

DUNGEONS & DRAGONS™ CAMPAIGN ACCESSORY

FORGOTTEN REALMS®

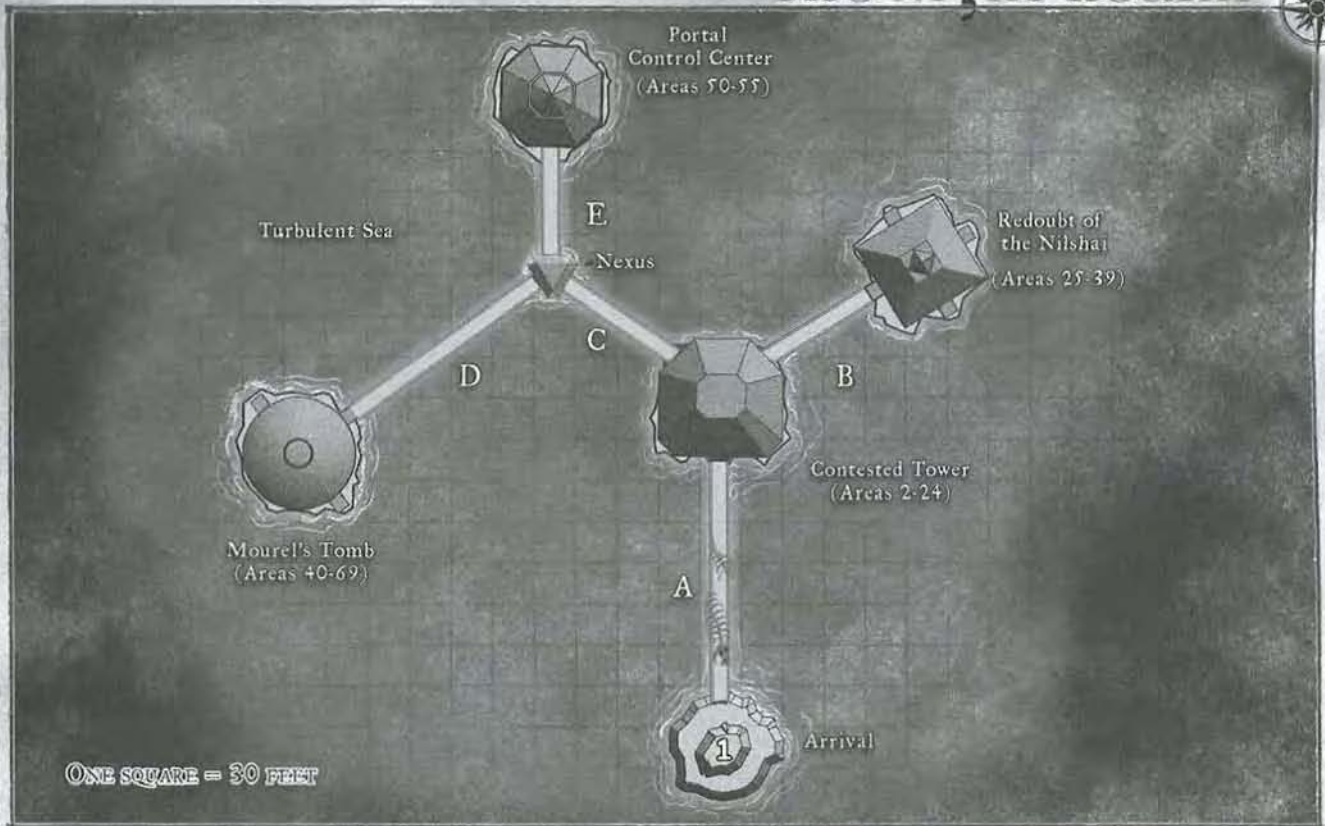
the TWILIGHT TOMB

A 3rd-Level Adventure

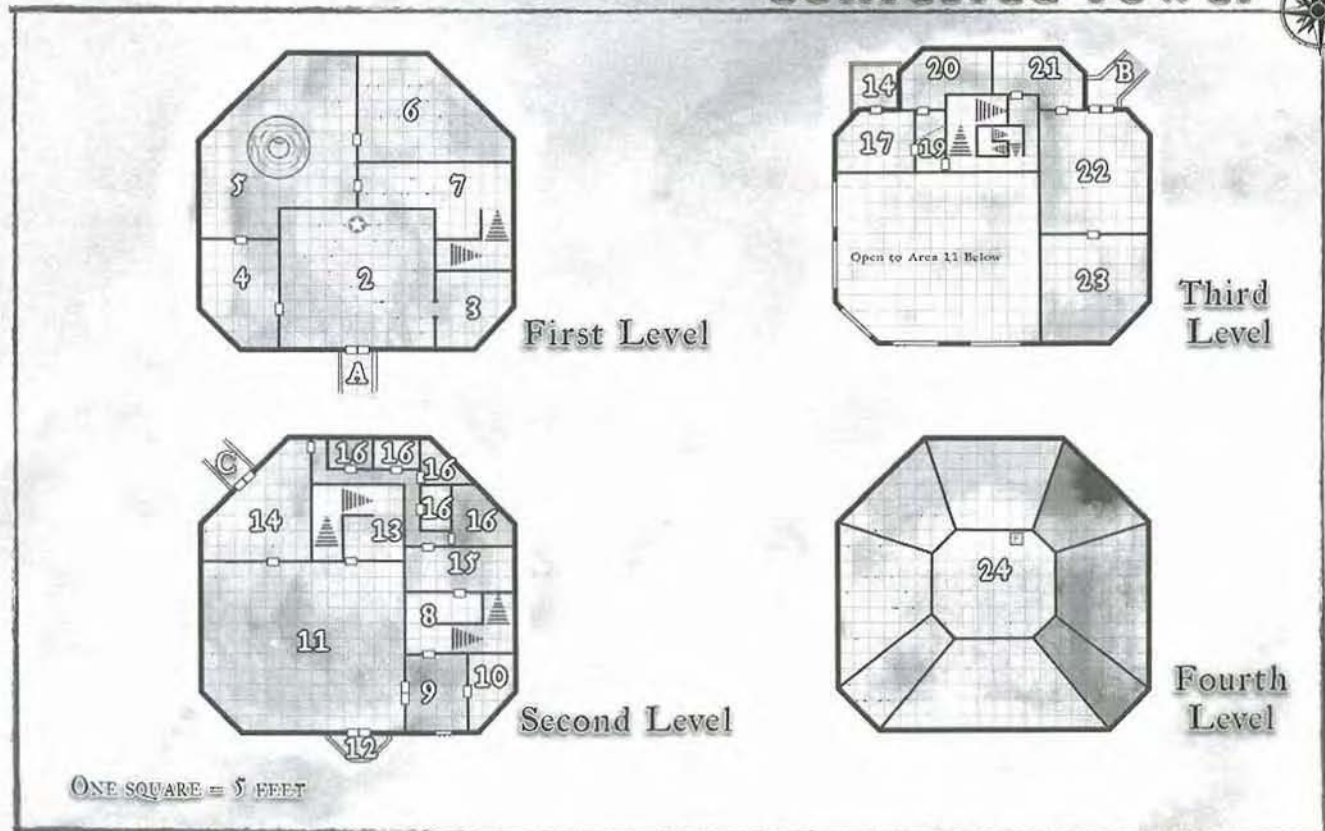


Greg A. Vaughan

The Night Realm



contested tower



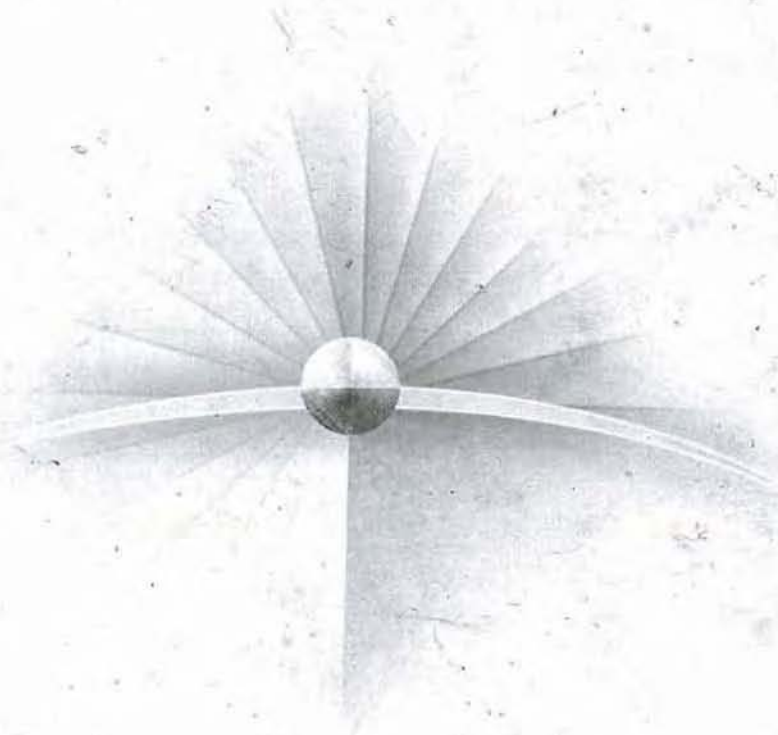
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Greg A. Vaughan



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

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ISBN-10: 0-7869-3947-8

9 8 7 6 5 4 3 2 1 First Printing: September 2006
620-95394740-001-EN

ISBN-13: 978-0-7869-3947-3

DUNGEONS & DRAGONS, D&D, DUNGEON MASTER, FORGOTTEN REALMS, d20, d20 System, WIZARDS OF THE COAST, *The Twilight Tomb*, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries.

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INTRODUCTION

This adventure takes place within the vast forest of the Yuirwood, located in the heart of the Aglarond region in eastern Faerûn. Aglarond is a divided land, its people segmented into three groups: the citizens of Altumbel, the humans who inhabit the cities along Aglarond's rocky northern coast, and the insular half-elf villagers and foresters who call the Yuirwood their home.

The tangles of the Yuirwood are thick with old magic. Masters of powerful spells, the ancient star elves, or mithral elves, of Yuire-shanyaar left behind ruins of all sorts. These ruins include circles of menhirs, standing stone monuments that bear inscriptions carved in an ancient Elven dialect. Their magic has faded with the strength of the Yuirwood, but some power remains in them yet.

The menhir circles—which are difficult to locate in the forest's undergrowth—form a network of *portals* that can be activated by those who know their secret, though many are keyed to star elves. Some allow quick travel across the forest. Others are said to grant access to the hidden realm of Sildëyuir. And a few open into dangerous splinter realms sealed away for reasons that have been lost to the centuries.

As the player characters explore the Yuirwood, their investigation leads deep into the wilderness, where they discover the *portal* to the forbidden Night Realm.

The Twilight Tomb is a DUNGEONS & DRAGONS® adventure designed for four 3rd-level characters. Heroes should advance at least one level during the adventure and perhaps two by its conclusion.

preparation

As Dungeon Master, you need four books to run this adventure: the *Player's Handbook (PH)*, the *Dungeon Master's Guide (DMG)*, the *Monster Manual (MM)*, and the *FORGOTTEN REALMS Campaign Setting*. The following supplements contain descriptions of creatures used in the adventure: *Monster Manual III*, *Monsters of Faerûn*, *Libris Mortis*, *Unapproachable East*, and *Lost Empires of Faerûn*. None of those books is necessary to use this adventure, because all the relevant information is provided herein. If you are planning to run this adventure in the Aglarond region, review the information presented on pages 199–200 of the *FORGOTTEN REALMS Campaign Setting*. In-depth information on the Yuirwood, the relics of the ancient star elves, and the nilshai is provided in *Unapproachable East*. Otherwise, feel free to modify the adventure to suit a different location.

Paragraphs in *italic* type should be read aloud to the players or paraphrased at the appropriate times. Sidebars contain additional information for the DM.

Adventure Background

More than two thousand years ago, star elves lived in the depths of the Yuirwood. Faced with aggressive human coastal settlements along the Wizards' Reach that sought to carve out lands from the ancient forest, the star elves decided to withdraw from Faerûn altogether. The elf high mages forged a forestwide network of stone circles and then worked a mighty spell through the standing

stones that created a demiplane for the star elves. Once this was done, the great majority of the star elves departed Faerûn for a realm called Sildëyuir.

Sildëyuir is a plane of eldritch beauty, a land of perpetual twilight illuminated by a host of glittering stars. The star elves raised great glass citadels for themselves and live there still, the masters of song magic and lords of this realm.

While Sildëyuir was designed as a realm of quietude and contentment, it has had its share of troubles. A star elf named Mourel Duskwalker was one such. Corrupt and hungry for power, Mourel sought dominion over all other star elves. He went so far as to marshal evil forces against the main star elf city in a bid for supreme power in Sildëyuir.

Mourel was eventually defeated. His body and the remnants of his life force were sealed within the glass citadel that served as his home, and then his glass citadel was cut free of Sildëyuir. That same citadel of glass now serves as his tomb, a sepulcher permanently severed from the larger star elf realm.

Unknown to the star elves, Mourel's tomb retained a *portal* connected to the Yuirwood. The evil nilshai sorcerer Tolg'byri found and activated this entry. Since then, the nilshai has been using the tomb as a base of operations in an effort to gather an army for the conquest of Sildëyuir. This activity caused the unquiet spirit of Mourel and his servants to be roused against the interlopers. Tolg'byri became a victim of treachery, and the nilshai's fledgling army is now led by a half-orc named Savera, whose true nature remains a mystery to "his" followers.

Adventure synopsis

A "loose" piece of the star elf demiplane of Sildëyuir contains a single glass citadel that serves as the tomb of a corrupt star elf called Mourel Duskwalker. A malevolent nilshai sorcerer discovered the citadel and unsealed it, intending to use the stronghold as a base to marshal its evil forces. Worse, Mourel's twisted experiments have been disturbed by the invaders' presence, along with Mourel's unquiet spirit and elements of his vanquished army. The PCs are drawn into this dangerous realm, pursuing their own ends (see Adventure Hooks).

Once the characters enter the splinter realm containing Mourel's glass citadel, they are trapped until they can sneak or fight their way through the arrayed threats to finally defeat the nilshai's minions and/or the undead Mourel and his servants. Each leader possesses a method of opening the *portal* back to Faerûn.

Adventure Hooks

Characters can become entangled in this adventure through a wide variety of methods. Four suggestions are provided below.

—An old circle of stones at the edge of the Yuirwood forest is reportedly haunted. Strange lights and missing travelers in the region give credence to these stories. Other tales claim that the old stone rings lead to abandoned citadels of the star elves. Who knows what treasures lie ripe for the taking in these hidden realms?

—A prominent noble's rambunctious daughter has gone missing after she went to investigate the story of a functioning *portal* in

the Yuirwood forest. Adventurers could do worse than to find the wayward daughter and collect the 2,000 gp reward.

—Half-elves of the Yuirwood approach the PCs for help with a problem. A powerful oracle's divinations have revealed that Mourel Duskwalker has risen and once again threatens the forest. The half-elves don't know precisely what this means, but all signs point to some disastrous occurrence if this threat from a bygone era is not stopped. This hook works particularly well for parties that have one or more elf or half-elf members from the Aglarond area.

—The affable Velprintalar merchant Tulin Farweather approaches the characters with a rather embarrassing request. He was recently hired by a powerful wizard to transport a object of great importance—the *Grail of Shargrailar*—from a ship in Velprintalar through the Yuirwood to the village of Glarondar. With a grimace, Tulin admits that he lost the *Grail* in the Yuirwood near an ancient stone ring. He's sure the menhir circle has something to do with the item's loss, but he and his companions knew better than to tamper with one of the ancient constructions. They assumed that a group of well-traveled adventurers might be willing to do so for the right price . . . say 2,000 gp?

LEGWORK IN THE YUIRWOOD

In this brief segment of the adventure, the PCs navigate the sun-dappled trails and shaded dells of the Yuirwood as they seek the stone circle and information about what they might find there.

Read or paraphrase the following text to the players:

Beams through the tangled trees of the Yuirwood dapple the trail with sunlight and create a twilight gloom beneath the boughs. In places the canopy is so thick that night seems to fall over the forest floor, and the sky appears only as twinkling points of light in the treetops. It is a realm of wonder and magic, and it's easy to believe that mythical star elves once called this primeval forest home.

In the Yuirwood, a random encounter might occur every six hours on a roll of 1 on 1d6. Roll or select encounters from the Yuirwood encounter table (*Unapproachable East* 94, Table 7-16) or use the Sample Temperate Forest Encounter Table (*DMG* 87).

For each day of travel, there is a 25% chance that PCs might locate a half-elf village. If they find a village, there is a 20% chance that the inhabitants know of the specific stone ring that the PCs seek and can provide them with reliable directions to reach it after a journey of 1d2 days. Within such a village, characters can make Gather Information, Knowledge (local), or bardic knowledge checks to learn about their surroundings. An elf or half-elf gains a +4 circumstance bonus on these checks.

DC 5: Dark creatures haunt the wood at night. They seem to be searching, but no one is sure what they seek. They are often seen near the old stone rings.

DC 10: The dread Duskwalker of legend, a nightmare out of children's bedtime tales, has returned from his Night Realm and once again stalks the Yuirwood. Only now, no high mages exist to stop him.

DC 15: The ancient rings of stone throughout the forest were built by the star elves an age ago as a system of *portals*. Some of the *portals* still work, transporting people across the forest or even to other worlds.

DC 20: The stone ring that you seek has long been considered bad luck. People have disappeared in its vicinity for generations. The disappearances always occur at night.

The stone circle

When the characters reach the stone ring, read the following description aloud:

Rising from the tangles and greenery of the forest ahead is one of the monolithic stone rings famed in the Yuirwood. Huge menhirs support stone slab arches, forming a circle of dolmens. What eldritch



rituals and feral dances might have once occurred at this ancient place you cannot say, but you can still feel the timeless power that gives a silent majesty to these pitted, lichen-encrusted stones and brings a hush over the forest in their vicinity.

The stone menhirs of the ring stand 15 feet high, creating a total of seven dolmen arches. Within the interior of the ring is a clearing of light undergrowth 30 feet in diameter. This stone ring does indeed sustain an ancient *portal* of the star elves and radiates a faint transmutation aura when viewed with *detect magic*.

This *portal* functions only between sundown and sunrise, during which time its aura increases to strong. Any creature entering the ring between these hours and remaining within it for 3 rounds is teleported to area 1 of the Night Realm. During daylight hours, the *portal* remains inert unless the bearer of one of the control keys (see areas 36 and 49) enters, in which case the *portal* can be activated by silent command.

Currently the *portal* is only partially activated. It can transport creatures to the Night Realm, but the *portal* there cannot transport creatures back. Only when the stone ring is fully activated (see area 55) does the *portal* function in both directions.

THE CITADEL OF GLASS

The characters arrive in the Night Realm and find the citadel of glass in the midst of a stalled war between two factions: the mercenary company of a nilshai sorcerer (now usurped by an enigmatic half-orc captain) and the undead forces of Mourel Duskwalker. To make matters worse, the PCs soon discover that they are trapped on the demiplane.

The map for this demiplane appears on the inside front cover.

citadel features

The glass citadel of the Night Realm, known as the Citadel of Tir'in'tiral when it was still apart of Sildëyuir, is made up of four towers built on an atoll over a dark and roiling sea. The four towers are connected with each other and the arrival island by a series of glass bridges. As in most star elf citadels, the building material of Tir'in'tiral consists of glass fused into a seamless whole. Except for transparent peaks and domes, the bulk of the glass is translucent or opaque.

walls and floors

All walls, floors, and ceilings within the citadel are composed of magically enhanced glass 1 foot thick that seamlessly merges with the surrounding structure. Floors, ceilings, and interior walls are typically opaque, affording privacy to the former inhabitants, but exterior walls might be translucent or transparent. Translucent walls have a faint blue cast and create enough distortion to conceal any details except for movement and light sources.

At one time, magical enhancements in the exterior walls allowed sections to become transparent on command, providing windows for the inhabitants. This magic has faded away, preventing any of these from working. Unless otherwise noted, windows are stuck in their opaque state. Even those that are still transparent retain all the properties of the walls.

The smooth glass walls cannot be climbed without the use of ropes or magic. The floors of the citadel have a rough, pebbly texture that prevents them from being too slippery.

Glass Walls (10-foot-by-10-foot section): 1 ft. thick; hardness 10; hp 360; break DC 60; Climb DC —.

DOORS

Doors in the citadel are opaque panels set into the walls, and they are visible by their outlines. Composed of the same material as the walls and sharing their characteristics, the doors open by pushing them slightly inward and then sliding them to the side into a hollow in the adjacent wall (usually to the right). They do not have locks. That was once a part of the magic of the citadel that has now faded.

All the intelligent creatures currently inhabiting the citadel know how to operate the doors. Mindless undead have been trained in how to do so.

illumination

A citadel of the star elves is beautiful to behold, consisting of gleaming glass towers aglow in witchlight beneath a panorama of stars. Unfortunately for would-be stargazers, the Night Realm has been cut off from the stars of Sildëyuir. The heavens above resemble a clouded midnight sky. Nevertheless, the magical illumination of the citadel remains.

The exterior of the citadel's towers is embellished with glowing lights akin to *faerie fire*, artistically placed to enhance the towers' appearance. Likewise, unless otherwise noted, the edges of room ceilings carry this same magic. As a result, the entire citadel (with the exception of Mourel's Tomb) is aglow with illumination equal

Night Realm demiplane

The Night Realm exists as a splinter demiplane. The demiplane has the following properties (see *DMG* 147–150 for details):

- Light gravity.
- Flowing time (two days on Material Plane equals one day in the Night Realm demiplane).
- Finite size, self-contained (coterminous with the Yuir but not coterminous or coexistent with the Ethereal Plane).
- Alterable morphic.
- No elemental or energy traits.
- Enhanced magic (sonic spells are empowered and heightened by 2 levels).

to torchlight. This glow cannot be dispelled but can be suppressed for 10 minutes with a successful *dispel magic* (against caster level 20th).

weather

The Night Realm has no true weather. A light wind constantly blows from various directions and churns up the seas surrounding the citadel, but it never brings with it precipitation or other weather effects. The air and water temperature remains a cool 65° F throughout the demiplane.

directions

No true directions exist in the Night Realm. However, all travelers arriving in the stone circle (area 1) appear facing the citadel, and that direction is considered to be north for the purpose of travel and mapping in the citadel. All other directions mentioned in the adventure are relative to that direction as north.

The turbulent sea

The towers of the citadel are anchored in dark rock that rises from the surrounding saltwater sea. The sea forever churns in the winds of the Night Realm, with swells between 2 and 5 feet high. *Portals* deep beneath the surface of the sea allow nonsentient creatures to travel into the realm from the Sea of Fallen Stars, but they are

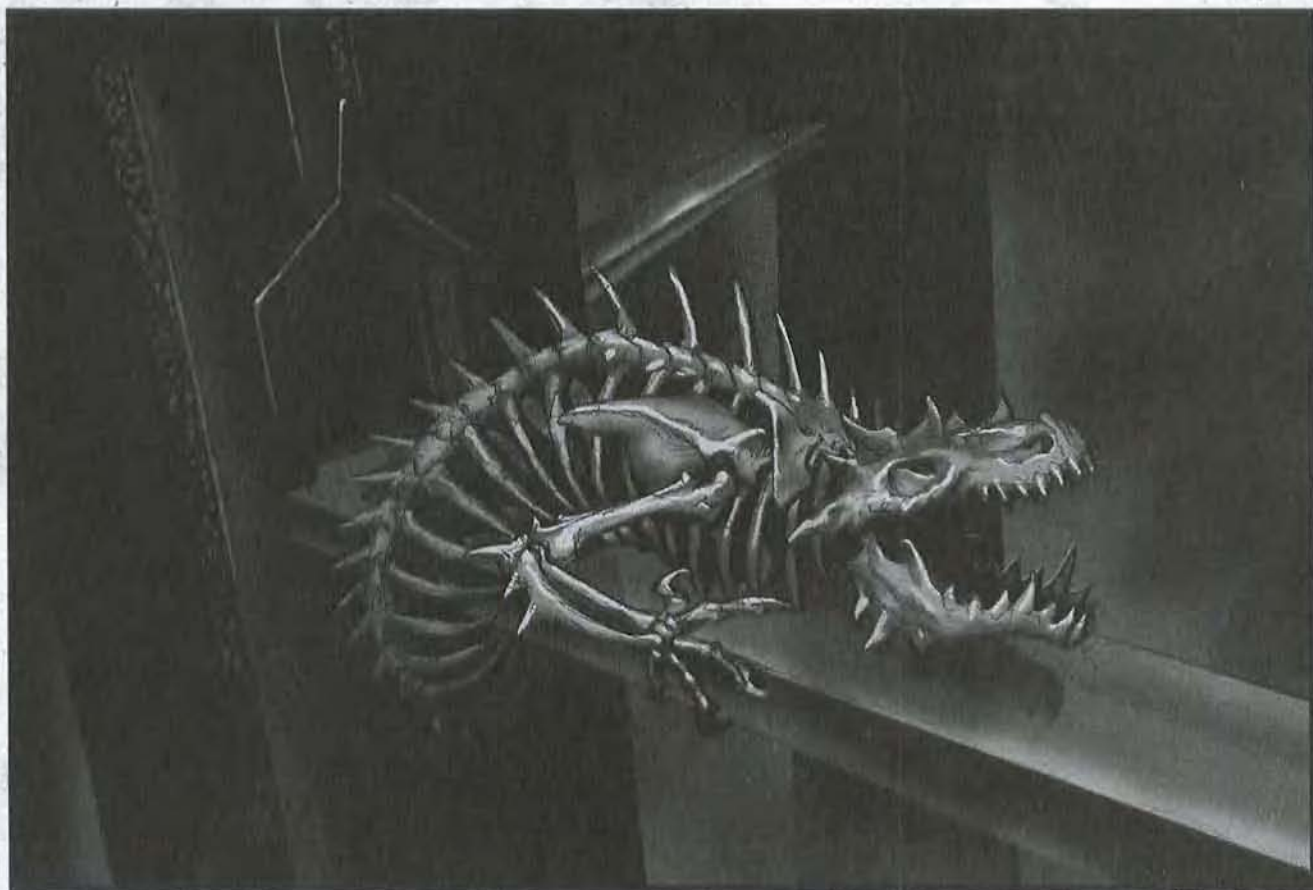
one-way only, and aquatic creatures become trapped after entering. As a result, an entire ecosystem lives in these waters. The depth of the water is unknown, but explorers might discover that the sea extends for 10 miles in each direction before depositing them on the opposite end of the demiplane.

The base of each citadel includes a ladder built into the glass wall that climbs from the water to the lowest bridge accessing that tower—a contingency access in case one of the usually nimble star elves fell into the sea.

Any time a creature enters the waters of the Turbulent Sea, roll once on the encounter table below and again every 10 minutes thereafter, as long as a creature remains in the water.

d%	Encounter	Source
01–30	None	—
31–40	Orca whale (EL 5)	MM 283
41–50	2 large sharks (EL 4)	MM 279
51–60	1d6 porpoises (EL 1/2–3)	MM 278
61–70	Sea cat (EL 4)	MM 220
71–80	Skum (EL 2)	MM 228
81–90	6 squids (EL 5)	MM 281
91–100	Large water elemental (EL 5)	MM 100

The water elemental remains from the days of the elves' habitation. It was tasked to rescue anyone who fell into the sea and to transport that person to the nearest ladder, and it still carries out that duty as necessary.



The Bridges (Areas A-E)

Each of these bridges is made of 10-foot-thick, solid, transparent glass. They are supported only where they connect to the various towers, yet remain extremely sound. Each bridge has the eldritch lights of the realm running on its underside, providing illumination along its length.

Bridge A

This span is 20 feet high and connects the Arrival Point with the Contested Tower. It has a sea drake skeleton wrapped around it, as described in area 1.

Bridge B (EL 1)

This span is 60 feet high and connects the Contested Tower to the Redoubt of the Nilshai.

Creature: The eastern end is guarded by a hobgoblin spearman who watches the approach to the redoubt (see area 25 for details).

Hobgoblin Spearman: hp 7; see area 25.

Bridge C

This span is 40 feet high and connects the Contested Tower to the Nexus.

Bridge D

This span is 20 feet high and connects the Nexus to Mourel's Tomb.

Bridge E (EL 6)

This span is 20 feet high and connects the Nexus to the Portal Control Center.

Creature: A shardcaster guards this span, having melded perfectly with the bridge. It waits until intruders reach the midpoint of the bridge and then attacks.

Shardcaster: hp 63; see page 30.

Tactics: The shardcaster rises up in front of the lead intruder and uses its animate glass ability to create 1d4 crystal tentacles along a 40-foot stretch of the bridge. In the next round, the tentacles attempt to grapple foes while the shardcaster pummels the nearest PC with its crystalline fists. It uses its shard volley against PCs who avoid the tentacles or move out of melee range.

NEXUS (EL 1/2)

This glass towerlike structure hangs suspended 20 feet above the waves. Three glass bridges connecting to it from different directions hold it aloft. One is 40 feet high and connects to the Nexus's second level, and two attach 20 feet below at its lower level. A 10-foot-diameter room in the center of the structure has a spiral stair that winds down between the two levels and all the way up to the roof 60 feet above the sea.

Creature: The undead remains of the orc captain Guerik guard this intersection. The strain of being trapped in the Night Realm caused him to snap, and he went off alone to battle Mourel. He failed and now guards this area as a zombie.

Guerik (Orc Zombie): hp 16; see area 14.

Arrival point (Area 1)

When the characters first appear in the Night Realm, they are in the middle of the stone ring.

1. The stone ring

After a stomach-wrenching lurch, you find yourself in a different place. You remain within the ring of stone monoliths, but the forest glade has vanished. You now stand on a small rocky outcropping surrounded by a roiling sea beneath a clouded night sky. In the distance rise four glimmering towers composed entirely of glass or crystal. Three of them glow with ghostly witchlight, the top of the nearest and one farther away shining like beacons. Gossamer bridges, also apparently made of glass, connect this island to the nearest tower and the towers to each other. How these delicate structures are supported above the rolling breakers is unclear.

On the bridge immediately in front of the island, a massive skeletal sea serpent coils around the glassy span, threatening you with its monstrous bulk.

The stone circle *portal* transports the PCs to area 1 of the Night Realm. However, the *portal* is only partially activated and cannot return anyone to the Yuirwood until it has been fully activated in the control center (area 55). Only then can creatures stand within the ring for 3 rounds and be transported back to the Yuirwood.

Though seemingly threatening, the skeletal serpent is inanimate, the remains of a sea drake brought to the realm as a guardian long ago. The creature died a while after the Night Realm was cut off from the rest of Sildëyuir. Despite its sinister appearance, this 60-foot skeleton is harmless. Its rib cage forms a low arch that the PCs can walk beneath easily to cross the bridge.

The contested tower (Areas 2-24)

This structure was known as the Reception Tower during the heyday of the citadel. Here the tower's administrator greeted guests with traditional star elf hospitality. All sorts of amenities were placed at the guests' disposal to make their stay as comfortable as possible. Once the guests had been approved for access, they were allowed to peruse the lore stored in the Tower Arcanum or enter the interment vaults of the Mausoleum. Unless they were members of the star elf nobility or their direct representatives, guests were never allowed admittance to the Portal Control Center.

This tower is a giant irregular octagonal obelisk of opaque glass. Bridges connect to three sides of the tower at three different levels. The top half of the tower's pyramidal apex is transparent and illuminated like a beacon in the night.

Ceilings in this tower are a uniform 20 feet high. Unless otherwise noted, all walls, floors, and ceilings are opaque.

The map for this tower appears on the inside front cover of the adventure.

2. Great Foyer (EL 4)

The stink of carrion fills this square chamber, rising from the corpses scattered across the floor. They lie in poses of battle, armored orcs fallen alongside the remains of zombies and the shattered pieces of skeletons. Near the room's northeast wall stands a tall statue made of cloudy crystal. It depicts an elf woman in flowing robes with a pleasant expression on her face and her arms slightly extended, palms upward, as if in greeting. An archway opens in the wall to the statue's left.

This foyer served as the site of a recent battle between the forces of Tolg'byri and those of Mourel. The followers of the nilshai were victorious but withdrew to their positions afterward. Anyone examining the orc corpses and making a successful DC 10 Heal or Knowledge (nature) check quickly notices that some sort of beaked creature has been feeding on them recently. A successful DC 20 Knowledge (arcana) check enables a character to recognize it as the work of an owlbear. The corpses have been stripped of valuables.

Once a living creature advances at least 10 feet into this chamber from any of its entrances, a *magic mouth* (caster level 10th) activates on the statue and says in an ancient dialect of Elven, "Welcome to Tir'in'tiral. Be at peace and take refreshment."

Creature: Among Tolg'byri's cadre of followers was an owlbear the nilshai *charmed* long ago. The spell wore off, but the owlbear remained faithful and accompanied the nilshai into the Night Realm. With the recent developments in the Redoubt of the Nilshai, the army's new leader Savera thought it prudent to remove the orphaned beast to a more remote location where it would be less of a danger to her company. The owlbear does not know how to open any of the doors and remains trapped, feeding occasionally on the orc corpses. This feeding caused it to forget the training of its former master and return to a feral state. It attacks anything it can catch.

Owlbear: hp 52; MM 206.

Development: The owlbear currently lounges in area 3. It is dozing but not asleep, so it takes a -5 penalty on Listen checks. If it hears the activation of the *magic mouth* or any similar noise, it rises from its slumber and rushes into the area to attack.

3. converted closet (EL 0 or 4)

The door to this former cloakroom jammed open long ago and is no longer operable. Now the room serves as an owlbear den. It holds nothing more than shed fur, molted feathers, and the gruesome remnants of the creature's last meal. If not alerted by characters in area 2, the owlbear dozes here in the far corner. See area 2 for details.

4. sitting room (EL 2)

Glass benches crafted in a fluid, curving style sit along the walls of this room. Soft gray cushions cover the seats, providing a comfortable place to sit and relax or even lie down for a rest.

This sitting room allowed travelers to rest and recover from their journey before continuing into the tower. At one time, *unseen servants* brought refreshment to the guests from the kitchens, but that effect has faded away.

Creatures: As the balance of power shifted in this tower and Mourel's servants began to make inroads once again, three skeletons and two zombies found their way to this room. They have only recently entered and were about to head into area 2. The skeletons are the remains of ancient star elves. The zombies are recently deceased hobgoblins.

Star Elf Skeletons (3): hp 6 each; MM 226 (as human warrior skeletons).

Hobgoblin Zombies (2): hp 16 each; see below.

Treasure: One of the skeletons has a short silver chain (25 gp) wrapped around a few of its ribs. Its purpose is not immediately obvious (see area 44).

HOBGOBLIN ZOMBIE

CR 1/2

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; **Listen** +0, **Spot** +0

AC 16, **touch** 10, **flat-footed** 16

(+2 natural, +3 armor, +1 shield)

hp 16 (2 HD); **DR** 5/slashing

Immune undead immunities

Fort +0, **Ref** +0, **Will** +3

Weakness single actions only

Speed 30 ft. (6 squares; can't run)

Melee longsword +3 (1d8+2/19-20) or

Melee slam +3 (1d6+3)

Base Atk +1; **Grp** +3

Abilities Str 15, Dex 11, Con —, Int —, Wis 10, Cha 1

SQ undead traits

Feats Toughness

Possessions studded leather armor, light steel shield, longsword

5. fountain baths

A gorgeous crystal fountain rises in the center of this chamber, fashioned to resemble flowing abstract designs that suggest sunlight sparkling off water. A wide pool surrounds the fountain. The pool's edges have been fashioned into seats, presumably so that guests could relax in the pool and enjoy the spray given off by the fountain.

The view would be idyllic if not for the two bloodied corpses that add a pink tint to the water. A smeared trail of blood leads to a closed door in the far wall. Another door stands closed near a corner in the same wall.

Water drawn up through pipes from the Turbulent Sea below is magically desalinated, filtered, warmed to a refreshing temperature, and then cascaded through the fountain in this chamber. Drains at the fountain's base and concealed in the floor around the pool's edge take the water back down to the sea. Guests to the citadel used this chamber as a communal bath where they could wash or just relax and talk. Like area 4, the *unseen servants* that once catered to those in this room no longer exist. Due to the constant spray of moisture, the floor of the room is lightly slippery, requiring a successful DC 7 Balance check from anyone who tries to fight or

do anything other than move at half speed. This surface posed little difficulty for the nimble star elves, but it could become an issue if a battle spills over into this chamber.

A patrol of three hobgoblins recently came down here to investigate reports that undead were once again making a push into this part of the tower. They ran afoul of the forsaken shell in area 6 and stood little chance against that creature. At Mourel's orders, the forsaken shell has not yet allowed the hobgoblins' skin to slough off to create spawn, but the creature dragged one of the corpses into area 6 to begin the process in secret.

Treasure: These two hobgoblins are equipped like those described in the *Monster Manual* (page 153) and have a total of 32 sp and 5 gp between them in their belt pouches.

6. Dressing Room (EL 6)

Glass bins and coat hooks cover the walls of this chamber, some still holding old towels and dressing gowns. In the center of the floor lies a dead humanoid, possibly a hobgoblin. The blood trail from outside terminates at the growing pool around the corpse. Armor and clothing have been removed from the corpse and cast aside, and a good portion of its skin, starting from the head, has been peeled back down to its waist. Muscles, tendons, organs, and bones are exposed. Dead eyes stare upward, wide with horror.

This chamber served as the dressing room for the star elves who used the bathing facilities. The bins hold old towels, now stiff and mildewed with age, and a few dressing gowns of silk the color of twilight.

Creature: As described in area 5, a forsaken shell has temporarily taken up residence in this room. It is able to suppress its create spawn ability and is under orders from its master to do so, but it was unable to resist converting at least one of the hobgoblins it caught. It has been slowly and methodically stripping the skin from its prey rather than letting it slough as normal, and it has not yet completed the job. The forsaken shell heard the PCs open the door and now waits in a clump in the midst of the hobgoblin's scattered clothing. It hides until it has a chance to rise and attack with surprise.

Forsaken Shell: hp 105; *Libris Mortis* 100; see below.

Treasure: The hobgoblin's scattered belongings include 7 gp, 25 sp, and a +1 longsword. The sword sheds a dim green light and has the additional power of allowing its wielder to comprehend words spoken in Elven. Three of the silk gowns remain free of mildew and are worth 100 gp each, though they are slightly short on a human-sized creature.

FORSAKEN SHELL

CR 6

CE Medium undead

Init +5; Senses darkvision 60 ft.; Listen +11, Spot +15

Languages cannot speak, understands Common

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 natural)

hp 105 (14 HD); Improved Toughness

Immune undead immunities

Fort +4, Ref +7, Will +9

Speed 30 ft. (6 squares), burrow 15 ft.

Melee skin slap +7* (1d6+12)*

*Includes adjustments for Power Attack feat

Base Atk +7; **Grp** +12

Atk Options constrict (1d6+5), improved grab, Power Attack

Special Actions create spawn

Abilities Str 21, Dex 13, Con —, Int 11, Wis 10, Cha 10

SQ undead traits

Feats Alertness, Improved Initiative, Improved Toughness*,

Lightning Reflexes, Power Attack

*New feat described in *Libris Mortis*; grants extra hp equal to current HD

Skills Climb +13, Hide +22, Listen +11, Move Silently +18,

Spot +15, Swim +9

Constrict (Ex) A forsaken shell deals 1d6+5 points of damage with a successful grapple check. Constricting uses the entire body of the creature, so it cannot take any move actions while constricting.

Create Spawn (Su) Creatures killed by a forsaken shell slough their skin after 1d4 rounds. These sloughed skins are new forsaken shells under the spawner's control. Such forsaken shells do not possess any of the abilities they had in life.

This forsaken shell is currently suppressing this ability.

Improved Grab (Ex) To use this ability, a forsaken shell must successfully hit an opponent with its skin slap attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

7. Tower stair

A transparent glass stair rises from this otherwise empty room through an opening in the ceiling above. The stair has no rails and is supported only where the individual steps protrude from the wall. Despite their apparent fragility, the stairs are extremely durable and support any weight placed on them.

8. second floor landing

A transparent glass stair rises from below to the floor here. Two doors exit off this landing.

9. Anteroom

This small chamber serves as an anteroom for the Grand Hall. One window, forever stuck in transparent mode, looks out of the opaque outer wall, providing a view of the sea and the arrival island.

10. privy

A small crystal seat with a bowl set underneath occupies this room. This place once served the tower as a restroom, and the bowl here magically disposed of waste, but it's now nothing more than a normal basin.

11. Grand Hall (EL 6)

The illumination found elsewhere in this tower is absent in this room. The only light in its vast, shadowy interior is provided by large transparent sections of the walls high overhead that allow in

the ambient glow of the illuminated towers outside. The whole area appears to have been a grand ballroom, but it more recently served as a battleground. Scattered corpses and skeletal remains litter the floor. The stink of death hangs heavy here.

The light in this chamber is shadowy illumination, giving creatures concealment against those that do not have darkvision. The ceiling of this chamber rises 40 feet overhead, extending through the third level above. Not immediately noticeable in the gloom is a gallery overlooking a portion of the room's northeast wall (Spot DC 20 to notice without darkvision).

A major engagement between Mourel's and Tolg'byri's forces occurred in this room. Each side lost dozens of combatants that now litter the floor—skeletons and zombies that fought for Mourel and orcs, hobgoblins, and a couple of taers from the nilshai army. All these corpses have been picked clean of valuables.

Creatures: Three orc archers currently keep watch over this room from the gallery at area 13, suspecting that Mourel might attempt to sneak undead through here to regain control of the tower. They are correct in their assumptions—three shadows also lurk here at floor level. The shadows have not yet noticed the quietly watching guards.

Orc Archers (3): hp 5 each; *MM* 203; see below.

Shadows (3): hp 19 each; *MM* 221.

Tactics: The orcs are extremely alert and notice the PCs entering the chamber unless the characters move stealthily and succeed on opposed Hide and Move Silently checks. Likewise, the shadows notice the intruders. They are silent in their movements, due to being

the one of the orcs spots the approaching undead.

The PCs are alerted when a voice from above shouts out in crude Common, "Look out, you!" Arrows streaking down from the darkness immediately follow. The orcs have not yet applied their *oil of magic weapon*, so their arrows are useless against the incorporeal shadows. However, the first arrow fired is the *undead slaying arrow* (*DMG* 228) possessed by one of the orcs. Depending on how the PCs are faring, the orcs either continue to fire fruitlessly or, if the characters appear to be losing, use their oil to fire for effect. Do not award experience for a shadow destroyed by the *slaying arrow*.

Development: The orcs identify the PCs as possible allies since the latter are obviously not undead. If the PCs accept their aid and do not attack, after the battle one orc yells, "Hurry, before more come. The door below us." If PCs approach the door to area 14, the orc shrieks, "No! Not that door. The one below us! Quick, up the stairs."

If characters join the archers on the gallery, the orcs greet them, seeing them as potential saviors, and offer to take them back to the orcs' boss in the next tower over. If the PCs agree, the orcs safely guide the characters through areas 19 (careful to avoid the trap by telling them exactly where to step, without otherwise detailing its presence), 21, 22, bridge B, and 25. For further details, see area 26. If these orcs are encountered later, they are in area 21, having forgotten about their sleeping comrade in area 23.

CR 1/2

ORC ARCHER

Male orc warrior 1

LE Medium humanoid

Init +1; Senses darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Orc

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 5 (1 HD)

Fort +3, Ref +1, Will -2

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee short sword +3 (1d6+2/19-20)

Ranged shortbow +2 (1d6/x3)

Base Atk +1; Grp +3

Combat Gear *oil of magic weapon*

Abilities Str 15; Dex 13, Con 12, Int 8, Wis 7, Cha 6

Feats Alertness

Skills Listen +1, Spot +1

Possessions combat gear plus studded leather armor, shortbow with 20 arrows (one has a single *undead slaying arrow*), short sword, 1d10 gp, 1d12 sp.

12. Balcony

A narrow balcony without rails overlooks the approach on bridge A. The bridge is 20 feet directly below, and the surface of the water is 20 feet below that.

13. Atrium gallery (EL 2)

This tall, unlit chamber rises 50 feet to an opaque ceiling. A single door exits the bottom floor. A stair, unsupported except where the individual steps attach to the walls, rises to a gallery at the next level. This gallery also has no rails and overlooks both the atrium and the grand hall. At this level, a door exits to the northwest and another stair climbs to a trapdoor in the ceiling 30 feet above (the trapdoor functions just like a normal citadel door). At one time, the opaque ceiling could be made transparent upon command to allow the starlight of Sildëyuir to bathe the atrium, but this feature no longer functions.

Creatures: Three orc archers maintain a watch from the atrium gallery. See area 11 for details.

14. Entry (EL 3)

This plain room merely provides an access to bridge C. Currently, it is teeming with undead that Mourel has been creating from the ranks of his fallen foes in preparation for a major push into the tower. His assistant Kyjal Stardancer (described in area 45) occasionally sneaks into the rooms that served as battlefields and animates a few of the slain as zombies with his wand.

Creatures: Standing in this room awaiting orders are four star elf skeletons, two hobgoblin zombies, and an orc zombie. They attack any living creature that enters the chamber.

Star Elf Skeletons (4): hp 6 each; *MM* 226 (as human warrior skeletons).

Hobgoblin Zombies (2): hp 16 each; see area 4.

Orc Zombie: hp 16; see below.

Treasure: Two of the skeletons have the silver chains (25 gp each) caught within their skeletal structures as described in area 4.

ORC ZOMBIE

NE Medium undead

Init -1; Senses darkvision 60 ft.; Listen +0, Spot +0

AC 14, touch 9, flat-footed 14

(-1 Dex, +2 natural, +3 armor)

hp 16 (2 HD); DR 5/slashing;

Immune undead immunities

Fort +0, Ref -1, Will +3

Weakness single actions only

Speed 30 ft. (6 squares; can't run)

Melee falchion +5 (2d4+6/18-20) or

Melee slam +5 (1d6+6)

Base Atk +1; Grp +5

Abilities Str 19, Dex 9, Con —, Int —, Wis 10, Cha 1

SQ undead traits

Feats Toughness

Possessions studded leather armor, falchion

15. Administrator's office.

(EL 0 or 5)

This room holds a finely carved oak desk imported centuries ago from distant Eaelrann. Behind the desk is a chair composed of the same glass as the rest of the citadel. The drawers of the desk are empty.

Creature: If the wraith in area 16 has not already been destroyed, a cumulative 10% chance exists each round that it wanders through the wall and attacks anyone it finds.

Treasure: The desk is bulky (weighing 120 pounds), but if somehow transported out of the citadel, it is a fine elf heirloom worth 1,500 gp. The desk also has a secret compartment behind one of its drawers (Search DC 20 to discover), within which is a sealed flask that still holds a *potion of darkvision*.

16. GUEST ROOMS (EL 5)

The hall and rooms beyond the door from area 15 are unlit.

Multiple doorways open off this short hall, all but the last leading into a guest room. Each room holds a bed of transparent glass (the mattress missing) and a table with two stools of translucent glass. A bookshelf of opaque glass seamlessly emerges from the back wall.

Creature: One of Mourel's newest and most powerful servants—a wraith—currently haunts these rooms. If not already encountered in area 15, it lurks in these rooms, passing between the walls to move into better position to make surprise attacks and then withdraw. It prefers to divide its prey and conquer. The wraith is aware of the orcs in area 13, but it wanted to look around before exterminating them all.

Wraith: hp 32; MM 258.

17. GUEST ROOM

This room is furnished like those an area 16 room, but it is a bit more posh. The glass bed still retains its down mattress (now slightly musty) and fine woolen coverlet. At the table stand glass chairs, not just stools.

18. Balcony

This is a balcony like that at area 12, though this one looks toward the Nexus and the Control Center. Bridge C is 20 feet below, and the sea is 40 feet below that.

19. Trapped corridor (EL varies)

This hall has a door opening at each end and one in the center of its northwest wall. The floor is haphazardly strewn with the remains of shattered skeletons, bones, and bits of armor.

The nilshai's troops destroyed a platoon of skeletons here and have controlled the area from this passageway east ever since.

Trap: Hidden within the debris is a tripwire that stretches across the passage, as shown on the map. It is noticeable with a successful DC 25 Spot check or DC 17 Search check. Anyone walking down the hall must succeed on a DC 20 Reflex save to avoid triggering it. If the wire is tripped, it pulls a helmed skull off a nearby pile of bones. Several sling stones have been placed in the helmet to create a loud rattle if it falls. This sound alerts the inhabitants of area 20 and area 21. If the tripwire is located, it can easily be avoided or disabled with a successful DC 7 Disable Device check.

The thorn in area 20 rigged this trap as a line of defense against any undead incursions down this hallway. To combat incorporeal undead, he soaked the tripwire in holy water, hoping that it would affect any such undead that tried to pass. The water has since evaporated, leaving no impediment to incorporeal undead.

Tactics: If the alarm is tripped, the orcs in area 21 prepare as indicated there. The thorn in area 20 prepares to enter combat by drinking his *potion of heroism*. In the next round, he opens the door and the grizzly bear emerges to attack. In the following round, the thorn uses the commotion caused by the bear to hide and make sneak attacks with his sleep arrows, aiming first at any obvious spellcasters. He does not attack anyone who is accompanied by the orcs or other mercenaries from the nilshai's company.

Development: If the orcs from area 13 are guiding the PCs and showing them where to step, the tripwire is easily avoided and is only noticed with a Spot or Search check as mentioned above. If the PCs have not found the wire but come through later and retrace the steps explained by the orcs, they get a +5 circumstance bonus on their Reflex saves.

20. KITCHENS (EL 6)

This chamber features the typical kitchen accouterments, though all are composed of glass in various degrees of translucence. The room remains immaculately clean because the *unseen servants* created for this room linger to this day. Any small item left loose on the floor for more than a round is picked up and deposited in

a glass waste bin on one side of the room. This can have an interesting effect in combat when spent arrows, flung caltrops, or dropped weapons mysteriously rise into the air and fall into the waste receptacle.

Creature: A thorn and his grizzly bear companion currently inhabit in this chamber. This particular thorn is a warped example of his species, twisted by lies and nilshai magic into the malignant fey that exists today. His only goal in life is to serve the nilshai and destroy the hated star elves that he sees as abominations. Unaware of the recent changes in the company's command structure, he is still completely loyal to Tolg'byri. He was sent to this post by the nilshai weeks ago, and the orcs and hobgoblins have not had the nerve to inform him of the current situation.

Thorn: hp 33; *Monster Manual III* 172; see below.

Grizzly Bear: hp 51; *MM* 269 (as bear, brown).

Tactics: If the thorn is alerted to intruders in the hall, he prepares as described in area 19. If the PCs reach his room without alerting him, his bear charges into battle and attempts to grapple the largest opponent to buy the thorn some time. The thorn fires sleep arrows at spellcasters and rogues. If he has time, he drinks his *potion of heroism* and attempts to flank and sneak attack anyone the bear has engaged.

Treasure: Anyone sifting through the waste bin can make a Search check (DC 15). Success locates a wadded arcane scroll (*blink*, CL 6th).

THORN

NE Small fey

Init +6; **Senses** low-light vision; Listen +9, Spot +9

Languages Common, Sylvan

AC 19, touch 13, flat-footed 17

(+1 size, +2 Dex, +3 natural, +2 armor)

hp 33 (6 HD); **DR** 5/cold iron

Fort +4, **Ref** +7, **Will** +5

Speed 20 ft. (4 squares)

Melee +2 *thorn longsword* +10 (1d6+5/19-20)

Ranged longbow +6 (1d6/x3)

Base Atk +3; **Grp** +2

Atk Options sleep arrows (DC 16), sneak attack +2d6

Combat Gear *potion of cure light wounds*, *potion of heroism*, 3 flasks of holy water

Abilities Str 16, Dex 15, Con 15, Int 10, Wis 10, Cha 13

Feats Improved Initiative, Stealthy, Weapon Focus (longsword)

Skills Diplomacy +3, Hide +17, Listen +9, Move Silently +13, Search +9, Sense Motive +9, Spot +9, Survival +0 (+2 following tracks)

Possessions combat gear plus leaf leather armor, buckler, +2 *thorn longsword*, longbow with 20 sleep arrows, peridot (185 gp), 37 sp.

Sleep Arrows (Ex): Thorn carries the sleep arrows commonly used by pixies. Any opponent struck by one of these arrows, regardless of Hit Dice, must succeed on a DC 16 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

Hook "The forests must be cleansed of elf scum!"

CR 4

21. GUARD ROOM (EL 3)

A squad of orc troops led by a sergeant occupies this room. They get along well enough with the hobgoblin mercenaries but are kept separated to prevent any possible trouble. The orcs scattered ragged bedrolls around the perimeter of the chamber and settled in as best as they could in what they think of as a haunted tower.

Creatures: Four orc warriors and their sergeant occupy this chamber. Depending on how events have developed, the three orc archers from area 13 might be in here as well. The orcs and the hobgoblins take turns with patrol duties in the tower. They watch the western door at all times and sleep very little, always on edge and spooked by their current surroundings. They would like to return to their comrades at the Redoubt of the Nilshai but fear their new leader too much to risk disobeying his orders.

Orc Sergeant: hp 16; see below.

Orc Warriors (4): hp 5 each; *MM* 203.

Tactics: If the orcs in this room hear the alarm in area 19, one opens the door slightly to peek out and see what's going on. He immediately shuts it and reports to the sergeant. The sergeant then bangs on the southwest door to alert the hobgoblins. The rest of the orcs form a line across the southern half of the room, the sergeant and the lookout orc behind them with javelins ready. As soon as an enemy enters the room, the rear orcs fling javelins over the heads of their companions, who then charge forward to hold the door. Unless the lookout reported incorporeal undead, the sergeant waits to use his *oil of magic weapon* after he sees if his troops' weapons are effective against their opponents. The sergeant and the lookout orc wait in reserve to take flanking positions. If the orc archers are here, they maintain a line and fire into melee as targets present themselves.

Treasure: The orc warriors collectively have 29 gp, 56 sp, and 112 cp. One has a tortoiseshell brush (15 gp) that is infested with lice.

ORC SERGEANT

CR 2

Male orc fighter 2

LE Medium humanoid

Init +1; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Orc

AC 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 shield)

hp 16 (2 HD)

Fort +4, **Ref** +1, **Will** -2

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee mwk silvered scimitar +6 (1d6+3/18-20)

Ranged javelin +3 (1d6+3)

Base Atk +2; **Grp** +5

Atk Options Cleave, Power Attack

Combat Gear 2 *potions of cure light wounds*, *oil of magic weapon*

Abilities Str 17, Dex 12, Con 12, Int 8, Wis 7, Cha 6

Feats Cleave^B, Power Attack^B, Toughness

Skills Listen -1, Spot -1

Possessions combat gear plus chain shirt, heavy wooden shield, masterwork silvered scimitar, 3 javelins, sunrod, 35 gp, flask of rotgut whiskey

Hook "Get in there and fight, you maggots! You want to live forever?"

22. Temporary Billeting (EL 2)

The east door of this room is propped open with a chunk of stone scavenged from the arrival island (area 1). The smell of wood smoke is noticeable out on the bridge from 50 feet away.

This chamber serves as temporary quarters for a small squad of hobgoblins. It is a bare entry room stripped of all furnishings. The hobgoblins placed mildewed down mattresses obtained from elsewhere in the citadel and arranged them in a row along the west wall, stacking a neat pile of equipment at the end of each. A small campfire has been built on the glass floor from bits of wooden crates and furnishings scavenged from the tower. What little smoke the fire gives off drifts out the east door.

Creatures: The three hobgoblin warriors in this room huddle around their makeshift fire and watch the northeast door, weapons at the ready. They are under orders to sound the alert if the undead attack and to hold the bridge for as long as they can.

Hobgoblin Warriors (3): hp 6 each; MM 153. One has a signal whistle.

Tactics: If alerted by the orcs in area 21, each hobgoblin grabs a burning brand from the campfire. The hobgoblins take up positions blocking the east door, and the one with a signal whistle readies an action to blow it. If anyone other than one of the orcs comes through, the hobgoblin blows the signal whistle, alerting the guard on bridge B (if he is still there). If the attackers appear to be incorporeal undead, the hobgoblins wield their burning brands as torches (melee -1 [improvised], 1d3+1 plus 1 point of fire damage). Otherwise, they hurl the brands at their foes (ranged -1, 1d3+1 plus 1 point of fire damage, range increment 10 ft.) and draw their swords for battle. If one is killed, the other two back out onto the bridge shoulder to shoulder and attempt to make their stand there. They are under orders to await reinforcements (which will not be forthcoming).

Treasure: These warriors have 22 gp and a small diamond (50 gp) among them.

23. Storage

This room is empty of anything except a few wooden crates and barrels. It was once the chamber of the tower administrator. Now it is used to store food and supplies. Most crates contain hardtack and jerky, but a few hold extra arrows (200 total). The barrels hold fresh water. Supplies here can sustain a dozen Medium creatures for a week. Nothing else is of value.

24. Observation Pyramid

(EL 1/2)

Anyone approaching the top of this tower from the outside can clearly see the contents of this chamber through its transparent walls, though they remain concealed from creatures within due to the reflections caused by the room's light source.

The square marked F is the trapdoor from area 13.

A torch lying in the center of the floor lights this chamber. The walls are transparent and grow closer together as they rise from the floor

forming the apex of a pyramid 10 feet overhead. This appears to once have been an observation gallery with a grand view in all directions. However, the reflections caused by the torchlight bouncing off the interior of the glass render the exterior dark to you.

From this vantage point, guests could enjoy the view of Tir'in'tiral under the starlight of Sildëyuir. Upon command, the floor could be made transparent as well, allowing starlight into the atrium below. Now, however, no starlight shines here, and as long as a light source remains in the chamber, no one can see outside due to the reflections off the glass. If the light source is removed, creatures inside the pyramid have a clear view of the various glowing portions of the citadel and are just able to make out reflections off the water 70 feet below.

The torch in the center of the room is an everburning torch (DMG 128).

Creature: An orc archer has been stationed in this chamber as a watchman. He is supposed to watch for new arrivals to the Night Realm from the stone circle or for the approach of undead from the bridge to the north. He insisted on bringing the torch with him because he is terrified of the undead in this realm. The torch's illumination reflected off the glass ruins his ability to see out of this chamber, short of cupping his hands against the wall to block all light as he peers through it. He did this for a while, but then grew bored. Now he lies sleeping in the southern corner.

Orc Archer: hp 5; see area 13.

Tactics: This sleeping orc takes a -10 penalty on his Listen check (for a total modifier of -9) and can be easily surprised. If awakened, he starts to panic until he realizes the PCs are not undead. He is initially indifferent, but if the PCs can make him friendly through Diplomacy checks, he responds like his comrades in area 13.

Redoubt of the Nilshai (Areas 25-39)

This structure was once the Tower Arcanum, the library of Tir'in'tiral and one of the greatest centers of learning in all Sildëyuir. The tower and its contents were in the charge of a rector who was traditionally a high mage of the star elves. Only after careful scrutiny of their past and person were visitors allowed to access the information kept within the tower. The rector dwelt in the lowest level of the tower amid secret laboratories accessible only to the tower's most promising students. The advanced magic of the star elves was developed here, and here the renegade Mourel Duskwalker, the last rector of the Tower Arcanum, sought the means to rule Sildëyuir.

When Mourel was defeated, the collected knowledge and the materials for all his experiments were taken away and either destroyed by the other high mages or safely stored far beyond the reach of the enemies of Sildëyuir. Tolg'byri brought its company of mercenaries to this tower in the hope of finding the lost secrets of Mourel Duskwalker, only to be disappointed by their absence. The Nilshai's forces continue to camp in the tower as they wage the ongoing war against Mourel's undead.

This tower is a tall, square construction of translucent glass with a squared turret protruding from the center of each side. The roof is flat with a transparent, four-sided pyramid in its center. Every level of the tower is illuminated, providing a ghostly glow through the translucent walls and a bright radiance at the transparent peak. A single bridge (bridge B) connects the Redoubt to the Contested Tower 60 feet above the sea's surface.

Ceilings in this tower are 20 feet high unless otherwise noted. The tower is of typical Sildëyuir construction with all interior walls, floors, and ceilings made of opaque glass.

The map of this tower appears on the inside back cover.

Creatures: Two taers are hiding on the southwestern edge of the roof of the tower. They remain crouched low to avoid being spotted by observers below while they watch the glass bridge. They serve as back up to the hobgoblin guarding the bridge below (see area 25 and bridge B). Their tactics are described at area 25. They can be seen by anyone who specifically looks up at the tower's roof and succeeds on a DC 18 Spot check.

The taers reached their perch by way of two ropelike webs created by Savera. These webs are anchored to the roof directly above the bridge, and they are not sticky except at their anchor point. Anyone using these web-ropes can scale to the roof of the tower with a successful DC 10 Climb check (due to the slipperiness of the wall the climber braces against).

Taers (2): hp 14 each; see area 25.

25. TOWER ARCANUM FOYER (EL 5)

The double door from the bridge open into a small anteroom and then a widening foyer. A single door opens in the far wall. The entire chamber stinks with the acrid secretions of the room's canine inhabitant.

Creatures: As mentioned at bridge B, the entrance to this tower is protected by a hobgoblin spearman. The room's only other occupant is a runehound, the mascot of the hobgoblin band that joined Tolgbyri. Its howling in battle is sufficient to alert the inhabitants of area 26. The room's Encounter Level assumes that the taers and hobgoblin survive long enough to make a stand in this room with the runehound.

Hobgoblin Spearman: hp 7; see below.

Runehound: hp 37; *Monster Manual III* 145; see below.

Taers (2): hp 14 each; *Unapproachable East* 72; see below.

Tactics: Upon spotting intruders, the hobgoblin on the bridge backs to just between the open double doors and drinks his *potion of bull's strength*. He then readies an action to bull rush an opponent to try to knock his foe off the bridge. After that, he backs into the room, attempting to hold the invaders at bay with his spear. The runehound begins howling, alerting the occupants of area 26, and attempts to flank one of the hobgoblin's opponents and make attacks of opportunity with its abnormal reach.

Once intruders have entered the foyer, the two taers atop the roof leap from the edge, hanging onto their web-ropes. If they succeed on DC 10 Strength checks, the taers swing down and in through the doors (if they have not been shut) to make surprise slam attacks on the rear ranks of the PCs—the entire leap and swing is a single move action. They then draw their greatclubs and

attempt to flank the PCs. If a taer fails its Strength check, it loses its grip on the web and plummets 20 feet to the bridge's surface before it can join the melee.

Development: If PCs are accompanied by the orcs from area 13 or other members of the mercenary company, the hobgoblin and runehound allow them to pass, and the taers do not attack. However, if the PCs return later without such an escort, the hobgoblin reacts as above unless the PCs make a successful DC 20 Bluff check.

HOBGOBLIN SPEARMAN

CR 1

Male hobgoblin fighter 1

LE Medium humanoid (goblinoid)

Init +1; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Goblin

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 7 (1 HD)

Fort +4, Ref +1, Will -1

Speed 20 ft. (4 squares)

Melee mwk longsword +4 (1d8+1/x3) or

Melee short sword +2 (1d6+1/19-20)

Space 5 ft.; Reach 5 ft. (10 ft. with longsword)

Base Atk +1; Grp +2

Combat Gear *potion of bull's strength*, *potion of aid*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness, Weapon Focus (longsword)^B

Skills Hide -2, Listen +2, Move Silently +2, Spot +2

Possessions combat gear plus chainmail, masterwork longsword, short sword, 12 gp, bloodstone (50 gp)

RUNEHOUND

CR 3

NE Medium aberration

Init +2; Senses psychic-scent, uncanny blindsight; Listen +1, Spot +5

Languages cannot speak, understands Goblin

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 natural)

hp 37 (5 HD); fast healing 3; DR 5/silver

Fort +4, Ref +5, Will +5

Speed 50 ft. (10 squares)

Melee bite +8 (2d6+5) or

Ranged vile spew +5 touch (see text)

Space 5 ft.; Reach 10 ft.

Base Atk +3; Grp +8

Atk Options Combat Reflexes, vile spew

Abilities Str 20, Dex 14, Con 17, Int 5, Wis 12, Cha 8

SQ extended reach, psychic scent

Feats Combat Reflexes, Lightning Reflexes, Track^B

Skills Hide +5, Listen +1, Move Silently +3, Spot +5, Survival +1 (+21 when tracking), Swim +5

Vile Spew (Ex) A runehound can produce two noxious substances that it can spit with tremendous force. It can emit a stream of acid that deals 1d6 points of damage for every Hit Die the runehound possesses (5d6 for a typical specimen). A successful DC 15 Reflex save halves this damage. Alternatively, it can spit a glob of glutinous goo that acts as a single-target *web* spell; a successful DC 15

Reflex save negates the effect. Both attacks have a range of 100 feet, require a successful ranged touch attack, and can be used once every 1d4 rounds. The save DC is Constitution-based.

Extended Reach (Ex) The serpentine neck of a runehound is long and powerful, giving the creature a reach of 10 feet with its bite attack. Because of the flexibility of its neck, the runehound can attack adjacent foes with no penalty.

Psychic Scent (Su) A runehound tracks by following psychic trails and aura traces. It gains a +20 bonus on Survival checks made to track. It does not receive this bonus against mindless creatures or creatures shielded against mental effects.

Uncanny Blindsight (Su) Runehounds are blind but perceive their surroundings with their psychic senses. This ability provides a runehound with blindsight out to 500 feet. In addition, a runehound cannot be flanked.

TAER

CR 1

NE Medium giant (cold)

Init +0; Senses darkvision 60 ft.; Listen +0, Spot +2

Languages Common, Giant

AC 14, touch 10, flat-footed 14

(+2 natural, +2 armor)

hp 14 (2 HD)

Immune cold

Fort +4, Ref +0, Will +0

Weakness vulnerability to fire

Speed 30 ft. (6 squares), climb 30 ft.

Melee greatclub +3 (1d10+3) or

Melee 2 slams +3 (1d3+2) and bite -2 (1d4+1)

Base Atk +1; Grp +3

Abilities Str 15, Dex 10, Con 13, Int 7, Wis 10, Cha 8

Feats Toughness

Skills Climb +10*, Hide +3, Listen +0, Spot +2

*Taers have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Possessions leather armor, great club, 2 citrines (50 gp each)

26. Army of Tolg'byri (EL 5)

This large hall is brilliantly lit, doors situated in the center of each wall. The northwest door is propped open by a corpse, and the room beyond is dark. Twenty feet overhead, the ceiling is interrupted by a transparent, four-sided pyramidal roof that rises another 20 feet and looks up at the night sky. It is obvious that an armed force has been camping here for some time, as evidenced by the many bedrolls, crates and barrels used as benches, and the odd bits of equipment and food scattered throughout. The place smells of stale sweat, decayed flesh, and spoiled food.

This chamber was once the dining hall for the students staying at the Tower Arcanum. The tables and chairs were removed long ago. The corpse of an orc props open the northwest door. This creature has been dead for a couple weeks. Its arms, legs, and head have been hacked off so that if it is animated as a zombie, it can pose no danger to the mercenaries.

Creatures: The main camp of the mercenary company gathered by Tolg'byri dwells here. From here, the mercenaries control this tower and most of the Contested Tower.

The command structure of the company has recently changed. A few weeks ago, a half-orc mercenary named Savera and his small band of taers joined the force. After a few days, the half-orc declared that he intended to challenge the nilshai for leadership of the company. The other mercenaries, not wishing to face a pitched battle with the brutish taers and assuming that the half-orc stood no chance against their sorcerous leader, let him go. When Savera emerged a few hours later, seemingly unharmed, and proclaimed himself the leader, the mercenaries reluctantly agreed, fearing anyone powerful enough to defeat the nilshai in single combat. Savera and the taers then moved down to the nilshai's chambers. Since then the mercenaries have become unnerved by their new leader—they have occasionally caught glimpses of a giant spider and a column of smoke that moved of its own accord. They are not sure what is going on, and between the stress of their continuing battle on this haunted plane and the questions about Savera, they are ready to desert. But they don't know how to leave the Night Realm and fear the consequences of betraying the half-orc.

Four orc warriors, three hobgoblin warriors, two hobgoblin spearmen, and a hobgoblin sergeant currently inhabit this chamber, spending their days eating, cleaning weapons, playing dice, and trying to pass the time. If the occupants have been alerted, Thraka from area 30 is also present (increasing the EL to 7).

Orc Warriors (4): hp 5 each; MM 203.

Hobgoblin Sergeant: hp 15; see below.

Hobgoblin Warriors (3): hp 6 each; MM 153.

Hobgoblin Spearmen (2): hp 7 each; see area 25.

HOBGOBLIN SERGEANT

CR 2

Male hobgoblin ranger 2

LE Medium humanoid (goblinoid)

Init +5; Senses darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Goblin

AC 16, touch 11, flat-footed 15

(+1 Dex, +1 natural, +4 armor)

hp 15 (2 HD)

Fort +5, Ref +4, Will -1

Speed 30 ft. (6 squares)

Melee scimitar +4 (1d6+2/18-20) or

Melee scimitar +2 (1d6+2/18-20) and
+1 light mace +3 (1d6+2)

Base Atk +2; Grp +4

Atk Options favored enemy undead +2

Abilities Str 15, Dex 12, Con 14, Int 10, Wis 9, Cha 10

SQ wild empathy +2 (-2 magical beasts)

Feats Improved Initiative, Track^B, Two-Weapon Fighting^B

Skills Hide +6, Listen +4, Move Silently +10, Spot +4,

Survival +4, Swim +7

Possessions +1 studded leather armor, +1 light mace, scimitar, amulet of natural armor +1, 125 gp, 10 pp

Hook "Hold the line! Prepare to advance!"

Tactics: If the mercenaries are given time to prepare, the orcs immediately summon Thraka from area 30. When intruders enter, the orcs make charge attacks en masse. The hobgoblins form a staggered battle line across the center of the room, with the spearman positioned behind the warriors to make reach attacks. The warriors try to concentrate their attacks, using aid another if necessary to hit heavily armored opponents. Anyone advancing to hit a spearman puts himself in a position flanked by two warriors. The spearman use aid another to help their comrades strike targets if necessary. The hobgoblin sergeant anchors one end of the battle line and flanks opponents or, if possible, attacks vulnerable spellcasters at the rear. If Thraka is present, he charges toward any PCs casting spells or making ranged attacks.

Treasure: Assorted gems and coins totaling 250 gp are scattered around the room among the mercenaries' personal belongings.

Development: If the PCs are brought here by orcs from the Contested Tower, the mercenaries are alerted and await them with Thraka present and seated on a barrel in front of his quarters. He pretends to be the leader of the band and demands to know the characters' business in his stronghold. If the PCs don't initiate hostilities, he reluctantly admits that he and his men are trapped here and that they are sorely pressed by the attacking undead. He says that his group lacks the strength to make a true assault, but that if someone were to break into the building at the far west end of the citadel (Mourel's Tomb), the undead creature that rules there has a key that allows passage out of this realm. He states that if the PCs return here with the key, he can show them how to use it. If asked about missing persons, Thraka says that his scouts saw the undead taking someone with them from the stone ring to the mausoleum several days ago (a lie). He warns the PCs to watch out for Guerik, a very dangerous orc who went that way several days ago and never returned.

Thraka allows anyone allying with his company to camp with them a day or two to rest and recover before tackling Mourel's Tomb. Visitors are constantly watched and are not allowed to enter area 30 or beyond. They are attacked if they try to do so after being warned.

A successful Sense Motive check opposed by Thraka's Bluff check detects that the half-orc is extremely nervous. In fact, during the discussions he glances constantly at the northwest doorway. Anyone who succeeds on the Sense Motive check and then makes a successful DC 10 Spot check notices a large spider lurking in the darkness beyond the doorway in area 29. Even if Thraka's nervousness is not detected, anyone who succeeds on a DC 20 Spot check notices the spider.

This is Savera in spider form (see area 32). She is telling the half-orc what to say through her telepathy. She does not wish to engage the visitors at this time, and she scuttles into the darkness if spotted. She uses the hole connecting areas 29 and 30 to reach the lift tube and await intruders below.

If the characters take Thraka up on his offer and returns with or without the key from area 49, the mercenaries wait for them here and ambush them using the tactics described above. They attempt to capture the PCs, but they kill if they have to.

27. DORMITORY

This room was once a dormitory for the students of the Tower Arcanum. All furnishings have been removed, and it now serves as spillover sleeping quarters for the creatures in area 26.

28. PRIVY

Each of these rooms is like the one described at area 10. These have been used for several weeks by the mercenaries, and now the basins are full of reeking waste.

29. STORES

This too was once a dormitory for the students of the tower. It now holds boxes, crates, and barrels of food and supplies brought here by the nilshai's troops when they were still able to activate the *portal*. Food here is mainly hardtack and dried strips of questionable meat. The barrels hold mostly water, except for a few that store foul grog. Other crates contain spare bits of armor and equipment. Enough rations are stored here to supply the mercenary company for another month.

Hidden behind a stack of crates at the eastern end of the room (Search DC 10) is a part of the wall where the glass has cracked and splintered, creating a fissure leading into area 30. It is a result of the powerful magic used in the duel between Mourel and the high mages.

30. THRAKA'S ROOM (EL 4)

Once the rector's office, this room has also been stripped of furnishings. Now it holds only the grubby furs that serve as Thraka's bed and a small leather chest where he keeps his personal belongings. The door to this room was blasted open in the magical duel long ago and can no longer be closed.

Creature: The half-orc warrior Thraka occupies this room. Thraka is Savera's new lieutenant, promoted after Guerik, the old captain, seemingly went mad and left on his own. Thraka is a reluctant leader and is terrified of Savera, but he has been *dominated* and follows her telepathic orders without question.

Thraka: hp 37; see below.

Tactics: If Thraka is alerted to a pending battle, he drinks his *potion of aid* and his *potion of cal's grace*, increasing his hit points by 9 and gaining a +1 morale bonus on saves against fear. His Dex becomes 15, giving him AC 18 (touch 12, flat-footed 16) and a Reflex save of +3. If he believes incorporeal undead might be involved in the battle, he uses his *oil of magic weapon*. Otherwise, his tactics are as described at area 26.

Treasure: The leather chest is unlocked and holds 500 gp.

THRAKA, MERCENARY LIEUTENANT CR 4

Male half-orc warrior 5

LE Medium humanoid (orc)

Init +0; Senses darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Orc

AC 16, touch 10, flat-footed 16; Dodge
(+4 armor, +2 shield)

hp 37 (5 HD)

Fort +7, Ref +1, Will +0

Speed 30 ft. (6 squares)

Melee mwk greatsword +9 (2d6+6/19-20)

Base Atk +5; Grp +9

Atk Options Cleave, Power Attack

Combat Gear *potion of aid*, 2 *oils of magic weapon*, *potion of cat's grace*

Abilities Str 18, Dex 11, Con 16, Int 10, Wis 9, Cha 9

Feats Cleave, Power Attack

Skills Climb +6, Intimidate +2, Listen +1, Spot +1

Possessions combat gear plus chain shirt, +1 *buckler*,
masterwork greatsword, 20 gp, 45 sp

Hook "Uh, I'm in charge around here..."

31. Lift Tube

Read the following description if the tube is approached from above.
Alter it accordingly if it is encountered from below.

An 8-foot-diameter tube of translucent glass descends into the floor here. It has no handholds or other means of obvious ingress. However, a netting of thick spider webs coats the walls of the tube, creating a ladder of sorts for climbing.

This lift tube was once operated by air elementals, much like the one at area 50. During the high mages' battle against Mourel, however, all the elementals were destroyed. Savera created the webbing to allow her and her minions to climb in and out of their lair below. The webbing is not sticky and can be successfully navigated with a successful DC 5 Climb check. The tube is 40 feet deep and ends at a door on its southwest side.

32. Athenaeum Arcanum (EL 8)

The ceiling of this glowing chamber arches 40 feet above. Towering walls of transparent glass extend from the corners of the room toward the center, reaching from floor to ceiling. These walls are divided into thousands of tiny holes, and additional wall sections branch off from these, likewise covered with these small cubicles. At the room's center, a small marble platform rises a few feet above the floor. Surrounding it, at the terminus of each of the interior walls, are four crystal busts atop glass pedestals.

This room was once the great library of Tir'in'tiral, known as the Athenaeum Arcanum. Here the star elves stored the compiled knowledge of hundreds of generations. Rather than keeping the magical and mundane lore in perishable scrolls or books, the star elves used a far more durable method. They magically imprinted all their information into the rare and strange gemstones native to Faerûn known as king's tears. Each of the jewels could hold several volumes worth of information.

The thousands of king's tears were stored in the shelving units on the walls. These units were unmarked, and the king's tears were impossible to tell apart, so finding a specific jewel was nigh impossible without the magic of the library. Anyone standing on

the marble platform could command the library's *unseen servant* librarians to unerringly locate any gem and replace it correctly when the user was done with it.

Once a king's tear was obtained, the user took it to one of the crystal busts. Each depicts a sagacious elf, a former rector of the library, with a gem-sized depression in its forehead. When a king's tear was placed in the receptacle, the bust softly recited the contents of the gem in Elven. The user could command the bust to pause, skip ahead, skip backward, or locate a specific portion of the information contained therein.

Tolg'byri the nilshai invaded the citadel to reach this room, hoping to glean lost bits of star elf knowledge that could help its alien race in the conquest of Sildëyuir. Unfortunately for the ill-fated nilshai, after Mourel's defeat, the high mages of the star elves removed all the stored jewels to a safer location in their hidden realm.

Creatures: Tolg'byri was not the only being hoping to gain the knowledge of the star elves in this citadel of glass. His successor currently uses this room as her lair. Her name is Savera, and she is a kind of demon called a yochlol—a handmaiden of Lolth. Her mighty mistress likewise sent her to discover the secrets of lost Tir'in'tiral to be used by Lolth's children, the drow.

When the yochlol and her taers joined the company, Savera used her *hat of disguise* to appear as a male half-orc warrior. After dominating key members of the company, she came down here to confront the nilshai. Tolg'byri foolishly thought the challenger was only a suicidal half-orc and was unprepared for the might of a yochlol. Savera slew the nilshai and took control of the mercenaries, maintaining her half-orc disguise. She has not located the portal key that the nilshai used to activate the stone circle and is not sure how it was able to utilize the magic gate. She is aware that Mourel possesses such a key, however. Now she and her charges

KING'S TEARS

King's tears are awesomely hard and extremely rare jewels found in Faerûn. They have proven to be unbreakable by hammer or forge. Clear, teardrop shaped, and smooth surfaced, the gems are sometimes known as "frozen tears" or "lich weepings." Legend says they are the crystallized tears of long-dead necromancer kings, and that each gem contains the image of the beloved person or terrible event for which the king wept. Whether or not this legend is true, the star elves discovered a vast source of the gemstones somewhere and used their special property to record images and store volumes of information in them. By placing a gem in a special device that whispered the jewel's stored contents, the star elves could access the information. Vast libraries of these jewels are said to exist in Sildëyuir, but since the fall of Citadel Tir'in'tiral, their location is a closely guarded secret. The jewels contain secrets that could be used against the star elves. Members of the nilshai race that know about king's tears always pay top price for one of these stones (sometimes double the normal value) in the hope that it might be one of the star elves' lost repositories of lore.



are trapped in the citadel of glass until she figures out a way to gain the key and escape.

In this room, along with Savera, is her personal entourage of five taers. The taers have created beds out of mounds of rags scattered throughout the western and northern portions of the room. The room contains ten of these bedding mounds, so obviously all the taers are not currently present.

Savera: hp 40; *Monsters of Faerûn* 34; see below.

Taers (5): hp 14 each; see area 25.

Tactics: Savera is likely aware of the PCs' approach due to her telepathic link to Thraka. When the characters arrive, she is standing at the western end of the room in front of the stairs in her disguise as a male half-orc warrior, with bow drawn. The taers have taken up positions 8 feet up on the walls, hanging from the holes at the locations marked T on the map. They have readied actions to drop when anyone passes beneath their positions (treat as a bull rush from above). While the taers occupy the PCs, Savera casts *magic weapon* on her sword and then supports her minions with *magic missiles* (don't forget her 20% chance of arcane spell failure). If she thinks anyone might charge her, she blocks the way with *web*. She continues with *magic missiles* and arrows, and uses *spider climb* to

clamber up the shelves and gain a better vantage point for attack. If any individual appears to be particularly dangerous, she attempts to use her psionic *dominate person* on that character.

If Savera is forced into melee, she assumes her elf form, cloaks herself in *darkness*, and battles using her Blind-Fight feat. If multiple attackers come at her, she changes to her natural form to use all her tentacles in battle. If reduced below 10 hit points, she changes into gaseous form and attempts to escape up the lift tube. If she escapes, she lurks outside the towers, hiding down near the water, waiting for an opportunity to ambush the characters or at least escape the demiplane.

SAVERA

CR 7

Yochlol demon sorcerer 2

CE Medium outsider (chaotic, extraplanar, evil)

Init +2; **Senses** darkvision 60 ft.; **Listen** +11, **Spot** +11 (+15 in spider form);

Languages Abyssal, Common, Elven, Orc; telepathy 100 ft.

AC humanoid form: 17, touch 12, flat-footed 15 (+2 Dex, +5 armor) or

AC spider form: 16, touch 11, flat-footed 14 (-1 size, +2 Dex, +5 natural) or

AC natural form: 12, touch 12, flat-footed 10 (+2 Dex) or

AC gaseous form: 11, touch 11, flat-footed 9 (-1 size, +2 Dex)

hp 40 (8 HD); **DR** 10/cold iron or good

Immune electricity, poison

Resist fire 20; **SR** 15

Fort +6, **Ref** +7, **Will** +10

Speed 30 ft. (6 squares), climb 20 ft. in spider form, fly 10 ft. (perfect) in gaseous form

Melee humanoid form: mwk short sword +12/+7 (1d6+4/19-20) or

Melee spider form: bite +11 (1d8+6 plus poison) or

Melee natural form: 8 tentacles +11 (1d4+4)

Ranged humanoid form: mwk longbow +10/+5 (1d8+1/x3)

Base Atk +7; **Grp** +11

Space 5 ft., spider form 10 ft.; **Reach** 5 ft.

Atk Options Blind-Fight, poison, web

Special Actions gaseous form

Combat Gear scroll of *disrupt undead* (CL 2nd), scroll of *magic missile* (CL 2nd)

Sorcerer Spells Known (CL 2nd, 20% arcane spell failure in humanoid form):

1st (5/day)—*magic missile*, *magic weapon*

0 (6/day)—*acid splash* (+9 ranged touch), *dancing lights*, *detect magic*, *disrupt undead* (+9 ranged touch), *read magic*

Spell-Like Abilities (CL 8th):

At will—*charm person* (DC 14), *darkness*, *desecrate*, *greater teleport* (self plus 50 pounds of objects only), *spider climb*, *stone shape*, *web* (DC 16)

Psi-Like Abilities (ML 8th):

At will—*dominate person* (DC 18), *detect thoughts* (DC 15), *mind blank*

Abilities Str 19, Dex 14, Con 13, Int 14, Wis 15, Cha 16

SQ change shape

Feats Blind-Fight, Combat Casting, Scribe Scroll

Skills Bluff +12, Climb +13* (+11 in armor) (+21 in spider form*), Concentration +10, Diplomacy +14, Disguise +22 (+24 when acting), Hide +11 (+9 in armor) (+15 in spider form*), Intimidate +14, Knowledge (arcana) +6, Knowledge (religion) +11, Listen +11, Spellcraft +6, Spot +11 (+15 in spider form*)

*A yochlol in spider form has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks.

In spider form, it can always choose to take 10 on Climb checks, even if rushed or threatened

Possessions combat gear plus *elven chain*, masterwork short sword, masterwork longbow, *hat of disguise*

Change Shape (Su) A yochlol's natural form is a 6-foot heap of reeking ooze with eight powerful tentacles and a single glaring red eye. In this form, it cannot wear armor or use its bite attack, web, or poison. It can assume two other forms. The first is the humanoid form of a beautiful woman of human or elven race (usually a drow). In humanoid form, a yochlol cannot use its tentacle and bite attacks, web, or poison.

The second form is a Large monstrous spider. It gains its bite attack, web, and poison in this form but loses its armor and tentacle attacks. When in spider form, a yochlol gains a climb speed of 20 feet (4 squares).

A yochlol is able to change forms as a free action as often as once per round. A change in form cannot be dispelled, but the creature reverts to its natural form when killed. A *true seeing* spell reveals its natural form if it is in humanoid or spider form. When it changes from humanoid form to its natural or spider forms, any armor or clothing it is wearing falls away.

Gaseous Form (Ex) At will and as a free action, a yochlol can transform into a Large column of gas, 10 feet tall and 5 feet in diameter. This form is like that produced by a *gaseous form* spell, but the yochlol can remain gaseous indefinitely. Creatures that enter the space of a yochlol in gaseous form are affected as if by a *stinking cloud* spell (Fortitude DC 16).

When in gaseous form, a yochlol can communicate with its native plane (as if using the *contact other plane* spell).

The save DC is Charisma-based.

Poison (Ex) Injury, Fortitude DC 14, initial damage 1d6 Con, secondary damage 2d6 Con. The save DC is Constitution-based.

Web (Ex) In spider form, a yochlol can throw a web up to eight times per day. This act is similar to an attack with a net but has a maximum range of 50 feet with a range increment of 10 feet, and it is effective against targets of up to Huge size. The web anchors the target in place, allowing no movement.

An entangled creature can escape by succeeding on a DC 14 Escape Artist check or by bursting the web with a successful DC 18 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 12 hit points and damage reduction 5/—.

Hook "Bow before the might of the Spider Queen, mortals."

33. Lower stairs

These stairs wind down to the lower floors of the tower. A successful DC 10 Survival check allows a character to notice a set of

damp humanoid tracks ascending halfway up the steps to the first landing and then turning and going back down. The tracks are nearly dry and were created by Mourel's assistant, Kyjal (described at area 45), a few hours earlier when he was exploring the tower. The tracks were discovered, and Savera sent a group of taers down to investigate (see area 34).

34. Rector's Quarters (EL 5)

Formerly the rector's quarters, this room was stripped bare before the high mages flung the citadel onto its own demiplane.

Creatures: A deathlock named Kyjal Stardancer recently infiltrated the tower through the secret door at area 36. Scouting the tower, he made it as far as the stairs at area 33 before he spotted the yochlol and her minions and retreated. Some of the taers spotted the drying trail of footprints that the deathlock left on the stairs. The taer leader, an adept called Grrunk, took two taers with her and followed the footprints down. They followed the tracks as far as area 35 but were unable to find the secret door (Savera has not revealed its existence to them), obliterating the footprint trail in this room and area 35 in the process. These creatures are returning from their fruitless search in area 35 when the PCs encounter them here.

Grrunk: hp 32; *Unapproachable East* 72; see below.

Taers (2): hp 14 each; see area 25.

Tactics: When the taers spot the PCs, they immediately assume they've found the spies who left the wet footprints. They have not heard the battle (if any) that occurred in area 32, since they have just returned from area 35. Grrunk orders the taers to charge while she drinks her *potion of blur* and casts *guidance* on herself. She follows up by firing a *scorching ray* at a heavily armored character. If a PC closes for melee, she casts *burning hands* and uses her morningstar, supporting the other taers with *cure* spells as necessary. She saves the spells on her scrolls, considering them to be her emergency supply.

GRRUNK

Female taer adept 4

NE Medium giant (cold)

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +6

Languages Common, Giant

AC 15, touch 10, flat-footed 15

(+2 natural, +3 armor)

hp 32 (6 HD)

Immune cold

Fort +5, **Ref** +3, **Will** +6

Weakness vulnerability to fire

Speed 20 ft. (4 squares), climb 20 ft.

Melee +1 *morningstar* +6 (1d8+2) or

Melee 2 slams +4 (1d3+1) and

bite -1 (1d4)

Base Atk +3; **Grp** +4

Combat Gear *potion of blur*, 2 scrolls of *cure light wounds* (CL 4th)

Spells Prepared (CL 4th):

2nd—*scorching ray* (+3 ranged touch)

CR 4

1st—burning hands (DC 13), cure light wounds (2)
0—create water, cure minor wounds, guidance

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

Feats Lightning Reflexes, Toughness, Weapon Focus (morningstar)

Skills Climb +10*, Concentration +5, Heal +4, Hide +1, Listen +2, Spot +6, Survival +4

*Taers have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Possessions combat gear plus masterwork hide armor, +1 morningstar, stone holy symbol of Auril, silver necklace (150 gp)

Hook "Kill the spies!"

35. MIRROR, MIRROR (EL 3)

As a precaution against others gaining access to the tower's secret laboratories, the rector of the past constructed this room. When the PCs enter, read the following:

The floor and ceiling of this room are made of opaque glass, but the four walls are highly polished mirrors that create endless reflections of anyone entering the room. Strangely, the southeast wall displays the image of a wide door, but that image is not reflected in the mirror on the opposite wall.

Both Tolg'byri and Savera discovered this room and how to open its secret door, but neither informed the rest of the mercenaries. The wet footprints leading from the secret door left by the deathlock during his recent infiltration have been obliterated by the searching taers (see area 34).

If *detect magic* is used, the mirrors in the room radiate a faint aura of illusion, but the effect can not be dispelled, nor can its source be pinpointed.

The northwest wall contains a secret double door that can be detected in the normal fashion. Once the secret door is located, either side of it can be opened simply by pushing on the mirror in one of the two center squares of the wall, whereupon that section of the door swings open.

However, the secret door is protected by a **Trap** that goes off if anyone pushes on either section of wall before the trap is disabled. The only way to open the door without setting off the trap is by pushing on the reflection in the southeast wall. Doing this causes both sides of the double secret door to open, revealing a staircase that descends into area 36. (At the DM's option, it might be possible for a character to discern this solution by succeeding on a DC 20 Intelligence check.)

These mirrors are made of the same material as the rest of the tower and are as durable as a typical wall.

Trap: Anyone who pushes open the secret door is subjected to a *shocking grasp* effect. The door swings shut again and the trap resets after 1 round.

Shocking Grasp Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*shocking grasp*, 5th-level wizard, 5d6 electricity); Search DC 26; Disable Device DC 26.

36. FLOODED LABORATORY (EL 5)

The floor of the next three rooms sits 5 feet lower than the bottom of this tower level, which is at the level of the Turbulent Sea. The rector and his students had a distorted view through the rooms' translucent walls of the sea both above and below the water's surface. In the years since, the seals of the secret door in this room have begun to fail. As a result, these rooms are now flooded with the cold waters of the sea to a depth of 5 feet.

This oddly shaped chamber wraps around the core of the tower. A short flight of steps leads down from a door, but the room is flooded with calm, still waters that reach nearly to the top step. Tables and shelves of opaque glass protrude from this serene pool. On one table lies a large form covered with a sheet. The roiling waters that crash against the tower are faintly visible through the translucent outer walls at the same height as the water level of this chamber.

This room was the main laboratory of the Tower Arcanum, directly overseen by the rector. It costs a Medium or larger creature 4 squares of movement to move 1 square in this room. Small and smaller creatures must swim. Tumbling is impossible. Medium creatures in the water have cover; such creatures that crouch, or creatures smaller than Medium, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) but take a -10 penalty on attacks against creatures that aren't underwater. Though the water at the outer edges of the room is lit by the glow from the tower's exterior, the rest of the water in the room is dark. The water reflects light sources unless they are placed underneath the surface, and it provides total concealment for anything that is completely submerged.

In the northern corner of the room is a large glass table, propped up on other pieces of furniture so that its top is just above the water level. A partially completed flesh golem lies on this table underneath a sheet. This is the last experiment that Tolg'byri was working on before its death. The nilshai was making the golem from the corpses of its deceased hobgoblin and orc troops. It is far from complete, still requiring all the necessary spells and the XP expenditure, and another 8,000 gp in materials.

The door leading into area 35 is easily visible from this side. Another stair at the room's far end leads up to a normal door.

At the back of the alcove in the center of the room's northeast wall, the translucent glass hides a secret door (Search DC 20 to locate). The secret door can be located from the outside in the same manner. Opening the outer secret door puts the character on the lip of a dropoff looking out over the Turbulent Sea. Opening the door does not create a significant current, since the rooms are already flooded.

Creature: Hidden in total concealment beneath the waters of this chamber is the corpse of Tolg'byri the nilshai, who was slain by the yochlol. Savera disposed of the body here to prevent the nilshai's former minions from discovering it. When the deathlock came through this chamber on its scouting mission, it animated the corpse to harass the mercenaries. Savera has not yet discovered that this has occurred, and the nilshai zombie lurks in the water waiting for someone to enter before it attacks with surprise from beneath the surface. When Tolg'byri makes an appearance, read or paraphrase the following text.

Out of the water lurches a wormlike creature clumsily waving three tentacles in the air before it. Membranous wings protrude from opposite sides of its body. Three eyes in the center of its head regard you blankly.

Tolg'byri (nilshai zombie): hp 107; MM 265 (zombie), *Unapproachable East* 67 (nilshai); see below.

Treasure: Anyone who examines the contents of the room and succeeds on a DC 23 Search check locates a secret door in a cabinet of opaque glass not far from the draped golem. Beyond is a cavity holding a foot-long platinum rod with a loop at one end and a large topaz at the other. This item is worth 500 gp and is also a control key for the citadel (see area 55). Tolg'byri had found it and used it to enter and leave the demiplane, but Savera has not yet discovered the rod and still believes that Mourel has the sole means to reactivate the portal in the stone circle.

NILSHAI ZOMBIE

CR 5

NE Medium undead

Init +1; Senses darkvision 60 ft.; Listen +0, Spot +0

AC 18, touch 11, flat-footed 18

(+1 Dex, +7 natural)

hp 107 (16 HD); DR 5/slashing

Immune undead immunities

Fort +5, Ref +5, Will +10

Weakness single actions only

Speed 30 ft. (6 squares; can't run), fly 50 ft. (clumsy)

Melee slam +10 (1d6+3)

Base Atk +8; Grp +10

Abilities Str 14, Dex 13, Con —, Int —, Wis 10, Cha 1

SQ undead traits

Feats Toughness

37. workroom

This small side workroom has been stripped bare of materials and is flooded to a depth of 5 feet.

38. old forge

Opening the door to this flooded room reveals a sheet of webbing stretching from wall to wall and floor to ceiling. Faintly visible beyond this layer is a large glass forge protruding out of the water at the room's center.

Savera is currently using this old artificer's forge as a makeshift prison. The webbing she has strung across the room is 3 feet thick (12 hp per foot of thickness, DR 5/—).

Creature: Crouched atop the forge in a state of abject terror is a young female half-elf named Duladora (NG aristocrat 2; hp 7).

She is the daughter of Berask Trameldor, a noble of the Yuirwood half-elves. Her father has offered a reward for her safe return. The servants of Tolg'byri kidnapped her a month ago when the nilshai discovered her near the stone circle in the forest and realized she was of star elf blood. Tolg'byri hoped to use her to divine further secrets of the citadel and as a means to penetrate Sildëyuir. Savera has not yet disposed of the half-elf—the demon is contemplating finding a way to transform Duladora into a drider to serve as a personal servant.

Duladora wants only to go home. She is terrified of Tolg'byri (though she does not know the nilshai is dead) and has only seen Savera occasionally (always in half-orc disguise). She has not seen anyone in several days. The mercenaries left Duladora a small sack of rations and a jug of water that can sustain her for a few more days.

39. Treasury

Like Tolg'byri before her, Savera uses this chamber to store the treasures recovered from the citadel. They all lie in a pile in the center of the floor.

Treasure: The hoard includes a finely woven tapestry of gray and midnight-blue silk (400 gp), a crystal statuette of a nude elf dancer (250 gp), a silver tiara (150 gp), a black lace corset inset with sapphires (300 gp), 812 gp, 1,042 sp, and a single king's tear (5,000 gp).

The king's tear was discovered in a corner of the athenaeum. Savera does not realize that it is one of the data-storing devices used by the star elves. What information is stored on it is up to the DM, but it could easily be used as a hook for a future adventure when the lost lore of the star elves is uncovered.

Mourel's Tomb

(Areas 40–49)

Once known only as the Mausoleum, this structure is now called Mourel's Tomb after the treacherous star elf high mage who was executed here. In ages past, elves from all over Sildëyuir were brought here upon their deaths for last rites and interment according to the various rituals of the star elves.

This low building is a dome of opaque glass rising from the waves of the Turbulent Sea. Three small wings protrude from its side; one connected to bridge D links the tomb to the Nexus. At the dome's peak is a smaller dome composed of transparent glass.

This is the only portion of the citadel that is not illuminated. Many descriptions assume that the characters have darkvision or some light source.

All walls, floors, and ceilings in this building are opaque except for the dome in area 42. The first and lower-level rooms have 20 foot ceilings. The ceilings of the second-level rooms follow the con-



The citadel's control key

tour of the dome up to its maximum height of 40 feet, at which point the smaller transparent dome rises another 20 feet.

The map for this tomb appears on the inside back cover.

40. Anteroom (EL 5)

This dark chamber served as the waiting area before funeral services began. A few glass benches still line the walls. Three doors exit this area.

Creatures: The remainder of Mourel's primary fighting force occupies this room as guardians of his lair. Three star elf skeletons and one of Mourel's apprentices, now a flameskull, wait here to attack any living creatures that intrude.

Star Elf Skeletons (3): hp 6 each; *MM* 226 (as human warrior skeletons).

Flameskull: hp 26; *Lost Empires of Faerûn* 171; see below.

Tactics: The flameskull keeps the skeletons between it and its enemies. It prepares for combat by casting *mirror image* and *blur*. It drops a *fireball* on tightly clustered enemies and saves its *magic missile* and *ray of exhaustion* for targets that seem impervious or that can't be hit by its fiery eye rays.

FLAMESKULL

CR 4

LE Tiny undead

Init +8; Senses darkvision 60 ft.; Listen +10, Spot +10

Languages Common, Elven (always speaks in Elven)

AC 19, touch 16, flat-footed 15

(+2 size, +4 Dex, +3 natural)

hp 26 (4 HD); fast healing 2; DR 5/bludgeoning

Resist +4 turn resistance; SR 19

Immune cold, fire, electricity, undead immunities

Fort +1, Ref +5, Will +5

Speed fly 50 ft. (10 squares) (good)

Ranged 2 fire rays each +8 touch (1d8 fire)

Base Atk +2; Grp -10

Space 2-1/2 ft.; Reach 0 ft.

Spell-Like Abilities (CL 4th):

At will—*detect magic*, *mage hand*, *ray of frost* (+8 ranged touch)

3/day—*blur*, *magic missile*, *ray of exhaustion* (+8 ranged touch; DC 15)

1/day—*fireball* (DC 15), *mirror image*

Abilities Str 3, Dex 18, Con —, Int 11, Wis 12, Cha 14

Feats Alertness, Improved Initiative

Skills Concentration +9, Hide +19, Listen +10, Spot +10

SQ rejuvenation, undead traits

Fire Ray (Su) Range 20 feet. A flameskull can shoot two fire rays as a standard action.

Rejuvenation (Su) A destroyed flameskull rejuvenates at its full normal hit points in 1 hour even if smashed to pieces. To prevent rejuvenation, its remains must be sprinkled with holy water or subjected to a *dispel magic*, *dispel evil*, or *remove curse* spell. The flameskull's caster level is 14th for the purpose of the dispel check.

Hook (in Elven) "You should not have come. Mourel's secrets are his alone! Now you must be destroyed."

41. Mortuary stair

This room is bare except for a wide stair with shallow steps that descends to the level below.

42. Ceremonial Hall (EL 3)

A vast, dark hall opens beyond the double door. Barely visible, at the apex of the dome high overhead, rises a second smaller, transparent dome. The light from the other towers is only faintly visible through this high aperture. The rest of the room is lost in shadow. Some dark shape occupies the room just past its center.

Anyone with darkvision or bearing a light source sees that the dark shape in the room's center is an altar of translucent glass. The starlight of Sildëyuir once shone softly through the transparent dome to illuminate this altar. Inscribed upon the interior of the main dome are hundreds of elf symbols signifying death, the afterlife, and other concepts relevant to funeral services. A successful DC 15 Spot check enables a character to notice what appears to be a dark object embedded in the center of the altar. A character who succeeds on a DC 22 Spot check discerns that the dark object is actually something behind the altar.

Whenever living creatures enter this chamber, an ancient magic activates. *Dancing lights* appear and begin to swirl around the room while *ghost sound* produces an elven dirge. The interplay of light and shadow from the *dancing lights* creates the optical illusion of shadowy figures performing a sweeping funerary dance in solemn gyrations around the room. This display continues for 5 minutes, and the room can only perform its ritual once every 6 hours. The effects have caster level of 20th.

Creature: A wight crouches behind the altar in this room. It is the dark shape that the player characters might have spotted when they entered. The wight is the mortal remains of one of Mourel's apprentices. Unlike Kyjal, the apprentice did not survive the high mages' attack, but his evil deeds and impure heart allowed him to arise in this undead form. The wight still serves Mourel, albeit reluctantly.

Wight: hp 26; *MM* 255.

Tactics: The wight waits until the lights and music activate. It moves at half speed and uses Hide and Move Silently, then takes an indirect route toward the characters, using the motions and shadows of the *dancing lights* to cover its approach. The lights are distracting, so the PCs take a -5 penalty on Spot checks to see the wight, while the loudness of the dirge causes a -10 penalty on Listen checks to hear the undead creature.

Treasure: In one of the wight's tattered pockets is a nonmagical gold amulet (100 gp).

43. Mortuary

This room holds glass tables where the deceased were laid in state until their funerals or final interment preparations were ready. It is cold and smells faintly of death but is otherwise empty.

44. OSSUARY

Maceration, an ancient star elf tradition, has lost favor in modern times. This practice involved boiling the flesh and soft tissues off the bones of the deceased, leaving only a clean skeleton. Polished bones were collected into a small bundle wound with silver chains. These remains were then laid to rest in small niches in an ossuary such as this one. The walls are lined with small niches. Within several are bundles of perfectly preserved bones wound with silver chain, each with a polished skull perched atop it.

Treasure: A total of twenty-two skeletal bundles remain in the fifty wall niches in this room, the rest having been animated over the years by Kyjal. Each of the bundles is wound with a small silver chain (25 gp each), and another seven chains can be found scattered across the floor.

45. CREMATORIUM (EL 4)

This long, hemispherical chamber stretches from one end of the building to the other. In the center of the opposite wall is a large furnace of opaque glass. A small door in its front is transparent. Next to this furnace are two large vats of opaque glass with similar and much smaller furnaces built into their bases. Scattered about the room are several glass tables mounted on wheeled legs, each long enough to hold a tall human.

This room served as the crematorium and maceration chamber for the Mausoleum. Elf corpses that were destined to be incinerated or macerated were laid out on the tables in here until one of the furnaces or vats was available.

Looking through the transparent door for the large furnace reveals a long, narrow chamber with a sliding glass panel where bodies could be placed within and their ashes removed. Furnaces under the vats are much smaller and were used to heat water placed in the vats to a boil, but the vats are now dry. The glass of all these constructions has special insulation that prevents their exteriors from becoming hot. No means of fueling these furnaces is obvious; the elves used powerful elemental magic for that purpose. Likewise, cantrips constantly freshened the air in the chamber and prevented any distasteful odors. The magic of both of these features faded long ago.

Creature: The southern maceration vat bears a **Trap**. Lying within that vat is a being that was once Mourel's greatest apprentice, a star elf named Kyjal Stardancer. The high mages spared him from execution because he fell into the sea during the main battle and was believed dead. It was he who helped Mourel achieve his current state of existence. At Mourel's urging and in order to gain greater power, Kyjal attempted to transform himself into a lich. While he succeeded in ending his own life, the necromantic magic failed to bring him back as a lich. However, the death energy infusing his body caused him to rise as a lesser undead creature called a deathlock. Kyjal has no memory of his living existence. Mourel has given him a thorough understanding of the citadel and its environs, but Kyjal feels no connection to his former life. He has begun learning magic again.

Statistics are provided below for Kyjal and the fiendish monstrous scorpion he summons (see Tactics).

Kyjal Stardancer: hp 23; *Libris Mortis* 94; see below.

Small Fiendish Monstrous Scorpion (1-3): hp 6 each; see below.

Tactics: While Kyjal reclines in his vat, he actively listens (the PCs must succeed on Move Silently checks opposed by his Listen check if they want to enter by stealth). The moment Kyjal detects intruders, he begins casting *summon monster I* to summon a Small fiendish monstrous scorpion. He repeats this action in the next 2 rounds, using all his *summon monster* spell-like abilities for the day. He then casts *shield* before rising to cast spells at the intruders. The deathlock uses the vat for cover, and he starts combat with *cause fear* on a fighter and *flare* on any apparent wizards. Kyjal follows up with *magic missile*, *ray of enfeeblement*, and *ray of frost*. If a PC approaches his position, Kyjal lets the *ghoul glyph* paralyze his enemy and then focuses all his magic on that person, hoping to bring the PC near death. He then climbs out of the vat (a move action) to use *death knell* on a helpless PC.

Trap: Inscribed on the outside of the southern vat is a *ghoul glyph* (see sidebar). It activates if anyone other than Kyjal comes within 2 feet of the vat.

Ghoul Glyph Trap: CR 3; spell; spell trigger; no reset; spell effect (*ghoul glyph*, 4th-level wizard, see sidebar for effects); Search DC 27; Disable Device DC 27.

Note: The deathlock's spellbook is actually a broken chunk of a king's tear that was shattered in the magical duel against the high mages. Only a portion of the spells it once stored remain. The deathlock studies his spellbook by placing the broken jewel in a cavity that has been carved into his forehead. A PC who acquires Kyjal's spellbook needs to use one of the crystal busts in the athenaeum (see area 32) each time the "book" is studied, or the character must copy down the information that the crystal bust recites and study it later. In either case, the arcanist in question must follow the rules for copying another's spellbook (*PH* 179). The jewel is otherwise valueless due to its damaged condition.

KYJAL STARDANCER

CR 4

Male deathlock wizard 1

NE Medium undead

Init +6; Senses darkvision 60 ft.; Listen +9, Spot +9

Languages Abyssal, Common, Infernal

AC 13, touch 12, flat-footed 11

(+2 Dex, +1 natural)

hp 23 (4 HD)

Immune undead immunities

Resist +2 turn resistance

Fort +1, Ref +3, Will +6

Speed 30 ft. (6 squares)

Melee bite +1 (1d4)

Base Atk +1; Grp +1

Wizard Spells Prepared (CL 1st):

1st—*ray of enfeeblement* (+3 ranged touch), *shield*

0—*daze* (DC 12), *flare* (DC 12), *ray of frost* (+3 ranged touch)

Spell-Like Abilities (CL 4th):

2/day—*death knell* (DC 14), *ghoul glyph** (DC 14)

3/day—*cause fear* (DC 13), *magic missile*, *summon monster I*
At will—*detect magic*, *inflict minor wounds* (DC 13), *read magic*

Abilities Str 11, Dex 15, Con —, Int 14, Wis 13, Cha 14
SQ undead traits

Feats Alertness, Improved Initiative, Scribe Scroll^B
Skills Concentration +8, Hide +8, Knowledge (arcana) +9, Listen +9, Spellcraft +9, Spot +9

Possessions *wand of animate dead* (CL 8th; 16 charges), spellbook

Spellbook spells prepared plus 0—all; 1st—*comprehend languages*, *feather fall*, *identify*, *magic missile*, *reduce person*, *summon monster I*, *unseen servant*; 2nd—*arcane lock*, *continual flame*, *fox's cunning*, *ghoul glyph*^A, *hypnotic pattern*, *resist energy*, *see invisibility*; 3rd—*deep slumber*, *major image*; 5th—*baleful polymorph*; 7th—*vision*

Hook "How dare you defile the house of my master!"

* New spell; see sidebar and *Libris Mortis* 66.

SMALL FIENDISH MONSTROUS SCORPION CR —

NE Small magical beast (extraplanar)

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Listen** +0, **Spot** +4

AC 14, **touch** 11, **flat-footed** 14
(+1 size, +3 natural)

hp 6 (1 HD)

Immune vermin immunities

Resist cold 5, fire 5; **SR** 6

Fort +4, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares)

Melee 2 claws +1 each (1d3–1) and sting –4 (1d3–1 plus poison)

Base Atk +0; **Grp** –4

Atk Options Weapon Finesse, constrict (1d3–1), improved grab, poison, smite good (+1 damage)

Abilities Str 9, Dex 10, Con 14, Int 3, Wis 10, Cha 2

SQ vermin traits

Skills Climb +3, Hide +8, Listen +0, Spot +4

Feats Weapon Finesse^B

Poison (Ex) Injury, Fortitude DC 12, initial damage 1d2 Con, secondary damage 1d2 Con. The save DC is Constitution-based.

46. embalming chamber

Glass tables on rollers are scattered around this room. Glass cabinets with transparent doors line the walls, containing all manner of vises, saws, clamps, retractors, and knives. Other cabinets hold canopic jars and vials. Next to the cabinets are arrays of glass cylinders with tubing attached to them and coiled onto wall hooks nearby. These tubes all end in large needles. Bellows and pumps are attached to the cylinders, some of which have interiors that are stained dark.

Among their many other skills, the ancient star elves were expert embalmers. The various cylinders and jars herein once held embalming fluids, preservative chemicals, and blood drained from the bodies of the deceased. Organs were placed in canopic jars for interment or use in magical research. All the jars and cylinders now present are empty, though a few still hold dry residues of their former contents, including some with bloodstains. A character who succeeds on a DC 15 Search check determines that one of the cylinders once mounted on the wall among the others is now missing.

Nothing of value is left in this chamber.

ghoul glyph

Necromancy

Level: Hunger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Effect: One ghoulish glyph that must fit within a 1-ft. square

Duration: Permanent until discharged

Saving Throw: Fortitude partial

Spell Resistance: Yes

You inscribe a glyph that paralyzes any living creature of Large or smaller size that enters, passes, or opens the warded area. You can scribe the glyph to be visible as faintly glowing lines or invisible. You can inscribe a *ghoul glyph* on a portable object, but if the object is moved more than 5 feet, the glyph fades.

Conditions for triggering a *ghoul glyph* are stringent. It takes effect on any creature except you that moves to or within 2 feet of it. It affects invisible creatures normally but is not triggered

by those that travel past it ethereally. Only a single *ghoul glyph* can be inscribed in a 5-foot square.

Ghoul glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead* and *nondetection* can fool a *ghoul glyph*.

Read magic allows identification of a *ghoul glyph* with a successful DC 13 Spellcraft check, if the glyph is noticed before it is activated. A rogue (only) can use the Search skill to find a *ghoul glyph* and Disable Device to thwart it. The DC in each case is 27.

When a glyph is activated, the subject is paralyzed for 1d6+2 rounds. Additionally, if the subject fails a Fortitude save, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10-foot radius. Those in the radius must make a Fortitude save or take a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks until the spell ends.

Material Component: You trace the glyph with earth from a ghoulish lair.

47. Execution chamber (EL 5)

This small chamber has dozens of niches built into the walls. In the center of the room stands a large block of wood with a deep groove in its surface. Slumped behind it are the bones of a headless humanoid skeleton.

This room was once an ossuary like area 44. When the high mages finally captured Mourel, they removed the remains to be safely stored in another citadel. Mourel was brought here, bound and gagged, and his head placed on the block. Then the high mages magically compelled an undead servant of Mourel's to execute the traitor. When the citadel was banished to the Night Realm, Kyjal stole in here and retrieved his master's decapitated head. He stored it in a glass cylinder of preservative chemicals taken from the embalming room (area 46) and was able to reanimate into its current state as described in area 49. The high mages stripped all valuables from Mourel's corpse.

Creature: Mourel's wicked experiments included the execution of several of his personal bodyguards, whom he then animated as loyal juju zombies through the use of *create undead*. Most of these zombies were destroyed in the battle with the high mages, but the elves managed to wrest control of one zombie from Mourel and used it to execute him. That juju zombie still remains in this room. It clings to the wall niches above the door and waits for the PCs to enter, then drops down behind them and attacks.

The juju zombie is not alone. Two vargouilles—the remains of two star elf scribes—flutter about the room and swoop down to attack intruders.

Juju Zombie: hp 15; *Unapproachable East* 66; see below.
Vargouilles (2): hp 5 each; *MM* 254.

JUJU ZOMBIE

CR 3

Juju zombie star elf fighter 1

NE Medium undead

Init +7; Senses darkvision 60 ft., low-light vision; Listen +2, Spot +2.

Languages cannot speak; understands Common, Elven

AC 20, touch 13, flat-footed 17; Dodge

(+3 Dex, +3 natural, +4 armor)

hp 15 (1 HD); DR 5/slashing

Resist +4 turn resistance

Immune electricity, *magic missile*, undead immunities

Fort +2, Ref +3, Will +1

Speed 30 ft. (6 squares); climb 15 ft.

Melee greataxe +6 (1d12+6/×3) or

Melee slam +5 (1d6+6)

Base Atk +1; Grp +5

Atk Options Power Attack

Abilities Str 19, Dex 16, Con —, Int 6, Wis 12, Cha 12

SQ otherworldly touch, undead traits

Feats Dodge, Improved Initiative^B, Power Attack^B, Toughness^B, Weapon Focus (greataxe)^B

Skills Climb +10*, Jump +4, Listen +2, Spot +2, Swim +2

* Juju zombies have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions chain shirt, greataxe

Otherworldly Touch (Su): Between sunset and sunrise, a star elf juju zombie confers the ghost touch ability on any melee weapon it wields and any armor it wears, but only as long as it keeps the weapon in hand or wears the armor. Star elves have a magical affinity for starlight that gives them an unusual edge in fighting extradimensional foes. (This ability never functions in the Night Realm due to the absence of stars. It is included here so you can use this creature in other adventures.)



48. Lower stair

A stair of transparent glass spirals down to the lowest level of Mourel's Tomb.

49. The vault of mourel (EL 7)

This simple, domed room vaults to a height of 20 feet and has niches of various sizes covering its entire surface. Once, urns and coffins were stored in this burial vault and magically sealed into the niches. These were all removed when the high mages cast the citadel out of Sildëyuir.

Creatures: This vault serves as the lair of the infamous Mourel Duskwalker in his current form as an evolved brain in a jar. His apprentice Kyjal recovered Mourel's head after his execution. Using a method Mourel had been experimenting with, Kyjal extracted the brain and preserved it in a jar of embalming fluid. He then used Mourel's magical procedures to reanimate his master into the creature he is today. Over the long centuries of his banishment, Mourel has managed to gain the evolved undead template twice.

To obtain greater mobility and protection, Mourel had his apprentice animate the corpse of one of Mourel's guardian creatures, a girallon slain by the high mages, into a zombie after creating a cavity in its chest into which Mourel's glass cylinder could fit.

Mourel Duskwalker (evolved brain in a jar): hp 19; *Libris Mortis* 90 (brain in a jar) and *Libris Mortis* 99 (evolved undead); see below.

Girallon Zombie: hp 94; see below.

Tactics: When first encountered, Mourel attempts to use his *dominate person* and *suggestion* abilities on whomever looks like the PCs' leader. He suggests that the humanoid mercenaries are invaders who wish to steal his home from him and requests that the characters eliminate them for him, saying that the humanoids surely have adequate treasure to compensate the characters from their spoils. If this approach fails or the PCs return to Mourel after completing this task, Mourel attacks and uses any *dominated* party member to assist him in the battle. The girallon zombie charges forward to engage the characters. Its arms crossed over Mourel's canister provide him with cover (+4 bonus to AC, +2 bonus on Reflex saves). Mourel uses his mind thrust ability against fighters and rogues.

If the girallon zombie is destroyed, Mourel flies out of its cavity and takes cover in one of the niches at the top of the room's dome. He continues to use mind thrust until an opportunity presents itself for him to flee the Mausoleum. He does not use his *telekinesis* in combat, instead saving his daily uses to open doors as he attempts to escape. If he escapes, he disappears into the night sky of the demiplane.

Treasure: Set into a cavity atop Mourel's cylinder is a footlong platinum rod with a loop at one end and a large topaz at the other. This item is worth 500 gp and is a control key for the citadel (see area 55).

Hidden in one of the niches at floor level is a large, hollow dragon horn. It has been polished, lined with platinum, and set with small gemstones to be used as a drinking horn. This is the *Grail of Sbargrailar* (see sidebar), as described in the Adventure Hooks section. It is worth 2,000 gp.

MOUREL DUSKWALKER

CR 6

Evolved brain in a jar
NE Tiny undead

Init +2; **Senses** blindsight 60 ft., darkvision 60 ft.; **Listen** +9, **Spot** +9

Languages telepathy 100 ft.

AC 16, touch 16, flat-footed 14
(+2 size, +2 Dex, +1 natural, +1 deflection)

hp 19 (3 HD); fast healing 3

Resist +4 turn resistance

Immune undead immunities

Fort +1, **Ref** +3, **Will** +6

Speed fly 30 ft. (6 squares) (good)

Melee —

Base Atk —; **Grp** —

Space 1 ft.; **Reach** —

Atk Options mind thrust

Special Actions madness, command undead 8/day (+7, 2d6+8, 3rd)

Spell-Like Abilities (CL 3rd):

2/day—see *invisibility*

Psi-Like Abilities (ML 10th):

1/day—*dominate person* (DC 20)

3/day—*suggestion* (DC 18), *telekinesis* (DC 20)

Abilities Str —, Dex 14, Con —, Int 16, Wis 12, Cha 20

Feats Alertness, Iron Will

Skills Bluff +11, Diplomacy +11, Knowledge (history) +9, Knowledge (psionics) +9, Knowledge (religion) +9, Listen +9, Spot +9

Possessions control key (see Treasure, above)

Mind Thrust (Su) Mourel can deliver an assault on the thought pathways of one creature, dealing 2d10 points of damage if the creature fails a DC 16 Will save. The save DC is Charisma-based.

Madness (Su) Anyone targeting Mourel's mind with thought detection, mind control, telepathy, or psionics takes 1d4 points of Wisdom damage.

Hook "Your animated corpses will be useful in helping me to finally destroy the star elves."

GIRALLON ZOMBIE

CR 4

NE Large undead

Init +2; **Senses** darkvision 60 ft.; **Listen** +0, **Spot** +0

AC 18, touch 11, flat-footed 16
(-1 size, +2 Dex, +7 natural)

hp 94 (14 HD); **DR** 5/slashing

Immune undead immunities

Fort +4, **Ref** +6, **Will** +9

Weakness single actions only

Speed 40 ft. (6 squares; can't run), climb 40 ft.

Melee slam +14 (1d8+7) or

Melee claw +13 (1d4+7) or

Melee bite +8 (1d8+7)

Base Atk +7; **Grp** +18

Abilities Str 24, Dex 15, Con —, Int —, Wis 10, Cha 1

Feats Toughness

Skills Climb +15*, Listen +0, Spot +0

*A girallon zombie has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

portal control center (Areas 50–55)

The Portal Control Center is the heart of any Sildëyuir citadel. These limited-access towers are always heavily guarded to prevent them from being exploited by the wrong persons. When the high mages tore the Night Realm from the rest of Sildëyuir, its *portal* was severed from its connection with the other citadels. The *portal* could still access the ring of stones in the Yuirwood but nowhere else. Believing they had destroyed all the inhabitants of the new demiplane, the high mages closed the *portal* behind them and assumed that it would stay forever sealed and lifeless.

A slim, octagonal tower of opaque glass rises from the sea high into the air above the citadel. It is topped by a massive octagonal structure, with opaque glass on its lower portions but topped by a brightly lit crystalline dome. Bridge E connects this tower to the Nexus.

All floors and ceilings in this building are opaque except the ceiling of area 55—that room's dome is transparent. Ceilings are 10 feet high unless otherwise noted. The interior walls are translucent but are so thick that they prevent anyone from being able to discern details of other areas.

50. Tower Entry

The door to this tower is sealed with an *arcane lock* (CL 20th). However, if anyone who possesses a control key (from areas 36 and 49) touches the topaz tip of the key to the door, it can be opened easily for 3 rounds. It then locks again.

51. Elemental Lift Tube (EL 6)

The tower's entry tunnel extends through walls of thick translucent glass and ends at a circular shaft extending up through the core of the tower. This interior shaft rises 80 feet to the second level of the tower and is featureless all the way to the top.

Creatures: Eight small air elementals inhabit this tower. They stay up in the shaft but attack anyone who attempts to ascend by flight or climbing. However, the appearance of one of the control keys brings the elementals down to do the wielder's bidding. The elementals are tasked to carry those with the key up or down the shaft. Each elemental can carry up to 75 pounds. Up to four can fly side by side in the shaft to carry 300 pounds. It takes the elementals 1 round to make the trip even if carrying their maximum load.

Small Air Elementals (8): hp 9 each; *MM* 95.



52. Hall of Choices

The translucent walls of this room give off a diffuse blue glow. Two passages exit the room at oblique angles. Beside each of these passages is a statue composed of opaque white glass. The northern statue depicts an elderly elf with benign features and a sagely expression. The eastern statue is a beautiful young female elf with piercing eyes and an intense expression.

This room served as a way for the star elves to prevent intruders who might have stolen a control key from reaching the control center. The statues in this room comprise a test for those seeking to enter the control center. An erudite star elf would almost certainly pass the test, but a visitor would have to make a guess at best.

Each of the statues depicts an actual figure from ancient star elf history. They can be identified as Gamogan (the old man) and Teraff (the young woman) with a successful DC 25 Knowledge (history) check. Most elves and half-elves gain a +2 circumstance bonus on this check, while those with star elf blood gain a +4 circumstance bonus due to star elf lore passed on through oral history. Duladora (area 38) based her daring on her admiration of Teraff, and she recognizes the two immediately and knows the story by heart.

The Grail of Shargrailar

This jeweled and platinum-lined drinking horn was carved from one of the horns of the dracolich Shargrailar. Shargrailar, one of the most powerful dracoliches to ever exist, was slain in Sembia by the Harpers and their allies. The horn was taken as a trophy and later crafted into its current form.

Winn Kardzen (CE, male half-elf necromancer 7) recently located the horn and had agents ship it to Velprintalar, where a local merchant could carry it to the village of Glarondar without raising suspicions. Winn is secretly the leader of a Cult of the Dragon cell in Glarondar and is close to convincing the fang dragon of Umbergoth Peak, Nartheling, to become a dracolich. To seal the deal, Winn sought to obtain a relic of suitable reputation and history to serve as Nartheling's phylactery.

As the *Grail* was being transported through the Yuirwood, the merchant and his company happened to camp near the

stone ring *portal* leading to the Night Realm. Mourel had emerged to scout out the surrounding forest and easily picked up on the necromantic and evil psychic auras that persist around the otherwise ordinary drinking horn. He stole it and brought it back to his realm, hoping to use it in a ritual to tap its inherent powers.

The *Grail* can be used in your campaign however you wish. It can simply be returned to the merchant Tulin Farweather for the reward, or the characters could become involved in the plots of the Cult of the Dragon as its members seek to recover the *Grail* for their nefarious ends. It can be used as a plot hook to continuing adventures against the cult that ultimately lead to a showdown with Winn Kardzen and possibly Nartheling.

For most of his years, Gamogan was considered a kindly and wise figure who counseled the star elf nobility on important decisions. He was seen as a voice of moderation and was very popular among the star elves. Teraff was a young firebrand orator who spoke out strongly against peaceful relations with other peoples, including other elves. She too had a popular following but was considered a hothead and a rabble-rouser for most of her life.

In the days when the star elves were first constructing their realm of Sildëyuir, Gamogan was a vocal opponent against creating the realm, claiming it would strain the relations that had been established with humans and other allies. In his fervor to "save" his people, he went to the leaders of neighboring nations and told them of the star elves' plans, hoping to open a dialogue between the races.

Despite his good intentions, Gamogan is remembered as a vile traitor to those steeped in star elf lore. As a result of his actions, a human tribe who had claimed friendship to the star elves was able to locate and attack a secret enclave, slaughtering the inhabitants and stealing tens of thousands of gold pieces worth of valuable materials and gems that had been gathered for the creation of some of the necessary *portals*. Gamogan was banished, never to be seen again.

Teraff was likewise active during the time of Sildëyuir's creation. She led a band of renegades that raided the camps of coastal settlers she felt were secretly spying on the star elves' activities. At one time, she was labeled an outlaw by the star elves for her radical

activities. However, when she was ultimately captured by a group of coastal settlers, her fears proved founded when they tortured her to extract information on the whereabouts of the star elves' secret *portals* and how to access the new realm they were creating. Because some of her followers escaped their captors, Teraff is remembered as a heroine for enduring extreme torture and dying rather than revealing the secrets of her people.

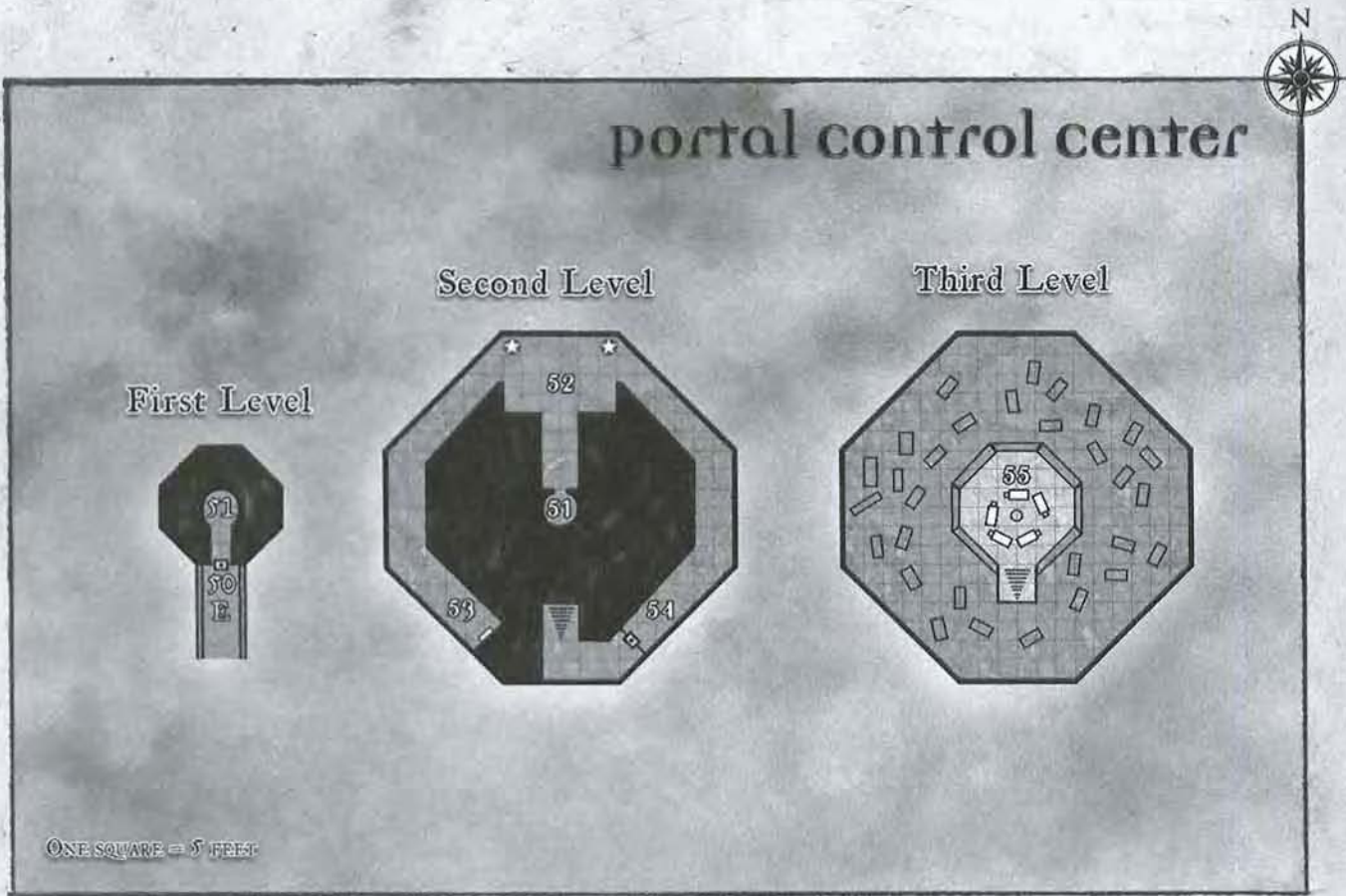
The star elves reviled Gamogan and canonized Teraff. The moral tale of their lives, as interpreted by the star elves, was to look to security before trusting in the good will of strangers—a well-learned lesson for the insular star elves. As such, any knowledgeable star elf would be expected to know that the eastern corridor is the proper path.

53. false corridor (EL 6)

The corridor twists around and eventually ends at a door. The door appears to be sealed by an *arcane lock* (CL 20th) and bears a **Trap**.

Trap: The door is actually a false door and does not open. Any attempt to open it causes a *lightning bolt* to emanate from the door and fire in a line down the hallway. The trap resets every round.

Lightning Bolt Trap: CR 6; magic device; touch trigger; automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, Reflex DC 14 half); Search DC 28; Disable Device DC 28.



54. Actual corridor (EL 3)

This corridor follows the outside contour of the tower and ends at a door. The door is sealed with an *arcane lock* (CL20th) and bears a **Trap**. An easily spotted recess in the door allows the proper use of the control key (or the need for some sort of key) to be discerned with a successful DC 10 Intelligence check. If the loop end of the control key is touched to the recess, the trap deactivates and the door slides open for 1 minute.

Trap: If an attempt is made to open the door, or if it is touched with anything other than the loop end of a control key, it unleashes a *lightning bolt* down the corridor. The trap resets every round.

Lightning Bolt Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, Reflex DC 14 half); Search DC 28; Disable Device DC 28.

55. control center (EL 4)

A stair of transparent glass rises through the floor of this room and ascends another 10 feet to an octagonal platform in the center. Erected on this platform is a ring of translucent glass menhirs matching the stone ring at the entrance to this plane, though at a much smaller scale—each menhir stands about 5 feet high. The only other difference is that the

blocks that should top two arches are missing from the ring. A sunken area of floor surrounding the central platform is crowded with hundreds of translucent glass blocks similar to those in the stone circle model. The top half of the huge chamber is composed of transparent glass that allows a spectacular view of the entire citadel, including the small isle containing the stone circle that you arrived through.

This room is the heart of the Citadel of Tir'in'tiral. This platform controls the *portal* to and from the realm. A total of seven glass menhirs stand in the ring. Five slabs link them to form dolmens, leaving two of the arches incomplete. In the center of the ring is a small transparent pedestal that is not visible from the stairs.

The top of the pedestal has a small hole the size of a control key. When one of the control keys is placed in this hole, loop end first,

a small hook springs out at the bottom of the hole and secures the key in place. Once this is accomplished, the entire pedestal glows with power that is focused through the topaz tip and fired as a beam up into the crystalline dome overhead. Lines of power form in the dome and send tendrils of brilliant energy down into the surrounding storage area to lift the final two glass slabs into place to complete the stone circle. The controller can likewise have the energy tendrils remove the current slabs and menhirs to return them to the storage pit. Only the specific slabs used in the stone ring allow it to function; the rest in the storage area are decoys. This arrangement exists to prevent the slabs from being put into place manually without the control key. Use of the

control key allows the correct slabs to be automatically selected. A character can discern the function of this apparatus with a successful DC 15 Intelligence check or with 1d4 minutes of trial and error.

The stone circle at the arrival point is controlled by the configuration of the glass model here. As long as at least four of the dolmen arches are completed on the model, the *portal* is partially activated (five of the seven arches are currently completed). When partially active, the *portal* can transport creatures from the Yuirwood to the demiplane but cannot return them. If less than four arches are complete, then the *portal* is deactivated and cannot transport

creatures in either direction. The *portal* is fully active and able to bring creatures both to and from the Yuirwood only when the entire circle is complete in the control center. The ability to connect the *portal* with those at other citadels in Sildéyuir was removed by the high mages long ago.

Creature: During the battle with the high mages, one of Mourel's apprentices transformed a pet dire rat into a darkenbeast to guard the control center against intruders. The apprentice was killed, and the high mages were able to incapacitate the darkenbeast while they deactivated the *portal* and split the Night Realm off into its own demiplane. Because the Night Realm never experiences sunrise, the darkenbeast has remained in its present form, acting as a guardian, trapped in the control center. Both Mourel and Tolg'byri have been able to use the control center after beating back the darkenbeast, until it learned to leave them alone. Now it roosts among the



stones in the storage pit, waiting for intruders upon whom it can vent its wrath. It does not have any imprinted spells. If slain, the creature reverts to a dire rat.

Darkenbeast: hp 42; *Monsters of Faerûn* 30; see below.

Development: If the PCs have not yet encountered either Mourel or Savera when they enter this room, or either was able to escape them, one or both of those creatures follow the characters as they breach the control tower—Savera to learn how to use the control center and Mourel to remove the threat to his monopoly on the use of the *portal*. If one or both are present, they wait until the darkenbeast has been dealt with before ascending the stairs to attack the characters. If both are present, one arrives 1 round before the other. In battle, they have a 50% chance each round to attack one another instead of the PCs. Neither hesitates to fight to the death in this encounter, rightfully recognizing that holding the control center is the key to controlling the demiplane.

DARKENBEAST

CR 4

NE Medium magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision; **Listen** +2, **Spot** +2

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

hp 42 (5 HD)

Immune mind-affecting spells and abilities

SR 15

Fort +9, **Ref** +6, **Will** +1

Weakness light vulnerability

Speed 5 ft. (1 square); fly 40 ft. (poor)

Melee 2 claws +8 (1d4+3) and bite +3 (1d6+1)

Base Atk +5; **Grp** +8

Special Actions spell imprinting

Abilities Str 16, Dex 15, Con 16, Int 5, Wis 11, Cha 4

Feats Great Fortitude, Improved Initiative

Skills Hide +4, Listen +2, Move Silently +4, Spot +2

Light Vulnerability (Ex) When exposed to sunlight, or to light equivalent to a *daylight* spell, darkenbeasts take a -2 penalty on attack rolls, saves, skill checks, ability checks, and damage rolls.

Spell Imprinting (Su) When a darkenbeast is created, its creator can cast a spell that the darkenbeast "carries" until the spell is needed. On the darkenbeast's master's action, as a spell-like ability, the master can attempt to cast a single spell imprinted on a darkenbeast within 30 feet of her as if she were casting it normally. Such a casting has a 25% chance of failure, with an additional +10% for every other darkenbeast-imprinted spell the spellcaster has attempted to cast that day. Whether the spell succeeds or fails, the darkenbeast immediately dies in a spout of magical purple flame, reverting to its true form in death.

RETURN TO THE YUIRWOOD

The characters gained access to the control center and probably dealt with both Savera and Mourel before they returned to the stone ring in the Yuirwood through the *portal*. If they have recovered the *Grail of Shargrailar* or rescued Duladora (or both), they can make their way to civilization and obtain their rewards. Feel free to throw in further encounters during their travels through the Yuirwood.

If the characters left the *portal* open behind them, they begin to hear rumors of additional disappearances and of deadly creatures stalking the night in its vicinity as any surviving creatures trapped in the Night Realm make their way out into the Yuirwood. If the PCs return to the stone circle, they find only the blackened and shattered bases of what were once the menhirs forming the circle. In the characters' absence, the high mages of Sildëyuir sensed the threat of Mourel Duskwalker. They converged on the stone circle and destroyed it to forever seal off the evil of the Night Realm. Other ways might exist to access the accursed demiplane that could be developed into future adventures, as could the events surrounding the *Grail of Shargrailar* (see sidebar on page 27).

NEW MONSTER

The shardcaster is a new monster introduced in this adventure and found principally in the star elf realm of Sildëyuir.

shardcaster

A hulking crystalline form moves swiftly toward you, its joints crackling eerily. Its translucent interior glows with a faint luminescence.

SHARDCASTER

CR 6

N Large construct

Init +2; **Senses** darkvision 60 ft., low-light vision; **Listen** +0, **Spot** +0

Languages understands creator's orders

AC 17, touch 11, flat-footed 15

(-1 size, +2 Dex, +6 natural)

hp 63 (HD 6); **DR** 5/bludgeoning

Immune construct immunities

SR 17

Weakness sonic vulnerability

Fort +3, **Ref** +5, **Will** +3

Speed 30 ft. (6 squares)

Melee 2 slams +8 each (2d6+5, bludgeoning)

Ranged 4 glass shards +5 each (1d6+5, slashing)

Base Attack +4; **Grp** +13

Space 10 ft.; **Reach** 10 ft.

Atk Options glass tentacles, shard volley

Abilities: Str 20, Dex 15, Con —, Int —, Wis 10, Cha 1

SQ construct traits, meld into glass

Feats —

Skills —

Advancement 7–12 HD (Large); 13–27 (Huge)

Glass Tentacles (Su) As a free action once every 5 rounds, a shardcaster can cause 1d4 crystal tentacles to sprout from one or more crystal or glass sources within 40 feet. A source must contain at least 1 cubic foot of glass or crystal to sprout tentacles. Each crystal tentacle is rooted to its source and has a 5-foot reach.

A crystal tentacle makes a single slam attack (+8 melee) that deals 1d6+5 points of bludgeoning damage with a successful hit. Instead of attacking to deal damage, a tentacle can be used to grapple using the shardcaster's grapple bonus. A crystalline tentacle has AC 15, hardness 0, DR 5/bludgeoning, and 20 hit points. Destroying a tentacle does not damage the object to which it is attached.

As a standard action that does not provoke attacks of opportunity, a shardcaster can have a tentacle reabsorb into its source and emerge from another source within range to attack that same round.

A shardcaster can create and control no more than four crystal tentacles at a time. If the shardcaster is destroyed, all its animated crystal tentacles are destroyed as well.

Shard Volley (Ex) A shardcaster can fling a volley of four jagged glass shards as a standard action (make an attack roll separately for each shard). This attack has a range of 60 feet with no range increment and can target multiple creatures within range in any direction. The shards deal slashing damage.

Meld into Glass (Su) As a move action, a shardcaster can meld into glass large enough to accommodate its body. The shardcaster can move its normal speed while melded into the glass. While it is in the glass, its internal light source is masked, and it is considered to be effectively invisible. It can be seen in the glass with a *true seeing* spell, however. The shardcaster can emerge from the glass as a move action, and it need not emerge from the surface it entered. In all other ways, this ability functions as a *meld into stone* spell.

Sonic Vulnerability (Ex) A shardcaster is vulnerable to sonic energy, taking half again as much (+50%) damage as normal from sonic spells and effects, regardless of whether a saving throw is allowed, or if the save is a success or failure.

A shardcaster is composed entirely of magically animated crystal or glass. Shardcasters were originally constructed as guardians by the star elves of Sildëyuir to protect their fabled glass citadels.

About 8 feet tall and 6 feet wide, a shardcaster weighs around 4,000 pounds. Its interior emits a blue glow equal in intensity to a candle.

strategies and tactics

Shardcasters lurk within the glass of the citadels they guard. They typically emerge suddenly to attack intruders with surprise, slamming with their hard crystalline fists and flinging volleys of shards at enemies who remain at range. Relying on their animated crystalline tentacles to grapple rearguard opponents, shardcasters pound on the enemies' front lines.

shardcaster lore

Characters with ranks in Knowledge (arcana) can learn more about a shardcaster. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. The star elves guard the secrets of shardcaster construction, so the DCs for this check are slightly higher than they would otherwise be.

DC 18: This creature is a shardcaster, a construct created by star elf magic. The star elves of Sildëyuir build these crystalline constructs to protect their glass citadels. Shardcasters get their name from their ability to hurl jagged glass shards from their bodies. This result reveals all construct traits.

DC 23: Shardcasters are especially vulnerable to sonic attacks, and their crystalline bodies deflect some of the damage caused by piercing and slashing weapons.

DC 28: Shardcasters have the ability to create crystalline tentacles from nearby sources of crystal or glass. They can also merge their bodies with surfaces made of crystal or glass.

DC 33: Creating a shardcaster requires 5,000 gp in material components and someone skilled in gemcutting or glassmaking, along with these spells: *animate objects*, *geas/quest*, *meld into stone*, and *Mordenkainen's sword*.

construction

A shardcaster's body is composed of a single block of magically enhanced crystal or glass weighing 4,500 pounds. Creation of this glass block costs 5,000 gp. Crafting the body requires a successful DC 20 Craft (gemcutting) or Craft (glassmaking) check.

CL 14th; Craft Construct, *animate objects*, *geas/quest*, *meld into stone*, *Mordenkainen's sword*, caster must be at least 14th level; Price 90,000 gp; Cost 50,000 + 3,400 XP.



Redoubt of the Nilshai

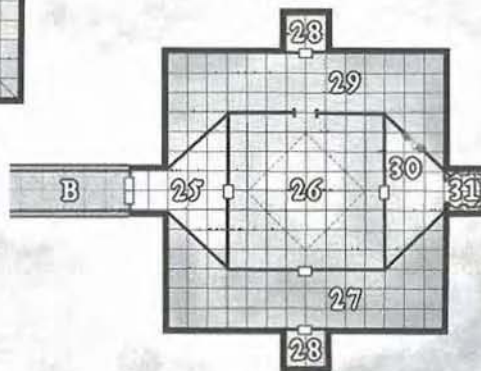
Second Level



First Level



Third Level



ONE SQUARE = 5 FEET

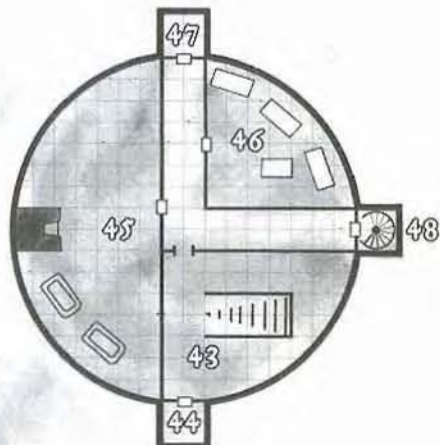


Mourel's Tomb

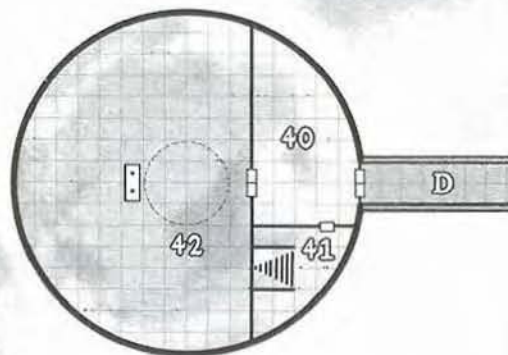
Lower Level



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Second Level



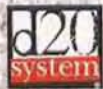
ONE SQUARE = 5 FEET

stand against the coming night!

Shadows in the forest deepen as an oracle among the Yuirwood's half-elf inhabitants foretells the reemergence of the Duskwalker, an ancient and corrupt star elf wizard. Missing travelers and lost goods all point to a circle of standing stones within the forest. Perhaps, like its counterparts elsewhere in the Yuirwood, this stone henge allows for travel to another place—but where? And what growing darkness awaits those bold enough to find out?

This stand-alone DUNGEONS & DRAGONS® adventure takes four 3rd-level characters from the idyllic paths of the Yuirwood into a realm created by a bygone betrayal. Although the adventure is set in the Aglarond region of Faerûn, it can easily be placed in any D&D® campaign.

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