

The Case of the Missing Chef

A One Round D&D Living City Adventure

by Harold Johnson

An elderly Halfling hires you to find her missing son. Last she heard, he was working as a chef for a wizard living near Crow's End. The pay is not much, but how could you turn her down? An adventure recommended for characters levels 3-13.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Encounter Levels and PCs

Living City adventures are written for characters of varying levels. You choose encounter difficulty according to the PCs at your table when you run the game. Put simply, you determine Effective Party Level (EPL), and match that to the closest Encounter Level (EL) given in the scenario.

To determine Effective Party Level, follow these steps:

1. Add up the character levels of all player characters in the adventuring group and any cohorts or henchmen accompanying the PCs that have class levels. Remember that monster PCs have "monster" class levels equal to their HD in the *Monster Manual*, so an ogre Bbn5 is a 9th level character.
2. Divide the total from 1 by the number of creatures whose level you added. Round to the nearest whole number, either up or down as appropriate. This produces the Average Party Level (APL).
3. Add zero (0) to the APL if there are four or five creatures used in step one. Add one (1) to the APL if there are six or seven creatures used in step one. Add two (2) to the APL if there are eight or more creatures used in step one.
4. Add one (1) to the APL because character groups in adventure play can rest between each combat encounter and heal.
5. The total of steps 2-4 produces the Effective Party Level (EPL).

Encounter Level (EL) is a measure of the toughness of the foes in a combat, or the deadliness of a trap. This adventure is written for at least five consecutive odd Encounter Levels. Match the EPL to the closest Encounter Level provided in the adventure, and run the adventure at that Encounter Level throughout. In cases when the EPL is between two ELs, consider the amount of magical equipment brought by the PCs. If they bring a lot, use the higher EL, and if they bring an average or small amount, use the lower EL.

For example, consider a party of seven PCs: 1 2nd level, 1 4th level, 2 6th level, 2 8th level, and 1 13th level. They bring no animals or henchmen. Their APL is 6.71, or 7. We add 3 to this for the conditions in steps 4-7 above, and get EL 10. They could face either EL 9 or EL 11 foes. Looking at the group, we see that they are rich with magic, and so EL 11 is appropriate for this group.

You may find that you have an EPL two or more higher than the highest EL given in the scenario. In this case, run the statistics for the highest EL; these PCs should not be on this adventure necessarily, as it is too easy. The PCs can be played, but they get less

experience for doing something that does not challenge them.

Some of the specific encounters direct you to add or subtract to the EPL for determining the stats to use. These encounter-specific instructions apply only to the one encounter where they are found. Return to the normal EPL for the next encounter.

You may adjust the EL that the group faces upward or downward as necessary if the encounters are either too challenging, or not challenging enough, at the EL that the EPL indicates you should be using. In the example above, if our EPL 10 group cleaned up the EL 11 encounter in one or two rounds, you might want to try the EL 13 encounter for the next combat (if there is one).

Adventure Background

Just under a decade ago an experienced yet brash wizard named Bojabi lived peacefully in Rasheman. An unfortunate altercation with a red wizard of Thay altered his life forever. Bojabi spoke openly against him, and thereafter became a marked man. He fled to Ravens Bluff, arriving about six years ago and living in relative anonymity.

In time he hired some help in maintaining his large house, including a halfling couple named Sixtoes. Several years later (about 15 months ago) Bojabi learned through his contacts that his Red Wizard enemy may have deduced his knew home's location. He became so skittish over the next couple of weeks that he accidentally bungled a *fireball* scroll he was working on, nearly destroying his upstairs lab in the process. He finally became so paranoid for his safety, he hired a couple of brothers from Tantras to act as bodyguards. He moved them in to his vacant upstairs rooms. Life soon returned to normal and Bojabi felt confident and safe again.

One morning Bojabi received word that his nemesis had actually made it to Ravens Bluff. Fearful, he ran to the market to purchase some materials he needed to prepare his home. Before he got around to warning his staff about the potential danger – disaster struck.

The evil red wizard came to the house and entered relatively unopposed. Bojabi and his bodyguards were at the market. The red wizard, after torturing the two Halflings servants, killed each – one by burning in an over, her husband by sealing in a stone chest and setting on the roof.

The evil Thay wizard then went about setting a couple of magical traps in Bojabi's home, hoping to

make it look like an accident or, at worst, weaken his foe before the fight.

Meanwhile, Bojabi was returning home to his home. Finding his door open, he rushed in to the house in the heat of the moment. Hearing a noise upstairs, he and his bodyguard traversed the main stair to the third floor where he found his evil nemesis. A magical battle ensued. The two bodyguards were eager to help, but the lesser of the two men, Gregg, fled for his life, never returning. His brother, Rusk died a quick and painful death at the magical hands of the Red Wizard. His limbs were ripped from his body and tossed, in a moment of flippancy on the Red Wizards part, down the garderobe to land in the muck below.

Bojabi ultimately prevailed over the red wizard and, thinking him dead, set about trying to hide the Red Wizard's trail. Nothing would do for Bojabi to have more Red Wizards come looking for their lost comrade. He drug the bodies down below his home, thinking to bury later and hoping to bury the Wizard forever in one of the natural caverns. Unfortunately for Bojabi, the Red Wizard had merely been faking his death, and when he sensed that Bojabi was occupied with the burying of his paladin savior he attacked. Propelling the corpse of the paladin to its unholy resting place in the body cage, the Red Wizard turned and pursued the now fleeing Bojabi through the catacombs beneath the house. In time they found themselves at a dead end near the tributary of the mighty Fire River. With a wrathful vengeance the Red Wizard slayed poor Bojabi under a pile of rock. The release of rubble partially trapped the Red Wizard as well though and in panic, the Wizard collapsed from a heart attack. That was nearly a year ago. No one has spent much time in the house since then and many locals proclaim it haunted. It is due to be demolished by the city within a couple of days for failure to pay taxes and fines.

Adventure Synopsis

The action takes place inside a rundown manse on the outskirts of the merchant district--it is an aboveground dungeon crawl.

Introduction: introduces the PCs to an elderly Halfling named sixtoes who is looking for her missing son.

Encounter One: Where the party can learn a bit about the house's previous occupants and perhaps obtain a map of the house.

Encounter Two: Covers the PCs escapades through the first floor of the home.

Encounter Three: Brings the party to the second floor of the home and to a dangerous rooftop encounter

Encounter Four: Stalwart PCs find themselves moving to the third floor of this house.

Encounter Five: Plunges the party into darkness to explore the catacombs and rooms beneath the house.

Encounter Six: Spells out the particulars of the parties encounter with the late Mr Ellard Sixtoes.

Encounter Seven: Give the party another first hand look at the cruelty of the Red Wizard with the wraith of Rusk the Paladin.

Encounter Eight: Pits the party against the Evil Red Wizard's spirit in a deadly subterranean battle.

Introduction

Just moments ago, you were sitting at a large round table at Embrol Sludge's Eatery and Shell Shop, enjoying a bowl of spiced clam chowder when you noticed an elderly Halfling woman shuffle into the room. Moving slow as a snail and leaning on a twisted cane, she stopped at the table closest to the door.

You watch curiously as she whispers with a nearby patron and are surprised when that patron pointed to your table. Getting up slowly, she slowly shuffles your way. When she reaches your table several moments later, she clears her throat and looks up you through rheumy blue eyes.

"Name's Eleanor Sixtoes," she says as way of introduction. "I was told you're a band of local adventurers that might be hired." With considerable effort, she reaches to her waist and unties the cord on her coin purse, then sets the purse on the table. "I want to hire you. There should be enough for each of you to have seventy gold pieces. I truly can't spare more. Need the rest to pay for my lodgings at the home in Waterdeep."

She smoothes at her faded skirt. "My son," she continues, "Ellard. He's missing. And I came all the way from Waterdeep in the hopes I could find him. He was working as a chef for this wizard called Bojabi. Silly name for a wizard. Ellard's wife was working there, too, as a domestic. Ain't heard from Ellard in a little more than a year. That is not like him. You will find him for me, will you not? Or if he has come to harm, you will find out what happened. I need to know."

There's no negotiating with Eleanor Sixtoes. She knows how much the retirement home costs, and so she can't afford to offer the PCs more than 70 gold pieces each. And she won't take no for an answer--they will try to find Ellard (or else their players can go to the dealer's room because this is the adventure).

She has a little information for the PCs and will relate it when they ask the proper questions.

- Bojabi, a wizard who supposedly came from Rasheman, lived in this big house at the edge of a merchant district. It's not far from Crow's End.
- She's been to the house. It looks like it's been abandoned for a long time. She tried the front door, but could not get it opened, and no one who passed by was willing to help--however one passerby told her to hire adventurers to look into it.
- According to the city records, the building appears to have been sitting empty only about a year. A few city employees investigated the place, but didn't stay. They thought the place was haunted.
- Within a few days the city is going to claim ownership of the property and auction it to the highest bidder. Eleanor has permission from the deeds office for the PCs to investigate the house before that time. She gives them an official letter.
- Ellard worked for Bojabi for nearly five years. He wrote her two or three times a year and claimed that his employer was generous and fair. He had no complaints of the job, and he seemed to like Ravens Bluff.
- Ellard is middle-aged for a Halfling, and his wife is just a little bit younger. They never had any children.
- Ellard said the wizard Bojabi kept to himself for the most part, though on occasion he would have visitors in for dinner. He had several other employees, including a few bodyguards. Ellard cooked dinner for all of them.

Eleanor can provide nothing else. She's staying at an inn near the wharf, and the PCs can reach her there.

Encounter One Looking for Information

PCs who check with their various guilds, contacts, or with the Rasheman Embassy learn that Bojabi was a wizard of considerable magical talent. He moved to Ravens Bluff six years ago when his home in Rasheman

was destroyed by an enemy Red Wizard of Thay. They have no information about the Red Wizard.

Bojabi has not been heard from in a little more than a year, and no one has bothered to check on him, as Bojabi usually kept to himself anyway.

Deeds or Property Office

Any PC who goes to this office and inquires about Bojabi's manse can gain a map of the building. **Player Handout #1.** This makes exploring the house much easier.

Encounter Two

Bojabi's House – Main Floor

The house is built of large blocks of stone, the floors and ceilings supported by thick wood beams. The ceiling height varies from 12 to 15 feet high. The walls are plaster over wood. The house is 78 years old, about the same age as the others in the block. However, it has not been kept up as good as its neighbors. Over the past year it has suffered significantly from neglect.

Read the player text below when the PCs are ready to explore the house. Then consult the various numbered areas based on where they go. It is possible to enter the place through the front door, lower level windows, second level windows, or the gaping hole in the building on the third floor.

The three-story manse belonging to the wizard Bojabi is in dire need of repair. The yard is filled with weeds. The paint on the trim is peeling. It looks like the front door is hanging on its hinges, and there is a gaping hole on the third floor. It looks like some magical spell took out part of the masonry and a piece of the roof.

1. Main Entrance

Crumbling stairs lead up to a faded wood door that seems to flex in the wind. The door has obviously been broken open, but either the wind or someone has since closed it.

Wooden door, stuck: hardness 5, hit points 10, break DC 15.

2. Central Room

Pushing aside the front door, you are greeted by a blackness that can only be based in magic. You can see nothing of the house beyond.

The *darkness* is magical and extends in a 40-foot wide sphere, effectively coating the room in blackness. The PCs may dispel it in any of the normal ways. The party risks falling on the debris left on the floor if they do not dispel the darkness. Anyone walking across the floor in the dark must make a Dexterity check (DC 12) or trip. Characters who trip fall prone and drop any held items. The objects, if examined are nutshells and scrap metal.

To the east and hidden by the darkness is a door under the stairs. If it is opened, the PCs find a set of stairs descending 20 feet to a workroom (room 22). The stairs down are warded by *protection from evil*, a gift of a wizard who recently visited the tower. This traps the dark wraith form below.

This central room is surprisingly clean with only a little dust and a few cobwebs. The air in the tower is fresh; a permanent *gust of wind* spell circulates air up the stairs. Coathooks and torch sconces hang on the walls near the entrance and may bang against the heads of PCs who are taller than five feet.

3. Room with a View

This room runs the entire length of the eastern wall of the house. The walls are painted black. Visible in the room are a bed, a table, and a wardrobe. There is a single window in the east wall opposite the door.

This was the wizard's bedroom. Bojabi liked sleeping on the first floor, as it made it more convenient to answer the door for early-morning deliveries. He relegated the upstairs sleeping room to his hired help.

Searching the table There is a log book on the table. Anyone searching the room automatically finds it. It is filled with gossipy notes on important people of the city, but hasn't been updated in over a year. PCs who spend at least 10 minutes looking through this book discover this passage near the very end:

"I fear my old nemesis from Thay is in town, perhaps having discovered my whereabouts. I must warn my help that a Red Wizard may come to call. He tried to kill me years past because I spoke openly against him. May the gods keep me safe."

Searching the Wardrobe Opening the wardrobe triggers a *gust of wind* spell and extinguishes any unprotected sources of light in the room.

A successful Search check inside the wardrobe (DC 19) locates a hidden compartment in the base. Inside are a matching set of eight fire opal gems (worth 50 gp each). The wardrobe holds several serviceable outfits, a wizard's robe, and a small case--which holds creams,

henna, and dusting powders, and a brass key to the kitchen cupboard.

4. Guest Bedroom

The door to this room stands open. From here the room appears to have been looted. The bed, table, storage chest, and chair have all been broken and thrown about. Apparently, nothing of value remains.

When the first PCs enter the room, mice scurry out of the corners. PCs must make a Will save (DC 5) or drop whatever they are carrying (from surprise).

When the PCs leave (regardless of whether they enter the room or not) the door shuts and the furniture begins to repair and right itself. PCs can use the listen skill (DC 5) to hear the movement. The animated furniture stops repairing itself when the door is reopened or someone is in the room.

5. Guest Bedroom

The door is slightly ajar, and a faint light emanates from within.

Once PCs push the door open to investigate, continue with the player text below.

From your vantage point the room appears to have been looted. There is a bed, a table and chair, and a chest plainly visible. All have been tossed aside, apparently in search of something. There is a strange odor present.

Have all players make a Spot roll (DC 15). Read the player text below if someone is successful or if the room is searched.

A small piece of paper on the floor catches your eye.

Search the room: the players automatically find the paper (see below). There are knickknacks on the table – they appear to be glued to it. It is annoying and smelly, but has no other effect.

A very careful search (DC 25) or the use of *detect magic* leads to the discovery of a small transparent green chrysoberyl hidden beneath a loose floorboard.

A successful appraise skill check (DC 12) allows the observer to estimate its apparent value of 50 gold pieces. Beating the DC by 5 or more results in the appraiser knowing the gem has a special quality about it, even if they cannot set its value.

NOTE: If the party does not detect magic or doesn't know its full value, do NOT give the cert to the

players. Unless they say otherwise, assume it is sold at the end of the scenario for 50 gp.

Read the paper: the paper says “Wet glue – DON'T TOUCH!”

When searchers depart, the door shuts gently and the furniture rights itself.

Treasure: transparent green chrysoberyl. See treasure certificates for details.

6. Garderobe

This privy has an elaborate throne with a wooden seat cover. There are small vents high in the outer walls. There is a faint foul odor in the room, but the perfume from a pot of dried flower petals standing on a small table helps mask the stench.

The chair was obviously broken at one time, but has since been repaired. The hole to the pit is too small for even a child or Halfling to fit down. If someone spends more than 10 minutes in this room, they hear faint moaning coming from deep in the earth (no listen check required).

7. Domestic's Quarters

This appears to be a child's room, since, save for a large rocking chair, all of the furniture is child-size. Oddly there are no toys - only two books on philosophy and history, as well as a pair of spectacles. A jumble of child-size dresses, aprons, knickers, stockings, cotton shirts, leather suspenders, and a pouch filled with moldy leaf trimmings are tossed about the room and wardrobe.

This room was once the quarters of a pair of halflings, Ellard and Gretha Sixtoes, who worked as the cook and groundskeeper.

Search the room: A successful search check (DC 20) reveals a hidden drawer in the base of the bed. Grant a +8 circumstance bonus if the PCs specifically are searching the bed. Inside are six sets of silverware (150 gold value) and letters that were written to Ellard from his mother.

8. Kitchen

The room beyond must be a kitchen. The smell of fresh bread and pork is obvious, even from out here.

Anyone who attempts to use the listen skill at the kitchen door must make a Will save (DC 17) or be stuck by a *confusion* spell. If the save is missed, the judge should roll 1d10 and consult the table below. A rogue can detect the spell by making a successful search check (DC 26).

1d10	Behavior
1	Wander away for 1 minute (unless prevented)
2-6	Do nothing for 1 round
7-9	Attack nearest creature for 1 round
10	Act normally for 1 round

The spell lasts 4 round. See page 186 of the *Player's Handbook* for more information on *confusion*, and page 217 for information on *insanity*.

Once the PCs enter the room, proceed with the read-aloud text below

A quick look around the room reveals an obvious oven, flanked by cabinets on one side and an open fireplace on the other. A chair has been propped up against the over door. A cupboard, nearly covered in cobwebs, has been placed in the corner. Wood has been stacked in a small pile near the fireplace.

There is nothing cooking in the kitchen. The smells are the result of *permanent image*. A successful Will disbelief check (DC 19) lets the PCs understand the smells are illusionary.

Examine the stove: There are some charred bones in the oven. They are child-sized (Gretha's remains).

Examine other parts of the room Spice jars litter a counter. The woodpile is dry and covered with cobwebs. There are gray ashes in the fireplace, and a bitter tea in the rusty kettle.

Examine the cupboard The cupboard is locked. If this cupboard is broken open by force, it glows for a moment and then the light fades. The shelves are bare. If the lock is picked (DC 15) or the brass key from room 3 is used to unlock the cabinet, the searcher finds enough food for two people. The cupboard will magically restock itself if the food is removed and the cupboard locked.

9. Guardroom

A brief gust of wind triggers when the door is opened, extinguishing all unprotected, non-magical light sources. PCs near the front should make a Fortitude save (DC

10) to avoid being blinded by the small grit and debris kicked up by the gust. The blindness lasts for 1d4 rounds.

This room is in excellent shape, save for the dust and cobwebs. There are two cots, a footlocker, and a stool. The lock on the footlocker is broken. It appears that looters have tossed odds and ends about, including some moth-eaten clothing, a broken picture frame, several sticks of peeled and seasoned pine, and a few wooden figures of classic monsters--beholders, orcs, umberhulks, and urds.

After the PCs begin searching the room, those searching here will feel a chill and see movement out of the corner of their eye. The picture frame, which holds a painting of the brothers, one square-jawed and fair--Gregg, the other dark, thick browed and roguish--Rusk. Rusk loved whittling, and the wooden carvings are his work, as is the penknife.

Encounter Three Second Floor

The second floor is largely intact. The rooms are roughly 12 feet from floor to ceiling. The walls are made of plaster spread over heavy wood. There is no lighting save that which comes in from the windows. All doors on the second floor have the following statistics unless otherwise noted.

Wooden door: hardness 5, hit points 10, break DC 15.

10. Ballroom

This chamber could have once served as a ballroom. The north and east sides of the room have large windows that provide a fine view of the surrounding city. The walls are paneled wood. There are small decorative couches set against the outside walls. A small table sits in the southwest corner near a door. There are several other doors in this room, and they are on every wall except the south.

Search the Room: If the PCs search the room they automatically find a small square of parchment on the floor near the small table. There is a muddy footprint on the back of the parchment and writing on the front. It says:

Remember to take off rings!

It was a reminder to Bojabi and is a warning to the PCs about the danger of room 14 (the bath).

There is nothing else of interest or value in the room. Should the PCs spend more than 30 minutes here (i.e. they are resting) they are rewarded with quiet but haunting music and shadowy couples dancing along the walls. The magical effect lasts for 20 minutes, but can be disbelieved if a successful will save is made (DC 17).

11. Barracks

Folded cots made of canvas and wood cots are stacked against the north wall beside a pile of blankets. In the middle of the room, a big grindstone and a stool sit like a spinning wheel. The floor is stained with pools of dried oil and blood.

The former resident of the house (before Bojabi) was a military man who had soldiers living in this room. Bojabi never had a reason to use the room, and didn't need the space. He left it as he'd found it.

There is nothing of value in the room. The haunt of Ellard manifests in this room if the PCs are wounded or spend more than 10 minutes searching the room.

Proceed to **Encounter 6** if Ellard manifests here.

12. Abandoned Armory

The door to this closet is locked and magically trapped. The magical trap can be bypassed by saying the command word - "ibajob", or dispelled (DC 17). Otherwise, once the doorknob is turned (after successfully picking the lock), the trap is activated.

Wooden door, locked: hardness 5, hit points 10, break DC 15, open locks DC (15).

(EL 2) Shocking Doorknob Trap: Electric shock upon touching doorknob (1d8+6); Fortitude save for half damage (DC 20); Search (DC 21); Disable Device (DC 26).

Once the PCs have circumvented the magical trap (or set it off), proceed to the read aloud text below.

Judging by the empty wooden racks, this area was once an armory. While there might once have been several dozen weapons here, now only a dozen remain.

The weapons are the only things of value in this room.

Treasure: long swords (x2), short swords (x4), arrows (x20), crossbow bolts (x20), short bows (x2), light crossbows (x3), and a long spear

13. Dining Room

If the PCs went to room 5 before coming here, read the player text below. Otherwise continue on to the trap.

As you approach the stately wood doors ahead a familiar odor wafts before you. Where have you smelled that before?

Each PC attempting to remember the smell must make a Wisdom check (DC 10) to remember the smell is the same as the old glue in room 5.

There is a magical trap on the doors leading into this room. It automatically "hits" anyone touching the doorknob (for any reason)

(EL 1) Arcane Glue: CR1; glues doorknob to victim's hand; Reflex save (DC 18) avoids; Search (DC 25), Disable Device (DC 21).

If detected ahead of time, this trap can be "disabled" by anyone who thinks to place a piece of cloth over the doorknob. Otherwise, the PC who opens this door finds his hand stuck to the knob via an *arcane lock* spell gone wrong.

The victim can either detach the doorknob and walk around with it, have *dispel magic* cast on the knob (roll against DC 18), or rip his hand free (suffering 1d4 points of damage in the process).

Once the PCs open the door, proceed with the read-aloud text below.

A beautiful dining table decorated with a vase of strawflowers dominates this room. A crude chandelier with candles melted to their nubs hangs over the table. A couple of doors in the far wall stand half-open, revealing some kind of shelved closet beyond.

Search the room: A Search check (DC 20) reveals the *potion of cure wounds* (see treasure summary) hidden in the vase. Give PCs a +4 circumstance bonus if they are searching the table or a +8 circumstance bonus if they are searching the vase.

Search the closet: Extra chairs, candles, and other sorts of formal accoutrements are stored in the two shelved walk-in closets. Some are made of semi-precious metals. If sold as a set, they are worth up to 300 gold.

14. Bath

This long, narrow room is largely empty. A strange metal basin - perhaps 6 feet long and three feet deep, and a small cupboard are the only things that catch your eye. The basin is positioned directly under a window in the south wall.

Search the basin: The basin has a brass spigot on it and is bolted to the floor. It is safe to assume anyone searching the basin will lean over it, thus inadvertently activating its magic. The tub is enchanted to be self-filling with warm water (*create water* and *heat metal*) when anyone stands over the tub and looks inside. Unfortunately, the *heat metal* spell affects all metal in the room--including the armor and weapons of PCs. See page 213 of the *Player's Handbook* for more information about *heat metal*.

A small plug in the bottom of the basin can be removed to cause the water to drain.

Search the cupboard: the cupboard contains canisters with scented salts and perfumed oils, a small broken mirror, and a pile of molding towels.

Development: If the PCs fill the tub with water, the dark spirit of Rusk manifests here, merging his spirit with the water in the tub. It's sad face looks up from the waters just before it attacks. A Spot check (DC 15) will spot the wraith before it attacks with surprise. Rusk will not attack if more than two PCs are present. He flees if more enter after combat begins.

Proceed to **Encounter 7** if the PCs encounter Rusk here.

15. Study

There is a magical teleportation trap in this room. It only activates the first time the PCs enter the room.

(EL 3) Teleportation Trap: CR5; teleports victim to the previous room they visited; Will save (DC 19) avoids; Search (DC 25), Disable Device (DC 30).

The PCs are teleported to the last room they entered before returning to room 10 and entering the study. This does not have to be the same room if the PCs came from different places.

The study contains several large maps of the region carved in wood and mounted on the walls. There is a serviceable table in here, and two comfortable chairs.

Maps are removed from the wall: A *web* spell is cast, filling out from the center of the room to a 20-foot radius, an *alarm* sounds. Bojabi didn't want his precious maps stolen and so enchanted the room to catch any thieves and alert him to their presence. This actually worked on two occasions, with the villains carted off to prison.

Encounter Four Third Floor

The third floor lies in ruin from the magical duel between Bojabi and the Red Wizard. The interior walls are shattered, and the walls along with most of the ceiling in the southeast corner have collapsed.

The *haunt* of Ellard can manifest itself in any of these rooms in ghostly form. It tries to lure victims close to the edge, or to the *closet* (19). Proceed to encounter 6 when Ellard manifests.

The flight of stairs up from the second floor is cloaked with a *darkness* spell. The floor is covered with rubble. Slick, wet patches slow safe movement by half. Furthermore, there is a magical trap at the top of the stairs.

(EL 2) Grease Trap: CR 2; causes PC to slip and fall down the stairs (2d6); Reflex save (DC 19) avoids; Search (DC 21), Disable Device (DC 26).

16. Library

PCs who make a Listen check at the door hear voices speaking in common coming from behind the door. They cannot quite make out the words. In truth the voices come from a magical effect. No one is inside.

Here are painted faint shapes – faces, creatures, and abstract blobs, with luminous colors on the remaining walls. They seem to confuse and distract you. One moment it looks like a bugbear is grinning, the next it seems a patch of green slime is dripping. It looks real for an instant, then it seems transparent and out of focus.

There are also dozens of *magic mouth* spells programmed to respond to different races and activities (such as approaching or touching a painted place). The messages are fragments of conversations, cries for help, moans, laughter, and gibberish, all intended to befuddle intruders.

- The doors to room 19 (storage closet) are locked. The DC to open locks is 15

17. Guardroom

Dim light filters through heavy drapes on a window in the east wall. Shafts of light indicate the drapes must be heavily rotted. A rusty ladder leads up to an open trapdoor in the ceiling. There does not appear to be anything of value here.

The rusty ladder leads up to an open trapdoor to the roof. PCs climbing the ladder must make a Dexterity check (DC 14). Those who fail break a rung and fall 10 feet (1d6 damage). The ceiling beams seem hung with rotting black drapes. It is actually a swarm of bats that roost here during the day. Loud noises (such as falling PCs) disturb the bats who fly around and try to exit through the roof. Any PC on ladder must make a Reflex save (DC 15) or be knocked from the ladder.

Bats (5 per PC): Diminutive Animal; HD ½d8; hp 2; Init +2 (Dex); Spd 5 ft., fly 40 ft. (good); AC 16 (+4 size, +2 Dex); Atks none; AL N; SQ Blindsight; SV Fort +2, Ref +4, Will +2.

Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4

Skills: Listen +9, Move Silently +6, Spot +9.

18. Laboratory

This might once have been a laboratory. Now it is charred black. Broken glass and masonry are everywhere. A huge section of the roof has been damaged, exposing the sky above. Shards of glass are embedded in the walls, and there are glowing patches of a strange substance.

No amount of searching will reveal anything valuable. A successful Spellcraft check (DC 15) allows a PC to infer a fireball spell was detonated here.

Trap: The rotting beams and crumbling masonry dangle precariously from the ceiling. A Knowledge (engineering) check (DC 10) lets the PC realize the danger here.

(EL 3) Debris Trap: CR 3; (4d6 damage); major ceiling collapse on a small cluster of PCs; Reflex save (DC 17) avoids; Search (DC 21), Disable Device (DC 21).

19. Storage Closet

The doors from the library are locked. The wall in the old laboratory (room 18) has been blown open however. There are a great number of old rotting boxes and crates

here. Inside appear to be nothing but ruined paper and rotted clothing.

20. Sanctum

Some type of spell was responsible for the destruction. A great fireball - perhaps an impossible burst of wind. A section of the far wall is missing, as is the floor near it. What remains looks fragile. Near the missing section, a door leads off to what is probably a closet.

This room suffers from massive damage, and is missing a section of floor and wall. Anyone getting too close (within 5 feet) to the outside edge must make a Reflex save (DC 17) or slip, just managing to catch the crumbling edge of the floor. The victim must be rescued quickly or fall 40 feet to the ground (4d6 damage). Each subsequent round requires a Fort save (DC 15) to hold on.

Unless employing magic, the PC must pass by the ledge to get to the closet (and thus must make a Reflex Save). A successful search of the closet (DC 10) reveals a small box on a ledge above the door. It contains a *golembane scarab*.

Treasure: *golembane scarab* (see treasure certs for details)

21. Roof

The roof here looks like a great battleground. Large gaping holes are visible all over the roof. It seems to be devoid of anything except a small stone block on the far side.

The stone block is actually a stone chest. Before the PCs reach the chest however they must deal with the haunt of Ellard (if they have not already). Proceed to encounter 6.

Stone chest: hardness 8, hit points 30, break DC 30.

The stone chest is sealed and must be shattered by beating on it or using magic such as *stoneshape*. It is fused and should not be considered a portal. As such it cannot be opened with *knock*. Inside are the mortal remains of Ellard, the Halfling the PCs were hired to locate.

Encounter Five

The Dungeon

This entire level is dank and smells of mildew and earth. The ceilings in the finished, non-cavern rooms are eight feet tall. Any light brought here is dim (reduce range by 1/3), and shadows are thick. PCs who are nervous, could be made to think shadowy beings are following them. This is the domain of the wraith of Rusk. He cannot travel more than 60 feet from his caged remains.

You can smell the dankness and feel the heaviness of the mildew-laced air. There are patches of mold growing on the walls, and in places the stone is slick with moisture.

22. Workroom

This large room holds a workbench, stool and two bookshelves decorated with carved wooden flowers. There is a broken ladder up to a trapdoor in the ceiling. Several doors lead from the room, including a set of double doors in the north wall, a single door in the west wall, and a set of double doors in the south wall.

A *distance distortion* is in effect here, making the room seem much larger to the last two individuals who entered it. Their companions always seem several yards away instead of several feet away. It should be unsettling.

Search the room: A search check (DC 10) reveals a small muddy crawlway in the southwest corner of the room.

Search the bookshelf: The bookshelf has a secret compartment. A successful search check (DC 20) discovers it and its contents. Inside the hidden alcove is Bojabi's carefully folded *robe of useful items*. See the cert for details. Otherwise, a *potion of cure serious wounds* is hidden here.

Search the workbench: There is an invisible stalker currently imprisoned in a stoppered blue flagon setting on the bench.

If the container is so much as touched, it glows with an inner light, and the smoky contents begin to whirl and swirl. The creature was bound to the flask by the trespassing Red Wizard and quite angry at being trapped here. It is freed the instant anyone opens the flask.

Invisible Stalker: Large Elemental (air); HD 8d8+16; hp 72; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 (perfect); AC 17; Atks +10/+5 melee (2d6+6, slam); Face/Reach: 5ft. by 5 ft./10 ft.; SQ Elemental, natural invisibility, improved tracking; AL N; SV Fort +4 Ref +10 Will +4.

Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11

Skills: Listen +11, Move Silently +15, Search +11, Spot +13. *Feats:* Combat Reflexes, Improved Initiative, Weapon Focus (slam);

The stalker has a natural invisibility, though it can make itself be seen if it desires.

The stalker does not immediately attack. It does however ask the PCs for food – in this case that means magical potions. The stalker attacks only if the PCs provoke it, threaten it, or refuse it food. A PC who offers a potion gains the ability to negotiate with the stalker. A successful *dispel magic*, *dispel evil/good*, or *dismissal* frees the stalker. The invisible stalker may also be freed from its binding by laying the wizard Bojabi's spirit to rest.

Lethill has no love for the Red Wizards, and in return for a promise of freedom and not being attacked, it tells the PCs:

- How the halflings and other servants were killed.
- How its master thought he had slain the Red Wizard and was carting the body below to hide it.
- How the Red Wizard shook off a feign death spell and killed Bojabi.
- How the Red Wizard stuck it in this flask.

Furthermore, it offers low-level PCs (at the DM's discretion) help in fighting the wraith of Rusk. Lethill tells higher level PCs where the wraith wanders, but will not give any help in defeating it.

Lethill is flighty and easily distracted from its purpose. It knows where both Rusk is and where Bojabi was killed. But it won't easily venture into the earth—it needs much coaxing (good role-playing on the PCs' part) or a sufficient bribe of wealth or magic.

Treasure: robe of useful items (see certified items)

23. Alchemical Supplies

The door to this room is locked.

Wooden door, locked: hardness 5, hit points 10, break DC 15, open locks DC (15).

Once the PCs get past the door, continue with the read-aloud text below.

This room stores shelves filled with glassware and pottery holding various herbs, powders, oils and assorted spell components. Age has made nearly all of it moldy and useless. However, some of the pottery looks in reasonable shape.

Despite the serviceable appearance of the room's contents, there is nothing of value here.

24. Dungeon

Perhaps 20 feet wide and twice as long, this room reeks of death and oppression. Five sets of manacles are attached to the east wall, some barely visible amongst the piles of mildewed straw that covers the floor. Hanging from the middle of the ceiling is a body cage. Within it appear to be some remains.

Search the manacles: There is nothing of interest here. The manacles are corroded and old

Search the body cage: The body cage is locked and rusted shut. Inside the body cage are the partial remains of the holy warrior Rusk. Once the PCs get the lock off, they can examine them.

Rusted cage door, locked: hardness 10, hit points 15, break DC 25, open locks DC (28).

The cage only contains part of Rusk's remains – the skull, spine, and ribcage. There are two silver molars, worth 1 gold, set in the skull's jaw. His limbs were cut off and disposed of in the garderobe pit. Rusk's wraith lurks in the skull during the daylight hours, but wanders the shadows of the dungeon at night. If blood is spilled anywhere in the tower, Rusk "awakens" regardless of the time of day. He streams forth from the cage in 1d6 * 10 minutes and stays active for 24 hours.

Destroying the bones causes the wraith to melt into the stone floor. If the silver teeth are taken as a prize, Rusk manifests within 60 feet of those teeth within 5d6 rounds.

25. Storage

The large, bi-folding double doors open to reveal a room perhaps 20 feet wide and 15 feet deep. A variety of household supplies rest on several tall shelves spaced throughout the room.

PCs who search the room (DC 35) find something of peculiar note among the otherwise mundane household supplies. A stoppered goat bladder has been placed here between some linens.

While the goat bladder functions as the equivalent of a *stinking cloud* spell, it is not magical and will not detect as so.

Treasure: *stinking cloud* goat bladder; household supplies (50 gp)

26. Crawlway

This muddy crawlspace is a tight squeeze. The passage twists and turns for 30 feet before opening into a taller tunnel floored by sludge.

27. Stagnant Waters

As you reach the end of the small muddy crawlway the passage, still covered with mud, begins to slope down steeply.

PCs who continue beyond this point find it difficult to climb back up (DC 15 if done without aid). Those who fall slide (back) down the slope and into a chamber filled with a pool of water four feet deep and floored with quickmud.

Trap: The floor of the pool at the bottom of the slide is extremely soft "quickmud". Those who fall in the pool must make a Reflex save (DC 15) to escape quickly. Those who fail their save sink one foot per round until submerged.

Quickmud: CR 1; (2d6 damage); PCs slowly sink beneath the mud; Reflex save (DC 15) allows the PC to escape quickly; Search (DC 20), Disable Device (N/A).

28. Offal

Continuing past the small pool and down a narrow, pitted "hallway", you find yourselves at the edge of a large cavern. The air is filled with the sweet sick odor of decay.

The tunnel leads to a 10-foot-deep pit filled with offal and sewage from the garderobe, 60 feet above. The slippery pile makes it difficult to climb out (DC 10). The rotted limbs of Rusk are stuck in the pile of offal. His wraith can manifest itself within 60 feet of this spot. Rusk's disembodied moans fill the air before he manifests. Proceed to encounter 7 for the wraith's statistics and tactics.

There is swamp gas in this room, and flames will burn brighter. Any fire-based spells cast here cause an addition 2 points per die.

29. Fault

The passage slopes up from the muddy pool (28), and after 40 feet opens onto a fault in the bedrock. The slash through the stone leans steeply to the right at a 65-degree angle, dropping 15 feet to a watery crevice and rising 35 feet to a stony vault.

30. Dark Waters

Some of you find yourselves leaning over to traverse the short hallway ahead. You find yourselves descending again along a gradual slope. Ahead, the expansive darkness indicates another large cavern. There is a small ledge that runs along the north side of the cavern.

Read the player text below if the PCs continue.

As you suspected, the passage quickly opens into a large cavern. The sounds of splashing water emanate from somewhere below and are very loud here.

The PCs have emerged onto a small ledge 20 feet above a bubbling, frothy pool of muddy water that fills the bottom of this room. The pool is part of an underground stream that flows into the Fire River.

Swimming, if required, is easy (DC 5). The cave walls are rough and slick, however, so climbing out of the pit is more difficult (DC 20). If the PCs search successfully (DC 10) they find a thick taproot to aid in their climb (+5 circumstance bonus)

31. Dead, But Not Gone

The ledge is damp and covered with rubble, a chamber opening at its rear. There are stacks of fallen stones, and a major collapse has filled the back of this cave. The evil Red Wizard's bones are buried under this rubble, his bony hand stretched out as if scrabbling for freedom.

Once the PCs arrive here, proceed to **Encounter 8** (Manifesting Red Wizard)

NOTE: Remember he negotiates with EL 3 heroes to unearth his bones and give him a proper burial on the surface. If they refuse, he threatens them, and barring that, attacks.

The remains of the wizard Bojabi also can be found here, a little farther away. There is a medallion with symbols of Rasheman around his bony neck to identify him.

Encounter Six Manifesting Ellard

You should run this encounter only if the party is where the haunt of Ellard can manifest. It is limited to the roof, the entire third floor, and the barracks (room 11) on the second floor.

Note: Ellard's remains can be destroyed with acid, fire, a proper burial, or *bles*s. Ellard's manifested spirit dissipates 1d3 rounds after his remains are destroyed. *Raise dead* destroys his spirit outright. Holy water works as normal.

The ghost of Ellard has the following special attacks and qualities.

Undead: Immune to mind influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

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

Corrupting Touch (Su) – a ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, he gets to add his strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su) – When he manifests, Ellard becomes visible but remains incorporeal. He can then strike with his touch attack. A manifested ghost remains on the ethereal plane but can be attacked by opponents on both the Material and Ethereal planes.

Malevolence (Su) – Once per round, Ellard can merge its body with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a 10th level sorcerer. The receptacle is Ellard's remains in the nearby stone chest. If the attack succeeds, Ellard vanishes into the opponent's body. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to Ellard's malevolence for one day.

Rejuvenation (Su) – You cannot destroy Ellard through simple combat. If "destroyed", Ellard's spirit returns to

the box with his remains and cannot appear for 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. The only way to get rid of Ellard's ghost is to *bless*, or bury his remains.

Alternate Manifestation (Su) – Ellard may elect to manifest as a glowing pulse of light (like a will-o-wisp).

EL 5

Ghost of Ellard, halfling male Exp4 (cook): CR 5; Small Incorporeal Undead (3 ft. 2 in. tall); HD 4d12; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 30 ft.; AC 17 (+3 Dex, +4 deflection) or 13 ethereal (+3 Dex); Atk +6 melee (1d4, touch); SA corrupting touch, manifestation, malevolence; SQ rejuvenation, undead, incorporeal, turn resistance +4; AL N; SV Fort —, Ref +4, Will +6

Str —, Dex 16, Con —, Int 14, Wis 14, Cha 18

Skills: Appraise +6, Climb +5, Gather Information +9, Hide +18, Knowledge (herbs) +9, Listen +16, Profession (cook) +11, Read Lips +4, Search +10, Spot +16, Wilderness Lore +7. *Feats:* Improved Initiative, Skill Focus (profession—cook).

SA and SQ: see above. Save DC 16.

EL 7

Ghost of Ellard, halfling male Exp6 (cook): CR 7; Small Incorporeal Undead (3 ft. 2 in. tall); HD 6d12; hp 48; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 30 ft.; AC 17 (+3 Dex, +4 deflection) or 13 ethereal (+3 Dex); Atk +7 melee (1d4, touch); SA corrupting touch, manifestation, malevolence; SQ rejuvenation, undead, incorporeal, turn resistance +4; AL N; SV Fort —, Ref +5, Will +7

Str —, Dex 16, Con —, Int 14, Wis 14, Cha 18

Skills: Appraise +8, Climb +7, Gather Information +9, Hide +18, Knowledge (herbs) +13, Listen +20, Profession (cook) +13, Read Lips +6, Search +10, Spot +18, Wilderness Lore +9. *Feats:* Alertness, Improved Initiative, Skill Focus (profession—cook).

SA and SQ: see above. Save DC 17.

EL 9

Ghost of Ellard, halfling male Exp8 (cook): CR 9; Small Incorporeal Undead (3 ft. 2 in. tall); HD 8d12; hp 64; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 30 ft.; AC 17 (+3 Dex, +4 deflection) or 13 ethereal (+3 Dex); Atk +9/+4 melee (1d4, touch); SA corrupting touch, manifestation, malevolence; SQ rejuvenation,

undead, incorporeal, turn resistance +4; AL N; SV Fort —, Ref +5, Will +8

Str —, Dex 16, Con —, Int 14, Wis 14, Cha 18

Skills: Appraise +10, Climb +9, Gather Information +11, Hide +20, Knowledge (herbs) +15, Listen +20, Profession (cook) +15, Read Lips +8, Search +10, Spot +18, Wilderness Lore +11. *Feats:* Alertness, Improved Initiative, Skill Focus (profession—cook).

SA and SQ: see above. Save DC 17.

EL 11

Ghost of Ellard, halfling male Exp10 (cook): CR 11; Small Incorporeal Undead (3 ft. 2 in. tall); HD 10d12; hp 80; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 30 ft.; AC 17 (+3 Dex, +4 deflection) or 13 ethereal (+3 Dex); Atk +10/+5 melee (1d4, touch); SA corrupting touch, manifestation, malevolence; SQ rejuvenation, undead, incorporeal, turn resistance +4; AL N; SV Fort —, Ref +8, Will +9

Str —, Dex 16, Con —, Int 14, Wis 14, Cha 18

Skills: Appraise +12, Climb +9, Gather Information +13, Hide +22, Knowledge (herbs) +17, Listen +20, Profession (cook) +17, Read Lips +10, Search +10, Spot +20, Wilderness Lore +13. *Feats:* Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (profession—cook).

SA and SQ: see above. Save DC 19.

EL 13

Ghost of Ellard, halfling male Exp12 (cook): CR 13; Small Incorporeal Undead (3 ft. 2 in. tall); HD 12d12; hp 96; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 30 ft.; AC 17 (+3 Dex, +4 deflection) or 13 ethereal (+3 Dex); Atk +12/+7 melee (1d4, touch); SA corrupting touch, manifestation, malevolence; SQ rejuvenation, undead, incorporeal, turn resistance +4; AL N; SV Fort —, Ref +9, Will +10

Str —, Dex 16, Con —, Int 14, Wis 14, Cha 18

Skills: Appraise +14, Climb +9, Gather Information +15, Hide +22, Knowledge (herbs) +19, Listen +22, Profession (cook) +19, Read Lips +12, Search +10, Spot +22, Wilderness Lore +15. *Feats:* Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (profession—cook).

SA and SQ: see above. Save DC 21.

Tactics: Ellard uses his Malevolence power to take control of a PC. He then moves the PC by the shortest means necessary to the stone chest, where he attempts to use whatever the PC has available to open it. If opposed, he uses the PC's equipment or his own unnatural attacks to fight back. If it's obvious that the PCs can subdue him, or they are successful in thwarting his efforts, he

opens a dialogue. He offers to tell the PCs the location of a valuable treasure (something they have not already found) if they will destroy his body and the evil Red Wizard's spirit below.

Encounter Seven

Manifesting Rusk

You should run this encounter only if it is nighttime outside or if blood has been spilled in the house. The party must also be where Rusk's wraith can manifest. It is bound to within 60 feet of either set of his mortal remains in the dungeon (24) or offal pit (28). He can also manifest in the bath (14) directly above.

Rusk is advanced at higher ELs by adding his paladin levels. This is a non-standard way of advancing a wraith.

Note: Destroying one set of Rusk's remains limits his manifestation to the area around the second set. The remains can be destroyed with acid, fire, a proper burial, or *bless*. Rusk's manifested spirit dissipates 1d3 rounds after his remains are destroyed. *Raise dead* destroys his spirit outright. Holy water works as normal.

The ghost of Rusk has the following special attacks and qualities.

Undead: Immune to mind influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

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

Unique Weakness: If this Lesser Wraith is attacked with his penknife (which inflicts 1d2 points of damage), he must make a Will save (DC 15) or become vulnerable to normal weapons for 1d4 rounds.

Daylight Powerlessness: A wraith is utterly powerless in natural sunlight (not merely a *daylight* spell) and will flee from it.

Unnatural Aura (Su): Animals will not approach within 30 ft. of a wraith.

Constitution Drain (Su): A creature hit by this wraith's incorporeal touch must make a Fort save or suffer 1d6 points of permanent Con drain.

EL 5

Rusk (wraith): CR 5; Medium Undead (6 ft. tall); HD 5d12; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atks +5 melee (1d4 and Con drain, incorporeal touch); SA unique weakness, Constitution drain (Fort save DC 15); SQ undead, incorporeal, daylight powerlessness, unique weakness, turn resistance +2; AL LE; SV Fort +1, Ref +3, Will +5.

Str —, Dex 16, Con —, Int 10, Wis 13, Cha 16.

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

SA & SQ: see above

EL 7

Rusk (wraith), former Pal2: CR 7; Medium Undead (6 ft. tall); HD 7d12; hp 48; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atks +7/+2 melee (1d4 and Con drain, incorporeal touch); SA unique weakness, Constitution drain (Fort save DC 16); SQ undead, incorporeal, daylight powerlessness, unique weakness, turn resistance +2; AL LE; SV Fort +4, Ref +3, Will +5.

Str —, Dex 16, Con —, Int 10, Wis 13, Cha 16.

Skills: not important to the adventure. *Feats:* Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

SA & SQ: see above.

EL 9

Rusk (wraith), former Pal4: CR 9; Medium Undead (6 ft. tall); HD 9d12; hp 64; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atks +9/+4 melee (1d4 and Con drain, incorporeal touch); SA unique weakness, Constitution drain (Fort save DC 17); SQ undead, incorporeal, daylight powerlessness, unique weakness, turn resistance +2; AL LE; SV Fort +5, Ref +6, Will +6.

Str —, Dex 16, Con —, Int 10, Wis 13, Cha 16.

Skills: not important to the adventure. *Feats:* Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes.

SA & SQ: see above.

EL 11

Rusk (wraith), former Pal6: CR 11; Medium Undead (6 ft. tall); HD 11d12; hp 80; Init +7 (+3 Dex, +4

Improved Initiative); Spd 30 ft. fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atks +11/+6 melee (1d4 and Con drain, incorporeal touch); SA unique weakness, Constitution drain (Fort save DC 18); SQ undead, incorporeal, daylight powerlessness, unique weakness, turn resistance +2; AL LE; SV Fort +6, Ref +7, Will +9.

Str —, Dex 16, Con —, Int 10, Wis 13, Cha 16.

Skills: not important to the adventure. *Feats:* Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes.

SA & SQ: see above.

EL 13

Rusk (wraith), former Pal8: CR 13; Medium Undead (6 ft. tall); HD 13d12; hp 96; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atks +13/+8 melee (1d4 and Con drain, incorporeal touch); SA unique weakness, Constitution drain (Fort save DC 19); SQ undead, incorporeal, daylight powerlessness, unique weakness, turn resistance +2; AL LE; SV Fort +7, Ref +7, Will +9.

Str —, Dex 16, Con —, Int 10, Wis 13, Cha 16.

Skills: not important to the adventure. *Feats:* Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes.

SA & SQ: see above.

Encounter Eight

Manifesting Red Wizard

You should run this encounter only if it is nighttime outside or if blood has been spilled in the house. The party must also be where the dark spirit of the Red Wizard can manifest. How limited the Red Wizard's area of manifestation depends on the EL. Consult the table below.

EL 5	spirit can only manifest in room 31
EL 7-9	spirit can manifest in room 31 or 32
EL 11-13	once PCs have entered room 31, spirit can manifest anywhere in the underground section of the manse.

Note: The dark spirit's remains can be destroyed with acid, fire, or a proper burial. Its manifested spirit dissipates 1d3 rounds after his remains are destroyed. *Raise dead* destroys his spirit outright.

The dark spirit of the dead Red Wizard has the following special attacks and qualities.

Undead: Immune to mind influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

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

Chill Touch (Su) – a dark spirit that hits a living target with its incorporeal attack deals 2d8 points of damage and ages the victim – three years for a human or half-orc, six years for a half-elf, gnome, or halfling, and ten years for a dwarf or elf. A successful Fortitude negates this aging but not the damage. Against ethereal opponents, he gets to add his strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su) – When he manifests, the dark spirit of the Red Wizard becomes visible but remains incorporeal. He can then strike with his touch attack or utilize his elemental magic. A manifested ghost remains on the ethereal plane but can be attacked by opponents on both the Material and Ethereal planes.

Elemental Control (Su) – Once he has manifested, a dark spirit can reshape and animate some types of elements. He can affect elements up to 180 feet away. Animating an element takes a full round, during which he can do nothing else. He can animate up to one element per two EL increments (for a range of 1 to 5 elements) Once manifested, these pseudopods attack with ½ the dark spirits normal attack bonus. They have ½ the wizard's hit points and a hardness rating equal to their normal material. They last for 1d6 rounds, after which they collapse. The dark spirit must wait an equal amount of additional time before animating an element again. For game purposes the dark spirit uses the following elements.

EL	Element	Atk	Hardness	HP	Damage
5	Fire	+2	0	15	1d6
7	Wood	+2	5	21	2d6
9	Water	+3	0	27	3d6
11	Stone	+3	10	35	3d8
13	Air	+4	N/A	N/A	4d8

All his spells have no material components.

EL 5

Dark Spirit of Red Wizard, Wiz3: CR 5; Medium Incorporeal Undead (5 ft. 8 in. tall); HD 3d12+3; hp 27; Init +3 (+3 Dex); Spd fly 30 ft.; AC 17 (+ 3 Dex, +4 deflection) or 13 ethereal (+3 Dex); Atks +4 melee (2d8 plus aging, chilling touch); SA manifestation, chilling touch (Fort save DC 15), elemental control, spells; SQ undead, incorporeal; AL NE; SV Fort +5, Ref +4, Will +3.

Str —, Dex 16, Con —, Int 17, Wis 10, Cha 18.

Skills: Alchemy +8, Concentration +5, Knowledge (Arcana) +8, Knowledge (Thay) +8, Scry +8, Spellcraft +8. *Feats:* Combat Casting, Toughness.

Spells (4/3/2): 0 lvl—*dancing lights, detect magic, mage hand* x2; 1st lvl—*charm person, magic missile* x2; 2nd lvl—*blindness/deafness, fog cloud*.

SA and SQ: see above

EL 7

Dark Spirit of Red Wizard, Wiz5: CR 7; Medium Incorporeal Undead (5 ft. 8 in. tall); HD 5d12+3; hp 42; Init +3 (+3 Dex); Spd fly 30 ft.; AC 17 (+ 3 Dex, +4 deflection) or 13 ethereal (+3 Dex); Atks +5 melee (2d8 plus aging, chilling touch); SA manifestation, chilling touch (For save DC 16), elemental control, spells; SQ undead, incorporeal; AL NE; SV Fort +5, Ref +4, Will +4.

Str —, Dex 16, Con —, Int 17, Wis 10, Cha 18.

Skills: Alchemy +10, Concentration +7, Knowledge (Arcana) +10, Knowledge (Thay) +8, Scry +10, Spellcraft +10. *Feats:* Combat Casting, Empower Spell, Toughness.

Spells (4/4/3/2): 0 lvl—*dancing lights, detect magic, mage hand* x2; 1st lvl—*charm person, magic missile* x3; 2nd lvl—*blindness/deafness, fog cloud, spectral hand*; 3rd lvl—*dispel magic, empowered magic missile*.

SA and SQ: see above

EL 9

Dark Spirit of Red Wizard, Wiz7: CR 9; Medium Incorporeal Undead (5 ft. 8 in. tall); HD 7d12+3; hp 58; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 30 ft.; AC 17 (+ 3 Dex, +4 deflection) or 13 ethereal (+3 Dex); Atks +6 melee (2d8 plus aging, chilling touch); SA manifestation, chilling touch (Fort save DC 17), elemental control, spells; SQ undead, incorporeal; AL NE; SV Fort +6, Ref +5, Will +5.

Str —, Dex 16, Con —, Int 17, Wis 10, Cha 18.

Skills: Alchemy +12, Concentration +9, Knowledge (Arcana) +10, Knowledge (Thay) +10, Scry +12,

Spellcraft +12. *Feats:* Combat Casting, Empower Spell, Improved Initiative, Toughness.

Spells (4/5/4/3/1): 0 lvl—*dancing lights, detect magic, mage hand* x2; 1st lvl—*charm person, magic missile* x3, *shocking grasp*; 2nd lvl—*blindness/deafness* x2, *fog cloud, spectral hand*; 3rd lvl—*dispel magic, empowered magic missile* x2; 4th lvl—*phantasmal killer*.

SA and SQ: see above

EL 11

Dark Spirit of Red Wizard, Wiz9: CR 11; Medium Incorporeal Undead (5 ft. 8 in. tall); HD 9d12+3; hp 74; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 30 ft.; AC 17 (+ 3 Dex, +4 deflection) or 13 ethereal (+3 Dex); Atks +7 melee (2d8 plus aging, chilling touch); SA manifestation, chilling touch (Fort save DC 18), elemental control, spells; SQ undead, incorporeal; AL NE; SV Fort +7, Ref +6, Will +6.

Str —, Dex 16, Con —, Int 17, Wis 10, Cha 18.

Skills: Alchemy +12, Concentration +11, Knowledge (Arcana) +14, Knowledge (Thay) +10, Scry +14, Spellcraft +14. *Feats:* Combat Casting, Empower Spell, Improved Initiative, Quicken Spell, Toughness.

Spells (4/5/5/4/2/1): 0 lvl—*dancing lights, detect magic, mage hand* x2; 1st lvl—*charm person, magic missile* x3, *shocking grasp*; 2nd lvl—*blindness/deafness* x2, *fog cloud* x2, *spectral hand*; 3rd lvl—*dispel magic, empowered magic missile* x3; 4th lvl—*phantasmal killer* x2; 5th lvl—*quicken magic missile*.

SA and SQ: see above

EL 13

Dark Spirit of Red Wizard, Wiz11: CR 13; Medium Incorporeal Undead (5 ft. 8 in. tall); HD 11d12+3; hp 90; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 30 ft.; AC 17 (+ 3 Dex, +4 deflection) or 13 ethereal (+3 Dex); Atks +8 melee (2d8 plus aging, chilling touch); SA manifestation, chilling touch (Fort save DC 19), elemental control, spells; SQ undead, incorporeal; AL NE; SV Fort +7, Ref +6, Will +7.

Str —, Dex 16, Con —, Int 17, Wis 10, Cha 18.

Skills: Alchemy +14, Concentration +13, Knowledge (Arcana) +16, Knowledge (Thay) +10, Scry +16, Spellcraft +16. *Feats:* Brew Potion, Combat Casting, Empower Spell, Improved Initiative, Quicken Spell, Toughness.

Spells (4/5/5/5/3/2/1): 0 lvl—*dancing lights, detect magic, mage hand* x2; 1st lvl—*charm person, magic missile* x3, *shocking grasp*; 2nd lvl—*blindness/deafness* x2, *fog cloud* x2, *spectral hand*; 3rd lvl—*dispel magic* x2, *empowered magic missile* x3; 4th lvl—*phantasmal*

killer x3; 5th lvl—quicken *magic missile* x2; 6th lvl—*eyebite*.

SA and SQ: see above

Tactics: At EL 5 the dark spirit is content to bargain with the PCs to return his corpse to the surface and give it a proper burial. If the PCs refuse, he attacks.

At EL 7, the dark spirit attacks but gives no consideration to hiding while waiting for his elemental magic to recharge.

At higher ELs, the dark spirit de-manifests while waiting to be able to animate the elements again.

Conclusion

Once the PCs have found the mortal remains of Ellard they are technically done with Mrs. Sixtoes request. They can return to her at the inn near the wharf. If they think to bring her the old letters she sent (located in a secret compartment in Ellard's room), then award them extra experience from the table below.

She is obviously dejected about the news of the death of her nephew, but will be somewhat consoled by the news that the perpetrator died. If the PCs relate their battle with the evil spirit, she will be visibly pleased if they defeated it.

The End

Experience Point Summary

To calculate experience awards for the player characters, follow these steps:

A. Calculate Base Award Values

Total the following values according to what the characters accomplished. To determine the MEPL (Modified Effective Party Level) to use in the comparisons below, use the EPL calculated at the beginning of the adventure and then account for extra animals as follows:

- Figure out the combined Encounter Level of all animals accompanying the PCs, using the Challenge Ratings for them in the *Monster Manual*. Do not add paladin bonded mounts, familiars, or druid animal companions that fall within the druid's limit by level. These creatures are part of the class powers, and accounted for in the character levels of the PCs. Also, do not count the PCs' own mounts. Animals and henchmen left at home do not count.

If the Encounter Level of all animals is at least ½ the EPL, add one (1) to the EPL. If it is equal to the EPL, add two (2) to the EPL. This is the MEPL.

Encounter 3-5

For each trap avoided 10 gp
There are five traps in these encounters total.

Encounter 6

Defeat Ellard (or lay him to rest)
If the MEPL is 2 or more greater than the EL 25 xp
If the MEPL within 1 of the EL 37.5 xp

Encounter 7

Defeat Rusk (or lay him to rest)
If the MEPL is 2 or more greater than the EL 25 xp
If the MEPL within 1 of the EL 37.5 xp

Encounter 8

Defeat the dead Red Wizard (or lay him to rest)
If the MEPL is 2 or more greater than the EL 25 xp
If the MEPL within 1 of the EL 37.5 xp

Discretionary Roleplaying Award 0-37.5 xp

The roleplaying award should reflect consistent character portrayal, contribution to the fun of the game, and useful or appropriate social interaction. You can award different roleplaying amounts to different characters. It also accounts for all clue-gathering activities in the scenario that are not dangerous (that don't have ELs associated with them).

B. Multiply by EPL

Multiply the total from Part A by the EPL you calculated at the beginning of the scenario (**not** the MEPL). Award this value to each PC and each cohort or henchman who has a character class.

The maximum experience per EPL is 200.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items worth more than 100 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter Two

Room 3

- 8 fire opals (50 gp each)

Room 5

- *Pale green gem* (Value 420 gp per charge): This magical gem looks as delicate and cold as a piece of ice, its facets catching the light and looking like freshly-formed frost crystals. It allows its bearer to polymorph into a polar bear. The effect is as a *polymorph self* spell cast at 7th level, but the only form allowed is polar bear. Then the gem shatters. The number of charges depends on the EL at which Encounter Six was fought. Check the appropriate line.

EL	Charges	Value
— 5	[]	420 gp
— 7	EL 5+ [] [] []	1,680 gp
— 9, 11	EL 7+ [] [] [] [] []	3,780 gp
— 13	EL 9+ [] [] [] [] [] []	7,980 gp

Room 7

- silverware (150 gp, 5 lbs)

Encounter Three

Room 12

- longsword (x2), shortsword (x4), arrows (x20), crossbow bolt (x20), short bow (x2), light crossbow (x3), long spear

Room 13

- *Potion of cure wounds* (Value 750 gp): The spell type and caster level of this potion depend on the EL at which Encounter 6 is fought. Check the appropriate line.

EL	Spell Type	Caster lvl	Value
— 5	light	1	50 gp
— 7	moderate	5	500 gp
— 9, 11	serious	7	1,050 gp
— 13	critical	12	2,400 gp

Room 15

- Maps (500 gp)

Encounter Four

Room 20

- *Scarab, golembane* (Value see desc): The type of golem this is keyed to depends on the EL at which Encounter Six was fought. Check the appropriate line.

EL	Golem Type	Value
— 5	Flesh	800 gp
— 7	Clay	1,000 gp
— 9, 11	Stone	1,200 gp
— 13	Iron	1,600 gp

Encounter Five

Room 22 (give this out for EL 11 and 13 only – at lower ELs, it is just a robe)

- *Robe of useful items* (Value 7,000 gp): This robe has the following item patches:

wavy edged dagger w/ ivory handle	0
silver-edged throwing dagger	0
bullseye lantern, filled and lit	0
hooded lantern, filled and lit	0
mirror, highly polished, 2 ft. by 4 ft.	0
mirror, highly polished round 6 in. diameter	0
pole, 10 ft. length	0
pole, 10 ft. length	0
hemp rope, 50 ft. length	0
big canvas sack	0
coffer, silver, 6 in. square (500 gp value)	0
emerald (400 gp value)	0

mule with saddle bags	0
ladder, 24 ft. long, wooden	0
two-man tent, two bedrolls	0
two-person canoe with paddle	0
four-person raft with pole	0
10-gallon cask of good dwarven ale	0
5-gallon barrel of cool, clear water	0
heavy cloak for winter conditions	0
soap, towel and razor	0
3-gallon barrel of apple cider	0
miner's pick and shovel	0
fishing pole and can of worms	0
wooden shield	0
wooden holy symbol of Tymora	0
wooden holy symbol of Gond	0
wooden holy symbol of Sune	0

Room 25

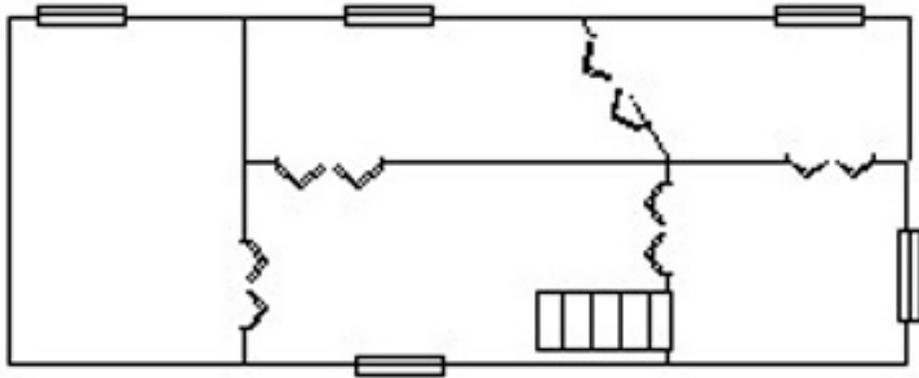
- Goat bladder of stinking cloud (Value 500 gp):
Once this flask is uncorked, it releases vapors from an alchemical mixture that has the same effect as if a *stinking cloud* spell was cast by a 5th level wizard. Better uncork it, hurl it, and run as fast as you can if you don't want to be caught in its effects.

Room 31

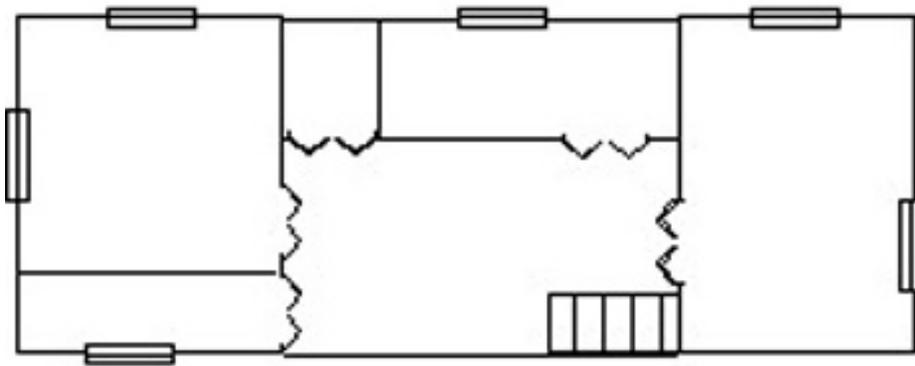
- Rashemen medallion: You found this silver and brass medallion about the neck of a skeleton—the remains of the wizard Bojabi. The wizard originally hailed from Rashemen, and this medallion is covered with symbols representing key individuals and historic events. The medallion is worth roughly 200 gold if sold in Ravens Bluff or elsewhere. However, if you are able to sell the medallion in Rashemen, you can get 10 times that amount—2,000 gold. The DM must indicate on this certificate if you sell it in Rashemen during an adventure.

PLAYERS' HANDOUT

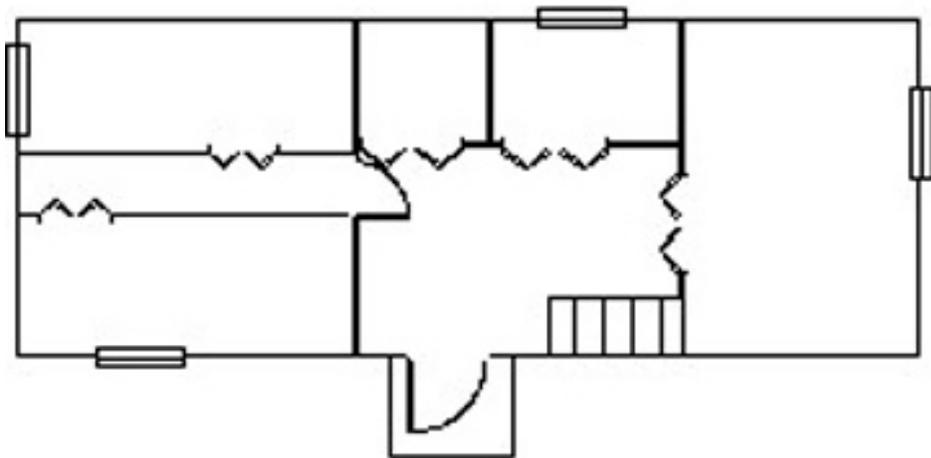
The Wizard Bojabi's Manse



Third Floor



Second Floor



First Floor



DM'S MAP ONE

The Wizard Bojabi's Manse

