



Tomb of the Overseers

by Ken Villars & John Zinser

Nearly 100 years ago, Lord Eriador wrested the lands from the hands of evil and began a reign of unsurpassed courage, wisdom, and might that lasted over three centuries. One day this great man of valor was called onward to continue his battle for freedom and goodness on a higher plane of existence. Leaving the responsibilities of rulership to his faithful overseer, he donned his magical shield, helm, and sword and traveled to the Holy Mountain of Anduin to meet his destiny.

Eriador left the overseer with this solemn promise: If there ever arose a time of great need, he would answer a summons from the Mountain of Anduin to come back to vanquish any evil that dared to oppress his people.

It is now the reign of the third overseer. For years now, an evil mage has been plaguing the land by sending forth hordes of evil humanoid minions to oppress the people. The overseer has been forced to pay tribute to the mage to protect his people. Life has become nearly unbearable for his subjects.

It has been over five years since the mage desecrated the holy mountain by placing foul creatures in its depths to guard against the possibility of the people seeking help from their nearly forgotten champion.

A fortnight ago, your party was gathered in a secret council chamber to meet with the overseer himself. You felt a spark of hope for the people of this land as the overseer told the legendary tale of Eriador. He gave you the equipment you would need and charged your party with the task of venturing into the heart of the now monster-infested Mountain of Anduin to call back the people's great hero, Eriador the Paladin. Although the three parties sent before you had not returned, ridding the land of the mage seemed worth any risk, and you eagerly set out on your quest. Now, standing before the defiled mountain, you wonder if perhaps you were too hasty.

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

Tomb of the Overseers is a d20 System adventure booster designed for 5-6 characters levels 3-5. It can be played as a stand-alone adventure or dropped into any ongoing campaign setting.



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how to Use This Product

This adventure is designed to be easily dropped into your existing 3rd edition D&D campaign. It can be run in a single session, and makes for an excellent evening's gaming. To prepare yourself to run it, you should read it completely at least once to familiarize yourself with the material, and you may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players in order to introduce them to the adventure. After that, you're ready to begin. Good luck!

Dungeons and Dragons®

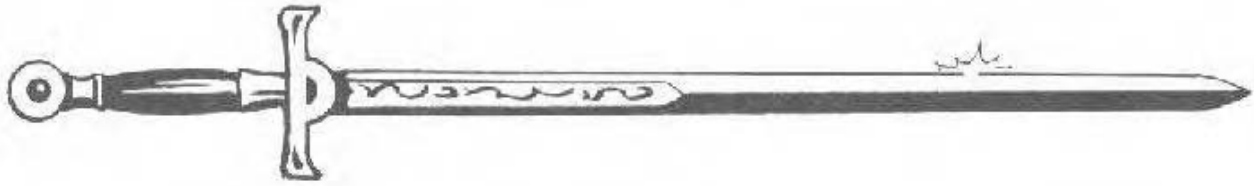
This module requires the use of the Dungeons and Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®. You won't be able to run this adventure without it.



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DM Background

This adventure is intended for four to six characters of levels 3-5. Although the final battle with the shadow demon may seem quite difficult for such a low level party, several powerful magic items have been placed in the temple to help them accomplish the task.

It is important to note that all items from the temple — the sword, shield, helm, keys, scroll, and so on — phase out and return to their original location within the mountain if the heroes attempt to leave with any of them before summoning Eriador. This is why the monsters have not been able to remove or destroy these items.

The adventure starts with the heroes just outside the entrance to the Holy Mountain of Anduin, burial place of the previous two overseers. You may choose to make the journey to the mountain as eventful as you like, but the heroes should be close to full strength before venturing into the mountain.

About the Monsters

Several of the monsters in this adventure may be familiar to you, even though they have yet to appear in an official d20 tome elsewhere. For most of these, we've simply provided quick-reference stat blocks. These should be plenty for you to work with.

The Entrance

The entrance to the tomb is carved into the mountain itself. A simple arched stone passageway leads to the altar chamber (#1). Two gigantic stone warriors (20 feet tall) stand vigil over it. As the heroes enter each location described below, read the boxed text to them aloud.

1. The Altar Chamber

You push through the cobwebs covering the entrance to the tomb and find yourselves in a large room mostly filled by three rows of broken pews. One row lines the left side of the chamber, with another to the right, and a third running straight down the middle. Directly in front of the middle row, at the far side of the room, stands a stone altar. A mass of webs covers the left, rear corner of the room, and there is an archway on the right wall.

The altar is made of solid stone. If examined (Search, DC 10), a small button is found on the underside of the altar's top slab. If the button is pushed by a good-aligned character, a magic mouth appears on the back wall and says: "It helps us, it warms us, it gives us sight. It is a symbol of good, but sometimes it bites."

If the party answers out loud: "Sun," a scroll with the divine spells *bleed*, *cure light wounds*, and *protection from evil* appears on the altar. If the button is pushed again, whether or not the riddle is answered, a gold key appears atop the altar. This key can open any door in the mountain temple, as well as the *chest of displacement* at #13.

The webs in corner are the home of five monstrous spiders. This secret door can easily be found if looked for (Search, DC 15). It is locked (Open Lock, DC 30).

Monstrous Spiders: CR 1/2; SZ S (vermin); HD 1d8; hp 7, 6 (x3), 4; Init +3; Spd 30, climb 20; AC 14 (+1 size, +3 Dex), Atk bite +4 (1d4-2, plus poison), Face 5 ft. by 5 ft.; Reach 5 ft.; SA poison (DC 11, 1d3 Str), web (Escape DC 18, Break DC 24, hp 4); SQ vermin; SV Fort +2, Ref +3, Will +0; Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2; AL N. Skills: Climb +10, Hide +14, Jump -2, Spot +7. Feats: Weapon Finesse (bite).

2. Font Room

This small room is empty except for a small marble font filled with crystal clear water.

The font is magical and contains holy water. There are six flasks worth of water in the font. Water placed in this font automatically becomes holy water in 24 hours.

The font emanates good and cannot be removed from the room. The monsters infesting the temple avoid this room, as attempts to destroy the font have failed.

3. Skeletons

This room has three helmets in glass boxes on the back wall. They are golden in color and rest on red velvet pillows. Before you can do more than glance at them, three skeletons attack!

Three skeletons immediately attack the heroes when they open this door. The skeletons fight until one side or the other is destroyed or the heroes are run off. Because the helmets created them, the skeletons cannot flee if turned. The helmets have had the *necromantic armor* spell placed on them. (See “New Spell” at the end of this adventure for the details.) The skeletons immediately attack anyone within 30 feet of the helmets.

Skeletons (3): CR 1/3, SZ M (undead), HD 1d12, hp 6 each; Init + 5 (+1 Dex, +4 improved initiative); Spd 30; AC 13 (+1 Dex, +2 natural); Atk: 2 claws +0 (1d4); Face 5 ft. x 5 ft.; Reach 5 ft.; SQ undead, immunities; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11, AL N. Feats: Improved Initiative.

4. Wood Golem

This small room is empty save for a crude, human-shaped, wooden statue in the corner. There are two glass vials to one side of its feet.

This is no statue. In fact, it’s a special kind of golem made from wood. As golems go, it’s fairly small and weak, although still a threat. It animates and attacks as soon as anyone enters the room. The golem cannot leave the room.

Each of the vials contains a magical potion. The first is a *potion of cure moderate wounds*. The second is a *potion of heroism*.

Wood Golem (1): CR 4; SZ M (construct); HD 4d10; hp 27; Init -1; Spd 30 (can’t run); AC 14 (-1 Dex, +5 natural); Atk: 2 slams +6 (2d6+4); Face 5 ft. x 5 ft.; Reach 5 ft.; SA berserk; SQ construct, magic immunity damage reduction 10/+1, fire does +1 damage per die; SV Fort +3, Ref +2, Will +3; Str 18, Dex 9, Con —, Int —, Wis 11, Cha 1; AL N.

5. Memorial to the Overseers

The wall to this circular, domed room is ornately carved and painted with murals. Several continual flame spells have been cast around the dome’s rim, brilliantly lighting the room. Two statues flank the doorway through which you entered the room, arms outstretched towards two other, much larger, statues directly opposite you on the other side of the room. The larger statues are dressed in the official robes of the overseer.

The shadows cast by the two larger statues are quite sharp and black. If players are looking for trouble they may notice this (Spot, DC 20).

Shadows (2): CR 3; SZ M (undead, incorporeal); HD 3d12; hp 17 each; Init +2; Spd 30, fly 40; AC 13 (+2 Dex, +1 deflection), Atk incorporeal touch +3 (1d6, plus Str damage); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Str damage (victim loses 1d6 Str; if Str is 0 or less, victim dies), create spawn (humanoid killed by Str damage becomes a shadow under killer’s control in 1d4 rounds); SQ undead, incorporeal; SV Fort +1, Ref +3, Will +4; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13; AL CE. Skills: Hide +8, Intuit Direction + 5, Listen + 7, Spot + 7. Feats: Dodge.

Umbrae (1): CR 3; SZ M (undead, incorporeal); HD 3d12; hp 20; Init +2; Spd 30, fly 40; AC 13 (+2 Dex, +1 deflection); Atk: shadow longsword +3 (1d8+4, incorporeal); Face 5 ft. x 5 ft.; Reach 5 ft.; SA shadow longsword; SQ undead, incorporeal, only hit by shadows (the visible shadow of any weapon, magical or not, can hurt an umbrae; -4 to attack rolls of foes, even if they realize this, except for monks, who are only penalized -2); SV Fort +3, Ref +3, Will +3; Str —, Dex 14, Con —, Int 10, Wis 12, Cha 11; AL CE. Skills: Hide +10, Intuit Direction +5, Listen + 7, Spot + 7. Feats: Dodge, Weapon Finesse (shadow longsword).

There are two shadows and one umbrae (a shadow-like creature) in this room. They wait until the heroes are close enough, then make a surprise attack.

Between the two statues of the overseers is a concealed door (Search, DC 15) which leads to the tomb of the overseers (#6).

6. Tomb of the Overseers

Within this room, there are two identical mausoleums. There are pillars supporting the ceiling, and carvings, paintings, and mosaic murals of the overseers' deeds line the walls.

Both sets of doors are locked (Open Lock, DC 30), and the ornate tombs are each protected by a *glyph of warding*. These blast glyphs each do 4d8 points of fire damage when set off.

There is a guardian naga here that greets or attacks the heroes, depending on which door they enter through.

If the heroes enter through the concealed door using the gold key from the altar room, the naga greets them in a friendly manner, believing them to be emissaries from the overseer. If the heroes enter through the concealed door, but without the key, the naga issues the warning below without spitting first. If the heroes enter through the blocked corridor, the naga spits first and then issues the challenge.

Naga (1): CR10; SZ L (aberration); HD 11d8+44; hp 80; Init +2; Spd 40; AC 18 (-1 size, +2 Dex, +7 natural); Atk bite +12 (2d6+7, plus poison); Face 5 ft. x 5 ft. (coiled); Reach 10 ft.; SA poison (Fort save, DC 19, 2d8 Con), spit (30 ft, ignores armor, poison), spells (9th level sorcerer); SV Fort +7, Ref +7, Will +11; Str 21, Dex 14, Con 19, Int 16, Wis 19, Cha 18; AL LG. Skills: Bluff +12, Concentration +15, Listen +13, Sense Motive +13, Spellcraft +11, Spot +13. Feats: Alertness, Combat Casting, Dodge, Lightning Reflexes, Spell Focus (abjuration). Spells: *arcane lock, create food and water, continual flame, cure light wounds, cure moderate wounds, cure serious wounds, darkvision, daze, death ward, detect magic, dispel magic, divine favor, helping hand, holy smite, light, mage armor, mage hand, minor globe of invulnerability, nondetection, protection from chaos, protection from elements, protection from evil, read magic, resist elements, remove curse, resistance, shield, zone of truth.*

The naga's challenge is: "Who dares enter the sacred tomb of the overseers? Identify yourselves, or be prepared to face the wrath of their guardian!"

If the heroes enter this room in any way other than through the concealed door with the gold key, it takes careful negotiation to gain the naga's good faith.

Once the heroes have the naga's good will and take the time to explain their quest, the guardian allows them to pass through freely. He also offers any help that he can provide. He is unfortunately bound to stay in this room, but he is willing to use his spells to aid the party in any way possible.

If the PCs attack the guardian of this good temple, they should get what they deserve.

7. Brown Mold

At the end of this corridor, a natural cavern begins. The air grows colder as you move deeper into the tomb.

In this area, brown mold covers the walls, floor, and roof. As the heroes approach, they should notice the temperature decreasing well before they get too close to the mold. Heroes coming within 5 feet of the mold suffer 3d6 cold subdual damage. Fire brought within 5 feet of the mold causes it to immediately double in size, extinguishing the fire in the process. Cold damage destroys the mold instantly.

The heroes must find a way past the brown mold or return to the altar chamber (#1) and find the secret door there.

If the heroes spend more than 20 minutes trying to figure out a way past the brown mold, the blue musk zombie (see #8) walks past the mold (he is unaffected by the cold) and attacks the players as stated in "The Zombie's Post" (#8). This time, however, his attack may be even more deadly, since he carries any victim back through the area affected by the brown mold.

8. The Zombie's Post

The cavern ahead is empty except for a humanoid male with pale-blue skin and blank, glazed eyes. He wears tattered chainmail.

When the blue musk zombie comes within 20 feet of the heroes, they may notice (Spot, DC 10) that it appears to have vegetable matter (vines, leaves, and buds) tangled in its hair. It slowly approaches the party and when it gets within 15 feet, it rushes forward and attacks the smallest hero. If both of the zombie's attacks hit the same character, it has grabbed its victim by the throat. In this case, the victim suffers from suffocation.

Blue Musk Zombie (1): CR 1/2; SZ M (humanoid); HD 3d8; hp 24; Init -1; Spd 20; AC 14 (-1 Dex, +5 chainmail); Atk: 2 claws +2 (1d6+ 1); Face 5 ft. x 5 ft.; Reach 5 ft.; SA strangle; SQ immunity (magical effects as if undead), SV Fort +0 Ref 1 Will +3 Str 13, Dex 9, Con 10, Int 4, Wis 4, Cha 10, AL N Feats Toughness.

The zombie then tries to carry the victim to the creeper's home (#9). This slows him to half his movement rate. The zombie ignores all attacks upon himself once it has grabbed someone. It takes him 2-4 rounds to reach the creeper. If the zombie reaches the blue musk creeper with a victim, he hurls the character into the plant.

The zombie is a hapless member of one of the parties sent into the tomb to never return. He is not dead, but has simply has his Intelligence and Wisdom drained to 4 points each. If the blue creeper that controls him is killed, he can be restored to health by neutralize poison, followed by heal and four weeks of bedrest.

9. The Creeper's home

A large, blue bush takes up the back half of this cavern. The plant has three beautiful, large blue flowers resting on a bed of vines and leaves.

When the heroes enter this room, a blue musk zombie moves to attack them. He is identical to the zombie at #8. If both of its attacks hit the same character, the zombie throws his victim into the blue musk creeper its next action.

A blue musk creeper controls the two zombies and is looking to create more. When any character comes within 10 feet of the creeper, its flowers rise and begin to sway, and it sprays a cloud of spores at the character. If only one person is in range, then all three flowers attack that character. If more than one hero is within range, the flowers each attack a different target.

If the characters attempt to pass through or around the plant by using torches or fire to keep the roots at bay, the roots try to attack one in four characters anyway.

After killing the blue musk creeper, if the heroes search it (Search, DC 10), they find a +1 dagger.

Blue Musk Creeper (1): CR 3; SZ L (plant); HD 2d8; hp 15, Init + 5 (+1 Dex, +4 improved initiative), Spd 30, AC 14 (-1 Dex, +5 natural); Atk: 12 roots +4 (brain drain); Face 5 ft. x 10 ft.; Reach 10 ft.; SA pollen (Fort save, DC 15, move into center of plant), brain drain (temporarily drains 2 points each of Wis and Int, Will save, DC 15, to halve drain); SQ create zombie (victim drained to 4 points each in Wis and Int becomes blue musk zombie), plant, hurt only by damage to center mass, roots retreat from fire, flowers (8 hp each, AC 12); SV Fort +3, Ref -1 (root —), Will +0; Str —, Dex 8, Con 12, Int 10, Wis 10, Cha 9; AL N.

10. Empty Room

This is a long, empty, rectangular-shaped room. There is a door on the far wall.

The secret door located here (Search, DC 20) is locked (Open Lock, DC 30).

11. Shield Room

Directly across from the entrance to this room is an alcove, about 10 feet deep. Hanging in this small niche, suspended 5 feet off the ground by two thick wires, is a shining, medium-sized, silver shield with a large blue opal in its center.

A necrophidius, or "death worm," attacks the heroes as soon as they enter the room. It looks like a long, spiked spine topped by a fanged, human skull. It moves like a monstrous snake. Although comprised of bone, the necrophidius is actually a golem, not undead, and so cannot be turned.

If heroes look closely (Search, DC 20), they note the following. There are a number of small pebbles and rocks on the floor below the shield. The alcove walls to the left and right of the shield have deep gouges in them, from about 2.5 feet to 5.5 feet off the floor.

If the pressure on the wires holding the shield decreases by more than a pound or increases by 5 pounds, the front portions of the walls of the alcove slam together with tremendous force, leaving just enough room for the shield to remain untouched. Any character within the opening takes 4d10 points of damage unless she makes a Reflex save (DC 20). The walls then immediately spring back into position. The players have to find a way to cut the wires or lift the shield off of them without entering the alcove. Alternatively, they can make a Disable Device check (DC 25) to disarm the trap.

Necrophidius (1): CR 3; SZ L (construct); HD 2d8; hp 16; Init +4; Spd 30 (can't run); AC 18 (+4 Dex, +4 natural); Atk: bite +4 (1d8, plus paralyze); Face 5 ft. x 5 ft.; Reach 10 ft.; SA dance of death (viewers make Fort save DC 15 or treated as if under *hypnotism* spell), paralyze (Fort save, DC 15, magically paralyzed for 10d4 minutes, *dispel magic* cancels this, but not *neutralize poison*); SQ construct, magic immunity; SV Fort +3, Ref +2, Will +3; Str 11, Dex 19, Con —, Int 10, Wis 11, Cha 1; AL N. Skills: Hide +8, Feats: Weapon Finesse (bite).

The Shield of Courage: The shield is a replica of Eriador's Shield of Courage. It is a +3 shield that also confers a +3 bonus to the bearer's saving throws. In addition, the shield makes its bearer immune to all spells that cause fear. The gemstone on it is 2 inches in diameter.

Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, remove fear; Market Price: 30,000 gp.

12. Sword Room

A 2-foot tall stone pedestal stands in the middle of this octagon-shaped room. Lying on the pedestal is a shining silver bastard sword with an intricately designed hilt and quillions of wrought gold and ivory. The pommel is inset with a shining blue gemstone almost 2 inches in diameter.

On the left side of the room crouches a life-sized statue of a minotaur. The statue is facing halfway between the door and the sword.

When the characters enter the room, they may notice (Spot, DC 10) that the minotaur statue's eyes seem to follow them. If a character touches or moves the sword, the statue instantly springs to life, becoming a real minotaur. The beast attacks any hero holding the sword, or anyone protecting him.

If the sword is dropped, or the offending hero leaves the room without the blade, the minotaur picks up the sword and places it back on the pedestal. Then it returns to its place in the room and once again become a statue. Each time the minotaur animates, it has all of its hit points.

If the heroes attempt to harm the statue in any way, the minotaur animates to protect itself. The heroes can stop the minotaur from animating by blindfolding it or blinding it in some way before they take the sword. If the heroes bind the statue before they take the sword the minotaur first attempts to break his bonds and then comes after the heroes once he's loose.

The sword is a replica of Eriador's Sword of Might. It is, in fact, a *sun blade*.

Minotaur: CR 4; SZ L (monstrous humanoid); HD 6d8+ 12; hp 40; Init +0; Spd 30; AC 14 (-1 size, +5 natural); Atk: huge greataxe +9/+4 (2d8+4), gore +4 (1d8+2); Face 5 ft. x 5 ft.; Reach 10 ft.; SA charge (4d6+6); SQ scent, natural cunning; SV Fort +6, Ref +6, Will +6; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8; AL CE. Skills: Intimidate +5, Jump +8, Listen +8, Search +6, Spot +8. Feats: Great Fortitude, Power Attack.

13. Helmet Room

This room has been ransacked. A 2-foot cube metal chest with a glass window in its front sits on the floor, and a metal chime hangs by a rope from the ceiling.

A skeletal creature with glowing red eye-sockets, wielding a huge, glowing dagger and wearing a battered helm. The monster holds aloft a magical rod as it confronts the heroes when they open the door. This is a **ghoul lord**. (See "New Monster," at the end of the adventure, for all the details.)

If the heroes pulled the rope (see #14), the ghoullord is expecting them. He is hiding (Spot, DC 25) when the heroes arrive, and he ambushes them as they come in the door. Otherwise, the creature simply attacks.

If the players look through the glass front, they see a shining silver helm. On the helm, there's a shining blue gemstone approximately 2 inches in diameter. The box is unlocked, and when opened, is found to be empty. If the gold key from #1 is used on the unlocked, closed box, the helm reappears in the box and can be found there when the box is opened again. See "New Magic Item" at the end of this adventure for more details.

The Helm of Wisdom: This magic item gives the wearer +3 protection (just like a ring of protection) and +1 wisdom when worn. If a cleric or paladin dons the helm, he immediately gains the use of another first-level spell of his choice.

Caster Level: 9th, Prerequisites: Craft Magic Arms and Armor, shield of faith, prayer; Market Price: 12,000 gp.

14. The Bell Room

This room is empty except for a rope leading up through a small hole in the ceiling.

Should the heroes pull the rope, they hear a distant bell chime softly, and the ghoullord in #13 is alerted to their presence.

15. Well of humility

In the center of this diamond-shaped room squats an old stone well. Eleven human skulls are spaced regularly around the outside of the well's wall.

The shaft of the well goes down 30 feet before it reaches water. The water is about 10 feet deep. At the bottom of the well, the glitter of gold and gems can be seen. A stone ladder carved out of the inside wall of the well goes down into the water. The water in the well looks brackish and smells bad. If an offering of value such as gold or gems is thrown into the well, the skulls speak:

“Lowly is the true path, and he who wishes to walk it must first crawl.”

At the top of the ladder in the well is a secret door (Search, DC 20), a 4-foot by 4-foot hatch over a tunnel of the same height and width. The tunnel leads into the pedestal room (#17), where it comes up through a concealed hatch (Search, DC 20) in the floor.

If the heroes manage to gather the valuable bits in the bottom of the well, they come up with a total of 48 gp and a handful of gems worth a total of 125 gp.

16. Shadow Demon

This is an empty dark room.

A shadow demon attacks the heroes at the entrance to the room. It first uses its *darkness* spell to gain an advantage over the heroes. If things start to go badly, it uses its *cause fear* spell in an attempt to scare the heroes off.

The demon is the final guardian placed here by the mage, and he knows that if the players have survived this far that they are not to be dealt with lightly. Unless the characters have found and are using the replica magic items from the other areas of the temple, they won't stand much of a chance against the shadow demon.

Shadow Demon: CR 8; SZ M (outsider); HD 7d8+7; hp 50; Init +2; Spd 30, fly 50; AC 19 (+2 Dex, +7 natural); Atk: 4 claws +7 (1d6), bite +4 (1d8); Face 5 ft. x 5 ft.; Reach 5 ft.; SA spell like abilities (at will darkness and cause fear); SQ weaknesses (torchlight: AC 15; sunlight: AC 11, all hits do double damage); SV Fort +6, Ref +6, Will +7; Str 11, Dex 15, Con 13, Int 15, Wis 14, Cha 10; AL CE. Skills: Hide +10, Listen +10, Move Silently +12, Search +8, Spot +13. Feats: Blind fight, Dodge, Multiattack, Mobility.

17. Pedestal Room

Three identical, white marble pedestals stab out of the middle of the floor of this slightly T-shaped room. They are spaced 15 feet apart and are each 3.5 feet high. The tops of the pedestals are each a foot across and have a 2-inch wide, perfect half-spherical depression in the center.

The blue gemstones in the sword, shield, and helm activate the pedestals. As the items are placed on the pedestals the following happens:

First item: A translucent, two-dimensional image of a doorway appears on the wall leading to the holy room of visitation (#18).

Second item: The image of the door is now more detailed and three dimensional, but not solid.

Third item: The door becomes real. It is not locked. The replica items disappear.

18. The holy Room of Visitation

Across from the opening of this diamond-shaped room stands a life-sized statue of a large, handsome man clad in gleaming platemail. The statue is facing the door, but looking skyward with gauntleted right arm stretched toward the heavens and its left arm folded across its chest. The statue is carved of pure white marble.

Evil creatures entering this room take 1d10+10 points of damage per round until they either die or leave.

The statue is of the paladin Eriador. If the replicas of the Shield of Courage, The Sword of Might and the Helm of Wisdom are placed on the statue in the correct locations the ground begins to shake and tremor. A host of pure voices can be heard singing from somewhere, and a pure, baritone voice cries out: “Who summons Eriador, and what is your reason for doing so?”

If the players answer honestly, there is a brilliant flash of white light, and Eriador the Paladin, savior of the people, appears standing on the pedestal in place of the statue, holding and wearing the true versions of the replicas placed on the statue.

Eriador then accompanies the characters back to the city where he resumes the throne. If you like, your characters can become involved in his efforts to destroy the evil mage terrorizing the area. In any event, he rewards the party with 10,000 gp, a *sword* +2, a *staff of healing* with 17 charges, a *figurine of wondrous power* (*onyx dog*), and a scroll with five 3rd level arcane spells on it.

New Spell

Necromantic Armor

Enchantment
Level: Clr 6
Components: V, S
Casting Time: 10 minutes
Range: Touch
Target: One piece of armor
Duration: Permanent
Saving Throw: None
Spell Resistance: No

The *necromantic armor* spell casts a kind of permanent animate dead spell on a piece of armor. The armor then radiates both evil and magic. When the armor is placed on a dead body, it animates the remains into a skeleton or zombie.

If the armor is donned by a living creature, he takes 3d6 hit points of damage per turn until dead (Will save halves the damage). The damage appears as dead skin on the wearer's body. If the helmet kills a living wearer, it instantly reanimates the body as a zombie.

The undead created by the armor may take it off, but they must stay within 50 feet of the armor or become unanimated — at least until the armor is placed on those remains again. Undead created by this spell cannot flee if turned.

New Monster

Ghoul Lord

Medium-Sized Undead

Ghoul lords are more powerful than their standard counterparts. Like their weaker brethren, they haunt places of death, hunting for the carrion on which they feed.

It is rumored that ghouls lords are created from the dead flesh of death priests that encouraged cannibalism in the ranks of his flock. This would explain not only their own vile existence but also the means by which they convince other ghouls to gather at their side.

Ghoul lords look much like regular ghouls, only larger and better fed. Their bellies tend to swell with the rotted flesh that they've feasted upon, and they always take the lion's share of any find.

Combat

Ghoul lords prefer to let their minions do their attacking for them. They'd much rather risk the unlife of some other creature than their own. When they do attack, it's almost always from ambush. Cunning killers, they do everything they can to stack the odds in their favor before making their presence known.



Hit Dice: 3d12 (19 hp); Initiative: +3 (Dex); Speed: 30 ft.; AC: 16 (+3 Dex, +3 natural); Attacks: Bite +5 melee, 2 claws +2 melee; Damage: Bite 1d8+1 and life transfer; claw 1d6 and life transfer; Face/Reach: 5 ft. by 5 ft./5ft.; Special Attacks: Life transfer, create spawn; Special Qualities: Undead, +4 turn resistance; Saves: Fort +2, Ref +4, Will +7; Abilities: Str 14, Dex 15, Con —, Int 15, Wis 14, Cha 16; Skills: Climb +7, Escape Artist +8, Hide +9, Intuit Direction +5, Jump +6, Listen +8, Move Silently +10, Search +7, Spot +9; Feats: Multiattack, Weapon Finesse (bite); Climate/Terrain: Any land, aquatic, and underground; Organization: Solitary plus a gang (2-4) or pack (7-12) of regular ghouls; Challenge Rating: 4; Alignment: Always chaotic evil; Advancement: As character advancement in unique cases.

Life Transfer (Su): When the ghoul lord hits a foe in combat, the victim suffers as if the ghoul lord had *cast inflict light wounds* as a third-level cleric, doing 1d8+3 points of damage. These hit points are absorbed by the ghoul lord and can replace, on a one-for-one basis, any hit points it has lost, although this cannot cause the ghoul lord to exceed its original hit points.

Create Spawn (Ex): This works just like the ghoul ability of the same name. The body of a victim killed by a ghoul lord rises as a ghoul after 1d4 days. A body that's had protection from evil cast on it cannot become a ghoul, but it can still make a tasty meal for any ghouls still around. If the ghoul lord puts his mark on a body, the other ghouls will leave it alone for fear of their master's wrath.

Undead (Su): The ghoul lord is immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Also, it's unaffected by critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

New Magic Item

Chest of Displacement

The *chest of displacement* is a simple item meant to keep valuables hidden. To displace items, its owner places them in the box and locks the box twice. When unlocked once, the box appears to be empty or just holding items that have not been displaced. To make items reappear, the owner uses the key to unlock the box twice. While items are displaced, they are visible through the window in the front of the chest.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *displacement*;
Market Price: 30,000 gp.



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Tomb of the Overseers

