

in one round, and cannot reduce its Hit Dice to fewer than 4 through this process. Spawned skeletons can be of any variety of types. For example, a bone sovereign with 24 Hit Dice could create a chimera skeleton and a wolf skeleton (11 HD total), two troll skeletons (12 HD total), 12 human warrior skeletons (12 HD total), or any combination which adds up to 12 Hit Dice or fewer. There is no limit to the number of spawned skeletons that a bone sovereign can control at once. Because spawning makes a bone sovereign weaker, it usually only does so when it is heavily outnumbered by lesser foes.

#### LEVEL 6

This level is where many of the undead were laid to rest after the great cleansing.

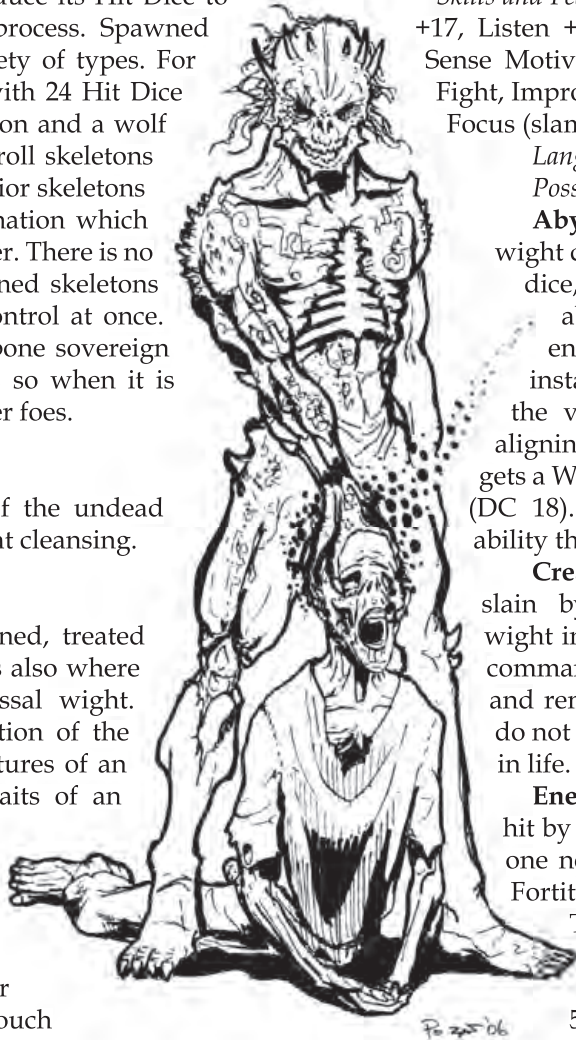
#### LEVEL 7

This level is mostly abandoned, treated as a buffer zone. This level is also where the PC encounters the abyssal wight. The abyssal wight is a creation of the ebon crystal, bearing the features of an undead creature, but the traits of an outsider. Due to his unique nature, the abyssal wight was able to pass the final ward and enter the seventh level of the sepulcher. It was here that he ambushed Father Nichols. Using his abyssal touch ability, he changed Father Nichols' alignment, aligning him with the ebon crystal. After this transformation, Father Nichols became the crystal's agent.

Much to the wight's surprise, he could no longer hurt Father Nichols as the fallen priest ran deeper into the tomb beyond the final ward. He was even more surprised when he discovered that he could not go beyond the final ward. After his initial rage, he tried moving higher through the tomb, only to get caught on the ward leading to the sixth level. So the abyssal wight is trapped on level seven and is thoroughly pissed.

If the PC reads Father Roman's journal (or specifically asks his deity through *commune*), he will know the abyssal wight is on the seventh level. The abyssal wight will try to hide and ambush the PC.

**Abyssal Wight:** CR 7; Medium Outsider (Augmented Undead, Extraplanar); HD 12d12+3; hp 81; Init +6; Spd 30 ft., AC 17, touch 12, flat-footed 15; Base Atk +6; Grp +11; Atk or Full Atk: Slam +12 melee (1d4+7 plus energy drain); SA: Abyssal touch, create spawn, energy drain, smite good; SQ: Darkvision 60 ft., damage reduction 5/magic, resistance to cold and fire 10, spell resistance 12; SV Fort +4, Ref +6, Will +9, Abilities Str 20, Dex 15, Con —, Int 11, Wis 13, Cha 15 AL CE



*Skills and Feats:* Bluff +17, Diplomacy +21, Hide +17, Listen +18, Move Silently +25, Search 15, Sense Motive +17, Spot +18; Alertness, Blind-Fight, Improved Initiative, Toughness, Weapon Focus (slam)

*Language:* Abyssal

*Possession:* None

**Abyssal Touch (Su):** After the abyssal wight drains half the creature's original hit dice, the abyssal wight can activate his abyssal touch ability in place of his energy drain ability. Abyssal touch instantly and permanently changes the victim's alignment to chaotic evil, aligning his soul with the abyss. The target gets a Will save to resist this metamorphosis (DC 18). The abyssal wight can use this ability three times a day.

**Create Spawn (Su):** Any humanoid slain by an abyssal wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Energy Drain (Su):** Living creatures hit by an abyssal wight's slam attack gain one negative level. The DC is 18 for the Fortitude save to remove a negative level.

The save DC is Charisma-based. For each such negative level bestowed, the abyssal wight gains 5 temporary hit points. When a creature is energy drained, the victim feels more aligned with the abyss.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra 12 points of damage against a good foe.

**Skills:** Wights have a +8 racial bonus on Move Silently checks.

#### LEVEL 8: BEYOND THE WHITE CRYSTAL'S LIGHT

You approach the stairs leading beyond the seventh level of the Tomb of Kings. Aren the preserver and Nyril the prophet straddle the stairs, their stony statues armed and ready to defend the domain of Palnor. The final ward glows bright at the bottom of the stairs, leading beyond the white crystal's light.

The PC does not find any combatants on this level, but if he has a light source, he will find a discarded holy symbol of Palnor thrown on the floor. There are stairs leading down at the end of the level.

#### LEVEL 9

An undead ooze lurks in this the level of the sepulcher. When he hears the PCs approach, he expels skeletons from his mass and engages in combat. Unlike most oozes, the undead ooze is intelligent and hides himself

around a corner, waiting to get the jump on the PC. When the PC is within 30 feet of the undead ooze, have him make a Listen check, DC 12 to hear the ooze expel the skeletons from his mass. If the PC succeeds, he is not surprised. At the end of the level are stairs leading down. Read the following text and start combat.

In the tunnel you hear a glob from the darkness and the clatter of bones. From around the corner come four skeletons. Closely behind them writhes a large, viscous, black mass headed your direction.

**Undead Ooze:** CR 6; **Huge Undead (Cold);** HD 6d12+3; hp 42; Init -1; Spd: 20 ft; AC 3, touch 3, flat-footed 3; Base Atk +3; Grp +12; Atk or Full Atk: Slam +3 melee (2d4+1 plus 1d6 cold); Space/Reach: 15 ft./10 ft.; SA: Cold, engulf, expel skeletons; SQ: Blindsight 60 ft., immunity to cold and polymorphing, undead traits, vulnerability to fire; SV Fort +2, Ref -3, Will +6; Abilities: Str 12, Dex 1, Con —, Int 10, Wis 12, Cha 10; AL CE

*Skills and Feats:* Climb +9, Hide +4, Listen +8, Search +7, Spot +8, Swim +7; Improved Initiative, Toughness, Weapon Focus (slam)

**Cold (Ex):** The undead ooze constantly emits an aura of cold, dealing 1d6 cold damage on any successful melee hit.

**Engulf (Ex):** An undead ooze can simply move across any Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The undead ooze merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the ooze, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 15 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the ooze moves forward. Engulfed creatures are subject to the ooze's cold and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

**Expel skeletons (Su):** As a full round action, an undead ooze can expel the skeletons in its body. At any given time, an undead ooze has 1d4 skeletons in its body. Expelled skeletons can act in the round they were expelled, and each skeleton can be of any size up to Large. Slain skeletons can be engulfed by the undead ooze and then reanimated and expelled again in 1d2 hours when they are returned to full strength.

**Amorphous (Ex):** An undead ooze is not subject to critical hits. It cannot be flanked.

**Skills:** Undead oozes have a +8 racial bonus on Climb checks. An undead ooze can always choose to take 10 on Climb checks, even if rushed or threatened.

LEVEL 10: FORK TO SMUGGLER'S TUNNEL

At the end of the level are stairs leading down, but unlike the other levels, there is a tunnel jutting off from main chamber. If the PC decides to investigate the tunnel, read the following text.

The tunnel is significantly smaller than the other passageways and rooms of the tomb. Merely 5 feet across and 7 feet tall, the tunnel is crudely carved. As you examine the tunnel and stand very still, you can almost sense a current of air pass you by.

The tunnel leads to a hidden trapdoor in the Silvery Moon Inn's basement. No one knows who made this tunnel or its original purpose, but Harold the Addled used it for raiding tombs before his insanity set in. Even after his madness, Harold would occasionally enter the tomb through the smuggler's tunnel for some money; he never takes much, but when you need money stealing from the dead is better than stealing for the living. That was Harold's thinking. It was on one of these jaunts that Father Nichols discovered a way out of the tomb as Harold forgot to close the door. Ever since the undead came into the city, Harold has not entered the tunnel or the tomb. He has been acquiring money from the newly dead on the surface and does not care for undead and "Scabby," his name for Father Nichols in his changed state.

