

Raven Mine

Instant Adventure for 4-6 characters levels 5-7



You are traveling along a narrow, overgrown road, really little more than a wagon track. The road winds through gently rolling hills at the edge of a deep forest. The clouds overhead have been darkening all day and a light rain has begun to fall, with promises of more serious thunderstorms to come. Ahead, atop a rocky hill, you see an old mansion, its windows dark and empty and its walls overgrown with crawling vines. The house looks long abandoned and has obviously suffered from neglect, but the roof seems intact and it promises welcome shelter from the elements. Camping this night will be a wet and miserable alternative.

A narrow path choked with tall grass and weeds leads from the road to the front of the house. The mansion was built from local timber and stone. Thick wooden shingles cover the sharply pitched roof and the gabled windows are made of heavy leaded glass. Several masonry chimneys extend from the roof, and a great, round tower constructed of dark red bricks looms over the house at its northeast corner. The house's two-story central structure is flanked by one-story wings on either side.

Broad stone steps lead up to a narrow porch fronting two large wooden doors bound in rusting metal. Tarnished brass knockers - the heads of ravens with rings grasped in their beaks - are set in the center of each door. The door on the left is standing slightly ajar, offering a view of the darkness beyond.

The house and its grounds exude an almost tangible aura of age, loss, and tragedy. What secrets might be hidden within its crumbling walls?

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LEGENDS & LAIRS

INSTANT ADVENTURE



Raven Mine

by Greg Benage and
Christian T. Petersen

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



Series 1

Number 6

How to Use This Product

This adventure takes place in the world of Menarra, the setting of Fantasy Flight's bestselling *Diskwars* fantasy battle game. This provides a convenient frame of reference, but the adventure is specifically designed to be easily incorporated into any existing D&D campaign. Feel free to alter the names of places and characters and customize the details of the adventure to fit your own world.

You should be able to run this adventure in a single game session. You should read it through at least once and study those sections you will need to know well. In particular, you should familiarize yourself with the features and capabilities of new monsters and magic items introduced in the adventure. You may also wish to photocopy the map on pages 8 and 9, both for your own reference and to show to the players, if appropriate.

Dungeons & Dragons®

This adventure requires the use of the *Dungeons & Dragons®* Player's Handbook, Third Edition, published by Wizards of the Coast.® You won't be able to run the adventure without it.

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RAVEN MINE

By Greg Benage and Christian Petersen

DM BACKGROUND

Many years ago, a powerful wizard named Memnor built a great villa on the edge of a vast forest. The mansion was to be his retreat, where he could pursue his magical researches and experiments in comfort and privacy.

Memnor was a peculiar man, made all the more so by the strange things he had seen and learned. His only true friend and closest confidant was his familiar, a great, black raven named Midnight. The magical bond between the wizard and his familiar was so close, they were almost one being. Memnor dabbled in more mundane arts when he wasn't engrossed in some great work of magic, and the mansion was soon filled with portraits and sculptures of Midnight.

The more widely he traveled and the deeper he delved into the arcane arts, the more concerned—perhaps even obsessed—Memnor became with his safety. The house was protected with magical wards, traps, and guardians, and Midnight was ever vigilant, but still Memnor did not feel safe. So, he began a project he considered his life's work, the capstone of his magical career. It would be his greatest accomplishment, and it would keep him and his beloved familiar safe for the rest of their natural lives. Memnor would construct a shield guardian.

His preparations tapped most of his life savings, and the more he researched the project, the more he realized he would need assistance. Having little money left in his coffers to hire skilled help, he agreed to take on an apprentice. The apprentice would perform the more menial tasks necessary to the project, and in return, Memnor would school him in the arcane arts. After a lengthy search, the wizard finally found a promising student, a young man named Padwin.

Memnor plunged into the project and began construction of the shield guardian. He kept his new apprentice busy, collecting materials and components, maintaining the forge, cutting wood and polishing metal, and cleaning the workroom three times a day. Padwin was so busy, in fact, that he found little time to pursue his own magical studies. As the weeks passed, the apprentice became more and more resentful of his situation. He felt he had been duped: Memnor had promised magical tutelage, but all Padwin got was one menial task after another.

What made it worse was that the wizard seemed to reserve all his time, attention, and affection for his damned bird, completely neglecting his apprentice. Everywhere Padwin went, he was reminded of the raven: Paintings, sculptures, and carvings of the bird filled every room in the house. He began to hate the familiar and secretly fantasized during idle moments about various gruesome deaths he could arrange for the raven.

As the months passed, Padwin came to hate the wizard as well as the familiar. He began to dream not of the raven's untimely

demise, but of murdering his true tormentor, Memnor. His hatred grew and his grip on sanity gradually slipped away.

Padwin began poisoning the wizard's meals. Memnor became ill after a few days, and within a week, he was confined to his bed. All progress on his magical construct ground to a halt. Midnight perched on the headboard of his master's bed, never leaving his side, and screeched threateningly at Padwin whenever he entered the room.

Finally, before a month had passed, Memnor succumbed to the poison and died. Padwin, giggling and babbling madly, drug the master's body down to the cellar and folded it into a small alcove. Overcome by an irrational compulsion to hide the evidence of his crime, the apprentice sealed the alcove with stone and mortar.

Midnight followed Padwin wherever he went, screeching at him and occasionally swooping down, pecking and scratching at his eyes and face. Terrified of the bird, Padwin fled the house, building a hovel of mud and sticks at the edge of the forest. He lives there still, though he has convinced himself that he is the great wizard and the master of the house.

When Memnor died, his spirit did not pass on to its final rest. It lingered in the mansion and haunted the tower and workroom, where the wizard's life's work remained unfinished. Still connected to his familiar by a powerful magical bond, Memnor's ghost possessed the body of the raven and they became, in fact, one being.

The ghost still haunts the manor in the raven's body, waiting for someone to come along who can help him finish his life's work, the shield guardian that never had a chance to protect its maker.

ADVENTURE SUMMARY

Raven Mine is a d20 System adventure designed for 4–6 characters of levels 5–7. It can be easily adjusted to fit any experience level. Details of the lands surrounding the wizard's mansion have been left vague to allow the DM to locate the adventure anywhere in his own campaign world. To complete the adventure successfully, the characters will have to brave the magical traps and guardians protecting the house and discover its dark secret. Will they help the wizard complete his work and allow the ghost to find peace? The choice may not be entirely theirs...

As the characters investigate the mansion, Padwin will attempt to follow their progress and foil any attempts to help his former master. However, he will not take any serious risks until the characters reach the tower (see #19, page 11). The mad apprentice will use his skills, spells, and magic items to shadow the characters, striking directly only if an opportunity presents itself. For example, if one or two characters stray from the rest of the party, Padwin may try to ambush them if he feels the odds are in his favor. Otherwise, Padwin will do what he can to frighten or intimidate the characters, moving things around, opening doors they've closed, perhaps even using illusions to create "ghosts" and "phantoms." If discovered and confronted, Padwin will try to escape; He is unwilling to face the characters until he has had a chance to prepare.

As the characters explore each location, read the following boxed text to the players.

THE WIZARD'S MANSION

The front door of the mansion stands open, but there is still an active ward on the entrance. Any character who passes through the doorway without uttering the password—"raven"—will trigger the ward. If triggered, the ward inflicts 5d8 points of fire damage on all characters within 5 ft. of the one who activated the trap. Affected characters can make Reflex saves for half damage. The DC for a rogue's Search and Disable Device check is 28.

The house is dark inside unless noted otherwise, and the descriptions assume that the characters have a light source capable of illuminating a room when they enter.

1. FOYER

The double doors open into a large foyer. A fine layer of dust covers the stone floor, and a tattered carpet of faded purple leads through an archway to the room beyond. Rich tapestries shrouded with spider webs cover the walls. Ornately carved wooden chairs and sofas are set back from the entryway to either side.

The tapestries are shabby and faded with age, but characters who study them closely will be able to make out various classical representations, most of them having to do with a large, black bird, apparently a raven.

2. TELEPORT TRAP

The archway leading from the foyer to the great hall is trapped with a teleport field. When a character passes through it going from the foyer to the hall (but not the other way), he will be instantly teleported onto the path in front of the house. A character can pass through safely if he says "familiar" before entering the archway. If the characters cannot guess the password, they will have to disarm or dispel the magical trap before they can enter the great hall from the foyer. The DC for Search and Disable Device checks is 34. The DC to dispel the field is 29. If *dispel magic* is successfully cast on the archway, the field will be suppressed for 1d4 rounds, after which it will become active again. If the characters are unable to bypass the teleport trap, they will have to find another way into the house.

3. GREAT HALL

This a large hall open to both the first and second stories of the house. A grand stairway directly across from the foyer leads up to a balcony that rings the hall on the second floor. A great crystal chandelier, covered with dust and thick with cobwebs, is suspended from the ceiling directly overhead. Scores of paintings and tapestries line the walls and thick woven rugs cover the dusty stone floor. Open double doors of dark-stained wood lead deeper into the mansion to either side of the great hall.

Again, the predominant subject of all the artwork in the room is a raven, presumably the same one featured in the foyer. There are charcoal sketches on parchment, elaborate oil portraits on canvas, and fine woven tapestries, all featuring the large, black bird. To the left of the stairway, much of the wall is occupied by three large oil

paintings in gilded frames. The first shows the raven perched on the rails of a simple wooden cradle, looking protectively over an infant boy. The second shows the raven landing, wings outspread, on the shoulder of a young man in his physical prime. The final painting in the series shows the raven circling the balding head of a gray-bearded elderly man.

These paintings are each about three feet wide and five feet tall, and weigh about 30 pounds. They might be worth as much as 100 gp each to an interested art collector.

A flesh golem stands guard in the southwest corner of the great hall. It animates and waddles toward the characters when they enter the room. The golem will attempt to force them back through the archway into the foyer, herding them along without violence if possible. If the characters resist or take any hostile action, however, the golem will attack.

Flesh Golem: CR 7; SZ L (construct); HD 9d10; hp 50; Init -1; Spd 30 ft; AC 18 (-1 size, -1 Dex, +10 natural); Atk: 2 slams +10 (2d8+5); Face 5 ft. by 5 ft.; Reach 10 ft.; SA berserk; SQ construct, magic immunity, damage reduction 15/+1; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1; AL N.

4. SITTING ROOM

Ornate furniture fills this lavishly appointed sitting room. The stuffed leather chairs, gilded sofas, and finely carved tables are all covered with a thick layer of dust and cobwebs. There is a great stone fireplace in the southeast corner of the room. A watercolor portrait of the raven hangs above it, and a fine bronze sculpture of the bird rests on the thick wooden mantle. To the east are a set of open double doors and an archway opening into a pair of smaller, connected parlors.

The bronze raven is actually a magical construct. When a character enters the sitting room, the raven will animate and issue a challenge: "By whose invitation do you enter here?" The character must answer "Memnor the Wizard is my gracious host." If the pass phrase is not offered immediately, the bronze raven will take to the air, swooping at the character and releasing a cloud of powerful gas that covers an area within 10 ft. of the targeted character. Any characters in the area who fail to make a Fortitude save (DC 18) will fall into a magical slumber lasting 18 minutes. Only a successful *dispel magic* spell (DC 29) will wake the character before this time has passed. The bronze raven will not physically attack and will be rendered inanimate once more if it suffers 36 points of damage.

5. PARLORS

These two connected rooms are smaller parlors, furnished much like the larger sitting room. A large window with heavy velvet curtains and a small stone fireplace occupy the south wall of each room.

There is a delicate woodcarving of the raven on the mantle of the second parlor. It is mundane, but of sufficient quality to fetch 50 gp from an appropriate buyer.

6. LIBRARY

This room is graced with only a single wide, floor-to-ceiling window in the middle of the east wall. Otherwise, every inch of wall space is occupied by heavy wooden shelves. Stacked neatly on the shelves are scores of books, scrolls, and tablets of all varieties. The library is filled with clusters of comfortable-looking chairs and sofas, along with sturdy reading tables equipped with tarnished oil lamps hung with cobwebs.

Memnor kept all of his magical tomes and scrolls locked safely away in the smaller library in his tower. The books on the shelves of this room are mostly of a mundane, scholarly nature. There are books covering history, politics, religion, art, philosophy, law, geography, and many other subjects. There are rare, personal memoirs of long-dead noblemen, and masterfully illustrated treatises on engineering and architecture. Many of the books and scrolls have been water damaged by a leak that has developed in the roof and the rest are old and brittle. They are, nevertheless, worth a small fortune to anyone with the means to transport and sell them (DM's discretion).

Unfortunately, every book, scroll, and tablet in the library is enchanted. If a character attempts to read a work without first uttering the phrase "Midnight," every letter in the book will vanish for a period of one hour. This magical ward's DC for Search and Disable Device is 32. The DC to dispel the magic is 29.

7. STUDY

A massive oak desk standing before two large windows dominates this room. Smaller bookcases and scroll racks line the walls. One of the bookcases is filled with knickknacks featuring the raven you've seen throughout the house, including small bronze, pewter, ceramic, and wood sculptures of the bird. A large, brightly colored tapestry hangs from the curving northwest wall, showing the raven in flight against blue skies and green hills.

As you survey the room, you hear the flutter of wings and a raven—perhaps the very one depicted in the paintings and sculptures—flies in through an open window, landing on a brass perch standing beside the desk. Ruffling its feathers and shifting from one foot to the other, it cocks its head and stares at you.

This is indeed the possessed raven. Memnor is curious about the intruders in his home and is hoping they can help him finish his work. After encountering them in the study, he will attempt to follow them as they move throughout the house, flying behind them or above their heads, flitting from perch to perch. If attacked, Memnor will retreat if possible. If cornered and seriously threatened, the ghost will leave the raven's body and manifest, occupying the characters' attention while Midnight escapes. Memnor has

no interest in killing the characters and will not attempt to do so unless he is convinced they are a threat to Midnight, the house, or himself.

If any character reveals himself as a wizard or sorcerer, Memnor will use his malevolence ability to possess the character. If this character resists, he receives a Will save (DC 18). If the character succeeds, he cannot be affected by this ability for 24 hours. If the character fails, Memnor's ghost will possess and take control of his body. The DM should take the player aside and explain the situation, the ghost's motives and goals, and the general course of action he will take. This will allow the player to roleplay his possessed character effectively.

The possessed character will begin to act strangely almost immediately. He will occasionally stumble or bump into walls and furniture as Memnor tries to get used to a humanoid body again. The character will have no idea what equipment he carries or where it is kept. And the character will begin urging the rest of the party to find a way into the tower. If they are still in the study, he will immediately go to the curving wall and "search" for secret doors behind the tapestry. The wizard's ghost knows exactly where it is and how to open it, so no Search check is needed. A Search check (DC 20) is necessary if another character looks for secret doors in the wall. Padwin has placed an *alarm* spell on this door (see #19).

Other than the possessed raven and the secret door leading to the wizard's tower, there is nothing of immediate interest in the study. The books and scrolls are all similar to those found in the library, including the enchantment cast on them. There are sheaves of expensive paper and rolls of parchment in the desk, as well as several vials of fine, black ink. These items may be useful to the characters, but they are mundane in every respect.

8. CLOSET

As you open the door, your light falls upon an eerie sight. The skeleton of a large bird is suspended on a length of string from the ceiling. The bones of the skeleton have been crudely wired together, and the macabre thing hangs in the air with wings outstretched as if in flight. A soft, raspy whisper issues from the skeleton. "Even death shall not comfort you while you are in this house." Its message delivered, the dead bird falls silent.

The small room is a storage closet filled with boxes of various household items. There are mildewed linens, cleaning supplies, holiday decorations, and many other mundane effects stored in the closet.

The insane Padwin found the bird skeleton in the forest, wired it together, hung it in the closet, and cast *magic mouth* on it. He hoped it would frighten Memnor's ghost out of the mansion, and besides, the mad apprentice thought it terribly funny.

There are three pints of lamp oil in the closet, but nothing else that is likely to be of interest to the characters.

9. DINING ROOM

A heavy oaken dining table more than thirty feet long dominates the center of this large room. A crystal chandelier—somewhat smaller than the one in the great hall—hangs shrouded in cob-

webs and dust over the table. Along with the dining table, sideboards and hutches line the walls, boasting a variety of web-veiled candelabra, tarnished silver, and dusty porcelain flatware.

All together, the candelabra, silver, and porcelain in the dining room weigh about 100 pounds, and it's all rather bulky. The characters could get about 10 gp per pound of the items they take with them.

10. KITCHEN

This room is a large kitchen. Copper pots and utensils of all varieties hang from a rack over a long wooden countertop in the middle of the room. Two large brick ovens stand in the recessed southern area of the kitchen.

Unless the characters are interested in cookware, there is nothing of interest in the kitchen.

11. PANTRY

This room is lined with shelves stacked full with all manner of provisions. There are large, rotting bags of grain, jars filled with honey, jam, pickled vegetables, herbs, and spices, baskets of rotten fruit and moldy bread, casks of wine and ale, and countless other items. There is a narrow spiral staircase with rusting iron railings in the southwest corner of the room, its steps leading down into darkness.

With the exception of the preserved items, none of the food here is fit to eat. In fact, were the pantry not so cool and dry, not even these few rotting scraps would remain.

The spiral stairway leads down to the cellar.

12. STORAGE

This wooden shed is an extension built onto the house after it was completed. It is filled with landscaping and garden tools, rotting bags of seed, barrels of oil, firewood, hardware, and other mundane supplies.

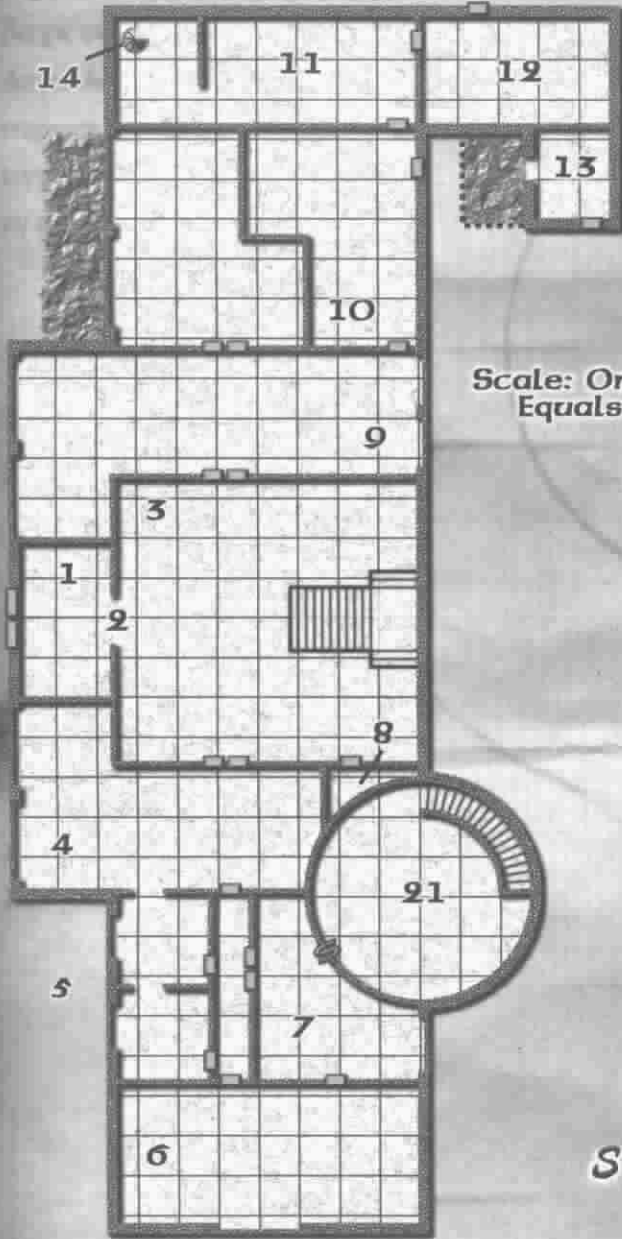
Other than the oil and common tools, there is nothing in the storage shed to interest the characters.

13. CHICKEN COOP

This small wooden structure was obviously used as a chicken coop. A covered pen enclosed with fine wire mesh extends from the front of the building, and dried droppings cover every square inch of the ground. There is a large, jagged hole in the wire-mesh fencing.

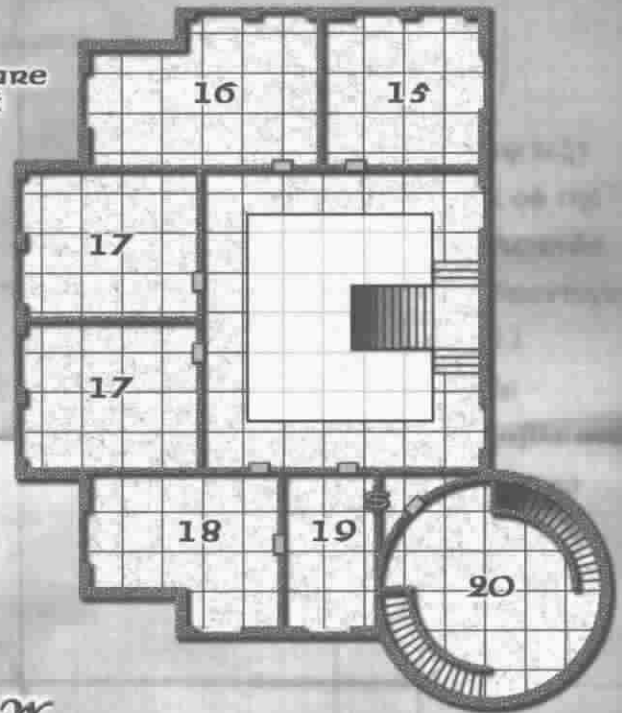
The shed was indeed the chicken coop, but Memnor more often used it to house his cockatrices. He maintained these beasts to harvest their feathers for fine quill pens. The cockatrices managed to escape from the pen long ago, but a mated pair still nests in the coop. The beasts will fly out of the coop and attack if the characters intrude on their territory.

First Floor

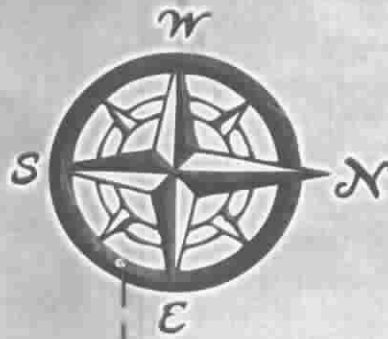


The Wizard's Mansion

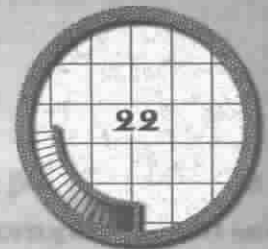
Second Floor



Scale: One Square Equals 5 Feet



Third Floor



Key



Stairs



Window



Door



Secret Door

Cockatrices (2): CR 3; SZ S; HD 5d10; 26, 28 hp; Init +3 (Dex); Spd 20 ft., fly 60; AC 14 (+1 size, +3 Dex); Atk: bite +4 (1d4-2); Face 5 ft. by 5 ft.; Reach 5 ft.; SA petrification; SQ petrification immunity; SV Fort +4, Ref +7, Will +2; Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9; AL N. Skills: Listen +7, Spot +7. Feats: Alertness, Dodge.

14. CELLAR

The floor of this small cellar is earthen, but the walls are finished in rough masonry. Shelves filled with provisions line the walls and several large barrels are clustered in one corner.

The provisions are similar to those found in the pantry. The barrels are filled with wine and ale, but all have gone bad.

A character who makes a Craft: Stonemasonry check (DC 15) will recognize that one of the walls is of much cruder and more recent construction. If the characters tear down or break through the shoddy wall, they will find Memnor's skeleton tucked into an alcove. The bedclothes he died in hang in tatters from the wizard's bones. Padwin, in his madness, did not bother to loot Memnor's body. A tarnished silver *ring of protection +2* lies at his feet where it fell as his flesh rotted away. A gold amulet hangs around the skeleton's neck—the amulet keyed to the shield guardian the wizard was constructing (see #22).

If Memnor has possessed one of the characters when they find his bones, he will argue against looting and encourage the characters to properly bury the remains. He will not risk an overt confrontation over the issue, though—his overriding goal is to finish the construction of the shield guardian. He will, however, insist on taking the amulet—he knows he can't finish or control the shield guardian without it.

15. PADWIN'S ROOM

This bedroom was once well appointed, but it looks as though a dragon charged through it in pursuit of its next meal. Furniture has been smashed and scattered around the room. Ragged holes have been gouged into the walls. Books, papers, and other refuse completely cover the floor. Curtains have been ripped down and shredded, and the bed's goose down mattress has been torn apart, its soft feathers scattered about the floor on the south end of the room.

There is very little of interest in this room, as Padwin carried away or destroyed most everything of value long ago. If they painstakingly sort through the scattered papers, the characters will be able to reconstruct Padwin's journal. The journal tells the whole story of Memnor and Padwin, as discussed in the DM Background. It also follows the apprentice's descent into madness, as the writing gradually becomes disjointed and confused, and finally, completely incomprehensible.

16. GUEST BEDROOM

This large bedroom was once well appointed and elegantly decorated. The passage of time has taken its toll, however: Dust covers everything, the bed linens and drapes on the windows are tattered and yellowed with age, and plaster is peeling from the walls and ceiling.

A porcelain washbasin and water flask rests on a table against the west wall. The flask is a *decanter of endless water*.

17. UNFINISHED BEDROOMS

These rooms were apparently never finished. The support beams and rafters of the walls and ceiling are exposed, and the floorboards are unvarnished timber. The windows are equipped with sturdy shutters, but lack the heavy glass panes found in the other windows throughout the house. Both rooms contain unused furniture draped in sheets and boxes of surplus household items and supplies.

The shutters on one of the windows in the west room have been broken, and one panel is missing entirely. A flight of K'taza Nightwings (see New Monster section) has taken up residence in the room. Only three of the creatures (hp 22, 24, 25) are in the room at night, while there will be eight of them during the daytime hours (hp 3 x 22, 2 x 23, 2 x 24, 25). The creatures will drop from the ceiling and attack as soon as the characters open the door to the room.

18. MASTER BEDROOM

This bedroom is large, but simply decorated and sparsely furnished, with an unmade bed, a small side table, and an oak wardrobe. The curtains are drawn back from the windows, and as with all the other rooms in the house, a thick layer of dust covers everything in the room. A large oil portrait of the raven hangs on the wall behind the bed.

The painting is one of Memnor's best pieces and is worth 150 gp. Otherwise, Memnor almost never used this room, and there is nothing else of value here.

19. BATHROOM

This small room houses a large, oval-shaped wooden bathtub with tarnished brass fittings. A thick, luxuriant fur rug—probably bearskin—covers the floor. There is a washbasin along the south wall and shelves stacked with linens on the west wall.

Padwin used to carry hot water from the kitchen here, to prepare baths for Memnor. It was one of his most hated chores. A secret door (DC 20) in the wood paneling leads onto a small, enclosed landing that offers a point of entry into the tower. The door leading into the tower is *arcane locked*. If Memnor's ghost has possessed one of the characters, that character will automatically be able to open the door.

Opening the secret door will trigger the *mental alarm* Padwin

has cast on it. He will immediately use a scroll to teleport to the top level of the tower (location #22) and prepare to confront the characters. Casting the spell from the scroll will require Padwin to make a caster level check (DC 10). If the spell fails (and assuming there is no mishap), Padwin will enter the house, cast *invisibility*, and try to get to the top level of the tower as quickly as possible without being discovered by the characters. Keep track of the time that elapses before the characters reach the laboratory so you will know how much Padwin can accomplish before they arrive.

Padwin's plan of action is as follows:

1. He will attempt to cast *summon monster VI* (DC 12) from a scroll. If successful, he will summon two Medium-size earth elementals. Padwin will immediately send the elementals down the stairs to find and attack the characters. The caster level of the scroll is 11, so the elementals will vanish after 11 rounds.

Earth Elementals (2): CR 3; SZ M (elemental); HD 4d8+12; 32, 34 hp; Init -1 (Dex); Spd 20 ft.; AC 18 (-1 Dex, +9 natural); Atk: slam +8 melee (1d8+7); Face 5 ft. by 5 ft.; Reach 5 ft.; SA earth mastery, push; SQ elemental; SV Fort +7, Ref +0, Will +1; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11; AL N. Skills: Listen +7, Spot +7. Feats: Power Attack.

2. He will attempt to cast *summon monster VII* (DC 14) from a scroll. If successful, he will summon a hamatula. As with the elementals, Padwin will order the demon to search out and destroy the characters. The caster level of the scroll is 13, so the hamatula will return to its infernal realm after 13 rounds.

Hamatula (Baatezu): CR 8; SZ M (outsider); HD 9d8+9; 50 hp; Init +0; Spd 30 ft.; AC 22 (+12 natural); Atk: 2 claws +12 melee (2d4+3); Face 5 ft. by 5 ft.; Reach 5 ft.; SA fear, improved grab, impale 3d4+4, summon baatezu; SQ damage reduction 10/+1, SR 23, baatezu qualities; SV Fort +7, Ref +6, Will +8; Str 17, Dex 11, Con 13, Int 12, Wis 14, Cha 10; AL LE. Skills: Concentration +13, Hide +12, Listen +15, Move Silently +12, Search +13, Sense Motive +13, Spot +15. Feats: Alertness, Cleave, Power Attack.

3. He will cast *cat's grace*, *protection from good*, and *mirror image* on himself, in that order. He will then follow his monsters down to face the adventurers. He'll use his remaining spells and magic items to best effect during the combat.

THE WIZARD'S TOWER

20. PRIVATE STUDY (SECOND LEVEL)

This circular room was evidently a private study and library. Bookshelves line the walls, and scroll racks and reading tables are spaced around the room alongside comfortable-looking armchairs. A large oak desk and oversized chair stand to one side of the room. The desk is cluttered with papers, vials of ink, books, scrolls, and countless other items. A bird perch stands beside the desk. Stairs lead both up and down to other levels of the tower.

Padwin picked through Memnor's private study pretty carefully, stealing or destroying the valuable spellbooks and scrolls. The remaining tomes all cover arcane theory and various subjects of esoteric lore, from astrology to planar theory. These books would prove invaluable in any mage's researches and training. If sold, the items in the library would be worth 10,000 gp or more to the right buyer.

21. TREASURY (FIRST LEVEL)

This room appears to have been severely vandalized. There are smashed wooden crates and broken chests piled around the room, and the floor is covered with broken glass, torn fragments of parchment, and the ashes of several small fires.

Memnor used this level of the tower to store the wide variety of magical treasures he collected during his long career. In a fit of rage and madness, Padwin went through it and destroyed as much as he could, smashing potion bottles, ripping scrolls and spellbooks to shreds, and burning whatever he could not smash or tear. However, a successful Search check (DC 20) will reveal several items he missed. These include: a +2 *small steel shield*, +2 *longsword*, +1 *longbow*, (2) potions of *cure serious wounds*, potion of *heroism*, *ring of feather falling*, *wand of webs* (38 charges), and a *horn of fog*.

22. LABORATORY (THIRD LEVEL)

This room appears to have been a laboratory used in arcane research. The room is filled with long wooden tables and workbenches crowded with all manner of glass, metal, and ceramic bottles, tubes, bowls, and many unidentifiable items. Lying on a massive stone table in the center of the room is a huge humanoid construct made of metal, wood, and stone.

The construct is the shield guardian Memnor was attempting to finish when he was murdered by Padwin. If he has possessed a wizard or sorcerer character and has the amulet (see #14), Memnor will be able to finish the activation ritual with eight hours of uninterrupted work. When that happens, the ghost will leave its host, manifesting briefly in its incorporeal form. The spectral figure will bow to the characters, then fade away without uttering a sound.

You have two options for dealing with the guardian, depending upon the needs and play balance of your campaign. If you do not feel the construct is overpowered for your characters and campaign, the possessor of the amulet will be able to command it. If the shield guardian is too powerful, Memnor will command it to guard his tower for eternity, then break the amulet, before leaving his host body.

Shield Guardian: CR 8; SZ L (construct); HD 15d10; hp 82; Init +0; Spd 30 ft.; AC 24 (-1 size, +15 natural); Atk: slam +16/+11/+6 melee (1d8+9); Face 5 ft. by 5 ft.; Reach 10 ft.; SA spell storing; SQ construct, fast healing 5, shield other, guard, find master; SV Fort +5, Ref +5, Will +5; Str 22, Dex 10, Con —, Int —, Wis 10, Cha 1; AL N.



NEW MONSTER

K'TAZA NIGHTWING

Tiny Magical Beast

Hit Dice: 3d8+3

Initiative: +2 (Dex)

Speed: 5 ft., fly 40 ft. (good)

AC: 16 (+2 size, +2 Dex, +2 natural)

Attacks: Bite +4 melee

Damage: Bite 1d4

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Swarm

Special Qualities: Blindsight

Saves: Fort +4, Ref +5, Will +3

Abilities: Str 10, Dex 15, Con 12, Int 5, Wis 15, Cha 8

Feats: Fly-by attack

Climate/Terrain: Temperate and warm desert, forest, hill, plains, and underground

Organization: Solitary, flight (3–10)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

Advancement: 4–5 HD (Small)

From a distance, these creatures may be confused for large bats. They feed on the blood of living things, and a flight of nightwings can be a serious threat to even a capable adventuring party.

The creature's membranous wings can grow to a span of almost two feet from tip to tip. The jaws of its elongated, sloping skull are filled with needle-sharp teeth. Like a bat, the nightwing has two legs, but it never uses its sharp talons in combat, relying on its venomous bite.

COMBAT

A nightwing attacks by landing on a victim, sinking its sharp

talons into flesh to gain purchase, and tearing into a vulnerable spot with its poisoned teeth. Once the envenomed victim begins to weaken, the nightwing rends the flesh, drinking the blood from the wounds.

Blindsight (Ex): Using their batlike echolocation ability, nightwings can maneuver and fight in total darkness without penalties.

Poison (Ex): Bite, Fortitude save (DC 13); initial damage 1d2 temporary Strength, secondary damage 1d4 temporary Strength.

Swarm (Ex): Nightwings are extremely dangerous in large numbers, as they will swarm over a single victim, overwhelming his defenses. For every nightwing attacking a single target after the first, every nightwing taking part in the attack receives a cumulative +1 circumstance bonus on the attack roll. For example, if three nightwings are attacking a single victim, each receives a +2 bonus.



NON-PLAYER CHARACTER

PADWIN THE MAD APPRENTICE

Male human 5th level Wizard, 3rd level Rogue: SZ M (humanoid); hp 52; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (Dex, Bracers, Ring); Atk: dagger +7 melee (1d4+3); Face 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5, Ref +7, Will +8; Str 12, Dex 15, Con 14, Int 18, Wis 14, Cha 8; AL CE. Skills: Alchemy +9, Climb +9, Concentration +12, Decipher Script +10, Disable Device +8, Escape Artist +6, Hide +12, Knowledge (Arcana) +10, Knowledge (Nature) +8, Listen +12, Move Silently +12, Open Lock +8, Scribe +6, Search +10, Spellcraft +12, Spot +10, Use Magic Device +5. Feats: Brew Potion, Combat Casting, Craft Wondrous Item, Dodge, Improved Initiative, Scribe Scroll. Spells: (1st) *Alarm, Burning Hands, Cause Fear, Charm Person, Chill Touch, Magic Missile, Protection from Good, Sleep, Summon Monster I* (2nd) *Cat's Grace, Darkvision, Invisibility, Knock, Minor Image, Mirror Image, Web* (3rd) *Dispel Magic, Fly, Hold Person, Lightning Bolt, Major Image*. Magic Items: +2 dagger, bracers of armor +5, ring of protection +1. CR 8.