



Paper Dragon

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A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

The City's poor are always in need of help, ever since their district was abandoned during the undead invasion. No one goes into the Poor District. But when a little girl turns up lost in there, it's up to adventurers to rescue her. Are they up to the challenge? For heroes of levels 1-9.

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Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM Empowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the

combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

Since this event has multiple undead encounters, special attention should be given to the ATL at which you run this event. If you have a party with no one capable of turning undead, you might need to lower the ATL by 1. If they have more than one PC capable of turning undead, you might need to raise the ATL by 1. Use your best judgment.

Adventure Background

Since the poor have been moved into the service district, the Poor District remains mostly uninhabited save for a few stragglers and the undead. The city tries to take care of the poor and

unfortunate. One way is soup kitchens, manned by volunteers and adventurers alike.

More than undead fell in Poor District. It is believed there are dropped magic items and hidden treasure troves among the rubble of the district. A few people have gone in search of such treasure and are never heard from again.

Rumors have been circulating of one item that was lost in the Poor District, a wand that could transform simple things into mighty constructs. Such rumors have caught the attention of a mage named Damascus. He is a wizard with a twisted need for power, and he has been amassing treasure for his needs. Desiring such an item as the wand, he comes across a few poor talking about a Lorelei. No one knows who she is exactly, but strange things occur when she is around.

What Damascus does not know is that there is no wand. An artifact known as a Shard of Discord was hidden deep within the Poor District by a young wizard who died protecting it. The ghost of the wizard remained to guard and protects the location of the shard. She grew lonely and it was about this time a young orphan lost in the Poor District came upon the fountain. The Ghost befriended the girl and utilizing the power of the Shard, has protected her. She has used the Shard to animate and grow Lorelei's toys as defenders.

Damascus has waited in the Poor District until he could find the girl and take the stick from her. The opportunity will come in the morning.

Introduction The PCs work in a soup kitchen when two boys run by being chased by a pair of lions. The PCs intervene to stop the lions.

Encounter 1 – It's in the Stuffing! Examining the lions, it's found that they are actually large, stuffed lions. Magical detection will show a fading transmutation aura.

Talking to the two boys, the adventurers discover that they had been picking on a Lorelei earlier. She pointed a stick at two of her toys and they grew large. When they last they saw her, she was headed towards the Poor District.

Encounter 2 – Lily of the Valley: The PCs pursue the direction Lorelei went. They will come across a field of lilies right on the edge of the Poor District.

There, they will encounter a woman. This is Lily, who grows flowers for the dead of the Poor District. She has seen the Lorelei and a man in "dark robes" recently. If PCs are rude or she believes they have an evil motive, she will send the PCs down the same road she sent the man.

Encounter 3 – Passages: Following the direction the boys pointed out, the PCs discover a break in the wall hidden by some debris.

Encounter 4 – Ogres Attack! Entering the Poor District, the PCs stumble upon a few destroyed undead ogres, and a few moving ones. They engage the PCs. After the PCs defeat the ogres, they can see the trail Damascus left behind.

Encounter 5 – Rock Lobster: This encounter occurs right after Encounter 3 if Lily approves of the PCs.

After crossing a path in the Poor District, the PCs find a rock painted red. As the PCs approach, it animates into a giant lobster. After defeating the lobster, they hear a giggle behind a building.

Encounter 6 – Paper Dragon: They turn a corner and come face to face with a large adult dragon. The combat not as fierce as it would be believed, since it is made of paper.

Encounter 7 – Ghastly Lunch: Continuing, the PCs are ambushed by a group of ghosts.

Encounter 8 – Fountain of Opportunity: Having traversed the Poor District, the PCs come near a building, where they encounter a fountain. Near the fountain is a dead skeleton. As the PCs study the area, a scream is heard from one of the nearby buildings.

Encounter 9 – The Gauntlet: Entering the room, the PCs see Damascus holds Lorelei by her waist and is grabbing at the "wand." But before the PCs can stop him, he commands undead to rise and fight the PCs.

Encounter 10 – Spirited Charge: The PCs watch as a spirit rises from the girl. It will tell its tale of being wrongly slain in battle by evil wizards who themselves perished in the onslaught. Prevented from her final rest, the spirit stayed near where she died, until Lorelei came along. They played together and became friends. She lent her power to

Lorelei, thinking it would attract attention to her situation.

Now with the adventurers here, they can lay her to rest. Her skeleton is by the fountain. Once laid to rest, they can have her treasure, hidden under the fountain.

Conclusion A: The PCs lay the body to rest and take the child out of the Poor District. Lily's heart goes out to her and takes her in. The sky is a little clearer when the PCs lay the body to rest.

Conclusion B: The PCs do take the treasure and don't lay the body to rest. A curse is placed upon them by a vengeful spirit, who continues to pursue her rest.

Conclusion C: The PCs are found by Diamond Legion. They are devoid of one item, but are otherwise no worse for the wear.

GM Note: Construct Traits

- Immunity to all mind-affecting effects
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.
- Not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be raised or resurrected.

Introduction

It came as a surprise when you were "volunteered" to work one of the new soup kitchens in the Service District. "Volunteering is good for the soul," said Melton Dadderhoff, your

contact for work at the Fraternity of Venturers... though he probably never had to scour a pot. Still, you took to your work with as much good humor as possible, and pretty much had the place cleaned up after breakfast.

Sister Nelly, who runs the kitchen, asks you to join her in a mug of. Sitting quietly and enjoying your rest, you hear a commotion from outside.

Looking out the window, you see two boys running and screaming. They are being chased by a lion/(number) lions. You see one boy trip and fall!

These two boys were teasing Lorelei, the girl who has been summoning constructs. When they didn't stop, she made her toy lions grow and chase the boys.

Determine the number of lions as follows.

ATL 1: 1 stuffed lion

ATL 3: 2 stuffed lions

ATL 5: 3 stuffed lions

ATL 7: 5 stuffed lions

ATL 9: 7 stuffed lions

All Tiers

Stuffed Lion; Large construct; HD 3d8+6; hp 21; Init +3; Spd 40 ft; AC: 13 (-1 size, +3 Dex, +1 natural), touch 12, flat-footed 12; BAB/Grp: +3/+12; Atk: Claw +4 melee (1d4+3); Full Atk: 2 claws +4 melee (1d4+3) and bite +2 melee (1d6+2); Space/Reach 10ft/5ft; SA: Pounce, improved grab, rake 1d4+2; SQ: Low-light vision, scent, resistance to bludgeoning, fire vulnerability; SV Fort +6, Ref +7, Will +2; Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6;

Skills & Feats: Balance +7, Hide +3, Listen +5, Move Silently +11, Spot +5; Alertness, Run

Resistant to Bludgeoning (Ex): Being made of cloth and stuffing, the stuffed lions take 2 less damage from bludgeoning attacks.

Construct Traits (Su): Immune to sleep charm and mind influencing effects; immune to critical hits and sneak damage

Fire Vulnerability (Ex): Stuffed Lions, being mad of fabric, take 1d6 points of extra fire damage when attacked with fire.

Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a lion must hit with its bite attack. It can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold rakes.

Rake (Ex): Attack bonus +4 melee, damage 1d4.

Encounter 1 – It’s in the Stuffing

A crowd gathers as you finish off the lions. They stare. Before you lay dead a pair of life-sized lions. But instead of blood, there seems to be cotton?

A cursory examination will show the lions were filled with cloth and sawdust. A Spellcraft check DC 25 will show a fading residue of the *animate object* spell. Some might make the conclusion these are golems of some kind. Otherwise these seem to be large stuffed toys.

The PCs may wish to speak to the boys, who are here, but very shaken up. Most of the information they can gather from the boys will come out from very scared 9 year olds. Use the following in answering questions:

- **Why were you being attacked by these lions?** *Reluctantly, “We were teasing a girl [Lorelei] and she made her toy lions grow and chase us.”*
- **Where did they come from?** *They point back towards the Poor District. “She ran in there and then the lions came for us.”*
- **Where are your parents?** *“We don’t have any, we’re orphans.”*
- **Why were you teasing the girl?** *“We were just playing!”*
- **Do you know her name?** *“Lorelei. We call her Lorelei.”*
- **Do you know where she lives?** *“I think she’s an orphan like us, but just lives in the street.”*

- **Did you see where she went?** *“She was going into the Poor District last we saw her.”*

A pair of priestesses of Pietos will come along and collect the boys, boxing their ears back to the orphanage. The priestesses have no knowledge of the little girl the boys were talking about.

If the PCs do not go after Lorelei, Sister Nelly will beseech them to find the poor girl.

Encounter 2 – Lily of the Valley

Traveling to the edges of the Poor District nearby, you sense something you wouldn’t expect to smell in this place: the pleasant scent of flowers. Going around a house, you encounter small enclosed garden behind a head-high fence. You see flowers growing on the other side of the fence. A gentle humming comes from among the foliage. It stops, and you hear a slight, elderly voice. “Who is there? Do I spy someone beyond my garden?”

This is Lily, or at least it’s what she calls herself. Even before the Poor District fell to the undead, Lily grew flowers for the graves of the poor who would otherwise have an unmarked one. She stayed at the edges of the Poor District to grow flowers for the poor who are now in the nearby Services District. Her garden is protected by a Forbiddance granted by Ayla, Demigod of Flora.

Lily is wary of those who are not among the poor of Amthydor, (i.e. those living above the ‘poor’ lifestyle).

Lily will query the PCs of their intent. She saw Lorelei run past her house towards the wall of the Poor District. When Damascus came through, he also asked after the girl. Lily didn’t trust him and sent him straight through the Poor District, leading to Encounter 4.

If the PCs are rude or seem not to be trusted, she will send them the same way as Damascus. If she finds the PCs are interested in the child’s well being, she will warn them that there are undead near the wall and to avoid them. This will lead to encounter 5.

Questions PCs might ask of Lily:

- **Did you see a little girl run by here?** *“A little girl? I saw a little girl go by. Why?”*

- **Do you know who she is?** *“She is just a local child. Why are you so interested?”*
- **Have you ever seen her do anything strange?** *“Everything in the city is strange.”*
- **Have you seen any strange creatures around here?** *“Aside for you, no.”*
- **Who are you?** *“They call me Lily, It is because I always make sure the poor, when they are buried, have lilies on their graves.”*
- **What are you doing here?** *“I will keep growing my lilies for the poor unfortunates. Nothing is going to stop me from doing that. And nothing ever troubles me here.”*

If PCs ask if she was with anyone or if she was being followed AND the PCs were not rude to her, she will tell them the following:

“There was a man dressed in blacks and browns. He didn’t seem like a parent or anything, and he didn’t smell right. I doubt he will have an easy time finding her the way I sent him.”

Encounter 3 – Passages

Searching the area beyond Lily’s home, you manage to find a copse of bushes and a tree. The tree seems to have once overhung the wall onto the Poor District, but has since has had the top cut down.

PCs can make a Search check (DC 20) to find a break in the wall hidden by the trunk of the tree. PCs may also scale the tree or the wall into the Poor District, their movements hidden by the tree as well.

The PCs may inform the Diamond Legion that this break and/or tree are here so that the wall may be repaired and better patrolled, as they probably should.

Encounter 4 – Ogres Attack

Use this encounter if the PCs were rude or made Lily suspicious of them. Otherwise, move to Encounter 5.

Making your way into the Poor District, you move through the debris and empty streets. The decollate stillness can be very unsettling. Once tall buildings and small cottages lie in shambles or have collapsed. Others are burned out husks

and even signs of decay of plants, animals and possibly even human bodies have left their evidence in the wake of the undead scourge that once warred through here.

Give PCs a Spot check (DC 15) to notice the undead and then proceed with the combat. After the combat, you may continue to Encounter 5.

ATL 1

⚔ **Zombie (2)**; Medium Undead; HD: 2d12+3; Hp: 23; Init: -1; Spd 30 ft; AC: 13 (-2 Dex, +5 natural) touch 9, flat-footed 15; Bab/Grp: +1/+2; club +2 melee (2d8+2) or slam +2 melee (1d8+2); Face/Reach: 10ft/10 ft; SQ: nil; SQ: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL:NE; SV: Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1

Skills & Feats: Toughness

ATL3

⚔ **Ogre Zombie (2)**; Large Undead; HD: 8d12+3; Hp: 55; Init: -2; Spd 40 ft; AC: 15 (-1 size, -2 Dex, +8 natural) touch 7, flat-footed 15; Bab/Grp: +4/+14; Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6); Face/Reach: 10ft/10 ft; SQ: nil; SQ: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL:NE; SV: Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1

Skills & Feats: Toughness

ATL 5

⚔ **Ogre Zombie (4)**; Large Undead; HD: 8d12+3; Hp: 55; Init: -2; Spd 40 ft; AC: 15 (-1 size, -2 Dex, +8 natural) touch 7, flat-footed 15; Bab/Grp: +4/+14; Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6); Face/Reach: 10ft/10 ft; SQ: nil; SQ: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL:NE; SV: Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1

Skills & Feats: Toughness

ATL 7

⚔ Ogre Zombie (6); Large Undead; HD: 8d12+3; Hp: 55; Init: -2; Spd 40 ft; AC: 15 (-1 size, -2 Dex, +8 natural) touch 7, flat-footed 15; Bab/Grp: +4/+14; Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6); Face/Reach: 10ft/10 ft; SQ: nil; SQ: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL:NE; SV: Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1

Skills & Feats: Toughness

ATL 9

⚔ Ogre Zombie (8); Large Undead; HD: 8d12+3; Hp: 55; Init: -2; Spd 40 ft; AC: 15 (-1 size, -2 Dex, +8 natural) touch 7, flat-footed 15; Bab/Grp: +4/+14; Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6); Face/Reach: 10ft/10 ft; SQ: nil; SQ: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL:NE; SV: Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1

Skills & Feats: Toughness

Encounter 5 – Rock Lobster

The streets of the Poor District are cluttered with remnants of those who left demolished buildings and other debris. Approaching a large rock, you move to a path behind it, until you notice it starts moving. It seems to lift up and brandish large claws at you!

Note: The Lobster in ATL 1 & 3 was damaged by Damascus and therefore has lost the use of one claw, leaving it only one attack. The one in ATL 5 is only slightly scorched.

ATL 1

⚔ Stone Lobster; Large Construct; HD: 3d10+10 hp: 15; Init: +0; Spd 40 ft; AC: 14 (-1 size, +5 natural), touch 9, flat-footed 14; Bab/Grab: +3/+8; Atk: Slam +4/+4 melee (1d8+4); space/reach 10ft/ 10 ft; SA: grab; SQ: Construct traits, dark vision 60 ft., low-light vision; AL: N; SV: Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con --, Int —, Wis 1, Cha 1

Skills & Feats: Improved Grapple, Multiattack

ATL 3

⚔ Stone Lobster; Large Construct; HD: 4d10+30 hp: 32; Init: +0; Spd 40 ft; AC: 14 (-1 size, +5 natural), touch 9, flat-footed 14; Bab/Grab: +3/+10; Atk: Slam +5/+5 melee (1d8+4); space/reach 10ft/ 10 ft; SA: grab; SQ: Construct traits, dark vision 60 ft., low-light vision; AL: N; SV: Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con --, Int —, Wis 1, Cha 1

Skills & Feats: Improved Grapple, Multiattack

ATL 5

⚔ Stone Lobster; Huge Construct; HD: 6d10+40 hp: 70; Init: +0; Spd 40 ft; AC: 14 (-1 size, +5 natural), touch 9, flat-footed 14; Bab/Grab: +5/+12; Atk: Slam +10/+10 melee (1d8+4); space/reach 10ft/ 10 ft; SA: grab; SQ: Construct traits, dark vision 60 ft., low-light vision; AL: N; SV: Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con --, Int —, Wis 1, Cha 1

Skills & Feats: Improved Grapple, Multiattack

ATL 7

⚔ Stone Lobster; Huge Construct; HD: 8d10+50 hp: 90; Init: +0; Spd 40 ft; AC: 14 (-1 size, +5 natural), touch 9, flat-footed 14; Bab/Grab: +6/+13; Atk: Slam +13/+13 melee (1d10+4); space/reach 10ft/ 10 ft; SA: grab; SQ: Construct traits, dark vision 60 ft., low-light vision; AL: N; SV: Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con --, Int —, Wis 1, Cha 1

Skills & Feats: Improved Grapple, Multiattack

ATL 9

⚔ Stone Lobster; Huge Construct; HD: 10d10+60 hp: 110; Init: +0; Spd 40 ft; AC: 14 (-1 size, +5 natural), touch 9, flat-footed 14; Bab/Grab: +10/+15; Atk: Slam +15/+15 melee (1d10+6); space/reach 10ft/ 10 ft; SA: grab; SQ: Construct traits, dark vision 60 ft., low-light vision; AL: N; SV: Fort +1, Ref +1, Will -4; Str 20, Dex 10, Con --, Int —, Wis 1, Cha 1

Skills & Feats: Improved Grapple, Multiattack

Encounter 6 – Paper Dragon

Following the trail through the rubble, you turn a corner towards a large wall, still intact. A creature rises from behind to above it. Long, leather-like wings lift it to perch on the wall. Its purple scales glisten in the daylight. It turns its vicious reptilian head and opens its jaws wide in a roar. And, with suddenness, the purple dragon leaps to attack!

A Spot check DC 20 will allow a PC to realize it isn't a real dragon (though PCs are free to speculate that it isn't). The paper dragon has no breath weapon, spells, wing attacks or the like. It has only its claws and bite attacks; its tail not fully developed. PCs should defeat the paper dragon with little difficulty. Though, they should watch out for paper cuts!

ATL 1

✂ Paper Dragon; Large Construct (Paper); HD 3d12+8; hp 48; Init +0; Spd 30 ft; fly 50 ft (poor); AC 11; (-1 size, +2 Natural); BAB/Grp: +3/+5 Atk :melee +5 Claw (1d6+2) or Bite +5 (1d6+2); Full Atk: +5 Claw x2 (1d6+2) and Bite +5 (1d6+2); Face/Reach 10ft/10ft; SA: Paper Cut; SQ Flight, Dark Vision 60 ft, Low Light Vision, Construct traits; SV: Fort +0; Ref +6; Will +0; Str 13, Dex 12, Con --, Int --, Wis--, Cha 16

Paper Cut (Ex): When the paper dragon hits, it causes an additional cut which does not bleed but is painful. Will save DC 13 or be shaken for 1 hour.

ATL 3

✂ Paper Dragon; Large Construct (Paper); HD 6d12+10; hp 58; Init +0; Spd 30 ft; fly 50 ft (poor); AC 11; (-1 size, +2 Natural); BAB/Grp: +6/+9 Atk :melee +9 Claw (1d6+3) or Bite +9 (1d6+3); Full Atk: +7/+7 Claw x2 (1d6+3) and Bite +7 (1d6+3); Face Reach 10ft/10ft; SA: Paper Cut; SQ Flight, Dark Vision 60 ft, Low Light Vision, Construct traits; SV: Fort +0; Ref +6; Will +0; Str 16, Dex 12, Con --, Int --, Wis--, Cha 16

Paper Cut (Ex): When the paper dragon hits, it causes an additional cut which does not bleed but is painful. Will save DC 16 or be shaken for 1 hour.

ATL 5

✂ Paper Dragon; Huge Construct (Paper); HD 8d12+20; hp 82; Init +0; Spd 30 ft; fly 50 ft (poor); AC 11; (-1 size, +2 Natural); Bab/Grp: +8/+13 Atk :melee +13 Claw (1d6+3) or Bite +13 (1d6+3); Full Atk: +11/+11 Claw x2 (1d6+3) and +11 Bite (1d6+3); Face/Reach 15 ft/10ftSA: Paper Cut; SQ Flight, Dark Vision 60 ft, Low Light Vision, Construct traits; SV: Fort +0; Ref +6; Will +0; Str 16, Dex 12, Con --, Int --, Wis--, Cha 16

Paper Cut (Ex): When the paper dragon hits, it causes an additional cut which does not bleed but is painful. Will save DC 18 or be shaken for 1 hour.

ATL 7

✂ Paper Dragon; Huge Construct (Paper); HD 10d12+20; hp 92; Init +0; Spd 30 ft; fly 50 ft (poor); AC 11; (-1 size, +2 Natural); Bab/Grp: +10/+13; Atk :melee +13 Claw (1d6+3) or Bite +13 (1d6+3); Full Atk: +11/+11 Claw x2 (1d6+3) and +11 Bite (1d6+3); Face/Reach 15 ft/10ftSA: Paper Cut; SQ Flight, Dark Vision 60 ft, Low Light Vision, Construct traits; SV: Fort +0; Ref +6; Will +0; Str 16, Dex 12, Con --, Int --, Wis--, Cha 16

Paper Cut (Ex): When the paper dragon hits, it causes an additional cut which does not bleed but is painful. Will save DC 20 or be shaken for 1 hour.

ATL 9

✂ Paper Dragon; Huge Construct (Paper); HD 12d12+30; hp 112; Init +0; Spd 30 ft; fly 50 ft (poor); AC 15; (-1 size, +6 Natural); Bab: Grp +12/+16 Atk: melee +16 Claw (1d6+3) or Bite +16 (1d6+3); Full Atk: +14/+14 Claw x2 (1d6+5) and +14 Bite (1d6+5); Face/Reach 15 ft/10ft. SA: Paper Cut; SQ Flight, Dark Vision 60 ft, Low Light Vision, Construct traits; SV: Fort +0; Ref +6; Will +0; Str 19, Dex 12, Con --, Int --, Wis--, Cha 16

Paper Cut (Ex): When the paper dragon hits, it causes an additional cut which does not bleed but is painful. Will save DC 22 or be shaken for 1 hour.

Encounter 7 – Ghastly Lunch

This is just a random undead attack and can be used at any given time or omitted altogether if time is short.

The streets have been mostly deserted, since most of the remaining people left. Sounds still drift through the Poor District, as if an echo of the sounds that used to move through.

At this point, the PCs can make a Listen check (DC 15) before the undead attack.

ATL 1

‡ **Ghoul (1 per PC-1)**; Medium Undead; HD 2d12+3; hp 29; Init +2; Spd 30 ft; AC: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grp: +1/+2; Attack: Bite +2 melee (1d6+1 plus paralysis); Full Atk: Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); Face/Reach: 5 ft./5 ft.; SA: Ghoul fever, paralysis; SQ: Darkvision 60 ft., undead traits, +2 turn resistance; SV: Fort +0, Ref +2, Will +5; AL: CE; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12;

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

ATL 3

‡ **Ghast (1 per PC)**; Medium Undead; HD 4d12+3; hp 29; Init +3; Spd 30 ft; AC: 17 (+3 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grp: +2/+5; Attack: Bite +5 melee (1d8+3 plus paralysis); Full Atk: Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis); Face/Reach: 5 ft./5 ft.; SA: Ghoul fever, paralysis, stench; SQ: Darkvision 60 ft., undead traits, +2 turn resistance; SV: Fort +1, Ref +4, Will +6; AL: CE; Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16;

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

ATL 5

‡ **Advanced Ghast (1 per PC)**; Medium Undead; HD 5d12+3; hp 33; Init +3; Spd 30 ft; AC: 17 (+3 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grp: +4/+6; Attack: Bite +6 melee (1d8+3 plus paralysis); Full Atk: Bite +6 melee (1d8+3 plus paralysis) and 2 claws +6 melee (1d4+1 plus paralysis); Face/Reach: 5 ft./5 ft.; SA: Ghoul fever, paralysis, stench; SQ: Darkvision 60 ft., undead traits, +2 turn resistance; SV: Fort +1, Ref +4, Will +6; AL: CE; Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16;

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

ATL 7

⚔ **Advanced Ghast (1+1 per PC);** Medium Undead; HD 5d12+3; hp 33; Init +3; Spd 30 ft; AC: 17 (+3 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grp: +4/+6; Attack: Bite +6 melee (1d8+3 plus paralysis); Full Atk: Bite +6 melee (1d8+3 plus paralysis) and 2 claws +6 melee (1d4+1 plus paralysis); Face/Reach: 5 ft./5 ft.; SA: Ghoul fever, paralysis, stench; SQ: Darkvision 60 ft., undead traits, +2 turn resistance; SV: Fort +1, Ref +4, Will +6; AL: CE; Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16;

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their

normal bonus on their saving throws. The save DC is Charisma-based.

ATL 9

⚔ **Advanced Ghast (3+1 per PC);** Medium Undead; HD 5d12+3; hp 33; Init +3; Spd 30 ft; AC: 17 (+3 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grp: +4/+6; Attack: Bite +6 melee (1d8+3 plus paralysis); Full Atk: Bite +6 melee (1d8+3 plus paralysis) and 2 claws +6 melee (1d4+1 plus paralysis); Face/Reach: 5 ft./5 ft.; SA: Ghoul fever, paralysis, stench; SQ: Darkvision 60 ft., undead traits, +2 turn resistance; SV: Fort +1, Ref +4, Will +6; AL: CE; Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16;

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Encounter 8 – Fountain of Opportunity

Moving further along into the Poor District, you come into a courtyard. While it remains mostly intact, there are signs of the undead scourge. Some buildings are toppled while others are burned shells. In the center is a fountain. Stagnant water has drawn flies and mosquitoes to it.

Having traversed the Poor District, the PCs come near a building, where they encounter a fountain. Near the fountain is a dead skeleton. As the PCs study the area, a scream is heard from one of the nearby buildings.

If PCs do a general search here, A DC10 will reveal some recent footprints, but enough to obscure direction. They will also find a skeleton under the fountain. They will not have time to take 20 on a search because, once someone looks at the fountain, or a small time has passed, read the following.

As you search the square, suddenly, you hear a little child screech! It seems to be coming from one of the buildings!

Once the PCs investigate, proceed to Encounter 9

Encounter 9 – The Gauntlet

As you enter the room, you see a man in black robes. He is grappling with a child over what appears to be a wand. She screeches again as she struggles with the man. Along both sides of the room, you see undead. They move to block you, to form a gauntlet between you and them. As they move towards you, he grabs the wand and drops the now unconscious girl.

He points it at you. “Aha! At last! I have the power! The very building shall take you. I, Damascus, command it!” He activates the wand and....nothing happens.

Refer to Map #1.

In most cases, the PCs will have to fight the undead to get to Damascus and Lorelei. If any PCs can move past the undead, dimension door or otherwise avoid them, Damascus will drop the child and rely on his spells. As always, this type of combat can be relatively easy or difficult depending on the make up of the party.

ATL 1

⚔ **Damascus, Human Male Necromancer 7;** Medium Humanoid; HD 7d4; hp 24; Init +2; Spd 30 ft; AC 17 (+2 Dex, +4 mage armor, +1 ring of protection), touch 13, flat-footed 15; BAB/Grp +3/+3, Atk +5 melee (dagger 1d4+2, 19-20/x2) or +5 range (light crossbow 1d8, 19-20/x2); Space/Reach 5 ft./5 ft.; SA Spell Use; SQ -; AL

LE; SV Fort +5, Ref +6, Will +6; Str 10, Dex 15, Con 10, Int 16, Wis 14, Cha 10.

Skills & Feats: Alchemy +8, Concentration +6, Knowledge (arcana) +8, Knowledge (local) +5, Knowledge (nature) +1, Knowledge (the planes) +3, Sense Motive +5, Spellcraft +8; Combat Casting, Silent Spell, Still Spell.

Spells Prepared (4/5/4/3/2); save DC 13 + spell level):

0 level - daze, detect magic, disrupt undead, ray of frost, read magic

*1st level - ~~*cause fear, charm person, grease, mage armor, magic missile,~~*

*2nd level - ~~*command undead, scorching ray, Spider climb, web~~*

*3rd level - ~~dispel magic, lightning bolt, *ray of exhaustion,~~*

*4th level - ~~*animate dead, enervation~~*

Equipment: ring of protection +1, dagger +2, cure serious wounds potion, robe, 10 gp

⚔ **Human Zombie (1 per PC);** Medium Undead; HD: 2d12+3; Hp 16; Init -1; Spd 30 ft; AC: 11 (-1 Dex, +2 natural), touch 9, flat-footed 11; Bab/Grp: +1/+2; Atk: Slam +2 melee (1d6+1) or longsword +2 melee (1d8+1); Face/ Reach: 5 ft./5 ft; SA: nil; SQ: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; SV: Fort +0, Ref -1, Will +3; AL: NE; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1

Skills & Feats: Toughness

Possessions: longsword

ATL 3

⚔ **Damascus, Human Male Necromancer 7;** Medium Humanoid; HD 7d4+7; hp 35; Init +2; Spd 30 ft; AC 17 (+2 Dex, +4 mage armor, +1 ring of protection), touch 13, flat-footed 15; BAB/Grp +3/+3, Atk +5 melee (dagger 1d4+2, 19-20/x2) or +5 range (light crossbow 1d8, 19-20/x2); Space/Reach 5 ft./5 ft.; SA Spell Use; SQ -; AL LE; SV Fort +5, Ref +6, Will +6; Str 10, Dex 15, Con 12, Int 16, Wis 14, Cha 10.

Skills & Feats: Alchemy +8, Concentration +6, Knowledge (arcana) +8, Knowledge (local) +5,

Knowledge (nature) +1, Knowledge (the planes) +3, Sense Motive +5, Spellcraft +8; Combat Casting, , Silent Spell, Still Spell.

Spells Prepared (4/5/4/3/2); save DC 13 + spell level):

0 level - *daze, detect magic, disrupt undead, ray of frost, read magic*

1st level - **cause fear, charm person, grease, mage armor, magic missile,*

2nd level - ~~**command undead, scorching ray, Spider climb, web*~~

3rd level - ~~*dispel magic, lightning bolt, *ray of exhaustion,*~~

4th level - ~~**animate dead, enervation*~~

Equipment: *ring of protection +1, dagger +2, cure serious wounds potion, robe, 10 g*

⚔ **Human Zombie (Ftr 1) (6);** Medium Undead; HD: 3d12+3; Hp 22; Init -1; Spd 30 ft; AC: 13 (-1 Dex, +2 leather armor, +2 natural), touch 9, flat-footed 13; Bab/Grp: +2/+3; Atk: Slam +3 melee (1d6+1) or longsword +3 melee (1d8+1); Face/Reach: 5 ft./5 ft; SA: nil; SQ: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; SV: Fort +0, Ref -1, Will +3; AL: NE; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1

Skills & Feats: Toughness, Power Attack, Cleave

Possessions: *longsword, Leather Armor*

ATL 5

⚔ **Damascus, Human Male Necromancer 7;** Medium Humanoid; HD 7d4+7; hp 40; Init +2; Spd 30 ft; AC 17 (+2 Dex, +4 mage armor, +1 ring of protection), touch 13, flat-footed 15; BAB/Grp +3/+3, Atk +5 melee (dagger 1d4+2, 19-20/x2) or +5 range (light crossbow 1d8, 19-20/x2); Space/Reach 5 ft./5 ft.; SA Spell Use; SQ -; AL LE; SV Fort +5, Ref +6, Will +6; Str 10, Dex 15, Con 12, Int 16, Wis 14, Cha 10.

Skills & Feats: Alchemy +8, Concentration +6, Knowledge (arcana) +8, Knowledge (local) +5, Knowledge (nature) +1, Knowledge (the planes) +3, Sense Motive +5, Spellcraft +8; Combat Casting, , Silent Spell, Still Spell.

Spells Prepared (4/5/4/3/2); save DC 13 + spell level):

0 level - *daze, detect magic, disrupt undead, ray of frost, read magic*

1st level - **cause fear, charm person, grease, mage armor, magic missile,*

2nd level - ~~**command undead, scorching ray, Spider climb, web*~~

3rd level - ~~*dispel magic, lightning bolt, *ray of exhaustion,*~~

4th level - ~~**animate dead, enervation*~~

Equipment: *ring of protection +1, dagger +2, cure serious wounds potion, robe, 10 g*

⚔ **Human Zombie (Ftr 3) (6);** Medium Undead; HD: 5d12+3; Hp 30; Init -1; Spd 30 ft; AC: 15 (-1 Dex, +4 chain mail, +2 natural), touch 9, flat-footed 15; Bab/Grp: +3/+5; Atk: Slam +5 melee (1d6+1) or longsword +5 melee (1d8+1); Face/Reach: 5 ft./5 ft; SA: nil; SQ: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; SV: Fort +0, Ref -1, Will +3; AL: NE; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1

Skills & Feats: Toughness, Power Attack, Cleave, Dodge

Possessions: *longsword, Chain Mail*

ATL 7

⚔ **Damascus, Human Male Necromancer 7;** Medium Humanoid; HD 7d4+7; hp 48; Init +2; Spd 30 ft; AC 17 (+2 Dex, +4 mage armor, +1 ring of protection), touch 13, flat-footed 15; BAB/Grp +3/+3, Atk +5 melee (dagger 1d4+2, 19-20/x2) or +5 range (light crossbow 1d8, 19-20/x2); Space/Reach 5 ft./5 ft.; SA Spell Use; SQ -; AL LE; SV Fort +5, Ref +6, Will +6; Str 10, Dex 15, Con 12, Int 16, Wis 14, Cha 10.

Skills & Feats: Alchemy +8, Concentration +6, Knowledge (arcana) +8, Knowledge (local) +5, Knowledge (nature) +1, Knowledge (the planes) +3, Sense Motive +5, Spellcraft +8; Combat Casting, , Silent Spell, Still Spell.

Spells Prepared (4/5/4/3/2); save DC 13 + spell level):

0 level - daze, detect magic, disrupt undead. ray of frost, read magic

1st level - *cause fear, charm person, grease, mage armor, magic missile,

2nd level - ~~*command undead~~, scorching ray, Spider climb, web

3rd level - dispel magic, ~~lightning bolt~~, *ray of exhaustion,

4th level - ~~*animate dead~~, enervation

Equipment: ring of protection +1, dagger +2, cure serious wounds potion, robe, 10 g

⚔ **Human Zombie (Ftr 4) (6);** Medium Undead; HD: 6d12+3; Hp 36; Init -1; Spd 30 ft; AC: 15 (-1 Dex, +4 chain mail, +2 natural), touch 9, flat-footed 15; Bab/Grp: +4/+7; Atk: Slam +7 melee (1d6+2) or longsword +8 melee (1d8+2); Face/Reach: 5 ft./5 ft; SA: nil; SQ: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; SV: Fort +0, Ref -1, Will +3; AL: NE; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1

Skills & Feats: Toughness, Power Attack, Cleave, Dodge, Weapon Focus: longsword

Possessions: longsword, Chain Mail

ATL 9

⚔ **Damascus, Human Male Necromancer 7;** Medium Humanoid; HD 7d4+7; hp 55; Init +2; Spd 30 ft; AC 17 (+2 Dex, +4 mage armor, +1 ring of protection), touch 13, flat-footed 15; BAB/Grp +3/+3, Atk +5 melee (dagger 1d4+2, 19-20/x2) or +5 range (light crossbow 1d8, 19-20/x2); Space/Reach 5 ft./5 ft.; SA Spell Use; SQ -; AL LE; SV Fort +5, Ref +6, Will +6; Str 10, Dex 15, Con 12, Int 16, Wis 14, Cha 10.

Skills & Feats: Alchemy +8, Concentration +6, Knowledge (arcana) +8, Knowledge (local) +5, Knowledge (nature) +1, Knowledge (the planes) +3, Sense Motive +5, Spellcraft +8; Combat Casting, , Silent Spell, Still Spell.

Spells Prepared (4/5/4/3/2); save DC 13 + spell level):

0 level - daze, detect magic, disrupt undead. ray of frost, read magic

1st level - *cause fear, charm person, grease, mage armor, magic missile,

2nd level - ~~*command undead~~, scorching ray, Spider climb, web

3rd level - dispel magic, lightning bolt, *ray of exhaustion,

4th level - *animate dead, enervation

Equipment: ring of protection +1, dagger +2, cure serious wounds potion, robe, 10 g

⚔ **Mummy(4);** Medium Undead; HD: 8d12+3; hp 55; Init +0; Spd: 20 ft.; AC: 20 (+10 natural), touch 10, flat-footed 20; BAB/Grp: +4/+11; Atk: Slam +11 melee (1d6+10 plus mummy rot); Full Atk: Slam +11 melee (1d6+10 plus mummy rot); Face/ Reach: 5ft/5ft; SA: Despair, mummy rot; Damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability to fire; SV: Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15;

Skills & Feats: Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Toughness, AL LE

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either

spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind

Encounter 10 – Spirited Charge

Suddenly, smoke rises from the little girl. It takes form as the little girl awakens. The vapor becomes a young, ghostly woman. She smiles at you in a friendly manner.

PCs should not be affected by any fear effects from Lucenia, since she suppresses that. If the PCs just attack her, she will disperse cursing the PCs. They go to Conclusion B.

The ghost floats gently before you and the girl, who sits up, rubbing her eyes. “Greetings adventurers, I knew you would come,” says the ghost. “I am... or I was Lucenia. I was once apprenticed to a mage of some power. When the undead attacked, he told me to guard the most treasured items he owned and leave this place. I only made it as far as the fountain. I tried to hide there but the undead found me and killed me where I was.

“But my spirit lingered, to protect those items entrusted to me. After the undead were done, I stayed. But I grew lonely. One day, young Lorelei there, came near the fountain. She befriended me and I protected her. I used one of the items I was entrusted with to make her toys constructs to protect her.

“Now young Lorelei needs to be among her own. I entrust you to make sure she has a home. Also, I would ask you to lay my bones to rest. If you do so, you may have the items entrusted to me.”

She turns to Lorelei, “You, young one, go with these people they will find you a home to be happy in.”

Loreli says, “Will I ever see you again?”

“Perhaps some day you will,” and with that, the ghost fades away.

What the PCs should do is find the bones of Lucinda. Then they need to bury her bones and

take the child to an orphanage, or other institution. PCs will not be able to directly adopt her.

Once they search the fountain, read the following:

Searching the fountain fully, you find a skeleton. Beneath the clothes it wore, you find several items: A book, a bell, a pair of boots and a stone.

All the items except for the book detect as magical. The book seems to have been once a spellbook, now totally ruined by weather and time. The stone detects as evil. PCs should be asked what do they do with the skeleton and items. They should turn the shard over to the city, but they can keep it. If they decide to bury the body, go to Conclusion A. If they decide to take the items and forget about the body, go to Conclusion B.

Conclusion A

You bring the body for burial. As it is interred, you can almost see the ghost above the grave. She seems to smile and fade away.

Conclusion B

You return to your day-to-day activities. But something is wrong. Something just doesn't seem right. The air is not as fresh, the grass not as green...

Conclusion C

You awaken to see the Diamond Legion above you. They found you more or less no worse for the wear. After taking stock, you see that a possession was taken from you. Some would say that is the smallest price to pay for your lives, but it is small consolation.

PCs have lost their most expensive, non rare item. Its just torn up, gone from their treasure (or voided if they prefer).

Epilogue

The Diamond Legion was swift in executing the law. Imprisonment ten years for summoning undead within city limits. Damascus balls his fists under his chin in contemplation of what went wrong.

“Pitiful,” a low voice says. Damascus looks around, startled. “Pitiful I say. You would be almost useless. But I have a use for you. Unless you would rather stay here.”

A hand reaches out seemingly from nowhere. Damascus wastes little time. Stay in jail or take a chance. And he is always ready for a chance. He reaches out to the hand and goes wherever it leads.....

AND THUS ENDS PAPER DRAGON

EXPERIENCE POINTS

Encounter 1

Dealing with the stuffed lions25 XP

Encounter 2

Being friendly to Lily.....25 XP

Encounter 4

Defeating the ogre zombies25 XP

Encounter 5

Defeating the rock lobster 100 XP

Encounter 6

Defeating the paper dragon 100 XP

Encounter 7

Defeating the undead75 XP

Encounter 9

Defeating Damascus 175 XP

Encounter 10

Burying the bones 100 XP

Discretionary Roleplaying Award 100 XP

Total Possible XP800 XP

TREASURE SUMMARY

Encounter 9

- Ring of protection +1 (Value: 2,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal). Taken from the hand of the necromancer Damascus, who *probably* isn't in a position to ask for it back. His name is engraved inside the band.
- Dagger +2 (Value: 8,302 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal). Taken from the necromancer Damascus, who engraved his name on the pommel.
- Potion cure serious wounds (Value: 750 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal). For some reason, the word "Damascus" is painted on the flask of this potion.

Conclusion A and B

- **Bell Chime of Opening:** (Value: 3,000 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, Legality: Legal). The *bell chime of opening* is a foot-long mithral bell. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *bell chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of lower than 15th level.

The bell must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The bell is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked*, it takes four uses of a *bell chime of opening* to get it open. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless.

- **Boots of Striding and Springing:** (Value: 5,500 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, Legality: Legal). These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on Jump checks.

If a PC keeps the Shard he/she gets:

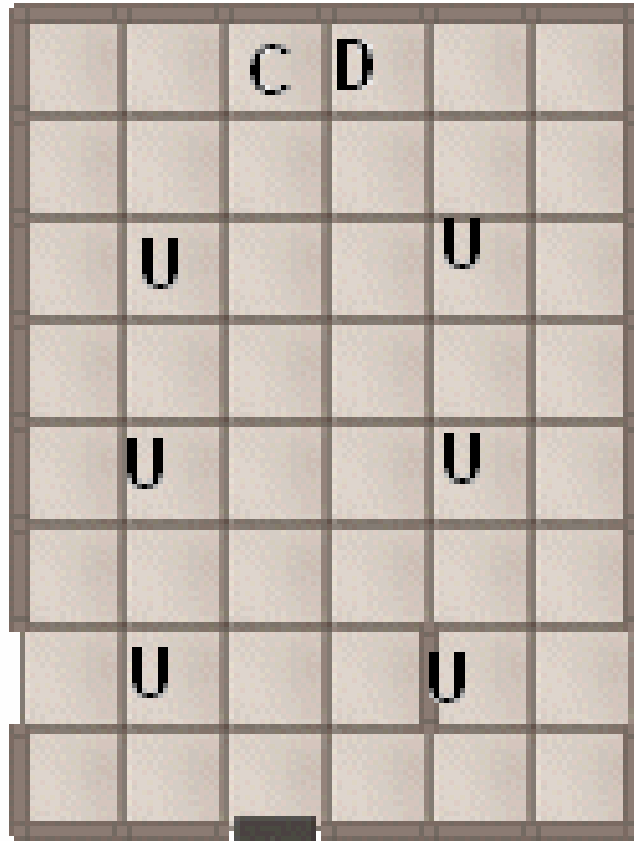
- **Shard** (Value: Priceless, Size: Tiny, Tradable: No, Rarity: Rare, Legality: Legal).

This shard is no more than a small piece of rock. It radiates magic and a dweomer of evil. Whatever its magical powers are, they don't seem to be having any effect...yet.

If the PCs give the Shard to the city, they get:

- 500 gp in payment for discovering an evil item.

Map #1 – Final Combat



Entry

D = Damascus

C = Child

U = Undead

GMG APPENDIX: The Ghost

Lucinea, human Female Ghost (Wiz 3); Medium Undead (incorporeal); HD 9d12; hp 66; Init +2; Spd 30 ft (fly); AC 16 (+2 Dex, +4 Chr bonus, +0 Nat Armor), touch 16, flat-footed 16; BAB/Grp +3/+3, Atk +8 melee (touch, see below); Space/Reach 5 ft./5 ft.; SA: special attacks (see below), spell use; SQ: incorporeal traits, manifestation, rejuvenation, turn resistance; AL LE; SV Fort +5, Ref +6, Will +6; Str 10, Dex 15, Con --, Int 16, Wis 14, Cha 18

Skills & Feats: Alchemy +4, Concentration +3, hide +8, Knowledge (arcana) +4, Knowledge (local) +2, Knowledge (nature) +1, Knowledge (the planes) +3, Listen +8, Search +8, Sense Motive +2, Spellcraft +5, Spot +8; Combat Casting, , Silent Spell, Still Spell.

Spells Prepared (4/5/4/3/2); save DC 13 + spell level):

0 level - daze, detect magic, disrupt undead. ray of frost, read magic

*1st level - *cause fear, charm person, grease, mage armor, magic missile,*

*2nd level - ~~*command undead~~, scorching ray, Spider climb, web*

*3rd level - dispel magic, lightning bolt, ~~*ray of exhaustion,~~*

*4th level - ~~*animate dead, enervation~~*

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will

save DC 17 or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Equipment: *ring of protection +1, dagger +2, potion cure serious wounds, robe, 10 g*

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Special Qualities: A ghost has all the special qualities of the base creature as well as those described below.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Critical Event Summary: Paper Dragon

1. Did the PCs look into the stuffed lions issue without prompting?

Yes No

2. How did the PCs treat Lily on first sight?

Hostile Attacked her Was Respectful

Accepted her Befriended her

3. Did the PCs report the break in the wall to the Diamond Legion?

Yes No

4. Did the PCs attempt to search the fountain before the scream?

Yes No

5. What did the PCs do with Damascus?

Captured Him Killed him Were defeated by him

6. Did the Heroes bury the remains of Lucenia? Yes No

7. Did the heroes keep the Shard? Yes No

If the answer is "Yes" list their PC name, real name and email

Return this form to: Jay Fisher, 8932 Manor Loop Apt 107, Bradenton, FL 34202 or by e-mail to lsj-plots@ucc-online.com.

Please send completed form to: Joanne Clarke-Stein, 15 Manor Crescent, Bldg. 20, New Brunswick, NJ 08901-1680, or email to lsi-roster@ucc-online.com.



Roster of Heroes: Paper Dragon

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

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