

LEGENDS & LAIRS

INSTANT ADVENTURE



Froderick's Tomb

by Mark L. Chance

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



How to Use This Product

This 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 any new monsters, spells, and magic items introduced in the adventure.

You can get the adventure started quickly and easily by reading the intro on the back cover to your players. 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.

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FRODERICK'S TOMB

By Mark L. Chance

DM BACKGROUND

Froderick the Uncanny, master thief and archmage, died 150 years ago. In life, he was a consummate rogue and avid game player. As Froderick neared the end of his days, he built an unknown number of tombs in which his remains and most valued possessions might be interred. Two so far have been discovered, but tales tell of as many as a dozen. Froderick's remains and full wealth have never been found.

The two false tombs shared many features. Both were trapped with mechanical devices and magical wards. Each employed summoned and bound guardians. Treasure seekers had to solve puzzles or answer riddles in order to gain access to certain areas or important objects. Both claimed the lives of careless adventurers.

Recently, the sage Peck Ardell unearthed another of Froderick's tombs. Ardell found excerpts from one of Froderick's diaries quoted by an imperial architect in a treatise on magical construction techniques. Ardell is most interested in learning the secrets of the tomb and is willing to pay in order to sate his curiosity.

ADVENTURE SUMMARY

Froderick's Tomb is a d20 System adventure suitable for 4–6 characters of levels 4–6. A party without at least one competent rogue is best advised to avoid the tomb. By adjusting the numbers and abilities of the monsters and the DCs of the various traps, the scenario can be customized to any experience level. *Froderick's Tomb* can be played as a stand-alone adventure or incorporated into an existing campaign.

Ardell offers the characters 500 gp for a map of the tomb. He further promises to pay 50 gp to each character who grants him an interview about the details of the adventure. Ardell wants nothing from the tomb. Characters keep all treasure they manage to retrieve.

COMMON FEATURES IN THE TOMB

Areas within the tomb have several common features. Walls are superior masonry (1 ft. thick, Hardness 8, 90 hp, Break DC 35, Climb DC 20). Ceilings are flat and 20 feet high unless otherwise noted. Floors are smooth stone and are covered with tiles that form a mosaic pattern of interlocking squares. Normal doors are made of strong wood; holes have been drilled in the wood and filled with iron (2 in. thick, Hardness 5, 30 hp, Break DC 28). The entire interior is unlit. Furthermore, all doors are locked (Open Lock DC 25).

Secret doors (Search DC 25) are made of stone (4 in. thick, Hardness 8, 60 hp, Break DC 28) and are also locked (Open Lock DC 25). In the tomb are three colored doors. These can only be opened with the matching colored key.

Spells that affect rock or stone do not function against the walls, floors, ceilings, or secret doors within the tomb. It is also very difficult for spellcasters to gain information from divination spells about areas they cannot directly observe. This effect duplicates *nondetection* (DC 30 to overcome). Finally, one-way doors in the tomb cannot be affected by *knock*, but none of them are locked and they can be easily opened from the correct side.

Access to the tomb is through a narrow cave that leads to a descending rough-hewn tunnel.

TIMED CHALLENGES

Areas 5, 11, and 18 present timed puzzles for the characters to solve. Do not reveal that these challenges are timed. It is recommended that after every five minutes of real time, the DM roll 1d6. On a 1, the time expires and the trap activates.

FRODERICK'S TOMB

1. WARNING CHAMBER

The rough-hewn passage from the surface leads down several yards to an open archway. Beyond the arch is a 20 ft. by 20 ft. room of excellent construction. You can see two stout wooden doors: one in the center of the northern wall, the other in the middle of the eastern wall.

Both doors have identical permanent *programmed images* that trigger when any character approaches within five feet. When either illusion is activated, a disembodied face appears before the door and says: "Choose another path! This way leads only to death!"

2. A DANGEROUS INTERSECTION

Anyone walking into the intersection triggers the pit trap. The pit shuts and resets one round after being sprung. Anyone caught within the pit when it shuts and resets is teleported back to area 1. All of the character's magical equipment is teleported to area 16. There is no saving throw against either effect.

Pit Trap (30 ft. Deep): CR 2; no attack roll necessary (3d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

3. TOY ROOM

This room is nearly a 20-foot square with a curved western wall along which are three wooden shelves stocked with various toys: soldiers, princesses, wizards, stuffed bears, raggedy girls, and so on. Also noteworthy is the ceramic bowl containing several multicolored bean-shaped objects. Above the bowl is a handwritten sign that reads "Eat me" in Common.

The toys are not magical, but 10 are worth 50 gp each to a collector. There is one magical bean in the bowl for each character. A character who eats a bean can opt for a Will save (DC 15) to avoid being reduced to half-normal size. This duplicates the spell *diminish*, except none of the character's equipment is affected and shrinkage lasts for no more than one hour. Keep in mind the -5 Strength reduction and new size-related restrictions on weapons.

The secret door in the northern wall is three feet high and two feet wide. When opened, a two-and-a-half-foot-wide, three-foot-high corridor is discovered.

4. UNSAFE PASSAGE

When any character reaches the first intersection, three clockwork rats animate and move to attack. The constructs pursue characters that run, and they fight until destroyed. Due to restricted space in the corridor, characters more than two feet tall suffer a -1 penalty to attack rolls with swung weapons such as longswords and maces. Characters more than three feet tall have to crouch while walking. These characters suffer a -3 penalty to attack rolls with swung weapons and a -1 penalty to attack rolls with all other weapons.

Clockwork Rats (3): CR 1; Tiny Construct; HD 1/2 d10; hp 3; Init +2 (Dex); Spd 60 ft.; AC 14 (+2 size, +2 Dex); Atk +1 melee (1d3-1, bite); Face 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SA Steam breath (as steam mephit, usable 1 time/day); SQ Hardness 3, construct; AL N; SV Fort +0, Ref +2, Will -5; Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1.

5. ROOM OF THE BLUE KEY

Upon entering this 15 ft. by 15 ft. chamber, magic shrinking from the beans in room 4 is dispelled. Against the southern wall is a table bearing a two-foot high model of a gatehouse with three portcullises. In front of the model stand four one-inch tall models of ogres. Each ogre is a different color: green, pink, white, and yellow.

As soon as a character approaches to within five feet of the table, the ogres snap to attention. Each takes a step forward, speaks loudly and clearly, and then steps back into place.

Green Ogre: "Listen carefully. The yellow ogre is not first, you must know."

Pink Ogre: "What's more, the green ogre stands between pink and yellow."

White Ogre: "Of course, the pink ogre stands between green and white."

Yellow Ogre: "Speak our order quick, but do not touch, and you'll avoid a fight."

The correct order is White, Pink, Green, and Yellow. If any character correctly answers the ogres' riddle, the roof of the gatehouse model clicks and springs open to reveal a small space holding a six-inch long key made of some strange bluish metal. This key opens the blue doors in area 16. If the riddle is answered incorrectly, not answered in time, or the ogres are moved, the trap activates automatically.

Characters may examine the model. A Search check (DC 20) reveals the presence of a concealed keyhole above the middle portcullis (Open Lock DC 25). The lock cannot be safely tampered with unless the trap has been disabled. The model and ogres can be taken, but the gatehouse weighs 50 pounds and is rather bulky. Removing the trap from the room dispels its magical properties. The ogres are valueless. The model could sell for 100 gp to a collector.

Summoning Trap: CR 5; no attack roll necessary; no saving throw; Search (DC 29); Disable Device (DC 29). Note: Activates *summon monster IV*, conjuring 1d4+1 lemures. All lemures appear within five feet of the table and immediately attack the nearest character.

Lemures (up to 5): CR 1; Medium-size Outsider; HD 2d8; hp 9 each; Init +0; Spd 20 ft.; AC 13 (+3 natural); Atk +2 melee (1d3, 2 claws); Face 5 ft. by 5 ft.; Reach 5 ft.; SQ Damage reduction 5/silver, SR 5, baatezu qualities, mindless; AL LE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 5.

6. PORTAL OF CHALLENGE

The door at the end of the corridor bears a marble plaque fastened about human shoulder height. Inscribed onto the plaque are these words in Common: "To pass this warded portal, you must face a challenge mortal."

The door is indeed protected by a magical trap. If the door's lock is picked or any attempt to force the door is made, all characters within 30 feet of the X indicated on the map teleport to area 7. Any unsuccessful attempt to disable the trap activates it. The magic trap cannot function more than once in a 24-hour period.

Teleport Trap: CR 6; 10-ft. radius teleportation; Will save (DC 25) avoids; Search (DC 30); Disable Device (DC 30).

7. A CHALLENGE MORTAL

This chamber runs 20 feet north to south and 25 feet west to east. Near the east wall stands a bronze statue of a warrior woman clad in plate armor and wielding a greatsword. Just as you absorb these details, the statue comes to life ready for battle.

Characters teleported into the chamber all appear within a 10-foot radius of the secret door, facing the statue. The secret door itself can only be opened from within the room. The animated statue fights until destroyed. It pursues characters from the room, smashing through the secret door if necessary.

Animated Statue: CR 3; Large Construct; HD 4d10; hp 20; Init +0; Spd 30 ft.; AC 13 (-1 size, +4 natural); Atk +5 melee (1d8+4, slam); Face 5 ft. by 5 ft.; Reach 10 ft.; SQ Hardness 8, construct; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1.

8. FALSE DOOR

The door here is a trap. Behind it is a blank wall. The trap causes a platform to drop from the ceiling in the shaded area, and three mounted heavy crossbows fire bolts toward the door, possibly catching targets flat-footed. The platform returns to the ceiling the round after the crossbows fire.

Crossbow Trap: CR 2; +12 ranged (1d10/19-20 x2 crit.); Search (DC 20); Disable Device (DC 20). Note: Targets determined randomly from those in the bolts' paths. Anyone under the platform when it drops suffers 1d6 points of damage. A Reflex save (DC 15) avoids this damage only.

9. ANOTHER DANGEROUS INTERSECTION

Anyone walking into the intersection triggers the pit trap. The pit shuts and resets one round after being sprung. Anyone caught within the pit when it shuts and resets is teleported back to area 1. All of the character's nonmagical equipment, excluding coins, gems, and jewelry, is teleported to area 16. There is no saving throw against either effect.

Pit Trap (30 ft. Deep): CR 2; no attack roll necessary (3d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

10. SPINNING ROOM

The hallway ends with an open archway after about 10 feet. The interior wall of the circular chamber beyond the arch-

way rotates rapidly and silently counterclockwise. The floor of the room does not move. The entryway and the arch directly opposite it are open for only an instant before being closed off by the moving wall. Protruding from the eastern wall about five feet away from the opposite archway is a lever.

A permanent *silence* spell affects the entire room. The spinning wall cannot be safely jammed. An object shoved into the archway suffers 10d6 points of damage. If this damage does not break the impediment, it becomes stuck fast. A Strength check (DC 30) pulls the impediment free. If the spinning wall is jammed, the archways are at least partially closed.

It is possible to jump through the archway while it is open. Characters attempting the leap must make a Dexterity check (DC 20). Tumbling skill can be used instead of raw Dexterity. The interior of the chamber is quite safe. Dodging through the second archway requires a second Dexterity or Tumbling check (DC 20). Failure is quite painful. The aforementioned lever causes the wall to slow down and stop so that both archways are open.

Spinning Wall Trap: CR 4; no attack roll necessary (8d6); Reflex save (DC 23) for half damage; Search (DC 25); Disable Device (DC 25). Note: Character struck by spinning wall still makes it through archway.

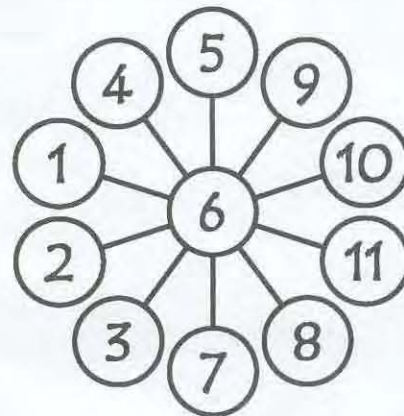
11. ROOM OF THE RED KEY

An irregularly shaped room, this chamber extends 20 feet north to south and up to 35 feet west to east. There are two alcoves, one each in the northern and southern walls, both about 25 feet into the room. The easternmost wall narrows in steps to form a 10-foot wide, five-foot deep space. Suspended from an iron chain in the center of this space is a one-foot diameter red crystal sphere. Beneath the sphere is a three-legged, round table. Carved into the top of the table are 10 inch-diameter circles at the ends of spokes, forming a ring around an eleventh inch-diameter circle. Stacked neatly in the center circle are 11 gold coins (1 gp value each). A number, one through 11, is imprinted on each coin.

When the coins are touched, a voice speaks from the red crystal sphere: "Ten and eight, eight and ten. Arrange the coins or face death again."

This is a timed challenge. The characters have to arrange all 11 coins, one per circle, so that each line of three coins totals 18 (see diagram). If the puzzle is not solved or a character unsuccessfully tampers with the sphere, the trap activates automatically. If the puzzle is solved, the sphere shatters harmlessly into bits of worthless

glass and a key made of some strange reddish metal falls onto the table. This key opens the door to the altar room (area 14).



Fireball Trap: CR 4; 15-foot radius hemisphere (5d6); Reflex save (DC 15) avoids; Search (DC 28); Disable Device (DC 28). Note: The fire destroys the crystal sphere but not the key.

12. A DEADLY DEAD END

As the lead character rounds the bend toward the easterly section of the corridor, a pressure plate in the floor is triggered. The trigger causes a section of the ceiling to fall, forming a ramp (see shaded area of hallway). A very hungry gelatinous cube slides down the ramp and oozes down the hall. Once the cube is off of the ramp, a counterweight pulls the ramp back into the ceiling. The cube fights to the death. Its treasure floats inside its jellylike body.

Ramp Trap: CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 25); Disable Device (DC 25). Note: Damage applies only to character caught in the path of the falling ramp. Search and Disable Device must be performed in the area of the ramp's trigger.

Gelatinous Cube: CR 3; Huge Ooze; HD 4d10+36; hp 56; Init -5 (Dex); Spd 15 ft.; AC 3 (-2 size, -5 Dex); Atk +1 melee (1d6+4 plus 1d6 acid, slam); Face 5 ft. by 15 ft.; Reach 10 ft.; SA Engulf, paralysis, acid; SQ Blindsight, transparent, electricity immunity, ooze; AL N; SV Fort +5, Ref -4, Will -4; Str 10, Dex 1, Con 19, Int —, Wis 1, Cha 1.

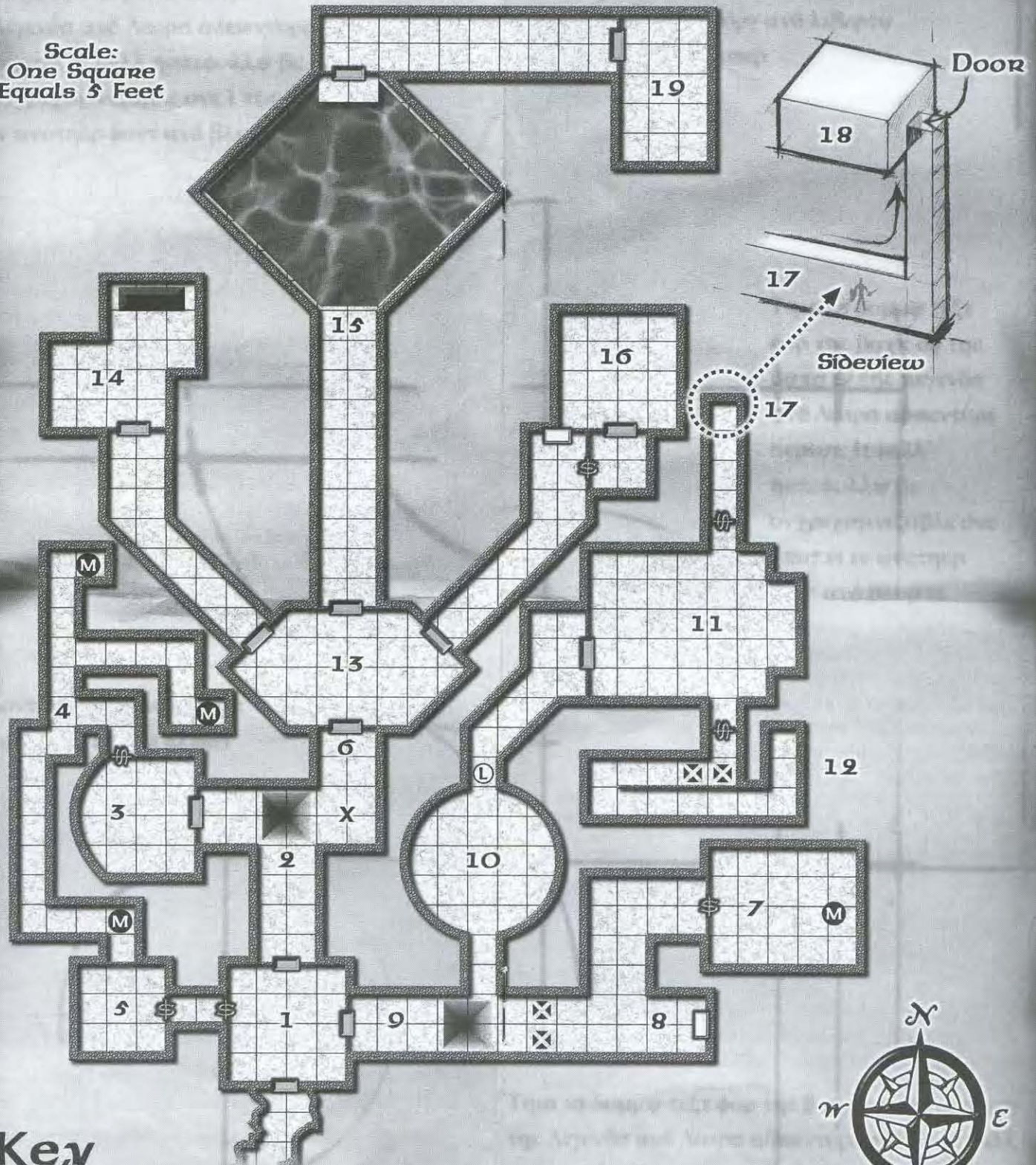
Floating within the cube are 25 gp, a piece of star rose quartz (50 gp), and a masterwork dagger. The leather wrapping has dissolved from the dagger's hilt.

13. THREE DOORS

This hexagonal chamber stretches 40 feet west to east and 20 feet north to south. There are three closed doors leading out of the room, one to the northwest, one due north, and the last to the northeast.

FRODRICK'S Tomb

Scale:
One Square
Equals 5 Feet



Key



Door



Secret Door



False Door



Pit Trap



Monster



Altar



Lever



Trap Door



All the doors are locked, but none of them are trapped.

14. CHAOS SHRINE

The door leading into this room is bright red. Against the far north wall of this irregularly shaped chamber is a strange altar. Atop the altar sit three two-foot-tall statues of chaotic deities: one good, one evil, and one neutral. They are, left to right, a good god of strength, an evil god of slaughter, and a neutral god of thieves. In front of each statue sits an empty ceramic bowl.

Anyone who places at least 10 gp worth of material in any bowl activates a magical effect, as summarized on the table below. Any items, regardless of value, placed in any of the bowls vanish forever. No character can benefit from or suffer more than one of the altar's spell effects per week.

Idol	Alignment	Effect
Strength	Any good	<i>Bull's strength</i> for 1d4 hours
Strength	Any non-good	Loss of 1d4+1 Str for 1d4 hours (Will save DC 17 avoid)
Thieves	LN, CN, N	<i>Freedom of movement</i> for 1d4 hours
Thieves	Any good or evil	<i>Slowed</i> for 1d4 hours (Will save DC 18 avoids)
Slaughter	Any evil	<i>Magic vestment</i> for 1d4 hours as if from 3rd-level caster
Slaughter	Any non-evil	<i>Doom</i> for 1d4 hours (Will save DC 16 avoids)

Anyone attempting to destroy, damage, or otherwise affect the altar becomes subject to *bestow curse* (Will save DC 18 negates), inflicting a -4 penalty on attack rolls, saving throws, ability checks, and skill checks.

15. INDOOR POOL

A 50-foot-long stretch of corridor leads to a diamond-shaped chamber about 50 feet wide from corner to corner. At the far end of the room is a bright yellow door atop a single marble step. The chamber is filled with relatively clean-looking water that is three feet deep.

Lurking in the pool is a watery lasher that is bound to slay any who enter the water without holding the yellow key in plain sight. It will use its merge with water ability to attack by surprise, and it fights to the death, making full use of its abilities.

Characters fighting in the water are hampered. Those five or more feet tall are considered wading, and suffer a -2 penalty to Dexterity and can move only half as far as normal in a single round. Characters less than five feet tall are considered swimmers in calm water. They lose all dodge bonuses to AC and must make Swim checks to move.

Watery Lasher: CR 5; Medium Elemental; HD 4d8+12; hp 34; Init +9 (Dex, Improved Initiative); Spd 20 ft., swim 90 ft.; AC: 23 (+5 Dex, +8 natural); Atk +8 melee (1d8+1, slam); Face 5 ft. by 5 ft.; Reach 10 ft.; SA Water mastery; SQ Elemental, fast healing 2, merge with water; AL N; SV Fort +7, Ref +6, Will +1; Str 13, Dex 20, Con 17, Int 8, Wis 11, Cha 11.

Skills: Listen +8, Spot +8.

Feats: Combat Reflexes, Improved Initiative, Weapon Finesse (slam).

16. TREASURE ROOM

As you walk down the corridor, a bright blue door comes into view. An obvious keyhole pierces the right side of the portal.

The blue door is actually another trapped false door. Opening the false door, with or without the blue key from area 5, activates the trap.

Acid Spray Trap: CR 2; 10-foot radius cloud of acid (3d6); Reflex save (DC 13) avoids; Search (DC 25); Disable Device (DC 25).

The real door is the secret one to the right of the trapped portal. When opened, it reveals a 10 ft. by 10 ft. empty chamber. In the northern wall is another bright blue door. This one is not trapped and can be opened easily using the blue key. Unfortunately, the room is home to a permanently *invisible* ochre jelly that creeps forward to attack anyone who enters the room. The ochre jelly cannot ooze under any of the secret or colored doors.

Behind the blue door is a larger room. Piled along the northern wall are weapons, armor, vials of liquid, and various other items, including any characters' belongings teleported here from areas 2 or 9.

Ochre Jelly: CR 7; Large Ooze; HD 6d10+27; hp 60; Init -5 (Dex); Spd 10 ft., climb 10 ft.; AC 4 (-1 size, -5 Dex); Atk +5 melee (2d4+3 plus 1d4 acid, slam); Face 5 ft. by 10 ft.; Reach 10 ft.; SA Improved grab, acid, constrict; SQ Blindsight, ooze, permanent *invisibility*, split; AL N; SV Fort +4, Ref -3, Will -3; Str 15, Dex 1, Con 15, Int —, Wis 1, Cha 1.

The following normal items are found in the treasure room: a masterwork greataxe, a mighty composite longbow (Str 16), 20 masterwork arrows in a quiver, a masterwork breastplate, a climber's kit, a silver dagger and its sheath, three flasks of alchemist's fire, a suit of masterwork studded leather, a masterwork longsword and its scabbard, a masterwork light crossbow, 10 normal bolts in a case, and various pouches, belts, and articles of clothing of no exceptional value.

There are also several magic items: two 3rd-level divine magic

scrolls (*comprehend languages* and *detect undead*; and *endure elements*, *barkskin*, *flaming sphere*, and *warp wood*), *potion of blur*, *wand of mage armor* (5 charges), a *Quaal's feather token (tree)*, a +1 *kama*, a *potion of cure light wounds*, and a *potion of cat's grace*. All of the potions are labeled.

17. GOING UP!

The five-foot by five-foot section of floor at the end of the corridor is affected by a permanent *reverse gravity* spell. Anyone entering the area "falls" 30 feet to the ceiling above.

Reverse Gravity Trap: CR 8; no attack roll necessary (3d6); Reflex save (DC 22) avoids; Search (DC 32); Disable Device (DC 32). Note: A character making the Reflex save catches hold of the corner to prevent "falling" into the shaft.

18. ROOM OF THE YELLOW KEY

The door leading into this room is trapped. If activated, the trap dispels the *reverse gravity* effect for 1d4 rounds.

Dispel Magic Trap: CR 4; no attack roll necessary (3d6); Reflex save (DC 15) avoids; Search (DC 28); Disable Device (DC 28). Note: The dispel affects only the *reverse gravity* for 1d4 rounds. Anyone failing the Reflex save falls 30 feet to the floor. A character who makes the save catches hold of either the door's pull ring or another character.

When the door is opened, a 20 ft. by 20 ft. chamber is revealed. Into the wall opposite the door are carved the outlines of five rows of five boxes each. Within each box is a single letter in the Common tongue. The room is otherwise unremarkable. When any character approaches within 10 feet of the lettered wall, a disembodied voice says: "Speak the hidden sentence or against doom there's no defense."

This is a timed challenge. The characters must find and read aloud the sentence hidden in the pattern. Starting with the Y in the top row, following a continuous line from letter to letter, are these words: "You found the hidden sentence." Failure to speak the sentence correctly before time expires or a failed attempt to circum-

vent the trap altogether activates the trap. If the puzzle is solved, the Y's square swings open to reveal a key made of some strange yellowish metal. This key opens the door to area 15.

E	C	Y	F	O
E	N	O	U	U
T	E	D	D	N
N	N	D	T	H
E	S	I	H	E

Confusion Trap: CR 5; no attack roll necessary; Will save (DC 16) avoids; Search (DC 29); Disable Device (DC 29). Note: Duplicates *confusion* spell, but add +1 to the 1d10 roll to determine behavior, ignoring results of 11. Effects persist for 15 rounds or until dispelled (DC 26).

19. FRODERICK'S FALSE TOMB

Extending 25 feet north to south and only 15 feet east to west, this room is obviously a crypt. The ceiling rises to an impressive 25-foot-high arch. A stone sarcophagus, the lid carved to resemble a human nobleman, rests lengthwise along the southern wall. Affixed in niches in the wall above the sarcophagus are two large rubies and two large diamonds.

Bound within each ruby is a fire mephit and within each diamond is an ice mephit. The monsters are released from captivity when any two characters come within 15 feet of the sarcophagus. The binding magic compels the mephits to fight intruders. The sarcophagus itself is locked (Open Lock DC 20). It is not trapped.

Fire Mephits (2): CR 3; Small Outsider; HD 3d8; hp 18 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., fly 50 ft. (average); AC 16 (+1 size, +1 Dex, +4 natural); Atk +4 melee (1d3+2 fire, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Fire subtype, fast healing 2, damage reduction 5/+1; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 12, Wis 11, Cha 15.
Skills: Bluff +5, Hide +11, Listen +6, Move Silently +7, Spot +6.
Feats: Improved Initiative.

Ice Mephits (2): CR 3; Small Outsider; HD 3d8; hp 18 each; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 50 ft. (perfect); AC 18 (+1 size, +3 Dex, +4 natural); Atk +4 melee (1d3+2 cold, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Cold subtype, fast healing 2, damage reduction 5/+1; AL N; SV Fort +3, Ref +6, Will +3; Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15.
Skills: Bluff +6, Hide +12, Listen +6, Move Silently +9, Spot +6.
Feats: Improved Initiative.

The gems can be removed from their niches. They are worth 1,000 gp each. In the sarcophagus is a scroll on which are inscribed these words in Common: "Congratulations! You found one of the Uncanny Froderick's false tombs!"

NEW MONSTER

WATERY LASHER

Medium-size Elemental (Water)

Hit Dice: 4d8+12 (34 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 20 ft., swim 90 ft.

AC: 23 (+5 Dex, +8 natural)

Attacks: Slam +8 melee

Damage: 1d8+1

Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Water mastery
Special Qualities: Elemental, fast healing 2, merge with water
Saves: Fort +7, Ref +6, Will +1
Abilities: Str 13, Dex 20, Con 17, Int 8, Wis 11, Cha 11
Skills: Listen +8, Spot +8
Feats: Combat Reflexes, Improved Initiative, Weapon Finesse (slam)
Climate/Terrain: Any land or underground
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Usually neutral
Advancement Range: 5–7 HD (Medium); 9–15 HD (Large)



The watery lasher is an elemental creature of exceptional speed and ferocity. It appears to be a roiling column of water with snakelike, liquid tentacles. It has no discernible back or front and visible eyes. A watery lasher cannot stray more than 180 feet from the water from which it was conjured. It speaks Aquan but seldom has any reason to do so.

COMBAT

A watery lasher prefers to fight in the water where it is at its most deadly. It attacks with a powerful slam from a tentacle.

Fast Healing (Ex): As long as it is in contact with water, a watery lasher has fast healing.

Merge with Water (Ex): As a standard action, a watery lasher can merge with a sufficiently large body of water, becoming effectively *invisible*. It cannot remain merged with water and attack.

Water Mastery (Ex): A watery lasher gains a +1 attack and damage bonus if both it and its foe touch water. If either the foe or the lasher is landbound, the lasher suffers a –4 penalty to attack and damage. These modifiers are not included in the statistic block.

Elemental: Immune to sleep, poison, paralysis, and stunning. Not subject to critical hits or flanking. Possesses darkvision with a range of 60 feet.

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FREDERICK'S TOMB

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Froderick's Tomb

Instant Adventure for 4–6 characters levels 4–6



The wizened sage shuffles through some yellowed papers on the desk of his cluttered study.

“As you probably know, Froderick the Uncanny, master thief and archmage, died 150 years ago. In life, he was a consummate rogue and avid game player. As Froderick neared the end of his days, he built an unknown number of tombs in which his remains and most valued possessions might be interred. Two so far have been discovered, but tales tell of as many as a dozen. Froderick’s remains and full wealth have never been found.

“Recently, I discovered excerpts from Froderick’s diaries in a treatise written by an imperial architect on magical construction techniques. Based on these fragments, I have been able to discern the location of another of Froderick’s tombs.

“As you can well imagine, I am extremely interested in learning the secrets of this lost tomb. I am willing to pay you 500 gp for a map of the tomb. In addition, I am offering 50 gp to each of you who agrees to grant me an interview after your exploration of the complex. You, of course, can keep any treasure you find in the tomb.

“Now, I must warn you, this excursion is likely to be perilous. Froderick was a master architect who favored both magical and mechanical traps, as well as summoned and bound guardians. You must be alert, cautious, and skillful if you are to succeed.”

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