

Ruins of Slumber

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

by Bruce Paris and James Dempsey

Circle Reviewer: Creighton Broadhurst

Playtesters: Adrian Gillmore, Andrew Gately, Justin McGuire, Katrin Hingee, and Suzanna Powell

The Tower of Sleep, home to Shemaya, the last human survivor of ancient Sulm has reappeared in the Bright Desert. But something is not right. The tower is changing and decaying. Sounds of great conflict and screams of terror have been heard from inside. Could it be that time's tide has finally run its course? A one-round core adventure set in the Empire of the Bright Lands for characters level 5-15 (APLs 6-14).

Resources for this adventure [and the authors of those works] include COR5-06 *Blood on Bright Sands* [Creighton Broadhurst], COR5-09 *Gateway to Bright Sands* [Theron Martin], COR5-11 *Dark Deceit on Bright Sands* [Chris Cheshier], COR5-17 *Time's Tide on Bright Sands* [Bruce Paris and James Dempsey], COR5-20 *Phantoms on Bright Sands* [Tom Kee], COR5-02 *Mines of the Eye* [Creighton Broadhurst and Paul Looby], COR6-02 *Rallying Point for the Bright Sands* [Chris Cheshier and Greg Marks], COR6-09 *Beneath the Bright Sands* [Mike Hinds], COR6-13 *Tears for Bright Sands* [Theron Martin], COR6-14 *Cloud of Darkness* [Creighton Broadhurst], COR6-16 *Dominion of Bright Sands* [Creighton Broadhurst and Greg Marks], COR6-02 *Pits of Azak-Zil* [Chris Cheshier and Bruce Paris], COR8-05 *Pyre of the Righteous* [Theron Martin], "Hardby, City of the Scorned" in *Dungeon Magazine* 107 [Paul Looby], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Spell Compendium* [Jeff Grubb, Mike McArtor, Matthew Sernett] and "The Bright Lands Playing Pieces" *Dungeon Magazine* 103 [Creighton Broadhurst].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2008 Wizards of the Coast, Inc.
Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

This adventure's challenges are proportionate to the modified average character level of participating PCs. Before play begins, calculate the Average Party Level (APL) by following the process below:

1. Determine the character level for each of the PCs. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If there are six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

Experience and Treasure: APL affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure.

Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Empire of the Bright Lands. All characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly benefits) as detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

ADVENTURE BACKGROUND

In 595 CY, the Tower of Sleep once again appeared in the Bright Desert. The caretaker of the tower is an ancient mage named Shemaya. She was, until recently, known as the only human survivor of the fall of the Kingdom of Sulm. Shemaya survived because she was able to wrap her tower in a temporal bubble that protected her from the ravages of time. Her only regret was that she was never able to save her young friend, Princess Ulma, from the destruction and chaos; though hundreds of years gave her time to discover great magic which might allow somebody (other than her) to travel back in time and save Ulma before the curse of the *Scorpion Crown* swept Sulm away.

In 595 CY, Shemaya was ready to try her time-travelling magic. She chose several adventurers who were destined to rescue "the last flower of Sulm". Diving into her magic pool, the adventurers were transported back in time to ancient Utaa. Here, they were able to rescue Ulma before the devastation brought about by the *Scorpion Crown*. The adventurers returned Ulma to the current time, though there now appeared to be a philosophical quandary.

Both Shemaya and Ulma were keen to help the Archmage, Rary, unmake the *Scorpion Crown*: for in doing so, the fell artifact's curse would be broken. But other powers in the region, such as Lady Karystine, sought to retain the status quo; fearing that should Rary succeed, he would himself gain great power and seek to wreak destruction on his nearest neighbors – Greyhawk City and Hardby in particular.

Neither Shemaya nor Ulma believed that Rary had ulterior motives, until they were confronted with Rary's

wickedness in late 596 CY. At this point, they both turned their backs on Rary – though he never forgot their treachery. Rary still needed "the last flower of Sulm" to achieve his nefarious ends – and that meant getting Ulma – by force, if necessary.

Recently, Rary found a way to break into Shemaya's tower and smash her protective time bubble. Seven days ago he carried out his plan and attacked Shemaya and Ulma in the Tower of Sleep. This attack dangerously weakened the tower's protective wards and caused the tower to begin to decay, and fall into the Bright Desert, near Ul Bakak. Rary has forcibly kidnapped Ulma, and left Shemaya (driven insane by the attack) to be consumed by the ravages of time, madness, and the nightmares now set free within the Tower of Sleep.

ADVENTURE SUMMARY

The objective of this adventure is for the adventurers to investigate the Tower of Sleep and to see if Shemaya and Princess Ulma are still alive. When they find out Princess Ulma has been kidnapped by Rary, they must find the clues to her location, which Shemaya knew before she went insane. For those adventurers allied with Rary, it appears that the insane Shemaya may still possess some information that could aid Rary – something he may have overlooked in his haste to kidnap Ulma. While procuring this information, the adventurers must navigate the crumbling Tower of Sleep – much of which is now phasing in and out of time; and face off against a totally insane Shemaya (now transformed into a manscorpion) in the final encounter.

PREPARATION FOR PLAY

Before play begins, the DM should ascertain whether any of the PCs have played *COR5-17 Time's Tide On Bright Sands*. If some have, ask them to briefly relay the events of that adventure to the other players at the table (helped by the DM if anything needs filling in). If *nobody* has played "Time's Tide", give out Player Handout 1 and allow them time to read it.

TIME'S TIDE ON BRIGHT SANDS

Before you play this adventure, it is important that you understand what happened during a previous adventure, *COR5-17 Time's Tide On Bright Sands*. You do *not* need to have played that adventure in order to play and enjoy *COR8-09 Ruins of Slumber*.

In 595 CY, a strange edifice, which the local tribes called the Tower of Sleep, appeared in the Bright Desert. Anybody who got too close to the Tower found himself or herself involuntarily put into a state of slumber. The caretaker of the tower was an ancient mage named Shemaya. She was, until recently, known as the only human survivor of the fall of the Kingdom of Sulm, over 2,000 years ago. The endless sands of the Bright Desert are all that remain of that once great nation.

Shemaya survived because she was able to wrap her tower in a bubble that protected it from the ravages of time. Her only regret was that she was never able to save her young friend, Princess Ulma, from the destruction and chaos – chaos brought about by Ulma’s father, King Shattados. Shattados had found a way to gain immortality. His aim was to master a gift from his dark master, *Scorpion Crown*, and rule forever as emperor. However, as soon as he donned the crown, his kingdom crumbled. Most of the human inhabitants turned into hideous or strange creatures: those who were evil turned into manscorpions; those of good heart became asherati. Those not of Sulm fled the destruction, returning eventually to their nomadic lives.

Shemaya escaped the cataclysm just in time, but Ulma did not. Shemaya was wracked with guilt. Hundreds of years gave Shemaya time to discover great magic that might allow somebody (other than her) to travel back in time and save Ulma before the devastation. Over time, Shemaya became obsessed with Ulma, and built doll-like automatons to remind her of her friend.

In 595 CY, Shemaya was ready to try her time-travelling magic. This is where *COR5-17 Time’s Tide on Bright Sands* begins. Shemaya chose several adventurers who were destined to rescue “the last flower of Sulm” – the nickname given to Ulma by those who kept legends alive. Diving into her magic pool, the adventurers were transported back in time to ancient Utaa, capital of Sulm. Here, they rescued Ulma before the devastation brought about by the *Scorpion Crown*. The adventurers returned Ulma to the current time, though there now appeared to be a philosophical quandary. Should the adventurers set Ulma free? Alternatively, they could hand her over the Rary The Archmage – who needed her to help him unmake the *Scorpion Crown* and thus restore the Bright Desert to its former glory? Ultimately, the adventurers set Ulma free to pursue her own destiny.

EVENTS FOLLOWING TIME’S TIDE ON BRIGHT SANDS

At first, both Shemaya and Ulma were keen to help Rary unmake the *Scorpion Crown*: for in doing so, the Bright Desert would return to the grasslands it once was – before the devastation. But other powers in the region, such as Lady Karystine, sought to retain the status quo; fearing that should Rary succeed, he would himself gain great power and seek to wrought destruction on his nearest neighbors – Greyhawk City and Hardby in particular.

Neither Shemaya nor Ulma understood that Rary had ulterior motives, until they were confronted with Rary’s wickedness in late 596 CY. At this point, they both turned their backs on Rary – though he never forgot their treachery. Rary still needed “the last flower of Sulm” to achieve his nefarious ends – and that meant getting Ulma – by force, if necessary.

INTRODUCTION

When the players are ready, read:

No matter where you are, no matter what you are doing, an ominous letter finds its way into your hands.

Give each player a copy of Player’s Handout 2. Allow them to read it and discuss it. Some PCs may know or remember Hasbolos. Even if the PC hasn’t played *COR5-17 Time’s Tide On Bright Sands*, they have heard of Hasbolos the Centaur and how he was the one who alerted the original adventurers to events surrounding the Tower of Sleep in the Bright Desert. PCs have heard that he is trustworthy. Whether they choose to trust him is up to them.

FACTIONS AND AFFILIATIONS

PCs associated with either Rary or Kaistyne receive no special orders for this adventure. Karistyne, of course, is dead and Rary no longer has need of his pawns for his scheme near fruition. Thus, when the PCs receive Hasbolos’ letter they are on their own. However, PCs that have played *COR5-17 Time’s Tide on Bright Sands* almost certainly have good memories of Shemaya and Ulma and will want to investigate. PCs that have not played *COR5-17 Time’s Tide on Bright Sands* will have heard of the Tower of Sleep for it is a legendary location in the Bright Desert. This, coupled with the edifice’s strange degeneration should prove enough interest to get them to start the adventure.

HARDBY

Give the PCs time to purchase any items before they leave.

👑**Hardby (small city):** Conventional; AL LN; 15,000 gp; Assets 3,825,000 gp; Population 5,100 mixed (human 72%, half-orc 22%, halfling 2%, dwarf 1%, gnome 1%, half-elf 1%, elf 1%).

Temples: Ehlonna (forests, woodlands), Joramy (fire, volcanoes, wrath), Lirr (literature, art), Mayaheine (protection, justice, valor), Myhriss (love, beauty), Norebo (luck, gambling), Osprey (sea, voyages, sailors), Pelor (sun, light, healing, protection), Procan (seas, navigation), St. Cuthbert (common sense, wisdom, discipline), Wee Jas (magic, death, vanity), Xerbo (seaborne trade), Zilchus (power, money).

INTO THE DESERT

Each PC should prepare to make their way to the Sandspire Oasis. If the PCs have played *COR5-17 Time’s Tide On Bright Sands*, they have been here before and know the way. If some have, and some haven’t, then those who know can lead the others. Those who have no idea how get them there (but this costs 120 gp). PCs can go by foot or by *teleport* (if any can cast it, or if they wish to hire someone to cast it for them – as per DMG prices).

Simply buying a map and striking out into the desert may still get them there, but only with a DC 25 Survival check. The DM is encouraged to warn PCs about this hazardous journey before they embark.

Eventually, the PCs begin their journey. Their travel to the oasis is uneventful. Read:

The Sandspire Oasis is a beautiful beacon in a blighted, desert landscape. Fresh, cool water bubbles from beneath a large oval pond, while shady palm trees overhang and provide welcome shade. Here you await Hasbolos.

Allow a few minutes for some role-playing interaction before continuing:

Suddenly, there is a rustle in the nearby bushes. After a brief, tense moment you realise it is the centaur, Hasbolos. He speaks in broken Common:

"I bring you greetings from the Keiray'ia tribe. I am Hasbolos. I thank you for coming with such urgency."

The PCs can gather information by asking Hasbolos questions. He knows the following information:

- Seven days ago, the Tower of Sleep reappeared in the desert, not far from here. Normally, the Tower of Sleep is a magical structure that cannot be entered unless permitted by the owner, the wizard – Shemaya.
- The Tower of Sleep appeared to be decaying. As each day passed, its condition gets worse and worse. It is as if it is aging at a rate of hundreds of years every day.
- At about the same time, centaurs of the Keiray'ia tribe noticed a band of black riders arrive at the Tower of Sleep. They forced their way inside, and many screams were heard as a terrible battle ensued. Then the screams suddenly stopped. Nobody came out of the tower. Not the black riders, not Shemaya, and not the beautiful Ulma.
- Entering the Tower of Sleep is taboo for members of the Keiray'ia tribe. That is why they called upon the adventurers to investigate and, possibly, render some assistance to those within.
- Hasbolos fears that it may be too late. All this happened seven days ago. Who knows what the conditions inside are like.
- Hasbolos can confirm that tribal traditions speak of four levels in the tower. If the PCs have been to the Tower of Sleep before (most probably in COR5-17 *Time's Tide On Bright Sands*) they remember that Shemaya's private chambers are on the third floor.
- Hasbolos believes the black riders accompanied their powerful leader: the archmage, Rary. He can't prove this. He recognized that one of the riders wore a robe of Kettite style and fabric. The only person who wears such robes in this place is Rary himself.

Hasbolos fears that Rary may now have found a way to destroy the *Scorpion Crown* once and for all – and in doing so, found a way to break the power of the Tower of Sleep, and harness that which he needs for the unmaking ceremony: the "last flower of Sulm" – Princess Ulma!

- The black riders left behind their horses which are currently in the care of the Yur'ialis tribe. They are two days journey south of here (so the PCs don't have time to question the horses with *speak with animals* or *suchlike*).
- Hasbolos waits for the PCs to return if they decide to investigate inside. Hasbolos cannot offer the PCs any money; his tribe is poor, and they don't have much to offer great adventurers. Perhaps Shemaya or Ulma can reimburse them if they manage to help either of them.

Development: After the discussion, Hasbolos leads the PCs out of the oasis. There is no time to rest for PCs that travelled here on foot. PCs that *teleported* here may opt to rest overnight because they got here so quickly.

The PCs can enter the Tower of Sleep by going in through the front doors (which have been forced open), and then work upwards. Or, they can either *teleport* or *dimension door* straight up and into Shemaya's chamber (refer to the PH for rules governing these spells). They may also have some other way, but remember the 200 ft. high tower has no windows. Regardless, the PCs reach Shemaya's chamber unmolested. Just adjust the read aloud text in encounter one.

1. THE TOWER

When the PCs are ready to enter the tower, read the following (taking into account the PCs' entry method and preparations):

The Tower of Sleep is definitely in fast decline. Even from the outside, the tower's sandstone walls have changed from being a "clean yellow" color to a "dirty black" hue. Dead, twisted vines have sprouted up from nowhere, and wound their way around the tower like a tightening vice. In the silence of the desert, you can hear the vines pulling the tower in different directions: twisting, gnawing, and tearing. Thousands of cracks spread out across the stonework like a cancer. This is a rotting monument of a fallen kingdom, teetering on its foundations, and looking set to collapse at any moment.

At this point, the DM should refer to the DM's Maps – Shemaya's Tower in the Appendix.

GROUND FLOOR: ENTRY LEVEL

Area 1

The tower door was once solid and strong but has been splintered into oblivion by several decent blows. The

door is shattered and the remaining wood is rotted and decayed.

Area 2

This was once a beautiful tower entry-chamber. Colorful frescos of life in Ancient Utaa are now terribly faded and barely recognizable. The northern door in this room has also been smashed open and is splintered all around. Torch sconces are present every 15 ft. along the walls. These are powered by *continual flame* spells.

Area 3

This is a hallway. Once, this hallway told the story of magic and how it came to the Flanaess. Now the frescos have almost totally faded away. The PCs can recognize small sections that show life in ancient Sulm. But that is all. Even the stonework in here is starting to crumble (though a DC 12 Survival check or Knowledge [architecture and engineering] determines that it is not yet dangerous). The flagstone floor is quite uneven. Dead vines wrap themselves around other vines nearby. A DC 15 Knowledge (nature) check reveals that the vines are native to the Bright Desert. They are the kinds of vines found in old Utaa. They are not magical. Traversing this passage is difficult, but not dangerous.

Area 4

These doors lead to various laboratories and storage rooms. Every door has been smashed open; the contents of every room overturned and looted of anything worth taking. A DC 10 Search check confirms this for the PCs. If the PCs insist on searching every room, have the tower creak and crack and the stone shift under the remorseless assault of time so as to remind them that it could collapse at any moment.

Area 5

This area is empty except for an iron, spiral staircase leading up to the first floor.

FIRST FLOOR

Area 1

This area is empty except for a set of iron spiral stairs leading downwards. The door here has been smashed open and destroyed.

Area Between 1 & 2

This is a completely empty space. A DC 12 Survival check determines that Shemaya has never used this level of the tower. The door on the far side has been smashed open and destroyed.

Area 2

This area is empty except for a set of iron spiral stairs leading upwards.

SECOND FLOOR

Area 1

This area is empty except for a set of iron spiral stairs leading down. The door here has been smashed open and destroyed.

Area Between 1 & 2

This area is bare except for the following:

- A large double bed, now very old and decayed, rests against the far eastern wall of the room. The foot of the bed is facing outwards. The bed appears unmade. A DC 15 Survival or Search check determines that two people slept here as recently as seven days ago. A hint of perfume reveals that at least one of these people was a woman.
- There is a large, rotting cupboard to the south of the bed. A DC 10 Search check reveals old, rotted clothing of the type worn by an older female.
- A large, rotting cupboard stands to the north of the bed. Inside the cupboard are very nice, clean (if dusty) clothes. They are not rotted. They are female clothes and probably belonged to a woman of good taste and noble disposition.
- A DC 15 Search or Survival check determines that there may have (once) been other furniture in the room (chairs, tables, and so on), as well as a cooking stove against the far western wall. However, these have fallen completely into ruin.
- The door on the far side has been smashed open and completely destroyed.

Area 2

This area is empty except for a set of iron spiral stairs leading upwards.

PCs who played *COR5-17 Time's Tide On Bright Sands* recognize these stairs. A DC 10 Intelligence check reminds those PCs that these stairs lead to Shemaya's chamber on the top floor.

There is also something else in the room. It is the decayed figure of a life-size doll. The doll was once a life-sized representation of a very beautiful young woman. However, the wooden frame has now rotted to such a degree that the figure appears skeletal and extremely creepy. The face is deformed, and where the eyes used to be are now just black sockets. Where there was once a pretty smile, is now just a scary grin accompanied by sharp wooden spikes where the timber has rotted away like decayed teeth. The fine linen in which the doll was dressed has turned rotten and moldy. Termites and other insects fester in and about the garments and the wood, making this thing a terrible sight indeed.

THIRD FLOOR: TOP FLOOR

Area 1

This area is empty except for a set of iron spiral stairs leading downwards. The door here has been smashed open and destroyed.

Area 2

Each one of the circular imprints on the map signifies one of the strange, rotting, life-sized dolls (similar to the one encountered on the second floor). Use that description as a basis to describe these dolls to the PCs (particularly those who may have used *teleport* to reach this level). If anyone asks, the dolls are not moving. The dolls form a colonnade down an aisle leading to area four (Shemaya's Throne). Like the ground floor, the flagstones here are uneven and cracked thrust upwards as they are by sprouting vines.

Area 3

This is Shemaya's Pool. The water in this pool is magical (a *detect magic* with a DC 30 Spellcraft check determines an aura of strong conjuration (teleportation) magic. If examined, the water appears very murky, and a DC 20 Knowledge (arcana) check reveals that whatever powers the water once had, its effects are now highly unstable. Those PCs who played COR5-17 *Time's Tide On Bright Sands* recognize this pool as the one they dived in to go back in time to ancient Utaa. Back then, the water was very blue (like clean tropical water). Now, it is very different, and not at all inviting.

Area 4

This is Shemaya's throne. From area one, the PCs can see the following:

This area was clearly once a beautifully decorated throne room – designed to imitate a long deserted and forgotten palace in a place long buried under the sands of time. Now, it is a decayed mockery of its once-great glory. The satin drapes are faded and shredded. The furniture is all rotten and infested with vermin. The throne is barely upright.

Upon the throne is propped a figure – hunched, cloaked, and gibbering in an ancient language. The figure does not look up, but stays bowed, quivering in a state of madness and decay.

For those who can understand, the language is Flan, but in a very old dialect. (It is still understandable by modern Flan speakers.) From a distance, the words cannot be clearly distinguished. As soon as the PCs choose to move closer and interact with the figure on the throne, proceed to encounter two.

2. SHEMAYA

This encounter is a role-playing encounter. It involves the DM doing a fair bit of preparation, and knowing exactly what “both Shemayas” say, and when. Shemaya now has two separate “personas:” aged Shemaya (who is a decaying, elderly version of herself – but with good intentions), and scorpion Shemaya (a twisted, new version of herself as she would now be if she lived in the present time of the Bright Sands – twisted by the Scorpion Crown's curse and evil to the core). Aged

Shemaya is helpful towards the PCs. Scorpion Shemaya is nasty to the PCs and tries to trick them whenever possible. Both versions appear to the PCs throughout the rest of this adventure.

The “type” of Shemaya encountered is noted appropriately in the adventure text. The DM should play the type of Shemaya whenever she appears. This is very important, as how the PCs respond, depends on how well the DM plays the version of Shemaya encountered.

As the PCs get closer to Shemaya's Throne, or try to interact with her in any way, read:

The cloaked figure on the decaying throne suddenly looks up. The cowl on the cloak flies back to reveal a very elderly hunched and crippled Flan woman; her legs, merely sticks unable to support her own weight. Her face is white and wrinkled and her lips are cracked and covered in black sores. Her eyes are clouded, pale and sightless. Her arms rest on the support of the throne, barely able to lift her hands: now merely claws, clenched in anger and agony.

“Who goes there?” the creature screams in fear through a black, contorted mouth. “Have you come back to again torment me, or finish me off?”

Allow the PCs to answer. But Shemaya won't be able to hear them unless they come within 15-feet of the throne. Once she can hear whomever she is conversing with, play out the script below in whatever way suits the strand of the conversation. The first time that Shemaya turns into scorpion Shemaya, read:

Suddenly, the visage of the old woman blurs, and then shifts! There is a brief struggle of agony, and then a new visage appears in the place of the old visage. The old woman is no longer an old woman, but a younger female of strange appearance. Her upper body is still that of a humanoid, but her lower body has transformed into the shape of a huge scorpion! Her torso is purple and covered in insect-like chitinous armor; and large pincers sprout from in front of her many legs. The voice issuing from her mouth is laden with bile.

SHEMAYA SPEAKS!

The DM should play the Aged Shemaya and the Scorpion Shemaya fairly alternately. Don't spend too much time on one before switching to the other. Keep the PCs frightened and on their toes. Use a soft, elderly voice for Aged Shemaya and a scary, loud voice for Scorpion Shemaya. The Aged Shemaya speaks first.

- **Aged Shemaya:** “I am Shemaya, guardian of the Tower of Sleep. I have been a protector of these Bright Sands for over a millennium. I have been patient. I waited for my lovely Ulma to be returned to me. My patience was rewarded. She came back. But now she has been taken from me!”
- **Scorpion Shemaya:** “I am the Shemaya who now is! I have evolved from the puny state I was in! I am

new! I am strong! My patience has been rewarded. I am now who I was always meant to be! The female Ulma had to be sacrificed so that I could be set free! She was taken so that I could live; and rule this desert of desolation as I see fit! Now, time's tide has turned ... and this world is *mine*!"

- **Aged Shemaya:** "It was Rary! The Archmage! He finally betrayed me! He found some way to place a kind of *dimensional anchor* on my tower causing it to shift from its time-protected pocket. Almost immediately things began to decay – time catching up on everything – including me."
- **Scorpion Shemaya:** "I do not need this clumsy prison anymore! Let it rot! When the new world sees my power, many will bow before me. Those who do not, will be persuaded!"
- **Aged Shemaya:** "Rary is close to unmaking the *Scorpion Crown*! My scorpion persona is preventing me from telling you where he has taken her – but I will try to tell you..."
- **Scorpion Shemaya:** "No you will not! I forbid you to tell these imbeciles anything!"

Suddenly, Scorpion Shemaya reveals a rune clutched in her hand. She cackles hideously and throws the rune down onto the hard flagstone of the floor. There is a loud explosion. PCs must each make a DC 15 Fort save or be deafened for the next 3d4 rounds. Read the following:

The exploding rune is enough to send Shemaya flying from her throne, and hard against the wall behind her. Her body appears crumpled and limp.

A DC 15 Heal check reveals that Shemaya is not dead – but her body is undergoing a dangerous series of transformations. A DC 10 Intelligence check reveals that Shemaya is not a good person to be around at this point in time. Continue:

The exploding rune is enough to set in motion the final moments of the tower's destruction. Cracks appear in the floor and walls. Pieces of stonework begin to fall. Worst of all, Shemaya's pool develops a large crack, and the water from the pool begins to flood the floor of this chamber. Suddenly, Shemaya sits bolt upright, as if she is being supernaturally controlled. The scorpion persona is once again gone:

"Leave now! But leave down through the tower! I have things to tell you and show you! If you leave too quickly, you will never know how and where – to find her! I cannot leave this tower, yet. If I do, I will be lost to the curse forever!"

If no PC can hear Shemaya, due to deafness, Shemaya speaks directly into their minds.

The PCs now have a choice: leave the tower by going down through the levels; or teleporting out to immediate safety. A party that teleports out is safe, but they see Shemaya's tower collapse, and never know where Ulma is

being held captive by Rary. The party still fights Scorpion Shemaya, but this battle takes place out on the desert sands.

If the PCs *teleport* from the tower run encounter six adjusting it accordingly.

Those PCs who decide to escape down through the tower levels proceed to encounter three.

3. DOLLS

The PCs now must exit Shemaya's top floor. Most parties will be up near Shemaya's throne (in order to hear her, and for her to hear them). This means that they must pass through the colonnade of Ulma Dolls in order to get to the exit. As soon as the PCs try to head for the exit, read:

The exploding rune echoes through the room. As the sound dies away the Ulma dolls scattered through the room, no matter how decayed and broken, begin to shudder to life. Their wide-mouthed, silent screams reveal dagger-like, broken teeth. Their wooden arms extend to reveal thick clubs. Sharp fingernails on outstretched hands look set to tear you to shreds.

Most parties must "run the gauntlet" to get past the Ulma dolls. Just escaping the room gives the PCs full XP. They do not have to destroy every Ulma doll, and the DM should continuously relay that time is of the essence, and that the tower is collapsing all around them. The water from Shemaya's pool also affects the room. As it flows across the floor, the room starts to be affected by time discontinuity. See the Time Discontinuity section below. Upon activating the rune, Shemaya immediately disappears into another plane of existence. A DC 15 Knowledge (arcane) confirms this. The PCs can try to attack her, but she escapes (as an immediate action.)

ALL APLs (EL 6)

🌀 **Medium Animated Object** (4): hp 31 each; hardness 5; MM 13.

Tactics: Only four of the ten dolls in the room have enough anima to come to Shemaya's defense. The others fall apart as they try to animate and are unable to do more than pathetically grab at the PCs as they pass (do not roll attacks, just describe this). Two of the four that animate are at the back of the room while the other two are in the middle of the room. The two at the back focus on the rear member of the party while the other fight whoever is closer. The dolls do not follow the PCs down the stairs.

Treasure: If anyone stops to gather them, the ten dolls could be sold for an average of 90 gp each to a collector in Hardby or Greyhawk City. Refer to the Treasure Summary for more information.

TIME DISCONTINUITY

The water from Shemaya's Pool has just started to trickle out and have an effect on the PCs and the tower. At the start of the battle with the Ulma Dolls, on the first PC's turn, read:

The water from Shemaya's Pool is overflowing. The murky water is now, slowly, dribbling across the flagstone floor. As it flows, strange things begin to occur. Some flagstones disappear, and reappear. Blocks of sandstone wall that had already crumbled, disappear then reappear somewhere else in the room. Ulma Dolls shudder, flickering in and out of existence. The water seems to be affecting everything in the room, no matter whether a thing touches the water, or not.

At the start of every PC or Ulma Doll's turn, the DM must roll on the table below to see how that PC or Ulma Doll is affected by the time discontinuity:

Roll 1d6

1. The PC or Ulma doll is not affected.
2. The PC or Ulma doll is instantly transported 2d4 squares south.
3. The PC or Ulma doll is instantly transported 2d4 squares east.
4. The PC or Ulma Doll is instantly transported 2d4 squares west.
5. The PC or Ulma Doll is instantly transported 2d4 squares north.
6. The PC or Ulma Doll (determine randomly) is possibly hit by an appearing piece of wall or flagstone (Atk +10, 2d4 points of damage to the PC or Ulma Doll).

PCs and Ulma Dolls cannot "transport" through doors or walls. As soon as a PC reaches the top floor (area one) they are considered safe (for now).

By the time this combat is over, too much pool water has spilled into the tower. As a result, some magic starts to malfunction, particularly teleportation magic. Any PC who uses spells such as *teleport*, *dimension door*, and so on find that such attempts fail (and the PC loses that spell or spell slot). Also spells such as *dispel magic* do not work in the tower. These affects remains for all encounters set in the tower.

4. BIRTH

The PCs now only have one choice: to go down through the tower in the hope of exiting – whilst discovering clues as to the whereabouts of Ulma and Rary. When the PCs reach area one on the second floor, read:

Water from Shemaya's Pool is now constantly dripping and trickling down from above – down the spiral stairs, and through cracks in the stonework.

Ahead is a beautifully carved wooden door set with a brass handle. The door is closed.

The door is not locked. If PCs came through this way the first time, a DC 10 Intelligence check reminds them that last time they were here this door was an aged wreck and totally smashed and battered down. A *detect magic* reveals that it is neither magical, nor any kind of illusion. A DC 15 Knowledge (architecture and engineering) check reveals that whilst this door is constructed in the ancient Flan style prevalent in Sulm; however, it appears to have only been made very recently. When a PC opens the door, read:

The door reveals a sumptuously decorated bedchamber. To the east, rests a huge four-poster bed, draped in satin curtains of a deep, red color. Standing around the outside of the bed are two women, perhaps nurses or handmaidens by their dress.

Upon the bed lies a young woman in her early twenties. She is lying down on her back, with her legs stretched apart and tied up in stirrups. She is screaming and sweating; she is obviously in the midst of childbirth.

The PCs have traveled back in time approximately 2,000 years, but they have no immediate way of knowing this.

The lady on the bed is Umater Shattados. The baby she is giving birth to is none other than Illianos Shattados – the future King Shattados! The PCs won't know this immediately (although those PCs who have met Ulma before see a resemblance to Umater).

The two women – her handmaidens – are named Venra and Valaise.

At first, Umater and her handmaidens are angry to see total strangers in the private birthing room of the palace. The handmaidens defensively draw daggers from beneath their tunics and demand the PCs explain their presence – immediately. Umater is incapable of coherent speech – wracked as she is by the pains of childbirth. The handmaidens do not reveal their own identities, or that of Umater.

If the PCs make them friendly or better (PH 72) they speak kindly to the PCs so long as the PCs show kindness towards them. A party who hides, or goes *invisible*, sees the events unfold below – and may or may not choose to reveal themselves and participate.

A minute after the PCs enter (and start talking to the handmaidens), the doors from area two open. Read:

Before the handmaidens can say much more, the doors from the far end of the room bursts open. Moving quickly into the room are several nasty looking creatures, murder obviously on their minds!

A handmaiden screams: "My lady! The forces of darkness have caught up with us! We are as good as dead!"

The handmaidens, if they can see the PCs, beg for help. Hidden PCs can decide whether they intervene in this situation. If they do not intervene, the DM is free to make this scene very bloody for the players – making them feel guilty for not intervening in what is clearly an unfolding massacre. The DM should still roll initiative, and play it all out – giving the PCs the opportunity to intervene at any stage (with the handmaidens all screaming for help as they are torn limb from limb).

Umater is the last to be attacked. Cradling her newborn child, she gets up and crawls to a dumb-waiter near her bed, whilst taking blows or magical attacks from the creatures. She thrusts the child inside the dumb-waiter, and closes the doors. She sacrifices her life, as the child is lowered to safety. So even if the PCs do not intervene, Illianos Shattados survives.

Those PCs who intervene have an opportunity to fight the attackers:

All APLs

☛ **Umater Shattados:** female human (Flan) aristocrat 6: hp 21.

☛ **Venra and Valaise:** female human expert (servant) 2: hp 7.

APL 6 (EL 6)

☛ **Shadow Mastiff:** hp 30; MM 222.

☛ **Howler:** hp 39; MM 154.

APL 8 (EL 8)

☛ **Red Slaad:** hp 52; MM 228.

☛ **Shadow Mastiff:** hp 30; MM 222.

APL 10 (EL 10)

☛ **Green Slaad:** hp 76; MM 230.

☛ **Red Slaad:** hp 52; MM 228.

APL 12 (EL 12)

☛ **Gray Slaad (2):** hp 95 each; MM 231.

APL 14 (EL 14)

☛ **Gray Slaad (1):** hp 95; MM 231.

☛ **Death Slaad (1):** hp 142; MM 231.

Tactics: The creatures are intent on clearing a path to Umater and the baby, grabbing the baby and leaving. This means that the handmaidens are the first attacked unless the PCs intervene. If the PCs intervene, the handmaidens step back to Umater and give the PCs room to fight. Attacks from the sides are ignored, which could be used by the PCs to their advantage. If left in the front line though, the handmaidens only survive for a round or two as they are but commoners.

Suggested tactics for each APL are shown below. Note that at APL 8 and above the creatures are intelligent and can modify their tactics to suit the situation.

APL 6: The shadow mastiff bays in the first round and then move in to attack, using the shadows for concealment. The howler charges into combat.

APL 8: The slaad initially attack by pouncing on the front person, then in subsequent round attack any between it and the baby, focusing on a single creature at a time. The shadow mastiff aids it. If the mastiff falls, the slaad uses its *stunning croak* ability.

APL 10: The green slaad *fireballs* the area between it and the baby, taking care not to hit the baby. The blue slaad uses its *stunning croak* ability and then pounces.

APL 12: The gray slaads use *lightning bolts* to clear a path to the end, reserving their *power word stuns* for anyone who is doing serious damage to them.

APL 14: The gray slaads use *lightning bolts* to clear a path to the end, reserving their *power word stuns* for anyone who is doing serious damage to them. The death slaad uses *power word blind* on a spellcaster and *finger of death* on anyone seriously damaging it.

Development: During the combat, Umater gives birth to her baby (aided by the nurse – or any kind PC who decides to help). She gives birth to a baby boy. She says nothing until after the combat is concluded. If the DM has a mature group of players, he/she may wish to play out “the birth” as the combat proceeds.

When the combat is over, read:

As soon as the battle pitch dies away, the cries of the terrified handmaidens can be heard just above the sound of a new born baby – quietly crying in the loving arms of his mother. The thankful woman shows her baby, now wrapped in a blue blanket.

“I do not know any of you, but I am glad you arrived when you did. The forces of Itar have been shadowing me for a long time. I never thought they would find a way to breach Darkbridge Temple – this holy place of our Sulm ancestors. This is a place of birth and rebirth, making and unmaking, and has been a part of our culture for over a millennium. But today the forces of evil have been beaten back! Today you should know that you have saved the life of Queen Umater. And this, dear saviors, is your future King – he who will bring great peace and prosperity to your beautiful nation: behold – King Illianos Shattados!”

And with this, the mother holds her baby high, as her handmaidens kneel in deference.

The vision of Umater, her child, and the handmaidens suddenly fades. Even if a PC tries to act (or change the course of time), the image fades away. The party are left standing in the same room they saw when they first entered the second level (the one with the old bed and so on). A DC 10 Intelligence check reveals that they have shifted from one (past?) reality back to the present. Thinking players may now realize what they have just done: they saved the life of King Shattados – destroyer of Ancient Sulm!

Nearby, another image quickly materializes. It is Aged Shemaya. She appears to be in the grip of agony and extremely conflicted; read:

“What you have just seen – the place you just visited – there will you find...”

Shemaya’s image shifts again to reveal the twisted shape of her new altar-ego:

“Her dead! Ulma is dead! You are wasting your time! What makes you think that Rary needed the last flower of Sulm – alive?”[Maniacal Laughter]

Old Shemaya quickly reappears and says: “Don’t believe everything she says! For there is something else you do not know. Rary not only needs Ulma – he also needs...”

But suddenly the image of Shemaya fades as fast as it first appeared.

The PCs now have no choice but to continue moving forwards and downwards – to the first floor. Go to encounter five.

Treasure: The destruction to the tower has revealed a hiding place in the wall. Inside are two of Shemaya’s old spellbooks. Give the players Player Handout 3 and refer to Treasure Summary.

5. FIELD OF BATTLE

When the PCs reach area two on the first floor, read:

Water from Shemaya’s Pool is now streaming down from above – down through every nook, cranny and crevasse. Ahead is a doorway, though there is no door. Instead, a hedge thick with thorns blocks the way behind which the harsh clamor of battle can be heard.

The PCs really have no option but to push their way through the hedge. It is not dangerous, just a bit uncomfortable. Allow PCs to cast spells if want and/or prepare themselves in any way they like. Once they have pushed their way through the hedge, read:

A nearby explosion sprays dirt and body parts across what is clearly a very active battlefield. As thick, black smoke chokes everybody nearby, one thing is clear: this is a battle between the forces of ancient Sulm and her powerful rival, Itar. All around, the forces of Utaa, push forward against a terrible tide of enemy flesh and steel. Then a voice rings out:

“Prince Ulgar! King Nemooth, your father, requests that you gather a skirmish party! You are to take and hold the old ruins up on Keervan’s Hill. When you do, raise the Itarian flag so that we might bolster our troops and scatter the hated Sulmites!”

“Yes, General! Right away!” a young man replies.

The DM should play-act Prince Ulgar looking around to gather his skirmish party. Eventually his eyes rest on one of the PCs who have just come through the hedge.

“Soldier! What is your name?”

Allow the PC to answer, but Ulgar does not suffer any questions or idle chatter. He immediately orders:

“Gather what remains of your battalion and follow me! We must reach the old ruins on Keervan’s Hill within the hour, or this battle will be lost to our sorcerous enemy!”

If the PC (or any PC) argues, Ulgar warns the PC that to disobey is treason and they will be cut down for disobeying the orders of their captain (and their prince). If they continue to argue or disobey, he draws his sword and strikes at the PC in anger and frustration. This causes the time-shift to transport all the dissenting PCs back to the present. Those PCs get no clues and no XP for this encounter because they do not go on Ulgar’s mission.

Those PCs who agree to go on the mission, are told to follow Prince Ulgar. If anyone asks, it appears that there is nothing left of Ulgar’s battalion except the PCs. As the PCs follow Ulgar up the ridge towards the ruins, read:

The ridge, leading up the hill to the old ruins is difficult to traverse, but not impossible. Below, the very nature of the battlefield is now clearer to discern. This battle is taking place on a massive plain – stretching for scores of miles. Every inch of the battlefield is covered in soldiers: clashing, crying, and dying. Beneath their boots lie the countless dead.

At the very centre of Itar’s line stands a huge man. Even from this distance, you can sense his beauty and divinity. He hews mightily at the Sulmites pressing close in around him and they fall like wheat before a scythe.

Prince Ulgar gasps, “Great gods! It is he! My father’s prayers have been answered! Vathris has come to aid Itar in her time of need! We must hurry! We can still succeed! Ulma! My love! I come to you with victory to free you from your tyrannical father! Vathris himself will bless our union! Press forward!”

The PCs can question Ulgar at this point. They have a small amount of time – but not too much. If they warn him that Vathris will be killed, he dismisses such statements as wild delusions. It is important that the DM portrays Ulgar as both kind and brave (even if he is a bit short tempered and rash.) The information below may form some responses to common questions asked by the PCs. Ulgar knows:

- His secretly betrothed to Ulma – daughter of the tyrannical Shattados (sworn enemy of Itar). He and Ulma have been using their loyal court wizards to

help make their match in the hope of bringing peace to the two kingdoms. They are both desperately in love, but have never even touched due to the distance between their kingdoms and families. Ulgar hopes that true love will win out, and that Itar's victory on the battlefield will soon bring the two lovers together and they will forever be happy.

- Ulgar appears to be a kind, cultured, and genuine young man. He is 24 years of age. He is loyal to Itar and a devoted servant of his god, Vathris.
- This is Ulgar's third battle. This is the first time he has been asked to marshal a band of skirmishers. This time he has an opportunity to change the course of the entire battle. Ulgar is keen to make his father proud.
- Ulgar does not go into too much detail. He simply urges the PCs to trust him, and follow him on to glory!
- The Old Ruins up on Keervan's Hill are sacred to both Itar and Utaa. Whoever possesses the Old Ruins, possesses the lands and peoples all around. It is very important to take and hold the ruins – and raise the flag of Itar so that all below may know of their success.

When the PCs have finished talking briefly with Ulgar (and have an idea of his kind and brave persona), continue on to The Old Ruins.

THE OLD RUINS

The DM should refer to DM's Maps: The Old Ruins. As the PCs approach the Old Ruins, Ulgar asks the PCs if they have any way of scouting ahead. If they do have such means they are able (if willing) to carry out a quick scout of the area. If they have no way of scouting, they must take their chances.

When the PCs can see the ruins, read (the DM should modify this depending on the results of any scouting missions):

The Old Ruins up on Keervan's Hill are exactly that – old and ruined. Very little of the ancient fortress remains: a few battlements with crumbling steps, along with several others whose steps have already crumbled. One or two of the battlements still provide some cover. To the west is a cliff with a sheer drop of over 200 feet into the valley below. In the centre of the circular battlement closest to you is an old flagpole.

As the PCs close on the ruins, the defenders likely spot them and battle ensues. Of course, some PCs may not wish to fight for (or with Ulgar). The DM should gently remind those PCs that by doing so they actively frustrate the forces of good. Some may seek to frustrate the battle in the hope of seeking King Shattados' future favor (whatever that horrible fate might entail).

Whatever happens in this battle, Ulgar will die and Shattados will be *ultimately* victorious.

Creatures: The EL of this encounter has been reduced by one because to Ulgar's assistance.

All APLs

☛ **Ulgar:** hp 32; Appendix 1.

APL 6 (EL 6)

☛ **Sulmite Monk (3):** hp 28 each; Appendix 1.

APL 8 (EL 8)

☛ **Sulmite Monk (3):** hp 42 each; Appendix 1.

APL 10 (EL 10)

☛ **Sulmite Monk (3):** hp 64 each; Appendix 1.

APL 12 (EL 12)

☛ **Sulmite Monk (3):** hp 80 each; Appendix 1.

APL 14 (EL 14)

☛ **Sulmite Monk (4):** hp 80 each; Appendix 1.

Tactics: The monks start in the tower, crouching below the battlements and keeping watch on the hill. They take 10 on their Spot and Hide checks.

If they spot the PCs, they try to lure them to area five using ranged attacks. If after the first round the PCs are not coming to the platform, the monks use their superior speed to engage in melee.

The monks use flurry of blows combined with stunning fist on the first attack whenever possible. When reduced to half hit points they use healing items, but one attacks to cover for the others. The monks with *healing belts* use two charges initially (or three if very low on hit points) as they assume they won't have a large number of rounds in combat. They use Tumble to gain flank positions where possible and advisable. They use any other magic items they have as the situation warrants.

Development: Early in the battle, Ulgar is struck down. He does not allow himself to be healed (as he believes such is a sign of cowardice). When the fight is over, Ulgar's last request is for the PCs to take the flag from his backpack and raise it up where the troops below can see it. As the PCs raise the flag, read:

As you raise the Itarian flag high above Keervan's Hill, you hear a great cry from the Itarian soldiers down below on the battlefield. Led by their god, Vathris, the troops press against the Sulmites forcing them back. For a moment, the tide begins to turn in Irar's favor.

But then a trio of warriors clad in dragonscale armor that glitters balefully in the fading light force their way through the pack surrounding Vathris. As they leap at him the others around him shrink back, giving the combatants room to maneuver. The entire

battle seems to pause, intent on the epic struggle taking place. Scimitars flash in the afternoon sun and one of the attackers falls, but as he does so, he falls on Vathris' blade dragging it down. In an instant, the other two warriors are upon him. The first slashes him with a great two-handed scimitar while the other plunges his onyx-tipped spear deep into Vathris' chest. As the god falls to his knees, he wrenches the great black spear from his torso and his life's blood drains into the arid soil.

His last words ring out loud and clear, "Beware! The sleeper awakes!"

The Itarians shrink back from their god's defeat and, sensing their fading resolve, Sulm's iron shod legions surge forward. All is lost. Itar will fall.

A DC 20 Knowledge (religion) check reveals that "the sleeper" is an epithet of Tharizdun.

Ulgar also asks that the PCs bury him up on Keervan's Hill and that they hide any trace of his grave, as he does not wish to become a slave to Sulmite necromancers.

Eventually, Ulgar (dramatically) dies. The PCs can then choose whether they follow Ulgar's final wishes, or not. Regardless, Shemaya reappears a short time after Ulgar dies (preferably after the burial and the flag raising).

Treasure: Refer to Treasure Summary to determine what the PCs find here.

SHEMAYA REAPPEARS!

Shemaya appears in a vision near where the PCs are up on Keervan's Hill. Her visage is that of Scorpion Shemaya. She is cackling in a low, sinister voice. She speaks:

"Now you have shown my master where the bones of The Other lies! For many years, Rary has searched for his bones! Now, the powder of True Love will help unmake the Scorpion Crown! Now the ritual will be completed!"

But then Shemaya's visage shifts once again to be that of a frail, aged, dying old woman. She, too, speaks in a soft, decaying tone:

"You must hurry. Get out of this tower! It may not be too late to save Ulma! Go!"

Then this figure collapses to the ground – and vanishes. In fact, everything around now dissolves, and you are left standing back in an empty room inside Shemaya's crumbling, water drenched tower.

The DM should note that the PCs cannot teleport out of the tower. The only exit is to follow the stairs down to the ground floor.

6. WHAT THE FUTURE BRINGS

When the PCs reach area five on the ground floor, read:

Water from Shemaya's pool is all around you on this level. It drips from the ceiling, and is knee-deep. Ahead is an ornate wooden door with a completely unfamiliar design. There is a gold handle. The door is closed. Beyond the door can be heard the sound of a bustling marketplace with many people speaking energetically in Common.

When any PC opens the door, read:

The door opens out into a busy marketplace in what appears to be a city-square. Huge ziggurats rise high above the city – each of them decorated with splashes of bright paint and numerous statuettes. The people are happily bartering for many different kinds of expensive jewelry, silk, rugs, and clothing. As you watch, some horses pass by very fast – pulling a strange kind of enclosed, highly decorated cart. Somebody yells: "Watch out for the coach!" and several children duck for cover.

And the people – the people are all dressed in strange clothes, all of a similar nature. The men are all wearing curly wigs, and their clothes are tight fitting with lots of frills around the neck and cuffs. The women all wear long dresses with tightly pulled waists designed to clearly accentuate protruding bosoms. Around their heads they wear large, gaudy bonnets. All of their faces, both men and women, appear to be painted in some kind of sticky white substance. And everybody wears an ugly black mole.

Those PCs who played COR5-17 Time's Tide On Bright Sands realize that they have been to somewhere "like this" before: the ancient city of Utaa. Utaa was the capital of ancient Sulm and this new city is built upon the bones of the old. However, this place is not the same as ancient Utaa. It is very different; more modern. It is almost, too modern.

The PCs should also note that their dress has changed to match the mid to wealthier inhabitants of the city. Additionally, any gnomes in the party have the appearance of dwarves while half-orcs just seem to be well built humans. As a result, their presence in the market has completely gone unnoticed.

ENVIRONMENT

It is warm in Utaa, but not overly so. The sky is clear and a gentle wind ruffles the pennants and banners hanging from surrounding buildings. PCs journeying to the countryside see that arid grassland surrounds Utaa. Small herds of sheep and other livestock graze the grasslands while other areas are well irrigated and sowed with a

variety of crops. *Detect magic* and *detect evil* reveal nothing out of the ordinary.

MODERN UTAA

The PCs have traveled forward in time exactly 400 years. It is now 998 CY and the Oerth is now much filled with science and artifice. Magic is a dying art. As the PCs begin to interact with the citizens of modern Utaa, they should convey the general feeling to what should be some very overwhelmed (and confused) PCs. Some handy things to convey:

- All of the buildings, even the ziggurats, have a Gothic-style design. There are gargoyles hanging off everywhere. There are fountains and statues all around – mostly of people, but of one person in particular: His Most Excellent and Undying Rary.
- Although there is a great deal of opulence, there is also a clear division between classes. Those “buying” are of either a “wealthy merchant middle class” or of an “aristocratic upper class”. Those “selling” are of a “poorer class” (and are attired in simple clothes of a work-a-day nature). In the background, PCs can also see an “underclass” or “slave-class”. They are digging on the side of roads, or doing menial chores like street sweeping, or sewage work. These people are all orcs and half-orcs. In fact, they are the enslaved descendents of Pomarji orcs captured after their fledgling empire was ripped apart by its surrounding enemies around 600 CY.
- Beautiful music is coming from a nearby ziggurat. Any passerby can inform the PCs that the music is coming from the Utaa Opera House. Although Greyhawk City has an opera house, the music and voices coming out of here far surpass anything Greyhawk has ever offered up as “opera”.
- There are no churches in modern Utaa. There appears to be no obvious religious influence at all. Any PC who tries to cast divine spells finds that they no longer have that ability. Also, any prayers said by the PCs are met with a spooky silence.
- There are several ziggurats dedicated to something called “Science”. Science is the study and use of technology so that it may be used for the betterment of an entire society. It appears that in modern Utaa, almost no-one uses magic.
- There are also quite a few libraries and museums in the city. They each specialize in keeping books, records and artifacts from different disciplines: literature, magical sciences, history, geography, art, and culture. The PCs could find out some good information about future Utaa from any of these libraries.

The general feeling that a DM should give players is that modern Utaa is a very pleasant and peaceful place to live – even if its rules are strict and it has an open policy advocating slavery.

GATHERING INFORMATION

The PCs sense that they need to gather information quickly – as time is running out for them to escape Shemaya’s Tower. They need to find out “what they need to know” before Shemaya re-appears and the time shifts back again (as has previously happened). If the PCs start lingering or loitering or not doing much, a DC 10 Intelligence check reminds them that they should gather information about this place while they have time.

It is impossible to discern whom every PC might speak to in this huge city, and what each of their individual replies might be. Instead, several encounters are detailed below, along with the kind of information they might know. The DM is encouraged to play this freeform, and adapt where necessary.

In general, the people of Modern Utaa are polite and helpful. A DC 12 Gather Information check is all that is needed to get anybody chatting. Please note that should any PC try and cause trouble, or insult an NPC, or say anything nasty about Rary (who is revered as a hero), the NPC simply bids the PCs goodbye and walks away.

All NPCs know what year it is, who rules, and can say that life is very pleasant indeed in Utaa (unless you’re an orc slave, that is).

PLACES AND PEOPLE

Market Stall – Goods Sellers

These people know a lot about trade in modern Utaa. They know that goods are shipped in from and out of Hardby, a satrap of Utaa. Imports include exotic foodstuffs and items of clothing. Exports include anything of cultural worth – as Utaa is the cultural capital of the world. Utaa books, Utaa plays, Utaa songs are found everywhere – and are considered examples of cultured excellence.

Marketplace Buyers (Ordinary Folk)

It is the Festival of Green Life in two days time. This festival celebrates the day that the Great Rary unmade the *Scorpion Crown* and allowed The Green Man to repopulate and re-grow the land of Sulm in place of what was once just a desert. Those who had been cursed by being scorpion or sand people were reborn anew as natural humans. Every year, the people of modern Utaa celebrate the rebirth of their culture. It is customary to wear bright clothes during this festival, as well as make loud noises using drums, bells and whistles. That is why many people come to the marketplace today.

City Officials

It should be noted that there are no city guards or “police” in and around the city. But there are “city officials”. These people are “unarmed custodians” of the city. They are helpful people who are trained to end any squabbles peacefully. They tell the PCs that there is no real need for violence in Utaa; or anywhere much for that matter. If the PCs mention “monsters”, the city officials laugh and say: “There are no such things that exist. And if they did

exist, they were long banished, or driven into hiding". Today, people live peacefully. Rebellion and violence is met with "re-education". Every person knows his place and part in the society. Every person is content because they know that discontentment leads to unhappiness.

Orc Slaves

Any PC trying to talk to an orc slave, causes the pathetic creature to shy away and refuse to talk or answer. Somebody (like a city official) notices soon enough and asks the PCs what they are doing. The official reminds the PCs that speaking anything other than a command to a slave can lead to the offender being "re-educated".

Town Hall

Great Rary now lives in the fully restored palace of the old king, Shattados. The location of the palace, like the old king, is not known (and jumps regularly from place to place to avoid detection). Inside, Rary rules as an "Undying One" (a lich). However, Rary allows the people of Sulm to vote democratically for their local council members. It is these folk who effectively run Utaa (and Sulm in general). The current mayor is His Lordship Tristramme Odvedyr. If the PCs ask to see the mayor, he speaks with them. He is a boring politician who is full of spin. He describes re-education as "painless and profitable", though he does not describe exactly what it involves. He explains that the Sulm Empire stretches out from here as far as Perrenland in the north, and Arakaan (Brotherhood Lands) in the south. Sulmites are great traders and spreaders of their culture. It is a gift to be a Sulmite; and it is wonderful receiving a gift from a Sulmite, because such a gift is always so beautiful.

Library

Proper investigation of the library would ordinarily take many hours. A Gather Information check reveals the following superficial information:

- **DC 12:** Modern Sulm is a highly advanced culture that places an emphasis on art and science. This is evident in the many books and tomes freely available in the library. There are many city officials in the library, so the PCs should not attempt to take or deface any books (else they will be immediately ejected). Borrowing of books other than literature is not permitted. The PCs cannot borrow any literature because they do not possess a "library card". To get a card they need to show a current "Rates Notice" from the Utaa Council. The PCs do not have time to do anything other than the "flick" through books.
- **DC 18:** Rary now rules Sulm. Rary lives in the ancient palace once designated for King Shattados. 400 years ago, Rary restored Sulm to its rightful glory and place in the Flanaess. He did this by unmaking the *Scorpion Crown* – thus lifting the curse placed on the land once known as The Bright Desert. His newfound power led eventually to the peaceful assimilation of Greyhawk City in the empire, and eventually the destruction of Old Iuz himself. (Of

course, some nations resisted the beneficial rule of Rary).

- **DC 22:** Today, Rary only makes very brief public appearances. The Sulm Empire is a peaceful empire. There is no rebellion. Those who are prepared to work hard gain wealth and happiness. It all seems too good to be true – but the PCs don't have enough time to investigate at a deeper level.

Note the library does not contain any sports or betting almanacs.

Museum

A cursory look (DC 12 Gather Information) around the museum uncovers the following:

- "Monsters" were wiped out over 350 years ago. There are several skeletons and stuffed exhibits: the last manticores, the last yeti, the last dragon, and the tarrasque – all carefully preserved.
- Several "ancient races", now extinct, are also exhibited through colorful dioramas. These include: goblins, giants, ogres, and gnomes.
- A Myths & Legends section of the museum displays wonderful "live magic" shows about brave adventurers who fought mythical creatures (including "devils", "demons" and "ghosts") under the watchful eye of meddling, vengeful gods. It seems that "humanity" eventually found a way to live without the gods, and to stand on their own two feet. By doing this, the world left behind years of warring and mistrust. A new era of peace was ushered in, and people no longer need fear evil beasts, or suffer creatures that are ecologically useless or just plain annoying.
- In the natural history section there is an exhibit with "talking heads". It appears that the Sulmites have continued the long-standing Flan tradition of taking and preserving the heads of their enemies. Many heads in glass cases are displayed in this exhibit. By passing your hand over the face of the head, you can get the head to tell you something about itself. The heads say quite a bit, but it is all "sanitized" stuff – and no interaction is possible. Once a head finishes its ramble, it repeats it again and again. Some well-known heads include: Nerof Gasgal (ex-Mayor of Greyhawk City), Turrosh Mak (leader of the Pomarj Orcs), and even Lord Perren (the last Voorman of Perrenland) along with the man who slew him: Orgus Bildger. Many other heads are unrecognizable by the PCs.

THE WATCHER AND THE WAITERS

At an opportune moment, the PCs are interrupted in their exploration and information gathering by a small group of men and women. A young woman steps forward from the group and says:

“Excuse me, I do not wish to intrude – but word has spread about your arrival in our city, along with the sorts of questions you have been asking. Please forgive me if I am wrong, but would you all by any chance be ... Time Travelers?”

If the PCs collectively deny this and convince the Watcher, the time continuum breaks apart immediately and shifts the PCs back to Shemaya’s Tower. Go to encounter seven.

If the PCs confirm this, the Watcher continues:

“My name is Shemaraz Ulmater. You do not know me – but I believe you knew a very distant relative of mine: one who was saved when Great Rary unmade the Scorpion Crown and broke the curse of the Ancient Desert. Her name was ... Shemaya.”

Allow the PCs to respond. Then continue:

“I am known as an Ancestral Watcher. It is my life mission to watch for the return of those who spared the life of my distant ancestor – along with the life of Great Rary when the time came. These people are The Waiters. They have been prepared to greet you and make your lives comfortable in this future world – forever more. You see, you have a choice: you can stay here with us and never wander or be hungry or lonely ever again; or you can return to your own time and seek another destiny. Either way, this timeline cannot be disrupted. Some of you may choose to stay. Others of you may go. What will be, will be. All may seek the destiny they desire. You must let us know, but you must do it quickly, for I sense that time’s tide is nearly upon you, and you must soon return ... if that is what you ultimately desire!”

The PCs will no doubt have lots of questions. Here are answers to a few possible ones:

- **Can I ever adventure again?** No. By choosing to stay in Modern Sulm, the PC effectively retires. They retire as an Honored Lord of Sulm, and assume a position for life on the Council of Utaa. Such a position grants the PC an income of over 20,000gp per year; along with as many wives, husbands and concubines as he or she desires.
- **Can some of us go back, and some of us stay?** Yes. It is a free choice according to the individual.
- **If we go back, what happens if Shemaya attacks us and we kill her?** Nothing. This timeline cannot ever be disrupted. If you go back and kill Shemaya, then a new timeline is born and new futures created.
- **What happens if we go back and kill Rary before he unmakes the Crown?** See above answer and add that (obviously) the Bright Desert would stay the same, and the terrible curses inflicting the manscorpions and the sand people would never be lifted.

- **But what if I like being an Asherati?** Too bad. If the Scorpion Crown is unmade, all asherati become human. If you stay here in the future, you will become human.
- **I noticed that gnomes were extinct in the future. Am I in any danger?** No. As a savior of the Empire, you will be revered as a special person of great importance.
- **What if we allow Rary to unmake the Scorpion Crown, but then find some way to kill him so that he doesn’t embark upon Empire building?** Then a new timeline would occur ... but ...
- **THE WATCHER’S WARNING:** Much of what will be will be. Even though Rary himself may be stopped, other forces bent on changing the face of the Flanaess forever will not be stopped. And there is change coming to both Greyhawk City and the entire face of the Oerth! This future may not exist – but one as dramatically different to the world in which you now live will exist. Your choice is clear: is this the future you want to live in? Or do you wish to live in some other future? That much is your choice. The rest is fate.

As soon as the PCs have individually made up their minds, the time continuum shifts again.

Those that return to the present, proceed straight to encounter seven.

Read Conclusion B to any PC staying in the future. Make it abundantly clear to the player before he agrees to stay in the future that doing so permanently retires his PC.

7. SHOWDOWN WITH SHEMAYA

Read the following text to those PCs who decide to return to the present:

It is clear that you have suddenly traveled back in time and you now find yourselves standing in the hallway on the ground floor of Shemaya’s Tower – just outside the door leading to the iron staircase. The water here is four-feet deep. Around you, the tower is shaking and crumbling.

It costs Medium or larger creatures 4 squares of movement to wade through the water. Small or smaller creatures must swim (DC 10 Swim check). See (Deep Pool DMG 65 for more information)

As soon as the PCs turn the corner of the hallway, they see Manscorpion Shemaya waiting for them at the end of the hallway. She speaks:

Ahead of you, blocking the exit, is an enraged manscorpion: Shemaya. Her red eyes glow and her

fangs hiss as she spits hatred in your general direction:

"Give me a few good reasons why I should let you leave here alive!"

For parties who wish to speak with Shemaya and convince her to let them leave unmolested, see Speaking With Shemaya. For PCs who want to attack Shemaya (or whose Diplomacy check fails), see Attacking Shemaya.

SPEAKING WITH SHEMAYA

It is probably best that the party's best diplomat steps forward and conducts this conversation. He/she can be aided (+2 to check) by other party members. There are many acceptable reasons that a party could give to Shemaya in order to persuade her, and she accepts any the DM believes is reasonable. The diplomat needs to succeed on two Diplomacy checks.

The first check is a DC 25 Diplomacy check in order to move Shemaya from hostile to indifferent. Add +2 to the check for every good reason the diplomat gives (such as mentioning facts about Shemaya's great granddaughter in the future and so on).

The second check is a DC 30 Diplomacy check in order to move Shemaya from indifferent to helpful. Add +2 to the check for every new good reason the diplomat gives for letting them pass.

Development: If the PCs make Shemaya helpful, read:

For a moment, Shemaya considers eating you – but then you see tears forming in her eyes.

"Perhaps there is hope for all of us, still. Leave! Get out! There is still time to put things right. But know that if you cross my path again – I will kill you!"

PCs managing to talk their way out of this situation receive full XP for the encounter. At this point the PCs should leave the crumbling tower. Go to Conclusion A.

ATTACKING SHEMAYA

Those PCs who fail in their diplomatic attempts, or who never try to speak with Shemaya, must fight her in order to escape the crumbling tower.

The transformation to a manscorpion has left Shemaya severely impaired, suffering from extensive energy drain and intelligence damage (and at lower APLs normal damage also.) Thus while once she was a powerful spellcaster, she has lost much of her power.

APL 6 (EL 6)

☛ Shemaya: hp 108; Appendix 1.

APL 8 (EL 8)

☛ Shemaya: hp 123; Appendix 1.

APL 10 (EL 10)

☛ Shemaya: hp 128; Appendix 1.

APL 12 (EL 12)

☛ Shemaya: hp 133; Appendix 1.

APL 14 (EL 14)

☛ Shemaya: hp 168; Appendix 1.

Tactics: Despite her impairments due to the transformation, Shemaya is still an intelligent opponent and seeks to use her abilities to the maximum advantage. Some likely tactics are:

- Using *wall of force*, *Evard's black tentacles* and *web* to split the party.
- Pushing characters out of the combat around the corner with *Bigby's forceful hand*.
- Using either *dimension door* (from her *war wizard's cloak* if she has it), or a *grease* spell to escape if she is grappled.
- Escaping to a *rope trick* if she is very low on hit points.

In the first round she attempts to split the party as noted above and casts her *quicken shield*.

Treasure: Refer to Treasure Summary to determine what the PCs find here.

Development: After the PCs defeat Shemaya, they may leave the crumbling tower. Go to Conclusion A.

CONCLUSION A

Read this to PCs who go back in time and escape from Shemaya's Tower:

As fast as possible, you escape from the crumbling ruins of slumber. As you find yourselves, once again, in the desert, you look behind to see the tower fall and shatter into a thousand fragments.

If the PCs allowed Shemaya to live, read:

It is not clear whether or not Shemaya was also able to escape the crumbling ruins. It seems that only time will tell. For now, the Bright Desert stretches out before you; and it is a long way home.

If the PCs killed Shemaya, read:

It is not yet clear what effect the killing of Shemaya will have on the future of the Flanaess. It seems that only time will tell. For now, the Bright Desert stretches out before you; and it is a long way home.

The End

CONCLUSION B

Read this to any PCs who decide to stay in the future:

For those of you who stayed in the future, life is good. Although you never actually meet your benefactor, Rary, you are accorded with all the trappings of a life befitting a hero of the Empire. Those of you who travel, do so as far and wide as you wish. Those of you who seek decadent pleasure, do so without impunity. Those of you who seek philosophical ends, live long lives of peace and tranquility. And those of you who decide to look for adventure ... well, perhaps that is another story, indeed.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

3: Dolls

Escape from or defeat the dolls.

APL 6	180 XP
APL 8	180 XP
APL 10	180 XP
APL 12	180 XP

4: Birth

Defending Umater and her baby

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

5: Field of Battle

Defeating the Itar monks

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

7: Showdown with Shemaya

Defeating or negotiating past Shemaya

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	420 XP

Story Award

Escaping the tower

APL 6	90 XP
APL 8	125 XP
APL 10	160 XP
APL 12	195 XP
APL 14	220 XP

Discretionary Roleplaying Award

APL 6	90 XP
APL 8	100 XP
APL 10	110 XP
APL 12	120 XP
APL 14	140 XP

Total Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP

APL 12
APL 14

1,575 XP
1,800 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

3: Dolls

All APLs: Loot 150 gp; Total 150 gp.

5: Field of Battle

APL 6: Loot 121 gp; Magic 762 gp; *cloak of resistance* +1 (83 gp); *magic bedroll* (42 gp); *potion of cure moderate wounds* (25 gp); *potion of enlarge person* (21 gp); *bracers of armor* +1 (83 gp); Total 883 gp.

APL 8: Loot 121 gp; Magic 1262 gp; *cloak of resistance* +1 (83 gp); *magic bedroll* (42 gp); *potion of cure moderate wounds* (25 gp); *potion of enlarge person* (21 gp); *amulet of*

natural armor +1 (167 gp); bracers of armor +1 (83 gp); Total 1,383 gp.

APL 10: Loot 121 gp; Magic 2150 gp; brute gauntlets (42 gp); cloak of resistance +1 (83 gp); elixir of flaming fists (25 gp); healing belt (62 gp); magic bedroll (42 gp); potion of cure moderate wounds (25 gp); potion of enlarge person (21 gp); ring of protection +1 (167 gp); amulet of natural armor +1 (167 gp); bracers of armor +1 (83 gp); Total 2,271 gp.

APL 12: Loot 121 gp; Magic 3900 gp; amulet of mighty fists +1 (500 gp); bracers of armor +2 (333 gp); brute gauntlets (42 gp); cloak of resistance +1 (83 gp); elixir of flaming fists (25 gp); healing belt (62 gp); magic bedroll (42 gp); potion of cure moderate wounds (25 gp); potion of enlarge person (21 gp); ring of protection +1 (167 gp); Total 4,021 gp.

APL 12: Loot 161 gp; Magic 5,200 gp; amulet of mighty fists +1 (500 gp); bracers of armor +2 (333 gp); brute gauntlets (42 gp); cloak of resistance +1 (83 gp); elixir of flaming fists (25 gp); healing belt (62 gp); magic bedroll (42 gp); potion of cure moderate wounds (25 gp); potion of enlarge person (21 gp); ring of protection +1 (167 gp); Total 5,361 gp.

7: Showdown with Shemaya

APL 6: Loot 27 gp; Magic 2440 gp; eternal wand of cure light wounds (68 gp); eternal wand of prestidigitation (38 gp); ring of protection +3 (1500gp); vest of resistance +1 (83 gp); bracers of armor +3 (750 gp); Total 2,467 gp.

APL 8: Loot 27 gp; Magic 3607 gp; eternal wand of cure light wounds (68 gp); eternal wand of prestidigitation (38 gp); ring of protection +4 (2667 gp); vest of resistance +1 (83 gp); bracers of armor +3 (750 gp); Total 3,634 gp.

APL10: Loot 27 gp; Magic 8107 gp; bracers of armor +6 (3000 gp); eternal wand of cure light wounds (68 gp); eternal wand of prestidigitation (38 gp); ring of protection +4 (2667 gp); robe of scintillating colors (2250 gp); vest of resistance +1 (83 gp); Total 8,134 gp.

APL 12: Loot 27 gp; Magic 9690 gp; bracers of armor +6 (3000 gp); eternal wand of cure light wounds (68 gp); eternal wand of prestidigitation (38 gp); ring of protection +4 (2667 gp); robe of scintillating colors (2250 gp); vest of resistance +2 (333 gp); war wizard cloak (1333 gp); Total 9,717 gp.

APL 14: Loot 27 gp; Magic 9690 gp; bracers of armor +6 (3000 gp); eternal wand of cure light wounds (68 gp); eternal wand of prestidigitation (38 gp); ring of protection +4 (2667 gp); robe of scintillating colors (2250 gp); vest of resistance +2 (333 gp); war wizard cloak (1333 gp); Total 9,717 gp.

Treasure Cap

APL 6: 900 gp; **APL 8:** 1,300 gp; **APL 10:** 2,300 gp; **APL 12:** 3,300 gp; **APL 14:** 6,600 gp.

Total Possible Treasure

APL 6: Loot 298 gp; Magic 3,202 gp; Total 3,500 gp.

APL 8: Loot 298 gp; Magic 4,869 gp; Total 5,167 gp.

APL 10: Loot 298 gp; Magic 10,257 gp; Total 10,555 gp.

APL 12: Loot 298 gp; Magic 13,590 gp; Total 13,889 gp.

APL 14: Loot 338 gp; Magic 14,890 gp; Total 15,228 gp.

ADVENTURE RECORD ITEMS

The PCs can gain access to the following AR items:

Honored Lord of Sulm: PCs that elect to remain in the future Sulm gain this AR favor. Make it clear to the player before he accepts this favor that doing so permanently retires the PC.

Tome of the High Art: PCs that explore the Tower of Sleep gain access to this item.

Collected Oddities of the Tower of Sleep: PCs that explore the Tower of Sleep gain access to this item.

Legacy of Umater: PCs that grant Umater's request to bury him on the hill gain this item. All others through the chalice away assuming it is worthless junk.

Gratitude of Friends: PCs that do not fight or kill Shemaya gain this AR favor.

☛ **Honored Lord of Sulm, Hero of the Empire:** You decided to stay in the future and enjoy the rewards of the alternate timeline. You are now effectively retired and must be removed from play.

You enjoy a position for life on the Council of Utaa. Such a position grants an income of over 20,000 gp per year; along with as many wives, husbands, and concubines as you desire.

📖 **Tome Of The High Art:** This spellbook containing the following spells: 8th—*dimensional lock*, *maze*, *mysterious redirection*^{CM}, *temporal stasis*; 9th—*absorption*^{SPC}, *Bigby's crushing hand*, *dimension jumper*, *greater*^{CM}, *gate*, *meteor swarm*, *refuge*, *sphere of ultimate destruction*^{SPC}, *time stop*. 4,750 gp.

📖 **Collected Oddities Of The Tower Of Sleep:** This spellbook contains the following spells: 5th—*arc of lightning*^{SPC}, *ball lightning*^{SPC}, *dismissal*, *fire and brimstone*^{CM}, *hidden lodge*^{SPC}, *Mordenkainen's private sanctum*, *permanency*, *vitriolic sphere*^{SPC}; 6th—*dream casting*^{SPC}, *mass suggestion*, *permanent image*, *steal summoning*^{CM}; 7th—*choking cobwebs*^{CM}, *energy immunity*^{SPC}, *glass strike*^{SPC}, *greater scrying*, *limited wish*, *Mordenkainen's magnificent mansion*. 4,950 gp.

☛ **Legacy of Umater:** A few weeks before this adventure an elderly flan woman from Hardby contacted you and offered you a ceramic chrysalis, saying "This item has been passed down through my family. Umater wanted you to have it". Now you know what she meant! Should you break it (a standard action that does not provoke an attack of opportunity) an Otiluke's resilient sphere surrounds you (CL 11th).

☛ **Gratitude of Friends:** Shemaya has gained some friends since her recent appearance in the Bright Sands. Your restraint has gained their gratitude. They give you core access to the following items: *eternal wand of cure light wounds*, *eternal wand of prestidigitation*, *robe of scintillating*

colors, aroma of dreams, dreaming blindfold and mirror of time hop (all MIC).

ITEM ACCESS

APL 6:

- *Eternal wand of cure light wounds* (Adventure; CL 1st; MIC; 820 gp)
- *Eternal wand of prestidigitation* (Core; CL 1st; MIC; 460 gp)
- *Magic bedroll* (Adventure; CL 3rd; MIC; 500 gp)

APL 8 (all of APL 6 plus the following):

- *Robe of scintillating colors* (Adventure; DMG)
- *Brute gauntlets* (Adventure; CL 3rd; MIC; 500 gp)
- *Elixir of flaming fists* (Adventure; CL 3rd; MIC; 300 gp)
- *Healing belt* (Adventure; CL 3rd; MIC; 750 gp)

APL 10-14 (all of APLs 2-8 plus the following):

- *War wizard cloak* (Adventure; CL 9th; MIC; 16,000 gp)

3: FIELD OF BATTLE

ULGAR

CR 4

Male human fighter 4

NG Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +1

Languages Common

AC 21, touch 11, flat-footed 20; Combat Expertise
(+1 Dex, +8 armor, +2 shield)

hp 32 (4 HD)

Fort +6, **Ref** +4, **Will** +2

Speed 20 ft. in mwk full plate (4 squares), base speed
30 ft.

Melee mwk longsword +9 (1d8+5/19-20) or

Melee unarmed strike +7 (1d3+3)

Ranged composite longbow +6 (1d8+3/x3) or

Base Atk +4; **Grp** +7

Atk Options Mounted Combat, Quick Draw

Abilities Str 16, Dex 14, Con 12, Int 13, Wis 10, Cha
8

Feats Combat Expertise, Improved Initiative, Mounted
Combat, Quick Draw, Weapon Focus (longsword),
Weapon Specialization (longsword)

Skills Appraise +2, Climb -3, Handle Animal +4, Hide
-4, Intimidate +4, Jump -8, Move Silently -4, Ride
+9, Spot +1, Swim -9

Possessions *cloak of resistance* +1, composite
longbow (+3 Strength bonus) with 50 arrows,
masterwork full plate, masterwork longsword,
heavy steel shield

5: FIELD OF BATTLE

SULMITE MONK**CR 4**

Male human (Suel) monk 4

LE Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3**Languages** Common**AC** 14, touch 13, flat-footed 12, Deflect Arrows, Dodge

(+2 Dex, +1 armor)

hp 28 (4 HD)**Resist** evasion**Fort** +6, **Ref** +7, **Will** +6 (+8 against enchantment spells and effects)**Speed** 40 ft. (8 squares)**Melee** flurry of blows +4/+4 (1d8+3) or**Melee** unarmed strike +6 (1d8+3)**Ranged** mwk light crossbow +6 (1d8/19-20)**Base Atk** +3; **Grp** +6**Atk Options** Stunning Fist 4/day (DC 15), flurry of blows, ki strike (magic)**Combat Gear**, *potion of cure moderate wounds*, *potion of enlarge person*, smokestick (2), tanglefoot bag (2)**Abilities** Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8**Feats** Ability Focus (Stunning Fist), Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist**SQ** slow fall 20 ft.**Skills** , Balance +6, Escape Artist +5, Hide +6, Jump +14, Listen +3, Move Silently +7, Sense Motive +6, Spot +3, Tumble +11**Possessions** combat gear plus *bracers of armor* +1, *cloak of resistance* +1, backpack, *magic bedroll*, masterwork light crossbow with 20 bolts, pouch (belt), sunrod (2)

7: SHOWDOWN WITH SHEMAYA

SHEMAYA**CR 6**

Female manscorpion wizard 19

CE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft., *see invisibility*, tremorsense 60 ft.; Listen -4, Spot +12**Languages** Celestial, Dwarven, Elven, Flan, Sylvan, *comprehend languages*, *tongues***AC** 23, touch 13, flat-footed 22

(-1 size, +1 Dex, +3 armor, +3 deflection, +7 natural)

hp 108 (normally 168) (25 HD)**Fort** +4, **Ref** +2, **Will** +9**Speed** 50 ft. (10 squares)**Melee** mwk morningstar +15/+10/+5/+0 (2d6+5) or**Melee** sting +14 (1d6+2 plus poison) or**Melee** 2 claws +15 each (1d6+5) and**Melee** sting +9 (1d6+2 plus poison)**Base Atk** +20; **Grp** +19**Atk Options** Blind-Fight**Combat Gear** *eternal wand of cure light wounds*, *eternal wand of prestidigitation***Wizard Spells Prepared** (CL 9th):3rd—*daylight*, *dispel magic*, *fireball* (DC 15), *fly*
2nd—*mirror image*, *rope trick*, *scorching ray*, *web* (DC 14)1st—*grease* (DC 13), *magic missile*, *lesser orb of acid*, *scholar's touch*, *shield*0th—*detect magic*, *mage hand*, *prestidigitation* (DC 11), *read magic***Abilities** Str 20, Dex 13, Con 16, Int 13, Wis 16, Cha 13**SQ** energy drained (10 negative levels), Intelligence damage (9 points)**Feats** Blind-Fight, Brew Potion, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Heighten Spell, Maximize Spell, Quicken Spell, Spell Focus (conjuration, evocation), Spell Penetration**Skills** Climb +11, Concentration +15, Craft (alchemy) +2, Decipher Script +0, Diplomacy -3, Hide +3, Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (local - core) -4, Knowledge (religion) -4, Knowledge (the planes) +13, Listen -4, Sense Motive +1, Speak Language (Sylvan) +1, Spellcraft +15, Spot +12**Possessions** combat gear plus, *bracers of armor* +3, Large masterwork morningstar, belt pouch, *ring of protection* +3, spell component pouch, spellbook (wizard's/blank), *vest of resistance* +1**Poison (Ex)** Shemaya has a poisonous sting. Injury, Fortitude DC 15, initial and secondary 1d4 Con. The save DCs are Constitution-based.

5: FIELD OF BATTLE

SULMITE MONK**CR 6**

Male human (Suel) monk 6

LE Medium humanoid (human)

Init +6; **Senses** Listen +4, Spot +4**Languages** Common**AC** 16, touch 14, flat-footed 14, Deflect Arrows, Dodge, Mobility

(+2 Dex, +1 armor, +1 natural)

hp 42 (6 HD)**Immune** normal diseases**Resist** evasion**Fort** +7, **Ref** +8, **Will** +7 (+9 against enchantment spells and effects)**Speed** 50 ft. (10 squares)**Melee** flurry of blows +6/+6 (1d8+3) or**Melee** unarmed strike +7 (1d8+3)**Ranged** mwk light crossbow +7 (1d8/19-20)**Base Atk** +4; **Grp** +7**Atk Options** Improved Disarm, Stunning Fist 4/day (DC 17), flurry of blows, ki strike (magic)**Combat Gear**, *potion of cure moderate wounds*, *potion of enlarge person*, smokestick (2), tanglefoot bag (2)**Abilities** Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8**Feats** Ability Focus (Stunning Fist), Deflect Arrows, Dodge, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Mobility, Stunning Fist**Skills** , Balance +6, Escape Artist +4, Hide +9, Jump +18, Listen +4, Move Silently +9, Sense Motive +8, Spot +4, Tumble +13**SQ** slow fall 30 ft.**Possessions** combat gear plus *amulet of natural armor* +1, *bracers of armor* +1, *cloak of resistance* +1, backpack, *magic bedroll*, masterwork light crossbow with 20 bolts, pouch (belt), sunrod (2)

7: SHOWDOWN WITH SHEMAYA

SHEMAYA**CR 8**

Female manscorpion wizard 19

CE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft., *see invisibility*, tremorsense 60 ft.; Listen -3, Spot +13**Languages** Celestial, Dwarven, Elven, Flan, Sylvan, *comprehend languages*, *tongues***AC** 24, touch 14, flat-footed 23

(-1 size, +1 Dex, +3 armor, +4 deflection, +7 natural)

hp 123 (normally 168) (25 HD)**Fort** +9, **Ref** +3, **Will** +10**Speed** 50 ft. (10 squares)**Melee** mwk morningstar +16/+11/+6/+1 (2d6+5) or**Melee** sting +15 (1d6+2 plus poison) or**Melee** 2 claws +16 each (1d6+5) and**Melee** sting +10 (1d6+2 plus poison)**Base Atk** +20; **Grp** +20**Atk Options** Blind-Fight**Combat Gear** *eternal wand of cure light wounds*, *eternal wand of prestidigitation***Wizard Spells Prepared** (CL 10th):4th—*Evard's black tentacles*, *fire shield*, *greater invisibility*, *greater orb of force*3rd—*daylight*, *dispel magic*, *fireball* (DC 16), *fly*2nd—*glitterdust* (DC 15), *mirror image*, *rope trick*, *scorching ray*, *web* (DC 15)1st—*grease* (DC 14), *magic missile*, *lesser orb of acid*, *scholar's touch*, *shield*0th—*detect magic*, *mage hand*, *prestidigitation* (DC 12), *read magic***Abilities** Str 20, Dex 13, Con 16, Int 14, Wis 16, Cha 13**SQ**, energy drained (9 negative levels), Intelligence damage (8 points)**Feats** Blind-Fight, Brew Potion, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Heighten Spell, Maximize Spell, Quicken Spell, Spell Focus (Conjuration, Evocation), Spell Penetration**Skills** , Climb +12, Concentration +16, Craft (alchemy) +4, Decipher Script +2, Diplomacy -2, Hide +4, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (local - Core) -2, Knowledge (religion) -2, Knowledge (the planes) +15, Listen -3, Sense Motive +2, Speak Language (Sylvan) +1, Spellcraft +17, Spot +13**Possessions** combat gear plus *bracers of armor* +3, Large masterwork morningstar, belt pouch, *ring of protection* +4, spell component pouch (2), *vest of resistance* +1**Poison (Ex)** Shemaya has a poisonous sting. Injury, Fortitude DC 15, initial and secondary 1d4 Con. The save DCs are Constitution-based.

5: FIELD OF BATTLE**SULMITE MONK****CR 8**

Male human (Suel) monk 8

LE Medium humanoid (human)

Init +6; **Senses** Listen +5, Spot +5**Languages** Common**AC** 17, touch 15, flat-footed 15, Deflect Arrows, Dodge, Mobility

(+2 Dex, +1 armor, +1 deflection, +1 natural)

hp 64 (8 HD)**Immune** normal diseases**Resist** evasion**Fort** +9, **Ref** +9, **Will** +8 (+10 against enchantment spells and effects)**Speed** 50 ft. (10 squares)**Melee** flurry of blows +8/+8/+3 (1d10+3) or**Melee** unarmed strike +9/+4 (1d10+3)**Ranged** mwk light crossbow +9/+4 (1d8/19-20) or**Base Atk** +6; **Grp** +9**Atk Options** Improved Disarm, Stunning Fist 8/day (DC 17), flurry of blows, ki strike (magic)**Special Actions** wholeness of body (heal 16 hp/day)**Combat Gear** *brute gauntlets*, *elixir of flaming fists*, *healing belt*, *potion of cure moderate wounds*, *potion of enlarge person*, *smokestick (2)*, *tanglefoot bag (2)***Abilities** Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8**Feats** Ability Focus (Stunning Fist), Deflect Arrows, Dodge, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Mobility, Stunning Fist**Skills** , Balance +6, Escape Artist +4, Hide +11, Jump +18, Listen +5, Move Silently +11, Sense Motive +10, Spot +5, Tumble +15**SQ** slow fall 40 ft.**Possessions** combat gear plus, *amulet of natural armor* +1, *bracers of armor* +1, *cloak of resistance* +1, backpack, *magic bedroll*, masterwork light crossbow with 10 bolts, pouch (belt), *ring of protection* +1, sunrod (2)**7: SHOWDOWN WITH SHEMAYA****SHEMAYA****CR 10**

Female manscorpion wizard 19

CE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft., *see invisibility*, tremorsense 60 ft.; Listen -2, Spot +14**Languages** Celestial, Dwarven, Elven, Flan, Sylvan, *comprehend languages*, *tongues***AC** 27, touch 14, flat-footed 26

(-1 size, +1 Dex, +6 armor, +4 deflection, +7 natural)

hp 128 (normally 168) (25 HD)**Fort** +6, **Ref** +4, **Will** +11**Speed** 50 ft. (10 squares)**Melee** mwk morningstar +17/+12/+7/+2 (2d6+5) or**Melee** sting +16 (1d6+2 plus poison) or**Melee** 2 claws +17 each (1d6+5) and**Melee** sting +11 (1d6+2 plus poison)**Base Atk** +20; **Grp** +21**Atk Options** Blind-Fight**Combat Gear** *eternal wand of cure light wounds*, *eternal wand of prestidigitation*, *robe of scintillating colors***Wizard Spells Prepared** (CL 11th):5th— *baleful polymorph* (DC 17), *quickened shield*, *vitriolic sphere* (DC 18), *wall of force*4th—*Evard's black tentacles*, *fire shield*, *greater invisibility*, *greater orb of force*3rd—*daylight*, *dispel magic*, *fireball* (DC 16), *fly*, 2nd—*glitterdust* (DC 15), *mirror image*, *rope trick*, *scorching ray*, *web* (DC 15)1st—*grease* (DC 14), *magic missile*, *lesser orb of acid*, *scholar's touch*, *unseen servant*0th—*detect magic*, *mage hand*, *prestidigitation* (DC 12), *read magic***Abilities** Str 20, Dex 13, Con 16, Int 15, Wis 16, Cha 13**SQ** energy drained (8 negative levels), Intelligence damage (8 points)**Feats** Blind-Fight, Brew Potion, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Heighten Spell, Maximize Spell, Quicken Spell, Spell Focus (conjuration, evocation), Spell Penetration**Skills** Climb +13, Concentration +17, Craft (alchemy) +5, Decipher Script +3, Diplomacy -1, Hide +5, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (local - core) -1, Knowledge (religion) -1, Knowledge (the planes) +16, Listen -2, Sense Motive +3, Speak Language (sylvan) +1, Spellcraft +18, Spot +14**Possessions** combat gear plus *bracers of armor* +6, Large masterwork morningstar, belt pouch, *ring of protection* +4, spell component pouch (x2), *vest of resistance* +1.**Poison (Ex)** Shemaya has a poisonous sting. Injury, Fortitude DC 15, initial and secondary 1d4 Con. The save DCs are Constitution-based.

5: FIELD OF BATTLE

SULMITE MONK

CR 10

Male human (Suel) monk 10

LE Medium humanoid (human)

Init +6; **Senses** Listen +7, Spot +7**Languages** Common**AC** 18, touch 16, flat-footed 16, Deflect Arrows, Dodge, Mobility

(+2 Dex, +2 armor, +1 deflection)

hp 80 (10 HD)**Immune** normal diseases**Resist** improved evasion**Fort** +10, **Ref** +10, **Will** +9 (+11 against enchantment spells and effects)**Speed** 60 ft. (12 squares); Spring Attack**Melee** flurry of blows +11/+11/+6 (1d10+4) or**Melee** unarmed +11/+6 (1d10+4)**Ranged** mwk light crossbow +10/+5 (1d8/19-20) or**Base Atk** +7; **Grp** +10**Atk Options** Improved Disarm, Stunning Fist 10/day (DC 18), flurry of blows, ki strike (magic and lawful)**SQ** wholeness of body (heal 20 hp/day)**Combat Gear** *brute gauntlets*, *elixir of flaming fists*, *healing belt*, *potion of cure moderate wounds*, *potion of enlarge person*, smokestick (2), tanglefoot bag (2)**Abilities** Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8**SQ** Slow Fall 50 ft.**Feats** Ability Focus (Stunning Fist), Deflect Arrows, Dodge, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist**Skills** , Balance +6, Escape Artist +4, Hide +13, Jump +22, Listen +7, Move Silently +12, Sense Motive +11, Spot +7, Tumble +17**Possessions** combat gear plus, *amulet of mighty fists* +1, *bracers of armor* +2, *cloak of resistance* +1, backpack, *magic bedroll*, masterwork light crossbow with 10 bolts, pouch (belt), *ring of protection* +1, sunrod (2)

7: SHOWDOWN WITH SHEMAYA

SHEMAYA

CR 12

Female manscorpion wizard 19

CE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft., *see invisibility*, tremorsense 60 ft.; Listen -1, Spot +15**Languages** Celestial, Dwarven, Elven, Flan, Sylvan, *comprehend languages*, *tongues***AC** 27, touch 14, flat-footed 26

(-1 size, +1 Dex, +6 armor, +4 deflection, +7 natural)

hp 133 (normally 168) (25 HD)**Fort** +7, **Ref** +5, **Will** +12**Speed** 50 ft. (10 squares)**Melee** mwk morningstar +18/+13/+8/+3 (2d6+5) or**Melee** sting +17 (1d6+2 plus poison) or**Melee** 2 claws +18 each (1d6+5) and**Melee** sting +12 (1d6+2 plus poison)**Base Atk** +20; **Grp** +22**Atk Options** Blind-Fight**Combat Gear** *eternal wand of cure light wounds*, *eternal wand of prestidigitation*, *robe of scintillating colors*, *war wizard cloak***Wizard Spells Prepared** (CL 12th):6th—*acid fog*, Bigby's *forceful hand*, *permanent image* (DC 19), *mass suggestion* (DC 19)5th—*arc of lightning* (DC 19), *baleful polymorph* (DC 18), *quicken shield*, *wall of force*4th—*Evard's black tentacles*, *greater invisibility*, *orb of force*, *orb of sound* (DC 18)3rd—*daylight*, *dispel magic*, *fireball* (DC 17), *fly* (DC 16), *hold person* (DC 16)2nd—*glitterdust* (DC 16), *mirror image*, *rope trick*, *scorching ray*, *web* (DC 16)1st—*grease* (DC 15), *magic missile*, *lesser orb of acid*, *scholar's touch*, *unseen servant*0th—*detect magic*, *mage hand*, *prestidigitation* (DC 13), *read magic***Abilities** Str 20, Dex 13, Con 16, Int 16, Wis 16, Cha 13**SQ**, energy drained (7 negative levels), Intelligence damage (6 points)**Feats** Blind-Fight, Brew Potion, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Heighten Spell, Maximize Spell, Quicken Spell, Spell Focus (Conjuration, Evocation), Spell Penetration**Skills** , Climb +14, Concentration +18, Craft (alchemy) +7, Decipher Script +5, Diplomacy +0, Hide +6, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (local - core) +1, Knowledge (religion) +1, Knowledge (the planes) +18, Listen -1, Sense Motive +4, Speak Language (Sylvan) +1, Spellcraft +20, Spot +15**Possessions** combat gear plus, *bracers of armor* +6, Large masterwork morningstar , pouch (belt), *ring of protection* +4, spell component pouch (2), *vest of resistance* +2.**Poison (Ex)** Shemaya has a poisonous sting. Injury, Fortitude DC 15, initial and secondary 1d4 Con. The save DCs are Constitution-based.

5: FIELD OF BATTLE

ITAR MONK

CR 10

Male human (Suel) monk 10

LE Medium humanoid (human)

Init +6; **Senses** Listen +7, Spot +7**Languages** Common**AC** 18, touch 16, flat-footed 16, Deflect Arrows, Dodge, Mobility

(+2 Dex, +2 armor, +1 deflection)

hp 80 (10 HD)**Immune** normal diseases**Resist** improved evasion**Fort** +10, **Ref** +10, **Will** +9 (+11 against enchantment spells and effects)**Speed** 60 ft. (12 squares); Spring Attack**Melee** flurry of blows +11/+11/+6 (1d10+4) or**Melee** unarmed +11/+6 (1d10+4)**Ranged** mwk light crossbow +10/+5 (1d8/19-20) or**Base Atk** +7; **Grp** +10**Atk Options** Improved Disarm, Stunning Fist 10/day (DC 18), flurry of blows, ki strike (magic and lawful)**SQ** wholeness of body (heal 20 hp/day)**Combat Gear** *brute gauntlets*, *elixir of flaming fists*, *healing belt*, *potion of cure moderate wounds*, *potion of enlarge person*, *smokestick (2)*, *tanglefoot bag (2)***Abilities** Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8**SQ** Slow Fall 50 ft.**Feats** Ability Focus (Stunning Fist), Deflect Arrows, Dodge, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist**Skills** , Balance +6, Escape Artist +4, Hide +13, Jump +22, Listen +7, Move Silently +12, Sense Motive +11, Spot +7, Tumble +17**Possessions** combat gear plus, *amulet of mighty fists* +1, *bracers of armor* +2, *cloak of resistance* +1, backpack, *magic bedroll*, masterwork light crossbow with 10 bolts, pouch (belt), *ring of protection* +1, sunrod (2)

7: SHOWDOWN WITH SHEMAYA

SHEMAYA

CR 14

Female manscorpion wizard 19

CE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft., *see invisibility*, tremorsense 60 ft.; Listen +1, Spot +17**Languages** Celestial, Dwarven, Elven, Flan, Sylvan, *comprehend languages*, *tongues***AC** 27, touch 14, flat-footed 26

(-1 size, +1 Dex, +6 armor, +4 deflection, +7 natural)

hp 168 (normally 168) (25 HD)**Fort** +7, **Ref** +5, **Will** +12**Speed** 50 ft. (10 squares)**Melee** mwk morningstar +20/+15/+10/+5 (2d6+5) or**Melee** sting +19 (1d6+2 plus poison) or**Melee** 2 claws +20 each (1d6+5) and**Melee** sting +14 (1d6+2 plus poison)**Base Atk** +20; **Grp** +22**Atk Options** Blind-Fight**Combat Gear** *eternal wand of cure light wounds*, *eternal wand of prestidigitation*, *robe of scintillating colors*, *war wizard cloak***Wizard Spells Prepared** (CL 14th):

7th—limited wish, power word blind, prismatic spray (DC 20), spell turning,

6th—*acid fog*, Bigby's *forceful hand*, *permanent image* (DC 19), *mass suggestion* (DC 19)5th—*arc of lightning* (DC 19), *baleful polymorph* (DC 18), quickened *shield*, *wall of force*4th—*Evard's black tentacles*, *greater invisibility*, *orb of force*, *orb of sound* (DC 18)3rd—*daylight*, *dispel magic*, *fireball* (DC 17), *fly* (DC 16), *hold person* (DC 16)2nd—*glitterdust* (DC 16), *mirror image*, *rope trick*, *scorching ray*, *web* (DC 16)1st—*grease* (DC 15), *magic missile*, *lesser orb of acid*, *scholar's touch*, *unseen servant*0th—*detect magic*, *mage hand*, *prestidigitation* (DC 13), *read magic***Abilities** Str 20, Dex 13, Con 16, Int 18, Wis 16, Cha 13**SQ**, energy drained (5 negative levels), Intelligence damage (6 points)**Feats** Blind-Fight, Brew Potion, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Heighten Spell, Maximize Spell, Quicken Spell, Spell Focus (Conjuration, Evocation), Spell Penetration**Skills** , Climb +16, Concentration +20, Craft (alchemy) +9, Decipher Script +7, Diplomacy +2, Hide +8, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (local - core) +4, Knowledge (religion) +4, Knowledge (the planes) +21, Listen +1, Sense Motive +6, Speak Language (Sylvan) +1, Spellcraft +23, Spot +17**Possessions** combat gear plus, *bracers of armor* +6, Large masterwork morningstar , pouch (belt), *ring of protection* +4, spell component pouch (2), *vest of resistance* +2.**Poison (Ex)** Shemaya has a poisonous sting. Injury, Fortitude DC 15, initial and secondary 1d4 Con. The save DCs are Constitution-based.

APPENDIX 2: NEW RULES ITEMS

MAGIC ITEMS

Brute gauntlets

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

This pair of heavy black leather gauntlets is set with metal studs.

Brute gauntlets allow you to temporarily increase your physical might. These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a morale bonus on Strength checks, Strength-based skill checks and melee weapon damage for 1 round.

1 charge: +2 morale bonus.

2 charges: +3 morale bonus.

3 charges: +4 morale bonus.

Source: *Magic Item Compendium* 83

Elixir of Flaming Fists

Aura: Faint; (DC 16) evocation

Activation: Standard (manipulation)

The viscous liquid inside this cut glass bottle is red-orange and roils like the heart of an inferno.

When you drink this elixir, your hands immediately burst into flame, allowing you to deal 1d6 points of fire damage with each of your unarmed attacks. These flames do not harm you. The effect lasts for 3 minutes.

Source: MIC 159

Eternal Wand

Aura: Faint; (DC 15) school of spell contained in eternal wand

Activation: Standard (command)

An eternal wand holds a single arcane spell of 3rd level or lower, determined during creation. Any character who can cast arcane spells can activate the wand to use the spell contained in it, regardless of whether the spell appears on his class list.

An eternal wand functions two times per day.

Source: *Magic Item Compendium* 159

Healing Belt

Aura: Faint; (DC 16) conjuration

Activation: - and standard (command)

This broad leather belt is studded with three moonstones.

While wearing the healing belt, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition the belt has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage

with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage.

2 charges: Heals 3d8 points of damage.

3 charges: Heals 4d8 points of damage.

Source: *Magic Item Compendium* 110

War Wizard Cloak

Caster Level: 9th

Aura: Moderate; (DC 19) evocation

Activation: - and standard (command)

This long black cloak has a high collar and is cut to overlap a wearer's chest and arms. An open white palm in a circle adorns the right breast, and a rampant purple dragon rages on the left.

A war wizard cloak protects you from the elements (as endure elements) and also activates a feather fall effect on you automatically if you fall more than 5 feet. This is a continuous effect and requires no activation.

In addition, this cloak has four other abilities, each of which can be activated once per day: dimension door, mage armor, protection from arrows and sending.

Source: *Magic Item Compendium* 147

SPELLS

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component Two small iron rods.

Source: *Spell Compendium* 15

Energy Immunity

Abjuration

Level: Cleric 6, druid 6, Sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes (harmless)

This abjuration grants a creature complete immunity to damage from one of five energy types—acid, cold, electricity, fire or sonic. *Energy immunity* absorbs only hit point damage, so the recipient would suffer the side effects such as drowning in acid, being deafened by a sonic attack, or becoming immobilized in ice (and thus helpless).

Energy immunity overlaps *protection from energy* and *resist energy*. As long as *energy immunity* is in effect, the other spells absorb no damage.

Source: *Spell Compendium* 80

Glass Strike

Transmutation

Level: Sorcerer/wizard 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or 4 cubic ft of material.

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The spell erupts from the surface of the mirror you hold, striking your foe square in the chest and transforming them to glass.

You transform the target into glass. You can cast either of these two versions:

Glass creature: As *flesh to stone* (PH 232), but the subject becomes glass.

Glass object: An object of up to 4 cubit feet in volume is affected. Part of a larger object (such as a floor or wall) can be transformed by this spell. Glass has hardness 1, and 1 hit point per inch of thickness.

Neither version of the spell affects magic items (magic items carried by a transformed creature remain intact). When the duration ends, the subject returns to its original materials. If the subject was broken or damaged while in glass form, its normal form has similar damage.

Focus: A piece of glass from a mirror.

Source: *Spell Compendium* 106

Orb of Acid

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid.

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Source: *Spell Compendium* 150

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your quick, precise movements culminate in your open palm facing towards your target. An orb of dark green acid flies from your hand.

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th Level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* 151

Orb of Force

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you gather the energies of the spell, you feel against your palm a spherical weight that seems almost bonded to your skin. The sphere grows, until with a final precise movement, you release the translucent blue orb, sending it hurtling toward your intended target.

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must

succeed on a ranged touch attack to hit your target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

Source: *Spell Compendium* 151

Orb of Sound

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 4, warmage 4

Effect: One orb of sonic energy

This spell functions like *orb of acid*, except that it deals 1d4 points of sonic damage per level (maximum 15d4). In addition, a creature struck by an orb of sound must make a Fortitude save or be deafened for 1 round instead of being sickened.

Source: *Spell Compendium* 151

Vitriolic Sphere

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 10-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: Reflex partial; see text

Spell Resistance: No

Affected creatures take 6d6 points of acid damage. Creatures that succeed on their Reflex saving throws take half of this damage. Creatures that fail their Reflex saves take full damage, and also take 6d6 points of acid damage in each of the following 2 rounds.

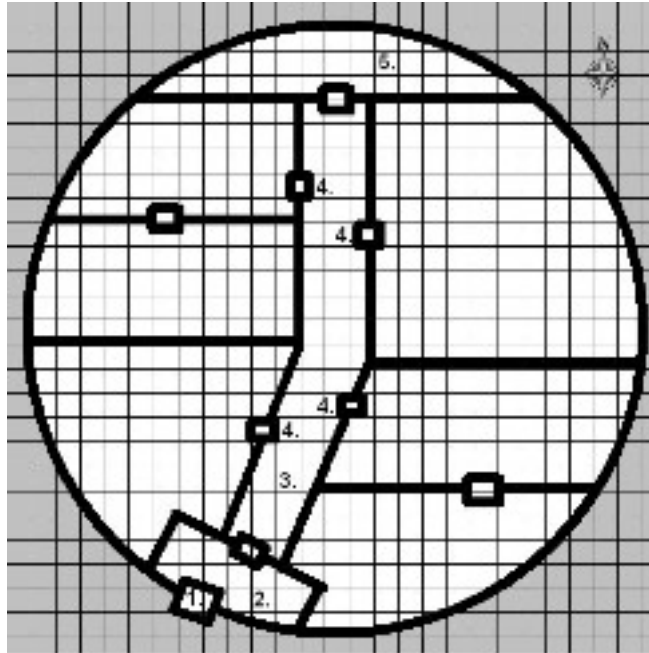
Material Component: A tiny glass vial filled with aqua regia.

Source: *Spell Compendium* 232

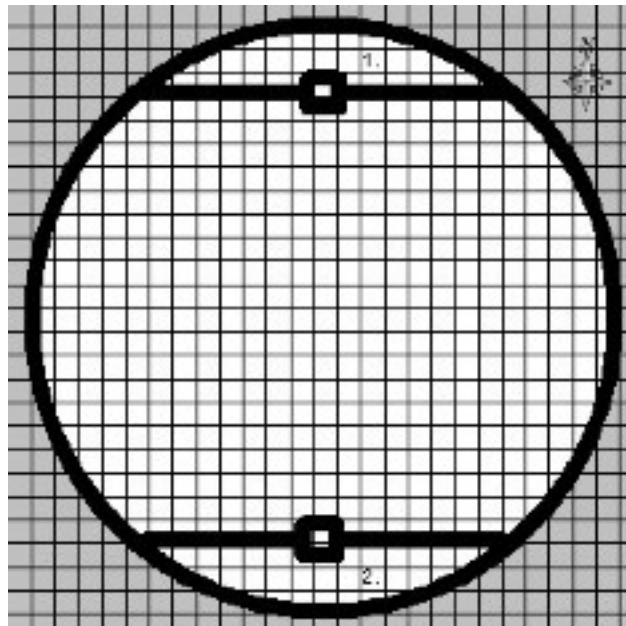
DM MAPS: SHEMAYA'S TOWER

The Map Key for each of these maps can be found inside the relevant encounters in the adventure.

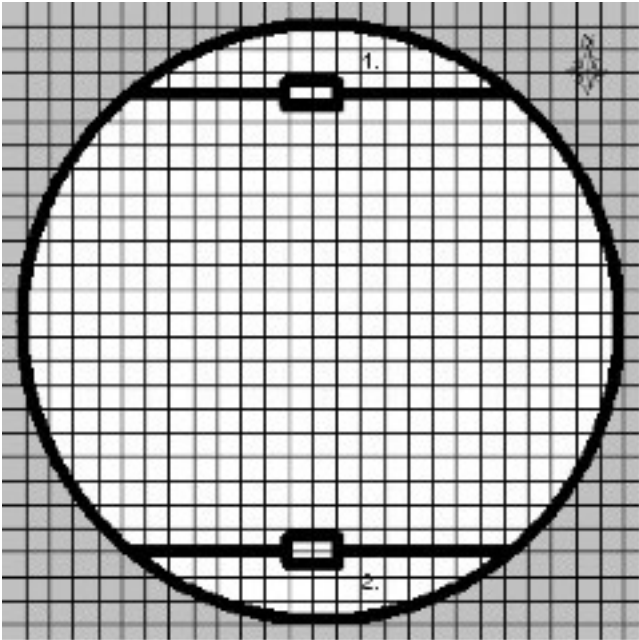
GROUND FLOOR – ENTRY



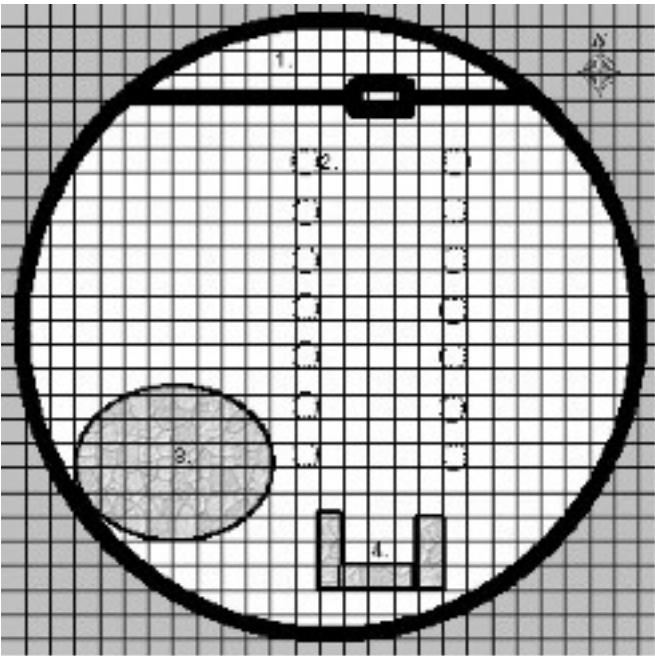
FIRST FLOOR



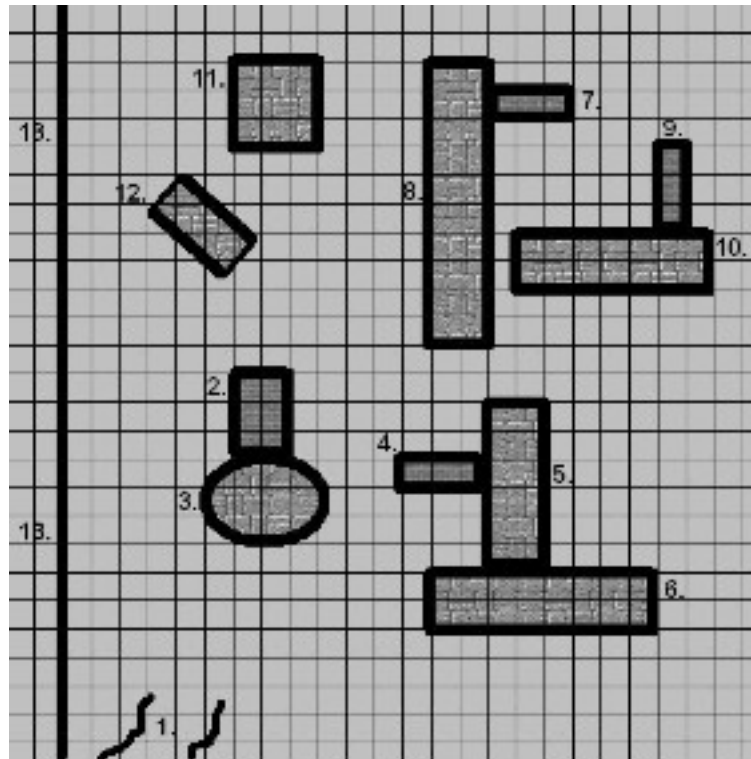
SECOND FLOOR



THIRD FLOOR – TOP FLOOR



THE OLD RUINS



KEY TO MAP: 1 square = 5 feet. NORTH is situated at the TOP of the map.

1. The PCs enter the top of the clearing via this route. The PCs may not be visible until they leave the path.
2. Steps leading up to a circular battlement.
3. Circular battlement. Flat top. No cover. 15 feet high. There is an old flagpole in the centre of this battlement.
4. Steps leading up to rectangular battlement.
5. Rectangular battlement. Flat top. No cover. 15 feet high.
6. Rectangular battlement. Half cover on southern, western and eastern sides. 15 feet high.
7. Steps leading up to rectangular battlement.
8. Rectangular battlement. Half cover on western and southern sides. 15 feet high.
9. Steps leading up to rectangular battlement.
10. Rectangular battlement. Flat top. No cover. 15 feet high.
11. Square battlement. Flat top. No cover. 15 feet high. Climbable. DC 15 Climb check.
12. Rectangular battlement. Flat top. No cover. 15 feet high. Climbable. DC 15 Climb check.
13. Precipice. 200 feet drop straight down.

TIME'S TIDE ON BRIGHT SANDS

Before you play this adventure, it is important that you understand what happened during a previous adventure, COR5-17 *Time's Tide On Bright Sands*. You do *not* need to have played that adventure in order to play and enjoy COR8-09 *Ruins of Slumber*.

In 595 CY, a strange edifice, which the local tribes called the Tower of Sleep, appeared in the Bright Desert. Anybody who got too close to the Tower found himself or herself involuntarily put into a state of slumber. The caretaker of the tower was an ancient mage named Shemaya. She was, until recently, known as the only human survivor of the fall of the Kingdom of Sulm, over 2,000 years ago. The endless sands of the Bright Desert are all that remain of that once great nation.

Shemaya survived because she was able to wrap her tower in a bubble that protected it from the ravages of time. Her only regret was that she was never able to save her young friend, Princess Ulma, from the destruction and chaos – chaos brought about by Ulma's father, King Shattados. Shattados had found a way to gain immortality. His aim was to master a gift from his dark master, *Scorpion Crown*, and rule forever as emperor. However, as soon as he donned the crown, his kingdom crumbled. Most of the human inhabitants turned into hideous or strange creatures: those who were evil turned into manscorpions; those of good heart became asherati. Those not of Sulm fled the destruction, returning eventually to their nomadic lives.

Shemaya escaped the cataclysm just in time, but Ulma did not. Shemaya was wracked with guilt. Hundreds of years gave Shemaya time to discover great magic that might allow somebody (other than her) to travel back in time and save Ulma before the devastation. Over time, Shemaya became obsessed with Ulma, and built doll-like automatons to remind her of her friend.

In 595 CY, Shemaya was ready to try her time-travelling magic. This is where COR5-17 *Time's Tide on Bright Sands* begins. Shemaya chose several adventurers who were destined to rescue “the last flower of Sulm” – the nickname given to Ulma by those who kept legends alive. Diving into her magic pool, the adventurers were transported back in time to ancient Utaa, capital of Sulm. Here, they rescued Ulma before the devastation brought about by the *Scorpion Crown*. The adventurers returned Ulma to the current time, though there now appeared to be a philosophical quandary. Should the adventurers set Ulma free? Alternatively, they could hand her over to Rary The Archmage – who needed her to help him unmake the *Scorpion Crown* and thus restore the Bright Desert to its former glory? Ultimately, the adventurers set Ulma free to pursue her own destiny.

EVENTS FOLLOWING TIME'S TIDE ON BRIGHT SANDS

At first, both Shemaya and Ulma were keen to help Rary unmake the *Scorpion Crown*: for in doing so, the Bright Desert would return to the grasslands it once was – before the devastation. But other powers in the region, such as Lady Karystine, sought to retain the status quo; fearing that should Rary succeed, he would himself gain great power and seek to wrought destruction on his nearest neighbors – Greyhawk City and Hardby in particular.

Neither Shemaya nor Ulma understood that Rary had ulterior motives, until they were confronted with Rary's wickedness in late 596 CY. At this point, they both turned their backs on Rary – though he never forgot their treachery. Rary still needed “the last flower of Sulm” to achieve his nefarious ends – and that meant getting Ulma – by force, if necessary.

PLAYER HANDOUT 2

This parchment has travelled through my hands to reach you as quickly as possible. It is written hastily, but sincerely:

Some you may remember me.

My name Kasbolos. Of Keiray'ia tribe of desert centaur.

Common no good.

You must come meet me at the Sandspire Oasis near Fort Whiterock.

Tower of Sleep under destruction.

Ulma in danger. Everyone in danger. Whole world in danger.

Only you can help.

Must be fast. End come soon.

K.

PLAYER HANDOUT 3

You find the following spellbooks in the Tower of Sleep:

TOME OF THE HIGH ART

An iron bound and locked tome with 100 vellum pages (95 used) containing the following spells:

8th—*dimensional lock, maze, mysterious redirection, temporal stasis*

9th—*absorption, Bigby's crushing hand, gate, greater dimension jump, refuge, sphere of ultimate destruction, time stop*

COLLECTED ODDITIES OF THE TOWER OF SLEEP

Covered with silver reinforced leather, this tome contains 100 vellum pages (99 used) on which are scribed the following spells:

5th—*arc of lightning, ball lightning, dismissal, greater fireburst, hidden lodge, Mordenkainen's private sanctum, permanency, vitriolic sphere;*

6th—*dream casting, mass suggestion, permanent image, steal summoning*

7th—*energy immunity, glass strike, greater scrying, choking cobwebs, Mordenkainen's magnificent mansion.*