



Castle Zadrian

by Rich Wulf

When you read the posting for this job, you knew what you were getting yourself into.

"Lady of means requires the assistance of a stalwart group of adventurers willing to undertake a mission of the utmost importance. Discretion is required."

Words like that never mean that the woman in question is looking for someone to weed her garden – unless, of course, it's full of man-eating plants. Those are the kinds of words you only post if you're really in a bind. If it's a matter of life and death. If you're desperate for help and willing to pay for it through the nose.

It just so happens that you've made yourself quite a reputation lending just that kind of aid to people in just that kind of need. And the money hasn't hurt you any either. So when Lady Elena Zadrian tells you that her father – the near-legendary alchemist Sir Timothy Zadrian – has gone missing, well, you're not all that surprised.

Lady Elena looks up at you once again, brushing the long, blonde hair from her bright blue, tear-soaked eyes. "My father lives outside of a village only four day's ride from here, a sleepy, little place called Cuthder," she says. "He comes to see me every four months. He's a forgetful, old man, but I could set my clock by his visits." She chokes back a sob.

"It's been eight months since I saw him last. I fear something has gone horribly awry. Either brigands have robbed his tiny castle, or one of his experiments may have left him dead – or worse."

The lady stares you straight in the eye, and you can almost taste her desperation. "My father is a good man, wise and noble, but if word of this disappearance were to get out, it would hurl my household into a shambles. I need you to travel to his castle and learn for me what has happened to him, quickly and quietly.

"Please," she begs of you, her ruby-painted lower lip beginning to quiver. "I need your help. And I'm willing to pay – handsomely."

She has your attention.

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

Castle Zadrian is a d20 System adventure booster designed for 3-4 characters levels 4-5. It can be played as a stand-alone adventure or dropped into any ongoing campaign setting.



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how to Use This Product

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

Dungeons and Dragons®

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



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DM Background

Sir Timoth Zadrian is a strange man. His distant ties to nobility provided him with ample wealth, allowing him to pursue his lifelong passion: alchemy. Purchasing a small castle on the outskirts of the rural village of Cuthder, he leapt into his experiments in earnest. For decades, he has tinkered with combining alchemy and interplanar theory. Mostly, his studies haven't turned up anything new.

Until recently, that is.

Sir Timoth made an interesting discovery. He created a "dimensional web," allowing his home to become much larger on the inside than on the outside, by existing in several planes of reality simultaneously. In doing so, he pierced a subdimension composed of raw chaos. Unfortunately, the experiment went awry, and Timoth was incapacitated. In the meantime, the denizens of the chaos dimension quickly infested Timoth's home.

In hindsight, building a large, alchemical device to shatter the boundaries between worlds was probably a bad idea.

Castle Zadrian is a d20 System adventure suitable for three to four player characters of levels 4-5. It can be easily adjusted for characters of any experience level. It can easily be used, as either a standalone adventure, or it can be worked into an ongoing campaign.

Lady Elena is willing to offer the heroes up to 1,000 gp apiece for their efforts to determine her father's fate. If they accept, she provides them with directions to his home and a small advance of one quarter of the total fee. The rest is to be paid when the heroes return with news of her father and evidence that what they have to say about him is true.

The Village of Cuthder

Cuthder is a small village surrounded by several wheat farms. The place is mostly just a trading post and gathering point for the farmers. The village has a blacksmith, a general store, a tavern, an inn, and a church, as well as many small homes. There isn't much in the way of equipment in the city, unless said equipment would also be useful for a farmer in his daily business.

The townspeople seem to have mixed feelings about Sir Timoth. Some regard him as a kindhearted scholar. Others are fearful of his power, considering him a catastrophe waiting to happen. If the characters ask around about Timoth's dealings in town, they discover that he visits roughly every six weeks. He goes to the general store for supplies, places an order for his next visit, whiles away the evening reading at the tavern, then takes his mule cart home the next morning. He hasn't been seen in over four months.

Timoth frequently ordered books from distant libraries at great expense. The three latest volumes — *On the Veracity of Elemental Distinctions*, *Kordian's Theurgy*, and *The Tome of the Eighteen Realms* — are still waiting to be picked up at the general store. For a few silvers, the shopkeeper lets the characters browse through the books. A Knowledge: Arcana roll (DC 15) or a Knowledge: the Planes roll (DC 8) and a night of reading reveals that the three books are texts describing interplanar theory.

The shopkeeper refuses to sell the books for less than 500 gold each. After all, Sir Timoth may yet return looking for them. If added to a wizard's research library the three books reduce the cost of researching any spell involving teleportation or extraplanar travel by 10%.

If the characters think to ask, the general store also has a list of the most common supplies Sir Timoth ordered. The list is as follows: cheese, flour, bread, milk, mutton, salt, mercury orpiment, sal ammoniac, sulfur, powdered gold, powdered silver, powdered iron, powdered lead, powdered tin, and powdered copper. These last 10 items are a mystery to the shopkeeper and were shipped a long distance, paid for in advance by Sir Timoth at great expense. He assumes they're "some sort of wizard rubbish." Indeed, anyone with the Spellcraft, Alchemy, or Knowledge: Arcana skills can instantly tell that these are alchemical components.

The only person in town who has ever been inside Timoth's castle is Johann Mason, the local stonecutter. Sir Timoth summoned Johann to the castle every three months and paid him well to work on a 9-foot-tall statue of a warrior. Johann was always brought into the castle blindfolded, so he knows nothing about the interior of the castle except that he was led downstairs. He never finished the statue or learned why Timoth wanted it. He hasn't been to the castle in over four months.

Rumors

Each character that spends an evening in Cuthder hunting down rumors about Sir Timoth can pick up one of the rumors listed below. Generally, each character who makes a Gather Information roll (DC 12) can find one rumor, plus one rumor for each 2 points by which their roll exceeds the DC.

(Information in parentheses is for the DM only.)

1. Sir Timoth was once a member of a powerful wizard's guild, but he was kicked out for his crackpot theories. (This is false. Timoth has always been far too reclusive to join such a group.)
2. Odd noises often come from Timoth's castle, and strange things happen thereabouts. Farmer Jared's entire wheat crop died two years back, and Timoth was to blame. (This is true. If Jared is asked about it, he admits that Sir Timoth apologized profusely and paid him 10 times what the crop was worth.)
3. A thief named Gareb breezed through town a few days ago, bragging that he planned to break into the wizard's house. He hasn't been seen since. This is no surprise. Timoth was always paranoid about thieves and made no secret about the fact that his castle is heavily warded by magic. (True. Gareb got inside, but he soon fell to the monsters in the castle.)
4. Timoth is a decent man, but a forgetful one. Sometimes he would come to town, load up his cart with supplies, and be halfway back home before he realized that he had forgotten his cart. (This is true.)
5. Timoth experiments a lot with the weather. Maybe he hopes to improve the crops hereabouts for everyone. (This is false. Timoth's experiments just happen to affect the weather occasionally.)
6. There used to be quite a problem with ghouls wandering the woods to the north, but Timoth got rid of them. (True. In fact, Timoth took the ghouls home and made a deadly trap out of them.)
7. Little Billy Jacobson wandered out to Timoth's castle on a dare the other day, and he said the castle wasn't there! (True. When six-year-old Billy got there, he found nothing but a barren field.)

Entering the Castle

The castle is about four hours' ride from the village, in the midst of a thick, oak forest. It's a squat, dome-shaped, single-story affair. While there are many windows, there is seemingly only one entrance. Looking through the windows from the outside reveals nothing but smoky, gray mist. Attempting to bludgeon down a wall or break a window accomplishes nothing other than to prove that the entire castle seems to be indestructible, resisting all attempts to enter save through the front doors.

The front doors are large, wooden, and bound in steel. An elaborate brass knocker hangs on either door. The doors are unlocked, and close inspection reveals that the lock was recently picked. (This is the work of Gareb, the thief who entered the castle two days ago.)

Once inside the castle, many of the rooms are much larger than they should be, given the apparent size of the castle. This is due to the dimensional distortions caused by Sir Timoth's experiments.

Since each room occupies a different pocket dimension, teleportation devices or spells (such as *dimension door*) only function within the house if they take the character to another location within the same room — unless those effects are capable of breaching the gap between planes (such as *teleport without error*).

As the heroes enter each location, read them the following boxed text aloud.

1. Stable

This small outbuilding seems built to house a single beast of burden, but there's nothing in it now but a mule cart.
--

Soon after Timoth stopped coming out to feed the mule, it kicked open the stable doors and wandered out to find food on its own. The mule still comes home to sleep, but it spends most of the time wandering around the woods outside the castle.

2. Entrance hall

You walk through the front door and into a large, semicircular chamber tiled in marble. Along the walls bordering the doorway stand four statues. Each one depicts a beautiful, smiling goddess bearing a goblet.

Close inspection reveals that each goblet bears an inscription in Draconic and contains a small amount of an alchemical material. The first reads “The First Spirit” and contains a silver liquid (quicksilver). The second reads “The Second Spirit” and contains a red powder (orpiment). The third reads “The Third Spirit” and contains a white crystal (sal ammoniac). The fourth reads “The Fourth Spirit” and contains a yellow mineral (sulfur).

Alchemy (DC 10) or Knowledge: Arcana (DC 15) skill rolls can identify these substances at a glance. They’re the four “spirits” of traditional alchemy.

3. Study

As you enter the room, you smell the stench of charred flesh. The entire room has been scorched, but no part of it so badly as the blackened corpse lying on a couch in the center of the room. The edges of the room are burning lowly.

A low table stands in the center of the room, surrounded by a couch and several lush chairs. Though this room can be entered normally from either door, it frequently shifts back and forth into a hellish lower plane. Once, it brought back a few passengers: a pack of hell hounds.

The corpse was Gareb, the thief, killed by the hell hounds. The hounds currently sleep under the table, but they quickly awaken and attack when the party approaches.

If the characters search Gareb’s body, they find a set of *masterwork thieves’ tools*, two *knock* scrolls, and a +2 *dagger*.

Hell Hounds (3): CR 3; SZ M (outsider: evil, fire, lawful); HD 4d8+4; hp 22 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (+1 Dex, +5 natural); Atk: bite +5 melee (1d8+1); Face 5 ft. by 5 ft.; Reach 5 ft.; SA breath weapon (cone of fire, 30 ft., every 2d4 rounds, 1d4+1, Reflex half (DC 13), ignites flammables, can use and bite); SQ scent, outsider, fire subtype (immune to fire, double damage from cold without save); SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6; AL LE. Skills: Hide +11, Listen +5, Move Silently +13, Spot +7*, Wilderness Lore +0*. Feats: Improved Initiative, Track.
* +8 racial bonus when tracking by scent, due to their keen sense of smell.

4. Falling Up

The walls of this large closet are painted black. The floor is covered with chains, and a large chest sits against the back wall. The ceiling is open to a starless night sky.

This closet is much larger on the inside than it should be (about 15 feet by 15 feet). There is no ceiling. The walls only extend 15 feet before giving way to endless space.

Secured to the floor at the rear of the room is a large treasure chest. On the wall beside it is a switch labeled with an arrow pointing up and down. (It’s currently in the “down” position.) Ten 100-foot coils of chain lie attached to iron rings in the floor. Except for a six-inch path around the edge of the room, the entire floor is an enormous trapdoor covering a four-foot drop onto steel spikes. Yanking hard on chain sets off the trap.

If the chest is opened, the switch abruptly shifts to the “up” position, and a *reverse gravity* spell is cast upon the entire room. Everything except the chest falls up, including the chains. A character may make a Dexterity check (DC 12) to grab a chain, but this then causes the pit trap to open. If two chains are pulled, the switch flips again, and gravity returns to normal. Everything falls back into the room and onto the now-exposed spikes. Characters capable of flight or levitation can navigate these fluctuations with ease, but everyone else is at the whim of gravity.

Characters who miss the chains and fall up into space are not lost. They merely hover about at the edge of the spell’s range (100 feet up) and can try to swim for a chain or otherwise hope for a rescue. After all this trouble, the only item inside the chest is a *robe of powerlessness*.

Magic Trap: Reverse Gravity Room: CR 5; Search (DC 32); Disable Device (DC 32).

Pit Trap: CR —; +10 melee (1d4 spikes for 1d4+2 damage each, plus falling damage); Reflex save (DC 20) avoids spikes; Search (DC 20); Disable Device (DC 20).

5. hallway

Opening this doorway reveals a wood-paneled path leading off into an endless expanse of desert. There are no walls, no ceiling save blue sky.

This hallway has actually been projected into a remote desert thousands of miles away. Those who walk out and look back at the doorway see no other parts of Zadrian's home, only the door. Those who circle around don't even see the door, just the wooden path meandering into the distance.

Those who dare to enter the desert can easily follow the wood-paneled pathway as it tracks across the dunes. It takes roughly 12 hours to travel from one end of the hallway to the other. At nearly the halfway point, the path passes through a deep depression in the sand. Two skeletons lay on the path marking an ankheg nest. If the characters cross through, the hungry ankheg attacks.

The skeletons belong to a pair of curious adventurers who wandered into the nest. Searching their bodies reveals 230 gp, a +1 *keen greatsword*, and a *bead of force*.

Ankheg (1): CR 3; SZ L (beast); HD 3d10+9; hp 25; Init +0; Spd 30, burrow 20; AC 18 (-1 size, +1 natural; Atk: bite +6 (2d6+7); Face 5 ft. by 10 ft; Reach 5 ft.; SA improved grab (hit with bite, then does bite damage each round victim is held; if damaged, ankheg retreats into lair with victim), acid (1d4 to held victim), spit acid (stream 5 ft. wide, 5 ft. high, 30 ft. long; 4d4, Reflex half (DC 14), cannot use acid or spit acid for six hours); SQ tremorsense (can sense location of any on ground within 60 ft); SV Fort +6 Ref +3 Will +2, Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6, AL LN. Skills: Listen +4.

6. Kitchen

This room features a small table, an iron stove, and several wooden cupboards containing cutlery and rotting food. The walls have been gouged deeply by knives, several of which are still jammed into the plaster.

A small flock of seven **chaos spirits (hp 6 each)** live here (see the "New Monster" section). They eagerly attack the party with knives, frying pans, and other cutlery.

7. Dining Room

You enter this room and find a dining table surrounded by four chairs. A kobold dressed in a sorcerer's robes stands atop the table, looking over the shoulders of three burly hobgoblins who grunt menacingly at you. "You have entered the presence of Gurlzick the Magnificent!" shrills the kobold in thickly accented Common. "Show me some respect, and I will show you mercy!"

Gurlzick, a kobold sorcerer, wandered here from the desert (#5). He was attacked by the chaos spirits in the kitchen (#6) and fled here to recuperate. He's been hiding in this room for a day and a half, afraid to explore the rest of the house.

While not evil, Gurlzick does have a strong sense of self-preservation. If he hears any sort of commotion in the other rooms, he casts a *ghost sound* spell, followed by *silent image*, creating the illusion of three burly, grunting hobgoblins. He then introduces himself as "Gurlzick the Magnificent" to anyone who enters, using Bluff to impress the party if possible. If that doesn't work, and combat begins, he tries to flee into the kitchen, hoping that the chaos spirits and the characters kill each other. If it seems hopeless, he begs for his life. If all else fails, he hits everyone (himself included) with his *wand of fireball*.

If the characters do negotiate, Gurlzick is reasonable and honorable. He offers to join the party if they can get him out of the accursed house. He doesn't want to go back to the desert. His tribe cursed him as a coward (he wasn't quite ruthless enough), so he stole the chieftain's wand and ran for his life. When he saw the kitchen door in the midst of the desert, he jumped through and has regretted it ever since. He is utterly convinced that the gods hate him and that he has wandered into hell.

If the characters negotiate peaceably with Gurlzick, give them full experience as if they defeated him. If they attack the kobold, they deserve no experience points.

Gurlzick the Magnificent: CR 4; SZ S (reptilian); HD 5d4+5; hp 21; Init +2; Spd 30; AC 15 (+2 Dex, +3 armor); Atk: club +0 (1d6-2), light crossbow +4 (1d8); SQ darkvision, light sensitivity (-1 penalty to attack rolls in bright light), 5th-level sorcerer; SV Fort +2, Ref +3, Will+4; Str 6, Dex 15, Con 13, Int 16, Wis 10, Cha 16; AL CG. Skills: Languages: Common, Draconic, Goblin, Sylvan, Concentration +9, Knowledge: Arcana +10, Spellcraft +9, Move Silently +8, Hide +8, Bluff +7, Craft (trapmaking) +5, Profession (mining) +2, Search +5. Feats: Still Spell, Armor Proficiency (Light). Spells: *burning hands*, *daze*, *detect magic*, *ghost sound*, *knock*, *light*, *mage hand*, *Melf's acid arrow*, *read magic*, *shield*, *silent image*, *summon monster*. Possessions: club, light crossbow, *masterwork studded leather armor*, *potion of cure moderate wounds*, *wand of fireball* (12 charges left), 35 sp.

8. Library

This large room is lined wall to wall with books, but what's more interesting is what's falling gently from the ceiling and covering everything in a blanket six inches thick: snow.

The room is freezing cold. The books, some of which were Sir Timothy's lesser spell books, have been warped and destroyed by the snow and chaos spirits. The eight **chaos spirits (hp 7 each)** in this room enjoy possessing books and fluttering about like clumsy butterflies, but they remain still when the characters arrive. The hero in the rear is attacked first with a book to the back of the head. After this, combat begins in earnest as the whole flock dives in.

If the characters search the room (Search, DC 17), they discover a wooden chest. The lock has a poison needle trap. The chest contains three scrolls of *protection from chaos* and two scrolls of *Nystul's magic aura*.

Poison Needle Trap: CR 2; +8 ranged (1, plus poison: Fort save resists (DC 13), initial damage 1d4 Str, secondary damage 2d4 Str); Search (DC 22); Disable Device (DC 20).

9. Alchemy Closet

You pull aside a bookcase and uncover a secret door that conceals a closet. Inside, there are shelves containing four dozen crystal spheres the size of grapefruits.

If the heroes discover the secret door (Search, DC 20), they can enter this storage closet. A handful of the spheres inside are cracked, as if by extreme heat. Some contain residues of alchemical compounds.

10. Sepulcher

The walls of this large, ill-kept room are covered with arcane sigils that cause a sense of dread. The centerpiece is a book on a pedestal surrounded by seven stone coffins, each engraved with runes and decorated with a different metal.

The runes on the walls promise death and destruction, although a Knowledge: Arcana skill roll (DC 20) identifies them as gibberish to frighten the unwary.

The runes on the coffins number them 1 through 7, and the metals are as follows: 1) gold, 2) silver, 3) iron, 4) quick silver, 5) lead, 6) tin, 7) copper. These are the seven "bodies" of traditional alchemy (Alchemy, DC 10, or Knowledge: Arcana, DC 15, to know this).

If the book is disturbed or any coffin is opened, a powerful magical ward is triggered. Seven *knock* spells open all the coffins, releasing their inhabitants: ghouls.

Sir Timothy stored several valuable possessions in silver boxes within the coffins. Cumulatively, the coffins contain the following treasure: 2,500 sp, 1 bit of polished amber (100 gp), 1 pink pearl (100 gp), *gauntlets of ogre power*, and two *potions of cure light wounds*. The silver boxes are worth 25 gp each.

The book on the pedestal is Sir Timothy's journal. It's written in Common and has no wards or protections on it. (Timothy figured the rest of the castle was protection enough from thieves.) A quick read of the journal reveals of what's going on in the house. The details of Zadrian's experiments are here in great detail, but only an extremely skilled wizard

could make use of them. (A character must make Alchemy, Spellcraft, and Knowledge: Arcana rolls, each with a DC of 35, to understand how the dimensional web really works.)

Timoth's handwriting seems increasingly frantic toward the end. He often refers to the "strange, homewrecking spirits" that have wandered in through the cracks in the dimensional web. He apparently has tried several means a tightening the web, to no avail. The final entry is the most illuminating.

If the web cannot be fixed, then it must be closed. I will regret the loss of what I have created here, but I cannot risk these creatures of chaos escaping into the village. I know now what must be done to bring the heart of the web to peace. The first spirit and the fourth body. That is the solution.

The creature in the basement, the chaos spirit that has taken the body of my unfinished golem, is the only thing that concerns me. He seems to be stronger than the rest, and he keeps me from entering the laboratory safely. The helm I have created should deal with the troublesome creature in a most humane way. After all, even spirits must rest some time. I just hope I can find a way to make him wear it.

The last part of the first paragraph is a clue to how to break down the dimensional web, banish the chaos spirits, and restore the house to normal: quicksilver (the first of the alchemical spirits and the fourth of the alchemical bodies). An Alchemy or Knowledge: Arcana roll (DC 15) can easily determine this. Careful study of the statues in the hall (#2) and the coffins can also provide the answer.

Opening Coffins: CR 1; Search (DC 27); Disable Device (DC 27).

Ghouls (7): CR 1; SZ M (undead); HD 2d12; hp 13 each; Init +2 (Dex); Spd 30; AC 14 (+2 Dex, +2 natural); Atk: bite +3 (1d6+1, paralysis), 2 claws +0 (1d3, paralysis); Face 5 ft. x 5 ft.; Reach 5 ft.; SA paralysis (DC 14, 1d6+2 minutes, elves are immune), create spawn; SQ undead, +2 turn resistance; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16; AL CE. Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7. Feats: Multiattack, Weapon Finesse (bite).

11. Armory

Sir Timoth has never been a warrior, but he does like their trappings. This room features six antique longswords and two suits of masterwork full plate flanking a trap door that apparently leads downstairs.

The armor would be a great treasure if the chaos spirits hadn't found it first. Two large **chaos spirits (7 HD; hp 27 each)** have possessed these suits, and they attack as soon as the characters investigate the trap door. The suits of armor each effectively have 50 hp. The armor also gives the chaos spirits an effective AC of 21 (+1 Dex, +8 armor, +2 deflection).

The antique swords are still serviceable weapons, worth about 50 gp each.

12. Laboratory

A darkened stairwell leads to a large basement laboratory. As you approach, you can hear strange music coming from the lab: thumping bass beats mixed with crystalline tinkling. Once you enter the room, you see a massive, stone statue romping around the room as bits of lab equipment rattle in reply. At the far end of the room, you see a five-foot-high metallic hemisphere with a crystal sphere resting atop it. The sphere rotates slowly and radiates sparking, blue electricity. The room is illuminated by the spooky glare of this crystal, and a limp, half-naked body lies on the floor nearby.

This laboratory is the only room that currently exists in the real world and is the size that it should be. The dimensional web does not affect it. It is the web's source.

The laboratory is infested with chaos spirits, and they've decided to while away the time with a bit of impromptu music. A dozen **chaos spirits (hp 6 each)** have possessed Sir Timoth's alchemical equipment and a single large **chaos spirit (10 HD; hp 40)** has possessed Timoth's half-finished stone golem. (One arm and one leg are still a solid slab. The creature can still limp about and attack with the other leg and arm.)

The sleeping man is Sir Timoth Zadrian. When he attempted to shut down the dimensional web, the chaos spirits put his own *helm of sleep* on his head and left him on the floor.

The Final Battle

The chaos spirits know the crystal is the source of the web that allows them to exist in the house. They are ready to defend it with the following bodies.

Steel Chains: Two chains lay on the floor near the stairs. These do no damage, but they can entangle characters so the golem can finish them.

Flasks: Flasks do 1d4 damage and break, leaving them unusable as bodies. Some may be filled with acid, alchemist's fire, or other dangerous chemicals.

Torches: Some chaos spirits may grab torches from the shelves, light them in the electric arc, and club adventurers with them. These do damage as a club (1d6), with an additional 1d4 fire damage.

The Golem: The unfinished golem bestows incredible strength upon the large chaos spirit. The body effectively has 23 Strength, AC 26, and can take 77 damage before the chaos spirit must leave it. It attacks with a +16 melee punch attack that does 1d10+6 damage, but it can only limp about the room at a Speed of 10 ft.

Defeating the Chaos Spirits

Defeating these chaos spirits is a daunting prospect. A better bet is to disable the dimensional web. To do so, the characters must pour quicksilver over the crystal sphere. Wizards or sorcerers may have some quicksilver in their spell component pouch. Otherwise, a Search roll (DC 20) turns up a flask of quicksilver on a shelf. A character with the Alchemy skill gains a +4 circumstance bonus to this roll.

The next obstacle is getting the quicksilver on the sphere. The sphere's sparks do 4d10 damage to anything within 10 feet (Reflex half, DC 18). A character who takes more than 20 damage must make a Fortitude save (DC 15) or be pulled into another dimension. This may lead to the character being deposited harmlessly outside, lost forever, or sent on a whole different adventure. Throwing a flask of quicksilver is a safer option, but the crystal presents a small target (AC 18).

Once any amount of quicksilver is dumped upon the sphere, the dimensional web shuts down. All chaos spirits vanish, their stolen bodies crashing to the floor. The upper levels of the house also vanish, trapped in alien dimensions. If heroes are still upstairs, give them a few minutes to escape. A warning along the lines of "The house starts shaking, and weird, glowing cracks spread across the walls from the corners of the room!" should be enough. Once the web fully breaks down, only the basement, the room directly above, and the stables still remain.

Rescuing Timoth

When Sir Timoth tried to shut down the dimensional web months ago, the chaos spirits bound him in chains and put him to sleep with his own magic helm. They also stripped him of his gear, hurling the items into the electrical field, where they were lost to random dimensions. One item, Timoth's *ring of the ram*, still lies on the floor. It has 28 charges left.

If the *helm of sleep* is removed from Sir Timoth, he instantly awakens. Though he is a powerful wizard, he is of little use during the battle. He doesn't have any spells prepared, and he's a bit of a coward. It took every ounce of his bravery to confront the chaos spirits in the first place, and now — bereft of his powers — he'd rather hide behind the strongest looking hero than fight.

Timoth gladly advises the characters how to disable the dimensional web, and he can even help them find some quicksilver. Once the web begins to shut down, Timoth warns the party that the upper levels of the house will vanish, giving them a chance to rescue friends.

Once the battle is over, Sir Timoth is thankful and apologetic that the characters had to go through so much trouble. While he doesn't have much to give in the way of reward, he offers to let the heroes keep anything they found in the upper levels of the house, gives them his *ring of the ram*, helps remove the *robe of powerlessness* if one of the party members is cursed with it, and offers his friendship.

Rescuing Sir Timoth is the equivalent of CR 5.

New Monster

Chaos spirit

Small Outsider (Chaotic; Incorporeal)

The chaos spirit is a mischievous and destructive spirit of pure chaos. Though not evil, the chaos spirit draws pleasure from the act of destruction and cares nothing for the consequences of its behavior.



Chaos spirits are invisible and incorporeal spirits, incapable of interacting with the physical world unless they first inhabit a corporeal object. They can possess any solid object of equal or smaller size than themselves if it's neither alive nor enchanted in any way. Once they inhabit an object, they can cause it to fly about at will, giggling the entire time.

Chaos spirits speak their own bizarre language, but a few also speak Infernal or Celestial.

Combat

Chaos spirits either slam themselves into an opponent or hurl their stolen body from a distance. The latter attack causes the chaos spirit to lose its physical form, but it hurls the item with a 10-foot range increment.

Chaos spirits usually don't possess objects carried by a living creature, though they can. To control an object carried by a resisting creature, the chaos spirit must make an opposed grapple roll. (For the chaos spirit's Strength score, use its body's hardness +7.) A successful chaos spirit can cause a warrior to seemingly attack himself with his weapon, beat the wall with his shield, or stumble about blindly as his helmet slips over his eyes.

Hit Dice: 2d8-2 (7 hp); Initiative: +8 (+4 Dex, +4 Improved Initiative); Speed: Fly 30 ft. (perfect); AC: 17 (+1 size, +4 Dex, +2 deflection); Attacks: Slam +7 melee; Damage: By object (Book 1d4-2, knife 1d4+1, short sword 1d6+3); Face/Reach: 5 ft. by 5 ft./5 ft.; Special Attacks: Hurl object (damage by object type); Special Qualities: Possess object, incorporeal, natural invisibility, flight; Saves: Fort +4, Reflex +5, Will +1; Abilities: Str —, Dex 19, Con 8, Int 8, Wis 10, Cha 15; Skills: Hide +8, Spot +4, Listen +3, Move Silently +7; Feats: Improved Initiative; Climate/Terrain: Any land and underground; Organization: Flock 3-10; Challenge Rating: 1; Treasure: None; Alignment: Always chaotic neutral; Advancement Range: 3-6 HD (Medium), 7-10 HD (Large).

Casting spells such as *Nystul's magic aura* on a chaos spirit's body expels the creature. A chaos spirit cannot possess a magical item and is forcibly ejected from any item that is suddenly enchanted, missing its next action.

Possess Item (Su): A chaos spirit can possess any object within its size limit with a move-equivalent action. While inside a physical body, the chaos spirit gains a natural armor bonus to its AC equal to half the hardness of the object, rounded down. It also gains a damage bonus as if its Strength score is equal to the object's hardness +7.

While possessing a physical body, the chaos spirit is no longer incorporeal, though damage is absorbed by the creature's body first. If an attack does enough damage to destroy the chaos spirit's body, any excess damage is done to the chaos spirit. (For a list of hardness and hit point values for common items, see page 136 of the Player's Handbook.)

Natural Invisibility (Su): While outside a physical body, the chaos spirit is always invisible. This ability is not subject to *invisibility purge*.

Incorporeal: While outside a physical body, a chaos spirit may only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. It can pass through solid objects at will, and it always moves silently when outside a body.

Flight (Su): A chaos spirit possessing an object of small size or smaller can fly about at full speed. Any chaos spirit possessing a body of medium-size or larger can still drag itself about at 20 feet per round. If the body has limbs that can be utilized as legs, this speed is doubled.

New Magic Item

helm of Sleep

This item forces its wearer to save once per round (Fort save, DC 17) or fall into a deep sleep as long as the helmet is worn. The helmet can be removed easily, awakening the wearer. So long as the helmet remains in place, its wearer neither hungers, thirsts, or ages. Some wizards use such helms as a long-term means of suspended animation, but they are also quite useful in detaining dangerous criminals.

If a spellcaster wears the *helm of sleep* for more than a day, all spells he previously prepared are wiped from his memory. Sorcerers and bards are affected as if they have no spells remaining for the day.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *sleep*; *Market Price:* 2,500 gp. *Weight:* 3 lbs.



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Credits

Produced by: AEG
Written by: Rich Wulf
Art Direction: jim pinto
Layout: Mark Jelfo
Cover Illustration: Carl Frank
Cover Colorist: Cris Dornaus
Interior Illustrations: Carl Frank
Cartography: Cris Dornaus

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Castle Zadrin

-  Dimensional distortion
-  Door to extra-dimensional room
-  Door locked with arcane lock spell
-  Extra-dimensional room-
See diagrams below
-  Window

