 6d12+3; hp 42 each; Init +0; Spd 30 ft (can't run); AC 16 (+5 natural, +1 light wooden shield), touch 10, flat-footed 16; BAB/Grp +3/+6; Atk +6 melee (1d8+3, morningstar) or +6 melee (1d6+3, slam) or +3 ranged (1d6+2, javelin); SQ Damage reduction 5/slashing, darkvision 60 ft, single actions only, undead traits; AL NE; SV Fort +2, Ref +2, Will +5; Str 17, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Equipment: Morningstar.

53. Large Sarcophagus (EL 6 or 0)

A large crypt, flanked by two humanoid sized ones, sits against the outer wall of the chamber. An arch gives access to another chamber opposite.

There is usually an ogre zombie and 2 shadows located here, but they will be attracted to any disturbance in keyed area 52, meaning this chamber is likely to be

empty.

The crypts and the room itself contain nothing of any value.

☠ **Ogre Zombie (1):** Large undead; CR 3; HD 8d12+3; hp 55; Init -2; Spd 40 ft (can't run); AC 15 (-1 size, -2 Dex, +8 natural), touch 7, flat-footed 15; BAB/Grp +4/+14; Atk +9 melee (2d8+9, greatclub) or +9 melee (1d8+9, slam); SQ Damage reduction 5/slashing, darkvision 60 ft, reach 10 ft., single actions only, undead traits; AL NE; SV Fort +2, Ref +3, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Equipment: Large greatclub.

☠ **Shadows (2):** Medium undead (incorporeal); CR 3; HD 3d12; hp 19 each; Init +2; Spd Fly 40 ft (good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB/Grp +1/-; Atk +3 melee (1d6 Str, incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Equipment: none.

*A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

54. Large Sarcophagus (EL 6 or 0)

A large crypt, flanked by two humanoid sized ones, sits against the outer wall of the chamber. An arch gives access to another chamber opposite.

There is usually an ogre zombie and 2 wights located here, but they will be attracted to any disturbance in keyed area 52, meaning this chamber is likely to be empty.

The crypts and the room itself contain nothing of any value.

☠ **Ogre Zombie (1):** Large undead; CR 3; HD 8d12+3; hp 55; Init -2; Spd 40 ft (can't run); AC 15 (-1 size, -2 Dex, +8 natural), touch 7, flat-footed 15; BAB/Grp +4/+14; Atk +9 melee (2d8+9, greatclub) or +9 melee (1d8+9, slam); SQ Damage reduction 5/slashing, darkvision 60 ft, reach 10 ft., single actions only, undead traits; AL NE; SV Fort +2, Ref +3, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Equipment: Large greatclub.

☠ **Wights (2):** Medium undead; CR 3; HD 4d12; hp 26 each; Init +1; Spd 30 ft; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +2/+3; Atk +5 melee (1d4+1 plus energy drain, slam); SA Create

spawn, energy drain (slam, Fort DC 14, one negative level); SQ darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Equipment: none.

55. Solitary Sarcophagus

A single stone sarcophagus stands in this chamber. It is of better quality than any of those in the previous chambers. An archway leads off to another room.

This sarcophagus is the usual resting place for a vampire spawn. He is presently located with Ranator, however, in keyed area 66 on the 8th floor, so this chamber is empty, as is the sarcophagus itself.

56. Solitary Sarcophagus (EL 4 or 0)

A single stone sarcophagus stands in this chamber. It is of better quality than any of those in the previous chambers. An archway leads off to another room.

This sarcophagus is the usual resting place for a vampire spawn, who is usually located here. However, he will be attracted to any disturbance in keyed area 52 and so it is likely this chamber will be empty.

There is nothing of value here.

☠ **Vampire Spawn (1):** Medium Undead; CR 4; HD 4d12+3; hp 29; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp +2/+5; Atk +5 melee (1d6+4 plus energy drain); SA Blood drain, domination (gaze attack, DC 14 Will save or as *dominate person*), energy drain; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL NE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Climb +8, Profession (scribe) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11; Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Selected Craft or Profession Skill), Toughness.

Equipment: none.

57. Ornate Sarcophagus and Stairs

The large sarcophagus that dominates this crypt is hugely impressive, being ornately and intricately adorned with bas-relief carvings of the dead, in the form of twisted and distorted faces forming a writhing pattern around the sides of the sarcophagus. An

archway gives access to another chamber opposite and a large wooden door is also visible.

This sarcophagus belongs to Ranator, Fane's apprentice sorcerer who now inhabits Fane's old personal chambers (see keyed area 66). Despite the lavishness of the sarcophagus, it contains nothing any value.

The door gives access to the stairs that lead up to keyed area 58 on the Seventh Floor.

Seventh Floor

58. Lounge and Reception Room

Two exquisite armchairs and a two-seater sofa dominate the center of this room, surrounding a round mahogany table, on which sits a silver candelabra. A large rug covers the floor and the walls are lined in a number of beautiful tapestries. A large fireplace is set into the wall and a mahogany drinks cabinet sits against another.

The silver candelabra on the table is worth 75 gp. The rug is worth 100 gp, though is heavy, weighing 20 lbs, and the tapestries (there are 4 in all) are each worth 75 gp, but also weigh 30 lbs each. The drinks cabinet contains a crystal decanter worth 25 gp and four crystal goblets worth 15 gp each. It also contains a number of empty bottles.

59. Private Chamber

Two armchairs flank a round mahogany table, on which sits a silver candelabra. A large rug covers the floor and a number of attractive tapestries line the walls.

The silver candelabra is worth 75 gp. The rug, which weighs 20 lbs, is worth 100 gp and the tapestries (there are 3 in all) are worth 75 gp each, but also weigh 30 lbs each. There is nothing else of interest here.

60. Bedroom

An exquisite four-poster double bed dominates this room, next to which sits a small mahogany table with a basin sitting on it. Rugs cover the floor and the wall is lined with a number of beautiful tapestries. A wooden chest sits at the foot of the bed.

This was once Fane's grand bedroom. There are 4 small rugs here worth 25 gp each (weight 5 lbs each) and 2 large tapestries worth 100 gp each (weight 30 lbs each). The bed is covered in two embroidered silk sheets worth 250 gp each and a thick woolen blanket worth 25 gp, but which weighs 4 lbs. The basin is of fine quality and is worth 5 gp. The chest is unlocked and contains some mundane clothes and blankets, but nothing of any value.

61. Walk-in Wardrobe (EL 55)

This is a large walk-in wardrobe, with clothes hanging on rails that run along its center and hooks that line the walls. The shelves are filled with folded clothes. There are the equivalent of 6 noble's outfits and 1 royal outfit here. There are eight cloaks, one of which is a *cloak of resistance +2*, though it does not stand out from the others in any way. A successful DC 16 Search will reveal a tiny spy hole at the very end of the wardrobe that looks into keyed area 58.

The wardrobe also contains several animated objects, including 2 animated cloaks, 8 animated boots and an animated pair of trousers, which will attack anyone who enters.

✳ **Animated Boots (8):** Tiny construct; CR ½; HD ½d10; hp 2; Init +2; Spd 40 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB/Grp +0/-9; Atk +1 melee (1d3-1, slam); SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +2, Will -5; Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

✳ **Animated Trousers (1):** Small construct; CR 1; HD 1d10; hp 15; Init +1; Spd 40 ft.; AC 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13; BAB/Grp +0/-4; Atk +1 melee (1d4, slam); SA Constrict; SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

✳ **Animated Cloak (1):** Medium construct; CR 2; HD 2d10+20; hp 31; Init +0; Spd 30 ft.; AC 14 (+4 natural), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +2 melee (1d6+1, slam); SA Blind, constrict; SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

62. Dining Room

A fine, long dining table runs down the center of the room, flanked by 10 smart chairs on either side. A large, almost throne-like chair sits at one end.

This was once where Fane dined with guests. There is nothing of any value here.

63. Preparation Room (EL 3)

Several tables and a large cupboard line the walls of this chamber.

One of the tables is an animated object, which will

attack anyone who enters. The cupboard contains trays, serviettes, cloths, table covers and all manner of paraphernalia required to prepare the table in the dining room, including a range of silver cutlery worth a total of 250 gp.

✠ **Animated Wooden Table (1):** Large construct; CR 3; HD 4d10+30; hp 70; Init +0; Spd 40 ft.; AC 14 (–1 size, +5 natural), touch 9, flat-footed 14; BAB/Grp +3/+10; Atk +5 melee (1d8+4, slam); SQ Construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +1, Ref +1, Will –4; Str 16, Dex 10, Con –, Int –, Wis 1, Cha 1.

Skills and Feats: none.

Equipment: none.

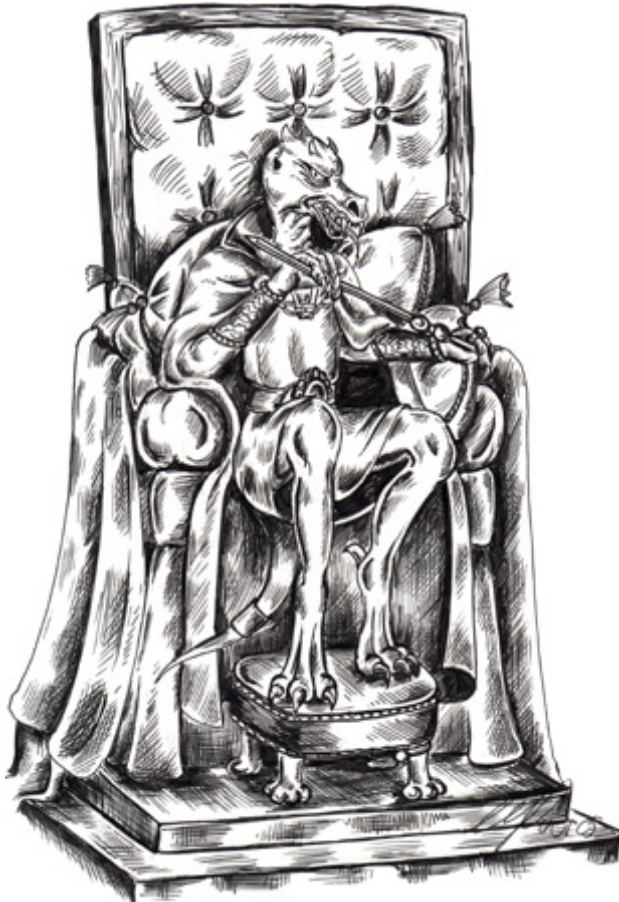
64. Storage Room

A large rough table runs down the center of the room and several more sit against the walls, with urns, pots, bowls, jugs and numerous other storage vessels sat on them.

This used to be a general storage room. There is nothing of value here.

65. Hall and Stairs Up

This is an empty hall that gives access to the stairs, which lead up to keyed area 66 on the Eighth Floor.



Eighth Floor

66. Throne Room (EL 11)

A large and impressive raised wooden throne, with opulent velvet covers and cushions, sits against the far wall, with three steps leading up to it. A small kobold-like figure, robed in fine, but now tatty, livery, is seated upon it, dwarfed by its size, as if it were not intended for such a small body. The kobold's eyes glow a bright red and there is an intense, malicious look across its wild face. Half columns have been built into the walls and two large pillars are set in the center of the room. Three large creatures, their flesh rotten and putrid, stand between you and the throned kobold. Another figure also stands behind the rotten creatures, its face filled with evil intent.

Sitting in the throne is Ranator, once Fane's apprentice but now himself Lord of the tower. Ranator is a kobold vampire and with him is a vampire spawn who now serves him, plus 3 ogre zombies. Ranator has sat at the top of the tower since Fane escaped through one of the portals on the floor above (see keyed area 70), leaving him here.

For centuries he has sat here, a prisoner of his own fear, contemplating the portals that are his only means of escape, but which would also bring about his own end. Fane's last words still haunt his every thought: "You are now lord of this tower, Ranator, as you have for so long desired. But through these portals lays your doom, for beyond them is a desert where the sun never sets and which will burn your flesh until it is dust and you are no more. That is my curse on you, Ranator, and you know it is so."

And with that, Fane departed, to be seen no more, leaving Ranator to his eternal misery. Having had a thousand years to contemplate the torture that racks his mind, he has been unable to escape the dreadful thought that nags at his dark soul: what if Fane had lied about what lay beyond the portal and that he had been duped? What if, beyond the portal, lay not a certain death, but escape and freedom? So he has sat here, as lord of the Tower of Fane, with his heart swollen with the malice and rage that eternal torment brings.

Ranator will attack anyone who enters his sanctum, for it has been many years since he has fed on sweet human or humanoid blood and his lust for it will be great. He will avoid melee combat for as long as possible, relying on the ogre zombies to hold the line while he uses his magic. The vampire spawn will use its *domination* special ability from a distance, only entering combat when forced to. However, should Ranator find himself being attacked, the vampire spawn will immediately come to his aid, irrespective of the consequences to himself.

Ranator will direct affairs from the rear, using his

spells. He will begin combat by either casting *invisibility* on himself from the wand, which he holds in one hand at all times (using it whenever he needs to), or taking advantage at the beginning of the combat to cast *lightning bolt* (he will not hesitate to cast it through the ogres, should it be necessary to do so). Should he have cast *invisibility* upon himself, he will follow this up by casting both *shield* and *mirror image* on himself also.

Once he is buffed and prepared for the battle, Ranator will choose the tactics that best suite the situation, using *true strike* and then *ray of enfeeblement*, for instance, to soften up the front line of the enemy, or using his enchantments (*charm* and *suggestion*) to disrupt tactics, as well as his own *domination* special ability. If possible, he will use *touch of idiocy* against enemy spell casters to reduce their capability. He will also use *confusion*, though will not be too concerned should it also affect the ogre zombies. He will use his offensive spells - *magic missile*, *acid arrow*, *scorching ray* and *lightening bolt* - as the opportunities present themselves.

If either Ranator or the vampire spawn are defeated, they will turn gaseous and return to their coffins located in keyed areas 57 and 55 on the Sixth Floor respectively.

There is nothing of any value in the room, except for that which Ranator has on his possession.

✱ **Ogre Zombies (3):** Large undead; CR 3; HD 8d12+3; hp 55 each; Init -2; Spd 40 ft (can't run); AC 15 (-1 size, -2 Dex, +8 natural), touch 7, flat-footed 15; BAB/Grp +4/+14; Atk +9 melee (2d8+9, greatclub) or +9 melee (1d8+9, slam); SQ Damage reduction 5/slashing, darkvision 60 ft, reach 10 ft., single actions only, undead traits; AL NE; SV Fort +2, Ref +3, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Equipment: Large greatclub.

✱ **Vampire Spawn (1):** Medium Undead; CR 4; HD 4d12+3; hp 29; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp +2/+5; Atk +5 melee (1d6+4 plus energy drain); SA Blood drain, domination (gaze attack, DC 14 Will save or as *dominate person*), energy drain; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL NE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Climb +8, Profession (scribe) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11; Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Selected Craft or Profession Skill), Toughness.

Equipment: none.

✱ **Ranator, 8th Level Kobold Sorcerer Vampire:** Small Undead; CR 10; HD 8d12; hp 78; Init +9; Spd 30 ft.; AC 26 (+1 size, +5 Dex, +7 natural, +2 armor, +1 deflection), touch 17, flat-footed 21; BAB/Grp +4/+0; Atk +5 melee (1d4 plus energy drain, slam); SA Blood drain, children of the night, create spawn, domination (gaze attack, DC 19 Will save or as *dominate person*), energy drain; SQ +4 turn resistance, alternate form, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, light sensitivity, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL LE; SV Fort +4, Ref +11, Will +10; Str 10, Dex 20, Con -, Int 15, Wis 14, Cha 21.

Skills and Feats: Bluff +24, Concentration +11, Hide +16, Knowledge Arcana +13, Listen +12, Move Silently +12, Search +11, Sense Motive +10, Spot +12, Spellcraft +13; Alertness, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Greater Spell Focus (enchantment), Improved Initiative, Lightning Reflexes, Spell Focus (enchantment).

Spells Known: (6/8/7/6/4, save DC 15 + Spell Level): 0 - *acid splash*, *daze**, *detect magic*, *flare*, *ghost sound*, *ray of frost*, *read magic*, *resistance*; 1st - *charm person**, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd - *acid arrow*, *mirror image*, *touch of idiocy**, 3rd - *lightning bolt*, *suggestion**, 4th - *confusion**

[* Greater Spell Focus (enchantment) gives an additional +2 on all save DCs]

Equipment: *bracers of armor +2*, *ring of protection +1*, *cloak of resistance +2*, *wand of invisibility (50 charges)*, *bead of force*.

67. Audience Room

A number of sofas and comfortable chairs line the walls of this chamber, which is otherwise empty.

This was once where visitors would be brought for a personal audience with Fane. There is nothing of value here.

68. Preparation Room

A number of hooks line the walls, along which is set a luxurious sofa and a table.

This is where Fane was once prepared before he would meet with guests and visitors in the throne room. There is nothing of value here.

69. The Book of Fane and Stairs Up

Against the east wall an open book rests on the top of an ornate wooden lectern. In the center of the room are a wooden desk and a single chair.

The book is thick and heavy and bound in leather. The pages of the book are filled with a delicate, but al-

most illegible handwriting in Draconic. A Decipher Script check (DC 25) will reveal that it seems to set out the history of Fane since his incarceration in the tower. It appears to have been written by Fane himself. Although much of the book is now too faded to be legible, some of it can still be read. Hand to the players *Appendix C: Fane's History*. The book, if sold to the right buyer, is worth 500 gp.

The door gives access to the stairwell that leads up to keyed area 70 on the Ninth Floor, the very top of the tower.

Ninth Floor

70. Treasure Room and Tower Exit

Crates, sacks, urns, chests, barrels, bowls and all manner of vessels are strewn chaotically across the floor, stuffed with treasure unimaginable, which glistens in the light. As well as gold and silver coins, scattered around the floor, there appear to be chests stuffed with them, along with gems of all size and color, and beautiful golden objects. Everywhere you turn, your eyes feast upon the wealth of Fane.

Scattered around this large room is a huge stash of treasure, stuffed into every type of storage vessel imaginable. There are also two portals (located as 'a' on the map, see below), through which escape from the tower is possible.

The full list of treasure that can be found here is: 500 pp, 7,000 gp, 10,000 sp, 50,000 cp, 20 eye agate worth 10 gp each, 20 lapis lazuli worth 10 gp each, 10 tiger eye turquoise worth 25 gp each, 10 obsidian worth 30 gp each, 4 bloodstones worth 50 gp each, 4 moonstones worth 50 gp each, 4 pearls worth 100 gp each, 6 red spinal worth 250 gp each, 1 black pearl worth 400 gp, 1 deep blue spinel worth 600 gp, 1 Emerald worth 1000 gp, 1 gold crown worth 500 gp, 1 silver orb worth 250 gp, 2 gold bracers worth 100 gp each, 1 ornamental gold breast plate worth 750 gp, 4 gold horseshoes worth 50 gp each, 1 silver necklace worth 30 gp, 2 *bags of holding (type I)*, +2 *heavy steel shield*, +2 *hide armor*, +1 *bastard sword*, +1 *rapier*, 2 +1 *spears*, +2 *light crossbow*, 20 +2 *crossbow bolts*, 20 +2 *arrows*, *amulet of health +2*, *Tannun Maruth's Efficient Quiver* (see *Appendix B: Special Items* for a full description), *cloak of resistance +2*, *arcane scroll of blur*, *arcane scroll of daze monster*, *arcane scroll of ghoul touch*, *arcane scroll of levitate*, *arcane scroll of eagle's splendor*, *arcane scroll of knock*, *arcane scroll of see invisibility*, *arcane scroll of fireball*, *arcane scroll of major image*, *arcane scroll of rage*, *arcane scroll of greater invisibility*, *arcane scroll of remove curse*, 2 *divine scrolls of cure light wounds*, *divine scroll of shield of faith*, *divine scroll of entangle*, *divine scroll of longstrider*, *divine scroll of jump*, *divine scroll of silence*, *divine scroll of spiritual weapon*, di-

vine scroll of zone of truth, *divine scroll of create food and water*, *divine scroll of summon monster III*, *divine scroll of cure critical wounds*, 6 *potions of cure light wounds*, 4 *potions of cure moderate wounds*, 2 *potions of magic weapon*, 2 *potion of bull's strength*, *potion of barkskin +2*, and a *potion of invisibility*.

a. Exit Portals

Two freestanding, wooden framed portals stand parallel to one another. The surface between the frames shimmers with a constantly swirling and shifting yellow and green force field. The frames are entirely plain.

These are one-way portals that transport anyone who touches them out of the tower. Once out, however, there is no returning, as they are only one way portals. It was through one of these that Fane himself escaped. Both sides of the portal are the same and both sides can be accessed.

It is entirely up to the GM where these portals lead – to another of Fane's nodes, an actual Plane, a tower in a distant city, a cave, a strange underworld city, or even a return to where it all began, in the village of Mazula. The possibilities are endless. Two portals are placed here to allow the GM to offer choice. It is entirely up to you how you use them.

Chapter 4: The Key Nodes

The Earth Key Node

Use the *Earth Node Key* map for this encounter.

Those arriving at the *earth key node* will do so at keyed area 1, which is part of a small pyramid complex that sits in a baking desert. Night never falls here and the ferocious sun beats down relentlessly upon the land. For those that strike out into the desert, the *earth key node* appears endless, filled with nothing but flat, baking sand that seems entirely untouched. Occasionally, a hot, gentle wind shifts the sand, covering any tracks. Other than the pyramid and those found there, the node is completely devoid of anything else, which means that explorations will be entirely fruitless (and likely to be a serious health risk – see the *Effects of Heat*, below).

Earth Key Node Traits

Gravity: Normal. All gravitational effects are exactly the same as on the material plane.

Time: Normal.

Shape and Size: 25-mile radius perfect circle.

Other Traits: Seamless teleportation edges. Anyone that touches any of the edges of the node (which is circular in shape) are teleported to the exact opposite side of the

node, where they will reappear in the desert. The sides are not visible and give the impression of the node being endless, so those who touch the edge will in all likelihood do so without even being aware of it. Those with 5 or more ranks in Survival can, however, discern the dramatic change of location, since the sun always remains constantly at its highest point (so those walking away from it will find themselves walking towards it).

Elemental Traits: Earth.

Magic: enhanced. Any spells with the [Earth] descriptor are cast at +1 caster level, while those with the [Air] descriptor are cast at -1 caster level.

Effects of the Heat

Those inside the pyramid complex, where the shade keeps the temperature from becoming dangerously high, do not suffer any ill effects from heat. However, those exposed to the sun in keyed areas 3 and 7 must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is *fatigued*. These penalties end when the character recovers the nonlethal damage they took from the heat.

Those that leave the pyramid complex and explore the desert will be exposed to the extreme heat, which sits at a constant 170°C. There is no protection, as the land is completely flat and featureless. Exposure to the hot air deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. Those wearing metal armor or coming into contact with metal are affected as if by a *heat metal* spell.

General Pyramid Traits

The structures of the pyramid complex are made of sandstone, including the walls. The pyramid itself is smooth, but easy enough to climb (Climb DC 0). All external walls are 10 feet thick and 15 feet high (climb DC 15). The floors are also sandstone (except in keyed areas 3 or 7, which are sand), though covered in a light dusting of sand. Except where noted in the descriptive text, the walls are entirely plain.

1. Arrival Area

Those arriving in the *earth key node* will arrive at this point, in a pentagram carved into the floor, though which is covered in sand (Spot DC 14). The walls are limestone and on each side of the corridor columned

exits can be seen (leading to keyed areas 2). The corridor stretches for eighty feet before opening into a courtyard, from where the rays of the sun fill the corridor with light. The intense heat is immediately obvious.

2. Statue Recesses

These arch-roofed recesses are empty except for a large limestone statue that stands against the far wall. Each is of a large devil-like figure that stands 10 feet high (a DC 10 Knowledge (religion) check will reveal this to be Wamranoch). The floors are paved of limestone, upon which sand has settled.

There is nothing of value in any of the recesses.

3. Statue Courtyard (EL 5)

Half-columns line the walls of this baking courtyard, which is exposed to the full glare of the sun. Scattered haphazardly around the sand floor are a large number of stone statues. Many are broken, with missing limbs, heads or torsos and while some stand upright, others lay half buried in the sand.

An inspection of the statues will reveal that most are human, though there are also a few elves, dwarves and even some kobolds. This courtyard, which is exposed to the open air, is the home to a basilisk that is located at far end near the opposite exit. Anyone entering this area must make an opposed Spot check against the basilisk's Hide check. The statues here are its victims.

✱ Basilisk (1): Medium magical beast; CR 5; HD 6d10+12; hp 45; Init -1; Spd 20 ft; AC 16 (-1 Dex, +7 natural), touch 9, flat-footed 16; BAB/Grp +6/+8; Atk +8 melee (1d8+3, bite); SA Petrifying gaze; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +9, Ref +4, Will +3; Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +0 (+4 in natural settings), Listen +7, Spot +7; Alertness, Blind-Fight, Great Fortitude.

Equipment: none.



4. Cool Chamber

The walls of this cool, roofed chamber are supported with half-columns and are covered in bas-relief carvings of kobolds, who appear to be making war on human armies. Against the opposite wall sits a large devil-like throned figure.

The statue is the same as those in keyed area 2, though even larger, being 15 feet in height (a DC 10 Knowledge (religion) check will reveal this to be Wamranoch). This place is otherwise empty and contains nothing of value.

5. Crypts

Each of these recesses contains a humanoid shaped, plain sarcophagus. If opened, each contains a mummified form of a humanoid figure, though it is impossible to tell exactly what it may once have been. These mummified forms are harmless embalmed corpses. However, each sarcophagus also contains brown mold. Everyone within 5 feet of the sarcophagi suffers 3d6 points of nonlethal cold damage. See the appropriate description in the *DMG* for full details. They contain nothing of any value.

6. Offset Miniature Pyramid

The walls of this room are highly decorated with brightly colored bas-relief carvings of scenes of war between kobolds and humans. The ceiling is blue with gold stars spotted over it. An altar stands against the southern wall, flanked by two small statues of the same devil-like figure as seen elsewhere.

The statues are of Wamranoch (DC 10 Knowledge (religion) check). There is nothing else here.

a. Empty Room

The walls of this room are covered in the same bas-relief as the main chamber. It is entirely empty.

b. Bedroom

A bunked wooden cot sits alone in this small, plain chamber. A Search of the cot (DC 14) will reveal an arcane scroll of *stone to flesh*.

c. Benched Room

In this plain chamber are several limestone benches. There is nothing of interest here.

7. Walkway

There are two areas keyed to this description, which are exposed to the baking sun. One runs around the perimeter of the main pyramid (keyed areas 11 to 18), the other around the miniature pyramid (keyed area 6). Both pyramids are smooth and can easily be climbed (DC 0). Anyone climbing the pyramid will see nothing

but baked desert as far as they can see. Those who dwell in these areas for too long run the risk of suffering from the danger of heat exposure (see the section on the *Effects of the Heat* on the previous page). These areas can also be used to climb the walls to gain access to the desert that surrounds the pyramid.

8. Water Fountain

This plain room contains a small water drinking fountain. The fountain is that of an imp on a pedestal, with water trickling from its mouth into a basin, where it is washed away down a small hole.

Despite the heat of the desert, the water is cool and refreshing.

9. Plain Room

This plain room contains several benches made of limestone.

Other than the benches, this room contains nothing of any interest.

10. Benched Room

The walls of this chamber are highly decorated with bas-relief carvings, as seen elsewhere. Limestone benches run down the sides of the walls.

A DC 14 Search will reveal a *potion of cure moderate wounds* under one of the benches.

11. Stairs and Exit to Walkway

The stairs lead down to keyed area 12, which is located inside the pyramid itself. There are also exits that give access to the walkway that runs around the main pyramid (see keyed area 7).

12. Pyramid Entrance Chamber

This area is dark and requires a light source of some kind for those without the ability to see in the dark.

Four pillars support the ceiling of this plain chamber. A set of stairs off one wall lead further down, while opposite a corridor continues.

The stairs lead down to keyed area 13. There is otherwise nothing here.

13. False Earth Key Trap (EL 5)

In the middle of this plain room stands a stone pedestal, upon which is a square, black object, beautifully decorated with gold patterns. Its center appears to be a hollow circle, as it seems to be held in place by a small stone peg that is a part of the pedestal. Four columns – one in each corner – support the roof.

This is a fake key and is in fact the trigger for a trap (see the *slow dropping ceiling* trap description below for details).


This key, when pulled, only slides up the peg by one half of an inch before locking into place. A deep rumbling is heard and a large stone door crashes down at the base of the stairs to block that route off. Those standing under the door when it drops must make a DC 14 Reflex save. Those that fail take 2d6 points of damage and get shoved inside the chamber. Those that succeed take half damage and can decide whether they want to be inside or outside of the chamber). The ceiling then slowly begins to lower itself toward the floor. The columns remain in place (as the mechanism uses the columns to slide the ceiling up and down), though the pedestal also lowers itself into the floor, so as not to impede the dropping ceiling.

Once the ceiling begins to drop, there are three obvious ways out of the chamber.

The first is to try and go back through the door that is now blocked, either by smashing their way through the 1-foot of stone (Break DC 35, Hardness 8, hp 90) or by attempting to lift the door (Strength check DC 20).

The second way is to somehow stop the ceiling from dropping. After 2 full rounds of no movement, the automatic reset will kick in and the ceiling will reverse and begin to return to its original state, as will the door and the pedestal. In order to stop the ceiling from falling, a DC 26 Strength check is required (though as many people as can fit in the room may assist). This check must be made for two consecutive full rounds in order to reverse the ceiling.

The third and easiest method is to escape via the secret door (Search DC 20), which gives access to keyed area 14.

 *Slow Dropping Ceiling*: CR 5, mechanical; touch trigger; automatic reset; ceiling moves towards floor (12d6, crush); multiple targets (all targets in room); never miss; onset delay (6 rounds); Search DC 20; Disable Device 22.

14. Secret Passage

A DC 20 Search check is required to find the secret doors that give access to this passage. It is completely plain and acts as a conduit to escape from the slow dropping ceiling trap in keyed area 13. Inside the passage, the doors appear as normal.


15. Fake Earth Key Trap (EL 4)

Against the opposite wall of this plain room stands a pedestal, upon which is a square, black object, beautifully decorated with gold patterns. Its center

appears to be a hollow circle, as it seems to be held in place by a small stone peg that is a part of the pedestal.

This is a fake key and is in fact the trigger for a trap (see the *scything blade trap* description below for details).

This key, when pulled, only slides up the peg by one half of an inch before locking into place. A small section of the ceiling opens and a large blade swings down, attacking anyone standing in front of the pedestal, before disappearing back into place in the ceiling, which closes. The fake key is also reset back into place.

 *Scything Blade Trap*: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/×4, scythe); Search DC 21; Disable Device DC 18.

16. Earth Key Room

In the middle of this plain room stands a stone pedestal, upon which is a square, black object, beautifully decorated with gold patterns. Its center appears to be a hollow circle, as it seems to be held in place by a small stone peg that is a part of the pedestal.



This square object is one of the keys required to activate the portal in keyed area 14 of the Tower of Fane (three more are also required from the other nodes) and when pulled off its peg, it slides easily upwards, revealing a hollow center circle. All four keys must be used to gain access to the portal that will allow further exploration of the tower.

17. Stairs Up

These stairs lead up to keyed area 18 and the second level of the pyramid.

18. Guardian of the Earth Gate

The walls of this large chamber are ornately decorated with bas-relief carvings of scenes of war, with kobolds and humans clashing in a bloody and gruesome struggle.

This chamber is home to the Guardian of the Earth Gate, a young blue dragon that will attack anything that enters. The room is fifteen feet high, allowing the creature some flight capability. However, it will prefer to fight on the ground, concentrating its attacks on the most dangerous opponent first and will fight to the death. Should anyone escape through the portal back to the tower (see keyed area 19), the dragon will not follow them but will remain here, guarding the exit.

There is nothing of value here.

Combat Adjustments Underwater

Condition	----- Attack / Damage -----			
	Slashing or Bludgeoning	Tail	Movement	Off Balance? ⁴
Freedom of Movement	normal / normal	normal / normal	normal	No
Has a swim speed	-2 / half	normal	normal	No
Successful swim check	-2 / half ¹	-2 / half	quarter or half ²	No
Firm footing ³	-2 / half	-2 / half	half	No
None of the above	-2 / half	-2 / half	normal	Yes

- 1 A creature without a freedom of movement effects or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.
- 2 A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action
- 3 Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.
- 4 Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

🐉 Young Blue Dragon (1): Medium dragon; CR 6; HD 12d12+24; hp 102; Init +0; Spd 40 ft., burrow 20 ft., fly 150 ft. (poor); AC 21 (+11 natural), touch 10, flat-footed 21; BAB/Grp +12/+15; Atk +15 melee (1d8+3, bite) and +13 melee (1d6+1, 2 claws) and +13 melee (1d4+1, 2 wings); SA Breath weapon (60 ft. line of lightning, 6d8 electricity damage, DC 18 Ref for half, 1/1d4 rnds); SQ Blind sense, create/destroy water, darkvision 120 ft., immunity to electricity, immunity to sleep and paralysis, keen senses; AL LE; SV Fort +10, Ref +8, Will +9; Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +12, Concentration +10, Diplomacy +16, Intimidate +13, Listen +16, Search +16, Sense Motive +12, Spellcraft +10, Spot +16; Fly-By Attack, Hover, Multiattack, Power Attack, Wingover.

Equipment: none.

19. Earth Node Exit Portal

At the end of the corridor stands an ornate door sized, wooden frame, filled with a force field of yellows and greens that constantly swirl and change color. The frame is carved into the shape of a rope, with a knot in each corner.

Anyone passing through this portal will be returned to keyed area 16 in the Tower of Fane, where they will appear inside the inscribed yellow circle on the floor.

The Water Key Node

Use the *Water Key Node* map for this encounter.

Those arriving at the *water key node* from the Tower of Fane will arrive at keyed area 1, where they will arrive in a large air bubble on the seafloor, in the pentagram that has been carved into the seabed (see keyed area 1 for details). The water key node is a small number of caves – the largest being the central cave – that are entirely filled with water. The water is calm and non-flowing, but swathed in pitch darkness, as there is no natural light here. All of the tunnels that connect the larger caves are located on the seafloor and are roughly 15 feet high. The caves are each 25 feet in

height, unless the description says otherwise.

Those with no ability to breathe underwater will, in all probability, drown, as there are only two air pockets located in the water key node (at keyed areas 1 and 5).

Since all the caves are located on the seafloor, it is possible to walk around and still gain access to all areas of the water key node. However, all movement along the seafloor is at half the normal rate and the pressure of the water may also affect combat (see the table *Combat Adjustments Underwater*, above).

Water Key Node Traits

Gravity: Normal. All gravitational effects are exactly the same as on the material plane.

Time: Normal.

Shape and Size: see the water key node map.

Other Traits: None.

Elemental Traits: Water.

Magic: enhanced. Any spells with the [Water] descriptor are cast at +1 caster level, while those with the [Fire] descriptor are cast at -1 caster level.

Water Travel

It is quite possible to walk along the seafloor of the water key node without ever having to swim, since that is where all the cave entrances and exits are located. However, movement is restricted to half the normal rate. For those who choose to swim, they must succeed in a DC 10 Swim check to move at one-quarter speed as a move action or at half speed as a full round action. In addition, a successful Swim check (DC 20) is required for each hour spent swimming, or 1d6 points of nonlethal damage from fatigue is suffered.

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

Breathing Underwater

Those swimming underwater must either be able to

breathe underwater (usually through some magical means), or hold their breath. The number of rounds anyone can hold their breath is equal to their Constitution score, but only if they do nothing other than taking move actions or free actions. If they take a standard action or a full-round action (such as making an attack), the remainder of the duration for which they can hold their breath is reduced by 1 round. (Effectively, a character in combat can hold their breath only half as long as normal.) After that period of time, they must make a DC 10 Constitution check every round to continue holding their breath. Each round, the DC for that check increases by 1. If they fail the Constitution check, they begin to drown.

Water Pressure

The water pressure in the water key node is normal, though all movement when walking along the bottom is at half the normal rate and combat can be affected (see the table *Combat Adjustments Underwater*).

Drowning

Any character can hold their breath for a number of rounds equal to their Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding their breath. Each round, the DC increases by 1.

When the character finally fails the Constitution check, they begin to drown. In the first round, they fall unconscious (0 hp). In the following round, they drop to -1 hit points and are dying. In the third round, they drown.

1. Arrival Area and Air Pocket

Those arriving in the *water key node* will arrive at this point, somewhere in the pentagram that has been carved into the seabed floor. Completely surrounding the pentagram is a large air bubble, protecting those in it from being immersed by the water that entirely fills the water key node.

Since there is no natural light, a light source of some kind will be required for those that cannot see in darkness. For those that are able, they will see the thin film of the bubble keeping at bay the water, in which swim tiny blind fish. Along the seabed, seaweed gently sways.

The air bubble is completely safe and can be easily passed through from either side, with a small amount of force. Those who leave the safety of the bubble are immediately immersed in water and will require some method to breath, while those returning to the bubble can breathe safely once again.

Although the air bubble looks fragile, it is in fact remarkably strong and cannot be damaged – slicing a sword through the bubble has absolutely no effect, for instance. Neither does fire (magical or otherwise). It is, however, completely immobile, fixed in place to protect the pentagram and those arriving from the tower.

The air bubble offers a constant and safe supply of air for those who come to the water key node.

2. Central Gavern

This cavern seems to act as a natural crossroads, with four caves leading off, including the one you came from. All the caves are located on the sea-floor.

The cavern roof is 40 feet high and completely filled with water. There is nothing of interest here.

3. Shark Gave (EL 4)

The cavern roof is 30 feet high and is completely filled with water. There are two large sharks here, which will attack anyone that comes this way. It is otherwise empty.

✱ **Sharks, Large (2):** Large animal; CR 2; HD 7d8+7; hp 38 each; Init +6; Spd swim 60 ft; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; BAB/Grp +5/+12; Atk +7 melee (1d8+4, bite); SQ Blindsight, keen scent; AL N; SV Fort +8, Ref +7, Will +3; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +8, Spot +7, Swim +11; Alertness, Great Fortitude, Improved Initiative.

Equipment: none.

4. Fake Water Node Key (EL 4)

On the floor, exactly in the cavern's center, stands a pedestal, upon which is a triangular, black object, beautifully decorated with gold patterns. Its center appears to be a hollow circle, as it seems to be held in place by a small stone peg that is a part of the pedestal.

This is a fake key and is in fact the trigger for a trap (see the *lightning bolt* trap description below for details). This key, when pulled, only slides up the peg by one half of an inch before locking into place, triggering a lightning bolt that will shot out from the fake key, straight down the middle of the tunnel entrance and into the central cavern (the actual path is marked clearly on the water node key map). All those in its path will be affected, taking 5d6 points of electricity damage (DC 14 Reflex save for half). The trap resets automatically, with the fake key snapping back into its original position.

The cave is completely filled with water.

⚡ **Lightning Bolt Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (lightning bolt, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

5. Guardian of the Water Gate (EL 5)

This enormous cavern reaches up to 200 feet in



height and is home to the Guardian of the Water Gate, a young black dragon that will attack anyone who enters. It will use the environment to its advantage, swimming around those on the seafloor and using its breath weapon. It will always attack swimmers first, as they are far more likely to cause it harm. Once combat is joined, it will attack any intruders relentlessly, until either they or it is dead. However, should they escape through the portal (see keyed area 10) it will not follow them through.

Although this cavern is almost entirely filled with water, it does not in fact reach the very top of it, allowing a 5-foot high air-pocket between the surface of the water and the top of the cavern roof. The air here, which runs right across the top of this enormous cavern, is completely safe to breath and may offer some respite for those who cannot otherwise breath underwater.

The cave floor is covered in underwater seaweed and loose rocks, making searching it quite a difficult task. However, no matter how much time is spent searching, there is nothing of interest or value in the cave, despite its size, except for that described at keyed area 8.

🐉 Young Black Dragon (1): Medium dragon; CR 5; HD 10d12+20; hp 85; Init +0; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 20 (+10 natural), touch 10, flat-footed 20; BAB/Grp +10/+12; Atk +12 melee (2d6+2, bite) and +10 melee (1d6+1, 2 claws) and +10 melee (1d4+1, 2 wings); SA Breath weapon (60 ft. line of acid, 6d4 electricity damage, DC 17 Ref for half, 1/1d4 rnds); SQ Blind sense, darkvision 120 ft., immunity to acid, immunity to *sleep* and paralysis, keen senses, wa-

ter breathing; AL CE; SV Fort +9, Ref +7, Will +7; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +5, Concentration +6, Diplomacy +7, Hide +7, Listen +13, Search +13, Sense Motive +2, Spellcraft +3, Spot +13, Swim +18; Improved Natural Armor +1, Improved Natural Attack (bite), Multiattack, Skill Focus (swim).

Equipment: none.

6. Empty Gave

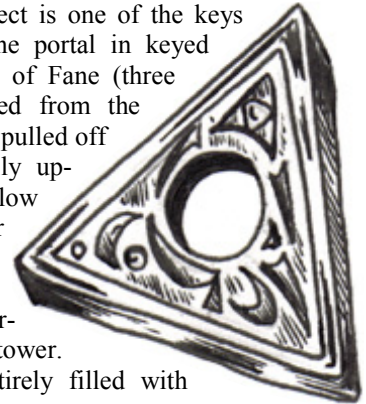
The roof of this cave is shallow, being no more than 10 feet high, though is completely immersed in water. There is nothing of any interest here.

7. Water Key Gave

In the middle of this cavern stands a stone pedestal, upon which is a triangular, black object, beautifully decorated with gold patterns. Its center appears to be a hollow circle, as it seems to be held in place by a small stone peg that is a part of the pedestal.

This triangular object is one of the keys required to activate the portal in keyed area 14 of the Tower of Fane (three more are also required from the other nodes) and when pulled off its peg, it slides easily upwards, revealing a hollow center circle. All four keys must be used to gain access to the portal that will allow further exploration of the tower.

This cavern is entirely filled with water.



8. Old Remains

The body of a long dead adventurer lies at the spot marked 'a' on the map. How it got here, none can say, but the badly broken bones suggest a violent death. Most of the clothes and perishables have long since rotted away and it is concealed amongst seaweed, which now grows between the bones, meaning that it is not easy to spot, requiring a DC 20 Spot check. However, on it can be found a *ring of swimming*, a *headband of intellect +2*, 2 *potions of water breathing*, and 2 *potions of cure moderate wounds*. Scattered on the seafloor around the skeleton can also be found 88 pp and 128 gp.

9. Blocked Entrance (EL 3)

This large water-filled cave, with a ceiling that reaches up to 50 feet in height, is empty. However, the entrance to it, from the main central cavern (keyed area 5) is blocked at the point marked on the map with an 'a' by a gelatinous cube, which consumes the entire passage. Due to the water, this creature is even more difficult to spot than normal, requiring a DC 20 Spot check

to detect its presence in the tunnel.

✱ **Gelatinous Cube (1):** Huge ooze; CR 3; HD 4d10+32; hp 54; Init -5; Spd 15 ft; AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; BAB/Grp +3/+11; Atk +1 melee (1d6 plus acid); SA Acid, engulf, paralysis (DC 20 Fort save or paralysed for 3d6 rnds); SQ Blindsight 60 ft., immunity to electricity, ooze traits, reach 10 ft, transparent; AL N; SV Fort +9, Ref -4, Will -4; Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1.

Skills and Feats: -

Equipment: none.

10. Water Node Exit Portal

At the end of this cavern stands an ornate door sized, wooden frame, filled with a force field of yellows and greens that constantly swirl and change color, eerily lighting up the cavern as. The frame is carved into the shape of a rope, with a knot in each corner.

This chamber is completely immersed in water. Anyone passing through this portal will be returned to keyed area 16 in the Tower of Fane, where they will appear inside the inscribed yellow circle on the floor.

The Fire Key Node

Use the *Fire Key Node* map for this encounter.

Those arriving at the *fire key node* from the Tower of Fane will arrive at keyed area 1, where they will arrive in the pentagram that has been carved into the natural cave floor (see keyed area 1 for details). The fire key node is a small number of natural caves - the largest being the central cave - where the overpowering heat constantly bears down upon those who are not immune to its effects. The air sits constantly at a temperature of 130° F and an eerie orange glow casts a shadowy light throughout, even where there is no obvious source. All of the tunnels that connect the larger caves are roughly 10 feet high. The caves themselves are each 20 feet in height, unless the description says otherwise.

Those with no ability to protect themselves from the heat will take damage from its effects (see below).

Fire Key Node Traits

Gravity: Normal. All gravitational effects are exactly the same as on the material plane.

Time: Normal.

Shape and Size: see the fire key node map.

Other Traits: None.

Elemental Traits: Fire.

Magic: enhanced. Any spells with the [Fire] descriptor are cast at +1 caster level, while those with the [Water] descriptor are cast at -1 caster level.

The Effects of the Heat

The air in the fire key node is hot, at a constant 130° F. In some places, pools of slow burning lava boil, sizzle and pop and anyone entering this node who is not immune to the effects of the heat will suffer from its effects. Those considered immune to the effects are those with immunity to fire or those under the effects of an *endure elements* spell or something similar.

Those not otherwise immune to the effects of the heat in the fire key node must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is *fatigued*. These penalties end when the character recovers the nonlethal damage they took from the heat.

The Effects of Lava

The depth of the lava is consistently 2 feet deep and is very slow moving. Anyone who steps into the lava (and who is not immune to the effects of fire) suffers 2d6 points of damage per round of exposure. Anyone who falls into the lava (or is pulled or pushed into the lava) must succeed at a Balance Check (DC 14) or fall prone, becoming immersed in the lava, which deals 20d6 points of damage per round. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

1. Arrival Area

Those arriving in the *fire key node* will arrive at this point, somewhere in the pentagram that has been carved into the floor. The walls and floor are all natural and an eerie orange glow, from no obvious source, gives off a shadowy light. The heat is overwhelming, with the lips and throats immediately parched and the flesh scorched (see the section on the *Effects of the Heat*, above). The rock is also hot to the touch.

2. Column of Fire (EL 5)

The tunnel opens up into a large cavern, with a number of other tunnels leading off. In the center of the cavern is a large column of fire, which stretches from the floor to the roof, where its flames lick against the already scorched rock.

The column of fire is in fact a large fire elemental that guards this area. It will attack anyone who tries to pass through. There is nothing else of interest here.

☼ Fire Elemental, Large (1): Large elemental; CR 5; HD 8d8+18; hp 60; Init +9; Spd 50 ft; AC 18 (-1 size, +5 Dex, +4 natural), touch 14, flat-footed 13; BAB/Grp +6/+12; Atk +10 melee (2d6+2 plus 2d6 fire, slam); SA Burn; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +5, Ref +11, Will +2; Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Equipment: none.

3. Lava Pool Ledge

The tunnel opens into a rocky ledge, which sits at the edge of a vast lava-filled cavern. The bubbling magma, which laps gently against the rocky ledge on which you now stand, spits and sizzles and the heat here seems even greater than elsewhere. Fifty feet or so away, in the center of the cave and surrounded on all sides by the glowing lava, an island can clearly be made out amidst the orange glow. There appears to be some object upon it – a pedestal of some kind.

There is nothing on this ledge. See keyed area 4 for details of the lava filled cavern.

4. Lava Filled Gavern

A lake of lava fills this cavern. In its center can be found a rocky island, which contains a false fire key (see keyed area 5). The lava here is two feet deep, as it is everywhere in the *fire key node*. Should anyone end up in the lava, they will take 2d6 points of damage per round of exposure (see the section *The Effects of Lava*, on the previous page, for more details), unless they are immune to fire. Endure elements will not protect those in the lava from its effects (though it does protect them from the effects of the heat that consumes the fire key node).

5. Fake Fire Key (EL 5)

Standing in the center of this island is a pedestal, upon which is a circular, black object, beautifully decorated with gold patterns. Its center appears to be a hollow circle, as it seems to be held in place by a small stone peg that is a part of the pedestal. All around, the lava boils and shifts, lapping against the lump of rock you now stand on.

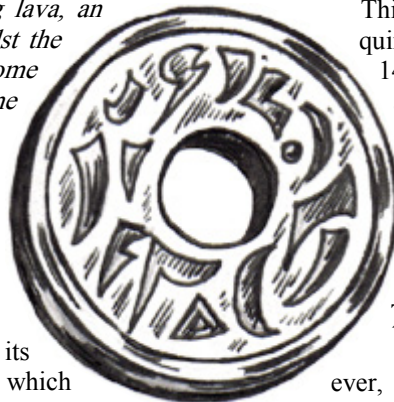
This is a fake key and is in fact the trigger for a trap (see the *fireball* trap description below for details). This key, when pulled, only slides up the peg by one half of an inch before locking into place, triggering a fireball that will explode in a 20-foot radius. The pedestal

represents the center of the blast. All those caught in the area of effect will take 8d6 points of fire damage (DC 14 Reflex save for half). The trap resets automatically, with the fake key snapping back into its original position.

☼ *Fireball Trap:* CR 5; magic device; touch trigger; automatic reset; spell effect (fireball, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

6. Fire Key

Standing against the far wall, on a rocky platform that emerges from the lava, is a stone pedestal. A circular, black object, beautifully decorated with gold patterns, sits atop the pedestal. Its center appears to be a hollow circle, as it seems to be held in place by a small stone peg that is a part of the pedestal.



This circular object is one of the keys required to activate the portal in keyed area 14 of the Tower of Fane (three more are also required from the other nodes) and when pulled off its peg, it slides easily upwards, revealing a hollow center circle. All four keys must be used to gain access to the portal that will allow further exploration of the tower.

7. Empty Gave

This cave appears to be empty. However, a successful DC 20 Search check will reveal an orange and red marble scroll case, beautifully carved to look like fire licking up a column, lying on the bottom of the lava lake. This scroll case is magical (radiating a faint abjuration), being completely immune to the effects of heat and fire. Anything inside the case is likewise protected and it has a value of 750 gp.

Inside the scroll case are two scrolls. The first is an arcane scroll of *protection from energy*, the second an arcane scroll of *fire shield*.

8. River of Lava

A 10-foot wide river of boiling magma suddenly dissects the tunnel floor a short distance from the lake of lava. Opposite, the tunnel continues.

The lava here is 2 feet deep and gentle flowing. Those who wish to escape the fire key node will need to cross it somehow in order to do so.

9. Pool of Lava (EL 3)

At the far end of this long cave is a pool of boiling magma, casting an orange glow throughout the chamber. Another tunnel leads off.

A DC 18 Spot check will reveal a fire mephit lolling around in the magma pool. It will attack those who attempt to pass through the cave, which is otherwise empty.

✱ **Mephit, Fire (1):** Small outsider; CR 3; HD 3d8; hp 13; Init +5; Spd 30 ft. fly 50 ft. (average); AC 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15; BAB/Grp +3/-1; Atk +4 melee (1d3 plus 1d4 fire, 2 claws); SA Breath weapon (15 ft. cone of fire, 1d8 damage, DC 12 Ref save for half, once every 1d4 rnds), spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., immunity to fire, fast healing 2 (when touching fire), vulnerability to fire; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +4, Disguise +2 (+4 acting), Escape Artist +7, Hide +11, Listen +6, Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Equipment: none.

10. Empty Cave

A successful DC 15 Search of this cave will reveal *two potions of resist energy 10 (fire)* hidden amongst a natural crevice in the wall.

11. Guardian of the Fire Gate (EL 5)

This large chamber is home to the Guardian of the Fire Gate, a very young red dragon that will attack anyone who enters. The cavern is 40 feet high, giving it plenty of room to maneuver and even fly. Once it has joined combat, it will use its fiery breath as much as possible from the air. It will not stop its attack until either it or the intruders are dead. Should anyone escape through the portal in keyed area 12, however, it will not follow them through it.

This cavern contains nothing of any value.

✱ **Very Young Red Dragon (1):** Large dragon; CR 5; HD 10d12+30; hp 95; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 18 (-1 size, +9 natural), touch 9, flat-footed 18; BAB/Grp +10/+19; Atk +14 melee (2d6+5, bite) and +12 melee (1d8+2, 2 claws) and +12 melee (1d6+2, 2 wings) and +12 melee (1d8+2, tail slap); SA Breath weapon (40 ft. cone of fire, 4d10 fire damage, DC 18 Ref for half, 1/1d4 rnds); SQ Blind sense, darkvision 120 ft., immunity to fire, immunity to *sleep* and paralysis, keen senses, vulnerability to cold; AL LE; SV Fort +10, Ref +7, Will +8; Str 21, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

kills and Feats: Bluff +11, Concentration +8, Diplomacy +11, Intimidate +16, Listen +14, Search +14, Sense Motive +14, Spellcraft +6, Spot +14; Fly-By Attack, Hover, Multiattack, Wingover.

Equipment: none.

12. Fire Node Exit Portal

At the end of this cavern stands an ornate door-sized, wooden frame, filled with a force field of yellows and greens that constantly swirl and change color. The frame is carved into the shape of a rope, with a knot in each corner.

Anyone passing through this portal will be returned to keyed area 17 in the Tower of Fane, where they will immediately appear inside the inscribed yellow circle on the floor.

The Air Key Node

Use the *Air Key Node* map for this encounter.

Those arriving at the *air key node* from the Tower of Fane will arrive at keyed area 1, where they will arrive in the pentagram that is set into the cloud floor (see keyed area 1 for details). The air key node is one large, three-dimensional area through which sweeps a constant wind. Clouds of all sizes can be seen scattered around, though they are completely static, as if somehow fastened to their spot within the sky. In all directions, the node seems to stretch into infinity, as the cloud filled sky stretches as far the eye can see. However, the node is, in fact, of fixed dimensions and passing through its edges will teleport them to the exact spot on the opposite side of the node. The node is also flooded with natural light, though there appears to be no obvious source (as, indeed, there isn't).

The air key node is 400 feet from its base to its ceiling, with the cloud at keyed areas 1 and 5 being at the exact midway point between the top and bottom. On the map, this midway point is given a rating of +0 (feet). All the clouds on the map are given a rating in relation to this setting. Thus, those with a - (minus) setting are lower, while those with a + (plus) are higher. Each is also given a numeric value, which represents the amount, in feet, by which they are lower or higher than the midway point (that is, those clouds with a rating of +0). Thus, a cloud with a rating of -40 is 40 feet lower than the midway point. Those with +100 rating are 100 feet above the midway point of the node. These ratings will help calculate the distance to travel between clouds (or, if necessary, the distance fallen).

The clouds are all *spongy* and to all intent and purpose solid (see the *Clouds in the Air Key Node* section, described below, for details). Anyone who falls from a cloud is affected as they normally would be by gravity. However, when they hit the bottom of the node, they will immediately be teleported to the top, meaning that a falling character will continue to do so in perpetuity, until their fall is broken. The wind has an effect on falling items (see *The Effects of the Wind*, below), so it is likely that any fall will eventually be broken. For full details see *The Effects of Falling*, below.

Air Key Node Traits

Gravity: Normal. All gravitational effects are exactly the same as on the material plane.

Time: Normal.

Shape and Size: see the air key node map. The node is 400 ft high, from base to roof.

Other Traits: Seamless teleportation edges. Those that touch any of the edges of the node (see the map for its shape) are teleported to the exact opposite side of the node, where they will immediately reappear. The sides are not visible and give the impression of the node being endless, so those who touch the edge will in all likelihood do so without being aware of it, until they reappear.

Elemental Traits: Air.

Magic: enhanced. Any spells with the [Air] descriptor are cast at +1 caster level, while those with the [Earth] descriptor are cast at -1 caster level.

Clouds in the Air Key Node

Unlike normal clouds, those in the air key node are substantial, having a sponge-like, rubbery texture and density. Also, these clouds do not change in shape and are completely immobile, remaining permanently in their set positions, as shown in the air key node map. The clouds are perfectly safe to walk on and doing so is just like walking on normal ground. Clouds have the following characteristics: hardness 5, hp 50 (per 10-foot-by-10-foot section), Climb DC 15, is immune to all bludgeoning damage and takes only half damage from piercing weapons. Movement is equivalent to walking across hewn stone floors (a DC 10 Balance check is required to run or charge. Failure means the character can still act, but can't run or charge for that round).

The Effects of Falling

Anyone who falls will do so at a rate of 180 feet of movement for every 50 lbs of total weight per round.

Those who fall from a cloud do not suffer the usual consequences of falling. Those that hit the bottom of the node suffer no damage, as they are immediately teleported to the top of the node, exactly opposite to where they touched the bottom, where they will continue to fall. Falling characters take no damage until they hit something substantial, such as another cloud. As characters fall, however, they will slowly drift with the wind (see *The Effects of the Wind*, below, for details), so it is likely that they will eventually hit something.

Clouds are not as solid as usual objects and the spongy effect helps to cushion the blow. Those who fall less than 20 feet take no damage. Those who fall more than 20 feet but less than 60 feet suffer 1d3 points of nonlethal damage per 20 feet fallen. Those who fall more than 60 feet but less than 120 feet suffer 1d3 points of nonlethal damage and 1d3 points of normal damage per 20 feet fallen. Those who fall 120 feet or more suffer 1d6 points of damage per 20 feet fallen (see

Quick Reference: Falling Damage in the Air Key Node

Distance Fallen	Damage Taken
Less than 20 feet	none
20 to 59 feet	1d3 nonlethal per 20 feet fallen
60 to 119 feet	1d3 nonlethal + 1d3 lethal per 20 feet fallen
120 feet or more	1d6 lethal per 20 feet fallen

the table *Quick Reference: Falling Damage in the Air Key Node* above). Also, all those that hit a cloud within 5 feet of its edge must succeed in a DC 12 Reflex save or bounce back off the cloud and continue falling.

The distance fallen can be one of only two possibilities. Either, it is the distance from one object to another, but where the fall does not reach the bottom of the node, or it is the distance from the top of the node, if those falling have been transported there after having hit the bottom of the node. That is, those transported to the top of the node consider that point to be the start of their fall. Should they then hit a cloud with a rating of +0, for example, they will have fallen 200 feet for the purposes of calculating damage, even if they had looped through the node several times. For those that fall from a cloud with a rating of +40 and hit a cloud with a rating of +0 (without having touched the edge of the node) will have fallen 40 feet.

It is possible that those that continue to fall through the node might be attacked by the dragon (or some other creature) or attempt to initiate some form of combat. Any falling characters may take a full round action to make 1 attack per round, at their highest base attack, and take a -4 penalty on all attack rolls. They also lose any Dexterity bonus to their AC and cannot make attacks of opportunity. They also cannot move, other than to continue falling. Since combat while falling is a full round action, they cannot ready attacks (but can delay).

The Effects of the Wind

A constant wind whips through the node, from the south to the north (that is, from the arrival area at keyed area 1 toward the direction of the keep at keyed area 6). Though it is not powerful enough to affect ranged weapons, it may have an affect on something that finds itself constantly falling through the node. Anything that does more than 1 full loop through the node has a 20% chance per loop of being subjected to the effects of the wind. Anything affected will travel 1d4x5-feet in a northerly direction. Should this bring them into contact with one of the sides of the node, they will be transported to the exact opposite point of the node, where they will continue. The chance of being blown by the wind should be made at the top of every new full loop, after the first, until the fall is eventually broken.

Battle Tactics in the Air Node

When anyone arrives at keyed area 1, it is likely that

they will be detected by the young green dragon located at keyed area 6, as it constantly watches that area. Have the dragon make a Spot check when anyone first arrives at keyed area 1. On a successful check of DC 20, the dragon will be aware of intruders and will immediately begin its attack. It will attempt to sneak out of its lair, using its Hide skill, and drop to the bottom of the node. When it is almost below the intruders, it will drop down through the bottom of the node, reappearing above them, from where it will swoop down and use its breath weapon.

The dragon will be happy to continue this tactic if the enemy prove to be no threat and will target spell casters and archers first (as these are likely to be more dangerous foes). Should the enemy have the ability to move around in the air, it will target the most dangerous foe first. The dragon knows the environment precisely and will use it to its advantage, dropping down to reappear above them, or visa versa, or using the edges to constantly appear on one side then the other. It will only close in for melee combat should it be necessary to do so (if, for example, it is taking a lot of damage from ranged weapons or spells, or if its breath weapon is no longer being effective). The dragon will fight to the death.

Should the dragon not become aware of anyone arriving at keyed area 1, it will attack as soon as it does so.

1. Arrival Area

All around, a cloud filled sky stretches as far as you can see and a refreshing wind whips across your face. Looking down, you immediately notice that you do not seem to be standing on any normal surface, but instead upon a wispy, spongy substance, primarily white, but sparkling with blues and grays, and it dawns upon you that you are in fact standing upon what appears to be a small cloud. Other clouds are dotted around but, like the one you are standing on, seem strangely static and unaffected by the wind, like islands in an ocean. Straight ahead, far in the distance, you see what appears to be a castle-like structure sitting upon one such cloud, with towers at each corner.

Those arriving in the *air key node* will arrive at this point, somewhere in the pentagram that is set into the

top of the cloud, though is covered by wisps (a DC 12 Spot check will reveal the pentagram). Upon first arrival, the dragon at keyed area 6 may well become aware of their presence (Spot DC 20). It is also possible that those here may spot the dragon in its castle-shaped lair. Have the characters make Spot checks opposed by the dragons Hide. See the section *Battle Tactics in the Air Node* for hints on how to run the combat.

2. Tower of the Air Key

A round, black tower, much like the Tower of Fane itself, but smaller, sits atop a cloud, a solitary door at its base the only blemish.

This tower is 40' feet high and 20 feet in radius and appears like a miniature version of Fane's Tower, though it is made of stone. There are no windows or blemishes, except for the door that gives access to the tower, which is closed, but unlocked. There are three floors, with each consisting of a single 20-foot radius, 10-foot high room.

There is no furniture or stairs of any kind, though each contains a single pedestal in the center of the room (see below for details). The ground and first floors also have a 5-foot wide hole in the ceiling, which gives access to the floor directly above it, though there are no stairs or any obvious way of accessing the holes.

Each floor is as follows:

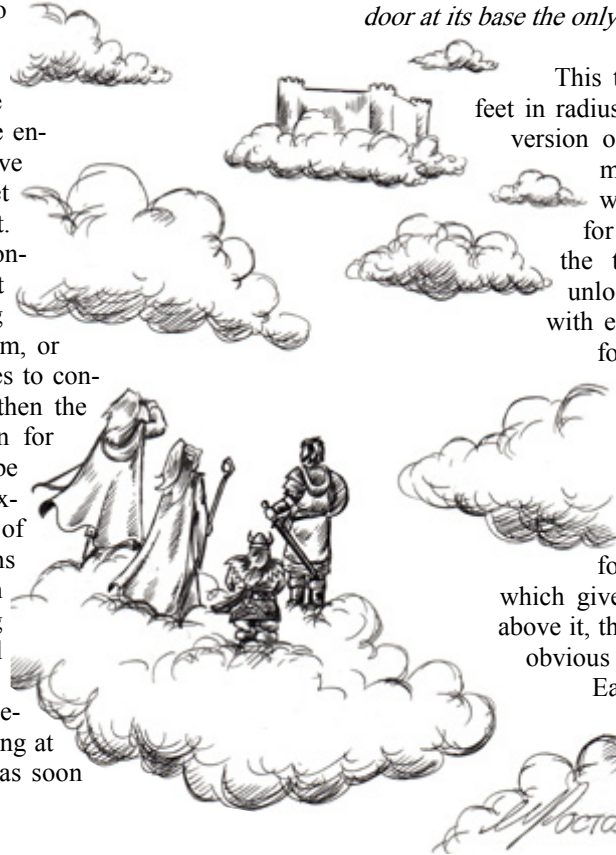
As there is no natural light in the tower, a light source of some kind will be required for those who cannot see in the dark.

Ground and First Floors (EL 5)

Standing in the center of this room is a stone pedestal, atop which sits a hexagonal, black object, beautifully decorated with gold patterns. Its center appears to be a hollow circle, as it seems to be held in place by a small stone peg that is a part of the pedestal. A small, 5-foot hole is set into the ceiling, adjacent to the wall.


The ground and first floors are identical in all ways, except, of course, the first floor has no doorway.

The hexagonal object on both floors is a fake key and in fact are triggers for a trap (see the *fireball* trap description below for details). When pulled, the key only slides up the peg by one half of an inch before



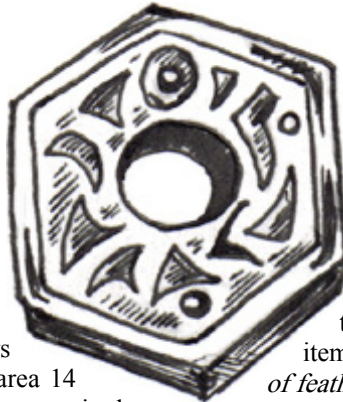
locking into place, triggering a fireball that will explode in a 20-foot radius, thus completely filling each room. The pedestal represents the center of the blast. All those caught in the area of effect will take 8d6 points of fire damage (DC 14 Reflex save for half). The trap resets automatically, with the fake key snapping back into its original position.

The hole in each ceiling gives access to the floor immediately above it. The rooms are otherwise empty.

 **Fireball Trap.** CR 5; magic device; touch trigger; automatic reset; spell effect (fireball, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Second Floor


Standing in the center of this room is a stone pedestal, atop which sits a hexagonal, black object, beautifully decorated with gold patterns. Its center appears to be a hollow circle, as it seems to be held in place by a small stone peg that is a part of the pedestal. The room appears otherwise empty.



This hexagonal object is one of the keys required to activate the portal in keyed area 14 of the Tower of Fane (three more are also required from the other nodes) and when pulled off its peg, it slides easily upwards, revealing a hollow center circle. All four keys must be used to gain access to the portal that will allow further exploration of the tower.

3. Air Elementals (EL 5)

This cloud is home to 2 medium air elementals. As they blend in with the cloud, they are exceptionally difficult to see (Spot DC 20). They will attack anyone (but not the dragon) who comes within 100 feet of their cloud.


 **Air Elementals, Medium (2):** Medium elemental; CR 3; HD 4d8+8; hp 26 each; Init +9; Spd fly 100 ft (perfect); AC 18 (+5 Dex, +3 natural), touch 15, flat-footed 13; BAB/Grp +3/+4; Atk +8 melee (1d6+1, slam); SA Air mastery, whirlwind; SQ Darkvision 60 ft., elemental traits; AL N; SV Fort +3, Ref +9, Will +1; Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +3, Spot +4; Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

Equipment: none.

4. Air Mephit (EL 3)

This is home to an air mephit, which has made a nest in the cloud. This is likely to attack anyone (except the dragon) who it becomes aware of.

 **Mephit, Air (1):** Small outsider; CR 3; HD 3d8; hp 13; Init +7; Spd 30 ft. fly 60 ft. (perfect); AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; BAB/Grp +3/-1; Atk +4 melee (1d3, 2 claws); SA Breath weapon (15 ft. cone of dust and grit, 1d8 damage, DC 12 Ref save for half, once every 1d4 rnds), spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2 (when exposed to moving air); AL N; SV Fort +3, Ref +6, Will +3; Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +4, Disguise +2 (+4 acting), Escape Artist +9, Hide +13, Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings); Dodge, Improved Initiative.

Equipment: none.

5. Skeletal Remains

Hidden underneath the wisps that hug the surface of this cloud are the skeletal remains of a human figure, who fell here long ago, though how he got here is long forgotten. A DC 20 Spot check will reveal the skeleton to anyone on, or within 40 feet of, the cloud. A DC 14 Search will also reveal its existence. The skeleton still has a number of items on it, including a +1 mithral shirt, a ring of feather falling and 2 potions of fly.

6. Guardian of the Air Gate and Portal Exit (EL 5)

A large, stone castle, set with ornate towers at each corner and a single arch acting as an entrance, dominates this huge cloud. At the far end of what appears to be an entirely empty courtyard, exactly opposite the arched entrance, stands an ornate door-sized wooden frame, filled with a force field of yellows and greens that constantly swirl and change color. The frame is carved into the shape of a rope, with a knot in each corner.

This is the lair of a young green dragon, who is the Guardian of the Air Gate. It casts an eye over keyed area 1 for any unwanted visitors, which it will Spot on a DC 20 check. It will move to attack any intruders immediately (see *Battle Tactics for the Air Node* for details) and will continue to fight until either it or they are dead. Should anyone escape through the portal, however, it will not follow them back to the tower.

The castle is just one big, open-aired courtyard, with walls stretching up to twenty feet high. The towers are merely a façade and are solid structures with no interior. There are no buildings or rooms whatsoever.

The door shaped object is in fact a portal. Anyone passing through it will be returned to keyed area 17 in the Tower of Fane, where they will appear inside the inscribed yellow circle on the floor.

✪ **Young Green Dragon (1):** Medium dragon; CR 5; HD 11d12+22; hp 93; Init +0; Spd 40 ft., fly 150 ft. (poor), seim 40 ft.; AC 20 (+10 natural), touch 10, flat-footed 20; BAB/Grp +11/+14; Atk +14 melee (1d8+3, bite) and +12 melee (1d6+1, 2 claws) and +12 melee (1d4+1, 2 wings); SA Breath weapon (30 ft. cone of acid, 6d6 acid damage, DC 17 Ref for half, 1/1d4 rnds); SQ Blind sense, darkvision 120 ft., immunity to acid, immunity to *sleep* and paralysis, keen senses, water breathing; AL LE; SV Fort +9, Ref +7, Will +8; Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +6, Concentration +7, Diplomacy +10, Hide +14, Intimidate +6, Listen +15, Move Silently +14, Search +15, Sense Motive +6, Spellcraft +6, Spot +15; Fly-By Attack, Hover, Multiattack, Wingover.

Equipment: none.

The Hunting Node

Hunting Node Traits

Gravity: Normal. All gravitational effects are exactly the same as on the material plane.

Time: Normal.

Shape and Size: 1 mile radius circle.

Other Traits: Solid, impenetrable edges.

Elemental Traits: Normal.

Magic: Normal.

Those who arrive here from the kitchen portal (keyed area 24.b in the Tower of Fane) will arrive at the *hunting node* in a small clearing, exactly in the center of the node. They will emerge through a portal which is an exact replica as that by which they passed through in the kitchen, which is set firmly into the ground. A small wooden shack is clearly visible directly ahead, 10 feet away. Anyone who touches the force field set into the frame of the portal will be immediately teleported back to keyed area 24.b in the Tower of Fane, where they will emerge back through the portal and into the kitchen, just as if they had stepped through a door.

Ever green and temperate, this circular node is exactly 1 mile in radius. Primarily covered in forest, with some clearings, small streams and pools, it is a very pleasant place and was used by the tower for hunting, both for food and recreation. Although there is no obvious source, it is light for 12 hours and dark for 12 hours. The darkness is not pitch, meaning those with light-vision can see as they would normally be able to. The edges of the node are silvery and mirror whatever stands next to it, though in a slightly blurred and distorted manner. They have a strange, rubbery feel and are soft to touch. However, they are impenetrable and any damage to them is repaired immediately.

The hut is the only building in the node and has long been abandoned. It consists of a single room that con-

Hunting Node Random Encounter Table		
d%	Number Encountered	Encounter Type
0-50	-	None
51-60	1d10+4	Wolf Pack
61-70	1d4+1	Colony of large spiders
71-75	1d4+2	Worg pack
76-80	1d2	Brown bear
81-85	1d10+10	Dire rat pack
86-90	1	Huge viper snake
91-94	1	Troll
95-98	1d4+2	Dire wolf pack
99-00	1	Dire bear

tains two rough bunked cots and some rough wooden furniture. On the wall hangs a +2 *Distance Composite Longbow* (+2 *Str bonus*). A barrel containing 100 arrows is located on the floor underneath it.

The *hunting node* offers an endless supply of food for those prepared to hunt and forage (see the appropriate section in the PHB for the Survival skill for details), but also contains many wild animals and some fearsome creatures. Use the *Hunting Node Random Encounter Table* above to determine encounters within the node, making one roll per day and two rolls per night. Those within the hut are safe from attack, as none within the node will enter or attack it. Also, no creature from within the node will pass through the portal, not even if those it is attacking make their escape back to the tower through it.

Other than what is in the hut, there is nothing of value or interest within the node and no way of escaping it, other than by returning through the portal to the kitchen in the tower.

The Star Key Node (EL 9)

Star Key Node Traits

Gravity: Normal. All gravitational effects are exactly the same as on the material plane.

Time: Normal.

Shape and Size: 100 feet radius sphere.

Other Traits: Teleportation edges.

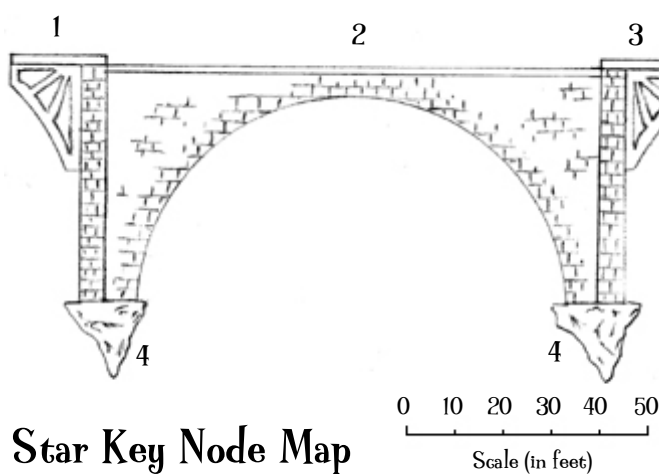
Elemental Traits: Normal.

Magic: Normal.

Use the *Star Key Node* map on the page for this encounter.

This small node consists of two 20-foot square platforms connected by a 10-foot wide, 100 feet long arched bridge, which sits on two large rocks that seem to just float in a dark, empty void. On one of the platforms (marked as keyed area 1 on the map), a pentagram has been inscribed into the floor, while on the other sits a shimmering portal, which teleports those who pass through it back to the tower.

There is no natural light in the node, so those who cannot see in the dark will require a light source of some kind. The portal, however, glows and gives off



Star Key Node Map

light equal to a torch for those standing near enough to it. It is clearly visible from anywhere within the node.

The node itself is a 100-foot radius sphere, with the bridge sitting exactly at its center. The sides are completely black and indistinguishable from the darkness in the node, as they do not reflect light. Should anyone touch the side of any part of the node (due to falling, for instance), they are momentarily engulfed in a blast of negative energy for 2d6 hit points of damage (this is instead of the usual falling damage) and will be teleported back to the pentagram at keyed area 1 of the node 1d3 rounds later. Those who suffer this fate will not be aware of any delay between touching the side of the node and reappearing in the pentagram. For them, it will feel instantaneous. Should the Guardian of the Star Key Node fall, or the zombie wyverns touch it, they suffer the exact same fate, except, of course, they will be healed by that number of hit points instead (as it is negative energy).

The Guardian of the Star Key is a well-armed minotaur zombie. It carries the star key – a black five pointed star that fits easily into the palm of a halfling hand – on a chain around its neck. This key is required in order to activate the portal in keyed area 48 of the Tower of Fane. When anyone first arrives at keyed area 1, the Guardian will be located in the center of the bridge (see keyed area 2), which it will defend until it is destroyed. Should anyone manage to escape through the portal, it will not follow them through. As soon as it is aware of the presence of anyone, it will begin its attack.

Four wyvern zombies are also located in this node and nest on the large rocks upon which the bridge sits, two on each. They will be attracted by any sound and will fly up to attack. Their main tactic will be to try and bull rush opponents off the bridge as part of a charge action while flying, before slowly swooping around to try again. Being zombies, the wyverns are mindless and have no concept of their environment. This means that it is entirely possible that their cumbersome flight will cause them to touch the sides of node. However, even though the negative energy will cure them a num-

ber of hit points, they are too mindless to use this to their advantage. Wyverns that touch the edge are also teleported 1d3 later to the pentagram at keyed area 1.

✠ **Minotaur Zombie (1):** Large undead; CR 5; HD 12d12+3; hp 116; Init +0; Spd 20 ft (can't run); AC 23 (–1 size, +8 natural, +5 breastplate, +1 deflection), touch 9, flat-footed 22; BAB/Grp +6/+15; Atk +11 melee (3d6+7/x3, masterwork greataxe) or +10 melee (1d8+5, gore) or +10 melee (1d8+5, slam); SQ Damage reduction 5/slashing, darkvision 60 ft, reach 10 ft., single actions only, undead traits; AL NE; SV Fort +6, Ref +6, Will +10; Str 21, Dex 10, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Toughness.

Equipment: Large breastplate armor, large masterwork greataxe, *ring of protection +1*, *brooch of shielding (80 charges)*, *gloves of dexterity +2*, *cloak of resistance +2*, star key.

✠ **Wyvern Zombies (4):** Large undead; CR 4; HD 14d12+3; hp 94 each; Init +0; Spd 20 ft (can't run), fly 60 ft. (poor); AC 20 (–2 size, +12 natural), touch 8, flat-footed 20; BAB/Grp +7/+16; Atk +11 melee (2d6+7, slam) or +11 melee (2d6+5, talons); SQ Damage reduction 5/slashing, darkvision 60 ft, single actions only, undead traits; AL NE; SV Fort +4, Ref +4, Will +9; Str 21, Dex 8, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Toughness.

Equipment: none.

1. Arrival Area

Those arriving in the node will require a light source of some kind, unless they are otherwise able to see in the dark, as the node is pitched in darkness, except for the glow of the portal.

You suddenly appear on a large stone platform in the center of a pentagram inscribed into the floor. On one side of the platform, a stone, 10-foot wide bridge stretches out before you. The others, however, seem to fall away into an infinite void filled with nothing but darkness. On the other side of the bridge, like a golden beacon, is the yellow glow of what appears to be a door-sized portal. In between, silhouetted against the light, is the black outline of a large, horned creature.

Those using the portal in keyed area 47 of the Tower of Fane, or those who have touched the side of the node for any reason, will arrive at this platform, in the center of a pentagram that is a part of floor design. The platform is 20 feet by 20 feet and connected to a 10-foot wide bridge (keyed area 2). Anyone who falls from the platform will fall into the void (see the description above for the effects of touching the side of the node).



2. The Bridge

This stone bridge is 100 feet long and 10 feet wide. It is perfectly flat. Should anyone fall from the bridge, they will fall into the void (see the description above for the effects of touching the side of the node). The bridge sits upon two huge rocks that float in the void. At the beginning of game play, the Guardian of the Star Key, a minotaur zombie (see above for this creature's stat block), will be located in the center of the bridge.

3. Portal Exit

A plain wooden frame, in which swims a cloudy yellow force field, surrounds this door-sized portal. Touching any part of the force field will immediately teleport them back to keyed area 46 in the Tower of Fane, where they will arrive in the center of the pentagram.

4. Floating Rocks

There are two rocks keyed to this description. There is nothing unusual about these huge rocks, except that they float in the void without any kind of support. These support the entire weight of the bridge and are completely static. They are each also home to 2 wyvern zombies (meaning there are 4 in total), who perch mo-

tionless on the edge. The wyvern zombies will be attracted by any sound on the bridge (see above for their stat blocks).

Concluding This Adventure

Success

Finishing this adventure also concludes *The Last Mage of Mount Fane* trilogy, drawing to a close the plot threads from the previous modules.

The most pressing concern of this adventure – and indeed the trilogy itself – is the defeat of Ungal and his followers. Although they have already breached the lower level of the tower, they have yet to make it any further than the ground floor. If Ungal is defeated, the remaining cultists will scatter and the Cult will be all but finished, with the knowledge that the ancient tale of Fane's return is nothing but a false superstition.

Bringing about the end of Ungal, however, is likely to lead the adventurers into the Tower of Fane itself, where the ancient curse remains in place. Those that enter the tower will become trapped and will be forced to journey their way upwards in search of an exit. The

defeat of Ranator, who resides on the upper levels of the tower and who has been its new master since Fane escaped the curse that held him there, will see the final obstacle overcome. As well as resulting in a large hoard of treasure, freedom is also assured.

Failure

Should Ungal somehow manage to survive, and escape from, the Tower of Fane, he will begin to rebuild the Cult. Aware that Fane has long since escaped – and that the old tales are false – his immediate concern will be to start a new and dark religion dedicated to seeing Fane reach the demigod status that he feels he deserves and which might tempt him to return, even more powerful than before, to renew his ancient war and both conquer and enslave the people of the south.

If any part of the journey up the tower cannot be overcome, those inside will be condemned to spend the rest of their days there, unable to break the curse that binds them to the tower. Only by reaching the very top level can they find escape from the tower and freedom.

Ranator has long sat at the top of Fane's tower, contemplating the misery of his lot. If he is not killed, it is likely that he will finally succumb to his temptation and use the portals on the top floor to escape. If he survives the journey – and proves Fane's word to be false – he will use his freedom to wreak havoc, stopping at nothing to feed his insatiable appetite and bring death and misery wherever he goes.

Playing As a Stand Alone

This adventure is designed as the third and final part of *The Last Mage of Mount Fane* trilogy, which includes *The Cult of Fane* and *The Shadow of Fane*. However, this module can easily be adapted to run as a stand alone adventure with very few modifications on the part of the GM. Following are a few ideas to help you on your way, should you not wish to run this as the concluding part of the trilogy.

Starting the Adventure

The small village of Mazula sits near the southern tip of the Great Barrier Mountains, where the locals mine the stone quarry located there and around which the community has grown. Quiet and sleepy, little happens in Mazula and the people there have gone about their business undisturbed for hundreds of years. The only thing of note is the presence of a Cult, dedicated to an ancient wizard called Fane who made war upon the people of the south and who built a black tower upon Mount Fane, the tallest peak in the southern reaches of the Great Barrier Mountains.

The ancient tales tell of the *Curse of Fane*, which binds him forever inside the tower, where he still walks,

awaiting the day he might escape and have his revenge. The Cult are dedicated to seeing him return and serving him as he leads an army against the people of the south once again. Although not particularly liked by the locals, their trade was always welcome.

Six months ago, however, a charismatic cleric called Ungal joined the Cult, having brought with him a strange orb that he claimed was the key to the Tower of Fane itself, where their master yet awaited them. Where he came from, none knew, nor where he came by such a powerful artifact. Sweeping the cultists into a religious hysteria, he was soon made the High Priest of the Cult of Fane and set about readying them for a great journey that would take them to the tower itself.

With much concern, Peyter Hirschon, Father of the Holy Lodge of Erenus, watched Ungal and his fellow cultists leave for the tower around two months ago. Nothing was heard of them since, however, and many assumed that they had met with a sticky end in the mountains. Recently, however, news has come to Peyter Hirschon – indeed, news which is now common knowledge in Mazula itself – that mysterious blue lights have been seen above the tower and that Ungal has released Fane from his prison.

Concerned by the rumors, and the panic now spreading through Mazula, Peyter has decided to use his contacts to seek out a party of adventurers who will be prepared to undertake the journey into the mountains and do whatever it takes to stop Ungal and make sure the ancient tales, whatever truth they may hold, do not come true. A reward of 500 gp per person has been offered, as well as whatever loot they find along the way.

Running the Adventure

This version of the adventure will run as described throughout this module, without any major changes required on the part of the GM. The only changes of note will be to drop any mention of kobolds or of Draycolicran (primarily given in *The Cultists Tale* on page 15), which form a part of the previous adventures of *The Last Mage of Mount Fane*.

Success & Failure. The success or failure for the party of adventurers, running this as a stand alone adventure, are identical to those given for the main module, on this and the previous page.

And Finally...

Something About The Kyngdoms

We hope you have enjoyed this product every inch as much as we enjoyed writing it. Should you wish to continue this adventure, look for our forthcoming release *The Tower of Fane*, which completes the high adventure trilogy of *The Last Mage of Mount Fane*. Also look for the first part of the trilogy, *The Cult of Fane*.

Located in *The Kyngdoms Campaign Setting*, these adventures not only act as excellent introductions to the setting as a whole, but also highlight some of the rich flavor, excitement and depth that it has to offer. The Kyngdoms Campaign Setting is available as a PDF, as well as being available in a 8.5"x11" perfect bound book format. Please visit our website for more details.

The Kyngdoms Campaign Setting is also available, completely free of charge, on our website, where you will find a wealth of information to help increase your enjoyment of both the setting and gaming as a whole. Please to be sure to visit our website and forums, where you can drop us a line to leave your feedback. We really do like hearing from you!

Should you wish to, please feel free to help us build this online resource by posting, via our forums, any material you would like to share, including NPCs, detailed locales (such as inns, shops and other places of interest), or adventure ideas and seeds, all of which you can presently find for yourself at our site. This is also a good way to see your name get printed on the web.

We also encourage purchasers of our products to leave feedback at our e-retail outlets, as well as reviewing our products at well known community websites, where your views will be welcome, from us and those who may be considering making a purchasing. Reviews are excellent ways of telling the world what you think and we appreciate all those who make the effort.

Please also remember to visit our forums for future products from The Kyngdoms.

Some Useful Links

Please use these links to find out more about The Kyngdoms Campaign Setting:

The Kyngdoms online:

<http://www.thekyngdoms.com/>

<http://www.thekyngdoms.com/forums/index.php>

The Kyngdoms PDFs:

http://www.enworld.org/shop/index.php?do=publisher&publisher_id=33

http://www.rpgnow.com/default.php?manufacturers_id=649

<http://paizo.com/store/downloads/theKyngdoms>

http://www.dtrpg.com/catalog/index.php?cPath=256_116_232

http://www.arima.it/giochi/catalog/index.php?manufacturers_id=593

<http://e23.sjgames.com/credits.html?t=publisher&n=The%20Kyngdoms>

The Kyngdoms Books:

<http://www.lulu.com/thekyngdoms>

Appendix A: New Special Materials

Hydentine

Also popularly known as ironstone, hydentine is a jet-black, extraordinarily rare mineral primarily found in the Outer Planes and the Elemental Plane of Earth. Although it is in many ways like rock, it is so excep-

tionally tough that it is almost impossible to break and equally tough to fashion. It is also very heavy – much heavier than it appears. One of its most attractive qualities is its ability to withstand an enormous amount of damage, even against the hardest metals, such as adamantine. However, this very virtue is also its curse, as it is impossible to fashion anything intricate, including weapons and armor, or anything with moving parts.

The most common use for hydentine is in the construction of buildings, where its strength is its greatest quality. Buildings constructed out of hydentine are often hewn out of a single block and cost enormous sums of money, so are rarely found outside of the Outer Planes. The Aslah themselves often have their homes built from hydentine, as do many of their servants. However, it is exceptionally rare on Arrasia.

When finished with a flat surface, it is perfectly smooth and cannot be climbed by ordinary means. Due to its intrinsic and rather alien nature, it is immune to magical transmutation effect, such as *heat metal*, *pass-wall*, *rusting grasp*, *stone shape* and *stone to flesh*, as it is a strange fusion of rock and metal. By the same virtue, it is also immune to natural effects, such as rust. It is also not possible to *burrow* through hydentine.

Hydentine weighs five times as much as ordinary rock and costs 3500 gp/lb. Crafting hydentine takes ten times longer than normal rock would and requires a DC 40 Craft check. Only basic shapes can be cut from the substance and nothing intricate, including weapons, armor and or anything with moving items. Hydentine is so tough that a single block can be cut to construct an entire building – including houses, towers and castles. Some huge structures made of hydentine are said to be built in the Outer Planes, where the Aslah live.

Hydentine has 60 hit points per inch of thickness and hardness 40.

Appendix B: Special Items

Tannun Maruth's Efficient Quiver

This appears to be a typical quiver capable of holding about twenty arrows. It has three distinct sections, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once filled, the quiver always produces the desired object, as if from a regular quiver or scabbard. Tannun Maruth's Efficient Quiver weighs the same no matter what's placed inside it.

Moderate conjuration; CL 9th; Craft Wondrous Item, secret chest; Price 1,800 gp; Weight 2 lb.

Appendix G: Player's Handout - Fane's Book

The book is faded and the handwriting a scrawl, written in Draconic. It tells of the long solitude endured after the curse was set upon the Tower of Fane and of his desperation to escape and the many failures along the way. The prose is long and dour and much of it is indecipherable. The following are some of the more interesting extracts from the book:

"The portal is destroyed and my army of kobolds routed. My failure is thus complete."

"...they have finally come and I am no longer free to walk on my beautiful mountain. So be it. But none shall keep me here, for I am too..."

"Fenamir has brought with him those cursed acolytes and they have begun their work... and his power over me is finally complete. Nothing but a common thief, who now imprisons me! The circle at the door is joined and I cannot pass beyond it. They will never hold me here... return and have my vengeance on them!"

"Long have I wandered these cold halls, trapped. I am forsaken. There must be a solution, but I cannot..."

"Ranator is becoming difficult. There is no blood here for him except for my own and I begin to fear for..."

"...the lower portals protect and feed me, but do not give me freedom. I must succeed. It is too dangerous for me to stay. Ranator is..."

"...and so I must get out, for to stay here is to fall under the same curse that has taken Ranator and I would be forever his slave!"

"...too many failures..."

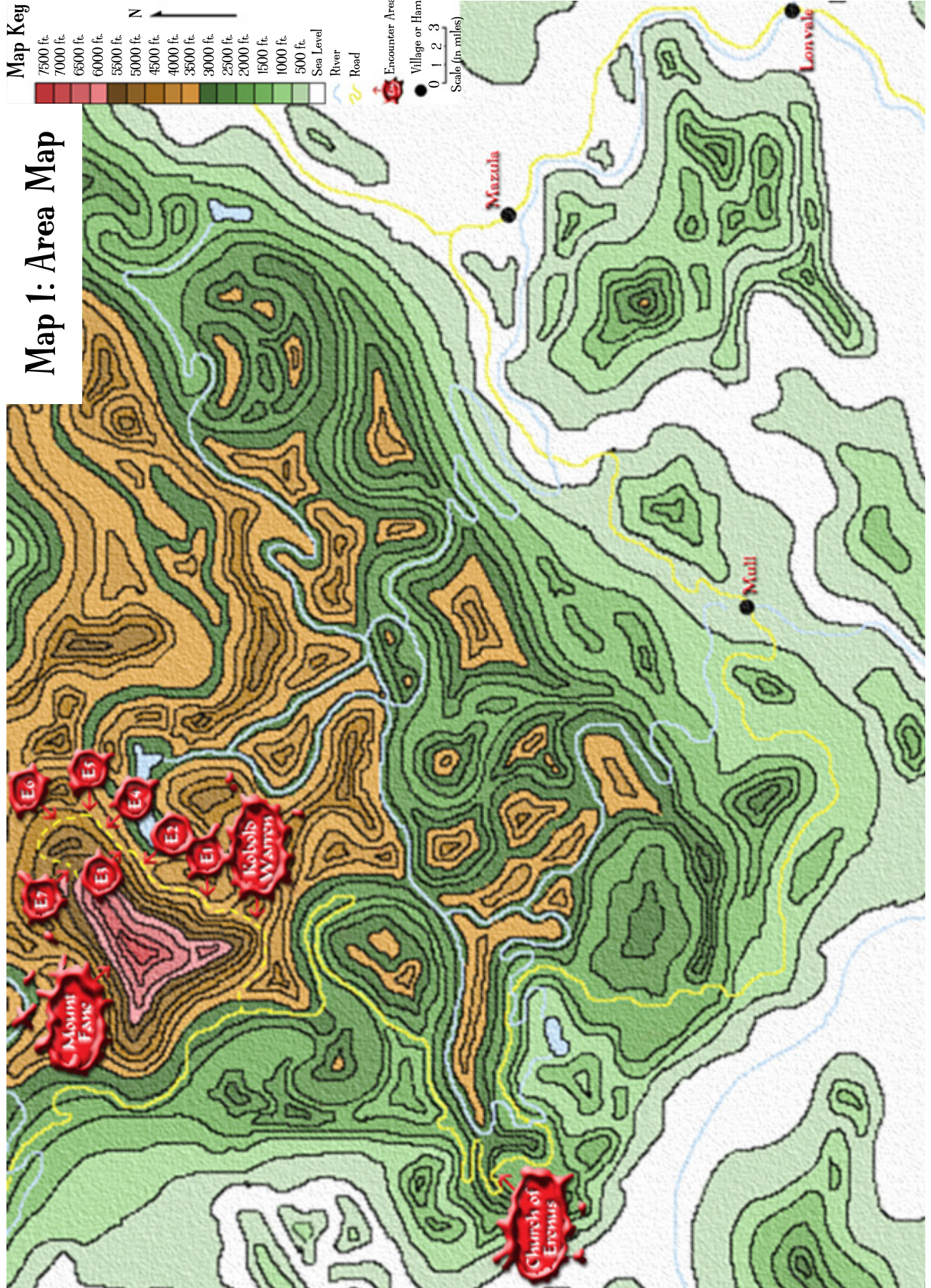
"At last! I have done it. The curse is broken and I am free to leave this cursed tower once and for all."

"...two options now..."

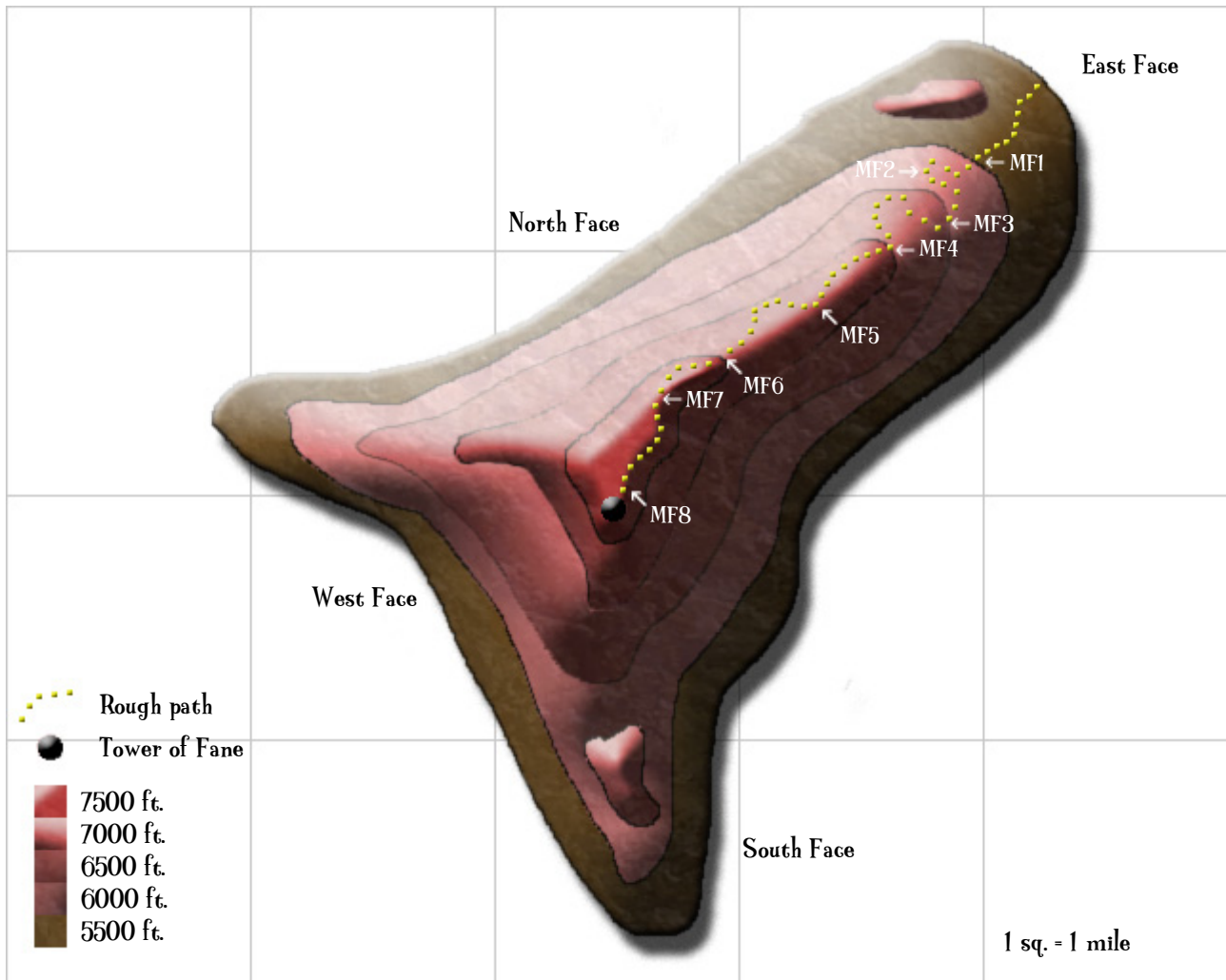
"Ranator can no longer be trusted. He serves me no more. I have taken all that is precious to me and will make haste to my freedom. Ranator shall be the new master here, for I will never return."

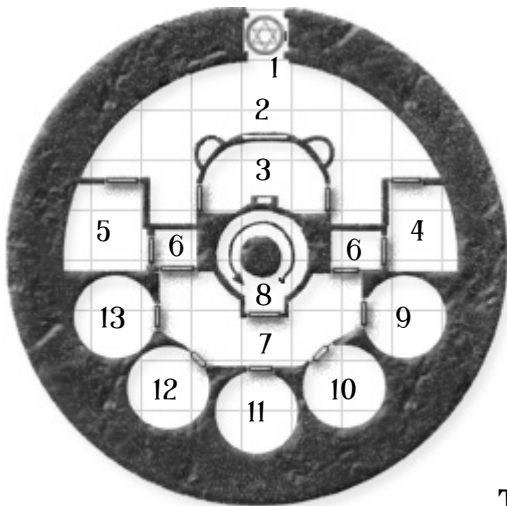
The following is the last entry:

"So it is done and I am ready to start on my journey. Ranator has been told and knows he cannot pass beyond, for it will be certain death. I could see the doubt in his eyes, for he trusts me not. Truth or not, dare you follow me Ranator? Freedom or death! What lies beyond the portals? I know you too well, old friend. Your cowardice is boundless and your misery eternal. At last, for me, freedom. I shall see you in the frozen wastes of Karsia, my old and faithless friend!"



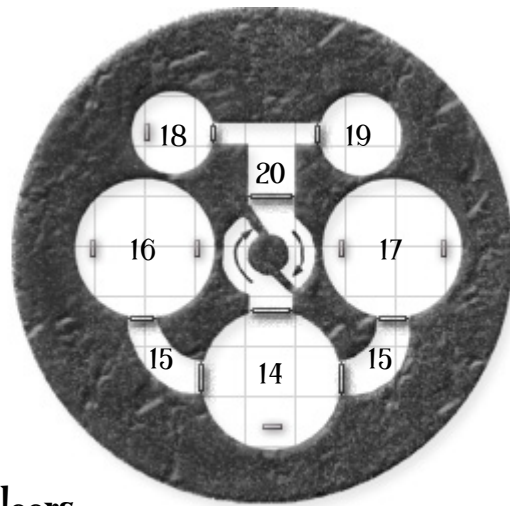
Map 2: Mount Fane





Ground Floor

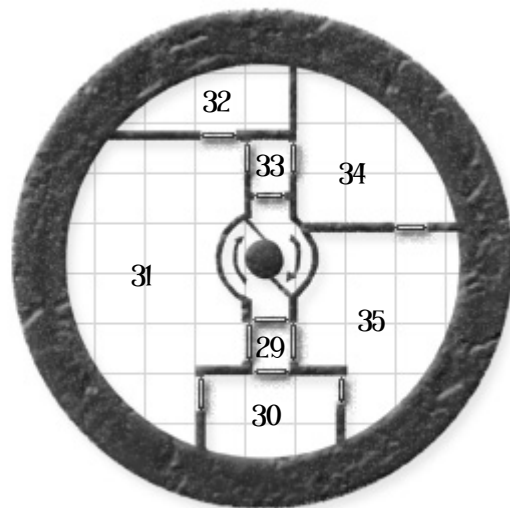
Tower Floors
(Ground-5th)



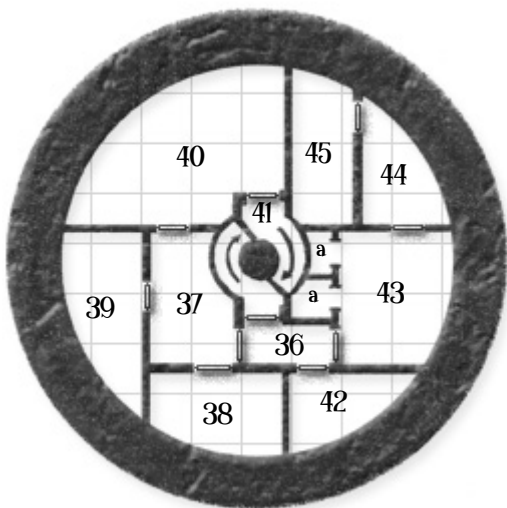
1st Floor



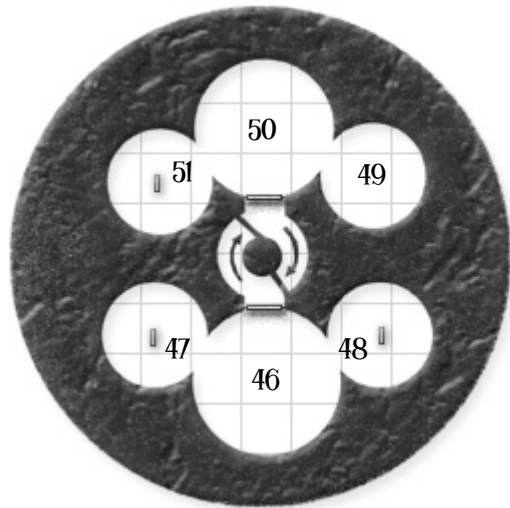
2nd Floor



3rd Floor



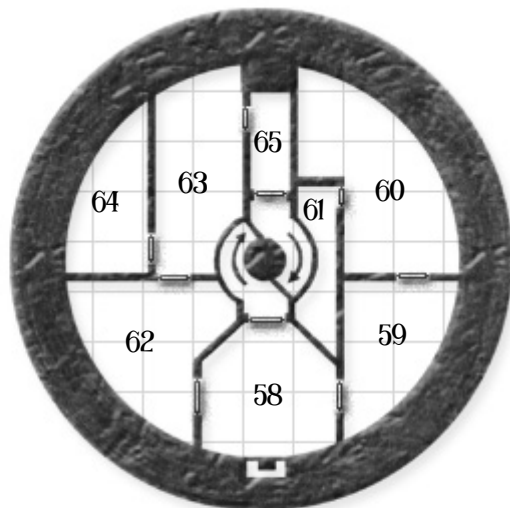
4th Floor



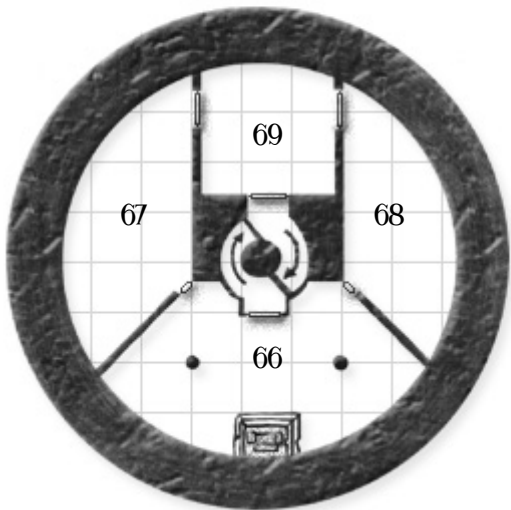
5th Floor



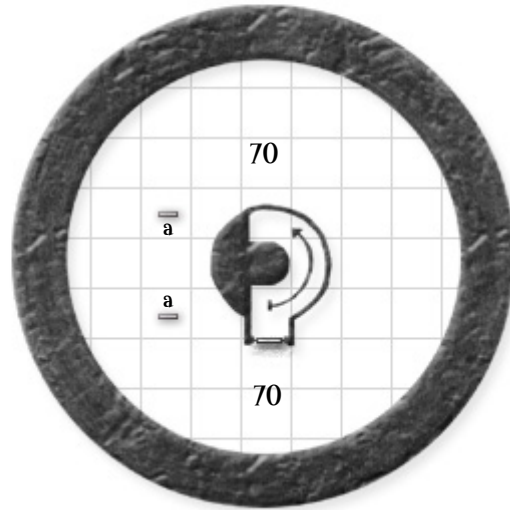
6th Floor



7th Floor



8th Floor

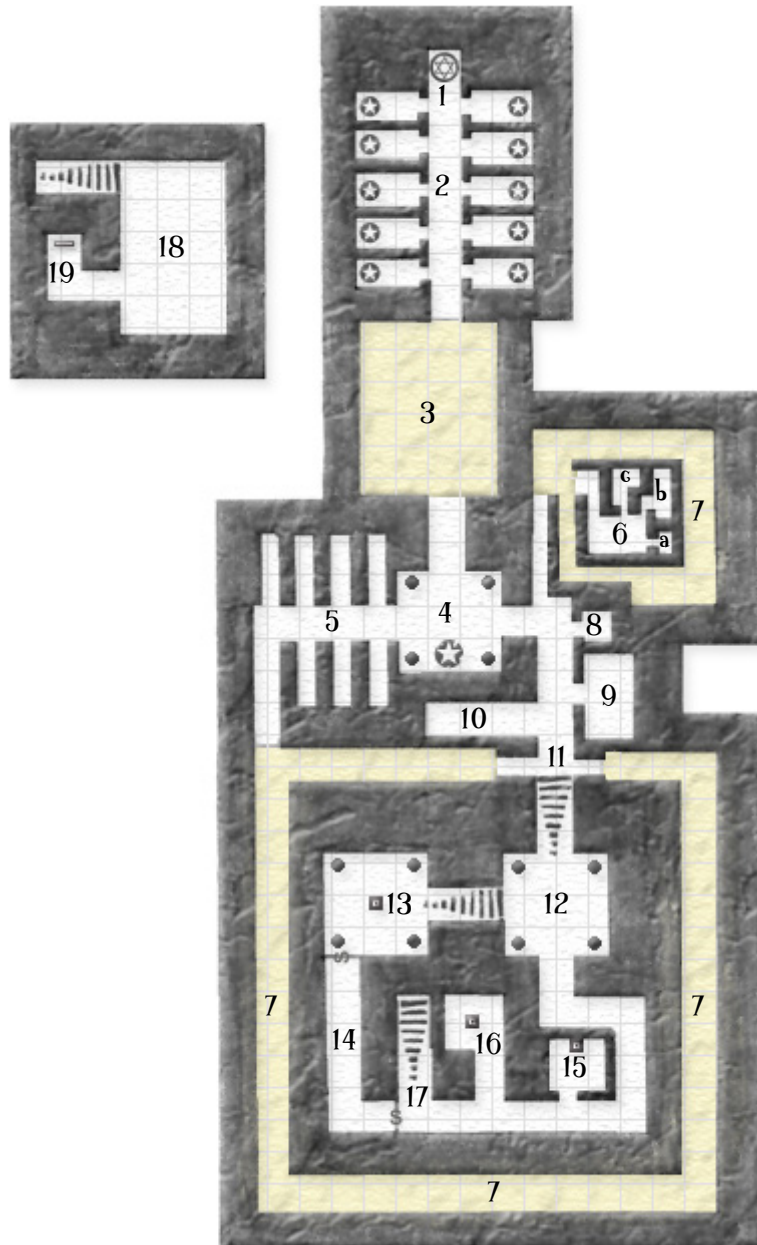









9th Floor

Map 3: The Tower of Fane Tower Floors (6th-9th)

- | | | | | | |
|--|--------------------|--|---------|--|-----------------|
| | Central Stair Well | | Furnace | | Sarcophagus |
| | Door | | Column | | Throne |
| | Fireplace | | Portal | | 1 sq. = 10 feet |

Map 4: The Earth Key Node



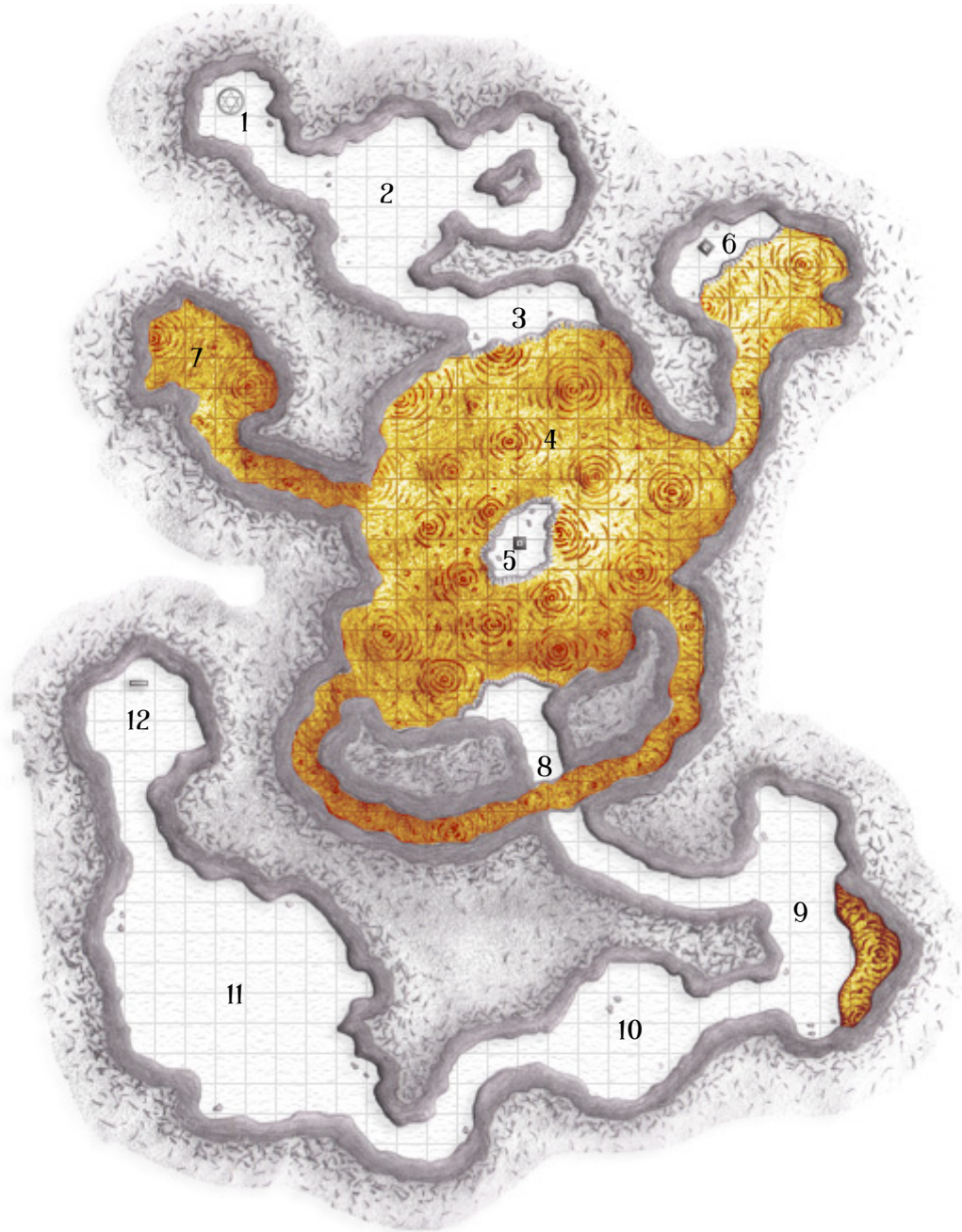
- | | | | | | |
|---|--------------|---|--------------|---|--------|
|  | Key Pedestal |  | Exposed Sand |  | Stairs |
|  | Portal |  | Column | 1 sq = 10 ft. | |
|  | Statue |  | Secret Door | | |

Map 5: The Water Key Node



- | | | | | | |
|---|--------------|---|-----------------|---|--------------------------|
| ■ | Key Pedestal | ■ | Water | ↗ | Lightning Bolt Direction |
| | Portal | □ | Gelatinous Cube | | 1 sq = 10 ft. |

Map 6: The Fire Key Node



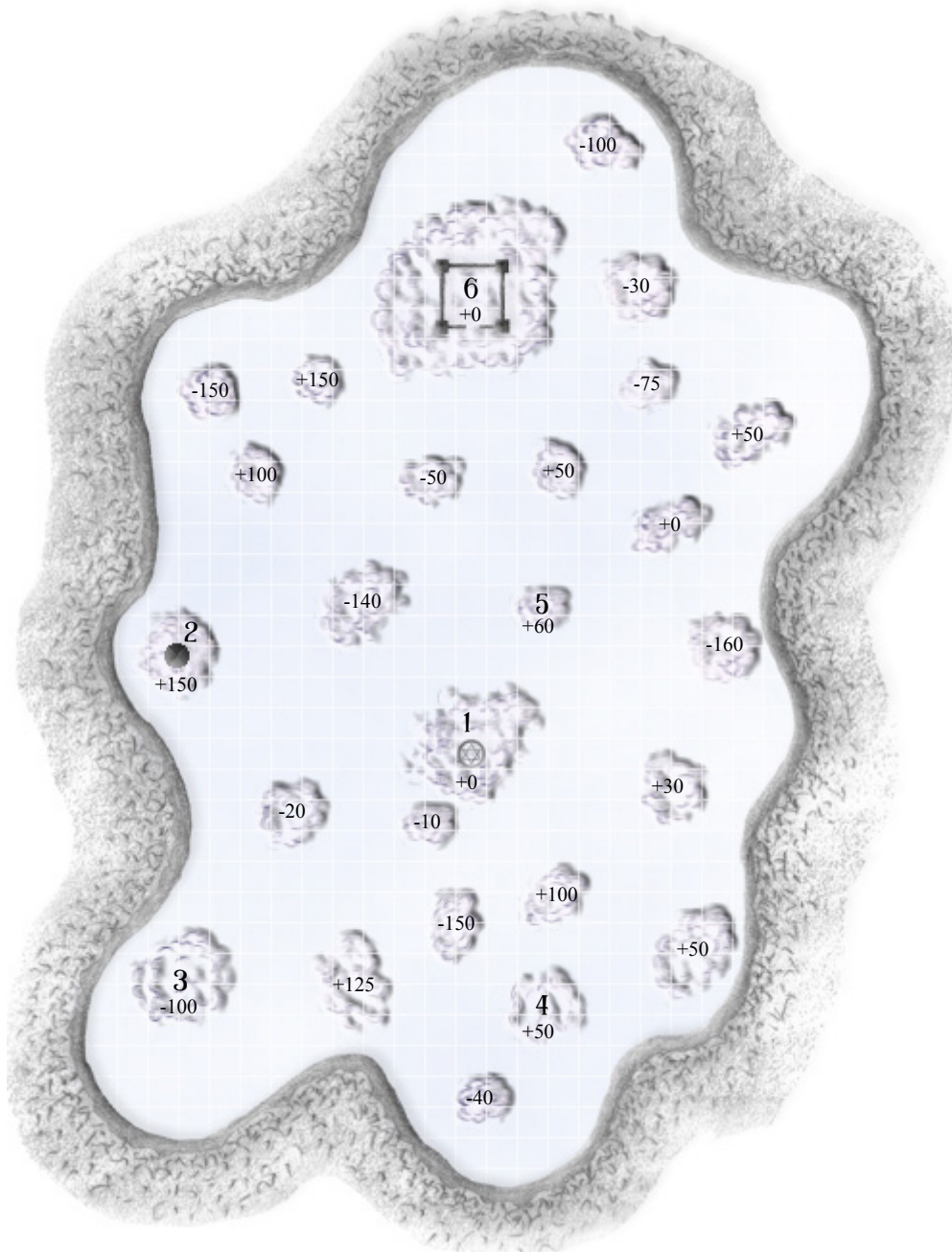
■ Key Pedestal




■ Lava

— Portal

1 sq. = 10 feet

Map 7: The Air Key Node



	Clouds	-/+	Cloud Height
	Tower		Keep

1 sq. = 40 ft.

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