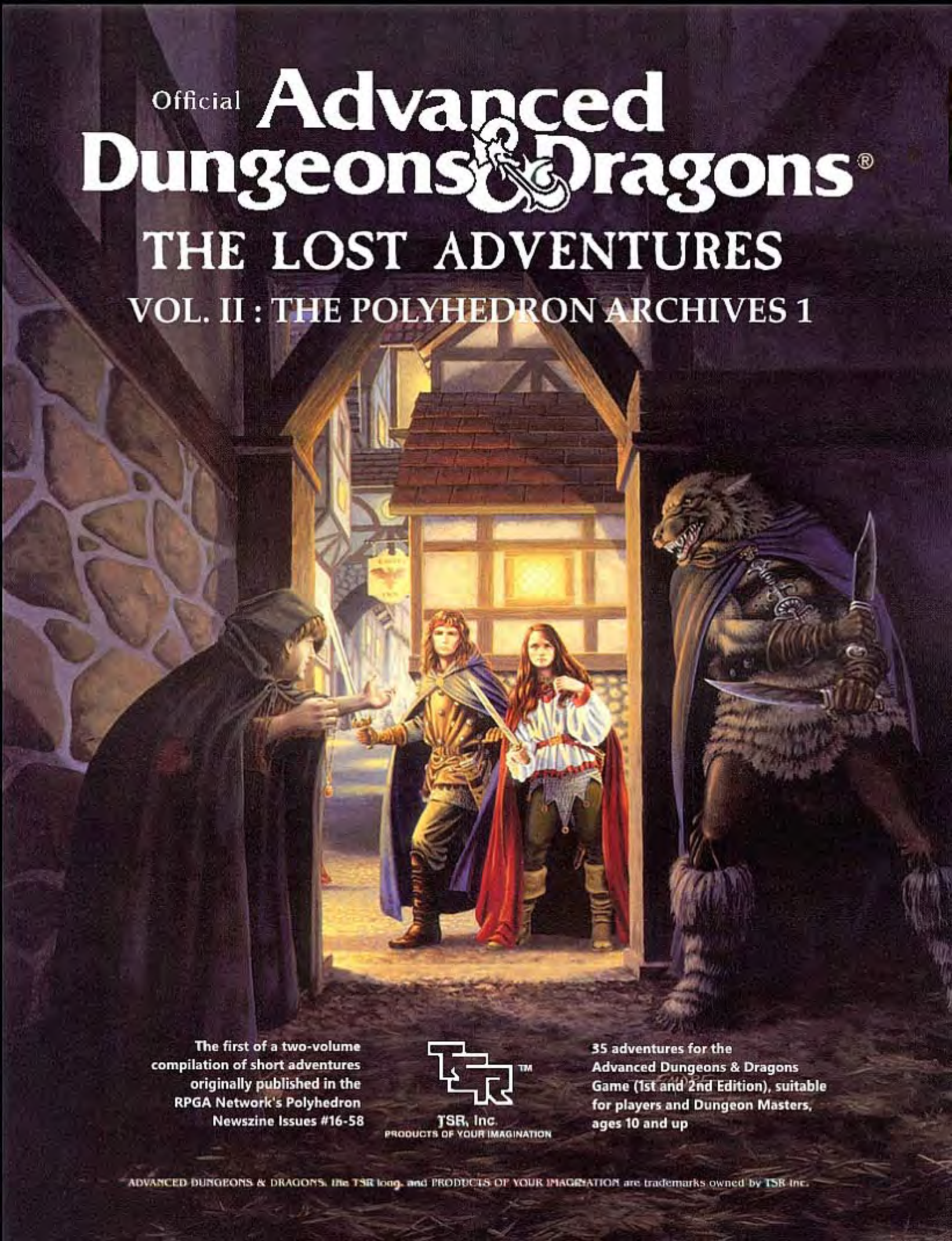


Official **Advanced  
Dungeons & Dragons®**

**THE LOST ADVENTURES  
VOL. II : THE POLYHEDRON ARCHIVES 1**



The first of a two-volume  
compilation of short adventures  
originally published in the  
RPGA Network's Polyhedron  
Newszine Issues #16-58



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ages 10 and up



**It's hard for me to imagine, but the earliest issues of the *Polyhedron Newszine* didn't come with a free module.**

The RPGA Network was founded in 1980 "to promote role-playing in all its forms and provide activity centers for its members to engage in this terrific hobby." It helped players keep in touch and find new groups (an especially useful feature before the Internet), ran tournaments, and generally advocated the spread of the hobby. It also – starting in 1981 – offered its own newsletter – the *Polyhedron Newszine* – which featured reviews, articles, playing tips, and – most memorably – a free adventure in every issue.

But it is the modules that I remember most fondly, and what I most associate with the publication; a *Polyhedron* without an adventure seems as incomplete as peanut butter without jelly or a beholder with only nine eyes. The other articles were well written and often useful, but receiving a "free" adventure every other month was the reason I remained a member of the RPGA, even though I made almost no use of its other benefits.

Not surprisingly – as both the RPGA Network and *Polyhedron* were owned by TSR, Inc. - the bulk of these adventures were written for TSR's own game-systems, the most prominent of which was the immense Advanced Dungeons and Dragons game. But there was also a smattering of adventures for other systems – ranging from TSR's own Boot Hill, Top Secret and Marvel Super Heroes games – to games from competing companies, including adventures for TORG, Paranoia, and Star Wars d6. These mini-modules were great introductions to the alternatives available at the time.

The adventures themselves ranged from short encounters to full-blown campaigns that spanned multiple issues. Many of the earliest adventures were reprints of tournament games used in RPGA-hosted conventions. A few were even given that ultimate honor of being re-published as stand-alone modules and sold in bookstores alongside other TSR offerings like S1 Tomb of Horrors. While a few were written in-house, the majority were submitted by the readers, and their settings ranged from generic fantasy campaigns, to the Forgotten Realms, Greyhawk, Al Qadim, Ravenloft and even the Spelljammer setting.

By the mid-80s, however, *Polyhedron's* unique offerings were eclipsed by its sister publication, *Dungeon Magazine*, which was offered two to four new adventures in each issue. By the early '90s, it was becoming more common for issues **not** to include a new module and ultimately, *Polyhedron* itself was rolled into *Dungeon Magazine*. It was an unfortunate loss since, while *Dungeon* may have bested in quantity and equaled it in quality, it never quite matched the *Polyhedron* adventures in variety.

**Lost Adventures Volume II** is the first of two in the Polyhedron Archives and includes all the D&D and AD&D adventures first printed in *Polyhedron* issues #16 through issue #58. Volume III will include the remainder of the D&D adventures through issue #123, and Volume IV will round out the set with the adventures for systems other than Dungeons and Dragons.

So enjoy this first round of eclectic and imaginative quests from the lost annals of *Polyhedron*.



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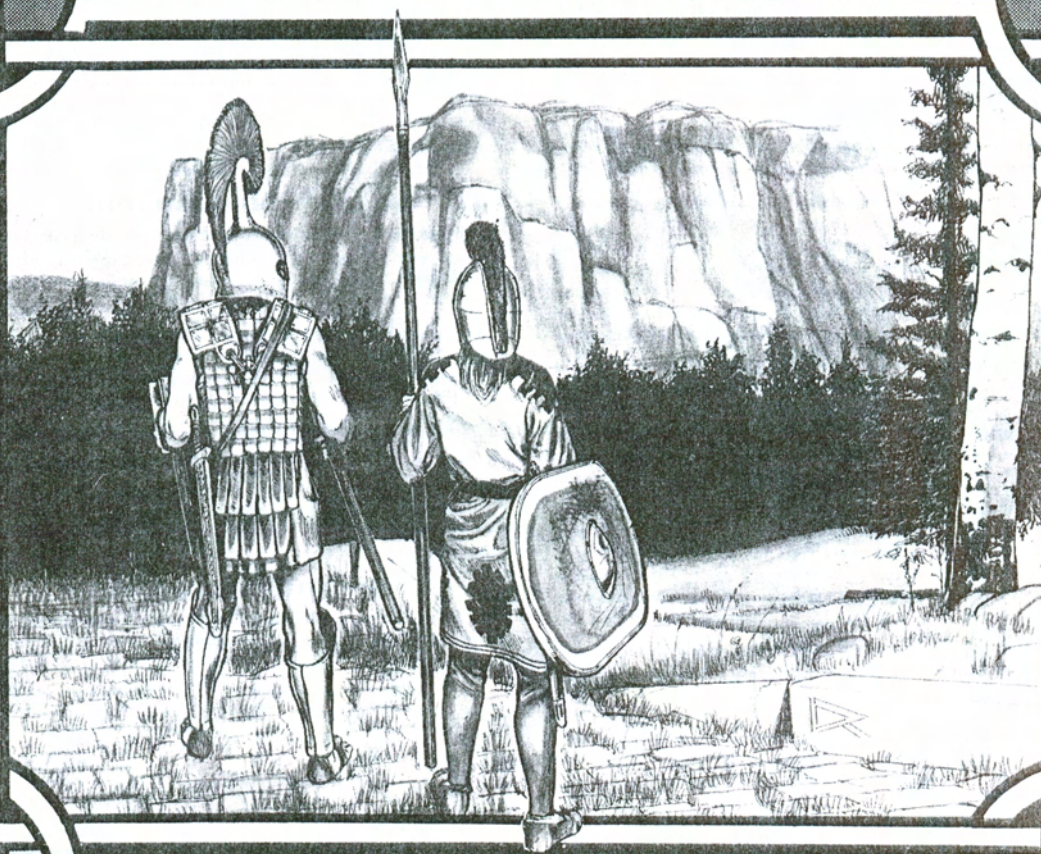
For **ADVANCED DUNGEONS & DRAGONS®** Game

RPGA™ MODULE 5

# THE RIDDLE OF DOLMEN MOOR

by Bob Blake

An AD&D™ Adventure for 6-10 Characters, Levels 4-7



# THE RIDDLE OF DOLMEN MOOR

This mini-module was a tournament adventure originally run at the GEN CON® XVI Convention. This scenario can be run in either a tournament or a campaign setting. The Dungeon Master (DM) should read the adventure thoroughly before running it.

**STOP!** The rest of the information in the module is for the DM's use in running the adventure. If you plan to play in the adventure as a character, stop reading here.

## Introduction

The encounters in this adventure were designed for a balanced team of 10 characters, levels 4-7. Each encounter has boxed information to be read to the players and unboxed DM notes describing how to run it. Some encounters have a **Tournament notes** section with special instructions for tournament play only. In this module, the following abbreviations are used:

AC = Armor Class	THACO = To Hit AC 0
MV = Move	D = Damage
HD = Hit Dice	SA = Special Attacks
hp = hit points	SD = Special Defenses
#AT = Number of Attacks	MR = Magic Resistance
F = Fighter	S = Strength
M = Magic-user	I = Intelligence
I = Illusionist	W = Wisdom
C = Cleric	D = Dexterity
D = Druid	C = Constitution
T = Thief	Ch = Charisma

The number after the class is the level: F4 = fourth level fighter. *The Riddle of Dolmen Moor* is the fifth adventure in the epic *Prophecy of Brie*. It is a wilderness trip to the ancient burial ground of Pellham's kings. The characters must use the ancient poem of the "Lineage of Kings" to deduce which tomb is Llywelyn's. However, they will discover the tomb is sealed by powerful wards.

## Tournament Play

The recommended playing time for this adventure is three hours. Achieving the goal is the primary victory condition, with the number of successful encounters secondary. Casualties, then expenditure of resources (spells, items, etc.), are used as tie-breakers.

Players may use only the *Players Handbook* during play. However, all personal magical items that the characters start with are known and completely understood by the owners. The DM should brief characters on the capabilities of their magical items if requested.

There are no wandering monsters in tournament play. The random monster tables included here are for campaign play only.

Monsters will fight to the best of their ability unless the tournament notes specify otherwise; they will neither check morale nor flee unless noted, and they will be fully aware of the capabilities of their weapons, magical items, and spells, and will use these to advantage.

## Random Encounters

Random encounters will occur only in campaign play. The DM rolls for encounters in the morning and evening, with a 1 on 1d20 indicating an encounter.

Damrosil River Encounters		Kingsway Road Encounters	
Die Roll	Encounter	Die Roll	Encounter
1-2	1-4 stags, wading with herd at the river's edge with 4-8 herd members each	1	1-6 brown bears
3	1-12 wild boars	2	2-2 ogres
4	5-20 giant frogs	3	5-20 psies
5	1-6 giant pike	4	2-8 satyrs
6	1-3 black bears	5	1-2 stag, giant
7	1 giant snapping turtle	6	3-30 stings
8	4-7 NPCs, adventuring party (d4-5)	7	2-20 sylvan elves
		8	1-12 trolls

Each character in the NPC party will be of 1-6 (1d4+2) level. At least one magic-user and one cleric will be in the group. NPC parties can be found either on the water or traveling along the river's edge, probably opposite the party's direction.

## Players' Background

Two hundred years ago the people of the kingdom of Pellham rose in revolt against the oppressive monarchy of King Alendus II. Mobs surged through the streets of the capital city of Widdershin, forced their way into the palace, and ransacked it. Everything of monetary value was carried away and all else burned.

The monarchy was replaced by a council, which is currently headed by the seneschal Gwydion. However, that the council is now floundering is no secret, which has resulted in a groundswell of popular opinion for the return of the monarchy. A strong individual is needed now to pull things back together, but there is one problem: who will be king? Certainly not Gwydion nor any of the council!

Perhaps the answer lies in a packet received from a religious sect known as the Brothers of Brie. Several old manuscripts were enclosed, the most important of which is the following prophecy:

**With six hands of Loring the lost upon the Wheel of Time, at the moment Bazel mounts his chariot to do battle with the seven daughters, the dead king shall rise to seize the triad with hands that cannot grasp and eyes that cannot see. All wards broken and the mystic barriers pierced with mating swords, three saints and sinners will struggle in the dust, both and neither to triumph. And while the sundered Earth spews forth the dregs of centuries, a new order shall come upon the Land.**

Most intriguing to be sure, but which dead king? With the looting of the palace all those years ago, not even the proper lineage of the dynasties is remembered. But there is one king still held in reverence by all, Llywelyn the Just. Of course! The Prophecy is ancient, probably written about the time of the founding of Pellham. Its authenticity is unquestionable, but is this the time of its fulfillment?

The task was to determine if indeed it was time for the return of Llywelyn. In Loring's Wood you discovered the Wheel of Time and proved that the time of the prophecy was at hand. Then the Brothers of Brie, deciding that "mystic barriers pierced with mating swords" must refer to locks and keys, sent you to purchase a set of nine antiquated keys from Lord Krell the Robber Baron. You got the keys, finding out in the process that Krell's reputation was well-earned.

Llywelyn's kingly trappings were not buried with him, for an accident to his funeral barge lost his baldrick, sceptre, and crowned helm. The sceptre was sold by a bugbear chieftain, providing a clue to the location of the other items. Your group invaded the bugbear colony in the Eyes of Berta cave complex and found the baldrick and helm, barely escaping with your lives.

You were then sent in search of the ancient wizard Caer, who possessed the elixir needed to return King Llywelyn from the land of the dead. Your journey up the river Damrosil was perilous, but you reached Caer's mountain retreat, climbed the mountain, and found the wizard within. Your answers to his cunning riddles won you the elixir of life you sought.

The prophecy will soon be fulfilled. All the necessary preparations have been made. All that remains is to find the tomb of King Llywelyn. The search will begin at Dolmen Moor, the resting place of Pellham's kings. Many kings are buried there, each in a separate mound. However, the destruction of most of the royal archives and the span of time involved has erased memory of all but a few of the past kings, let alone the exact location of their final resting places.

You will journey north up the Damrosil River, leaving it when you come to the Kingsway, an ancient road that runs from the Fens of Taravel to Dolmen Moor. There, you must find which mound holds the mortal remains of Llywelyn. But beware, for Dolmen Moor is haunted by the spirits of the dead by night.

**Campaign note:** Suggested compensation for this part of the quest is 500 gp (and XP) per character level.



## DM Information

Remember to shift to indoor movement and ranges when the characters enter the mounds. On Dolmen Moor, a denizen of a mound will generally not attack until the party enters its mound, nor will it pursue unless stated otherwise in the encounter key.

The adventure begins as the characters, rowing in small boats up the Damrosil, approach the Fens of Tavoral. They have two boats with four oars each, and will divide five to a boat.

## THE DAMROSIL RIVER

### 1. The Minstrel of the Fens

The trip up the Damrosil has been uneventful. The river becomes wider and more sluggish as it enters the fens. A myriad of small islands dot the water and the unmistakable odor of swampland hangs upon the air. The vegetation is profuse, overhanging the banks so that at times no more than a boat-width of open water remains. The sound of a lone voice singing in this wilderness has become louder, as if you've been going toward it.

The voice sounds human, though the words cannot be made out. One of the party will think he hears the name "Llywelyn."

As you push through a wall of vines, the singer is revealed. A barefooted old man sits cross-legged on a grass-covered hummock in the middle of a wide pool. His face is clean shaven, but his thin, silver hair, straggling from beneath a black leather cap, has grown to waist-length and is uncombed. His threadbare clothing, apparently purple when new, is long out of fashion. He strums a lute of exquisite tone and workmanship.

Near the hump of dry land, a small, red, smooth-skinned arm and hand are thrust up through the surface of the pool, shaking a tambourine in rhythm. Nearby, a blue cap with a yellow feather floats on the water's surface. As the song comes to a break, the minstrel looks at you with haunted eyes and begins again.

This is Loring the Lost (AC 0; MV 0; F/T/B 7/7/8; hp special; #AT special), though the characters will not recognize him. The purpose of this encounter is to expose the characters to "The Lineage of Kings." Loring will not respond to the party, but will sing and play his lute. The party has six rounds for action. When Loring reaches the seventh verse, all characters must save vs. Paralysis or be paralyzed. Any characters who tried to block their ears get a +2 bonus. Other methods of avoiding paralysis are detailed below. A bard or magic-user will recognize the red arm as that of an imp.

The lute's tones pierce every fiber of your bodies, and you are now able to hear the singer's words clearly and distinctly.

If the party rows away immediately (at least two rowers per boat), they escape this encounter, but do not get the poem. (The poem provides vital clues once the party reaches Dolmen Moor. The players will receive the poem at the end of the encounter, providing they have heard all of it at least once.)

The party's boats have stopped 30 feet away from the hummock (about one round's movement). At the end of the song, the paralysis disappears and Loring begins the song again. With the second singing of the poem, imps will pop out of the water at the rate of one per verse until the gate to Acheron is closed (see below). They will taunt and pester the party, then swarm to the attack. The party has six rounds to act, for when Loring reaches the seventh verse, he will say his name for the third time, and the characters must again save vs. Paralyzation. Those failing will be paralyzed until the end of the second singing of the poem (16 rounds). If the party rows away immediately after the first singing, the imps will not pursue.



### Imps

(AC 2; MV 6"/18"; HD 2+2; hp 12 each; #AT 1; THACO 16; D 1-4; SA Detect Good, Detect Magic, Invisibility, Suggestion; SD poison, regenerate 1 hp per round, need silver or magical weapons to hit, immune to cold, fire and electrical attacks, save vs. Spells as 7 HD; MR 25%). They will NOT use their tails.

If the party decides to fight the imps, two imps will attack each character who actively defends; any imps left over will try to kidnap paralyzed characters. Each round, one imp (if available) will land on each paralyzed character. When three imps have landed on a character, the character will be flown into the water (and off to Acheron). An attack against kidnapping imps will force all of them off the intended victim, so it will be another three rounds before the rescued character can be carried off again. The imps will not use their tails nor try to overturn the boats.

The third time Loring begins to sing, the party has six more rounds of action before all must save vs. Paralyzation. If the encounter goes this long, the party will be fighting 22 imps! Their best hope at this time is to shut down the gate to Acheron.

**Avoiding Paralysis:** Loring is immortal, and immune to physical attacks. He can be asked or ordered to stop singing, but will ignore any such pleas or demands unless his name, Loring the Lost, is used. He will continue to strum the melody on the lute in any case, which maintains a gate to Acheron. The lute projects a magical field that protects it and its player against **Charm Person**, **Magic Missile**, **Fireball**, **Hold Person**, **Silence 15'**, and **Lightning Bolt** spells. Casting a **Silence** on the party will work, but absolutely no verbal communication or coordination should be allowed.

**Closing the Gate:** Loring's playing can be stopped with a **Web** spell (which will NOT halt his singing), or a physical attack to smash the lute or cut its strings (treat it as AC 0 vs. physical attacks). A **Warp Wood** on the lute or **Heat Metal** on its strings will also work. A



Silence spell cast on the party will work, but will prevent the characters from coordinating their actions. If the playing stops, the arm with the tambourine goes back into the water, leaving only those imps who had passed through for the party to deal with. Attacks on the arm itself have no effect.

If a party successfully closes the gate, Loring will speak. He will thank them and reveal a secret sign that will get them past the satyrs in the next encounter without fighting (a circle of willow tied to a staff). He will then have a seizure and begin singing once more. There is nothing the party can do to help him.

Loring the Lost was the twelfth king of Pellham. He had little chance of ascending the throne, being the fourth son of the third wife of Agneus Expander, and spent much of his youth as a wandering minstrel. Two ambitions drove him, to become king and to become immortal, and, with the aid of imps from Acheron, he slew eight nobles ahead of him in line of succession gain the throne. His reign, however, lasted but a few days. The imps tormented him with maddening dreams until he fled to seek the Wheel of Time. He has since realized immortality, on Arawn's terms.

After his encounter with the mad druid Eveyd, Loring drank of the Waters of Forgetfulness in Loring's Wood. He was drawn to this island in the Fens of Tavarol 285 years ago, commanded by Arawn to forever play his magical lute and sing the same song. The lute keeps a gate open to Acheron, and the song causes paralysis in the listener.

## 2. The Woodland Pipes

If the characters closed the gate to Acheron and made the secret sign, they will NOT encounter the satyrs here.

Shortly after the encounter with the Mad Minstrel of the Fens, the ancient paving stones of the Kingsway are seen rising out of the mud on the southern shore, leading off to the east. The road enters an unremarkable forest and, while the trees are dense, the looming bulk of a plateau, Dolmen Moor, is seen in the distance.

Walking is pleasant, the normal forest sounds seeming to lift one's spirits and speed the journey. Even the sound of some large-bodied animal (probably a deer or maybe an elk) is welcomed and unthreatening. The sweet and soothing melody of a shepherd's pipes kindles a desire to remain here forever.

The piping is from a band of eight satyrs (AC 5; MV 18"; HD 5; hp 17, 18, 20, 21, 23, 23, 26, 30; #AT 1; THACO 15; D 2-8; SA Charm, Sleep or Cause Fear with pipes; MR 50%) that inhabit this area of the forest. There is one piper, and his music is to Charm. Anyone failing the saving throw vs. Spells will wander off toward the piping unless physically prevented from doing so. Two of the satyrs wait to take the charmed characters to the lair, the other five satyrs will mace anyone not charmed until all potential captives have been taken, then they will flee. The Satyrs' Lair encounter is played *only* if the player characters pursue.

**Tournament note:** A Dispel will automatically free charmed characters in its area of effect.

### The Satyrs' Lair

The party may follow the trail of the satyrs and attempt to rescue any enspelled characters or simply continue on to Dolmen Moor. Following the fleeing creatures to their lair is easy enough, though the satyrs will fight to the death to protect it. Shortly after the party begins pursuit, they will hear the urgent blasts of a hunting horn. The trail leads northeast into the woods to a cave, the mouth of which is 30 feet above ground level. A heavy growth of trees and brush surrounds a small clearing before the cave, and to either side of the entrance are mounds of rocks and boulders on the slope.

Six more satyrs (AC 5 or 1; MV 18"; HD 5; hp 14, 15, 17, 19, 20, 20; #AT 1; THACO 15; D 2-8; MR 50%) are in the cave guarding

the captives; the remainder of the eight originally encountered are divided equally on the slopes to either side of the cave. The rocks, boulders and trees provide them 50% cover, thus raising their armor class to 1. They will hurl spears (1-6 points) and small rocks (1-4 points) if the characters approach within range, but will not come out to melee. Those in the caves will throw spears. The cave is small, so if a **Fireball** is thrown *into* the cave, any captive characters within will take damage as well.

On the third melee round, three centaurs (AC 5; MV 18"; HD 4; hp 16, 18, 22; #AT 2; THACO 15; D 1-8/1-6), summoned by the horn, will charge from the woods. Each will fight until he takes half or more damage, then flee.

Once the centaurs and satyrs are defeated, the lair may be searched. Inside will be found the captives, unharmed by the satyrs, and a **Scroll of Protection from Undead**.

## DOLMEN MOOR

Keep track of game turns in this section; on the fifteenth turn the party will encounter the Undead Army (see details for this encounter at the end of this section). There will be no other wandering monsters on Dolmen Moor itself.

The plateau of Dolmen Moor rises 200 feet above the surrounding countryside. The only road to it is the Kingsway, which reaches the top through a series of switchbacks. The top is relatively flat, characterized by a number of man-made mounds.

From ground level these mounds look to be scattered about in a random fashion, though as can be seen on the map, the mounds are actually arranged in concentric circles around a central temple (this will be obvious only if the party conducts an aerial reconnaissance).

Pelcolb the Pious, fifth king of Pellham, hit upon this formalized burial scheme. He caused the construction of the central temple/mausoleum to house the remains of the dead kings of the dynasty then in power. When the dynasty changed, the old line was removed and buried in mounds in a circle around the temple, which now was to house those of the new dynasty. This pattern continued, resulting in the present layout.

The first mounds were simple affairs, but, as the centuries passed, the new mounds became larger and more opulent. They may be classified in three types:

**Type III (Outer Circle):** These are smaller mounds, some even planted with trees that have grown into sizable copses. All have at least two chambers, some with underground levels. The doorways are ornately carved, most with carvings dedicated to the dead king within. All mounds in the outer circle are Type III.

**Type II (Middle Circle):** These mounds are larger, most single-chambered but some with two. All are lined with stone instead of logs, though the covering is the same. The doorways of many are inscribed stone slabs.

**Type I (Inner Circle):** These are small, single chambered mounds, lined with logs and covered with stones and a layer of earth. The doorways are wooden, with an inscribed stone lintel.

All tombs are marked with the heraldic devices of the kings, but time and the destruction of the royal records will prevent the characters from recognizing the tomb of any specific king. The device of each king will be a variation of an eagle over crossed swords.

The characters are seeking the tomb of Llywelyn among all these mounds, and, if they remember Loring's song, may do so easily enough. The first king in each dynasty is buried in a mound directly north of the central temple, the rest of the dynasty interred in the same circle in a clockwise fashion.

Llywelyn was the third king of the third dynasty, thus his tomb is the

third mound in the third circle, counting from the north. If the party has figured things out, they may make a few simple tests to verify the scheme based on the song, for many of the statements about the past kings hold true for their present condition. For example, Loring said that Ciron the Hearty drinks in death still, and, on entering his tomb, they will find him entombed in a large cask of ale, and so on.

Except where otherwise noted, the characters must actually enter a burial mound to have an encounter. Generally, the occupants of the tombs will not pursue if the burial mound is left.

The party arrives about two hours before dark. The Undead Army will arrive in 15 turns.

## Key to the Burial Mounds

### 1. Central Temple

This limestone building is constructed in the shape of an equilateral triangle, 150 feet long per side, each point truncated to form a 30 foot long wall. There are nine pillars which support the interior of the temple, three to a point in descending size. There are also double doors in each point, constructed of bronze; each panel is 5 feet wide and 15 feet high. Flanking each set of double doors is a pair of pink granite statues, 8 feet tall and carved to represent armored dwarven warriors.

The statues, similar to caryatid columns, were a late addition to the structure by Blaine to protect those lying within the Central Temple. They will animate and attack any would-be grave robbers. A long-forgotten dwarven phrase will prevent their attack, allowing the temple to be entered.

The statues (AC 3; MV 6"; HD 5; hp 25 each; #AT 1; THACO 15; D 1-12; SD half damage from normal weapons, no magical weapon bonus damage, 25% chance of weapon breakage -5% per plus for magical weapons) will animate if any character comes within 20 feet of the door they guard, shrinking to dwarven size and taking on a fleshy appearance when activated. They will move to stand before the portal to prevent entrance. If destroyed, they turn to stone; if the intruders perish or withdraw, they return to their former condition.

The interior of the temple is of smooth finished stone work. Inset panels, carved in bas-relief, are placed around the walls, separated by the remains of tapestries. These are dedicated to Alendus Crebus, Pelcolb the Pious, Lascron, and Llywelyn.

Inside is a central altar and 12 granite sarcophagi. Each sarcophagus has a flat granite top, inscribed with the name of the deceased within. Empty ones have no inscriptions. All are empty except for 1, 2, and 3. They contain the remains of Kolm the Quick, Cemor the Valiant, and Blaine (respectively). Piled unceremoniously at the foot of 4 is the jumbled skeleton of Alendus II, the last king and the tyrant overthrown by the people.

Sarcophagus 1 contains a necklace of 5,000 gp value, 2 a matched set of bracelets of 4,000 gp value and a **long sword** +2, and 3 a velvet sack of 1,000 ancient gold coins and a **hammer** +3, **dwarven thrower**. It is unlikely that the characters will desecrate the tombs by taking these items; if they do, take note of this action.

### The Inner Circle

**2. Alendus Crebus.** The mound is very old, as all are in the first circle. A doorway on the south side bears an inscription in the common tongue that says "Alendus Crebus, the Great and Glorious Founder of Pellham." If the party desire to enter they will find a simple coffin that holds the bones of the king, along with a sword and mace. A shield lies atop the coffin.

**3. Ciron the Hearty.** The doorway is unscrubbed. Opening the door reveals a circular interior with a large, sealed oaken cask coated with pitch. The air is very stale and scented with hops. Opening the cask reveals a corpse floating in ale with a smile on his face.

**4. Fenton the Foolish.** This door is jammed badly, such that

## The Middle Circle

**11. Karnac the Cairnlord.** His name is inscribed on the door. This mound is very unstable. Any who enter and tamper with the coffin within will cause a collapse, taking 3-30 (3d10) points of damage.

**12. Agneus Expander.** The doorway is collapsed, but climbing to the top of the mound shows that the roof has been blasted away. Inside the tomb of the "lover of horses" is a nightmare (AC -4; MV 15"/36"; HD 6\*6; hp 44; #AT 3; THACO 13; D 2-8/4-10 (2d4+2)/4-10 (2d4+2); SD opponents save vs. Spells or attack at -2 to hit and damage).

**13. Loring the Lost.** Although the outside of the mound is very weathered, the interior is oddly clean and dust free. A stone sarcophagus, its lid leaning against one side, looks like the stone cutters have just left it. Obviously, this tomb has never been used.

**14. Marcus the Marshal.** Outside, above the door, are four deep depressions in the soil above the door, arranged in a diamond shape. These were the positions of the four stones mentioned in Loring's song, but the Galeb duhr at mound 20 has removed them. The interior of the mound is unremarkable.

**15. Suradel the Scholar.** Suradel was the first king to dabble in the black arts, thus the references to his being a scholar and the first of the Witchkings. Unknown to his subjects, Suradel was cursed with vampirism after his death.

The tomb's door is closed, but opens easily. The coffin inside is a simple wooden box; its lid is unlatched. Upon opening it, the vampire (AC 1; MV 12"/18"; HD 8\*3; hp 35; #AT 1; THACO 12; D 1-6\*4; SA **Energy Drain**, **Charm** (save at -2); SD +1 or better weapons to hit; SD regenerate 3 hp per round, **Assume Gaseous Form**, **Sleep**, **Hold**, and **Charm** have no effect) will try to **Charm** the nearest target. Suradel will assume gaseous form to leave the coffin, then rematerialize and attack.

**16. Argunth Elf-friend.** Loring did not mention which elves Argunth dealt with; unfortunately they were drow. There are ten drow (AC 4; MV 12"; F 2; hp 9 each; #AT 2 (one at +1); THACO 20; D 1-4 (dagger) or 1-6 (short sword) or 1-3 + save vs. Poison at -4 (crossbow); SA **Dancing Lights**, **Faerie Fire**, **Darkness**; SD +2 to all saves; MR 50%) in the tomb, which is a secret gateway to one of their underground cities.

**17. Rikar the Roarer.** The seal on this tomb is still intact; even grave robbers respect Rikar, a gifted king slain early in his reign. Inside are two sarcophaguses, one for Rikar and the other containing the skeleton of the Lady Lara, Rikar's wife who died of grief over the death of her lord.

## The Outer Circle

**18. Lightmal the Dark.** The stone door lies on the ground and the interior is black. Inside Lightmal is "awake for all time," as he is a spectre (AC 2; MV 15"/30"; HD 7\*3; hp 35; #AT 1; THACO 13; D 1-8; SA **Energy Drain**; SD +1 or better weapons to hit, unaffected by **Sleep**, **Charm**, **Hold** or cold-based spells).

**19. Dalenial the Light.** Dalenial was as good as his father Lightmal was evil. On his deathbed Lightmal cursed Dalenial, and though the latter succeeded his father to the throne, his father's curse withered him and his reign was short. The coffin holds only dust, rather than bones, but if a handful of it is thrown at Lightmal the spectre will be blasted from this plane. Anyone tampering with the dust must save vs. Spells or receive the appropriate **Suggestion**.

**20. Llywelyn the Just.** This tomb is the party's goal. There is a large group of boulders atop the mound. One of these is a Galeb duhr (AC -2; MV 6"; HD 9; hp 42; #AT 2; THACO 12; D 3-13; SA cast **Move Earth**, **Passwall**, **Wall of Stone**, **Stone Shape** or **Transmute Rock to Mud** once per round as L20 magic-user, **Animate Boulders**; SD unharmed by lightning or normal fire, save at



attempts to open it are at -1 to the normal die roll. If the coffin is opened, the skeleton of Fenton, attired in a jester's costume, will be found within.

**5. Heimwell the Haughty.** The stone slab door is slightly ajar. Inside is a lidless stone sarcophagus. Heimwell is now a ghost (AC 0 (8); MV 9"; HD 10; hp 40; #AT 1; THACO 10; D age 10-40 years; SA magic jar; SD need silver or magical weapons to hit) that returns here to its material body's final resting place. Heimwell will NOT use his **Magic Jar** ability in this encounter.

**6. Pelcolb the Pious.** His mound mimics the shape of the temple in honor of his establishment of that structure. The interior is white-washed, and symbols of all the Celtic gods abound.

**7. Voltar the Victorious.** The interior of Voltar's tomb is an aberration of Type I construction, in that it is totally lined with paving stones, in honor of Voltar's initiation of the Kingsway.

**8. Royberno the Bloody.** The tomb is tightly sealed, but may be opened. A sickly sweet smell emanates from the stained earthen floor. A moaning sound, coupled with blood dripping from the ceiling, will begin if any living creature remains in the tomb for more than three melee rounds. There is no encounter here.

**9. Tornum the Terrible.** This unfortunate son of Royberno has become a skeleton warrior (AC 2; MV 6"; HD 9\*4; hp 50; #AT 1 at +3; THACO 10; D 1-10; SD cause fear in creatures of 5 dice or less; MR 90%). Magically bound to remain in his tomb, the opening of the door will release him. He will not pursue into the sunlight.

**10. Lascron the Last.** Standing within 10 feet of the door of the tomb gives a feeling of well-being. The interior is very plain, and the good feeling is much stronger. Characters entering this mound are **Blessed** (as the clerical spell) through their next encounter. This effect can only be had once by each character.

\*4 vs. Magical Fire; takes double damage from cold-based attacks and saves at -4 vs. cold attacks). It takes great umbrage at anyone invading its territory.

The Galeb duhr will attack by animating the boulders atop the mound to roll down on the party. One boulder is animated per round (AC -2; MV 3"; HD 9; hp 35 each; #AT 1; THACO 12; D 4d6). After two such attacks, the Galub duhr will move in. The Galeb duhr won't use its spells here or animate boulders for melee.

Once this creature is dealt with, the party may approach the tomb. Anyone touching the doorway takes 10 points of electrical damage and the following phrase appears on the stone, "Beware the Wards of Ishcabble!" The wards extend to the walls of the mound and underground as well; they cannot be breached at this time.

**Tournament note:** The character with the highest intelligence will remember the mage Ishcabble, and the round ends.

**21. Logar the Loved.** The tomb is unremarkable except for a shepherd's crook incised into the door. This is a clue, taken from Loring's song, to aid in orienting the party.

**22. Damocles the Wizard.** He is named second of the Witchkings for his interest in magic, not always for the cause of good. Any character of good alignment can almost smell the evilness. Damocles attempted to become a lich and failed. The coffin holds his skeletal remains, draped in robes marked with arcane symbols. The coffin itself is crudely painted with similar markings.

**23. Rotkoddam the Strong.** The mound's portal stands open, and broken rocks (one resembling a rabbit) litter the ground before it. A strong, musky odor comes from the mound. Rotkoddam's tomb is now the lair of a gorgon (AC 2; MV 12"; HD 8; hp 40; #AT 1; THACO 12; D 2-12; SA breath turns to stone). It will attack if anyone comes within 20 feet of the doorway.

**24. Claudius the Cautious.** Claudius was a prudent, if not paranoid, ruler and his burial specifications reflect this. He is entombed within a coffin within a coffin within a coffin, and so on. Ten boxes must be opened to find his remains.

**25. Dacquiri the Witchking.** Dacquiri carried his studies of magic to an extremely high level. Unlike Damocles, he was successful in his efforts to become a lich. However, he and Ishcabble destroyed each other, so this tomb is empty.

## The Undead Army

Once a day an army invades Dolmen Moor. It is composed of:

**headless horseman wraith** (AC 4; MV 15"; HD 5\*3; hp 28; #AT 1; THACO 15; D 1-6; SA **Energy Drain** SD silver or magic weapons to hit, immune to **Sleep, Charm, Hold**, and cold-based spells)

**8 ghouls** (AC 6; MV 9"; HD 2; hp 8 each; #AT 3; THACO 16; D 1-3/1-3/1-6; SA paralyzation; SD immune to **Sleep** and **Charm**)

**18 zombies** (AC 8; MV 6"; HD 2; hp 7 each; #AT 1; THACO 16; D 1-8; SD immune to **Sleep, Charm, Hold**, and cold-based spells)

**24 skeletons** (AC 7; MV 12"; HD 1; hp 4 each; #AT 1; THACO 19; D 1-6; SD take half damage from sharp and/or edged weapons, immune to **Sleep, Charm, Hold**, and cold-based spells)

The wraith is mounted on a heavy war horse (AC 2 (harded); MV 15"; HD 3-3; hp 18; #AT 3; THACO 16; D 1-8/1-3/1-3).

The wraith is headless, hence its name, The Headless Horseman of Dolmen Moor. Living beings are its prey, for it may not go to Arawn's hall without a head. The Undead Army are commanded by the wraith, so they cannot be turned unless the wraith is. If the wraith is turned, the following will go with it: 6 ghouls, 8 zombies, and 12 skeletons. Those remaining are subject to further attempts. The Undead will not pursue into the mounds.

## The Lineage of Kings

I sing for you now of the lineage of kings,  
Of Pellham's mighty and doddering  
Fools that japed and when all were done  
Proved worthless at best, all save one.

Mendus Crebus, first of the kings,

First of nine by his conquerings.

Ciron the Hearty, lover of ale,

Son of Crebus, he drinks in death still.

Fenton the Foolish, moron well-named,

Glutton of mutton, third fool of the famed.

Heimswell the Haughty, brother of Ciron,

The fourth he became by the slaying of Fenton.

Pelcolb the Pious, bastard of Fenton,

Builder of the Temple, fifth one in.

Volgar the Victorious, paver of Kingsway,

Grandson of Crebus, so they all say.

Royberno the Bloody, bastard of Volgar,

Grim destroyer of clansmen, seventh so far.

Tornum the Terrible, tormentor of souls,

Grim as his father, eight bake in the coals.

Lascron the Last, ninth of nine,

Father to no man, last of the line.

Karnac the Carniford, usurper maligned,

Lascron's cousin, mover of the nine.

Agneus Expander, true lover of horses,

Sibling of Karnac, the nine were of course his.

Loring the Lost, foul slayer of eight,

Third of the kings, but victim of fate.

Loring the Lost, known for his songs,

Plays minstrel to demons, as cursed by his wrongs.

Marcus the Marshall, of this line is fourth,

Four stones mark his cairn, pink ones, of course.

Suradel the Scholar, first of the Witchkings,

Son of the bard and prophet of many things.

Argunth Eli-friend, of this line is sixth,

Feared slayer of orc-hosts who none trifled with.

Rikar the Roarer, seventh of seven,

Slain young in battle, first one to heaven.

Lightmal the Dark, first of his line,

Cousin of Rikar, awake for all time.

Dalena the Light, Black Lightmal's spawn,

Cursed by his father, he's withered and gone.

Llywelyn the Just, slain at his dinner,

Gem of all kings, he was no sinner.

Logar the Loved, a shepherd in youth,

Llywelyn's son grew ancient in truth.

Damocles the Wizard, grandson of Llywelyn,

Second of the Witchkings, Time was the villain.

Rotkoddam the Strong, sixth of the line,

Led his troops into battle, led from behind.

Claudius the Cautious, Rot's son and heir,

Died in his sleep, though none seemed to care.

Dacquiri the Witchking, eighth of nine,

Slew Ishcabble, died the same time.

Kolm the Quick, first of the four,

Fought without weapons, died at the door.

Gemor the Valiant, kept up the bard's quest,

Tried as he might, but finished second best.

Dwarven Blaine Shortshanks for Gemor went on,

Third quester and king was merely Time's pawn.

Mendus the Second, rogue liar and cheat,

The kingdom he destroyed lies at our feet.

Two hundred years have passed us hence,

And foolish rhymes sometimes make sense.

That is the lineage of Pellham's kings,

Fools, knaves and charlatans, blackguards and thieves.

But the price of the telling's an awful demand,

Hark to the wage the fiddler commands!

For now it is finished, my song is complete,

Your binding has ended, but you must be fleet,

For the third time you hear the name of me,

The third time is when they will come for thee.



# TOURNAMENT CHARACTERS FROM GEN CON® XVI CONVENTION

CHAR NUMBER	Lyman	Silevran	Jenelle	Tremblaine	Arwyn	Brutelle	Dugal McVey	Ringo	Glynnis	Berta
RACE	1. H	2. E	3. H	4. 1/2E	5. 1/2E	6. H	7. H	8. Dw	9. H	10. H
SEX	M	F	F	M	M	F	M	M	F	H
Cls/Lvl	M6	M5	C6	C4	D/4	F6	Rngr 6	T6	Bd 5/5/3	Mk6
HT	5' 11"	4' 8"	5' 8"	5' 4"	5' 5"	6'	6' 3"	4'	5' 10"	6'
WT	150 lbs.	80 lbs.	125 lbs.	110 lbs.	115 lbs.	140 lbs.	180 lbs.	150 lbs.	125 lbs.	150 lbs.
AL	LN	CG	N	LG	N	LG	NG	NG	LN	LG
HP	28	25	39	22	30	47	46	32	35	22
MV	12"	12"	12"	9"	12"	12"	12"	9"	12"	20"
STR	9	11	10	14	13	17	17	12	16	15
INT	17	18	11	9	10	9	13	10	12	10
WIS	10	10	16	17	15	11	15	11	15	15
DEX	15	16	14	16	14	15	16	17	17	16
CON	15	16	15	14	16	15	15	15	14	14
CHR	12	17	18	12	16	15	13	11	16	11
SAVING THROWS*										
PARALYSIS	13	12	9	9	7	11	11	8	11	12
PETRIFY	11	11	12	12	10	12	12	11	11	11
RODS	9	9	13	13	11	13	13	8	12	11
BREATH	13	13	15	15	13	13	13	15	13	15
SPELLS	10	10	14	14	12	14	14	9	13	13
ARMOR	Bracers	None	Chain & shield	Scale & shield	Leather	Chain	Ring & shield	Leather	Leather	None
ATTACK ADJ	0	0	0	0	0	+1	+1	0	0	0
DAMAGE ADJ	0	0	0	0	0	+1	+1	0	+1	0
MISSILE ADJ	0	+1	0	+1	0	0	+1	+2	+2	0
OPEN DOORS	1-2	1-2	1-2	1-2	1-2	1-3	1-3	1-2	1-3	1-2
BEND BARS	1%	2%	2%	7%	4%	13%	13%	4%	10%	7%
THIEVING ABILITIES	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Language		
Ringo	60%	67%	60%	52%	42%	20%	82%	25%		
Glynnis	55%	52%	40%	45%	36%	20%	90%	25%		
Berta	—	52%	45%	47%	37%	20%	92%	—		

\*Ringo's CON bonus included. Arwen's cloak bonus included.

## CHARACTERS' EQUIPMENT

Character	Weapons	Magical Items	Equipment	Brutelle	Battle ax, longsword +1 chainmail +2, boots of levitation	battle ax, 2 hand axes, longsword, 6 torches, tinderbox, backpack, 3 iron spikes, rations, 35 sp
Lyman	Dagger	bracers of defense AC 5, potion of fire resistance, scroll (at L7): dispel magic, extention I	dagger, 2 oil flasks, 50' rope, rations, 50 gp, spell books, components	Dugal	Broad-sword hand ax, shortbow, dagger	broad-sword +1, 3 arrows +2, ring mail +1, shield +1
Silevran	Q. staff darts	ring of protection +2, potion of healing, wand of lightning (8 charges)	q. staff, 12 darts, backpack, 50' rope, 2 water flasks, rations, 5 ep, spell books, components	Ringo	Short sword, club dagger	net of entrapment, potion of healing
Jenelle	Mace, hammer	hammer +1, chainmail +1, potion of extra-healing	mace, 2 hammers, shield, holy symbol, pray beads, lantern, 5 oil flasks, silver, mirror, 30 gp, components	Glynnis	Long-sword, javelin, daggers, sling	longsword +1, leather armor +2, Fouchlucan bandore
Tremblaine	Q. staff, mace	mace +1, shield +1, potion of extra-healing	mace, q. staff, scale mail, wolfsbane, extra trousers, rations, 20 gp gem, components	Berta	Club, jo stick, dagger	necklace of missiles (5-3-3)
Arwyn	Spear, sling.	spear +2, cloak of protection +2, dust of appearance (1)	spear, sling, leather armor, sandals, silver bowl, rations, components			2 javelins, dagger, sling, 5 sling bullets, thieves' tools, 2 song books, rations, 4 x 15 gp gems, components

## SPELL LIST

### Magic-users

First Level	Second Level	Third Level
Affect Normal Fires	Continual Light	Blink
Burning Hands	Detect Invisible	Dispel Magic
Dancing Lights	Invisibility	Feign Death
Detect Magic	Knock	Fireball
Feather Fall	Levitate	Flame Arrow
Hold Portal	Magic Mouth	Gust of Wind
Magic Missile	Shatter	Hold Person
Push	Wizard Lock	Prot/Norm Missiles
Read Magic		Lightning Bolt
Shield		Water Breathing
Shocking Grasp		
Sleep		
Spider Climb		

### Druid/Bard

First Level	Second Level	Third Level
Detect Magic	Barkskin	Call Lightning
Detect Snares/Pits	Create Water	Cure Disease
Entangle	Cure Light Wounds	Hold Animal
Faerie Fire	Feign Death	Neutralize Poison
Invis. to Animals	Heat Metal	Protection/Fire
Pass without Trace	Obscurement	Snare
Predict Weather	Produce Flame	Tree
Purify Water	Trip	Water Breathing
Shillelagh	Warp Wood	
Speak with Animals		

### Clerics

First Level	Second Level	Third Level
Bless	Chant	Create Food and Water
Command	Detect Charm	Cure Blindness
Create Water	Find Traps	Cure Disease
Cure Light Wounds	Hold Person	Dispel Magic
Detect Evil	Resist Fire	Feign Death
Detect Magic	Silence 15'r.	Prayer
Light	Slow poison	
Prot/Evil	Snake Charm	
Purify Food/Drink	Spiritual Hammer	
Remove Fear		
Resist Cold		
Sanctuary		

## MODULE CREDITS

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For **ADVANCED DUNGEONS & DRAGONS®** Game

**RPGA™ NETWORK MODULE 6**

# THE INCANTS OF ISHCABEBLE

by **Bob Blake**

An AD&D™ Adventure for 6-10 Characters, Levels 4-7



# THE INCANTS OF ISHCABEBLE

This mini-module was one tournament adventure originally run at the GEN CON® XVI Convention. It is the sixth part of the eight part epic adventure, *Prophecy of Brie*. This scenario can be run in either a tournament or a campaign setting. The Dungeon Master (DM) should read the adventure thoroughly before running it for the players. Background information concerning the *Prophecy of Brie* and the running of these modules was contained in *The Riddle of Dolmen Moor* in POLYHEDRON™ Newszine #16.

**STOP!** The rest of the information in the module is for the DM's use in running the adventure. If you plan to play in the adventure as a character, stop reading here.

## Players' Information

The wards the great wizard Ishcabeble placed must be lifted before the tomb can be entered, and you are now charged with recovering the Incants of Ishcabeble to aid this end. So many of the situations that you have had to deal with have been hampered by the lack of knowledge of Pellham's past, but Ishcabeble is not such a shadowy figure. A wizard of undoubtedly immense power, he is best remembered for his good humor and a penchant for puns and practical jokes. Indeed, his death at the hands of King Daquiri was the result of a jest at the expense of his majesty, who had no sense of humor. It should be noted that Daquiri and several members of his court accompanied Ishcabeble to Arawn's Island, for the wizard, faced with extinction, shattered his staff. The resultant explosion is still remembered in folklore as "Ishcabeble's Last Laugh," and one is said to "beble" if one manages to avenge his own death.

Ishcabeble lived at the top of a tall tower about 100 miles north-east of Widdershin in hilly country overlooking the river Damrosil. Valuing his privacy, the tower was constructed to prevent uninvited guests from disturbing him. A series of tests had to be passed in order to reach the top; Ishcabeble figured that anyone smart and strong enough to run this gauntlet was worth talking to. It is not known if the magic still works, but you will find out soon enough. Once at the top of the tower, the Incants (written on parchment) should be easy to find.

**Tournament note:** Prior to setting out, Jenelle has cast **Continual Light** on a small gem.

## DM Information

The tower is a puzzle in itself, and must be solved if the party would arrive at the top without undue damage and loss of time. The door in the base is the only entrance. On Levels Two through Seven, each floor has four color-coded doors. The party must locate and open the correct door on each floor to find the key to the next level.

The mosaic design on the floor of the first level is the party's best clue. If the six-pointed star is viewed as two overlapping triangles (the points of one being colored red, green, and black and the points of the other being brown, purple, and yellow) the proper door is the odd color out. For example, on Level Two the doors are purple, brown, red, and yellow. The party must complete the encounter behind the red door before going to Level Three. The encounters behind the other doors will waste their time and strength.

**The light beam:** Levels Three through Eight are accessed by a magical light beam. When the gem of the proper color is inserted into the stone collar of the beam, the beam's color changes to that of the gem, and the character can rise to the next level by stepping into the beam. Likewise, the character may descend by thinking "Down" or its equivalent.

**Doors:** On Levels Two through Eight, all doors open easily. The spaces beyond them are extra-dimensional. When a door is opened, the view beyond is blurred such that no details are visible. Sound does not pass the barrier in either direction. Thus, stepping over the threshold is the only way to find out what lies beyond. A slight tingling is felt when stepping through, though no damage is taken nor are there any after-effects. Unless otherwise stated, all extra-dimensional rooms are 50' cubes.

As was previously mentioned, the doors on each level are color-coded. *Only the correct room is described for each level.* If the wrong door is selected, one of the **Extra Encounters** at the end of this scenario is used instead. The party will face the first encounter on the list upon entering their first incorrect choice, the second encounter for their second mistake, and so on. There are only 10 such encounters because the players will probably be out of time before they reach the end of the list.

**Campaign note:** Repeat the list or make up something suitable.

The gems from the correct rooms are magical, the gems from the incorrect rooms are not. The latter will NOT function in any of Ishcabeble's magical beams or teleporters.

At midnight each night, the tower resets. The magical gems disappear back to their respective rooms and all guardians are replaced. Non-magical gems are worth 500 gp each.

**Tournament note:** In each hostile encounter, the party will have one chance to use missiles, wands, and so on before the monsters can close for melee unless specifically stated otherwise.

The characters should NOT regain spells during this adventure.

## TOWER EXTERIOR Level One

The journey upstream from Widdershin is dull and monotonous, and Ishcabeble's Tower is easily found, sitting on a hill overlooking the river. The only excitement was the brief sighting of a party of drow near the river some miles back, though there is no sign of them now.

The tower is octagonal, about 30' per side, and rises to a height of at least 120' above the hilltop. It is constructed of close-fitted, mortared stone. The workmanship is masterful, its like seldom seen nowadays except in homes of the extraordinarily wealthy, like the members of the council. The base of the tower is an unbroken expanse of stone, except for a single ironbound door in the south face.

This door is the only entrance. It is not trapped, and opens easily despite indications that no one has entered in many years. When the party decides to enter, proceed below.

The ground floor is dominated by a huge, circular stone stairway upwards, 30' in diameter. Surrounding it is an elegant mosaic of a six-pointed star, blue outline on a white background, and covering nearly the entire floor. At each point of the star is a circle of color; starting with the one immediately facing the door and going counterclockwise they are black, purple, green, brown, red and yellow. The points are joined by a faint blue line.

As soon as anyone enters, read the following:

As you enter a transparent column of flame bursts from the floor before you and the huge head appears before you, thundering:

**If you seek me on the stair  
You must find one that isn't there.  
Woe will find you linked by threes;  
Twice three alone will lead to me.**

Then it disappears along with the flames.

The DM should repeat the poem on request. The colors of the mosaic are given out of the order that will be required, forcing the players to solve the puzzle. Note that the joining of the points gives the star the appearance of a large gem, a clue that gems are what the party is looking for.

## Level Two

The stairway ends at the second floor. The flooring here is plain stone, and a beam of white light three feet across projects from the floor upward through a three-foot diameter hole in the ceiling. Encircling this beam at waist-height, without visible means of support, is a stone ring, solid except for a two-foot wide gap in the south side. To the left of this opening a 1-inch diameter hole has been incised into the ring, looking like a faceted gem carved in "reverse relief." In each of the diagonal walls of the room is a door. Each door has a translucent six-sided star inset in it at eye level. The stars are colored: northwest — brown, northeast — purple, southeast — red, and southwest — yellow.

To proceed to Level Three, the party needs a red gem, obtainable by going through the door with the red star (3). Nothing can enter the beam of light until the proper gem is inserted into the stone ring.

**Room 3:** In the center of the room is a glass-topped pedestal enclosing a large ruby. Standing around the pedestal are three salamanders (AC 5/3; MV 9"; HD 7+7; hp 35, 40, 44; #AT 2; THACO 12; D 1-6/2-12; SA 1-6 heat causes 1-6 points additional damage per attack; SD +1 or better to hit, immune to fire, sleep, charm, and hold). They are the guardians of the ruby, and will immediately attack.

If the party enters an incorrect room (1, 2, or 4), turn to the **Extra Encounters** section and use the first encounter. If they enter more than one incorrect room, use the encounters in the order listed.

The ruby precisely fits the hole in the floating stone ring, and when it is inserted the light changes from white to vivid red. The gem falls out of the hole and can be taken with the party. Anyone who steps into the red beam will levitate to the next level.

As characters reach Level Three, their upward progress will stop, and they will have no alternative but to step out of the beam onto the new level. The beam remains red until the next gem is inserted. Otherwise, the descriptions remain the same from here on; the colors of the beam and door stars, the gems required, and the encounters that yield the gem are the only differences.

## Level Three

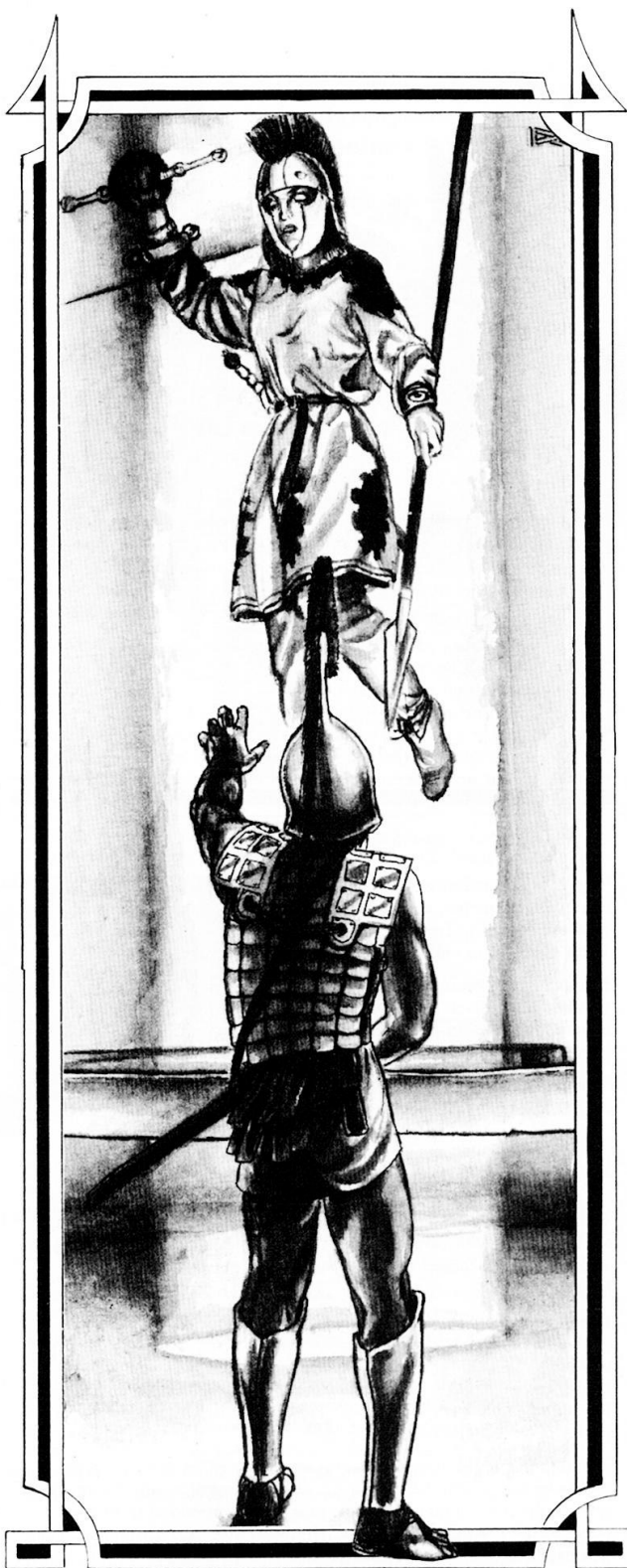
The door stars are: northwest — black, northeast — green, southeast — purple, southwest — red. The beam is red. A purple gem is needed to ascend to Level Four. The gem can be obtained in the encounter behind the purple door (3).

**Room 3:** The party enters a 30' square room with a 20' high ceiling. A table three feet wide and five feet long stands against the east wall, and on the table is an oil lamp. The lamp is one foot long from tip to handle, and six inches high. The oil reservoir is attached to a short pedestal. The lamp is not lit.

The lamp is magical, and contains a djinni (AC 4; MV 9"/24"; HD 7+3; hp 40; #AT 1; THACO 13; D 2-16; SA whirlwind for 2-12 points of damage). If the lamp is rubbed, the djinni will appear and say that he will grant the party one wish within his power. All the party has to do is ask him to create a purple gem. The djinni can not aid them more, though he may aid them less if they are careless. The party should agree on the wish before the djinni acts.

The request must be carefully worded. For example, if someone says, "Make me a purple gem," the djinni will transform that character into the gem. After the djinni has obeyed one command, he will withdraw into the lamp.

When the purple gem is inserted, the light beam changes to purple and the party can proceed to Level Four.





## Level Four

The door star colors are: northwest — black, northeast — brown, southeast — purple, southwest — yellow. The party needs a black gem to proceed to Level Five. The gem can be obtained behind door 1; the light beam will turn black.

**Room 1:** The room is 30' square. In the middle of the room, a panther-sized black cat lies on a cushion. A black sapphire hangs on a chain around its neck. The cat growls menacingly and attacks immediately.

The cat is a guardian familiar (AC 0; MV 26"; HD 9; hp 49; #AT 3; THACO 12; D 1-6+8/1-4+8/1-4+8; MR 80%). This cat is living the last of its nine lives. If it is killed, it will not be reborn.

## Level Five

The door star colors are: northwest — black, northeast — brown, southeast — green, southwest — red. The party needs a brown gem, which can be obtained behind door 2; the light beam will turn brown.

**Room 2:** The room is 40' square and 20' high. The floor and ceiling have disc-shaped curves, 30' in diameter. The floor is curved upwards; the ceiling is curved downwards. The room holds two brown tiger-eye gems. One gem floats in mid-air six inches above the center of the curved floor; the other floats six inches below the center of the curved ceiling.

The two "gems" are actually reflections caused by the two large parabolic mirrors in the ceiling, as well as a small parabolic mirror set into the floor. The real gem is magically suspended in mid-air between the two ceiling mirrors. The reflections are unsolid; objects will pass through them. The mirrors are unbreakable.

If a character tries to grasp the reflection above the floor, he will be able to see the curved mirror in the floor. If that character then looks straight up, he will see a small hole in the ceiling, through which the real gem can be seen. A character must stand directly beneath the hole in the ceiling to see the real gem; from all other angles only the upper reflection can be seen.

If a character gets to the ceiling and reaches through the hole, the gem can easily be taken out.

## Level Six

The door stars are: northwest — brown, northeast — green, southeast — purple, southwest — yellow. The green gem the party needs is behind door 2; the light beam will turn green.

**Room 2:** The party is greeted by a forest setting. After they have gone a short distance, they find a glum-looking leprechaun sitting on a mossy boulder. If questioned about his sadness, he says that the king of the leprechauns is ill and needs a **Potion of Healing**. He will tell the party of a fine emerald they may have in exchange for the potion. If the party doesn't have a potion (or pretends not to), the leprechaun will help them anyway.

The leprechaun will lead the party on a short walk through the woods, where they find a strange box, 30' square and 10' high. The bottom, top, and two sides are of solid, impenetrable metal. The other two faces are red and violet and are directly opposite each other. The Leprechaun will say the potion lies within "Ishcabell's Rainbow."

These are **Prismatic Bands** within a metal enclosure. There are seven bands of color within the box. Each band is approximately four feet thick and functions as in the **Prismatic Sphere** spell.

\* Any character diminutized will be 6 real inches tall and all attacks (melee or magical) will be one-sixth as powerful. This effect will end when the party reaches Level Eight, and affected characters will return to their previous size and abilities.

\*\* Including the **Continual Light** gem carried by Jenelle.

### Prismatic Barrier Effects

Color	Negated by	Effect (if not negated)
red	<b>Cone of Cold</b>	10 points of damage
orange	<b>Gust of Wind</b>	20 points of damage
yellow	<b>Disintegrate</b>	40 points of damage
green	<b>Passwall</b>	Death
blue	<b>Magic Missile</b>	Petrification
indigo	<b>Continual Light</b>	Insanity
violet	<b>Dispel Magic</b>	Diminutized

The appropriate saving throws apply to the effects of the green, blue, indigo, and violet bands. For additional information, see the description of the **Prismatic Sphere** spell.

None of the walls can be pierced by weapons, etc., except the green, and no wall can be seen until the one before it is stepped through or negated. Once the emerald is removed from the green wall, all walls not negated will vanish.

The emerald sits atop a pedestal in the center of the green wall. Note that only three walls need to be brought down to reach the green, and that a spear with a helmet attached or some other reasonable contrivance can be used to knock the gem from the pedestal and drag it out of the green wall.

## Level Seven

The door stars are northwest — black, northeast — green, southeast — red, and southwest — yellow. The beam remains green. A yellow gem (behind door 4) is required from this level to ascend to Level Eight and the beam will turn yellow.

**Room 4:** The room is 30' in diameter and filled with murky water two feet deep. The characters stand on a 10' x 10' ledge. In the center of the pool stands a flesh golem (AC 9; MV 9"; HD 9; hp 40; #AT 2; THACO 12; D 2d8/2d8; SD +1 or better weapons to hit, electrical attacks restore hit points) with a topaz in his navel. In the water are 25 electric eels (AC 9; MV 12"; HD 2; hp 8 each; #AT 1; THACO 16; D 1-3; SA electric jolt; SD immune to electrical attacks). Five will discharge every other melee round, healing the golem of five points of damage and doing 20 points of damage to anyone standing in the pool, which must be done to melee the golem. The water is very murky, so the eels cannot be seen.

## Level Eight

The yellow beam of light does not extend above the floor on this level, the floating stone ring is absent, and the ceiling has no openings. The area is the same size as previous floors of the tower, with smooth stone surfaces throughout. To the east and west are ornate wooden doors, deeply carved with flowing geometric designs of exquisite beauty.

### Room 1: Ishcabble's Bedroom

The floor is highly polished and silvery in color. Directly in front of the door lies a multi-colored carpet of wondrous weave. In the center of the floor sits a wheel-shaped fixture, five feet in diameter with eight lamps equally spaced about its rim.

To the left on the ceiling 20' above is a combination lamp/table sitting next to an overstuffed chair. The left wall to the corner is covered by three cabinets; from their carved tops it is apparent that they are upside down. On the ceiling, butted against the far wall is a large, four-poster bed, again upside down. The headboard is a bookcase, filled with bound volumes. Flanking the head of the bed are two nightstands, each with a lamp. These, too, are upside down.

The right wall at the ceiling is lined with inverted cabinets, the center one having transparent glass doors.



The furniture on the ceiling is not bolted to it; rather, a finial on one of the bedposts is a reverse gravity device with a 12' vertical range. Thus the carpet and lamp wheel on the floor, as well as anyone less than eight feet tall, are unaffected. Anyone jumping or climbing so that any part of his body enters the area of affect of the finial will fall to the ceiling for 1-6 points of damage. The best way down is to climb one of the cabinets. Once the player's feet pass the 12' mark, he will fall to the floor, though without damage.

There are no magical items in this room except the finial, which cannot be removed. The cabinets on south wall contain ordinary clothing (robes, cloaks, tunics, undergarments, etc.), while those on the north wall hold various mundane weapons (daggers and quarter staves). The glass-doored cabinet houses Ishcabble's handsome collection of cameos and bottles of rare spirits. Some of the brandies are 600 years old. These may be drunk without ill effects, and the imbibor should be told that the beverage far surpasses any he or she has previously had in regards to smoothness and palatability. The

overall impression the players should receive is that Ishcabble was affluent and most appreciative of fine works of art.

The only other feature of note is the bookcase/headboard of the bed. The volumes comprise a complete collection of joke books, as well as some after some of puns, riddles, practical jokes and limericks.

### Room 2: Ishcabble's Study

This room has the appearance of a well-appointed parlor. Stone walls have been covered with elegant wood paneling, and the floor carpeted wall-to-wall with a thick, spongy sky blue carpet. Lighting is provided by six opaque white panels in the ceiling eight feet above. Many paintings hang on the walls, all of good quality and depicting a diverse selection of themes. Immediately to the left is an L-shaped bar, and to the right is an open book and quill pen supported by a lectern. Near this lectern, jutting from the right wall, is a large fireplace.

Offset back from the center of the room is an arrangement of comfortable upholstered furniture set in a C-shaped pattern. In the center of the "C" is a tray, holding a samovar, a glass bottle and six cups, on a low wooden table. A collection of twelve, life-sized statues occupy the far right corner.

The book on the lectern is a magical item. If any of the players talk, the quill will record the conversation automatically. A special command word is required for anyone to leaf back through the book to read previous entries.

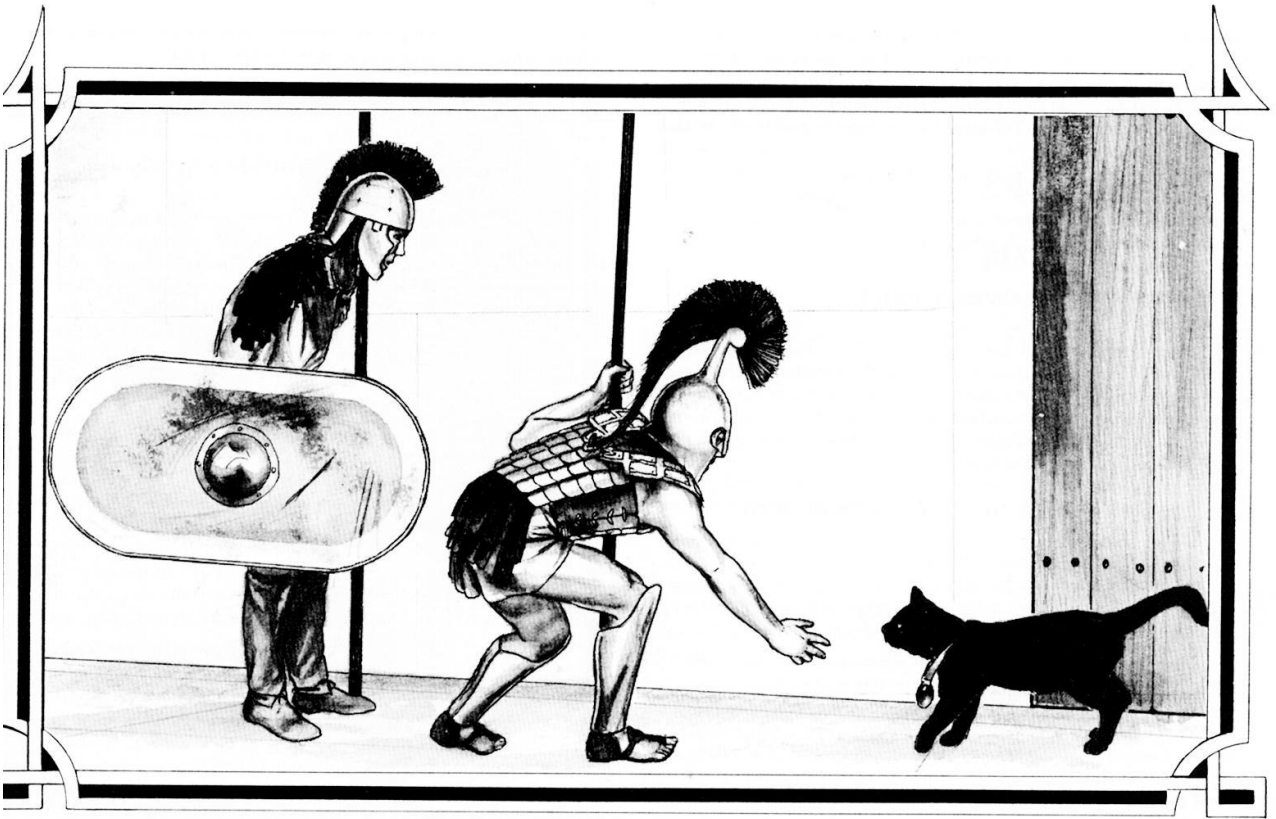
The furniture and table are of the ordinary sort, though Ishcabble, as a practical joke, placed whoopee cushions under several of the cushions; allow a 50% chance for anyone sitting on the sofas to hit a whoopee cushion. The tray and the items on it are unmovable, though if anyone says "Care for some coffee?" or words to that effect, the samovar and bottle, which contains fine whiskey, will Levitate and mix piping hot Irish coffee into the cups until all are filled or told to stop. The magic and coffee are harmless.

The bar is well stocked with quality spirits, though not as good as Ishcabble's private stock in his bedroom. No ill effects will be expe-

rienced if any are drunk in moderation. In a cabinet behind the bar are five metal containers with close fitting metal lids that contain springy snakes; no damage if any are opened. They are here simply because Ishcabble was a practical joker. On a shelf in the cabinet are four dribble glasses.

The statuary is unbelievably life-like, carved with such skill that it is easily imagined they could talk and move at any moment. Six represent musicians and hold the following instruments, all sculpted in fine detail: lute, harp, flute, rebec, drum and tambourine. The remaining six appear to be dancers, three male and three female. Upon command (any phrase requesting music will do) the musicians will play and the dancers dance with style and grace. If desired, the animated statues will dance with a player character. Any type of music (suitable to the milieu) will be played upon request. The players will suffer no ill effects from the music or the dancing.

The fireplace is loaded with fresh wood and will burn on command. It cleans itself of ashes and produces more fuel as required.



Read the following when any character moves to the east end of the bar or the north side of the sofas.

On the floor in the left corner is a four-foot-diameter six-pointed star, of the same design as the huge one on the ground floor of the tower. At each point is a small indentation.

The indentations are the same size and carving as those in the floating stone rings in the center of the tower. The characters should have the six magical gems they recovered in getting to the top. Placing these in the holes activates a teleporter to Ishcabable's laboratory.

When the first gem is placed the pattern lights; the teleporter is fully activated when all gems are in place. Once activated, one person at a time may teleport. All party members may go, if desired. The final order of the stones is crucial, and must be red, brown, green, purple, black and yellow. The order may start at any point or with any gem, but if the exact order is not observed, characters using the pattern will be teleported to a sealed room that glows an angry red and contains the next **Extra Encounter**. They will be immediately teleported back to the study at the end of the encounter, the pattern will be unlit, and the gems will be dislodged.

### Room 3: Ishcabable's Laboratory

Unadorned stone walls enclose the 30' × 50' area. The middle portion of the room is dominated by two eight-foot-square work tables, covered with scraps of parchment, books and scrolls, a 10-foot-diameter fire pit, a barrel, and a lectern similar to that in the parlor. To your left down the east wall are floor-to-ceiling shelves crammed with books, scrolls, and glassware. Another set of shelves, 18' long, is set in the far right corner. Centered on the west wall is a work bench, and in the near right corner is a cot and stool. Near the stool is a pattern like the one in the study.

The two tables hold nothing remarkable, just the clutter of an interrupted experiment. The fire pit shows signs of use, but contains nothing but cold ashes; the barrel contains sand to smother fires.

**Searching the shelves:** Each turn the party spends searching will yield something, though mostly items of no interest. The books and scrolls on the shelves and tables could be atlases, old correspondence and alchemical formulas. The powders, roots, and liquids could be items like sulfur, salt, arsenate of lead, dried leaves, aromatics, and sundry extracts, elixirs, tinctures and solutions. None are harmful by themselves, but if someone desires to ingest several items, follow the guidelines on potion miscibility to determine the effect.

The Incants will be found on the sixth player/turn the party spends searching the shelves on the south wall. That is, one player searching for six turns, three searching for two turns, or any combination that adds up to six or more. No more than three players can search these shelves at the same time.

**The north and east shelves:** The books and scrolls on the shelving on the north and east walls are not magical, rather reference materials and old correspondence and notes in utter disorganization. The glassware includes alembics, retorts, beakers, and the glass jars contain various powders, roots and liquids (now dried out).

**The workbench:** The workbench is a cluttered mess, though three books of puns lie amid the piles of crumpled parchment. The cot and stool are ordinary type; Ishcabable catnapped when wrestling with a knotty problem. The pattern is a teleporter to the study.

**The south shelves:** The shelves on the south wall hold what the party is searching for. The star marks the location of eight metal cylinders, each marked in flowing script "Ishcabubble!" They are sealed with screw-on lids. Inside each is a parchment, and together the eight sheets comprise the Incants of Ishcabable. Where else would this punster wizard keep them but "In Cans of Ishcabubble?"

## EXTRA ENCOUNTERS

The following encounters are to be used only if the party opens one or more incorrect doors on any level. They are to be taken in order, i.e., the first encounter for the first incorrect choice, the second encounter for the second mistake, and so on. *Each of them is guarding a gem of a color matching that of the colored star on the door that was opened.* The DM must determine the gem according to which door and level is involved.

These gems cannot be used on subsequent levels, even though the color is correct. For example, a yellow gem from Level Two, Four, or Six will not satisfy the requirement for Level Seven; the players must get the magical gem from the flesh golem on Level Seven.

### The Encounters

**1.** One guardian familiar (AC 2; MV 24"; HD 7; hp 40; #AT 3; THACO 13; D 1-6/6/1-4/6/1-4/6; MR 80%) with one extra life, i.e., fights once as a 7 die monster then immediately returns to fight as an 8 die. The gem hangs from around its neck. It looks exactly like a black cat and will not attack unless the party tries for the gem.

**2.** The room entered is 30' square, all surfaces being of smooth stone. After all have entered, an enormous stone block 20 feet square with the lettering "16 T" on its sides hurdes from the ceiling, striking as many characters as possible (save vs. Spells modified by dexterity, if applicable). The bottom of the block is actually papier-mache, so those hit take but 1-6 points of damage, but now they are caught inside the hollow block. The sides and top are very tough and heavy, making it impossible for those inside to cut their way out or those outside to rescue them.

In the center of the floor is a secret panel over a shallow hole. Once opened, those entrapped will find a gem. Upon lifting the gem from the hole, the inside the block will be teleported back to the central area (same level). Those who weren't trapped may rejoin them by simply walking back through the door.

**3.** One guardian familiar (AC 3; MV 22"; HD 6; hp 36; #AT 3; THACO 13; D 1-6/5/1-4/5/1-4/5; MR 80%) with two extra lives. The gem hangs from its neck.

**4.** Four fire drakes (AC 5; MV 6"/18"; HD 4; hp 12, 14, 16, 18; #AT 1; THACO 15; D 2d4; SA breath weapon (x5) for 2d8 each) sit upon the raised edge of a dry stone pool 15' in diameter, in the center of which is the gem.

**5.** One guardian familiar (AC 4; MV 20"; HD 5; hp 28; #AT 3; THACO 15; D 1-6/4/1-4/4/1-4/4; MR 80%) with three extra lives. The gem hangs from its neck.

**6.** The party enters a large, well-lit, ice cavern. The air is chill, and there are many huge icicles hanging from the ceiling. The sound of water dripping into many small pools is quite evident. The floor is slippery due to this water dripping onto the ice floor. 60' away a gem can be seen lying in one of the pools.

There are 18 ice piercers on the cavern ceiling, 12 two-die (AC 3; MV 1"; HD 2; hp 9 each; #AT 1; THACO 16; D 2d6) and six three-die (AC 3; MV 1"; HD 3; hp 13 each; #AT 1; THACO 16; D 3d6) above the route that must be taken to get to the gem.

**Tournament note:** The piercers will attack in waves of 6 (two 3 HD and four 2 HD): halfway to the gem, at the gem, and halfway back, but no more than three to a single character. Running characters must roll lower than their dexterity on 1d20 or slip and become a prone target for the next wave. Each time the ceiling is blasted with lightning or fire, the next wave will be dislodged and miss. Particularly intelligent moves (like using the slippery floor to slide through the danger zone quickly) should give an armor class adjustment.

**7.** One guardian familiar (AC 5; MV 18"; HD 4; hp 23; #AT 3; THACO 15; D 1-6/3/1-4/3/1-4/3; MR 80%) with four extra lives. The gem hangs from its neck.

**8.** The area is a 60' square room with a 30' high ceiling. Facing the party is a 10' wide stairway leading up to a portico flanked by four Corinthian columns. All the stonework is of white marble. Seated upon a throne within the portico is a man of noble visage, dressed in a white garment, trimmed with purple, a portion of which is draped over his left arm, leaving the right bare. His head is crowned with a laurel wreath, and his right hand is adorned with a ring set with a large gem.

The man is a green slaad (AC 3; MV 9"; HD 9/3; hp 47; #AT 3; THACO 12; D 2d8/1-6/2/1-6/2; SA **Polymorph Self**, **Telekinesis** (1,250 gp weight), **Cause Fear**, **Continual Darkness 15' r.**, **ESP**, **Detect Invisible**, **Locate Object** and **Produce Flame**; SD +1 or better weapon to hit). It is using its **Polymorph Self** ability to appear as a human or, in this case, a caesar slaad. The slaad will not use its **Delayed Blast Fireball** spell nor **Gate** ability.

**9.** One guardian familiar (AC 6; MV 16"; HD 3; hp 19; #AT 3; THACO 16; 1-6/2/1-4/2/1-4/2; MR 80%) with five extra lives. The gem hangs around its neck.

**10.** One ordinary black cat (AC 7; MV 12"; HD 1/2; hp 2; #AT 2; THACO 20(2); D 1-2/1-2). The gem hangs from its neck.

### MODULE CREDITS

**Design:** Bob Blake

**Development:** Bob Blake and Martin Newhard

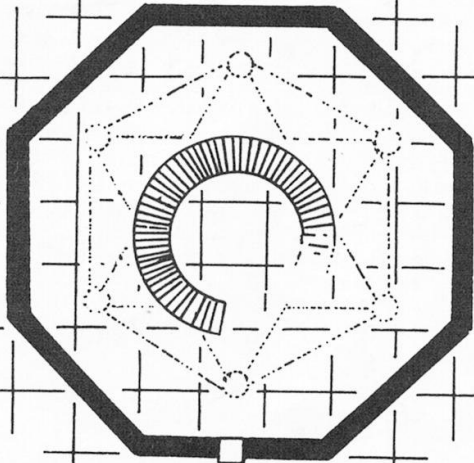
**Editing:** Jon Pickens

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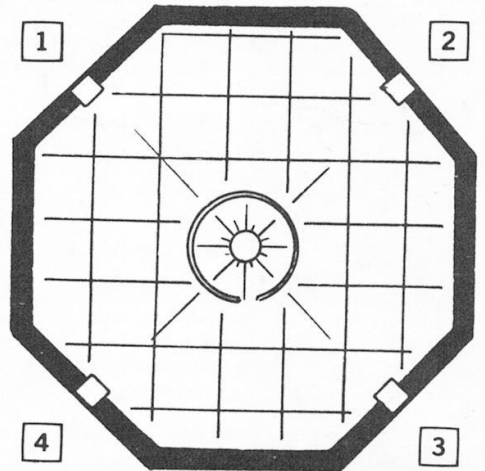
**Production:** Mary Kirchoff

**Special thanks to:** Dave Griggs, Jeff Hartz, Ray Krueger, Dan Lawrence, Terry Primrose, Jim Ronco, Tom Sievers, Dean VanDrasek, and Rex Zinn.

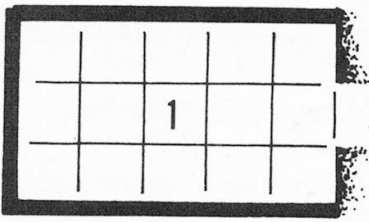
# ISHCABEBLE'S TOWER



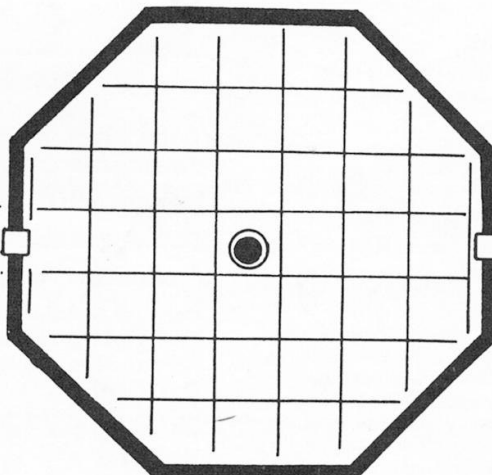
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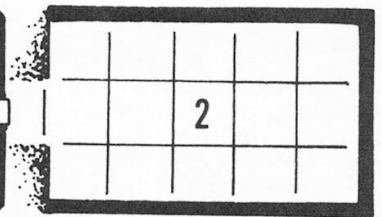
LEVELS 2-7



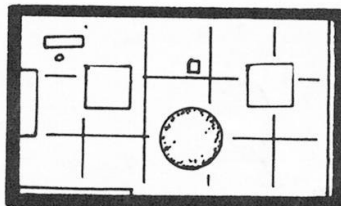
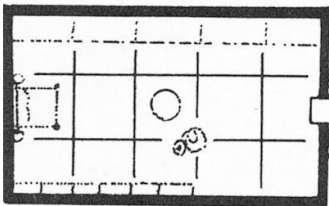
LEVEL 8, ROOM 1



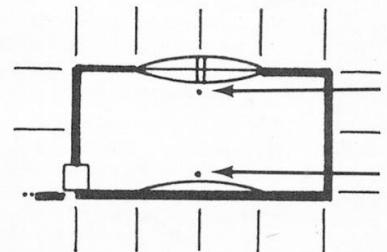
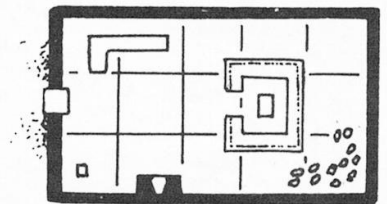
LEVEL 8



LEVEL 8, ROOM 2



LEVEL 8, ROOM 3



LEVEL 5, ROOM 2

1 square or segment = 10 feet



For **ADVANCED DUNGEONS & DRAGONS®** Game  
**RPGA™ NETWORK MODULE 7**

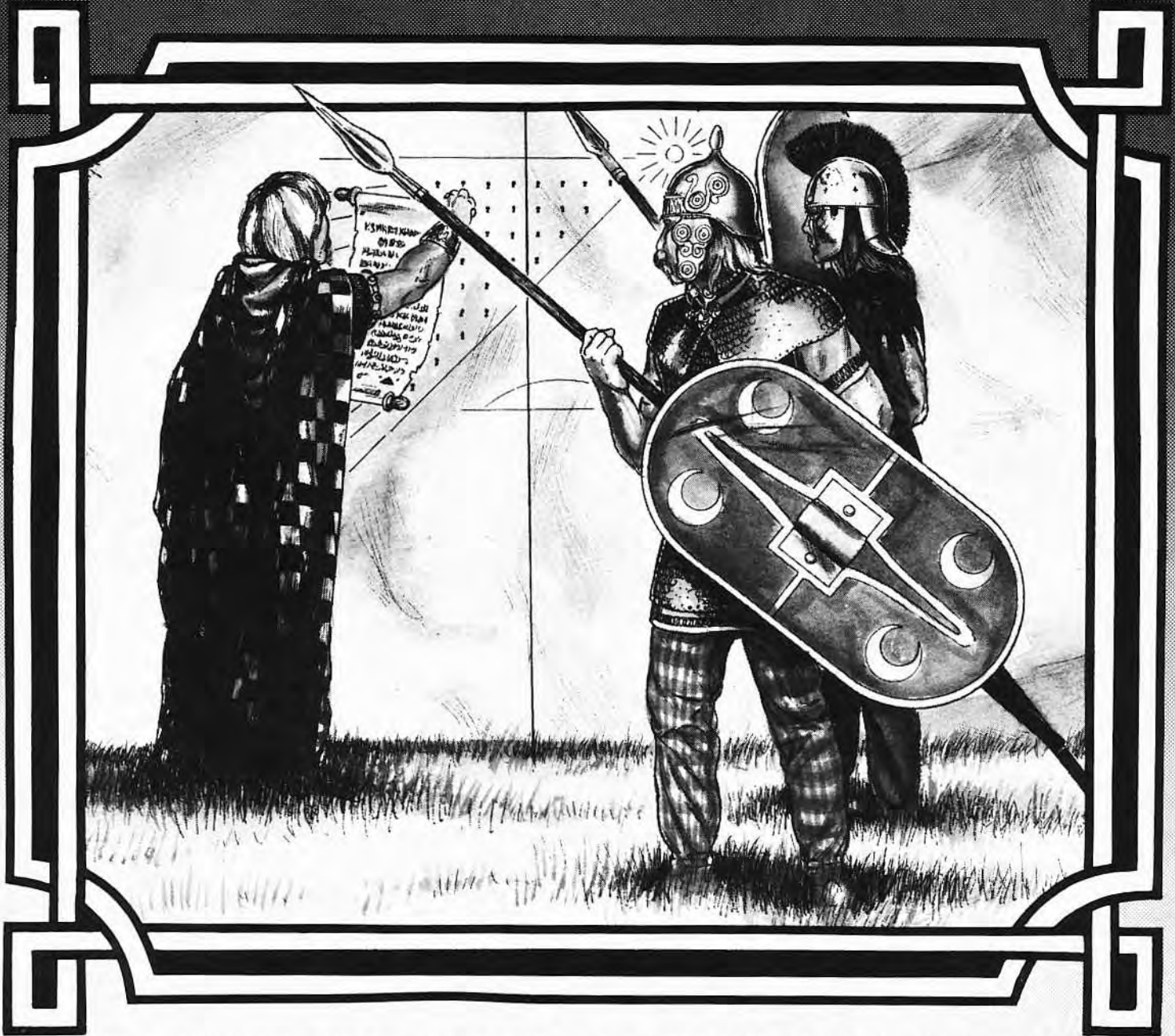
# LLYWELYN'S TOMB

by **Bob Blake**

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An **AD&D™** Adventure for 6-10 Characters, Levels 4-7

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# LLYWELYN'S TOMB

This mini-module was a tournament adventure originally run at the GEN CON® XVI Convention. It is the seventh part of the eight part epic adventure, *Prophecy of Brie*. This scenario can be run in either a tournament or a campaign setting. The Dungeon Master (DM) should read the adventure thoroughly before running it for the players. Background information concerning the *Prophecy of Brie* and the runnings of these modules was contained in *The Riddle of Dolmen Moor* in POLYHEDRON™ Newszine #16.

**STOP!** The rest of the information in the module is for the DM's use in running the adventure. If you plan to play in the adventure as a character, stop reading here.

## Players' Background

Gwydion confirmed your notion that this quest is finally drawing to a close, and none too soon, considering the dangers and travails of the previous six adventures. Thanks to you, it is now common knowledge that the fulfillment of the Prophecy is imminent. The fruits of your other endeavors (a set of nine keys, Llywelyn's baldric, helm and scepter, a potion of restoration, a copy of the Lineage of Kings and the Incants of Ishcabeble) are now nestled securely in an oaken chest. The entire populace of Widdershin turned out to wish you well as you prepared to retrace your route up the Damrosil and through the Fens of Taravol to Dolmen Moor, the burial ground of Pellham's kings.

Before you looms the burial mound of Llywelyn the Just, and your first task is to lift the wards placed on the door by the wizard Ishcabeble. What dangers lie beyond, if any, are unknown to you, though the Brothers of Brie did tell you that this tomb was likely to be of two levels, and the king would be interred companionless on the lower. Finding the sarcophagus that holds Llywelyn's remains is your objective.

## DM Information

The party is to find Llywelyn's body by entering the tomb and descending to the second level. The scenario is over when this is accomplished; happenings on the second level are covered in the next scenario. The first obstacle is the warding placed by the wizard Ishcabeble that guards the tomb itself. This is easily done by reading the Incants of Ishcabeble (previously recovered by the party).

Once the wards are removed, a locking mechanism is revealed. The set of nine keys (obtained in an earlier adventure) must be used to gain actual entry. Thiefling skills will not work.

Once the party is inside, they must deal with stone golems (and a hidden iron golem) and open either of the gates before descending to the level below.

## Undead in the Tomb

A key factor in this scenario is undead, and the difficulty the clerics will experience in trying to turn them. The tomb is an evil area, with a penalty of -1 to all attempts to turn undead creatures; this penalty cannot be changed by any act of cleansing or purification. In addition there are **Bloody Bones**, new monsters that can further reduce a cleric's turning ability. Although specific tournament tables detailing the exact numbers of undead turned by the tournament clerics are given later, these are based on the **Extrapolated Matrix**.

To use this table, roll the normal turning attempt and subtract all modifiers (for area and **Bloody Bones**, a new monster). Compare the adjusted roll to the matrix; note that adjustments may bring a roll below zero. A result greater than or equal to the number on the

matrix means the undead are turned, D means they are destroyed, and D\* means 6\*d6 undead are destroyed.

## Extrapolated Matrix for Clerics Affecting Undead

Type of Undead	Level of Cleric Attempting to Turn									
	1	2	3	4	5	6	7	8	9-13	14+
Skeleton	10	7	4	-2	-5	-8D-11D	-14D*	-17D*	-23D*	
Zombie	13	10	7	1	-2	-5D	-8D	-11D	-14D*	-20D*
Ghoul	16	13	10	4	1	-2	-5D	-8D	-11D	-17D*
Shadow	19	16	13	7	4	1	-2	-5D	-8D	-14D*
Wight	20	19	16	10	7	4	1	-2	-5D	-11D
Ghast	—	20	19	13	10	7	4	1	-2	-8D
Wraith	—	—	20	16	13	10	7	4	1	-5D
Mummy	—	—	—	20	16	13	10	7	4	-2
Spectre	—	—	—	—	20	16	13	10	7	1
Vampire	—	—	—	—	—	20	16	13	10	4
Ghost	—	—	—	—	—	—	20	16	13	7
Lich	—	—	—	—	—	—	—	19	16	10
Special	—	—	—	—	—	—	—	20	19	13

**Optional:** If two or more clerics simultaneously turn the same types of undead in the same group there will be some overlap. Subtract 1-4 from total turned/destroyed if two clerics' attempts overlap. If three clerics, subtract 1-6; if four, 1-8; if five, 1-10; if six or more 1-12. For tournament purposes, the clerics will not overlap.

**Casting Fireballs into the mausoleums:** The mausoleums each have a volume of 24,000 cubic feet (60\*40\*10), so there will be some degree of "blow back," depending on the target point of the **Fireball** within the mausoleum.

Anyone standing within the area takes damage from the **Fireball**. If the entire mausoleum is not filled by the **Fireball**, a number of undead proportionate to the percentage of the area not affected will escape its effects. For example, if there are 24 skeletons and 12 ghouls inside and only half the mausoleum is affected by a **Fireball**, then 12 skeletons and 6 ghouls will be unaffected.

The doors cannot be held closed after the **Fireball** (spell or missile) has been cast inside; anyone attempting to do so will be hurled backwards six squares by the force of the blast, parallel to the walls of the tomb area, taking 1-6 points of damage and possibly (greater than dexterity on 1d20) falling into a ghoulish pit.

## The Bloody Bones

The scenario features a new monster: the **Bloody Bones**. This evil team consists of a "master" that cannot leave its lair and telepathically linked "minions" that are highly mobile. For the most part, the minions will stay in the secondary mausoleums and only marshal their forces against those who directly disturb them. They will flee the round after they are wounded in melee, provided their undead forces have been largely neutralized. The master will redistribute them such that each mausoleum has at least two. The excess will return to room 10 for two turns, then be dispatched back to their mausoleums to rally any remaining undead. The master will not risk any of them unnecessarily, and will try to defeat the party with lesser undead if possible. In no case should the DM set up a mass assault on the party from all quarters in a tournament situation.

## Tournament Undead Turns

Hordes of undead must be dealt with in this adventure, but the success or failure of a team could easily hinge on one "turn undead"

die roll. As this will do little to measure skill, the following tables will be used for the tournament. They take into account the evilness of the area as well as the strength of the **Master Bloody Bones** and its minions:

	Level of Cleric					
	1	2	3	4	5	6
<b>Skeleton</b>	—	—	2	4	4	4D
<b>Zombie</b>	—	—	—	2	2	4D
<b>Ghoul</b>	—	—	—	1	2	2
<b>Wight</b>	—	—	—	—	—	1
<b>Ghast</b>	—	—	—	—	—	—

	Level of Cleric					
	1	2	3	4	5	6
<b>Skeleton</b>	—	—	2	4	4	6D
<b>Zombie</b>	—	—	—	2	4	4D
<b>Ghoul</b>	—	—	—	2	3	3
<b>Wight</b>	—	—	—	—	—	2
<b>Ghast</b>	—	—	—	—	—	—

	Level of Cleric					
	1	2	3	4	5	6
<b>Skeleton</b>	—	—	2	4	4	6D
<b>Zombie</b>	—	—	—	2	4	4D
<b>Ghoul</b>	—	—	—	2	2	4
<b>Wight</b>	—	—	—	—	—	2
<b>Ghast</b>	—	—	—	—	—	—

	Level of Cleric					
	1	2	3	4	5	6
<b>Skeleton</b>	—	2	4	4	6	6D
<b>Zombie</b>	—	—	2	4	4	6D
<b>Ghoul</b>	—	—	—	2	4	4
<b>Wight</b>	—	—	—	—	2	2
<b>Ghast</b>	—	—	—	—	—	2

The tables indicate the effectiveness of clerics up to 6th level, against types as well as numbers turned or disintegrated (D), relative to the strength of the negative influence of the area itself and the number of minions. In play, all the cleric(s) need do is state he is attempting to turn. The DM consults the table appropriate to the prevailing situation and turns (or disintegrates) the indicated numbers. If more than one cleric is operating, add the results of the turning attempts: e.g., a 4th and a 6th level cleric turning undead on the last table would turn 6 skeletons, 6 zombies, 3 ghouls, 1 wight and no ghasts.

If undead of the affected types are still present at the start of the next round, the cleric(s) may make successive attempts each round. In an enclosed area that the undead cannot actually leave (like the mausoleums), they will move as far away from the cleric(s) as possible. If subsequently meled by the characters, they will defend themselves.

## The Outer Door

The wards are easily removed by reading the Incants of Ishcabeble. As their power fades, a design appears in fine, silvery lines on the stone that seals the tomb; give the players **Players' Handout 1**.

The players must use the nine keys in the proper order to unlock the door. Starting at the bottom hole and working along the hypotenuse of the inverted triangle (fin), a gold key is inserted in the first hole and turned clockwise once. The hole and the key disappear. The second gold key is put in the fourth hole and turned clockwise four times, and the third gold key is inserted into the seventh hole and turned seven times. Then an iron key is placed in the second hole and turned twice, another in the fifth hole and turned five times, etc. If multiple turns are required, each turn will produce a loud click, with the key and hole disappearing on the last turn.

Each time the procedure is correctly followed (correct key in the order, correct hole, correct number of turns), the holes and the key used disappear. On keys requiring more than one turn (all but the first), none of the holes disappear until the final turn. If the correct key in the order is inserted but not turned, any other key inserted, even if the next one in the order, will result in an electrical shock.

If the players perform any of the actions incorrectly, the person handling the key receives 4 points of electrical damage. The keys may only be turned by hand.

The doors open into a 20 foot wide corridor. Daylight flooding into the corridor reveals the west wall, defaced by a crude mural depicting Llywelyn and another kingly figure joined by a white smear. On the east wall, near large double doors at the corridor's end 50 feet away, lies the rubble of a broken statue, apparently toppled from a carved granite throne. In its place sprawls a crude caricature of a man, stuffed with straw, robed in chintz, and crowned with a paper coronet.

These are clues for the party that perhaps Llywelyn was not liked by everyone. The other figure in the mural and the straw king represent Grellyn, the totally unknown co-ruler during Llywelyn's reign. Grellyn will be fully explained in the final scenario. The doors open easily into the tomb proper.

There is no illumination in this area, so pay close attention when describing what the party can see, considering how large an area can be illuminated with torches or various light spells. A character should fall into the first pit when the party approaches reasonably near it. Thereafter the DM should allow characters to fall into the pits whenever they approach them if they do not take precautions against these traps. Note that something as simple as a **Detect Magic** spell will locate the pits. Also see area 5 when the characters come within the circle of activation for the golems.

**Ghoul Pits:** The circles on the map denote ghoulish pits, each 8 feet across and 10 feet deep, and containing two ghouls (AC 6; MV 9"; HD 2; hp 9, 9; #AT 3; THACO 16; D 1-3/1-3/1-6; SA paralyzation; SD immune to **Sleep** and **Charm**). These pits are covered by an illusory floor indistinguishable from the rest of the stone paving, though a **Detect Magic** or **Detect Illusion** will reveal the pits, and once broken by physical touch the coverings are gone. For tournament purposes, when the characters near their first pit, one character from the front rank will fall in, unless suitable precautions are being taken. Only drop the characters into additional pits if they fail to take adequate precautions. Such a fall causes 1-6 points of damage and puts the character right next to 2 ghouls.

**The Tunnels:** The dotted lines connecting the pits are an underground tunnel network, the tunnels being five feet wide and six feet high. If the characters make a major effort through the tunnels, the ghouls under each pit will move towards them at their full movement rate. The **Master Bloody Bones** will summon four ghasts (one



from each mausoleum) into the pits as well. Movement and combat must be in single file. (Note: Weapons requiring a space of more than five feet cannot be used in the tunnels, but no tournament characters have such weapons).

## THE MAUSOLEUMS

The mausoleums are similarly constructed. There are ten foot high double doors opening outward, each panel being five feet wide. Thus the opening is ten feet wide when both are opened. Inside are two rows of six carved stone platforms, each supporting the shrouded remains of the dead. These platforms are hollow, and may be opened by shifting the stone slab upon which the dead lie. Each mausoleum is that of a different family, all important to King Llywelyn during his reign.

Each is occupied by a large group of mixed undead, as well as minions of the **Master Bloody Bones**. The undead are milling randomly about the area, but the minions are placed specifically on indicated platforms in each area. Certain platforms contain treasure and magical items, but one of the **Bloody Bones** in two of the mausoleums is standing atop an item that will prove very helpful to the party. While the undead will move to melee, the minions will stay stationary, even if meleed.

24 skeletons: (AC 7; MV 12"; HD 1; hp 5 each; #AT 1; THACO 19; D 1-6; SD half damage from edged weapons, immune to **Sleep**, **Charm**, and cold-based spells).

24 zombies: (AC 8; MV 6"; HD 2; hp 9 each; #AT 1; THACO 16; D 1-8).

18 ghouls: (AC 6; MV 9"; HD 2; hp 9 each; #AT 3; THACO 16; D 1-3/1-3/1-6; SA paralyzation; SD immune to **Sleep** and **Charm**).

3 wights: (AC 5; MV 12"; HD +3; hp 16, 21, 24; #AT 1; THACO

15; D 1-4; SA energy drain; SD immune to **Sleep**, **Charm**, and cold-based spells, need magic or silver weapons to hit).

3 ghosts: (AC 4; MV 15"; HD 4; hp 15, 18, 25; #AT 3; THACO 15; D 1-4/1-4/1-8; SA save vs. Poison or attack at -2, paralyzation; SD immune to **Sleep** and **Charm**).

The undead will move to attack when the doors are opened. There is no surprise for them or the party under any circumstances. Two ghosts and two wights will be up front. The second rank is composed of the remaining ghost and wight and ghouls. The skeletons and zombies are milling behind them, and occasionally a few will work themselves to the front, just for variety. When a ghost or wight is slain, the one in the second rank will step in to take its place.

Turned undead will move to the back of the mausoleum, but the minions must be meleed to remove them as they are unaffected by turning attempts.

## Key to the Tomb

### 1. Mausoleum of Clan Morinal

Morinal was Baron of Morganth, a forested area of Pellham now totally felled and cleared for farm land. In this area are the standard undead and two **Bloody Bones Minions** (AC 4; MV 12"; HD 3; hp 24 each; #AT 1; THACO 16; D 1-6; edged weapons do half damage, immune to **Sleep** and **Charm**; MR 5%), one atop platform #4 and the other on platform #7.

Platforms #1, #3, #4, #5, #9, #10, #11 and #12 are empty. Platform #2 contains 6,000 sp and a **Battle Axe +2**, #6 a jeweled chalice worth 1,000 gp, #7 an alabaster wand that will deactivate the southernmost stone golem (see 5), and #8 a quiver of 6 **Arrows +3**.

### 2. Mausoleum of Clan Taravol

Lord Taravol was Baron of Camelard, a southern province of Pellham lost to neighboring Forlard in the Battle of Camden's Ditch during the reign of King Damocles. The undead occupants are the same as in mausoleum 1, and a **Bloody Bones Minion** stands on platform #8.

Platforms #1, #2, #3, #6, #7, #9, #10, and #11 are empty. Platform #4 contains two necklaces worth 500 gp each, #5 a bejeweled sword scabbard worth 600 gp, #8 a **Long Sword +2**, and #12 a coffer containing 50 pieces of electrum.

### 3. Mausoleum of Clan Rupp

Sir Rupp the Merciful was Llywelyn's Earl of the Eastern Marches. The family had a distant relationship to the royal line and was subsequently exterminated during the reign of Rotkoddam the Strong to prevent any claim to the throne by the Ruppss. The undead mix is the same as in mausoleum 1, and there is one minion standing on platform #6.

All platforms but #10 are empty, and it contains 1,000 gold pieces and a **Footman's Mace +2**.

### 4. Mausoleum of Clan Gisteng

Lord Gisteng was Earl of the Lakes, the northern province of Pellham. The undead mix is the same as mausoleum 1, and there are two minions here, one on platform #6 and the other on #9.

Platforms #3, #4, #5, #7, #8, 10, #11 and #12 are empty. Platform #1 contains a **Broad Sword +3**, #2 a set of armbands worth 200 gp, #6 an alabaster wand that will deactivate the northernmost stone golem (see 5), #9 a cask of 1,500 gold pieces and a **Footman's Flail +2**.

## The Central Mausoleum (Area 5).

### 5. Central Mausoleum

Read the following when someone faces the east end of the central mausoleum.

This end of the enclosed building is 40 feet wide. On either end is a heavy metal gate. Standing in front of each gate is a stone statue. Behind each gate, a stairway leading down can be faintly seen. On the wall between the two is a carving of a skeleton, clad in a cowed robe and holding a wand in its left hand, standing at the base of a cylinder.

This stone building reaches to the ceiling (20 feet high). It houses the staircases that descend to the second level. The carving is of the **Master Bloody Bones** standing at the bottom of the pit. The carving is to scale, so if the players have seen a minion and know how deep the pits are, they can determine that this skeleton is larger. The party must get by the golems in order to descend to the second level.

Two stone golems (AC 5; MV 6"; HD 14; hp 60 each; #AT 1; THACO 8; D 3d8; SA cast **Slow** spell every other round; SD +2 or better weapons to hit, immune to all spells except **Transmute Rock to Mud** [and its reverse] and **Stone to Flesh**) guard the locked gates, one standing immediately before each. The dashed circles demarcate the area within which the golems move. Any character stepping over the boundary will cause the nearest golem to move toward him. The golems will not cross the boundary, and if someone attempts to slip behind him and open the gate, the golem will turn and move to attack him. When all characters have left the marked area, the activated golem will return to its original station.

The gates are heavy steel that cannot be bent, and the locks are pickproof and buried deep within the stone such that damaging spells will do them no harm. The key to opening the lock is the right hand from the stone golem guarding that particular gate. The gates are triple locked — if a **knock** spell is cast upon one, its golem will move to it and relock it. An examination of the gate will reveal a hole that is flat on the lower edge with five rounded ridges on the upper edge. It fits the proper golem's right hand.

An iron golem (AC 3, MV 6"; HD 18; hp 80; #AT 1; THACO 7; D 4d10; SA breath poison gas every seven rounds; SD need +3 or better weapons to hit, magical fire repairs damage) is hidden behind a secret door between the two stone golems. **For tournament purposes this door is undetectable by the characters.** It appears when the stone golem guarding either gate is destroyed or deactivated with a wand. It will not leave the bounded area. The carving on the wall is the party's clue to look in the pits for the deactivation wand for the iron golem.

**Deactivating the golems:** The golems may be deactivated with the wands in areas 1, 4, and 10. The wand must be pointed at the golem and the command word spoken. The command word is inscribed on the wand itself. The golem may be reactivated the same way, by pointing the wand and speaking the command word. The actions and orders of the golems may not be changed, they may only be turned on or off. Note that using the wrong wand on a golem has no effect.

## The Sarcophagi (Areas 6-9)

### 6. Sarcophagus of Lord Morinal

Lying supine atop this stone box is a metal statue of a fighter clad in chain mail and armed with a two-handed sword. The end of the box facing the center of the room is inscribed in common tongue "Lord Morinal, Baron of Morganth."

The stone lid may be shifted aside to reveal the coffin inside. Noth-



ing of value lies within the sarcophagus. The statue is magical, in that it can be animated by a phylactery found in area 10.

## 7. Sarcophagus of Lord Rupp

Lying on this stone box is the metal statue of a fighter armed with a military pick. The inscription reads "Lord Rupp, Earl of the Eastern Marches and Loyal Vassal of Llywelyn the Just." This statue may also be activated with a phylactery from room 10.

## 8. Sarcophagus of Lady Arian

The statue on this stone sarcophagus is of a comely female, unarmed. The inscription on the end of the sarcophagus reads "Lady Arian, Great-Granddaughter of Suradel and Beloved Wife of Lord Rupp." Her statue may be activated by a phylactery from room 10 as well.

The coffin rests upon a false bottom of the sarcophagus, which can be easily located if checked for. Removing this bottom reveals a tunnel by which the ghouls pits or room 10 can be entered.

## 9. Sarcophagus of Lord Gisteng

The statue is armed with a battle axe, and the inscription says "Lord Gisteng, Earl of the Lakes and Son-in-law of Llywelyn." Interred with the coffin is a hardened leather case that contains eight crystal cups, valued at 10,000gp. As with the previous three statues, this one may be activated as well.

# The Lair of the Master (Area 10)

## 10. Lair of the Master Bloody Bones

This area can only be reached through the tunnel network. The ceiling is 15 feet high, and the **Master Bloody Bones** (AC 2; MV 12"; HD special; hp special; #AT 1; D 2d6; SD immune to **Sleep** and **Charm**, edged weapons do half damage; MR 10%) sits upon an ancient wooden throne. Its hit dice and hit points must be determined according to the prevailing condition of his minions:

Number of Minions	Master's Hit Dice	Master's Hit Points	Minions
0	5	30	two in mausoleum 1
1	6	38	one in mausoleum 2
2	7	46	
3	8	54	one in mausoleum 3
4	9	62	
5	10	70	two in mausoleum 4
6	11	78	

The master cannot leave this room, but will certainly fight. It will summon all the remaining ghosts (and possibly some minions as well). Beneath the seat of the throne is a compartment that contains a leather pouch, protected by a **Glyph of Warding**. If detected, either cleric may identify the glyph as one causing electrical damage. The glyph may be bypassed by uttering the name of the glyph (assume this knowledge for tournament play), or removed with a **Dispel**. If not bypassed, anyone touching the pouch will take 24 points of electrical damage (save vs. Spell for half damage). Inside the pouch is an iron wand that will deactivate the iron golem (see 5), and four parchment strips. The writing on the strips is magical, except for one word in the common tongue on each; Morinal, Rupp, Arian, and Gisteng.

The parchment strips are phylacteries that will animate the statues lying on the sarcophagi in the main tomb area. This is done by simply tying the appropriate parchment to the right wrist of the statue. The names must match, of course; or nothing will happen. A

**Read Magic** spell will reveal the proper procedures.

All the animated statues are immune to paralyzation and energy draining (ideal for fighting undead), poison, and all types of fire attacks. Once activated, each statue (except Arian) will follow the party's directions; Arian will follow directions only if it suits her purpose. If ordered into the ghouls pits they will fall and be ruined. If sent into combat with golems, a "to hit" score of 14 for a stone golem or 12 for the iron golem will irrevocably batter the statue into uselessness.

Morinal: (AC 1; MV 6"; HD 6; hp 25; #AT 3/2; THACO 12; D 1-10\*2 (vs. man-size) or 3d6 (vs. large). Fights as a 9th level fighter.

Rupp: (AC 1; MV 6"; HD 6; hp 25; #AT 3/2; THACO 14; D 1-6\*3 (vs. man-size) or 2d4\*2 (vs. large). Fights as an 8th level fighter.

Arian: (AC 1; MV 6"; HD 6; hp25; #AT 1; THACO 19; D 1-4 (dagger). Fights as a 9th level magic-user.

First level: **Affect Normal Fires, Light, Push, Shocking Grasp.**

Second level: **Darkness 15' Radius, Stinking Cloud, Web.**

Third level: **Fireball, Hold Person, Slow.**

Fourth level: **Dimension Door, Minor Globe of Invulnerability.**

Fifth level: **Transmute Mud to Rock.**

This statue will become a sorceress. She will use her spells to the detriment of the party, if activated (remember, she's the great-granddaughter of Suradel the Witchking). Her powers will be best used if the party combats the golems, such as **Light** cast into a fighter's eyes to blind him and reduce his chance to hit, **Push** to cause someone to stumble and fall, thus reducing his armor class, **Web** to incapacitate someone, thus giving the golems an easy target, **Hold** or **Slow** on a character, **Fireball** into melee to heal the iron golem while simultaneously damaging the party, **Transmute Mud to Rock** to heal a stone golem of all damage sustained, etc. She will attempt to make her spell casting not obvious, preferring to remain motionless in the background, hoping that the party will think her useless and forget about her. If the opportunity presents itself to seriously hamper the party through a series of spells, she will cast **Minor Globe of Invulnerability** first to protect herself.

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## BLOODY BONES

### Master Bloody Bones

Frequency: *Rare*  
 No. Appearing: 1  
 Armor Class: 2  
 Move: 12"  
 Hit Dice: 5-11  
 % in Lair: 100%  
 Treasure Type: *Nil*  
 No. of Attacks: 1  
 Damage/Attack: 2-12  
 Special Attacks: *Nil*  
 Special Defenses: *See below*  
 Magic Resistance: 10%  
 Intelligence: *Very*  
 Alignment: *Lawful evil*  
 Size: L (8')  
 Level/X.P. Value: VI/350 +6/hit point to VIII/2,850 +16/hit point

### Bloody Bones Minion

Frequency: *Rare*  
 No. Appearing: 1-6  
 Armor Class: 4  
 Move: 12"  
 Hit Dice: 3  
 % in Lair: 100%  
 Treasure Type: *Nil*  
 No. of Attacks: 1  
 Damage/Attack: 1-6  
 Special Attacks: *Nil*  
 Special Defenses: *See below*  
 Magic Resistance: 5%  
 Intelligence: *Normal*  
 Alignment: *Lawful evil*  
 Size: M (5'-6')  
 Level/X.P. Value: IV/125 +4/hit point

Bloody bones are summoned by evil clerics from the Nine Hells to aid in the protection of evil shrines from the depredations of good clerics. The summoning results in the appearance of a master and 1-6 minions. The master has the ability to draw all undead of lesser hit dice within a 20 mile radius to its service. Once installed in an evil area, the Bloody Bones exert influence on any undead therein, resulting in a negative modifier applied to any good cleric's attempt to turn undead. This modifier is additive with any other penalty for the evil shrine or temple. The strength of this effect and the master's hit dice are dependent on the number of minions:

Number of Minions	Turn Undead Modifier	Bonus to Master's HD
0	-2	0
1	-3	+1
2	-3	+2
3	-4	+3
4	-4	+4
5	-5	+5
6	-5	+6

In addition to the modifier, the number of undead turned or disintegrated, if any, is reduced by 1-4 (though a successful attempt *always* affects at least one monster).

Control of undead can be maintained by the master itself or any of its minions. Only one need be in the presence of the undead being controlled for the modifier to be applied. If none are in the same (line-of-sight) area as the undead, "turn" attempts may be made normally. A telepathic link with its minions allows the master to send a minion where it is needed. The minions may effectively **Dimension Door** at will up to 24" range to move within the area, but the master must remain in the place to which it was originally summoned.

The master loses hit dice and hit points when its minions are slain, equal to one hit die and one third the hit points of the minion. Thus, an 11 hit die master who loses a minion of 24 hit points will immediately become a 10 die monster and lose eight hit points. If the master is slain, any surviving minions are **Gated** back to the Nine Hells. Note that reductions due to loss of minions are taken against the master's *original* hit points. For example, an 11 HD master reduced from 70 to 40 points while its minions are elsewhere will lose *no* hit points until hit point losses from destroyed minions exceed 30. It will lose hit dice as the minions are destroyed, however, but *not* hit points.

These monsters are skeletal, and thus edged weapons inflict half damage upon them.

**Description:** Bloody Bones appear as human skeletons clad in fine textured, heavy robes of a black, charcoal grey or dark brown color. The bones are a deep red from the blood that flows through them. The eye sockets are jet black, but Bloody Bones are capable of sight.

## The Lineage of Kings

I sing for you now of the lineage of kings,  
 Of Pellham's mighty and doddering  
 Fools that japed and when all were done  
 Proved worthless at best, all save one.

Alendus Crebus, first of the kings,  
 First of nine by his conquerings.  
 Ciron the Hearty, lover of ale,  
 Son of Crebus, he drinks in death still.  
 Fenton the Foolish, moron well-named,  
 Glutton of mutton, third fool of the famed.  
 Heimwell the Haughty, brother of Ciron,  
 The fourth he became by the slaying of Fenton.

Pelcolb the Pious, bastard of Fenton,  
 Builder of the Temple, fifth one in.  
 Voltar the Victorious, paver of Kingsway,  
 Grandson of Crebus, so they all say.  
 Royberno the Bloody, bastard of Voltar,  
 Grim destroyer of clansmen, seventh so far.  
 Tornum the Terrible, tormentor of souls,  
 Grim as his father, eight bake in the coals.

Lascron the Last, ninth of nine,  
 Father to no man, last of the line.  
 Karnac the Cairnlord, usurper maligned,  
 Lascron's cousin, mover of the nine.

Agneus Expander, true lover of horses,  
 Sibling of Karnac, the nine were of course his.  
 Loring the Lost, foul slayer of eight,  
 Third of the kings, but victim of fate.

Loring the Lost, known for his songs,  
 Plays minstrel to demons, as cursed by his wrongs.  
 Marcus the Marshall, of this line is fourth,  
 Four stones mark his cairn, pink ones, of course.

Suradel the Scholar, first of the Witchkings,  
 Son of the bard and prophet of many things.  
 Argunth Elf-friend, of this line is sixth,  
 Feared slayer of orc hosts who none trifled with.

Rikar the Roarer, seventh of seven,  
 Slain young in battle, first one to heaven.  
 Lightmal the Dark, first of his line,  
 Cousin of Rikar, awake for all time.

Dalenial the Light, Black Lighthmal's spawn,  
 Cursed by his father, he's withered and gone.  
 Llywelyn the Just, slain at his dinner,  
 Gem of all kings, he was no sinner.

Logar the Loved, a shepherd in youth,  
 Llywelyn's son grew ancient in truth.  
 Damocles the Wizard, grandson of Llywelyn,  
 Second of the Witchkings, Time was the villain.

Rotkoddam the Strong, sixth of the line,  
 Led his troops into battle, led from behind.  
 Claudius the Cautious, Rot's son and heir,  
 Died in his sleep, though none seemed to care.

Dacquiri the Witchking, eighth of nine,  
 Slew Ishecabble, died the same time.  
 Kolm the Quick, first of the four,  
 Fought without weapons, died at the door.

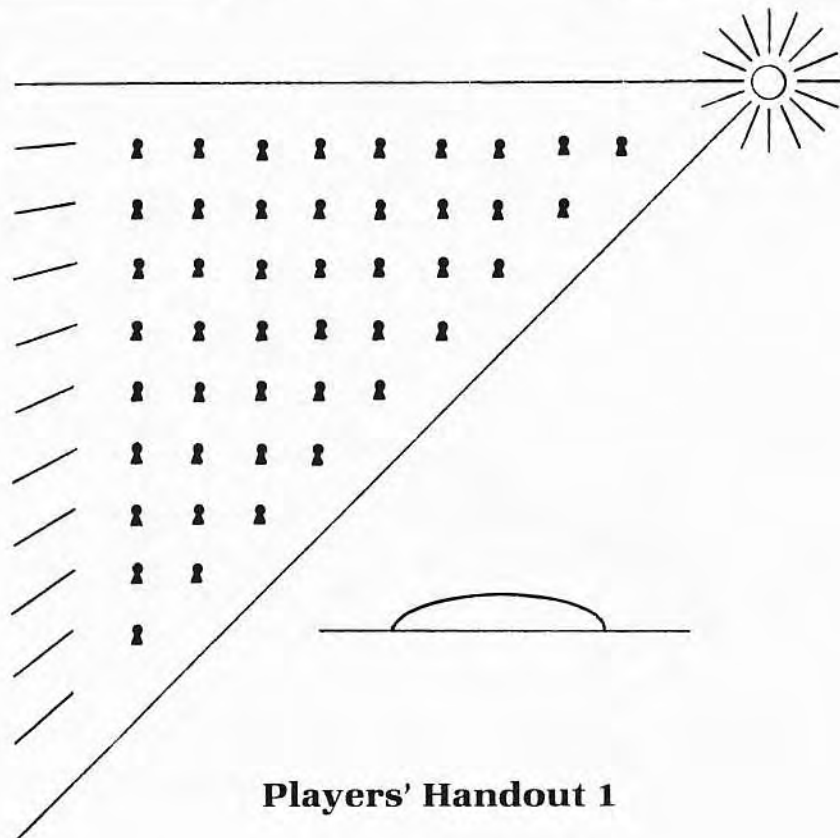
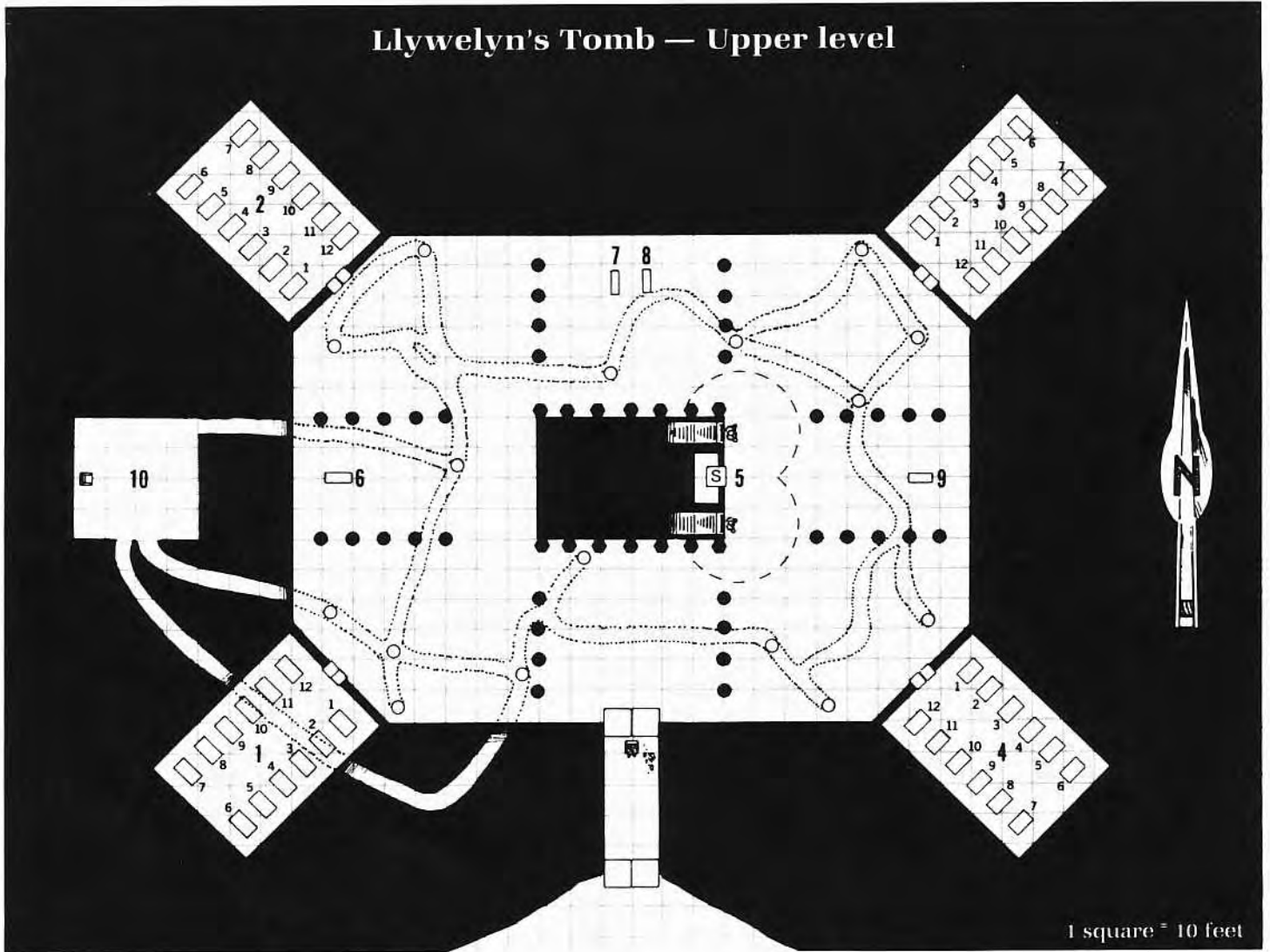
Cemor the Valiant, kept up the bard's quest,  
 Tried as he might, but finished second best.  
 Dwarven Blaine Shortshanks for Cemor went on,  
 Third quester and king was merely Time's pawn.

Alendus the Second, rogue liar and cheat,  
 The kingdom he destroyed lies at our feet.  
 Two hundred years have passed us hence,  
 And foolish rhymes sometimes make sense.

That is the lineage of Pellham's kings,  
 Fools, knaves and charlatans, blackguards and thieves.  
 But the price of the telling's an awful demand,  
 Hark to the wage the fiddler commands!

For now it is finished, my song is complete,  
 Your binding has ended, but you must be fleet,  
 For the third time you hear the name of me,  
 The third time is when they will come for thee.

# Llywelyn's Tomb — Upper level



Players' Handout 1



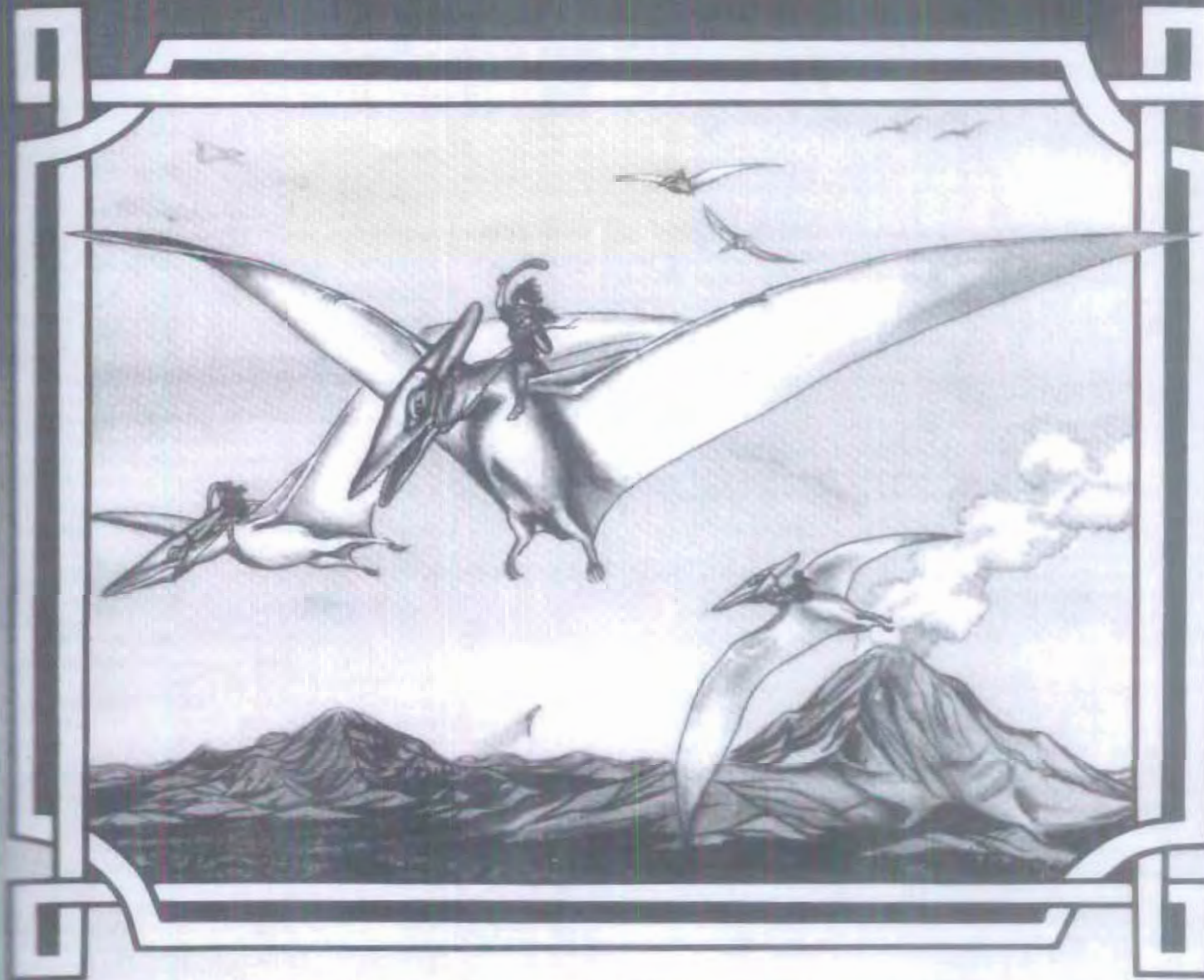
For ADVANCED DUNGEONS & DRAGONS® Game

RPGA™ NETWORK MODULE 8

# ... AND THE GODS WILL HAVE THEIR WAY

by Bob Blake

An AD&D™ ADVENTURE for 6-10 Characters, Levels 4-7



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# ... AND THE GODS WILL HAVE THEIR WAY

## DM Information

The time has come to reveal the basis for this series of scenarios. Llywelyn had a co-ruler, Grellyn. They were life-long friends, with an unusually intense and close relationship. Llywelyn and Grellyn were literally soul mates, in that they shared a soul, though neither of them realized this fact. When Grellyn had Llywelyn poisoned in an attempted coup, Grellyn died as well.

Their split soul was the result of the efforts of King Dacquiri to protect his daughter, Ardel, from being involved in a power struggle that occurred toward the end of his reign. Heretofore, succession was limited to a male heir in direct descent, but Dacquiri was intent that Ardel would sit the throne of Pellham after him. Adept in magic, he thought to place Ardel on another plane until the situation had cooled, then bring her back to succeed him on the throne, the first queen in Pellham's history.

Dacquiri's planar travel attempt worked, for the most part, but he and Ardel were caught in a time loop that took them back to the hour of birth of Llywelyn before Dacquiri was able to break the loop and travel to a parallel plane. This aberration in time resulted in a split soul for Llywelyn and Grellyn.

Further complicating the situation, the wizard Ishcabeble and King Dacquiri were often at cross-purposes, and unfortunately the matter came to a head shortly after Ardel was placed in the parallel world. As recounted in an earlier scenario, Ishcabeble slew King Dacquiri, stranding Ardel forever on the other plane.

Grellyn was born at the same time as Llywelyn and received the other part of the soul, though he was some distance away. They met when they were young men, serving Pellham and having the usual heroic adventures. Their closeness made it natural that Grellyn should play a major part in ruling the kingdom, though by tradition only the king could actually rule. Grellyn's public responsibility was command of the army, though Llywelyn allowed him certain covert powers that whetted his appetite for more and subsequently lead to their mutual demise.

Diancecht, physician of the gods, was intensely interested in the split soul phenomenon and tried to retrieve it upon Llywelyn's and Grellyn's deaths, but Arawn beat him to it, the only time such a thing had ever happened. But Diancecht devised a plan that would gain him this soul, even though he had to wait centuries for it. Before Llywelyn's burial, Diancecht visited the body and removed a dollop of flesh from an old sword wound on Llywelyn's left forearm, a site that was covered by the burial shroud. He entrusted the flesh to Oghma's care, requesting him to keep it safe until such time as it was needed.

Diancecht then caused the prophecy to be written through divine inspiration, seeing to it that it was preserved through the centuries and eventually came to light at this period of time. Six months ago, he instructed Oghma to make a clone from the piece of flesh in his possession. Llywelyn's clone was given the semblance of a woman and placed on the same plane as Ardel. On the parallel plane, Ardel is queen of one part of a split-tribe of amazons, the clone (called Marna) is queen of the other, in fulfillment of another prophecy. This strange course of events will be explained more fully later.

Read "The Lineage of the Kings" thoroughly. You will notice that Dacquiri is referred to as "...the eighth of nine," then the next couplet identifies Kolm as "...the first of four." Obviously, the dynasty changed, though it alludes to a ninth ruler who never reached the throne. This, of course, is Ardel.

**About the prophecy:** "With six hands of Loring the Lost upon the Wheel of Time, at the moment Bazel mounts his chariot to do battle

with the Seven Daughters..." refers to the astronomical time that the prophecy will be fulfilled. This was accomplished in the first scenario. "...The dead king shall rise to seize the Triad with hands that cannot grasp and eyes that cannot see..." refers to the fact that Llywelyn is not in the coffin, but hidden (as will be explained shortly). "All wards broken..." refers to the guardian wards Ishcabeble placed on the tomb. The incants to lift the wards were recovered in *The Incants of Ishcabeble* and the wards lifted in number seven. "...The mystic barriers pierced with mating swords..." are the magical locks on the door of the tomb and their keys. The keys were recovered in scenario two and the locks opened in *Llywelyn's Tomb*. "...Three saints and sinners will struggle in the dust, both and neither to triumph..." is an event that occurs in this scenario. "...And while the sundered earth spews forth the dregs of centuries, a new order shall come upon the land..." is an erupting volcano on the parallel plane that is the gate to the home plane, and the end of this adventure.

Since a mortal caused the problem in the first place by stranding a mortal in a parallel world, mortals must rectify the situation by removing her (Ardel). Diancecht and other gods will provide indirect aid, but the players must think things through for themselves.

As previously mentioned, Llywelyn's clone (hereafter referred to only as Marna) is on the same parallel world as Ardel. After the first part of this scenario, the party will feel that Llywelyn is lost, an event they probably anticipated. All information they receive from Diancecht will point to Ardel as the ruler they must bring back, but the existence of Marna indeed makes it possible for Llywelyn to be returned to the throne, thus realizing the initial goal. The parallel world will be detailed later, but the DM should be aware that Marna is a woman, and the party will be required to puzzle over the Marna/Llywelyn situation through clues they will be given. Complete victory conditions are achieved by bringing both Ardel and Llywelyn (Marna) back to their home plane and presenting Llywelyn as the king reborn.

## Players' Information

As last you have entered the tomb of Llywelyn, whom you seek to place upon the throne of Pellham. With the golem, the undead, and the strange bloody skeletons vanquished, the way is clear to descend to the lower level of the tomb. The stairway drops steeply to a depth 40 feet below the upper level, and opens into a 40-foot-cubic chamber. In the center sits a 10-foot-high timber catafalque, its cloth draperies long ago rotted in the stale, dank atmosphere of the tomb. Access to the top is provided by a broad, wooden stairway of stout timbers.

The chamber walls are smooth stone, decorated with painted wooden plaques that may have depicted events from King Llywelyn's reign, though the paint has flaked to such a degree that verification is impossible.

Read the following when the party ascends the catafalque's stairs.

The coffin atop the catafalque is of smooth, flawless marble. There is no effigy on its lid, though a crown engraved on its east end signifies the head of the coffin. Each side and end is sealed with a wax emblem bearing the crossed sword and eagle insignia of the ancient kings.

The seals can be easily broken and the coffin's lid removed.

The ancient bones of the king, wrapped in a seamless linen shroud, lie in repose on purple silk cushions. The signet ring, bearing the same design as the wax seals, is still worn on the right hand, and a necklace of fine wrought gold graces the neck. A plain gold circlet still crowns the sparsely-haired skull. Aside from these items, the skeleton and the rest of the coffin are unadorned.

These are the remains of Grellyn, not Llywelyn. Grellyn's followers entered the tomb before it was sealed and placed Grellyn's body in

the coffin, in the belief that Grellyn should have been king in life, but since he was not he should be interred as a king. They put Llywelyn inside the catafalque. There is no way for the party to tell that the remains in the coffin are not those of Llywelyn.

The party has with them Llywelyn's symbols of sovereignty, the Triad (the baldric, helm, and scepter recovered in scenario three) and a **Potion of Restoration** (from scenario four). The potion should be poured over the skeleton and the remaining items held in readiness for the old king to assume. Coach the players on these procedures; there is no need for them to waste a lot of time trying to determine exactly what must be done. Close is good enough in this case.

The magic of the potion is potent, for the ancient bones are clad once again in living flesh. The dead eyes open, gazing blankly upwards for a time. Then the king sits up in the coffin and beckons to you to lend him a hand.

Simultaneously, a cry for help and a pounding noise breaks the tense silence. The voice and pounding is repeated. It comes from inside the catafalque.

Grellyn is rather dazed by the whole experience, and will not interfere with an attempt to reach the inside of the catafalque. The characters may gain access to the catafalque by prying loose a few of the timbers. Llywelyn will make his own exit if the party chooses not to help him. This is the part of the prophecy referring to "...the dead king will rise and seize the Triad with hands that cannot grasp and eyes that cannot see," as he physically can not reach the items, and is enclosed in the catafalque. Upon exiting the catafalque, Llywelyn will climb to the top of the structure to stand beside Grellyn.

Two beings stand beside the now empty coffin, both gazing dazedly at you and one another. He who until recently lay inside the catafalque identifies himself as Llywelyn, and the other Grellyn. The shock of resurrection makes further questioning pointless for the moment.

Both men are tall of stature and robust in their new life. They appear to be about 35 to 40 years of age. Although they are by no means identical, they share reddish hair, blue eyes, and even a small mole on the right hand. While facially dissimilar, they radiate the impression that they belong together. Strangely, Llywelyn bears a bleeding wound on his left forearm.

As you watch and wait, both normal and magical light sources dim, and a low rumbling noise emanates from the surrounding stone and earth. Llywelyn, eyes blank as if staring into the Void, says, "Diancecht ward us! He comes! He comes!"

A tall humanoid form coalesces from the stone floor. He is a man of seven feet in height, clad in breeches, boots, tunic, and hooded cloak, all of which are black. His face is deathly pale, a drooping mustache decorating his otherwise hairless face. But his eyes are his true identity; it is impossible to deny that you are in the presence of Arawn, The Dark One, God of the Dead. He strides atop the catafalque, standing on Llywelyn's left. Grellyn seems frozen on Llywelyn's right. Arawn surveys all with a haughty glare.

The tinkling of many bells can now be dimly heard, as if far in the distance. It grows louder as a glow appears near the ceiling overhead. In the glow appears a young, handsome man. His body radiates good health as he slowly floats down to stand beside you on the catafalque, facing Arawn. Though none of you have seen this being before, an inner voice identifies him as Diancecht, Physician of the Gods. A faint smile graces his face, though he says nothing to you nor his brother deity.

Arawn fixes his penetrating gaze on the nearest cleric and, in a voice as cold and final as the grave, demands, "Mortal, explain your meddlesome behavior. By what power and for what purpose do you recall souls from my domain? Answer me now!"



Refer to the detail map to see how the NPCs are placed; "D" is Diancecht, "A" is Arawn, "L" is Llywelyn, and "G" is Grellyn. This arrangement cannot be altered. Someone in the party should offer an explanation of their quest in as much detail as possible. It is of the utmost importance that Llywelyn hears that he is being brought back to rule once again. The DM, playing Arawn, should ask questions as necessary so the entire story is told. If a character chooses to lie to Arawn, the god will know; the DM may choose to use Arawn's **Death** spell ability only in this instance. A saving throw is applicable. Once the story is out, proceed with the following:

Llywelyn has listened in dumb amazement to the tale of the quest and, casting a smoking glance at you and Diancecht, begins to speak.

Out of the night that covers me,  
Black as the Pit from pole to pole,  
I thank whatever gods may be  
For my unconquerable soul.

In the fell clutch of circumstance  
I have not winced or cried aloud.  
Under the bludgeoning of chance  
My head is bloody, but unbowed.

Beyond this place of wrath and tears  
Looms but the Horror of the shade,  
And yet the menace of the years  
Finds and will find me unafraid.

It matters not how strait the gate,  
How charged with punishments the scroll,  
I am the master of my fate;  
I am the captain of my soul.\*

(\*see Credits)

Upon finishing his speech, Llywelyn grabs Arawn's club with light-

ning speed and deals Grellyn a mortal blow to the head. Then he staggers, and sinks lifeless to the floor of the catafalque. Diancecht planted the speech in Llywelyn's mind, more for dramatic effect than anything else, and also the revelation that he could free himself from further such attempts by killing Grellyn (and himself). With Grellyn's head destroyed, even Diancecht is powerless to raise him, and if Grellyn cannot be resurrected, neither can Llywelyn.

Arawn smiles. Casting a triumphant glance at Diancecht, and one of contempt over foolish mortals, he swirls his cloak about him in a flourish, and with a deep laugh in that dead voice, he sinks through the floor to greet the arrival of the souls that even now are traveling towards his island kingdom.

Diancecht sighs as he examines the corpses. "Grim tidings, these, for the lack of this head prevents me from bringing either back to life. Unknown to you is that Llywelyn and Grellyn shared a split soul, thus the life of one depended on the other. The crude mural in the entrance to this tomb was drawn by someone who was aware of this, though it was a closely held secret in Llywelyn's time and such knowledge followed him to the grave. Alas, Llywelyn's blow has now rendered my arts useless."

"But all is not lost. You have in your possession a clue that will allow you to complete your quest, to some degree. Think you hard on what you know."

Diancecht wants them to notice the missing ruler in "The Lineage of the Kings." If they haven't gotten it in five (real) minutes, he says:

"Look to 'The Lineage of the Kings' for help."

If they still haven't picked up on it after another five (real) minutes, he says:

"The answer lies with Dacquiri."

If they haven't picked out the missing ruler after another (five) minutes, Diancecht will shake his head and explain it.

"Dacquiri the Witchking is numbered as the eighth of nine kings, yet the very next ruler is Kolm the Quick, the first of four. Where is the ninth ruler? Dacquiri had no male heir, but he did have a daughter, Ardel. Succession was traditionally limited to males only, but Dacquiri was intent that Ardel would be the first Queen of Pellham. Fearing for her life, he used his magic to transport her to another plane of existence for safe keeping until the time her succession would be allowed by law."

"But Dacquiri's magic was flawed, and he and Ardel went back in Time before reaching their destination. The loop was broken at the instant of Llywelyn's and Grellyn's births, the aberration causing a soul to split and be shared between them."

"Dacquiri never saw Ardel again, for his old enmity with the wizard Ischabelle culminated in their mutual deaths, and Ardel was forever stranded on another world."

"I counsel you to seek Ardel, for she yet lives. A witch of great power is she, and has managed to maintain her youth and beauty. My powers there are dross, but I can aid you on your way if you are willing. I will transport you all to the Pillars of Nimra, where lies a Gate through which one may enter other worlds. I entrust to you this piece of rock; hurl it through the gate to set your destination, then step through to continue the quest. Seek the light. Your gods are ever with you."

Diancecht has tricked Arawn. The dual soul has not gone to the Isle of the Dead, but to a clone of Llywelyn that Diancecht has concealed on the parallel plane. At this point the ultimate resolution of their

game rests with the characters, but if Diancecht's plans work out, Llywelyn and Ardel will be recovered, marry, and found a new dynasty for Pellham.

## The Pillars of Nimra

The rock is a fist-sized lump of pumice. As you ready yourselves, Diancecht closes his eyes, spreads his arms, and mutters an arcane phrase. A feeling of weightlessness descends on you, your vision obscured by whirling, swirling colors. You find yourselves in a dusty cleft, at the end of which are two massive pillars, each 30 feet in diameter and at least 100 feet tall, spaced 40 feet apart. Between them is a scintillating curtain of colors.

The transport has caused no ill effects for most, but the three clerics are suffused with a white glow.

The dull ring of metal on stone brings the realization that something is nearby. A gold coin lies on the rocks before the gate, and a vision straight from the pit of Hell steps through the magical curtain; three seven-foot monstrosities of scaly orange hide, barbed hands, and tail.

The gate works by throwing some item that originated on the destination plane through the gate, then stepping through. The coin the **barbed devils** (AC 0; MV 12"; HD 8; hp 38 each; #AT 3; THACO 12; D 2d4/2d4/3d4; SA **Fear** (as wand) from melee blow, **Pyrotechnics**, **Produce Flame**, **Hold Person** and summon another barbed devil (30%); MR 35%) pitched through the gate is of a mint familiar to the characters, if they think to look at it.

The barbed devils will each attack a cleric if possible, but their illuminated visages cause the devils to attack at -2 and render their **Fear** and **Hold Person** abilities inactive against the clerics, though normally effective against the others.

This encounter references "Three saints and sinners struggle in the dust, both and neither to triumph..." When a devil hits a cleric, the devil will be blown back to its home plane, the cleric will be rendered unconscious, and that cleric's glow will disappear. Thus both win and lose, in that the devils are displaced, but not vanquished, and the party loses the direct protection of Diancecht. After the fight, the unconscious clerics recover quickly. If the party bypasses the devils, the clerical glow will disappear on the new plane.

Once the characters are ready, the piece of pumice must be thrown through the curtain. The gate's destination is now set, and the party may pass through without ill effect. Once through, the clerics' illumination will be gone, and the party will find the pumice lying on the ground on the other side.

## THE PARALLEL PLANE

The plot thickens, as it were. The players will gain several clues in the various encounters detailed hereafter; their job is to put them all together and realize that not only can Ardel be returned to the Prime Material Plane, but that Marna can as well, thus fulfilling their initial objective. Most things point to Ardel, so it will take a sharp group to discern that there is more here than meets the eye.

The party appears on the jungle trail at **Encounter Area 1**. All clear hexes on the map represents thick tropical jungle, with the exception of the area to the east, which is a plain covered with volcanic ash. Divo's Ditch is a deep volcanic fissure 200 feet across and at least that deep. It is meant to be difficult, if not impossible, to cross. Note that there is no bridge over the fissure on the path between encounters 4a and 8.

The thickness of the jungle growth is such that it is impossible to see more than 20 yards. Thus, the party will not know what lies in the next hex until they enter it. From the top of a tree they can see the landmarks and close details of one hex in all directions. **They cannot see the ferryman until they enter his hex (Encounter 2).**

Movement rate on a path is 10 hexes a day, 5 hexes per day off the path. If moving through trackless jungle, they will have one encounter for every 5 jungle hexes they enter. The hex count is to be cumulative; if they move 3 hexes through the jungle to a path, then move on a path for 20 hexes, then back into the jungle, they will have an encounter in the second jungle hex they enter. Consult the **Extra Encounters Section**, using the encounters in order as required. If the party is moving on a path, the extra encounters will not be used.

## WILDERNESS ENCOUNTER KEY

### 1. The Jungle Trails

You are on a jungle trail. The gate has left you on the banks of a tropical river, the wild, dense jungle growth rampant all about. It's very hot and humid, and a rumbling washes through the earth beneath your feet. Huge trees arch above, blocking out the sun. Many trees lean over the river. There is no trace of a gate here, making it impossible to return the way you came.

In the jungle's gloom, two trails are revealed, one on this side of the river following its course both up and downstream and another leading from the far bank deeper into the jungle to the north.

Read the following only if someone decides to climb a tree to get a look around. Such climbing may be done at no risk of falling.

From this lofty vantage point, a faint wisp of smoke can be seen, rising lazily to the west. Across the river, far to the northwest, squats a crude stone tower on a low hill. Directly northward looms a volcano, its smoking crater rising high above the intervening jungle, and another volcano lies to the east/northeast, apparently inactive.

As you pause to adjust to the extreme conditions here and decide what to do next, a sudden gust of wind sweeps the tops of the trees around you. A primeval cry shatters the oppressive stillness as a gigantic winged reptile skims the roof of the jungle canopy, its leathery wings carrying it to the northeast. It has not seen you.

The reptile is a pterosaur and will not attack; it is here to give the party some idea of the creatures they will encounter. The party must decide whether to cross the river here or follow the path along the river. Proceed to **Encounter 1a** if they choose to cross the river here (or anywhere except via the ferryman), **Encounter 2** if they proceed along the path to the west, or **Encounter 3** if they walk the path to the east. Of course, the party must go far enough to enter the hex containing the encounter in the latter two options.

#### 1a. River Crossing

The river looks about 200 feet wide. The water is clouded with silt, and the bottom cannot be seen. From the look of the current and a few protruding boulders, you estimate the water to be no more than 3 or 4 feet deep. Tall trees laden with vines arch out over the water, cutting the distance to be crossed to not more than 100 feet if the vines are used.

This description applies to any point on the river the characters choose to cross other than the ferry, though the trail leading into the jungle on the far bank only occurs at **Encounter 1a**. The water is waist-deep, but each person wading across will be attacked by a school of piranhas. It takes three rounds to cross the river, and the damage done by the school is 1 point for each armor class the victim has (rear armor, no dexterity bonus). Thus, a character in AC 5 will take 5 points of damage each round he or she is in the river.

These piranhas are amphibious, and will follow characters onto the land. The characters will take another round of damage as they

discover the piranhas are amphibious, but thereafter can easily outdistance them by running. The piranhas will not pursue more than 60 feet from the water.

Swinging on vines is a better alternative, though each character has a 50% chance of grabbing a **viper vine** (AC 8; MV 3"; HD 4; hp 17; #AT 1; THACO 15; D 1-4; SA poison; see more detailed description at end of module). For tournament purposes, every second vine touched will be a viper vine, and due to the tangle of foliage it will not be possible to swing a normal vine back across the river to help the remaining characters.

### 2. The Ferryman

Around a wide bend in the river, you find a campfire in a clearing by the bank of the river. A middle-aged man, clad only in a loincloth in deference to the oppressive heat, stoops over a raft pulled up on the bank, repairing the lashings on the logs. Across the river is a trail northward.

"Strangers — for strangers you are, by the mode of your dress — I bid you welcome. The ways of this land are quick and violent, for dangerous beasts roam the jungles and this river itself holds terrors unimaginable. If crossing it is your desire, I am your servant, but be warned that all the land north of this flood is the war ground of amazons."

This man is Oghma, God of Knowledge, and is here to give aid to the party. In his role as ferryman, he will take the party across the river for whatever is offered him in return. He will answer questions, but only the following information can be gained from him:

1. The river is named Silvertide.
2. There are many paths through the jungle, but one must find one's own way.
3. There is another volcano to the east, and the area around it is uninhabited.
4. To the south lies trackless jungle.
5. The local deity is Divot, goddess of the volcano.
6. There was once only one tribe of amazons, but it split after the arrival of a new queen.
7. The queen of the "old" tribe lives in a village near the base of a volcano to the north, and is rumored to have witchlike powers.
8. The old queen has been here for more than two hundred years.
9. The new queen is said to be but six months old, yet is fully a woman, and lives in a crude stone tower to the west of the same volcano.
10. The tower was built by the new queen after the tribe split.
11. The tribes can be told apart in that the new tribe rides winged reptiles and wields metal weapons.

If, after crossing the river, the party decides to ignore the trail and strike off due north through the jungle (straight for the tower), give them two encounters from the **Extra Encounter List**, then **Encounter 6**. It is imperative that they meet Ardel before Marna.

### 3. The Forgotten Temple

This area is a time-waster. To be here indicates the party has failed to see the campfire smoke, or has ignored it.

The barely passable jungle path divides, one branch heading due north and the other southeast, as if split by the massive bulk of the ruins hunkered in the gloomy jungle ahead. Wild foliage partially obscures the stone building, a ziggurat (step-pyramid) 100 feet on a side at its base and four levels high; each level is 10 feet high and inset 10 feet. A black gap 6 feet by 8 feet provides entrance into the lowest level.

If the players desire to investigate this structure, continue below.

The base of the pyramid is highly carved in decorative swirls and spirals, similar to the artwork of your own history. The angry chatter of baboons in the trees around you increases as you approach the ziggurat.

There are 20 baboons (AC 7; MV 12<sup>+</sup>; HD 1+1; hp 7 each; #AT 1; THACO 18; D 1-4) of this tribe of 40 that will fight. Five of the 20 are large males that do 2-5 (1d4+1) points of damage. They will not attack unless the party enters the ziggurat, and then only when they come out. If the players choose to enter, continue below.

The interior of the pyramid is plain, the steps on the outside providing a corbelled roof for the inside. Near the eastern wall is a statue of a huge feline creature with overgrown incisors.

The statue is a sabre-toothed tiger. If the characters spend one turn inside the temple, they will encounter a real **sabre-toothed tiger** (AC 6; MV 12<sup>+</sup>; HD 7+2; hp 40; #AT 3 [bite at +2]; THACO 13; D 1d4+1/1d4+1/2d6; SA rear claws for 2d4/2d4) three rounds after leaving the temple. The baboons will attack immediately when the party leaves the temple, but will flee when the tiger appears. If the party spends two or more turns in the temple, there will be two tigers (the second will be exactly the same as the first).

#### 4. The Firenewts

This encounter is another time-waster. The players have either failed to gain information about the area from the ferryman, or have ignored his advice.

The air seems hotter here, even the ground is hot to tread, as each step carries you closer to the volcano. The vegetation looks blasted; the land is a broad, ash-covered plain stretching to the base of the cone. To your left, at a distance of 100 yards, approaches a band of six reptilian riders on bipedal mounts.

The creatures are a hunting party of **elite firenewt warriors** armed with stone battle axes, mounted on giant striders. They will attack without hesitation. If the characters flee, the hunters will give chase, overtaking the party in four turns.

6 **elite firenewts** (AC 3; MV 9<sup>+</sup>; HD 3+3; hp 20; #AT 1; THACO 15; D 1-8; SA breathe fire; SD +3 bonus vs. fire-based attacks). One breath attack can be used per turn: range 5', damage 1-6 against one target only, save vs. breath for half. Fire-based attacks against them are -1 point of damage per attack die.

6 **giant striders** (AC 4; MV 15<sup>+</sup>; HD 2; hp 20; #AT 1; THACO 16, (12 for **Fireball**); D 1-8 or 1-10, **Fireball** 1-6; SA **Fireball**; SD +2 on saves, immune to fire, flame cures damage). These can cast two **Fireballs** per hour, range 50', radius 10'.

**Encounter 4a** is a continuation, used only if the players wish to enter the volcano.

##### 4a. Firenewt Lair

The remainder of the firenewt colony lives in the fissures of the volcano, detailed as follows:

20 **warriors** (AC 5; MV 9<sup>+</sup>; HD 2+2; hp 10 each; #AT 1; THACO 16; D 1-6 [stone pikes]; SA breathe fire; SD +3 bonus vs. fire-based attacks).

6 **elite warriors** (AC 3; MV 9<sup>+</sup>; HD 3+3; hp 20; #AT 1; THACO 15; D 1-8; SA breathe fire; SD +3 bonus vs. fire-based attacks). Two of these act as leaders for the 20 warriors; the other four form the guard for the firenewt overlord.

**Overlord** (AC 3; MV 9<sup>+</sup>; HD 4+4; hp 30; #AT 1; THACO 15; D 1-8 [stone broad sword]; SA breathe fire; SD +3 bonus vs. fire-based attacks).

2 **priests** (AC 5; MV 9<sup>+</sup>; HD 3+3; hp 15, 17; #AT 1; THACO 15; D 1d6+1 [stone mace]; SA breathe fire, spells; SD +3 bonus vs. fire-based attacks). Both can cast the following once per day: **Faerie Faire**, **Produce Flame**, **Heat Metal**, **Pyrotechnics**, **Animal Friendship**, and **Predict Weather**.

15 **giant striders** (AC 4; MV 15<sup>+</sup>; HD 2; hp 9 each; #AT 1; THACO 16, (12 for **Fireball**); D 1-8 or 1-10, **Fireball** 1-6; SA **Fireball**; SD +2 on saves, immune to fire, flame cures damage). Two **Fireballs** per hour can be thrown: range 50', radius 10'.

A group of 10 warriors, 1 elite, and 1 priest will meet the characters at the entrance. If the party persists in entering, they may advance to the four-way, where they will be attacked from three sides by the remaining firenewts. There is nothing here for the characters except a long, time-consuming melee.

#### 5. Divot's Ditch

The path is easy to walk. Although you have heard thrashings in the bush and many cries and bellows of great beasts, nothing has molested you. For the past eight miles, the track has followed the edge of a monstrous crack in the earth, averaging 200 feet in width. Its depth is anyone's guess, as the bottom is shrouded in noisy, sulfurous clouds of steam and gas. The sides of the fissure are rough, with many ledges and other protruberances. Periodically the earth shakes, like a gong hammered by the gods themselves. The past half hour has been punctuated by the sounds of a tremendous battle occurring somewhere ahead, now quite near.

The characters have little choice but to go on. However, they should have some idea of what is happening, and can make whatever preparations they choose at this point. Continue when they are ready.

In the middle of the path the following scene unfolds. A bipedal lizard about 30' long and 12' tall stands in triumph over the carcass of an armor-plated beast, the scars of battle plain on each. The victor, sniffing the air, suddenly turns in your direction, bellows, tears a great mawful of flesh from its victim, and plunges towards you, blood dripping from its jaws.

The **antrodemus** (AC 5; MV 15<sup>+</sup>; HD 13; hp 60 [out of 80]; #AT 3; THACO 8; D 1d4/1d4/6d4) is intent on dessert, and will pursue the characters. Only the monk (from the pregenerated characters provided in issue #16) can outrun it.

Exactly what happens depends on the characters' reactions. The dinosaur can be blown away with a tremendous volley of magic, but this will deplete precious resources. The party can split up and run into the jungle, but they assuredly will become separated and will suffer a one day delay while regrouping.

The best way for the party to handle this is to use the monk as bait, running back down the path while the rest stay together and hide in the jungle until the brute is gone. Berta (see pregenerated characters) can then allow the beast to close a little while she heads straight for Divot's Ditch. At the edge she can do a slight tumble and use her ability to slow her fall; she'll land on a ledge about 25 feet below the rim. The antrodemus will follow her and fall to its death.

#### 6. The Warrior Queens-A

This is perhaps the most vital encounter of all, for the characters will meet both Ardel and Marna.

The trail has led in a north/northwest direction all day, the smoking cone of a volcano being visible some distance to the northeast. It is near dusk when 20 dark-haired young women, clad in short-skirted hunting clothes, step onto the path, barring your way. Half of them hold drawn bows, the stone-tipped arrows trained in your direction, while the other half hold heavy, curved sticks in a ready throwing position. No one has discharged any missiles.

The women are 20 **amazons** (AC 7; MV 12<sup>+</sup>; F1; hp 5 each; #AT 1 (at +1); THACO 20; D 1-6 [arrow] or 1d6+2 [boomerang]). The characters should not attack, but run the melee if they do. If they do not attack, proceed below.

A blonde woman steps from the jungle thicket to stand in front of the other women. Her clothing does not distinguish her, but her regal mien brands her a person of some importance. She stares tight-lipped at the men, then directs her glance to Silevrán.

"The peace of Divor be with you, fair one. Your presence troubles me, for your race is strangely familiar, as are your dress and weapons. But I sense you mean no harm, and your male serfs will be a welcome addition to my village. You are in danger here, for we go to raid Marna's rebel village. Though small, her band is invincible unless totally surprised. Are you with us?"

Someone should guess she is **Ardel** (AC 6; MV 12<sup>+</sup>; F9/M8; hp 32; #AT 3/2; THACO 12; D 1-6 [staff] or 1d6+2 [boomerang]).

First level: **Burning Hands, Charm Person, Detect Magic, Shield**

Second level: **Mirror Image, Ray of Enfeeblement, Web**

Third level: **Fireball, Haste, Hold Person**

Fourth level: **Fear, Wall of Fire**

Ardel will admit her identity under questioning. Also, the men should quickly adopt subservient roles. Hereafter, in the presence of amazons, any male who attempts to assume a dominant role over the amazons will be threatened with death in the event of a second attempt. If a male character tries a second time, he will be killed. The men in this society are little better than slaves, though the women are practical enough to allow them to fight in an emergency.

Joining Ardel's band is really academic, but the offer is made to put the party at ease. No combat will be initiated by the amazons, though they certainly will fight if attacked.

Suddenly, the growing dusk is made darker by shadows cast by gigantic wings. Forty winged reptiles, each ridden by a warrior maiden, have glided silently to the attack. The leader is a statuesque woman, crowned with a magnificent headdress of bright feathers and consumed by battle lust as she commands her mount to dive. The fresh pink of new scar tissue from a wound on her left arm gleams in the fading rays of the sun as the plummeting creature pulls out of its mad rush. A wicked-looking throwing stick is held poised for release in her right hand as the whistling wind straightens her auburn tresses behind her. A metal long sword hangs from her belt; her other warriors are equipped with short swords as well as their curved throwing sticks.

The weapon is hurled, the deadly whirring of its flight marking its location as the increasing darkness makes vision difficult. The aim was true, for Ardel cries in pain as the wicked weapon strikes her skull and she collapses, unconscious, to the jungle floor.

The remaining warriors throw as well, some striking with effect, but others missing. Miraculously, those sticks that miss finish their flight by flying upwards into the air, to be caught by the maidens who threw the weapons. Their formation is now some distance away, wheeling to come back for another attack.

The second-in-command stoops over Ardel and quickly gives orders for a retreat. Turning to you she says, "We are undone, and Queen Marna returns to the attack. She gives no quarter to any of our people, and these circumstances place you in our company. Follow us if you would live to see the morrow." She turns without waiting for a response and orders four women to carry their fallen leader. The amazons blend into the vegetation.

The scar on the left arm and fact that these amazons are armed with technologically superior weapons are clues that Marna is more than she appears. If the party chooses to remain here, Marna's troops will attack repeatedly, eventually landing to melee. The party



is doomed in such a case. Marna herself will fly off to the west with five of her warriors after her first attack. For tournament purposes, **she cannot be shot down. The characters are only to see Marna in this encounter, not talk with her.**

The party will most likely follow the fleeing amazons; if so, read the next paragraph, then proceed with **Encounter 8**. If the characters choose to fight, skip the next two paragraphs and run the melee.

As you turn to follow Ardel's band, something lying in the path catches your eye. It is a crude medallion, fashioned from pottery and still bearing a broken loop of twisted grass. The obverse is engraved with two crossed stone-tipped spears with one of the winged creatures hovering over the juncture. The reverse is smooth and unadorned.

This is Marna's seal, and any of Ardel's amazons can identify it as belonging to Queen Marna. The players must note its similarity to the crossed-sword-and-eagle insignia of the ancient kings of Pellham described at the beginning of this scenario on their own!

### Marna's attack force

40 amazons (AC 7; MV 12"; F3; hp 14 each; #AT 1; D 1d6-2 [boomerang] or 1-6 [short sword]). Each carries a metal sword and four boomerangs. After four boomerang attacks they will land and melee.

40 pterasaurs (AC 7; MV 3<sup>7</sup>/15"; HD 3-3; hp 15 each; #AT 1; THACO 15; D 2d4). They will melee.

Marna (AC 5; MV 12"; F10; hp 65; #AT 3/2 at +1; THACO 12; D 1d6-5 [boomerang] or 1d8-3 [long sword]). Her pterosaur has 24 hp.

## 7. The Warrior Queens-B

This is the same as **Encounter 6**, but in a different location. Refer to **Encounter 6** for details.

After a good march (depending on where the previous encounter takes place) the characters will come to Ardel's village. On the march, Ardel will be kept from them by the other amazons. Ardel is the ruler of 200-300 fighting amazons and their families. Marna has taken about 100 of the best fighters and their families westward, after she emerged from the volcano temple, Divotsbane, about six months ago.

## 8. Ardel's village

A haphazard scattering of grass huts marks Queen Ardel's village. She is taken to the largest of these to be tended by healers. Her second directs you to be taken to a vacant hut, food and drink being served you by slack-faced male slaves.

Left on your own for a while, there is an opportunity to observe the village. There is minimal cultivation in the form of small garden plots; the amazons derive their sustenance from hunting and gathering from the wilds. There appears to be little order to village life, though any men seen are all slaves. The amazons bow in obeisance whenever they pass Ardel's hut. The volcano is about a mile north of the village.

Several hours pass. A lithe young woman enters your hut and says that the queen has recovered and desires your attendance.

The conversation with Ardel depends, for the most part, on questions the characters ask. They will probably identify themselves as travelers from her home plane, explaining what they know of her and her father, King Daquiri, and also that they have come to bring her home to rule from the throne of Pellham. She will give them the following information in response to their questions:

1. She has magical powers, and has used them to rule these women after disposing of their old queen.

2. Time apparently has little meaning here, for neither she nor the others have aged.

3. She has learned to fight out of necessity, though she uses her magic as necessary to maintain her position of power.

4. When Marna came, only six months ago, Ardel fought to hold the tribe together, preferring the old ways to the new advancements in warfare proposed by Marna.

5. Marna arrived in the temple in Divotsbane, the volcano that looms over the village. The priestess in the temple said that the goddess appeared to her in a vision and foretold the coming of her daughter, and that though she was a woman, she was a mere babe of six months.

6. She brought with her metal weapons, heretofore unknown, and preached against Ardel and the old ways.

7. Many amazons were swayed by her speech, and eventually an open rift split the tribe. Marna and her new followers, 100 amazons possessed of great fighting skill, moved west.

8. Their settlement is marked by a stone structure, totally unknown in this area.

If the party explains their quest, Ardel will agree to go with them, as she is tired of this conflict and ready to go home. Since no one has any idea of how to get back, she suggests they go to the temple and ask guidance from the goddess Divot. Proceed to **Encounter 9** (see Temple Map).

If the characters choose not to reveal their purpose, the women will be adopted into the tribe and the men stripped of all their possessions and penned in with the other slaves. Escape from this sad state of affairs is possible, though the characters are now truly alone in a hostile land and will be attacked on sight by both tribes of amazons, not to mention the prehistoric jungle denizens.

## 9. Divotsbane: The Temple

Divot's temple in this volcano is the end of the adventure. Though the characters must get Llywelyn/Marna from **Encounter 10** to totally complete their objective, they may decide to leave now with Ardel only. The pumice given them by Diancocht matches that in this volcano. At the rear of the temple is another gate, suspended over the bubbling magma of a lava pit. There the party gains their last clue, if they pay heed to it. **Ardel has never been beyond the first chamber of the temple.**

### 9a

Ardel has lead you to an adorned opening in the side of the volcano's cone. Surrounded by massive hardened lava flows, it is apparent that the molten rock split above the entrance, by nature or by divine intent. The natural flow has been crudely worked so that a huge, roughly humanoid head rises above the entrance, and the creature's massive arms embrace the opening.

A short passage bores straight into the volcano's cone, opening into a 40 x 50 foot chamber. The heat is very oppressive, the area being lit in reddish hues by ribbons of lava somehow contained in the walls. A 20-foot-wide opening on the far side points deeper towards the volcano's heart.

In the center of this chamber is a triangular-shaped altar, carved from solidified lava, its peak pointing towards the far opening. At this peak stands a woman, wearing a loincloth of red fabric and a medallion about her neck that imitates the shape of the altar. "Ardel, queen and mother of Divot's children, why have you committed sacrilege by bringing outsiders to this place?"

Ardel answers, "We seek guidance from the great god. I seek to commune with her in the holy-of-holies. Let us pass."

With a grim look on her face, the priestess thrusts forth her arms, palms towards you in a gesture of impudence. "I forbid it! None shall pass!" She strikes the altar with the flat of her right palm and bursts into a writhing column of white hot flame, looking for all the world like a fire elemental.



**Priestess** (AC 10; MV 12"; C9; hp 50; #AT none; S 12, I 11, W 18, D 10, C 9, Ch 14)

First level: **Bless, Command** (x3), **Cure Light Wounds,**

### **Sanctuary**

Second level: **Augury, Chant, Hold Person** (x2), **Know Alignment, Resist Fire**

Third level: **Cure Disease, Dispel Magic, Glyph of Warding, Prayer**

Fourth level: **Cure Serious Wounds, Divination, Tongues** (reversed)

Fifth level: **True Seeing**

She is totally protected from immolation, the "writhing flames" being her arms as she makes spell-casting gestures. The effect lasts six rounds. She casts **Tongues** (reversed) on the first round, preventing communication between characters for 10 rounds, then **Command** (to "flee") on each of the next three rounds at random targets (except Ardel). She automatically makes all her saving throws during this period. She will then attempt **Hold Person** on each of the next two rounds (on three targets per round, but not on Ardel). On round seven, Ardel will cast **Hold Person** (see **Encounter 6** for her spell capabilities) on the priestess, who will fail her save.

**Note:** The reversed **Tongues** will not interfere with spells involving communication — **Command, Suggestion, Message,** etc., nor with spell verbal components. It will cancel the bard's **Charm** and **Suggestion** abilities, as these are not spells per se.

The 20 × 20 foot area north of the chamber has been magically trapped with a pearl from a **Necklace of Missiles** (5 HD) and fire **Glyph** (18 points of damage). Stepping into the glyphed area without saying the glyph's name will set it off, which will also set off the pearl. For tournament purposes, the **Fireball** does 20 points of damage, half if the saving throw is made. Note that whoever sets off the glyph takes damage from both.

If the party insists that Ardel go first, she will give the salutation "Hail Divot, Goddess of Fire," which contains the glyph's name. If this is repeated by each party member as they enter the glyphed area, they will not set off this trap. Ardel knows nothing of this glyph; she will be quite surprised if the trap goes off. If someone uses **Find Traps**, thus revealing the glyph, Ardel can identify it if she is asked. For tournament purposes, a **Dispel** will remove the glyph.

### **9b**

These two corridors each contain three trigger plates, any one of which will activate a trap. The trap causes two **Walls of Fire** to appear and move slowly towards one another, trapping all in between. The starting positions of the walls are designated on the map as FW1 and FW2, and are not flaming until a plate is depressed, of course. FW1 moves north and FW2 moves south until they meet, causing 9-19 (2d6-7) points of damage per wall. The movement rate is 1' per turn (10 feet per round), and they extinguish one melee round after they meet. For tournament play, **Dispel Magic** will drop a wall (the wall will continue to move until another **Wall of Fire** is contacted, thus it is possible to have one **Wall of Fire** continuously circling the area), and the secret doors will automatically be found if the proper location is searched.

### **9c**

The circular area is a lava pit. Hanging from the 10-foot-high ceiling above the pit is a stone key, needed to unlock the door at **9d**. It is not directly over the center, being 5 feet in from the west side and 5 feet above the lava. Any object touching the hanging key summons a fire elemental (AC 2; MV 12"; HD 12; hp 50; #AT 1; THACO 9; D 3d8; SA +2 or better weapons to hit) from the molten rock. A **Find Traps** spell will indicate that the key itself is trapped.

The key can be had by grasping and cutting its suspending cord

without touching the key itself. Once removed from the cord, the key cannot summon an elemental and will no longer appear trapped to the caster of a **Find Traps** spell.

### **9d**

Heavy stone doors block further progress here, and are unopenable except by the key in **9c** or a **Knock** spell. In addition, there are three more trigger plates here, any one of which will cause both FW to move through this area toward one another.

### **9e**

The wide chamber opens into the holy-of-holies (**9f**). In the center of the floor is an engraved stone plaque (see **Players' Section**):

"From the fires of the past a new queen shall be born, from grave to grave in six months' time. The new is older than the old has been for time untold, and sunders old, the Mother rent in twain. The past shall be lost, but no future gained, for He and She shall perish in Divot's hot embrace as Her wrath devours all."

The new queen is, of course, Llywelyn/Marna. "...from grave to grave in six months' time..." refers to the growth of the clone, the first grave being Llywelyn's and the last being his exit from this plane via (hopefully) the gate in **9f**. "The old" is Ardel, and Llywelyn is indeed older than she, having been long dead before she was born. "...Sunders old, the Mother rent in twain..." means the one tribe (Mother) shall be split by the new queen. "The past shall be lost..." refers to Ardel's leaving, "...but no future gained..." means that the new queen will not assume control. "He and She" are Llywelyn and Ardel, "...perish in Divot's hot embrace..." describes what it will look like when they leap through the gate over the lava pit in **9f**. "...as His wrath devours all..." means that there will be a volcanic eruption when the gate is used.

### **9f**

The circular room is dominated by a huge lava pit, over which flashes the colors of the interplanar gate. The gate destination can be set by throwing any item through that originate on the destination plane; thus, in this case, a character's body will do. It is a 10-foot broad jump to the gate, (in a tournament anyone who jumps will make the gate). When the gate destination is fixed, the volcano will begin to erupt — ground shaking, magma spurting, rocks falling, etc.

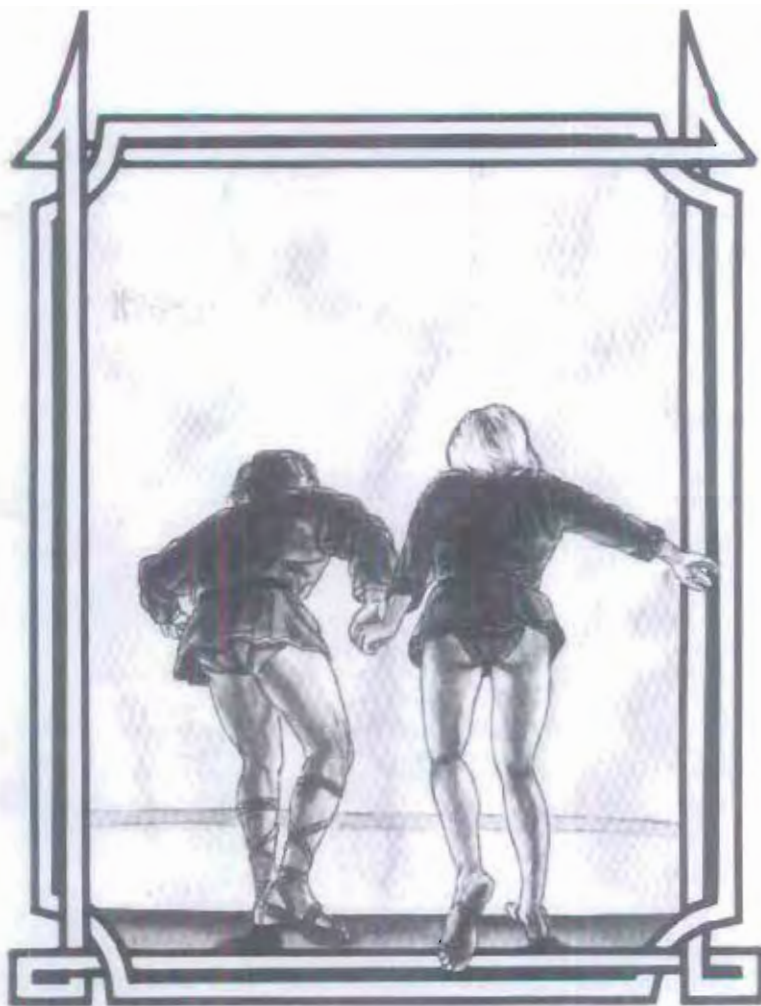
## **10. Marna's Tower**

The party will have the opportunity to face Marna in this final encounter, being here if they: 1) have deduced that Marna is Llywelyn; 2) have a strong hunch, but no proof, that Marna is Llywelyn; or 3) decide that since Marna is an important NPC, they will take her along. Ogmha has blanked the clone's memory of Llywelyn's life, mainly to protect it on this plane. The party must reawaken these memories to return with Marna/Llywelyn.

Once met by the guards, the party will be escorted to the tower and an audience with Marna, who will demand to know why they are here. It is then up to the party to explain, for they are in peril of their lives if they haven't a good reason for being here.

As you approach Marna's tower, a dozen of Marna's amazons step onto the path from the surrounding jungle. They look like they are expecting you, and motion you in the direction of Marna's village. The village contains about 30 grass huts like those in Ardel's settlement, but your escorts ignore them and lead you to the tower. It is not very imposing, simply a roughly circular tower of undressed, unmortared granite and lava.

The tower is 30 feet across and 30 feet high. Atop the roof is a primitive catapult. The guards lead you to a hide-covered gap in the side of the tower.



The party will be ordered to turn over their weapons before being admitted to the tower. The amazons will recognize only obvious melee or missile weapons as dangerous (also the bard's instrument if she has used it against them). Armed combat here will be fatal, as up to 80 amazons and their mounts can come to the aid of Marna.

The interior is very plain, implements of war much in evidence. Now that they can be seen close up, the metal weapons are of a style familiar to you, though of antique design.

Marna is seated in a chair formed of the tusks of some great beast. She is clad in hunting leathers, her sword leaning against the side of the chair. Her magnificent headdress of bright feathers makes her appear very tall, even though she is seated.

"Confederates of Ardel," she says, expectorating as if the very name is distasteful, "you risk much coming here. You may leave here now in safety, or state your purpose quickly, for I will waste little time on you."

Marna/Llywelyn wears a magical item which creates the illusion that Llywelyn is a woman (as per the illusionist spell, **Change Self**). If someone attempts to cast **Detect Magic** before convincing Marna that she is someone else, that character will be struck immediately by a guard, disrupting the spell. The party may note that Marna has auburn hair and blue eyes. **If the characters deliberately check for a small mole on her right hand, they will find one.** These are clues that Marna has strong links to Llywelyn.

The party has this one chance to back out. If they choose to do so, Marna will let them leave peaceably. If they decide to stay, Marna will summon her guard and everyone will go to the roof of the tower. A character will be selected at random, tied, and placed in the bowl

of the catapult arm.

Any statements that do not serve to convince Marna that she is Llywelyn result in an unfortunate character being the clay pigeon in this skeet shoot. If they are on the right track, Marna will let them continue and not give the order to fire the catapult.

The tower roof is made of lashed logs, the cracks stuffed with grass to keep out the rain. Behind the tower is a clear space, bordered by tall trees that serve as rookeries for the winged creatures the amazons ride. The reptiles appear agitated with excitement and anticipation at the appearance of humans on the tower, and several take to the air and begin circling.

"You are brave, and now that bravery will be tested. If I am displeased by what you say, you will be flung into the air, to be snatched by yon pterasaurs, for such is how we train and reward them for their alacrity. You may begin."

For the purpose of convincing Marna, the following bits of evidence and their point values are listed below. Marna will agree to accompany the party back to Pellham if they get at least 10 points, though do not stop at that point. A tie break in this case is how much evidence the party has amassed, reflected in their total points here, so let them continue until they can think of nothing else. If they have 10+ points, Marna will order her guard to leave. When she is alone with the party, she will remove her headdress, changing simultaneously into Llywelyn, whom the party will recognize.

If the party does not have 10 points, Marna will simply banish them, sans anyone who has become pterosaur food.

### Evidence and Point Values

1. Similarity of Marna's seal to that of the kings of Pellham ... 4 pts
2. Scar on left arm where Llywelyn had a bleeding wound ... 6 pts
3. Use of metal weapons in a culture that uses only stone and wood ... 3 pts
4. Constructing a stone tower in a culture that only lives in grass huts ... 3 pts
5. Marna is a clone because she was fully grown in six months ... 6 pts
6. Any mention of details from Llywelyn's past (had a son named Logar, a co-ruler named Grellyn, etc.) ... 2 pts each  
A maximum of 4 points is possible from this category. Mentioning five items from Llywelyn's past will net the party 4 points, not 10.
7. Similarity of hair and eyes to Llywelyn ... 4 pts
8. Spotting the mole ... 4 pts

When this encounter is resolved, the characters (with or without Llywelyn), must return to Divotsbane (**Encounter 9**) and go through the gate. The priestess will be gone, though the **Walls of Fire** will still be there. If the party has managed to find all the trigger plates in one corridor (either **9b**) they may pass without activating the walls; otherwise they still have a chance of setting off the trap. The triggers in **9d** are a moot point, as the door is unlocked and the party can get out of the way long before the walls pass through the area.

## ENDING THE ADVENTURE

When the party decides to go through the gate, the volcano will erupt violently: describe the earth shaking, the temple crashing down around their ears, etc. This is simply for dramatic effect; no one will be hurt.

Once back in Pellham, the epic quest can end in several ways. The best result is to recover both Marna/Llywelyn and Ardel, who will then marry and found a new dynasty. The next best is to return with the clone, for this completes the original quest. The third best is to recover only Ardel. Though the council will grumble about having a queen instead of a king, they will make the best of it in the end, and Ardel will be a splendid queen, indeed.

## EXTRA ENCOUNTERS

The following encounters are to be used if the party leaves the jungle trails and heads off on their own in any direction not covered by the scenario text. They are to be taken in order. Use one encounter for each 5 hexes of movement in the jungle off the paths.

### Jungle Encounters

- Two rhinoceros beetles (AC 2; MV 6"; HD 12; hp 35, 35; #AT 2; THACO 9; D 3d8/2d8).
- Two cockatrices (AC 6; MV 6"/18"; HD 5; hp 22, 24; #AT 1; THACO 16; D 1-3 + touch will turn to stone).
- Two giant scorpions (AC 3; MV 15"; HD 5+5; hp 24, 32; #AT 3; THACO 13; D 1-10/1-10/1-4 + poison).
- Three su-monsters (AC 6; MV 9"; HD 5+5; hp 24, 28, 31; #AT 5; THACO 13; D 1-4(x4)/2d4). These creatures will not use their psionic abilities, however they will hang by their tails from trees to use all 5 attacks.
- Two tiger flies, male (AC 4; MV 6"/18"; HD 6; hp 27, 27; #AT 2 or 1; THACO 13; D 1-8/1-8 or 4d6 + poison). The sting attack follows a round in which both forelimbs attack to grasp (no damage), and strikes automatically each round thereafter. The sting can be used eight times per day. One fly will use each attack mode.
- Shambling mound (AC 0; MV 6"; HD 10; HP 47; #AT 2; THACO 10; D 2d8/2d8; SA suffocation; SD immune to fire, half damage from weapons, half or no damage from cold, lightning adds 1 die). If both the creature's attacks hit the same target, the victim is entangled and will be suffocated in 2-8 melee rounds unless the mound is killed.
- Two minotaur lizards (AC 5; MV 6"; HD 8; hp 36, 38; #AT 3; THACO 12; D 2d6/2d6/3d6; SA surprise on 1-4, gripping bite) A roll of 20 for the bite indicates the lizard has seized its prey. The victim is helpless and takes the bite damage each round until it or the lizard is dead.

### VIPER VINES

Frequency: Rare  
No. Appearing: 1-10  
Armor Class: 8  
Move: 3"  
Hit Dice: 4  
% in Lair: 100%  
Treasure Type: Incidental only  
No. of Attacks: 1

Damage/Attack: 1-4  
Special Attacks: Poison  
Special Defenses: Immune to blunt weapons  
Magic Resistance: Standard  
Intelligence: Low  
Alignment: Neutral  
Size: L (20" to 30" long)  
Level/XP Value: III/110 + 4 hit point

Viper vines are a type of carnivorous, poisonous plant indigenous to tropical forests, and 90% indistinguishable from normal vines. They hang from trees, trailing their ends on the ground to ensnare unwary animals. They have two forms of attack, the first being constriction as they wrap around their victim much like a snake, doing 1-4 points of damage each melee round. The second is a paralyzing poison exuded from the skin onto the ensnared creature (save vs. Poison applicable per vine). Viper vines can control this poison, generally not using it until having constricted their victim for 1-4 melee rounds.

**Description:** Viper vines are thick (3" diameter), ropy vines, brownish green in color.

### WAR BOOMERANG

Encumbrance: 30 gp  
Damage: 3-6 (1d6+2)/1-6  
Rate of Fire: 2  
Range: 2/4/6

The war boomerang is a heavy throwing stick that will return to a proficient thrower if the target is missed. It will not return if thrown by a non-proficient character, in addition to the normal non-proficiency penalties.

### The Lineage of Kings

I sing for you now of the lineage of kings,

Of Pellham's mighty and doberling  
Fools that japed and when all were done  
Proved worthless at best, all were one.

Alemdus Corbus, first of the kings,

First of nine by his conquering.

Giron the Heavy, lover of ale,

Son of Corbus, he drinks in death will.

Fenton the Foolish, minion well-named,

Glutton of mutton, third fool of the famed

Heirowell the Haughty, brother of Giron,

The fourth he became by the slaying of Fenton.

Felcolb the Pious, bastard of Fenton,

Builder of the Temple, fifth one in.

Maltar the Victorious, power of Kingway,

Grandson of Corbus, so they all say.

Royberio the Bloody, husband of Maltar,

Grim destroyer of slavers, seventh of his

Thornum the Terrible, warmer of souls,

Grim at his father, right bairn in the coils.

Laeron the Last, ninth of nine,

Father to no man, last of the line.

Karnac the Careless, warper maligned,

Laeron's cousin, tenth of the nine.

Agnesa Expander, true lover of horses,

Sister of Karnac, the nine were of course his

Loring the Low, final slayer of eight,

Third of the kings, but victim of fate.

Loring the Last, known for his wings,

Plays minstrel to demons, as cursed by his wrongs.

Marcus the Marshall, of this line is tenth,

Four stones mark his coterie, pink ones, of course.

Suradel the Scholar, first of the Witkings,

Son of the bard and prophet of many things.

Asquith Elf-friend, of this line is sixth,

Feared slayer of our heroes who were killed with.

Rikar the Roarer, seventh of seven,

Nain young in birth, first one to heaven.

Lighmal the Dark, first of his line.

Cousin of Rikar, awake for all time.

Dalensal the Light, Black Lighthead's queen,

Cursed by her father, he's withered and gone.

Llywelyn the Just, slain at his dinner,

Gen of all kings, he was an slaver.

Logan the Lonest, a shepherd in youth,

Llywelyn's son grew ancient in truth.

Damacles the Wicked, grandson of Llywelyn,

Second of the Witkings, Time was the villain.

Rockoddan the Strong, sixth of the line,

Led his troops into battle, led from behind.

Glaudius the Cautious, Rot's son and heir,

Died in his sleep, though none seemed to care.

Dacquiri the Witking, eighth of nine,

Slew Ingrabeble, died the same time.

Kolan the Quick, first of the last,

Fought without weapon, died at the door.

Cenor the Valiant, kept up the bard's quest,

Tried as he might, but finished second best.

Dwarven Blaine Shorshanks for Cenor went on,

Third quester and king was merely Time's pawn.

Alemdus the Second, rogue bar and cheer,

The kingdom he destroyed lies at our feet.

Two hundred years have passed us hence,

And foolish rhymes sometimes make sense.

That is the lineage of Pellham's kings,

Fools, knaves and charlatans, blackguards and thieves.

But the price of the telling's an awful demand.

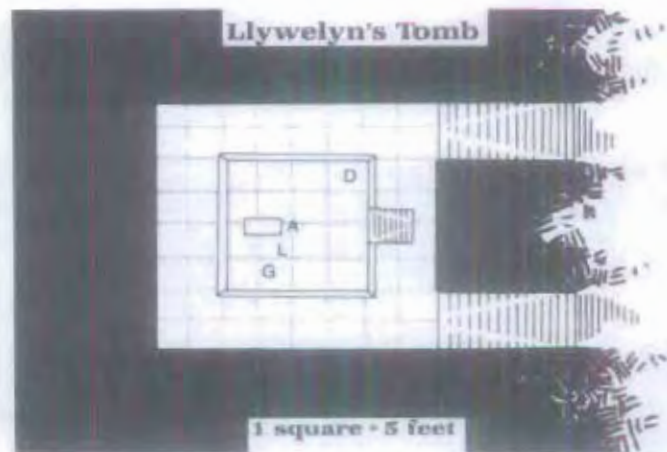
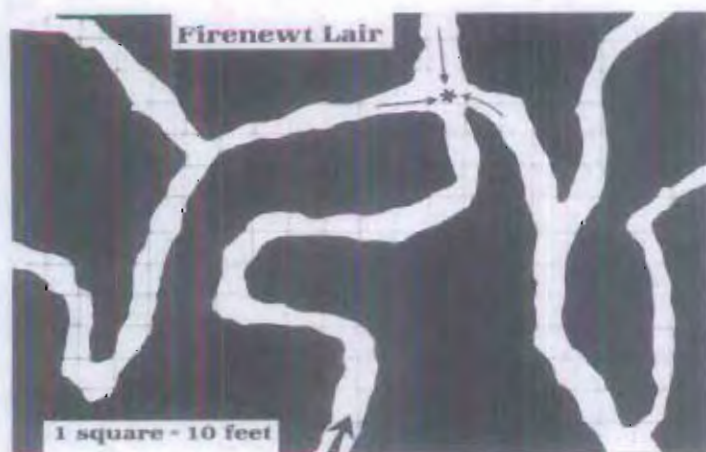
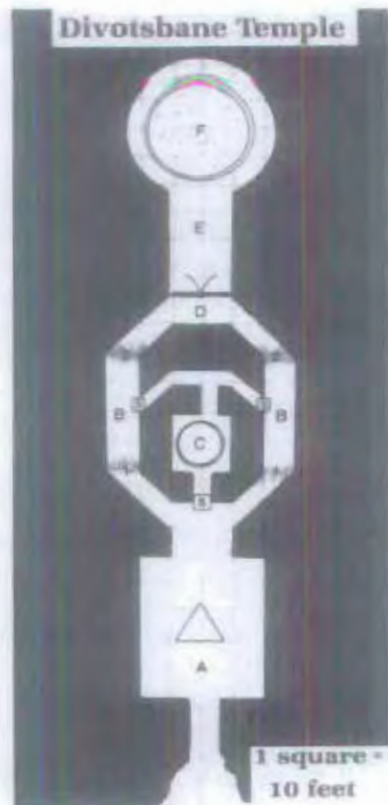
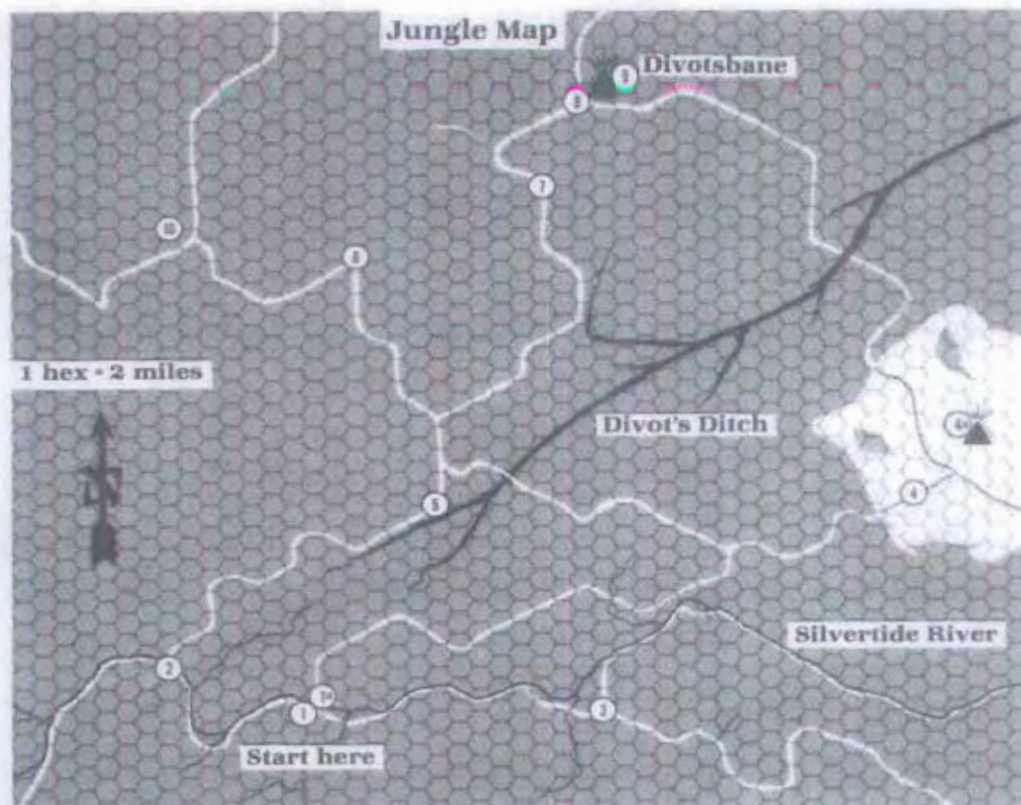
Hark to the sage the fiddler commands!

For now it is finished, my song is complete,

Your binding has ended, but you must be fleet.

For the third time you hear the name of me,

The third time is when they will come for thee.



## MODULE CREDITS

**Design:** Bob Blake

**Development:** Bob Blake and Martin Newhard

**Editing:** Jon Pickens and Frank Mentzer

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**Graphics:** Roger Raupp

**Special thanks to:** Dave Griggs, Dan Lawrence, Jim Ronco, Tom Sievers, and Rex Zinn

Llywelyn's soliloquy is a poem entitled "Invictus," written by William Earnest Henley (1849-1903).

For the **ADVANCED DUNGEONS & DRAGONS®** Game

# THE 384th INCARNATION OF BIGBY'S TOMB

by **Frank Mentzer**

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An AD&D® ADVENTURE for characters levels 15-25

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# Players' Background

Centuries ago, in the times of shadow, the magical arts had waned until few were known, and they only by a select group. Bigby was one of these, yet even he had lost much of the old lore and was forced to craft new magicks to replace the old.

As sometimes happens to Great Powers, Bigby ran afoul of a powerful evil patriarch who laid a curse upon him. It was a subtle curse, nearly undetectable: Bigby was unable to acquire any potions of longevity, the elixirs of life itself.

After years of normal life, the archmage began watching for these rare draughts, aware that only they could extend his years beyond the allotted span. But the unknown curse remained, and Bigby began to worry when no potion appeared. Magical scrying, hired thieves, conjured servants — all failed.

Concentrating his resources, Bigby was only able to discover the existence of the curse, but not its donor, nor any of the elusive potions. Near the brink of despair, he kept to seclusion and pondered the problem for years. It was thought that he had died, for he remained absent for over a decade.

A morose party of adventurers, returning from the mountains in the northlands, brought news of Bigby's existence. They had found a dungeon, a place filled with deception and death. However, their resources were many, and the survivors finally entered a final chamber deep within; it contained a glass box, its invisible contents including the body of an old man.

After a fierce fight with guardians, they managed to awaken the figure, who revealed himself to be none other than Bigby — and who then asked for a potion of longevity. The group had owned one of such, but sadly, it had been broken in the passage through the dungeon!

The archmage had time only to reveal three things to the intruders — that he rested within an artifact, designed to protect him until potions of longevity were brought (preferably several); that the artifact created a new dungeon each time a creature entered the doorway, each more dangerous than the last; and that the party was about to receive some very odd but harmless sensations.

Bigby was suddenly back in his box, and the party was spun about by irresistible forces. They found themselves moving backwards, as if traveling the paths of time in reverse. They replaced treasures found; slain monsters arose about them. They found themselves outside the entrance once again. Those who had died in the dungeon were now here — but still dead, with no apparent wounds.

Their trek south was long and arduous, fraught with danger from the denizens of the icy peaks. Once back in town, the raising of the slain was quite expensive, and two did not make it; the only treasure recovered was found in a mountain creature's lair, barely enough to pay for the magic items lost and used on the journey. The possessions of the permanently dead were sold to pay for the clerical services needed; all in all, a disastrous and unprofitable affair.

But some still try to penetrate the hazards of Bigby's tomb, despite the perils. It is said that the rewards for success are great; in addition to the great treasures within the Tomb and the recovery and good will of Bigby himself, the rescuers would certainly receive the lost spells of Bigby's creation, now completely unknown to the world's mages and sages.

It is two hundred and ten years since the discovery of the "Tomb." You have a map showing its approximate location. Will you hazard the test?

## Notes for the DM

This adventure is designed for a party of 5-10 characters of levels 15-25, using standard **ADVANCED DUNGEONS & DRAGONS®** game rules. Any party trying to penetrate this complex should have at least one magic-user, cleric, thief, and fighter, all of level 15 or higher, all appropriately equipped. Magic-users may neither have nor use any "Bigby" hand spells, due to the scenario background. Certain magic items may prove to be quite useful, including several *potions of longevity*, a *rod of smiting*, *staff of curing*, and *rings of fire resistance* and/or *warmth*. Do not, of course, tell these things to the players, but note that chances of character survival may be mini-

mal if these items are not present.

The preface vaguely places the dungeon in "mountains in the northlands." Place it in a suitable area of your campaign map, modifying the clues accordingly.

The player information may be introduced by a treasure map, found in an old notebook, through research by a sage, legend lore, or simply through casual conversation (in a tavern, castle, etc.).

A bonus XP award of 50,000 points is suggested as suitable for a party that succeeds in releasing Bigby (in addition to points gained from treasure and monsters). The bonus should be evenly divided among all participants, including those slain but magically recovered afterward. If Bigby is awakened but not recovered, a 10,000 XP bonus should still be awarded, as the party will have no other reward.

The dungeon itself is created by the artifact guarding Bigby's rest. The artifact creates and runs the various illusions found within; some encounter notes may specify occurrences at a time "most convenient," giving you, as DM, great freedom in running them.

## Special Notes

*Passwall, rock to mud, animate object, polymorph object, etc.:* Any spell affecting the material of the dungeon itself will work, but the magic will be negated by the artifact 1-4 turns later. This applies only to objects and materials, and *cannot restore disintegration*.

*Find the path:* If used in this dungeon, this spell reveals the most direct route — through the Foyer (#7) and the Hall (#11), to the secret door down to the tunnel (#16), and in from there. It *does* negate the appearance of the False Tomb, leading the party to the true one immediately.

*Planar travel:* The ethereal plane adjacent to the dungeon is warped by the artifact, producing a *maze* spell effect. Anyone entering the ether within the dungeon, or attempting to enter the dungeon from any other plane, becomes trapped in this maze automatically. As with the spell, victims can find their way out in a short time (from 1 round to 8 turns, depending on Intelligence), but the only exit leads to a point just outside the dungeon entrance.

*Psionics:* Several creatures are lurking in the ethereal maze. They will not bother intruders either there or within the dungeon unless true psionics (not spells of similar effect) are used. If psionics are used, however, they will attack, either singly or in small or large groups (DM's discretion). They include 3 brain moles, 12 cerebral parasites, and 3 thought eaters. (See *MM1*, pages 11, 14, and 94 for details.) If these are dispatched and psionics continued, 2 mind flayers (*MM1*, page 70) will show up. If they are slain, the artifact itself may attack (psi strength 300/300, modes all/all). If defeated, the artifact will no longer produce illusions, and its "brain" (the cubè in area #19) will be dark and inactive when found. Bigby will be quite irritated if this occurs. The "brain" regains 24 points per hour of rest (regardless of the result of psionic combat; it is immune to insanity and death) but will not reactivate until at full power.

## Dungeon Standards

A standard corridor is 10' high, 10' wide, with smooth stone, and no lighting. A standard door is wooden with metal strips, sheathed metal hinges, latch with keyhole below, but NOT locked unless noted.

Standard abbreviations are used throughout, including saving throws vs. spells and wands (STs and STw, respectively) for creatures.

The term "magical sight" includes *detect invisible*, *true seeing*, and other similar effects. It does *not* include *infravision*. In the Encounter Key, dimensions and descriptions are given without regard to limited vision; modify and/or restrict the information as needed.

## Modifications

If your party is exceptionally powerful, an additional twist may be added. The artifact may delay all devices, causing their effects to appear 1 round later than expected. This should *not* be applied to spells or potions, merely magical devices of all sorts. Example: A magic-user shoots a *wand of fire* at trolls; nothing happens. The character puts the wand away, and begins a spell; the wand then shoots the *fireball* (probably at the floor . . .). For further confusion, you may assign a chance of this occurring and check each use. Keep

careful track of the segments of time needed to activate devices, for accurate comparison to casting times and possible subsequent disruption of concentration.

## Replays

If the party fails in its mission, or if it leaves the dungeon and tries to return after resting, the artifact will redesign the area completely. True to its instructions, it will create a dungeon even more deadly than this one. The new area is left to the DM's imagination, but should be of the same overall size (400' north-south, 250' east-west, 50' maximum thickness) and nastier. Try to use a minimum number of creatures for maximum effect; no other-planar creatures should be included, except in the ethereal maze.

## ENCOUNTER KEY: Bigby's Tomb #384

### 1. Entrance

The empty doorway is 7' wide and 10' high, leading into the base of a high cliff. The terrain around the doorway is barren and rocky, sloping upward toward the cliff. Horses may be safely tethered 90' from the entrance, in some light woods downslope from the entrance.

From the doorway, a corridor leads 30' north to a 4-way intersection, with corridors extending 120' to the north, east, and west, each ending in a normal door.

When the 4-way intersection is entered, a *programmed illusion* of a magic-user 90' to the east casting a *lightning bolt* (rubbing a crystal rod with a piece of fur) begins. The bolt will pass through the intersection, ending 30' west of it; it is 5' across, 80' long, and can inflict 9d6 points of electrical damage. However, a successful saving throw indicates a complete miss, as the bolt is narrow, and passes 3 feet off the floor. Give the characters the benefit of the doubt if any attempts at evasion occur; this encounter is very effective if nobody is actually hurt by the bolt. Note that this illusory character appears regularly in the dungeon and keeps everyone nervous if believed.

If a spell is cast within 30' of the intersection, or at a time most convenient, a secret door above the outside entrance opens, releasing a rust monster which will land outside the entrance and attack metal nearby.

**Rust Monster:** AC 2, M 18, HD 5, AT 2, D Rust, STs14/STw13; THAC0 15; hp 35

The creature's alcove over the entrance is a rough cave, approximately a 15' cube, and contains four leather sacks. These are soaked with poison, and a failure at *remove traps* (or any touch) requires a saving throw or death results. The sacks contain normal sling stones, 30 per sack.

### 2. North corridor

This passage appears 120' long, ending in a door, but actually extends only 10' and ends in a blank wall. When the *hallucinatory terrain* at the end is touched, an invisible *wall of force* appears 5' from the end wall. Any *dispel magic* spell will cause it to vanish, but also automatically affects those trapped behind it (at standard chances of dispelling potions, spells in effect, etc.). The wall will disappear by itself 35 rounds after its creation, and the illusion on the wall reappears at that time (and the whole thing resets).

### 3. West corridor

This passage appears 120' long, ending in a door, but actually extends only 40' and ends in a blank wall. The *hallucinatory terrain* at the end covers not only the wall but also the last 10' of corridor floor, which is missing. The pit actually there is 60' deep, with sharp steel spikes on the bottom covered with poison. Anyone falling on the spikes must first make a saving throw vs. death, with a -4 penalty, or die instantly. In addition, the victim takes 6d6 falling damage and is hit by 2 spikes per AC (rear, i.e. without Dexterity or shield);

each spike inflicts 1d6 damage, and each requires a separate saving throw vs. poison with a -2 penalty to the roll, or death results.

## 4. East corridor

The diagonal wall section is a highly polished slab of thin stone, acting as a perfect mirror. (This phenomenon recurs wherever a diagonal wall section exists in the dungeon, called a "mirror wall.") The visual effect is that of straight corridor, though the twisting passage leads north to an actual door, 120' from the first intersection. Those on the other side of this hinged wall can see through it, and will push it open (closing off the northern passage) at the best opportunity to surprise one or two intruders. These lurking observers are simply 2 trolls, *hasted* by the artifact:

**Trolls:** 2, AC 4, M 12, HD 6+6, AT 3(6), D d4+4/d4+4/2d6, STs13/STw12; THAC0 13 (9 with *haste*); hp 50, 45

They have a base 90% chance of surprise. A *detect evil* reduces this to normal chances, revealing something behind the wall; magical sight reduces surprise in like manner, revealing faint cracks along the edges of the mirror wall.

When opened, the mirror wall fastens itself to the north wall, sealing that corridor. It cannot be opened from the north by force; a *knock* spell can open it, and a push from the south causes it to "Click!" and swing free once again.

Note that if the trolls gain surprise and ambush the last member(s) of a party, each troll attacks 6 times per surprise segment. Assume that their roll for determining the number of segments is a 6 (on 1d6, compared to a random roll for the victims; if a 6 is rolled for the party, reroll until a 1-5 results).

The *haste* (treated as 25th-level magic) is removable by a *dispel magic* effect at standard chances of success, or more easily countered by a *slow* spell. Note also that in preparation for their attack, the trolls have been poking each other regularly, getting their regeneration going; they will thus regenerate 6 hp/round (due to *haste*) starting with the first round of meleé.

If slain but not damaged by fire or acid, the trolls can be permanently burnt by using three flasks of oil per troll. Otherwise, require one flask per 10 hit points of troll to be burned.

Once freed, the hinged mirror wall, which is sturdy and not easily broken, will swing easily either way, with little pressure. It is 1' thick and made of a crystalline rock which is nearly transparent when viewed from the unpolished side.

## 5. Fluff

The western door to this room is locked and trapped by a large bucket of tar over it; this will fall on anyone entering by that door. It is also connected to a trip wire which passes into and down inside the wall, and out across the floor to the center of the room. It cannot be seen, however, as the floor is covered with white fluffy feathers, 1½ feet deep. Tiny bugs are on all the feathers, notable only by magical sight; they cause no damage, but infect all passing through the feathers with a mild skin disease (preventing magical curing until removed). Thorough washing will remove the bugs, but not the disease. A *cure disease* effect will both remove the disease from and slay the bugs on the recipient.

The feathers are easily disturbed by the opening of any door, and float about in the air for 1 turn, limiting normal vision to 3' range but not obscuring infra- or magical vision. They are likewise disturbed by anyone walking through the room. Anyone tarred and feathered by this room is automatically surprisable due to problems with vision and hearing.

Five gems (each worth 100 gp) lie on the floor in the northeast corner of the room.

The feathers do not burn well; if touched by fire, they give off a poisonous smoke in a volume depending on the amount burned. Any tarred and feathered figure set afire causes 100 cubic feet of smoke, and takes 3d6 fire damage per round for 4 rounds from the burning tar.

## 6. Lair

The trolls in area #4 are from this area, which contains five more of their ilk and the lair treasure.

**Trolls:** 5, AC 4, M 12, HD 6+6, AT 3, D d4+4/d4+4/2d6, STs13/STw12; THAC0 13, hp 50, 45, 50, 45, 50

Their treasure is scattered about the room and includes 2,000 sp, 4,000 gp, five gems (each 1000 gp), two jewelry (each 2500 gp), a *potion of extra healing*, *bag of holding* (70 cu.ft., 500 lb.), and a *necklace of 5 missiles* (fireballs, HD 3, 3, 5, 5, 7).

**DM note:** The *necklace* may cause problems in area #12. Keep track of what is done with each magic item, without giving any clue as to which you are most concerned about.

## 7. Foyer

All doors to this room are locked. The 10'-wide, 30'-long pool of water in the center of the room is only 5' deep, but magical. Anything falling into it is affected as if by a *dispel magic* effect from a 25th-level caster; check all potions and spells in effect once per round of immersion. Even permanent items will not function while wet, but their magic returns 1-4 rounds after removal. Most permanent items are not adversely affected, but any intelligent item (e.g. sword) may become non-intelligent — a 10% chance per round of immersion (not cumulative).

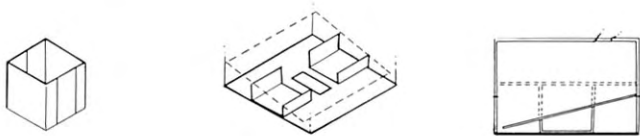
There are both magical and mechanical traps in the room. Anyone entering the room must make a saving throw vs. spells (*mind attack*), with a -4 penalty; if failed, the victim jumps into the pool and willingly remains there until everyone else in the area has also become immersed. The victim will do nearly anything to gain this result, but cannot leave the pool while affected by this dweomer. The effect ends when all party members have bathed here, but is removable by a *dispel magic* (again, vs. 25th-level magic use).

The 10' square sections of floor before the north and south doors are mechanical traps. Anyone stepping on either one may slide into the pool, as the floor sections pivot to slope downwards. Surprise indicates automatic sliding; otherwise, a saving throw vs. wands may be made, with a -4 penalty but including Dexterity bonuses, to jump aside and avoid the trap.

## 8. East square

Any dwarf may, on close inspection, succeed in noting that the ceiling of this room may slide; a *find traps* will indicate both the center area and the ceiling to be mechanical traps. Magical sight will not, however, reveal any traps.

The secret door in the east wall of the center cube runs from floor to ceiling; magic is detectable within the center (a dagger). The secret door is propped up, and falls if touched; if so, the center section splits in half, each part falling outwards (north and south; it has no top). At this time, the ceiling falls, landing on the fallen parts of the center section. Note that the west wall of the center splits down the middle, forming two 5'-tall walls, but the east parts are only 2' high (without the 3'-wide secret door); the ceiling thus lands slanted eastward, about 8' up at the west end and 1' up at the east end. (See diagrams below.)



Two ghosts “ride” the ceiling down, and will attack anyone in the area — to the east, first, then crawling up the “ceiling” to the west if necessary. They have no treasure. Note that any touch causes paralysis, even to elves (saving throw applies), and that the ghosts emit a stench; all within 10' must save vs. poison or suffer a -2 penalty to

all “to hit” rolls (while within the stench).

**Ghosts:** 2, AC 4, M 15, HD 4, AT 3, D d4/d4/d8, STs16/STw15; THAC0 15; hp 30 each

When things quiet down, the treasure under the fallen secret door can easily be found: one *dagger +1* and five gems, each worth 100 gp. The new ceiling height of the room is 20', with a small cave opening near the top; this is an entrance to the ghost lair, located above the dungeon proper. If entered, a tunnel can be found leading to an cave (no treasure, scraps of victims) and another tunnel to the hidden area above the West Square (#9).

## 9. West square

This area is identical to that in the East Square (#8) in all respects, with the addition of a secret door in the south wall, which is trapped.

**Ghosts:** 2, AC 4, M 15, HD 4, AT 3, D d4/d4/d8, STs16/STw15; THAC0 15; hp 30 each

## 10. Control

The secret entrance to this room is trapped by a *fire trap* spell. It detonates if touched or passed (or by an unsuccessful *remove traps* attempt), inflicting 26-29 (1d4+25) points of fire damage in a 5' radius (saving throw applies). Treat it as a 25th-level effect for *dispel magic* calculations.

If the door is opened, a *programmed illusion* begins. The elusive magic-user is seen in the room, near the levers to the east; he gasps, grabs the center lever, pulls it, and disappears (apparently teleporting out). This will all occur before the party can react. The lever immediately returns to its upright position, and the illusion ends.

The room is empty except for the three levers in the north wall. The northern lever can (magically) raise or lower the ceiling in area #9; the southern lever has the same effect on room #8. The center lever bestows a massive shock to the user, who must make a saving throw vs. death or die; even if successful, the victim takes electrical damage equal to half his or her original hit points. It can be detected as magically trapped, but the trap is permanent and not removable.

If any two levers are touched at the same time, the victim is affected in the same manner as by touching the center one alone.

## 11. Hall

*Be sure to read this description and that of the following area (12. Watcher) before running any part of this encounter!*

The ceiling of this large area is 30' high, supported by five pillars, each 5' in diameter. All surfaces — floor, walls, ceiling, and pillars — are ornately decorated and inscribed with tiny runes and symbols. (They are meaningless, but this cannot be determined until a spell-user examines them for 3 turns, magical aids notwithstanding.)

The room is cold, obviously due to the brown mold on the east and west walls and the floor near them. The mold extends 5' up each side wall from the floor, and 5' out on the floor from each wall, for the entire 70' length of the hall. (For details on the mold, see #12, below).

A massive pair of double doors, each 15' wide and tall, fills most of the north wall; before them lies a huge pile of treasure, some items glowing. The pile is 5' tall, 30' across, and made of thirty or forty thousand miscellaneous coins, with dozens of magic items — glowing swords and daggers, wands, potions, chain and plate armor, et al.

**DM note:** If any magical light comes within range of the doors, or if any noise of any sort is made within 50' of the doors, or if anyone or anything visible comes within 10' of the pile, the watcher behind the doors starts casting spells (as described in #12, hereafter). Four rounds later, it starts watching the intruders by *clairvoyance*. (Note also that this spell will not detect a magic-user protected by a *mind blank* spell or an illusionist with *non-detection* in operation, and that other effects may interfere — such as an *amulet of proof against detection and location*.)

Nothing in the room is trapped, including the pile and all the



items therein. The doors are not trapped, and magical or mundane trapfinding will *not* reveal any clue to the situation to come. A *detect evil* will, however, penetrate the doors, revealing a very evil source behind them, but not its size.

Except for the coins, all the items in the pile are magical. The pile contains the following: 20,000 cp, 10,000 sp, 2,000 ep, 2,000 gp, *chain mail* +1, *plate mail* +1, 3 *shields* +1, 24 *arrows* +1, 2 *hammers* +1, 4 *longswords* +1, 5 *daggers* +1; *potions of water breathing*, *sweet water*, *superheroism*, *speed*, *healing* (x3), *fire resistance*, *extra healing* (x2), and *climbing* (x2); *wands of wonder* (33 chg), *negation* (14 chg), *magic detection* (18 chg), and *enemy detection* (41 chg); buried deep in the pile are a *ring of free action*, *staff of curing* (24 chg), and a *rod of resurrection* (10 chg).

If anyone approaches the pile, the red dragon behind the doors (watching via *clairvoyance*) may decide to open them. It will try to wait until most of its victims have approached the pile. (See continued notes below.) If may even allow intruders to steal an item or two at a distance (such as with an *unseen servant*), hoping to lure them closer to the doors.

## 12. Watcher

Behind the double doors at the north end of the hall, a red dragon waits, probably with a *clairvoyance* spell in use (see below). When the intruders are within the hall, preferably near the pile of treasure, it presses one of the two trigger plates on the side walls (see map), causing the double doors to slide to the sides. The dragon gains surprise in this maneuver on a roll of 1-3 (on 1d6). It immediately announces (in Common) "Drop all your magic items on the pile, or I'll breathe on ya, and you'll be quick-burnt and flash-frozen in an instant!" Magical sight or close inspection will reveal the dragon to be greenish-red, its color oddly changed by wispy small greenish flames.

After noting the party's arrival (either by light or noise, as given in #11), the dragon casts (in this order) *shield*, *detect magic*, *fire shield*, and *clairvoyance* before opening the door. After casting the last, it has 12 rounds remaining on the *fire shield*, 20 rounds on the *detect magic*, and 52 rounds on the *shield*. It will open the doors before the *clairvoyance* runs out. Keep track of the durations of the other spells. The beast may be engaged in some conversation, but will automatically attack if the *fire shield* runs down to 5 rounds remaining.

The dragon will allow the intruders to leave, poorer but undamaged, if they leave 75% or more of their magic items here.

**Modifications:** Dragon statistics are given for 7 points per die. If the party is very powerful (e.g. 150 or more character levels, or at the DM's discretion), use 8 hp/die, for STs4/STw3, breath 88 points, and add *polymorph other* to its spells (which it may use to turn an intruder into a small red dragon, hopefully permanently).

**Red dragon:** AC -1, M 9/24, HD 11, AT 3, D d8/d8/3d10, STs6/STw5\*; THAC0 10, hp 77; breath 90' x 30' \*Also see notes below.

**Aura:** Intruders of 6 or more hit dice may ignore aura effects; others may become afraid (see *MM1*, page 30, for details).

**Attack forms:** With certain attack forms against the dragon, a +1 or -1 modifier applies to both damage done (per die) and "to hit" rolls (if applicable), as follows: air -1; earth +1; fire -1; water +1. These modifiers are applied *before* calculating other effects (such as those from the following spells).

**Detect magic** (*PH*, page 65): This works for at least a turn after the doors open, to a 60' range in a 10'-wide path.

**Clairvoyance** (*PH*, page 73): This allows the dragon to examine any area with which it is familiar; it can watch any part of the hall. The area is not dark, lit at least in part by the weapons in the treasure pile, so normal vision is obtained.

**\*Shield** (*PH*, page 68): This will absorb all *magic missile* spells cast at the beast, and gives it a +1 bonus to all saving throws against frontal magical attacks.

**\*Fire shield** (Type A, *PH*, page 77): Anyone striking the dragon suffers double the damage inflicted. The monster gains a +2 bonus on saving throws vs. cold attacks, and takes half or no damage; it

takes double normal damage if failing a saving throw against a fire-based attack.

**Spells remaining:** *Web* (C 2s, R 55', DR 22 turns), *wizard lock* (C 2s, permanent), *fly* (C 3s, DR 12-17 turns), and possibly *polymorph other* (C 4s, R 55'). If fighters move towards it, the dragon might *web* them instead of breathing immediately. Each *webbed* victim has a -4 penalty on saving throws against the breath. The dragon will try to close the doors, if it can split the party, and might *wizard lock* them. As there is not enough room to use its wings, the dragon may need its *fly* spell for maneuverability. The *polymorph other*, if used, should be directed at a thief if possible, otherwise a fighter.

**Reinforcement:** If losing a battle, the dragon will bellow for its mate, which is around the corner. It will try to back up in the corridor, allowing the female to get a breath attack from the side in conjunction with its own.

The brown mold in the hall, if struck by the dragon breath, will grow eightfold in size. Only that portion of it actually struck by the breath will grow, but it does so instantly; calculate the new floor-space covered (8 times the original area), and inform the players immediately. If, due to mold growth, a victim comes within 5' of it, use half damage (2d8), and allow movement away from it. Any victim within 5' of the mold at the beginning of a round takes normal damage.

**Brown mold:** AC 9; M 0; D 4d8 in 5' range; *ice storm* or *wall of ice* causes dormancy for 5d6 turns; only *cone of cold* or white dragon breath kills it; grows 2x size from torch, 4x from oil, 8x from breath or magical fire.

The large tunnel leads west 200', turns northwest, and goes another 200' to sunlight, a 30'-square cave entrance in that side of the mountain.

(If a *find the path* is in use, it leads through this area to the secret door leading down to area #16.)

### 12a.

The east wall of the area around the corner is covered by a *permanent illusion* of two more large red dragons, watching warily for intruders; the area appears to be 50' wider (eastward) than it actually is. A pile of illusory treasure lies south of them, adjacent to a real pile of treasure in the southeast corner of the room. A female red dragon is in the southwest corner, before the secret door. She cannot speak nor use spells.

**Female red dragon:** AC -1, M 9/24, HD 11, AT 3, D d8/d8/3d10, STs10/STw9; THAC0 10, hp 44

**Treasure:** 5,000 cp, 20,000 sp, 10,000 ep, 20,000 gp, 2,000 pp, 50 gems (30,000 gp total), 50 jewelry (1,000 gp each), 1 scroll (in a case) with the command words for the *rod*, *staff*, and *wands* in the hall, and a spell book with the male dragon's 9 spells in it — the eight mentioned, plus *ice storm*.

## 13. Heater

This area contains burning coal and wood, kept there by the dragons for comfort. A small vent hole in the ceiling, 2' across, leads up and winds around, eventually out to open air. The fire pit inflicts 30 points (7 dice) of fire damage per round to any within it. Comfortably within the flames are four fire snakes and their meager treasure of four gems, each worth 1,000 gp. They are all effectively invisible within the fire.

**Fire snakes:** 4, AC 6, M 4, HD 2, AT 1, D d4+paralysis, STs17/STw16; THAC0 16; hp 10 each

## 14. Study

As the party enters the oddly shaped 3-way intersection near the alcoves (#15), the magic-user illusion will reappear. A light appears 130' east of that intersection, at the end of a straight corridor; it's the magic-user, carrying a lantern. He apparently sees the party's lights, pulls out a wand or stick, and starts gesturing. The party has

a few segments to react, but the opponent obviously has the initiative. The lightning bolt is 40' long this time, 10' wide, and ends at the west edge of the intersection (6d6 this time, as the wand). Characters can easily back up or jump north to get out of the way. Note that there is another *hasted* troll in the first alcove, ready to ambush the first victim heading that way.

The door to room #14 is *wizard locked* at 25th level of magic use. The room appears to be a study-laboratory, 20' wide and 50' long; it is actually 30' long, with, on the north wall, a *permanent illusion* of a magic-user hiding behind a large stuffed chair in the northeast corner. A lab bench along the west wall has several bubbling beakers and two large chests are by the north wall. Stairs lead down from the upper section (25' long) to the lower (northern) area; only one step is real, and two are illusory. The southern portion has two chairs, a clothes cabinet containing two robes and one peaked cap, and a bag containing two ounces of silver dust. (Note that the chairs and cabinet are immobile, fastened to the wall.) A plain carpet fills the center of the floor, leading down the steps and ending about 40' away.

If the north wall (illusion) is touched, a north-south crack opens down the center of the room. (The illusion remains.) The clothes cabinet and chairs (fastened to the walls) do not move, but the rug falls, as do any within the room, into a water trap 60' deep. The water is murky and warm, and a magical light source is needed to gain any vision (including infra-). The rug floats for 3 rounds, preventing those remaining above from seeing into the pool; at the bottom, four fresh-water scraggs (water trolls) await. Note that they regenerate 3 hp/round, as do normal trolls, in water.

**Scraggs:** 4, AC 3, M 3//15, HD 5+5, AT 3, D d4+1/d4+1/d10+2, STs14/STw13; THAC0 13; hp 35 each

Scattered about the bottom of the water trap are 1,000 cp, 2,000 sp, 3 gems (1,000 gp each), a *ring of protection +2*, and a *fake crystal ball*. It detects as magical, due to an electrical *glyph of warding* on it; if touched, it detonates for 36 points of damage in a 10' radius (due to the water). Unless the water is removed, the victims also have a -4 penalty to saving throws. The ball is of high quality and enchantable, worth 5,000 gp to a magic-user.

## 15. Alcoves

Each of these three 10' × 10' niches appears to contain a troll. Normal chances for surprise apply to the first only, as a party is assumed to be more cautious thereafter. The alcoves contain the following creatures, in order of appearance (south to north); none has any treasure. Once melee begins with the first, the others will also attack.

a. **troll, *hasted*:** AC 4, M 12, HD 6+6, AT 3 (6), D d4+4/d4+4/2d6, STs13/STw12; THAC0 13 (9); hp 40

**Notes:** *Haste* at 25th-level magic use, gives 6 attacks/round, THAC0 9, regeneration 6hp/round.

b. **“troll” *huecuva*:** AC 3, M 9, HD 2, AT 3, D d3/d3/d4, STs17/STw16; THAC0 16; hp 10

**Notes:** Disease per touch, prevents magical curing until removed. Turned as wight; troll form gives 3 attacks but not full troll damage. Polymorph is natural ability, not magical, not dispellable.

c. **“troll” *fire giant*:** AC 3, M 12, HD 11+3, AT 3, D d6+4/d6+4/2d8, STs10/STw9; THAC0 10; hp 80

**Notes:** Magical, has drunk a *potion of polymorphing*; immune to all fire; changes back to normal form when slain. Greater damage is due to greater strength than a normal troll.

The secret door north of them, on the east wall, is covered by a *hallucinatory terrain* of normal wall with a *symbol of hopelessness* (as the spell) on it. The *symbol* has no actual effect, and the illusion disappears if touched.

## 16. Tunnel

The corridor slopes down, noticeable by anyone, and turns a corner northward. At that spot, a pool of fairly clear water begins; it is 50' long and only 9" deep at the lowest part (30' north of the turn). A large stalagmite (looking suspiciously like a roper) hangs at that low

point, along the east edge of the ceiling; a drop of water falls from it each round. It is indeed the remains of a roper, now petrified; an evil aura remains, but the thing is harmless. Two crystal oozes lurk in the pool, 75% invisible. They will attack if their pool is invaded. Note that they are immune to acid, cold, and fire, and any blow inflicts but 1 point of damage.

**Crystal ooze:** 2, AC 8, M 1//3, HD 4, AT 1, D 4d4+paralysis, STs16/STw15; THAC0 15; hp 25 each

This corridor slopes upwards from the center of the pool, ending in a normal but locked door. A secret door in the ceiling near the pool leads to a short vertical tunnel and another secret door, opening into the large dragon tunnel (#12).

## 17. Center corridor

This area is filled with poison gas, which billows out if either door is opened, filling an additional 60' length of corridor. Each victim within the cloud makes a saving throw vs. breath weapon or dies; anyone opening a door has a -4 penalty to the roll. Any surprised victim has a -4 penalty to the roll (cumulative for the door opener).

### 17a. End corridor

*Two, identical:* The mirror wall here is detectable by anyone, as scratches on the floor indicate that it swivels towards the normal door. A small narrow object (e.g. dagger) can be inserted into the vertical crack by the south wall, to open it; if so, poisonous gas (as in #17) immediately billows out to fill an additional 90' of corridor, requiring a saving throw vs. poison for each victim within the cloud.

## 18. Stairs down

The door is locked and has a poison needle trap; unless removed, anyone opening the door is hit and must make a saving throw vs. poison or be paralyzed for 2-12 hours (removable by *neutralize poison* or a higher spell). The south wall of this 10' cubic room is covered by an *illusion*; after 10' of corridor, stairs lead sharply downwards, and are misty and webbed (as per the magic-user's *guards and wards* spell).

If the illusion is touched, the entire ceiling falls, a massive block of stone. Anyone under it takes damage equal to half of his or her original hit points, and must make a saving throw vs. wands or be utterly crushed (to -50 hit points). A surprised victim has a -8 penalty to the saving throw, but note that if the trap is detected (by thief ability or magically), surprise is impossible.

Saving throws must be made for any items crushed; if the victim's saving throw was failed, a -8 penalty applies (vs. crushing blow). The illusion disappears if touched.

## 19. Tomb

These two rooms are identical; the first entered is false, and the second contains Bigby. The 90'-square room is 25' tall and is illuminated by flashing lights coming from two-20' square objects, 20' tall in the northwest and northeast corners. Anyone seeing the lights must make a saving throw vs. spells, or stand still, stunned. *Dispel magic* allows a victim to make another saving throw, but no other spells (save *limited wish* or *wish*) have any effect. Any magical *darkness* in the room is instantly *dispelled* by the flashing lights.

The primary features of the room are the cubes in the corners, the center, the statues, and the doors, as described below:

### a. The Cubes

These flashing cubes are the “brain” of the entire artifact and have means of defending themselves; each is capable of firing all the rays of a beholder, to a maximum of 1 *each* per round. The cubes cannot be damaged by a weapon of less than +4 enchantment, and any blow inflicts only 1 point of damage; each has 100 hp. The cubes are also immune to all spells of 6th level or less. The range of the rays is sufficient to hit anything in the room, but no further.

*Cause serious wounds* (2d8+1)

*Charm person*

*Charm monster*

*Death ray*

*Disintegrate*

*Fear*

*Flesh to stone* (reversible)

*Sleep* (40' square)

*Slow* (20' square)

*Telekinesis* (250 lb)

If communicated with (via *telepathy* or other non-verbal means), the cubes will warn intruders not to attack them; they are not innately hostile, merely defensive (and of lawful neutral alignment).

### b. Center

In the center of the room, two square step-patterns lead up to a central block 5' tall and 10' square. Atop this block is a 10' glass cube, apparently empty. A statue of an 8'-tall burly humanoid giant stands on the lower step, one on each corner (4 in all).

Magical sight can reveal the contents of the cube. A 2'-high bier in the center supports an elderly supine human male, eyes closed, wearing a robe, bracers, and a ring on each hand. He has a wand at his side and holds a rod on his chest with both hands. Above him, supported horizontally 3' below the top of the box, is a mirror. Glass rods are mounted at odd angles from wall to wall inside the box, apparently so that very little free space remains.

**DM note:** This is to minimize the chances of an intruder entering by *teleport* or *dimension door*.

The glass is magical, treated with a *glassteel* spell; it cannot be easily broken. If damaged at all, the figure inside (Bigby) will awake. He will also stir if the statues are destroyed (see below) and then his name is spoken aloud within the room. However, in the first (fake) room, the contents are illusory, and nothing will cause him to stir. (See "Bigby;" for notes on the results of success.)

### c. Statues

In the first (fake) room, the statues are male caryatid columns, which will animate when the box, any step, or any statue is touched.

**Columns:** 4, AC 5, M 6, HD 5, AT 1, D 2d4; THAC0 15, hp 22 each; immune to spells, normal weapons = 1/2 damage, magical weapons = full damage but without magic/strength bonuses

In the second (real) room, the statues are stone golems, which will activate when the box, any step, any statue, or the cubes are touched.

**Golems:** 4, AC 5, M 6, HD 14, AT 1, D 3d8; THAC0 8, hp 60 each; *slow* 1" range, 1 per 2 rounds; +2 weapon to hit; *rock to mud*, *stone to flesh* makes vulnerable to normal weapons; immune to other spells

### d. The doors

A normal door is in the middle of each wall; all are locked. The doors leading "nowhere" (by the map) lead to gray mist; anyone entering the mist is teleported, at random, somewhere within 1,000 miles in any direction. The destination may, however, be set by giving the proper instructions to the cubes.

**Modifications:** This encounter isn't very difficult for a high-level party. If you wish, have the cubes get involved by *disintegrating* weapons that can harm the golems, using *charm* and *fear* to remove invaders from the fray, and/or *cause serious wounds* on those engaged in battle. Try not to get too nasty; after all, they've made it this far. . . .

### Bigby

If properly awakened, Bigby will telepathically tell the cubes to disintegrate the glass box, and will then activate his *rod of beguiling* within 20' of the party; this is merely insurance. He wears *rings of regeneration* and *protection +5*, *bracers of defense AC 0*, and a *robe of eyes*. He carries a *wand of illumination* and a *cube of force*, and can call forth his minions in his *mirror of life trapping* as desired (including a cockatrice, beholder, hieracosphinx, ogre mage, storm giant, troll, and xorn, all of whom are *charmed*). He still remembers his spells, as well (Level 30 magic-user).

After using his *rod*, Bigby asks for *potions of longevity*. He can recognize them by smell, and cannot be deceived. He will drink up to three of them, making successful miscibility and reversal checks each time. If none are available, he will offer the same warnings as each would-be rescue party has been given (see **Players' Background**), and will say good-bye. The cubes then take over, running time in reverse, but unable to restore life to any slain characters. Note that this results in everyone appearing outside without treasure.

If all goes well, Bigby will converse warily, keeping his distance but not becoming hostile. He will have the cubes disintegrate all armor and weapons found in the dungeon, explaining that they are cursed (they disintegrate if struck by sunlight), but allowing the party to keep everything else found. He can provide command words for any items found, if asked. He will offer one favor to each rescuer, to be obtained at any later date by contacting him; he will also give the party one scroll of his "hand" spells (1 each of levels 5 through 9), as party treasure.

Finally, Bigby will offer to send the party home by *teleportation*. If accepted, he will set the destination desired via the cubes and allow the party to leave by a door. Otherwise, the party may leave on foot — by what is now a straight, featureless corridor, 20' x 20', leading 290' south to the original entranceway.

## 20. Crossway

A shimmering magical curtain of light extends down the center of this area, north to south, ceiling-high. It is a permanent magical effect, overlaid with a *permanent illusion* of an identical visual effect (and can thus be detected as being an illusion). It offers no resistance to physical attempts to penetrate it. It negates all spell effects touching it, and all magic items become non-magical as they pass through (no saving throw, no chance of error). Magic items merely contacting it must be saved for (vs. disintegration) or become non-magical. Note that the curtain does not cause anything to disappear (except the magic, and thus the glow from formerly magical swords and daggers), and that it has no other effect. The curtain is not evil, but any intelligent magic weapon can sense a definite aura of extreme danger about it and will warn its user if possible.



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# Appendix

It is assumed that Bigby's level (30th) is sufficient to place him in a position of high power, above all PCs. If not, adjust his level upwards to fit your campaign and add other powerful magic items to the given list.

**Bigby:** neutral M-U 30; AC -9, hp 59

STR 11 INT 17 WIS 16 DEX 18 CON 15 CHA 10

**SAVING THROWS:** (base; +5 ring, +2 wisdom)

Poison/paralysis/death: 8

Petrif./polymorph: 5

Rod/staff/wand: 3

Breath: 7

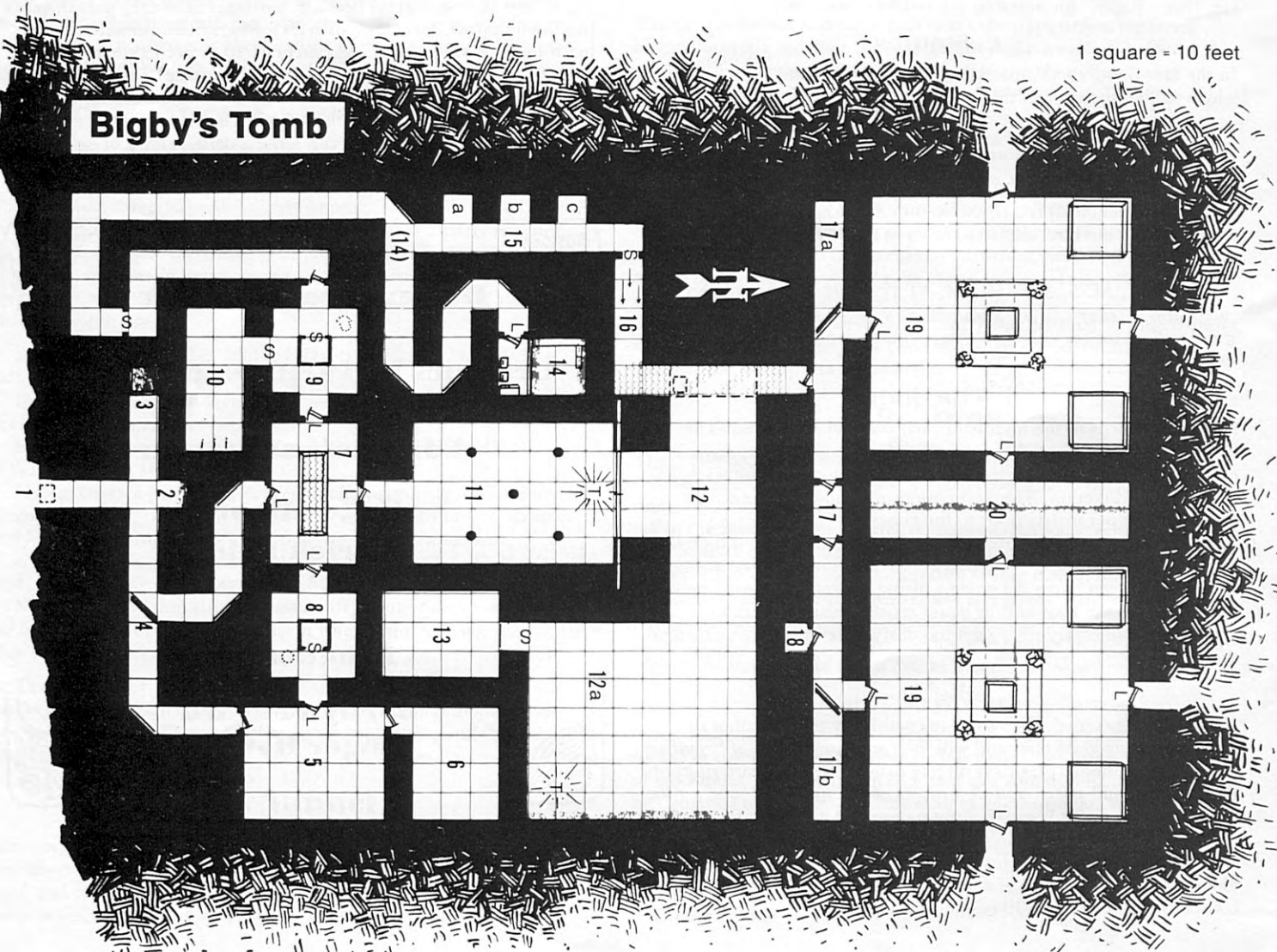
Spell: 4

**MAGIC ITEMS:**

- \* *Bracers of Defense*, AC 0
- \* *Rings of protection* +3 and +5
- \* *Ring of regeneration*
- \* *Ring of x-ray vision*
- \* *Robe of eyes* (infra/ultravision 12", detect invisible 24" range, see all things, track as ranger)
- \* *Djinni bottle*
- \* *Dagger* +2
- \* *Rod of beguiling* (20' radius, 27 charges, 1 turn/charge)
- \* *Staff of power* (+2; 14 charges; 1 charge= continual light, darkness 5', levitation, lightning bolt, ray of enfeeblement, fireball; 2 charges= shield 5' radius, globe of invulnerability, paralyzation in 4"x 2" cone)

- \* *Wand of illumination* (55 charges; 1 charge=dancing lights, light; 2 charges=continual light; 3 charges=sunburst, 6d6 vs undead)
- \* *Wand of lightning* (41 charges; 1 charge=shock touch 1d10; 2 charges=bolt)
- \* *Cube of force* (36 charges/day, 1" cube; 1 charge vs. gases, 1" move; 2 charges vs. non-living, 8" move; 3 charges vs. living, 6" move; 4 charges vs. magic, 4" move; 6 charges vs. everything, 3" move)
- \* *Mirror of life trapping*; 15 spaces, 7 occupied (all charmed):
- Cockatrice** (N; AC 6, M 6/18, HD 5, hp 31, AT 1, D d3, THACO 15)
- Beholder** (LE; AC 0/2/7, M 3, HD 12, hp 54, AT 1, D 2d4, THACO 9)
- Hieracosphinx** (CE; AC 1, M 9/36, HD 9, hp 50, AT 3, D 2d4/2d4/d10, THACO 12)
- Ogre mage** (LE; AC 4, M 9/15, HD 5+2, hp 30, AT 1, D d12, THACO 15; fly, invisibility, darkness 1", polymorph self, regenerate 1/r; 1/day: charm person, gaseous form, sleep, cone of cold 8d8)
- Storm giant** (CG; AC 1, M 15, HD 15+4, hp 98, AT 1, D 7d6, THACO 8; predict weather, control weather, control winds, call lightning (3, each 13d6))
- Troll** (CE; AC 4, M 12, HD 6+6, hp 45, AT 3, D d4+4/d4+4/2d6, THACO 13; regenerate 3/r)
- Xorn** (N, AC -2, M 9, HD 7+7, hp 47, AT 4, D d3/d3/d3/2d10+4, THACO 12; immune to fire, cold; electricity=1/2 or no damage; form shift=AC 8)

Bigby's spellbooks are stored within the cubes, irrecoverable except by him.



For the **ADVANCED DUNGEONS & DRAGONS®** Game

# WITCHSTONE

by **Carl Smith**

An adventure for 5-7 characters at levels 8-12



# Player Background

## The Mission

Bywater is a quiet town on the White River near the hills which separate the civilized lands from the mountain wilderness. Long ago this lowland area by the river was won from the hill giants and forged into the empire by the might of a hero named Garvin Iron-hand. He protected the small human settlement and drove back the giants time and time again with his mighty blade Fersil, against which no giant could stand. At last, the hill giant chieftain saw the wisdom of cooperation and swore peace with Bywater.

The old chief was as good as his word, and peace endured long after Iron-hand's death. But now the giants are on the rampage again. With no hero to protect it, Bywater has been nearly destroyed by the unexplained attacks of the giants. Because of the reports of strange happenings and unusual magical phenomena connected with the attacks, the king has decided to send a team of professional adventurers to investigate the source of the trouble and restore a lasting peace between Bywater and its large neighbors.

### Bywater

It is early winter when you arrive at Bywater. The White River has disappeared completely, leaving only a muddy, half-frozen riverbed to show where it used to flow. Beyond it lie the Ragged Woods; beyond them are the Stone Trees, and ultimately the Hills of the Giants, silhouetted against the mountains which loom forbiddingly in the distance.

Bywater looked serene enough at first view. But as you came closer, you could see the scarred walls and battered gates that told the mute story of a city fighting for its very life. In two or three areas, the mighty walls had been breached, leaving only piles of rubble.

Inside the walls lay a city besieged. Buildings were randomly smashed, their timbers sticking up through mud and bricks like broken bones. Thatching was torn, burned, and scattered. The few city guardsmen left on the walls stared at you with dark-circled eyes before returning their gaze to the distant hills, where signal fires burned here and there. There were giant, muddy footprints almost two feet long at the gates and all along the outer walls. Stones too large to have fallen from the collapsed buildings littered the street.

Two men were conversing in sober tones by the city gate when you arrived. Turning to face you with hope in their eyes, they identified themselves as the burgermeister and the captain of the city guard. "You are the reinforcements sent by the king? You are just in time. Last night's raid nearly killed us all."

"Before the hill giants' attack, there was little here", continued the burgermeister sadly. "Since the giants have been marauding, there is even less. People leave in droves, more anxious to save their lives than their meager possessions. Please help us. We stand no chance unless you stop the raids soon."

The guard captain took you through the town and out to the river to survey the damage. "I don't know if we can take any more", he said. "They've been at us almost a week. Every time they attack we kill some, but that doesn't seem to do any good. There are always more to take their places."

Turning back toward the town, he muttered, "They may destroy Bywater tonight. Last night they got up to the walls — I don't think we can take another night like that."

"I've seen it all, but this is the worst. I don't like hill giants, but I can handle them — at least, I always could before. I saw HER last night — tall as a house she was, bigger than some of the male giants. At her command, rocks came flying out of nowhere by themselves and smashed into the walls. She's a witch, just like the stories said. She raised her hand, and that amulet she wore flashed — then the stones rained down on us. It's magic." The guard commander shook his head sadly, "It's magic, and we can't

deal with that ourselves. But if you could take care of the witch, we can probably deal with the rest. In fact, they might even agree to peace. They're no more eager for war than we are. It's HER that keeps them after us. They're all afraid of her — and I don't blame them.

"You'll need Fersil to slay the witch", continued the captain. That's Garvin Iron-hand's magic sword — the one that kills giants. We couldn't pry it out of his hands when he died, so it was buried with him. Garvin's tomb is about a mile down the North Trail in the Ragged Woods. The old cleric put some kind of magical protections on it before he died, so be careful. Good luck!" With that, the captain turned back to the barracks and disappeared from view.

## Background for the DM

### The Story

The old chieftain is dead. The hill giants are now under the leadership of the mad giantess, Maezera. Hungry for power, she plotted and schemed in secret with her son, a giant troll, to kill the old chief and take over the tribe.

Realizing that the giants would not be likely to take orders from a female, and knowing that she could not win the leadership through combat as was the custom, Maezera devised a plan to convince the rest of the tribe that she had fearful arcane powers by arranging a few strange occurrences that looked like magic. Then, in a master stroke, she announced that if the chief did not turn over the leadership to her, she would make the very river stop flowing. When he refused to give in, Maezera and the giant troll went into the mountains one night and dammed up White River at its source, channeling its flow down the other side of the mountains.

Convinced that Maezera was a witch, the chief became frightened. The burgermeister of Bywater refused to get involved when the chief requested help in destroying this menace to both of them, so the chief decided to "borrow" Fersil from Iron-hand's tomb in the Petrified Forest, knowing that even Maezera could not stand up to that. But he failed to reckon with the magical protections set by the local priests to guard the tomb of their hero, and was killed by one of the clay golems set at the entrance.

Unbeknownst to the chief, Maezera and her son had followed him, intending lay an ambush, and saw him defeated. Seizing the opportunity, they stripped the old chief's body and burned it, then returned to the hills to inform the other giants that their chief had been killed by her magical *fireball*.

To keep up her mysterious appearance and prevent the other giants from growing too curious about her "powers", Maezera has set up a few additional parlor tricks throughout the old chieftain's cavern complex, where she and her son now reside. The only real magic she has available is her carpet of flying, which gives her the mobility she needs to escape when danger threatens.

For defense, Maezera has used part of the old chief's treasure to hire 40 mercenary ogres, who take turns patrolling, standing guard duty inside Maezera's cave complex, and operating the catapults for the siege.

Maezera is determined to drive the humans from the lowlands and reclaim the area for the giants. She plans to level the town as an example to all who would take land from the hill giants. Maezera is not interested in making peace with the humans, although she may use negotiation as an excuse to lure the adventurers to her lair if they constitute a serious threat to her plans.

Upon the death of the witch, the son of the old chief will assume leadership of the tribe and negotiate terms of peace with Bywater.

### Bywater

Upon questioning, the burgermeister will reveal that the old chief visited 2 weeks earlier and requested assistance. The burgermeister didn't believe his story of a witch in the tribe, since everyone knows giants have no spellcasting powers. The old chief has not been seen since.

## Running the Siege

The White River was Bywater's major supply line. Since it stopped flowing, several attempts have been made to bring in supplies overland, but all have been intercepted by the hill giants. Food and other supplies are currently being rationed to the remaining inhabitants, but there is only about 1 week's worth left. The town is slowly being evacuated, as more and more of its inhabitants attempt to escape.

If the characters set out for Maezera's cave immediately, go directly to the encounter key. If they choose to stay in town and witness an assault, use the standard information given below to run the attack. Modify the composition and strategy of the standard force as needed for any subsequent attacks. Remember that Maezera is an intelligent opponent, and will compensate for changes in the town's defenses.

If Maezera's attack force is seriously depleted, she will cease direct assaults on Bywater until the characters leave. After a day or two, she will send a message inviting the characters to her cave to discuss terms of peace, in order to lure them out of Bywater and destroy them. Use the encounter key for the trip to the caves.

## Bywater's Defenses

The city is surrounded by a 40' high rectangular wall with a tower on each corner and crenellations along the top. Standard defensive equipment and weapons are available.

A small military force, consisting of the guard captain and 50 men-at-arms, remains to defend the city. Assume that the giants kill 15 of the men-at-arms with each assault unless modifications are made in the city's defenses or the composition and strategy of the assault force.

**Captain:** 1, AC 2, MV 12, F5, AT 1, Dmg by weapon, STs14/STw11, THAC0 16, hp 42. The captain wears *plate mail +1* and carries a *longsword +2*. Other magic: 3 *potions of extra-healing*, 1 *ring of warmth*.

**Men-at-arms:** 50, AC 5, MV 9, F0, AT 1, Dmg by weapon, STs19/STw16, THAC0 20, hp 2 each.

## Assault force

Each night the giants bring the following standard force down from the hills by the East Trail to attack the town.

**Hill giants:** 12, AC 4, MV 12, HD 8+1, AT 1, Dmg 2d8, STs11/STw8, THAC0 12; hp 20, 35, 35, 42, 46, 48, 50, 50, 53, 55, 60, 63. Throw rocks for 2d8 points each; 30% chance to catch boulder-sized missiles.

**Ogres:** 16, AC 5, MV 9, HD 4+1, AT 1, Dmg 1d10 or by weapon, STs14/STw11, THAC0 15, hp 9, 10, 12, 13, 16, 19, 20, 23, 23, 26, 27, 27, 29, 30, 33, 34.

**Maezera:** 1, AC 4, MV 12, HD 8+2, AT 1, Dmg 2d8, STs11/STw8, THAC0 12; hp 53. Throws rocks for 2d8 points each; 30% chance to catch boulder-sized missiles. Magic: 1 *carpet of flying*, 3 persons, MV 30" (5x7).

## Notes on catapults

A catapult of the type used by the ogres can fire 1 rock every 4 rounds and requires a minimum crew of 4 ogres. No benefits are gained for additional crew. A catapult hits as its operator with all targets treated as AC0 (-5 for mobile man-sized targets). Minimum range is 18"; maximum range is 36". A rock missile inflicts 2d12 points of damage to any creature it hits (4d4 vs. large). Assume that the ogres will hit no creature targets when firing from behind the trees. Missiles will hit walls or buildings at random. Structural damage on buildings for catapult hits and catapult modifiers and damage for rocks hurled by the giants are given in the DMG (p.109-110).

A catapult is considered disabled and non-functional when it has taken 6 defensive points damage.

## Order of Events

The ogres start down the trail first, armed with clubs and pushing carts full of boulders to use as ammunition for the catapults, which are stored in a clearing just inside the border of the Ragged Woods. They use the time until Maezera's arrival to bring the catapults into position and load them for the first volley. Sixty boulders are brought down for each assault.

The 12 giants set off one turn after the ogres leave and proceed directly to Bywater, where they hurl rocks into the city for one full turn. Maezera leaves last on her *carpet of flying*. She flies to the clearing to check on the ogres, then walks out to the edge of the Ragged Woods.

When Maezera comes into view, the giants move out of the catapults' line of fire and continue throwing rocks from the sides. At the witch's signal, the ogres open fire. Maezera laughs wickedly, then walks back into the woods, climbs on her *carpet*, and flies back to her cave, leaving the rest of the force to fend for itself.

The ogres continue firing the catapults until they run out of ammunition, then camouflage the catapults with brush and return to the caves via the East Trail. The giants hurl rocks for a few more rounds, then withdraw into the forest and return to their caves by the same route.

Assume that at the start of the adventure, there are 40 male giants left out of the tribe's original 45. As the siege progresses, the DM may modify the force to reflect the resources available to the giants. If the available attack force is seriously depleted, Maezera will cease attacks until the adventurers either leave the town or seek her out. In no case will Maezera allow the number of male giants to drop below the 11 needed to protect her cave complex and the valley.

## Other Notes

Captured giants will talk, but note that their knowledge is somewhat limited. They are under the misconception that Maezera is a witch and believe that she has magical powers. They know that mercenary ogres have been hired as guards, but are unaware that the catapults exist.

If the party cures 75% or more of the damage a captured giant has suffered, he will show them the way to the valley, but will not enter for fear of his life.

The guards listed for Maezera's cavern complex are on duty at all times, whether she herself is there or not. While Maezera is away on an assault, the giant troll will be lounging in her quarters.

## ENCOUNTER KEY Wilderness The Ragged Woods

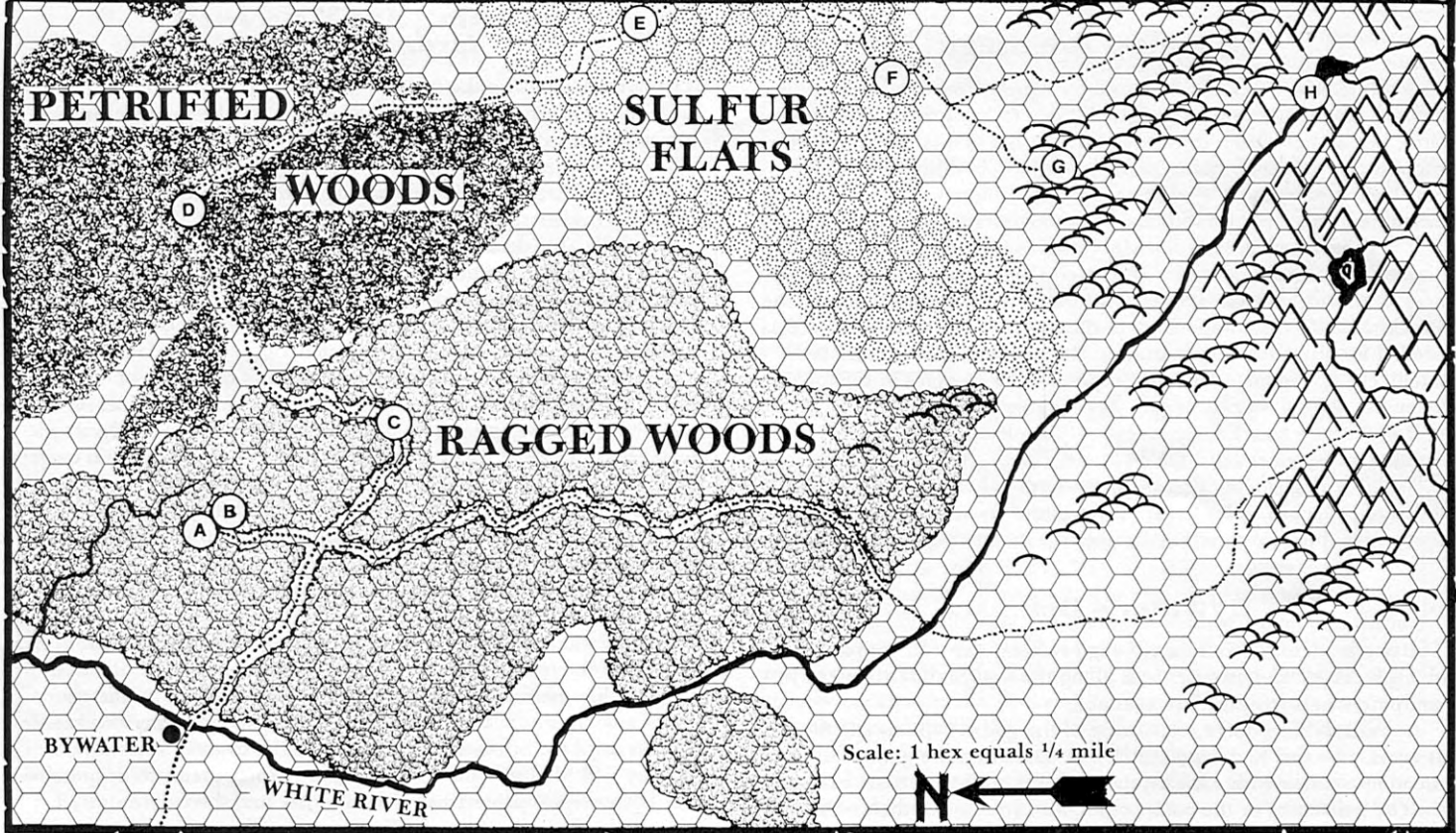
Just inside the Ragged Woods, you see a clearing to the left of the road. At the fringe of the clearing rise stumps of large trees, which look freshly cut. Deep drag marks run from the trail into the clearing, and there are many large footprints in the soft earth.

Rangers and druids can tell that the trees have been cut within the last ten days. The catapults are still here, concealed under the brush.

### A. The old chief

There is a clearing ahead on the North Trail. Two large, skeletal feet block the entrance to the clearing. As you come closer, you see that they are attached to a giant skeleton. The bones are broken here and there, and the entire skeleton is charred as though burned by magical fire. The bones have been picked clean by scavengers.

This is all that remains of old hill giant chief. His charred remains



have been left here as a warning to any in the tribe who would disobey Maezera.

### B. The tomb

A square building of grey, stained granite surmounted by a bronze dome faces the path. There are no windows, and all is covered with verdigris. A rusted grill locked with a massive padlock covers the double doors, and there is an 8' tall clay statue on either side of the entrance. Nothing moves.

**Clay golems:** AC 7, MV 7, HD 11, AT 1, Dmg 3d10, STs10/STw7, THAC0 10; hp 50 each. Golems can *haste* themselves for 3 melee rounds after the first; can only be hit by blunt magic weapons; *move earth* will drive golem back 12" and inflict 3d12 points of damage; *disintegrate* will slow golem 50% and inflict 1d12 points damage; *earthquake* will stop golem for 1 turn and inflict 5d10 points damage. Immune to all other spells. Damage caused by a clay golem can only be repaired by a *heal* spell from a cleric of 17th level or greater.

There is a *glyph of paralyzation* on the ground immediately in front of the doors. Anyone passing over it without speaking the name of the *glyph* must save vs. spells or be paralyzed for 5d4 rounds. The golems will stand clear of the *glyph* when they position themselves in front of the doors.

The clay golem on the left will animate when anyone comes within 10' of the entrance, or if attacked. It will step in front of the entrance and block the doors, attacking anyone within range. Once animated, the golem will not move from its position in front of the doors until killed, or until someone says the word for the *glyph* on the ground aloud. The golem on the right will animate when anyone tries to leave the tomb, or if attacked. It will block the exit until the name of the *glyph* is spoken again.

In archaic script, the oxidized bronze doors are inscribed:

**Herein rules Garvin Iron-hand,  
Protector of Bywater.  
Let no man of ill will disturb his rest,  
lest he suffer the wrath of Iron-hand.**

Inside, dust covers all. Projecting from the back wall is a dais on which lies a cadaverous figure, arms crossed over its chest. There are still a few shreds of clothing and flesh clinging to the frame, and tattered cerements lie about. Clutched to the bony chest is a two-handed sword, which gleams brightly despite the other signs of age and decay. The word "Fersil" is written along its blade in archaic script. There is a locked wooden chest on either side of the dais, and a faded tapestry on the rear wall. Dampness cloaks the tomb, chilling you to the bone.

The body on the dais is Garvin Iron-hand's mummy. It will animate if any of the treasure in the tomb is touched, or if an attempt is made to remove Fersil from its grasp. The mummy attacks only those characters who have taken its treasure. All others will be ignored, although it will defend itself if attacked. If all the treasure is replaced, the mummy will allow the party to leave in peace. The mummy will reanimate 1 turn after being slain or destroyed.

If the characters explain that they need Fersil to save Bywater and promise to return it when they are finished, the mummy will hand the sword to a fighter and return to the dais. Garvin will not allow the group to take anything else from the tomb. If the party fails to return the sword after the adventure, Garvin's mummy will pursue them to take it back.

**Mummy:** 1, AC 3, MV 6, HD 6+3, AT 1, DM 1-12, STs13/STw10, THAC0 13, hp 33, AL LE.

**Notes:** Disease per touch, prevents all magical curing until removed. All creatures within 6" must save vs. spells (humans at +2) or be paralyzed with fear for 1-4 rounds. Can only be hit by magical weapons, which do half normal damage. Immune to poison, paraly-



sis, and *sleep*, *charm* and cold-based spells. *Raise dead* causes the mummy to save vs. spells or turn into a normal human of 7th level fighting ability. Fire causes damage as follows: torch blow 1-3 points, burning oil 1d8 points per flask the first round and 2d8 the second. Holy water does 2d4 points per vial. Creatures killed by a mummy rot and cannot be raised unless a *cure disease* and a *raise dead* spell are used within 6 turns of death.

Both chests are locked, but not trapped. The chest on the right contains 2000 gp, 700 sp, 8 gems worth 1000 gp each, 1 gold crown set with rubies worth 4000 gp, and a *periapt of health*. The one on the left contains 2 necklaces worth 5000 gp each, *bracers of defense* (AC 4), 1 jar of *Keoghtom's ointment*, 1 *hammer +2*, 24 *arrows +1*, *ring of delusion*, *potions of healing* (x2), and *heroism*. Concealed in a compartment under the false bottom is an *axe +3*. The tapestry on the wall is worth 1500 gp.

Fersil is a +2 *Giant Slayer*. It has a +3 bonus "to hit" and damage vs. any giant, ettin, ogre mage, or titan. Against any of the true giants (hill, stone, frost, fire, cloud, storm) the sword does double damage, i.e. 2-24 +3 or 5-27 points.

## C. The East Trail

The air is cooler in the woods. A light snow begins to fall. As you follow the old East Trail, far-off howlings sound behind you from the direction of the woods and the tomb. Even as you listen, the howlings repeat, this time seeming much closer than before.

Two hill giants returning from a scouting mission with five worgs have caught the party's back trail and cut through the woods to catch up.

**Hill giants:** 2, AC 4, MV 12, HD 8+1-2, AT 1, Dmg 2-16, STs11/STw8, THAC0 12; hp 41, 50. Throw rocks for 2d8 points each; 30% chance to catch boulder-sized missiles.

**Worgs:** 5, AC 6, MV 18, HD 4+4, AT 1, Dmg 2d4, STs14/STw11, THAC0 15; hp 20 each.

The hill giants and worgs move to cut off the party on three sides (north, west, and east). One worg will stand before and one behind the party on the trail. Two giants and three worgs remain on the north side of the trail. The worgs will engage armored characters first while the giants pick off the spellcasters with hurled rocks from the woods. The giants and worgs in the woods have 25% cover, so missile attacks on them are at -2 "to hit".

After the first attacker casualty, each giant rolls percentage dice for morale. Their base morale is 85%; the death of each worg reduces that by 10%. Once a giant has received more than 20 pts of damage, his morale is further reduced 10%. When one fails the morale check, he runs through the woods and across the Sulfur Flats into the lair of the hill giants to warn them of the adventurers.

The first hill giant has a medallion worth 8500 gp, a *ring of fire resistance*, and a *mace +1*. The second hill giant wears a *ring of mam-mal control* on his left ring finger, which he uses to make the worgs track men. There is a non-magical gold ring on his right ring finger worth 2000 gp. Although the magical *ring* and *mace* look oversized, they neatly fit the hand of any user.

## Petrified Woods

Trees stretch naked limbs to the cloudy night sky. Freshly-fallen snow covers all the boughs. A few trees lie on the ground, shrouded in snow. The snow lessens, gradually stopping altogether. The ancient, leafless trees line the path like grim guardians. They do not sway in the breeze.

The trees here are all stone. There is no sign of any life, either animal or vegetable, and there are no recent tracks in the snow.

## D. Deadfall

The path lies thinly disguised under newly fallen snow. Between the trunks of the rock-hard trees, a few glimpses of the rising hills layered with snow can be seen. The sky is clear.

One of the fallen stone trees has been raised and suspended in position with ropes. The tripwire at Point D which activates the trap is covered by two inches of freshly-fallen snow. When the trap is activated, the tree falls across the path with a resounding crash. Anyone within 20' of the tripwire (to either side) when the tree falls must save vs. petrification or take 6d10 points of damage and be trapped under the tree. To free trapped characters, the tree must be raised again with the block and tackle which are visible high in the branches of a neighboring tree.

## E. Sulfur Flats

The stench of sulfur fills the air. Patches of snow melt, revealing bubbling sulfur springs to either side of the path you follow. As you watch, bubbles form in the spring and burst, slinging burning mud in all directions.

To the northeast of the Sulfur Flats, the bluffs of the Hills of the Giants rise, impassable. At the top of the nearest hill, a solitary gigantic figure stands silhouetted against the grey night sky, facing your party. After a moment, it turns and walks away from you, down over the crest of the hill and into the valley below.

Any character stepping into the hot sulfur springs takes 1-4 points of heat damage per round of contact from the burning mud.

## F. Sink Holes

Around the Sulfur Flats, the snow melts within the half hour. A patch of denuded ground circles each, and the virgin snow lies beyond that.

Two hundred yards into the flats, the ground is pock-marked with circular openings, each about eight feet in circumference. A buzzing sound fills the air, apparently coming from the holes.

The 15' deep holes have no hand holds, and the edges are smooth and well-worn. Characters spending more than one melee round at the edge of a hole disturb the tiger flies, who will emerge in groups of four every six rounds and attack any visible opponents.

**Tiger Flies (male):** 8, AC 4, MV 6/18, HD 6, AT 2 and 1, Dmg 1d8/d18 and 4d6, STs14/STw11, THAC0 13; hp 12, 16, 17, 20, 25, 29, 30, 36. May opt to hit with 2 forelimbs for 1d8 each, or "grab" with the other two forelimbs (which do no damage, but hold victim securely until it or the tiger fly is dead). Grabbed victims are stung automatically the next melee round for 4d6 points (no "to hit" roll required), and must save vs. poison or die.

**Tiger Flies (female):** 8, AC 4, MV 6/18, HD 4, AT 1, Dmg 4d4, STs16/STw13, THAC0 15; hp 7, 11, 15, 19, 23, 28, 30, 31. Must score a "to hit" roll with any 2 of 4 arms to "grab" victim, then stings automatically (no roll required) for 4d4 points on the next round. Victim must save vs. paralyzation or be paralyzed (cf. *wand of paralyzation*). Females will lay eggs in dead or paralyzed victims. 13-24 hours later the victim will die when the eggs hatch unless a *heal* spell is applied.

All the shafts connect below ground in a central chamber where the treasure is kept. It consists of 2,000 cp, 5,000 sp, 1000 ep, 2000 gp, 2 gems worth 1000 gp each, 6 gems worth 500 gp each, 3 necklaces worth 500 gp each, *dust of disappearance*, and 3 *arrows of slaying* (1 each for avians, magic-users, and druids).

## G. The Patrol

Maezera's mercenary ogre guards patrol the outer perimeter of the hill giants' valley at all hours. If the party's approach has not been noticed, the ogres will be on a routine patrol of the area outside the mouth of the cul-de-sac in 4 groups of 3 ogres each. Place the patrols at evenly-spaced intervals outside the valley, and assume that each patrol will cross its given area once every 2 turns. Om, the leader, will be with one of the central groups. Each ogre is armed with 2 spears and 1 longsword.

**Ogre Patrol:** AC 5, MV 9, HD 4+1, AT 1, Dmg d10 or by weapon, STs14/STw11, THAC0 15; hp 8, 10, 14, 14, 18, 20, 21, 21, 24, 28, 30, 31.

**Leader (Om):** 1, AC 3, HD 7, AT 1, Dmg 2d6 or by weapon +2, STs14/STw11, THAC0 13, hp 32. Om uses a *cursed sword -1*.

If any patrol group encounters the party during its watch, one ogre will be sent back to warn the giants, while the others try to hold off the party until reinforcements arrive. The rest of the patrol will close in from the other directions within 2 rounds. Reinforcements will be dispatched 1 round after the lone ogre reports the trouble.

The groups will fan out so that each is as far away from all the others as possible to minimize the possibility of party spellcasters catching more than one group in an area effect. The ogres will pepper the area with spears from several sides, hoping to induce the party to separate and close with individual groups. In melee, Om will preferentially attack a fighter-type in metal armor.

If the adventurers have been sighted by the sentry (Encounter E), or their approach has been reported by an escaped giant from any earlier encounters, the patrol will move to intercept them 200 yards from the mouth of the valley.

**Reinforcements:** The giants send an orc unit mounted on worgs to aid the ogre patrol if trouble is reported.

**Worgs:** 12, AC 6, MV 18, HD 4+4, AT 1, Dmg 2d4, STs14/STw11, THAC0 15; hp 8, 9, 12, 15, 15, 18, 23, 27, 30, 32, 36.

**Orcs:** 12, AC 6, MV 9, HD 1, AT 1, Dmg 1d8 or by weapon, STs17/STw14, THAC0 19; hp 1, 1, 2, 2, 3, 3, 4, 4, 5, 5, 6, 6.

As soon as they are among the adventurers, the orcs dismount and begin fighting on foot. When the attackers have taken 50% casualties, they begin to fall back toward the canyon in a fighting withdrawal. If their casualties total 80% or more, they break off combat and flee into the canyon.

If the characters follow the remains of the patrol, go to Encounter G1 and run the ambush. If the party does not pursue, another patrol consisting of 2 giants and 2 worgs will be sent out after 1 hour to search the area for the intruders. The other six giants hold their position until the patrol returns. If the new patrol finds the intruders, it will keep them under surveillance and report the party's position to the valley periodically. If the search turns up no results, the giants will return to their caves.

## G1. Caves of the Hill Giants

The path is little more than an indentation in the new snow leading into a horseshoe-shaped valley. The walls of the hills rise around it, steep and unbreachable. At the back of the valley, amidst the rocks, a thin trail leads to the the mouth of a dark cave at the top of the largest hill. A lone figure is seated on the ledge outside the cave.

There are 45 caves in all, each containing 1 giantess, and from 1-6 young giants. If the giants have been alerted, 8 of the remaining males wait in hiding on the canyon floor, as detailed below. Otherwise, all surviving males not occupied with guard duty or scouting are in their caves with their families. Each cave has 1000 gp in coins, gems, and jewelry concealed somewhere in the single room.

Concealed behind the ridge above Maezera's cave are 8 catapults like the ones used for the siege. There are enough boulders in the

area for each catapult to fire 2 volleys. The catapults are kept loaded at all times. If the giants have been alerted, 2 teams of 4 ogres each stand ready to fire 2 catapults per round on Maezera's signal. As before assume that the ogres will hit no creature targets when firing into the valley, although the giants will defend against the flying rocks. Each ogre has 1 spear and 1 longsword within reach in case of attack.

**Ogres:** 8, AC 5, MV 9, HD 4+1, AT 1, Dmg 1d10 or by weapon, STs14/STw11, THAC0 15; hp 7, 11, 14, 15, 17, 20, 22, 25.

Maezera and the giant troll have stacked boulders on wooden restraining scaffolding just under the mouth of Maezera's cave. If the giants have been alerted, the troll will be hiding behind rocks on the cliff face, ready to cut the support beams.

If an encounter with the patrol has occurred, the remaining ogres, orcs, and worgs retreat to the rear wall of the canyon, then turn to fight. If the characters follow the patrol into the cul-de-sac, 8 giants move from behind the rocks to block the exit to the canyon, and open fire with their rocks.

**Hill giants:** 8, AC 4, MV 12, HD 8+1, AT 1, Dmg 2d8, STs11/STw8, THAC0 12; hp 12, 18, 27, 30, 39, 41, 53, 60. Throws rocks for 2d8 points each; 30% chance to catch boulder-sized missiles.

The giants throw rocks until an opponent closes, then pick up clubs made from petrified tree branches and wade into melee, attacking spellcasters first in order to disrupt casting. They attempt to force the adventurers to put the eastern slope of the valley at their backs so that the mouths of the lower caves are behind them.

Maezera steps in front of a mirror fastened just inside her cave entrance so that her image appears on the cliff face outside. Her amulet flashes red as she moves. She signals to the catapult operators, who commence firing 2 catapults per round until their ammunition is exhausted.

The hill giants have a 30% chance of catching the stones. Hill giants who are catching rocks may take no other actions that round.

At Maezera's next signal, the giantesses in the lower caves on the east wall will release 3 giant lizards with shiny metal collars. Hissing evilly, they will attack the nearest character with a +2 (rear attack), if applicable.

**Giant lizards:** 3, AC 5, MV 15, HD 3+1, AT 1, Dmg 1d8, STs16/STw13; THAC0 16; hp 15 each. Inflicts double damage on a "to hit" roll of 20).

When the giants have taken 50% casualties, they abandon the giant lizards and make a fighting withdrawal back toward the caves, shouting "Help us, Maezera!". Maezera signals the giant troll to start the avalanche. He cuts the supports under the scaffolding, and a low rumbling sound begins. Rocks on the cliff face begin to move, picking up speed as they roll downhill, smashing all in their path.

The avalanche moves at 18" for 500' down the cliff face, then decreases speed to 15" across the valley floor, finally stopping just inside the mouth of the canyon. The ground level caves have been evacuated, and characters close to the canyon walls may be able to duck inside and avoid being crushed. Creatures hit by the avalanche take 1d% points of damage and must save vs. petrification or be pinned beneath it. Pinned characters will suffocate in 2-5 rounds if not rescued.

## H. The River

Here is where Maezera's "magic" changed the course of the river. She and her giant troll friend built a dam near the source and redirected the river through the mountains and into some gullies on the far side. The dam can be torn down if desired, returning the river to its original course. It will take 4 man-hours of work to tear down the dam.

## Maezera's Cave

If the avalanche has been triggered, the path from the valley floor to the mouth of the cave has been demolished, but the piles of rock

make a handy surface for climbing.

There is a hill giant armed with a club guarding the mouth of Maezera's cave at all times. A pile of boulders for throwing is at hand, and there is a gong that will sound inside the caverns mounted just inside the cave entrance. If the giants have not been alerted, the guard may (40% chance) be asleep. Every 4 hours another hill giant comes from inside the cave to take over.

**Hill giant:** 1, AC 4, MV 12, HD 8+1, AT 1, Dmg 2d8, STs11/STw8, THAC0 12; hp 38. Throws rocks for 2d8 points each; 30% chance to catch boulder-sized missiles.

The guard can see all of the valley from his perch except the area immediately below the cave. He will sound the alarm inside the caverns as soon as any visible intruders approach, and throw rocks at any opponents in range. He will pick up his club when the party is close enough to melee.

Unless otherwise stated, all passageways in the cavern complex are 15' wide and 15' high, hewn out of the natural stone.

## 1. Company

The tripwire at this spot opens a 10' x 10' shifting wall section 20 feet behind it on the east wall. The 6 ogres waiting inside are armed with spears (1d6+3) and longswords (1d8+3), and surprise on 1-4 (on 1d6).

**Ogres:** 6, AC 5, MV 9, HD 4+1, AT 1, Dmg 1d10 or by weapon, STs14/STw11, THAC0 15; hp 10, 11, 16, 19, 20, 24.

## 2. The Rainbow Bridge

Ahead is a large, kidney-shaped cavern. A rift at least a hundred feet wide and eighty feet deep cuts through the center. Arching over the rift is a shimmering rainbow bridge, 15' wide. A set of 4 golden stairs leads up to the bridge, and a similar set is visible at the other end leading to the exit tunnel. Engraved on the golden stairs are the words:

**No Need to Tread Lightly On Me,  
O Ye Weighty Giants**

Two hill giants stand side by side in the center of the bridge, clubs in hand and piles of rocks beside them. 5' to the west of the bridge, stairs leading down are cut into the rock wall of the rift.

The rainbow bridge is a magical item made especially for the hill giants to ensure the privacy of the chieftain and his family. The bridge radiates a force that pushes outward, preventing creatures with less than a certain weight from stepping on it. It takes a weight of at least 600 lbs. to counter that force and use the bridge. Characters may carry one another across, or strong characters may pick up enough additional weight to make up 600 lbs. (Note that either of these options will make meeleing the two giants difficult.)

**Hill giants:** 2, AC 4, MV 12, HD 8+1, AT 1, Dmg 2d8, STs11/STw8, THAC0 12; hp 43 each. Throws rocks for 2d8 points each; 30% chance to catch boulder-sized missiles.

The giants will throw rocks at any visible opponents on the ground or in the air while taunting the characters and urging them to come up and fight. Any creature struck in melee on the rainbow bridge takes damage and must save vs. wands or fall 100' into the rift.

Standing guard inside the depression are 6 of Maezera's mercenary ogres. They are placed to block the exit tunnel in the west wall. She has warned them that invisible intruders may try to slip past, so they have spread flour over the floor of the rift. They will stop and interrogate any suspicious creatures who enter, including giants, since giants would normally use the bridge. As soon as the ogres see any obvious intruders, one of them will leave via the tunnel to warn Maezera.

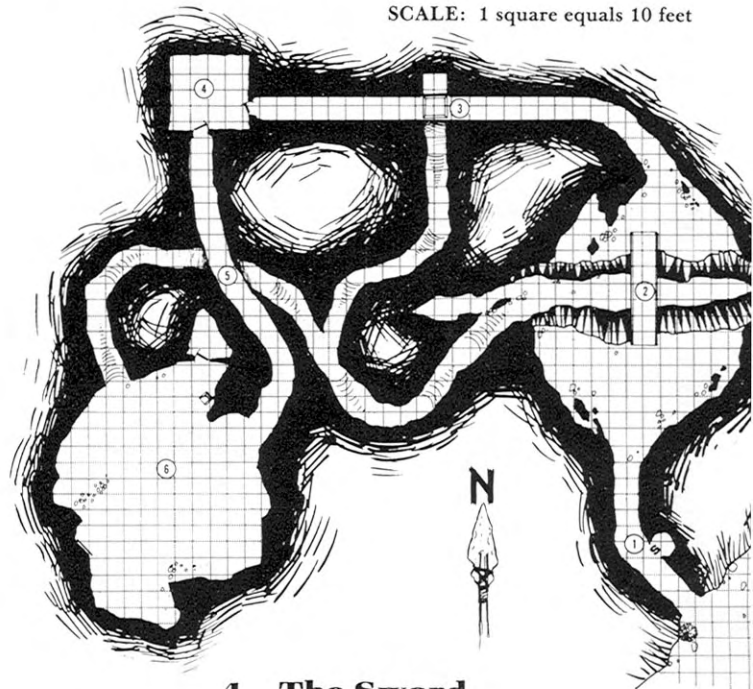
**Ogres:** 6, AC 5, MV 9, HD 4+1, AT 1, Dmg 1-10 or by weapon, STs14/STw11, THAC0 15, hp 9, 12, 18, 20, 29, 30.

## 3. Polymorph?

This corridor is built of wood and ankle-deep in dust. At a point 45' past the entrance to the passage, any weight greater than 50 lbs. will trigger the pit trap on the right side of the corridor, plus a large cloud of dust. A 4-part revolving wall section moves 1/4 turn counterclockwise, dropping anyone standing on the 10' x 10' section closest to the wall into a pit, and replacing him with the contents of the 10' x 10' compartment inside the wall — a large, warty toad. The dust cloud momentarily obscures vision while the switch takes place.

Anyone falling into the pit takes 1d6 of damage from the 10' fall, and finds himself in a narrow tunnel leading south to a T-intersection with the tunnel connecting cavern #2 and cavern #6. The trap will not function a second time unless reset.

SCALE: 1 square equals 10 feet



## 4. The Sword

This room has obviously been carved out with tools, unlike the natural caverns comprising most of this network. The walls are unfinished, jagged stone, with ridged mineral veins in a variety of hues. The only apparent exit is a wooden door in the south wall. In the center of the west wall, a golden handle protrudes from the rock. Carved into the wall above it is the following inscription:

**Men of good faith, those who would help the weak,  
those who would right a wrong, those who would oppose  
the lawless, utter the magic word and withdraw the  
flaming blade**

On the walls are 4 tentamorts concealed on the rough stonework. A *detect invisible* spell, infravision, or careful inspection will reveal them; otherwise they will surprise on 1-3 (on 1d6). There is one tentamort to either side of the exit on the south wall, and one to either side of the handle on the west wall. The tentamorts wait until the adventurers approach either the door or the handle, then attack.

**Tentamorts:** AC 1/3, MV 1, HD 8 (2 per tentacle, 4 for the head and body), AT 2, Dmg 1d6/1d6, STs13/STw10, THAC0 12; hp 11 per tentacle; 25 per body).

**Notes:** Tentacles immobilize victim on a roll of 2 or more than needed "to hit" or 20 on a d20, whichever is less. Thereafter, the constrictor tentacle does an automatic 1d6 of damage each round until tentacle or victim is dead; the needle tentacle paralyzes victim automatically the following round (no "to hit" roll needed, but save

vs. paralyzation applies). Killing the head and body of the tentamort causes both tentacles to release their victims. It takes 2 rounds for the tentamort to inject a full dose of saliva into a man-sized victim, and another 2 rounds for the victim to die (half those times for creatures smaller than man-sized). *Cure disease* administered within 1 hour can save victim if less than one full dose has been injected; otherwise a *heal* spell or a *regenerate* followed by a *cure wounds* spell is needed within one hour.

The handle in the west wall is actually the hilt of a sword (+1 *flame tongue*, +2 vs. *regenerating creatures*, +3 vs. *cold-using*, *inflammable*, or *avian creatures*, +4 vs. *undead*) embedded in the rock. The magic word is "law", which must be spoken aloud while pulling the blade from the wall. The tentamorts have no other treasure.

## 5. Alarm

The tunnel ahead is 20' high and pitch dark inside. You can hear the echo of your own footsteps as you approach.

4 doombats are hanging in the tunnel. They will be disturbed by any noise (such as the magnified sound of the party's footsteps), and swoop down shrieking upon the group.

**Doombats:** 4, AC 4, MV 18, HD 6+3, AT 2, D 1d6/1d4, STs13/STw10, THACO 13, hp 18, 25, 39, 42. Picks up creatures or objects up to 300 lbs weight on a successful hit; shriek prevents spell use and gives opponents a penalty of -1 to all "to hit" rolls within 100' for 2-5 rounds. Bright light (i.e. *light* spell, but not torch or lantern light) will keep bats at bay.

## 6. Maezera's Cavern

The cavern is well-lit. At the far end, a huge giantess sits on a golden throne. She wears a gold crown set with sapphires, a ragged scarlet dress, and a pinkish amulet on a chain around her neck. Maezera the Hill Giant Witch grins in an evil fashion, and beckons you forward.

"Welcome gnats. You have come to die. That saves me the trouble of tracking you down and killing you. Do you think that coming here will save Bywater?" She laughs. "As soon as I finish with you, I go there." She snaps her fingers and the stone flashes. "I will destroy Bywater's walls like that. Nothing can stand before the power of my magic. I destroyed the old chief myself. Now that was a fight. You do not look like you can do much to stop me." She laughs again, a laugh tinged with madness. You see the amulet glow red, then purple as her voice grows angrier.

**Maezera the Hill Giant Witch:** 1, AC 4, MV 12, HD 8+2, AT 1, Dmg 2d8, STw11/STw8, THACO 12; hp 53. Throws rocks for 2d8 points each; 30% chance to catch boulder-sized missiles.

Although she appears opposite the mouth of the tunnel, Maezera is actually in the alcove to the side of cavern #6. What the adventurers see is an image reflected in a mirror fastened to the back wall. Through a peculiarity of nature, the cavern's acoustics make it seem that her voice is coming from the mirror. Maezera taunts the party, hoping to make the spellcasters use up a perfectly good spell on the reflected image. A *detect invisible* spell will reveal cracks between the mirror and the stone wall.

The mirror will shatter if struck, and must save as glass against any potential damage. Note that a *magic missile* spell will have no effect if cast (breaking up as if by Magic Resistance), as it must be used on a creature. When the mirror shatters, Maezera shrieks, "Kill those meddlers!" and sends the flinds and the giant troll into battle.

**Flinds:** 5, AC 5, MV 12, HD 2+3, AT 1, Dmg 1d6 or 1d4 with flindbar, STs16/STw13, THACO 16; hp 6, 9, 11, 13, 15. Attacks at +1 "to hit"; 2 attacks per round with flindbar. If either hits, victim must save vs. wands or be disarmed.

**Giant Troll:** 1, AC 4, MV 12, HD 8, AT 1, Dmg 2d8, STs13/STw10, THACO 12; hp 52. Infravision 90'; regenerates as a troll at a rate of 2 points per round; cannot re-bond severed limbs; cannot be killed until at least 10 points of fire damage have been inflicted.

Three of the flinds carry clubs; all have flindbars. Any character disarmed must pull another weapon, or fight the flind bare-handed, as his weapon is flung away from the melee by the action of the flindbar. It takes 1-2 rounds to retrieve a weapon.

The giant troll has been standing near Maezera, and attacks with his immense spiked club at the same time as the flinds. Maezera herself stays back as much as possible, letting the others defend her while she throws rocks from the floor of the cavern at the spellcasters.

Each successful hit Maezera scores in melee means that she has grabbed her opponent and thrown him 10-60 feet away from the battle, inflicting 2d8 points of damage when he lands. This keeps the adventurers from "ganging up" on her. If she manages to throw all her attackers aside, and none can reach her to continue melee, she charges the party spellcasters, intent on meelecing and killing one of them.

When Maezera dies, the stone around her neck goes red, then clear, then finally dull black. Anyone examining the stone immediately recognizes it as a "mood" stone, similar to "mood rings", which are common and non-magical.

The tribe's treasure is kept in the locked alcove where Maezera and her friends, were waiting. The crown on the witch's head is worth 10,000 gp.

## 6a. Treasury

Stacked around the room are the following: 1 *crystal ball*, *wands of lightning* (40 chg) and *paralyzation* (35 chg), 1 *rod of resurrection* (12 chg), 1 *wand of paralyzation* (35 charges), 1 *bowl of watery death*, 1 pair of *gauntlets of ogre power*, 1 *shield +3*, 1 *shield -1 (missile attractor)*, *plate mail +2*, *scale mail +1*, 2 *longswords +1*, and a *mace +2*.

There is a large treasure chest in the corner, locked and trapped with poison gas (save vs. poison at -2 or die). In it is the entire remaining cash treasury of the giants: 3 necklaces worth 800 gp each, 4 rings worth 500, 500, 600, and 1000 gp, 5 gems worth 1000 gp each, 5 gems worth 500 gp each, and 12,900 gp in cash.

## END OF WITCHSTONE

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# In the **BLACK HOURS**

by **David Cook**

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An AD&D® Adventure for 5-8 characters of levels 6-9

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## Background for the DM

Not long ago, a high-level mage named Sarchon came across a forgotten old tome in the course of some research. But his routine scan of the book proved to be a deadly mistake. It contained the true name of the demon lord Juiblex, and with that knowledge came an irrevocable curse — death in one year and an afterlife in the Abyss. No known magic (not even a *wish*) could save him from his fate.

Now Sarchon had always been a careful mage. He intended to live to a ripe old age, so he never took chances with his life. He did only as much adventuring as was necessary to advance his career, and always stayed away from *haste* spells, *wishes*, and other magic that would shorten his life or impair his health. He was the only mage in his class who had not yet had to resort to *potions of longevity* to prolong his years. As could be imagined, the injustice of the situation was unbearable. Only a year to live, after he had been so careful!

But he would not go down alone — oh no! If Sarchon had to die, he would take the being responsible with him, demon lord or no. After all, what did he have to lose? A plan began to form. He could not hope to slay the demon lord outright; the very nature of such beings defies natural forces. But since Sarchon already knew the demon lord's true name, why not use it? He began to assemble the items needed for a *trap the soul* spell, spending most of his savings on a gem large enough to imprison Juiblex. The next problem was a trigger item. Expecting a being who could probably know everything about you with one glance to accept a trapped gift would be unreasonable to say the least, so he decided to use an item that Juiblex would be likely to pick up as a matter of routine — his amulet. Obtaining it was not difficult, since Sarchon no longer cared whether he aged or not. A series of *wishes* enabled him to locate the lair and the amulet, *shape change* into one of Juiblex's elite demon guards, sneak into the lair while *hasted* and steal the amulet, and return home with it. Additional *wishes* and steal the mage to inscribe the final word of the spell on the amulet and return it to its original location.

All went as planned. Juiblex was imprisoned in the gem, which Sarchon had had mounted in the front of a crystal crown. Now Sarchon proceeded with the final step of his plan. After writing a will donating the Crown to a lawful good church, he merged a *scroll of protection from demons* with it by means of a *wish*, made it permanent with a second, then lay down on his bier wearing the crown and clutching his will, and used his final *wish* to activate the *protection* effect. This last *wish* pushed his age past venerable, and he died.

Meanwhile in the Abyss, Juiblex's elite forces had discovered him missing. Fearing for their miserable lives without Juiblex's protection, they instituted a frantic search for him, while lying about his whereabouts to cover up his absence. Led by a Emix, a favored demon in Juiblex's guard, his underlings discovered the mage's tower in short order and ransacked it for clues, taking everything of value, including the will, which had dropped from the mage's dying hand and fluttered outside the Crown's *protection* effect. But they could not get within 10' of the mage's body and the Crown, so they could not disturb them.

The next one to enter the tower was a merchant named Mercos, delivering Sarchon's latest order of rare spell components. He found the tower ransacked and the mage dead of old age — which was strange, since he was only in his forties when he placed the order a month before. Since Sarchon was obviously in no condition to pay his bill, Mercos confiscated the Crown for payment, as was the legal right of a creditor in the absence of a will, and had it shipped home magically for his collection.

Emix returned to find the Crown gone, but he was able to track it to Terkos within a few weeks. Not wanting to alert the lower planes to their predicament by creating a scene, Emix assumed human form and tried to buy the Crown from Mercos, but the fool refused to part with it at any price. Since no demon could touch it,

Emix hired the Thieves' Guild to steal it for him, promising them control of the city if they were successful.

Mercos, warned of the theft in advance, was unable to hire mercenary guards due to the Guild's influence, so he has gone looking for adventurers to keep watch over his Crown for the night.

## Additional Notes

### The Crown

The Crown radiates both magic and a strong evil aura. It is extremely fragile, and saves as crystal against all forms of damage. If the Crown is broken, the subsequent scene will be too horrible to describe. There is a thunderclap, followed by a rushing wind carrying such a noxious odor that all creatures within 3" must save vs. poison or become nauseated and unable to fight. The floor and grounds for a 1/4 mile radius will turn to a disgusting mass of living goo as Juiblex appears.

Juiblex will grant his rescuer a *wish* if it is used immediately, after which he will take any survivors home with him to the Abyss. The area will be a swampy waste for years to come, where no normal creature can survive.

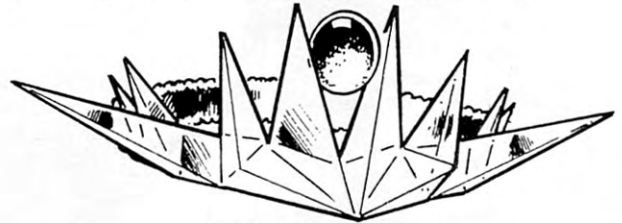
**Juiblex:** AC -7, MV 3, HD 19 equivalent, AT 1, Dmg 4-40, STs2/STw2, MR 65%, THAC0 7, hp 88, AL CE.

**Special Attacks:** Once per turn Juiblex can spew forth a 3 cubic foot blob of jelly-like slime to a 15' range which combines the effects of an ochre jelly and a green slime.

**Special Defenses:** +2 weapon to hit; half damage from cold, electricity, fire (magical or breath weapon), and gas.

**At will abilities:** *circle of darkness* (15' radius), *cause fear* (as a wand of fear), *circle of cold* (10' radius), *regenerate* (2 hp per melee round), *infravision*.

**Other abilities (any one per melee round):** *detect invisibility*, *locate object*, *ESP*, *fly*, *dispel magic*, *invisibility 10' radius*, *charm monster*, *hold monster*, *telekinese 15,000 gp weight*, *project image*, *phase door*, *putrify food & water*, *cause disease*, *speak with monsters*, *gate in 1-4 type II demons (70% chance of success)*, *teleportation* (no error). Can speak an *unholy word* once per day.



### Outside Help

Equipment that would be readily available in a large city may be purchased by the characters up to the limit of their finances. Remember that they have no more than 1 hour to shop, so nothing may be special ordered.

The characters will find it almost impossible to hire mercenaries or other paid help for the night due to pressure exerted by the Thieves' Guild on all the organized professional groups. Good alignment churches will be willing to help once they are alerted to the evil nature of the Crown. But Juiblex's minions foresaw this possibility and have arranged to keep the city's clerics busy for most of the night by terrorizing the area. Characters who contact a church for help will be told to hold on until someone can get there. Help will actually arrive at 4:30 a.m., and attacks scheduled from then on will not occur.

### The Villains

The Thieves' Guild has put the whole operation into the hands of the famous master thief Villetorus. At his disposal are a mage (Theorin) and a cleric (Alefric) who work closely with the Guild, half a dozen assassins, a mercenary fighter contingent, and 2 dozen thieves. Villetorus is a master organizer and has laid out detailed plans for each phase of the operation. The only people who know the details of the entire operation are Theorin, Alefric, and Ville-

torus himself. All others have been told only their own duties in order to minimize the damage that can be done by thieves who are captured and *charmed*. Villetorus expects to have the crown by the 6th encounter; but has arranged two backup maneuvers just in case. If all goes well, he will not get personally involved.

## Running the Module

Each encounter lists the following information:

1. Time of the attack
2. Villains involved
3. Goal of the attack
4. The Plan (stepwise)

The plan is presented as Villetorus would lay it out for the participants, with the steps numbered. Be sure to read over the plan for each encounter thoroughly before running it. The DM will of course have to alter some of the villains' actions to fit the circumstances, but the goal of the encounter should be kept firmly in mind.

Boxed player information is inserted at the point where something is clearly audible to all. The DM should make available additional information as the situation warrants. Extra notes and contingency plans are included after the stepwise order of events.

NPCs who are scheduled for multiple attacks, but die before their assignments are completed may either be replaced by someone of equal or lesser ability, or omitted entirely, at the DM's option. Thieves will be easy for Villetorus to replace; but Theorin and Alefric are more difficult, and Villetorus himself cannot be replaced.

Each room in the house has at least two entrances, so the encounter description can be easily adapted if the Crown is moved.

If the villains successfully steal the Crown, it will be checked as quickly as possible for both magic and evil, to be sure it is not a fake. If it is real, it will be held at the Guild until Emix can pick it up. (See Part 2 of this module next issue for the Assault on the Guild Hall). If not, the attacks will continue as scheduled.

## Player Background

Terkos is like any other large city in the empire — dirty, noisy, and bustling with activity — both legal and otherwise. It is said that you can get anything here—for the right price. As such, it is the market center of the empire. Buyers and sellers of all sorts of goods flock here to trade, and many wealthy merchants actually have permanent homes in the city. After a recent successful adventure, your party has come here to restock supplies and sell off treasure. But your equipment repairs have been delayed, and you find yourselves stuck in town for a few days longer than expected. So tonight you are sitting in the tavern with time on your hands when you are startled by a voice near your table.

A tall, middle-aged man, opulently dressed, stands beside you. "I have need of professional adventurers for one night's work," he says. "The pay is handsome. Are you interested?"

On your invitation, the man introduces himself as Mercos, a trader in silks and spices. "I am a collector of rare art objects. Over the years, I have acquired several one-of-a-kind items from all over the known world, and my collection is a source of great pride to me. Today, just as I was preparing to leave the city to close on a trade agreement, I received a note by special courier, saying that tonight a certain valuable item called Sarchon's Crown would be stolen from my house, and that there is nothing I can do to prevent it. The note is from Villetorus.

"You are from out of town, so perhaps you are not familiar with the stories. Villetorus is a notorious thief based in this city. He always warns his victims before a major theft, and no one has ever been able to thwart his attempt, regardless of normal or magical precautions.

"I would like to hire your group to guard the Crown through the night. You may take whatever actions you wish to secure the Crown short of removing it from the house. But remember that

the Crown is extremely fragile, more delicate than even the finest crystal. Under absolutely no conditions, none at all, should you allow it to be damaged. The Crown is truly an art treasure, the only one of its kind. If it came down to a choice, I would rather see it stolen than see the world robbed of its beauty forever. I could always ransom it back, although I would find that most inconvenient. Likewise, there are several other priceless items in my collection that I would not want to see damaged. Therefore, you may not use any dangerous spells, such as *fireballs*, *lightning bolts*, etc., in the house.

"I am not concerned about the theft of any other valuables; Villetorus takes only what he comes for. You will be left in the house until 6:00 a.m., when the servants will come for you. If you prevent the theft without damaging the Crown, I will give you 25,000 gp to divide among yourselves as you see fit."

If the party agrees to the job, the DM, acting as Mercos, should negotiate terms for payment. Mercos is prepared to pay up to 25% of the fee up front, out of which the characters are expected to purchase whatever incidental supplies they need. The remainder will be paid upon successful completion of the assignment. He will give them a tour of the house and tell them to report for duty in one hour.

## Encounter Key

### 1. Raid

*Time:* Midnight

*Villains:* Smedley (Villetorus), Sharlene, Bobor, Ferdinand, Misty, Ivan

*Goal:* Divide and conquer.

(1) At the Thieves Guild, Theorin makes sure all the villains scheduled to participate in any portion of tonight's theft (except Encounter 6) are fully equipped, then gathers them in a tight circle and casts his *invisibility*, 10' radius.

(2) Theorin uses his *crystal ball* to locate the Crown (85% chance of success due to a previous viewing of the merchant's display), examines the surroundings closely, then reports to Villetorus, who determines its probable position inside the house.

(3) Villetorus reads a *magic jar* spell from a scroll and gains control of a 1st level thief named Smedley. As Smedley, he moves to the house to rendezvous with the other five and tell them the location of the Crown.

(4) Smedley moves to a position outside Room 13. Sharlene, Bobor and Ferdinand pick the lock on the outside door to Room 14, while Misty and Ivan climb the south wall to the windows of Room 21.

(5) Smedley enters Room 13 by breaking the window glass. At this signal, the other five enter the building at their respective positions.

(6) Smedley howls in pain, curses, and crashes into furniture on his way through Room 13 in an attempt to draw some of the characters away from the Crown. Sharlene, Bobor and Ferdinand move silently toward one entrance to the Crown Room, circumventing any guards they encounter if possible, while Misty and Ivan quietly move to a position as close as possible to its other door and hide in shadows.

All has been quiet up to this point. Suddenly, you hear a crash from the southeast end of the building, as though a window has been broken. The crash is followed by thumping and muted curses.

(7) Smedley surrenders immediately as soon as he is discovered, pretending that he was injured climbing through the window. He tries to detain the characters away from the Crown as long as possi-

ble. Meanwhile, Sharlene, Bobor and Ferdinand attack any characters remaining in the Crown Room, attempting to melee the spellcasters first. They skirmish briefly, grabbing an item from someone if possible, then withdraw, trying to lure the characters into pursuit. If the Crown is then apparently unguarded, Misty and Ivan will try to steal it; if not, they will skirmish briefly to weaken the party further, then retreat and report back to the Guild.

**Notes:** The thieves have been instructed to hit and run, so none will engage in deadly combat unless cornered. Smedley will talk freely if captured, even admitting that he was merely a diversion to permit other thieves to enter the building and steal the Crown in the confusion. Villetorus will maintain control of the body for as long as possible to spy on the characters, evacuating only if seriously threatened. Whatever information Villetorus can gain about the characters by observation should be put to use in the upcoming attacks.

**Smedley:** AC 8, MV 12, T1, AT 1, Dmg by weapon, STs15/STw14, THAC0 20\*, hp 6, AL LE (N as himself).

Special Abilities: Saves vs. *charm* and other mental attacks as Villetorus.

Equipment: Leather armor; dagger.

**Sharlene, Bobor, and Ferdinand:** AC 8, MV 12, T3, AT 1, Dmg d8, STs15/STw14, THAC0 20\*, hp 10, 12, 14, AL LE.

Special Abilities: Backstab for double damage with surprise; MS 27%, HS 20%.

Equipment: leather armor; longsword; sling; 10 darts.

**Misty:** AC 5, MV 12, T6, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 23, AL CN.

Special Abilities: Backstab for triple damage with surprise; PP 55%; MS 47%; HS 37%; CW 92%; +1 "to hit" with missile weapons.

Equipment: leather armor; *longsword +2*; *ring of protection +1*; *potion of gaseous form*.

**Ivan:** AC 6, MV 12, T 5, AT 1, Dmg by weapon, STs13/STw12; THAC0 19, hp 18, AL NE.

Special Abilities: Backstab for triple damage with surprise; PP 50%; MS 40%; HS 31%; CW 90%; +1 "to hit" with missile weapons.

Equipment: leather armor; *longsword +1*; *potion of extra-healing*.

## 2. Magic

*Time:* 1:00 a.m.

*Villains:* Theorin, Orric, Marna, Type I demon.

*Goal:* Test the Defenders' Wits

(1) Theorin checks for the current location of the Crown through his *crystal ball*, then moves, still invisibly, to the house to rendezvous with Orric, Marna, and the demon.

(2) All four hide outside the building while Theorin casts a *polymorph self* spell on himself, then unlocks the outer door to Room 18 with his *chime of opening* and lets his companions in.

Suddenly a clear, bell-like tone breaks the stillness of the night. All is silent for a moment, then you hear heavy footsteps approaching the room.

(3) Theorin and the demon head for one entrance to the Crown Room while Orric and Marna move silently to a position just outside another entrance, where they hide in shadows and wait for the demon to appear.

(4) If the demon can see the Crown, he will *telekinese* it over to Orric and Marna, then melee as many characters as possible while the thieves escape with it by the best available route. Otherwise, he will attack from the doorway, trying to lure the characters away from the 10' *protection from demons* effect and into melee, while

Orric and Marna enter through the other door and make an attempt to steal the Crown during the confusion. Meanwhile, Theorin waits outside the doorway invisibly and observes, ready to appear and cast a *slow* spell on as many of the party as possible if his group is in trouble.

**Notes:** The demon will stay and fight until reduced to 1/4 of its original hit points, then create *darkness* around itself and *teleport* out, never to return. If Theorin is in personal danger, he will attack with *magic missile* if the opposition appears weak, or flee if the situation is grim. He will not leave the building, but will find a hiding place and *polymorph* into a mouse to escape detection until the search is over, then shift back and forth until fully cured and wait in mouse form to assist with other attacks. The thieves will exit invisibly by the best available route, whether or not they successfully steal the Crown. They will not join the melee unless cornered.

**Orric and Marna:** AC 6, MV 12, T4, AT 1, Dmg by weapon, STs15/STw14, THAC0 20\*, hp 12,15, AL NE.

Special Abilities: Backstab for double damage with surprise; MS 33%; HS 25%.

Equipment: leather armor; longsword.

**Type I Demon:** AC 0, MV 12/18, HD 8, AT 5, Dmg d4/d4/d8/d8/d6, STs13/STw12; MR 70%; THAC0 12; hp 40; AL CE.

Special Defenses: Half damage from cold, electricity, fire (magical or breath weapon), and gas.

At will abilities (one per round): *darkness* (5' radius), *detect invisible objects*, *telekinese* 2000 gp weight, *teleport* (no error) *infravision*, *gate* in another type I demon (10% chance of success).

## 3. Animals on the March

*Time:* 1:30 a.m.

*Villains:* Theorin, jaguars, tiger, hydra.

*Goal:* Wear 'em down!

(1) Theorin returns to his own shape in Room 3, and uses his *chime of opening* to let in 2 trained jaguars and a trained tiger, brought by Sharlene and Ivan.

(2) Theorin casts *invisibility* on himself (if not already invisible).

(3) The mage takes the animals into the largest room on the floor where the Crown is being kept and reads a *monster summoning IV* spell from the scroll he carries, obtaining a 5-headed hydra.

It is now near the middle of the night and the building has grown quiet. Then, in the distance, you once again hear the faint chime of a bell. Seconds after this, you hear a few low muffled growls followed by a popping, sizzling sound, then nothing.

(4) Theorin instructs the hydra to move to the Crown Room and attack, along with the two jaguars. He keeps the tiger with him for protection.

(5) Theorin moves with the tiger to the entrance of the Crown Room to observe, where he remains safely behind his creatures, using his *slow* spell (if still available) and his *ray of enfeeblement* to advantage whenever he can do so without affecting his own creatures.

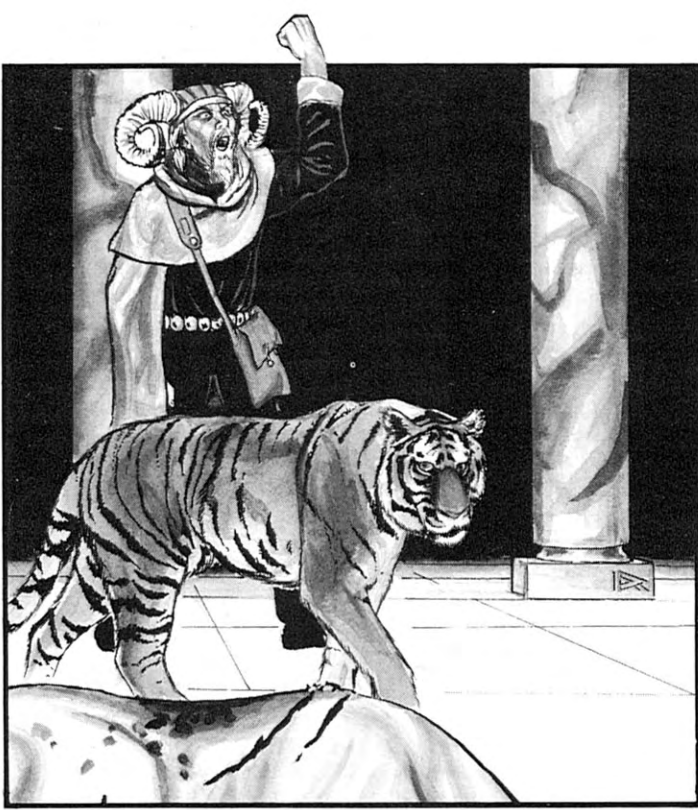
**Notes:** As soon as any character closes to within 10' of Theorin, he will have the tiger attack while he makes his escape by the best available route.

**Jaguars:** 2, AC 6, MV 15, HD 4+1, AT 3, Dmg d3/d3/d8, STs14/STw11, THAC0 15, hp 22,23, AL N.

Special Attacks: If the jaguar scores hits with both forepaws in the same melee round, it gains 2 additional rear claw attacks for 2-5 points damage each on that round.

Special Defenses: Surprised only on a 1.





**Tiger:** AC 6, MV 12, HD 5+5, AT 3, Dmg d4+1/d4+1/d10, STs13/STw12, THAC0 15, hp 33, AL N.

**Special Attacks:** If a tiger scores hits with both forepaws on the same melee round, it gains 2 additional rear claw attacks for 2d4 points damage each on that round.

**Special Defenses:** Surprised only on a 1.

**Hydra:** AC5, MV 9, HD 5, AT 5, Dmg d6/d6/d6/d6/d6, STs14/STw13, THAC0 15, hp 28, AL N.

#### 4. The Assassins

**Time:** 2:30 a.m.

**Villains:** Vannik, Bertha, and Jorgan.

**Goal:** Reduce the number of guards.

(1) Vannik, Bertha, and Jorgan climb to the second floor balcony on the east end of the building. They pick the lock on Room 29 and enter quietly.

(2) The three assassins move silently and invisibly toward the Crown Room by different routes, dispatching any guards they meet along the way by assassination if they have complete surprise, otherwise by backstabbing. (Any assassin who is caught and meleed en route will cause as much damage as possible, then flee.)

(3) The remaining assassins regroup outside the Crown Room. Bertha and Jorgan hide in shadows to either side of the door, and Vannik takes a position around a corner (or behind a pillar, if appropriate).

(4) Vannik talks to the player characters from his hiding place, attempting to draw them out of the Crown Room. Bertha and Jorgan wait by the door, ready to make an assassination attempt on any characters who come out to investigate. (The DM should role play the assassin in the following conversation, modifying it to suit the characters' responses.)

As you wait, you suddenly hear a voice shouting to you from the shadows of the corridor. "You! Can you hear me?" The cold stone of the wall throws out wailing echoes, distorting the location of the speaker. He pauses, as if waiting for a reply.

"You're working for that merchant, aren't you? Does he pay you enough to make your lives worth this risk?" (Pause.) "Is it worth it to die?" (Pause.)

"You know, you're being fools. The merchant has tricked you, lied to you. The Crown you guard is evil. Check it yourself. We must get it from him. The merchant must not have it — he is in league with demons. Go ahead — check the Crown." (Pause.)

"Look, we do not want to hurt you. We only attacked thinking you were evil beings, but we have learned different. Leave now and we will not hurt you." (Pause.)

"Are you worried about your pay? We let you go with your lives, and even so, we can pay you. Let us say we hire you to do another job — we could hire you to stop guarding the Crown. Here. Here is a down payment."

A money bag hits the floor outside the room with a loud thump, spilling gold pieces all over the corridor.

"Or do you fear the revenge of a merchant?"

If the characters refuse Vannik's "offer" and none leave the room, he will close with the following remarks and exit by the best available route. Bertha and Jorgan will remain in position and wait for an opportunity to assassinate someone trying to leave the room later.

"Well, you are fools. You've been tricked, and now won't admit it for fear of a fat merchant's revenge. We will worry no more about you."

**Notes:** None of the three will reveal the presence of the others if caught unless magical means are used. Bertha and Jorgan will make only one assassination attempt at the door, then flee in different directions, taking the best available routes out. If Vannik is still present when the others flee, he will attempt to backstab one of their attackers on the way past, then flee himself.

**Vannik:** AC7, MV 12, A6, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 22, AL NE.

**Special Abilities:** Backstab for triple damage with surprise; MS 27%; HS 20%; assassinate 50% (6th-7th level opponent) or 35% (8th-9th level opponent).

**Equipment:** leather armor, longsword, shield, dagger, *potion of extra-healing* (labelled as poison).

**Bertha (Half-orc):** AC 7, MV 12, A7, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 25, AL CE.

**Special Abilities:** Backstab for triple damage with surprise; MS 33%; HS 25%; assassinate 55% (6th-7th level opponent) or 40% (8th-9th level opponent).

**Equipment:** leather armor; longsword (poisoned — save at +1 for no damage, otherwise 25 points); 4 daggers; *periapt of proof against poison*.

**Jorgan:** AC 5, MV 12, A6, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 18, AL CE.

**Special Abilities:** Backstab for triple damage with surprise; MS 27%; HS 20%; assassinate 50% (6th-7th level opponent) or 35% (8th-9th level opponent).

**Equipment:** leather armor; shield; *longsword +2*, *ring of protection +2*; *dust of disappearance*.

#### 5. The Magic Returns

**Time:** 3:30 a.m.

**Villains:** Theorin and Alefric.

**Goal:** Get the Crown.

(1) Outside the building, Theorin casts a *detect invisibility*, while Alefric casts a *prayer* spell, then a *locate object*, and finally a *silence*, 15' radius on a coin, which he pockets.

(2) They enter the house through the northwest opening of Room 3, and move to a convenient position within 150' of the Main Hall's north doors.

(3) Theorin moves out of the *silence* and casts his *audible glamer*

spell, creating the sound of many men shouting and pounding on the north doors, then rejoins Alefric.

You suddenly hear the sound of many men shouting outside the building. It seems to come from the North side, just outside the main doors. The shouting dies down and then there is a thud like an axe chopping into the wood. The blows and mumbled voices continue.

(4) Theorin and Alefric, guided by Alefric's *locate object* spell, move quickly to the upper floor (or roof, if the Crown is on the second floor), until Alefric is sure the Crown is directly below them.

(5) As Alefric moves away with the *silenced* coin, Theorin uses his *stone shape* spell to create a trapdoor in the floor directly over the Crown. Alefric returns, and they carefully open the trapdoor.

(6) Alefric drops the *silenced* coin into the room beside the Crown, while Theorin lowers a rope.

(7) Alefric casts a *hold person* on any still-active characters, while Theorin casts his *spider climb* on Alefric.

(8) Alefric descends the rope and collects the Crown, while Theorin uses his *phantasmal force* spell to create an image that the room is normal. Those looking in from outside the room will see the Crown in position and rough approximations (detectable as illusions if watched closely) of the player characters standing about. (Theorin cannot see well enough to make the illusion react, so if any character attempts to enter the room, the *phantasmal force* spell will be cancelled.)

(9) Alefric climbs back up the rope and allows Theorin to carefully pull the Crown out of his hands.

(10) Once he has the Crown, Theorin casts his *dimension door* spell and takes the Crown to Villetorus. Alefric will try to escape by himself, using the *spider climb* to avoid detection by moving along the ceilings until its duration expires.

**Notes:** The two spellcasters will attempt to dispatch any guards they encounter on their way to the Crown Room as quickly and as silently as possible. Once Alefric is in the Crown Room, he will be on his own. Theorin will leave via the *dimension door* spell if Alefric gets in serious trouble.

## 6. The Big Time

*Time:* 4:00 a.m.

*Villains:* Theorin, Alefric, 38 mercenary fighters, 10 thieves.

*Goal:* Overwhelm the Remaining Defenders with a Direct Frontal Assault

(1) Theorin again checks the current location of the Crown with his *crystal ball*, and informs Villetorus and the mercenaries.

(2) All participants move to the house. The A, B, and C Groups gather outside the north and south doors of the Main Hall. The D group moves to a position near the trapdoor created by Theorin earlier. Alefric casts a *protection from good* spell on himself.

It is now very late in the night, the stillest part known as the Thieving Hours. As you stand, watchful, you become aware of a faint, slowly growing level of noise in the distance. Listening, you think you hear metal scraping metal, mumbled voices, the gentle splash of water, and the tramp of feet. The sound continues to grow.

Any character watching the grounds outside the building will be able to see shadowy movement of small groups gathering together. Those with infravision will be able to make these out as groups of humanoid beings.

(3) At the sound of the horn, the A Groups will break down both the north and south doors to the Main Hall and enter, along with the B and C Groups.

The blowing of a horn breaks the stillness of the night. Suddenly, there is a great howl and the pounding of many feet. Heavy blows fall on the north and south doors of the Main Hall. Hoarse shouting is heard ascending the stairs. Armored men burst into the Hall.

(4) One A Group remains in the Main Hall to prevent anyone escaping this direction with the Crown. The other two A Groups charge toward the Crown Room, each taking a different route to surround the characters and melee all visible opponents. Meanwhile, the B Group will run up the west staircase and take cover, firing sling bullets and spells at any characters who expose themselves. The thieves in the C Group run up the east staircase and position themselves along the balcony, with oil skins and torches ready to throw at any characters who show themselves.

(5) The D Group moves directly toward the trapdoor created by Theorin earlier. If the fighters cannot drop into the room around the Crown and attack from the rear, they will fire missiles at the characters from above.

**Notes:** Any group will retreat if its leader is killed, or if the force is reduced by half. Theorin and Alefric will use their remaining spells to their best advantage here.

**"A" Group Mercenaries:** 3 groups of 10, AC 5, MV 9, F1, AT 1, Dmg by weapon, STs17/STw16, THAC0 20, hp 7 each, AL NE.

Equipment: chain armor, longsword.

**"A" Group Leader:** 3, AC 3, MV 9, F3, AT 1, Dmg by weapon, ST16/STw15, THAC0 18, hp 20 each, AL LE.

Equipment: plate mail, longsword.

**"B" Group:** 5, AC 6, MV 12, T1, AT 1, Dmg by weapon, STs15/STw14, THAC0 20\*, hp 4 each, AL NE.

Equipment: leather armor; sling and bullets.

**"B" Group Leader:** Theorin.

**"C" Group:** 5, AC 6, MV 12, T1, AT 1, Dmg by weapon, STs15/STw14, THAC0 20\*, hp 3 each, AL LE.

Equipment: leather armor, 2 oil skins, 5 torches, flint and steel.

**"D" Group:** 5, AC 5, MV 12, F 1, AT 1, Dmg by weapon, STs17/ST16, THAC0 20, hp 6 each, AL N.

Equipment: plate mail, *longsword +1*.

**"D" Group Leader:** Alefric.

## 7. The Hostage

*Time:* 4:30 a.m.

*Villains:* Vannik and Jorgan.

*Goal:* Convince the characters to leave the Crown without resorting to violence.

(1) Jorgan disguises himself as the merchant Mercos. He wears leather armor under his clothes and carries a concealed dagger.

(2) Vannik and the disguised Jorgan enter the house through any convenient previously unlocked door and move to a hiding place near the Crown Room.

(3) Vannik puts one arm around Jorgan's throat and propels him forward into an open area with partial cover (such as a balcony rail or pillar), puts a stage knife to Jorgan's throat, and shouts for the party.

Before you really have a chance to recover from the pitched battle that just ended, you hear a voice calling to you. Two men step out of the shadows. The first appears to be the merchant who hired you. The other stands behind him, holding a glittering knife at the merchant's throat.

"Help!", screams the merchant. "They'll kill me. Give them the Crown."

“You heard your boss,” says the other man. “Give us the Crown or leave the building, and he goes away unhurt. Don’t, and I kill him. If I kill him, who is going to pay you?”

(4) The disguised man will beg and plead with the player characters to do what his captor tells them. If asked he will freely offer to pay them for their services performed up to now and will agree to all but the most ridiculous terms presented by the player characters.

(5) If the characters agree to give up the Crown, Vannik will instruct them to leave the house and return to the tavern, where someone will come to pay them off. If they attack the man holding the knife in any way, or take more than a few minutes to settle on a deal, he will stab the disguised man with the stage knife, whose blade retracts into its handle when pressed. Jorgan will “die” quite convincingly while Vannik runs away as fast as he can.

(6) Jorgan applies his *dust of disappearance* as soon as he “dies” and circles back to the Crown Room, where he dispatches any remaining guards by assassination and steals the Crown. While the bulk of the party investigates the “murder” in the hall, he will escape by the best available route.

**Notes:** Both assassins will flee by the best available route if a mass melee erupts. Jorgan will not make his attempt on the Crown if there is more than one guard present at the time.

## 8. The Final Attempt

**Time:** 4:45 a.m.

**Villains:** Villetorus.

**Goal:** Take the Crown.

(1) Villetorus arrives invisibly and checks the north opening to Room 14, the east doors of the building, and the outer door to Room 13. If any are unguarded, he enters quietly. If not, he attacks the guard at 13 and fights until reinforcements arrive, then runs to Room 14 and enters, killing anyone still guarding that entrance.

(2) Villetorus moves silently to Room 11, taking as roundabout a method as needed to avoid discovery. He will hide in the nearby secret passage until any search for him ends.

(3) Villetorus moves silently to the Crown Room, still circumventing any guards he sees. Once there, he steps into the room and uses the blinding flash ability of his *gem of brightness* on all those within. (30’ cone, 5’ base radius. All creatures within the area of effect must save vs. magic or be blinded for 1-4 rounds and suffer a “to hit” penalty of -1 to -4 thereafter until a *heal* spell is applied).

(4) Each round thereafter, Villetorus will use another 5 charges of his *gem of brightness* for the blinding flash effect while he moves in, takes the Crown, and retreats. The effects of the *gem* are not cumulative, but characters who do not keep their eyes averted will have to save each round against the effect.

(5) Once outside the room, Villetorus will flee by the best available route, stopping only long enough to cover a section of floor (preferably just around a corner) with *oil of slipperiness*. (95% chance for any creature who steps in it to slip and fall. Thereafter, any creature with oil still adhering to its feet or shoes has a 50% chance of falling each round until the oil is removed.)

**Notes:** If cornered, Villetorus will fight to the best of his ability. If reduced to 15 or fewer hit points, he will surrender and return the stolen Crown.

## NPC Villains

### THEORIN

9th Level Human Magic-user

**STR:** 14  
**INT:** 17  
**WIS:** 12  
**DEX:** 15

**CON:** 15  
**CHA:** 13  
**AL:** CE

AC 5; 25 hp

Equipment: *bracers of defense* (AC 5); *chime of opening*; *ring of regeneration*; *staff of striking*; *potion of speed*; *potion of gaseous form*; *crystal ball*; *scroll (monster summoning IV)*.

Spells carried:

Level 1: *magic missile* (x2); *spider climb*; *Tenser’s floating disc*  
Level 2: *ray of enfeeblement*; *invisibility*; *audible glamer*  
Level 3: *slow*; *phantasmal force*; *invisibility 10’ radius*  
Level 4: *dimension door*; *polymorph self*  
Level 5: *stone shape*

### ALEFRIC

8th Level Human Cleric

**STR:** 12  
**INT:** 14  
**WIS:** 15  
**DEX:** 13  
**CON:** 17  
**CHA:** 12  
**AL:** LE

AC 0; 52hp

Equipment: *plate +1*; *shield +1*; *mace +2*; *pale lavender ioun stone*; *potion of growth*.

Spells carried:

Level 1: *cause light wounds* (x2); *curse*; *cure light wounds*; *protection from good*  
Level 2: *hold person* (x2); *silence*, 15’ radius *find traps*  
Level 3: *locate object*; *dispel magic*; *prayer*  
Level 4: *cure serious wounds* (x2)

### VILLETORUS

12th Level Human Thief

**STR:** 13  
**INT:** 16  
**WIS:** 14  
**DEX:** 17  
**CON:** 13  
**CHA:** 17  
**AL:** LE

AC 3; 43 hp

Equipment: *gem of brightness*; *cloak of displacement*; *dagger of venom*; *longsword +2*; *potion of extra-healing*; *potion of diminution*; *oil of slipperiness*.

Thieving Abilities: PP 105%; OL 87%; F/RT 75%; MS 99%; HS 82%; HN 35%; CW 99.2%; RL 60%

## Key to the Merchant’s Mansion

Mercos’ house is built after the style of a Roman villa. The walls are rough-hewn stone, and a moat, 10’ deep and 10’ wide, surrounds the house. A stone walkway around the building gives access to any of the ground floor doors.

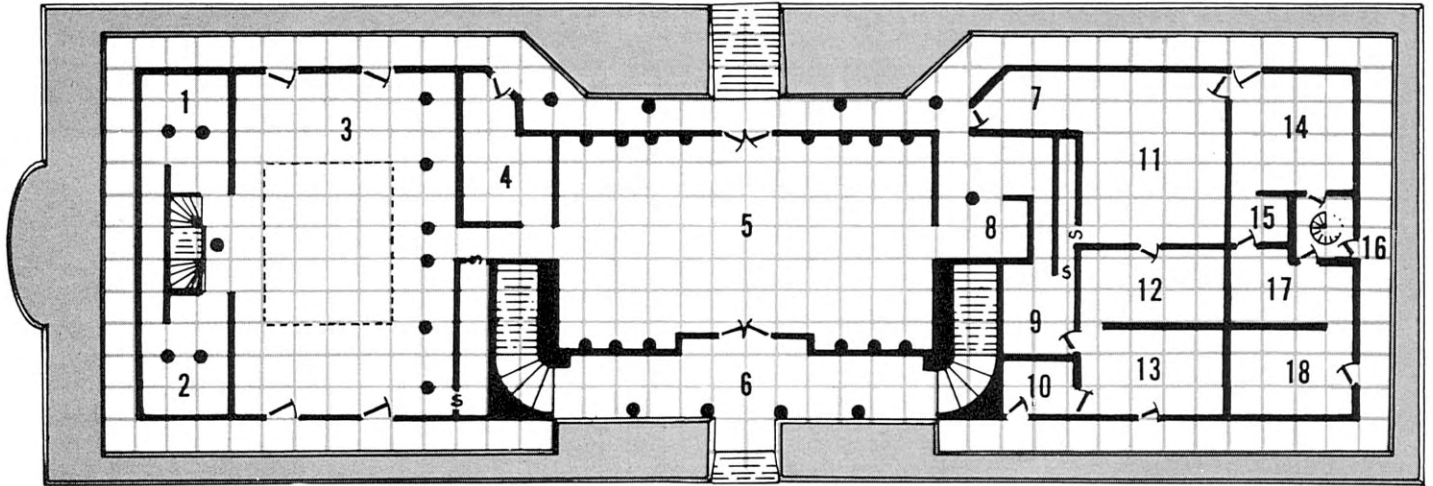
During the party’s guided tour of Mercos’ house, he will point out all but the secret corridors. All rooms are furnished opulently, as would befit a Roman estate. All doors and windows have standard mechanical locks; and the double doors also have bolts. Specific room descriptions are outlined below.

1-2. *Lower North and South Galleries.* Built of white marble and expensively furnished, these galleries house dozens of fine paintings in gold inlaid, ebony frames. Stairways with gold railings curve gracefully up to the second floor.

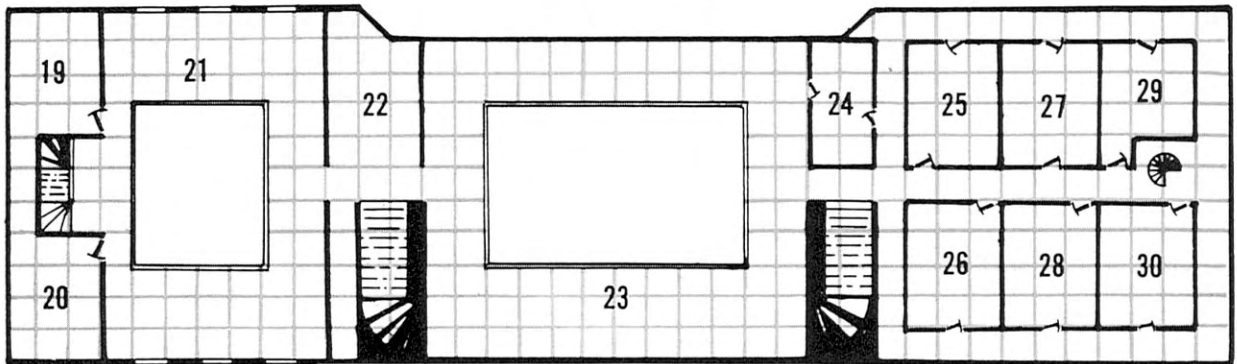
3. *Cloister.* A collection of religious art and artifacts dating back

# The Merchant's Mansion

## GROUND FLOOR



## UPPER FLOOR



1 square = 5 feet

more than one hundred years, including tapestries, jewel-encrusted chalices, and paintings. Open to the second floor, where a balcony goes around the entire circumference of the room.

**4. Jewelry collection.** An assortment of rare one-of-a-kind pieces, including crown jewels from a long-dead dynasty. Most of the items are sealed inside glass display cases, which Mercos says are locked and trapped (DM choice as to type).

**5. Main Hall.** The greeting area for all guests. Nicely furnished with less expensive paintings and statuary. Velvet furniture with silver inlay stands on the marble tile floor, and half pillars line the walls.

**6. Patio.** Stairs from the upper balcony lead to this scenic flagstone-paved luncheon area overlooking the gardens on the other side of the moat. Ornate marble tables for dining are placed appropriately.

**7. Breakfast Nook.** A less formal dining area off the main dining room, furnished comfortably.

**8. Display Room.** The current location of Sarchon's Crown on its pedestal, as well as several rare vases, old tapestries, and a few statues.

**9. Office.** This room is where Mercos keeps his business records, and occasionally seals bargains. Solid mahogany furniture.

**10. Storage.** A small storage area for linens and other household supplies.

**11. Main Dining Hall.** Ornately carved furniture with silver table settings. Suitable for elegant dining.

**12-13. Servants' Quarters.** Comfortably furnished, but now deserted.

**14. Kitchen.** Large ovens, oak worktables and utensils, and several food storage areas.

**15. Pantry.** Storage area for flour, dried meat, fruit, and vegetables, and other non-perishable supplies.

**16. Stairwell.** Spiral staircase with a golden railing, leading to the second floor.

**17-18. Servants' Quarters.** As above.

**19-20. Upper North and South Galleries.** Portraits and other paintings commissioned by Mercos to expand his collection line the walls.

**21. Cloister Balcony.** More religious paintings from many lands mounted along the walls. Looks down onto the first floor religious collection.

**22. Lounge.** Gracefully furnished with comfortable chairs, tables, and a collection of rare tapestries to delight the eye.

**23. Upper Balcony.** Bounded by a railing, this walkway overlooks the Main Hall.

**24. Servants' Quarters.** As above.

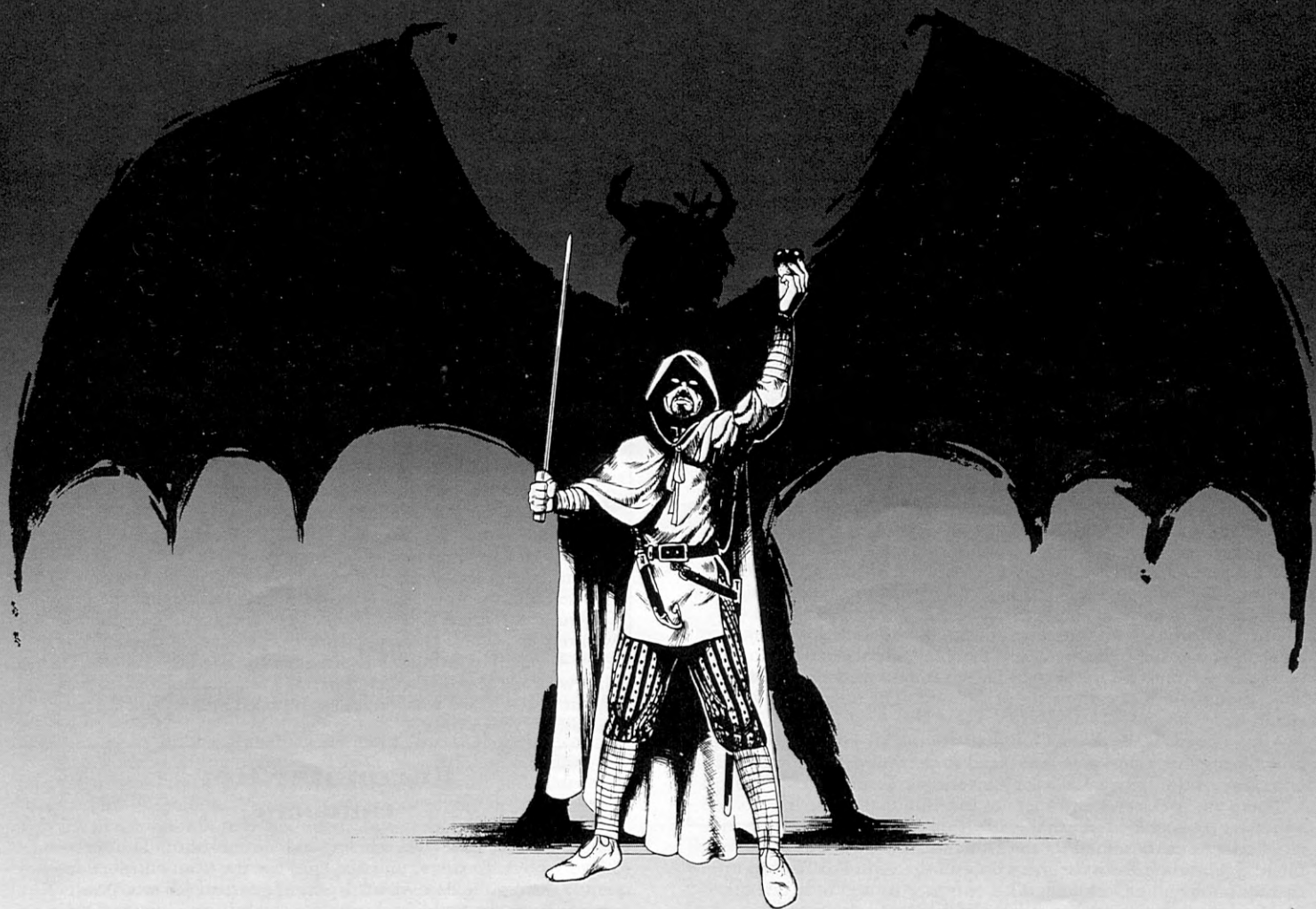
**25-29. Guest bedrooms.** Fit for nobility, with hand-carved furniture, heavy draperies, and fur rugs.

**30. Mercos' bedroom.** Comfortably furnished with tiled walls, a wardrobe, and a large bed. The door is locked and trapped. Mercos keeps his personal papers locked in a chest in the corner.

In the  
**BLACK HOURS**  
PART 2

by David Cook

An AD&D® module for 5-8 characters of levels 6-9



## Background for the DM

In Part 1 of this adventure (published last issue), the party was hired by Mercos, a trader in rarities, to prevent the theft of a valuable item from his collection by the famous master thief Villetorus. But the item, Sarchon's Crown, was more than just an art object. The flawless gem mounted in it housed the life force of none other than the demon lord Juiblex, trapped there by the trickery of a powerful mage with a lust for vengeance.

None of the demons intent on releasing Juiblex could touch the Crown due to magical protections placed upon it by its creator before his death. So Emix, a favored demon in Juiblex's guard, hired the human thief Villetorus to obtain it and release the demon lord. Villetorus was given a minor artifact as a down payment — a heart-shaped piece of obsidian the size of a man's fist called the Heart of Black Stone. Its powers were then dormant, as they had been for centuries, but Emix agreed to show Villetorus how to activate it upon receipt of the Crown.

Theorin and Alefric, the mage and cleric who work within the Guild, immediately recognized the incredible potential of the Heart and agreed to support Villetorus in his bid for power. With their aid, he was able to remove the former Guildmaster (a man of less extreme moral views) from office and fill the resulting vacancy himself.

The details of the current situation depend upon the results of Part 1. If the theft was successful (or if the Crown was broken during the course of the adventure), Juiblex has been released and the Heart is active. Villetorus has used its power to initiate a campaign of terror in his bid for absolute power over the city of Terkos. Thefts, threats, extortion, and killings terrify the citizens and the government alike. If Villetorus was prevented from stealing the Crown, the Heart is still dormant, but Theorin and Alefric believe they have discovered a way to activate it themselves, and are engaged in research to that end.

Any of the three major NPCs (Theorin, Alefric, and Villetorus) who were killed in Part 1 have been either *raised* or replaced by someone of approximately equal ability. The DM may adjust NPC magic items as needed, replacing lost items with others of roughly equivalent power.

In any case, news of the Crown's true nature and the Guildmaster's sudden disappearance has reached the city council, who have surmised the Guild's acquisition of a source of great power. That power must be negated before the city falls to the Guild's control and becomes a festering port of evil, so the council has summoned the party to request help.

## Notes for the DM

### The Guildhall

The Guildhall is actually a two-story building. The third floor is nothing but a collection of catwalks and platforms covered by a permanent illusion.

The front of the building faces the street and a narrow alley runs all around it. Although there is only one apparent door (the outside entrance to Room 1), the second floor has a number of windows wide enough for a person to climb through. The outer walls are rough-hewn stone.

All the inside walls of the Guildhall are thickly covered with a mixture of plaster and powdered lead to prevent scribing, with the exception of the Journeymen's Quarters (see Room 11).

There are two secret entrances to the Guildhall. One is an old aqueduct no longer in use that leads from an entrance outside the city limits to the basement of the Guildhall. The other is an invisible bridge leading from the third floor of the Blue Fox Tavern to the catwalks above the Guildhall. This entrance is used only late at night or at other times when no one will notice a man walking through midair over an alley.

Maps of the Guildhall are on the inside back cover.

### The Heart of Black Stone

The Heart is a minor artifact. It was originally created by a demon lord to convert likely subjects into new demons.

Once activated, it will begin to glow with a black light and pulse, as though beating. The Heart bestows upon its owner the typical innate, at will abilities of demonkind, specifically: *infravision*, *darkness* 10' radius, *teleportation* (no error), and the ability to *gate* in another demon (Type I, II or III) with a 30% chance of success.

In addition, the owner gains immunity to non-magical weapons, 60% magic resistance, an AC of -4, and takes only half damage from cold-, electrical- fire-, and gas-based attacks.

There is, however, a 1% chance per week (not cumulative) that the user will become, in all respects, a Type III demon. All character abilities are lost permanently. When the new demon is slain, its life force is transported to the Abyss, where it is permanently bound to the service of the Heart's creator; while the Heart itself goes dormant until activated by another mortal.

## Player Background

You have been called together again by the city council of Terkos, just a few days after your nightmarish experience in the merchant's house. When you arrive, you find Mercos and the high priest of the area's leading lawful good church in attendance as well.

"Worthies", begins the council spokesman, "forgive the abrupt summons, but we need your help. The Church has been researching the Crown you guarded, and its true nature is a cause for grave concern."

"We have spoken with the spirit of the Crown's former owner", explains the high priest. "It seems that Sarchon stumbled across the true name of Juiblex during the course of some research and was cursed with an early death. The curse was beyond the power of mortal magic, so he set about revenge. Through a series of *wishes* and other powerful enchantments, Sarchon succeeded in trapping Juiblex within the large gem in that very Crown. Although he took the precaution of protecting it from demons, the magic needed to accomplish the deed had taken its toll. He died, magically aged by several decades.

"Mercos came to Sarchon's tower to collect a debt and found the mage dead of old age. He legally took possession of the Crown to pay the debt, as is a creditor's right, and brought it here."

The council spokesman takes over the tale again. "From there we can only surmise that demons in search of Juiblex found the Crown and hired a human agent, namely Villetorus, to obtain it for them. What the payment was we cannot be sure, but we have reason to believe that the bargain included a source of great power, such as the service of a magical creature or even a minor artifact. Whatever the nature of the power, it must be removed or destroyed before more innocent lives are lost in the Guild's struggle for supremacy.

"The power source has been pinpointed to the Guildhall itself — a stoutly-constructed three-story building in a quiet section of the city. It is isolated from all other buildings in the area by streets and alleys, and has only one apparent entrance — the main door. The walls are strong — it has twice withstood attacks by outraged citizens who attempted to storm the building.

The building houses a legitimate import business as the front for Guild activities, and the front room is open to the public, but we are sure several hidden and secret entrances to the building exist — possibly through a nearby tavern called the Blue Fox that we suspect is owned and operated as a legitimate business by the Guild. Take what supplies you need and go quickly, for there isn't much time."

## Encounter Key

### Outdoors

Guild members (low-level thieves) and various normal humans (delivery boys, couriers, tourists, etc.) use the front entrance frequently during the day. About 1 person per turn (or more) will enter or leave the building during normal business hours. (DM's discretion as to the exact identity of any person stopped and questioned.) At night the front entrance is used approximately once per hour.

### 1. Entrance Hall

The plain wood outer doors open into a stark, high-ceilinged room. Beams arch to a two-story ceiling. Hard bare benches line the walls. Covering the back wall is an arras, woven with a geometric pattern.

The room actually does have a partial second story — an invisible

balcony which juts out over the center of the room, as shown on the map. Behind the arras in the northwest corner of the room is an invisible ladder leading to the balcony. At the top of the ladder, an alarm bell and a lever are set into the wall behind the arras. The lever operates an invisible portcullis located between Rooms 1 and 2. A small scrap of red cloth is tied to the bottom of the gate to indicate its position to Guild members wishing to use that entrance.

Standing on the balcony are two guards (also invisible), who screen visitors to this area. If anyone goes through the door to Room 2 without giving the proper signal to the guards, they will ring the alarm bell to alert Torgix in Room 3 and drop the invisible portcullis behind the visitors with a grating slam. Once down, it may be lifted with a successful bend bars/lift gates roll; otherwise, it must be raised with the winch in Room 18.

**Guards:** 2, AC 6, MV 12, T4, AT 1, Dmg by weapon, STs15/STw14, THAC0 20\*, hp 16, 15, AL NE.

Special Abilities: Backstab for double damage with surprise; MS 33%; HS 25%.

Equipment: leather armor; longsword.

## 2. Counting Cubicles

A narrow hallway runs between eight small gray and maroon cubicles separated by thin wooden partitions. Each cubicle has a cubby-holed writing desk built into the back wall, with a high stool set before it. The desk tops are all littered with quills, inkwells, scraps of parchment, sealing wax, and sand pots. At the north end of the hall is a plain wooden door.

The desks contain ledgers, accounts, and papers detailing caravan shipments, monies exchanged, import duties, etc. All the records pertain to legitimate business operations within the city. Strapped to the underside of each desk is a sheathed dagger.

Two of the cubicles have secret doors in the rear wall. These can be opened by pressing a loose board inside the desk, which causes the entire wall (including the desk) to swing open about 2 feet.

## 3. The Guildmasters Office

This room is clean and well-furnished. A large fireplace dominates the north wall. Several logs blaze slowly in it, making the room thick with heat and leaving a sooty stain on the white ceiling. There is a door in the center of the west wall, and a table running most of the length of the east wall. Behind the table is a thin, sweaty, pock-marked man.

The man is Torgix, the Guild recruiter. A merchant by trade, he handles most of the Guild's normal business affairs. Although he knows he works for a Thieves Guild, he finds it better not to ask questions, and carefully avoids knowing any details of their day-to-day operations or the building layout beyond his immediate work area.

If the guards in Room 1 have sounded the alarm, Torgix is waiting with papers in hand when the characters enter. He greets them cheerfully and asks whether they wish to join the Guild. Those who do will be asked for a 100 gp fee, and given papers confirming apprenticeship in the salt merchant's guild. Torgix then orders them to get to work, pointing to the west door. Any who are unwilling to join are ushered through the secret door to Room 15 and instructed to wait a few moments, then exit by the door on the opposite side.

If the alarm has not been sounded, Torgix assumes that anyone who enters is a Guild member and continues working, ignoring the intrusion.

If attacked or threatened, Torgix will activate the fireplace trap by pressing a stone on the side of the mantel, then run for the secret door. The following round there is a creaking noise, followed by a gout of flame which roars out of the fireplace and fills the area marked on the map, doing 3d10 points of damage to all creatures in the area of effect (save vs. breath weapon for half damage).

Once the secret door closes behind Torgix, creaking and rumbling sounds can be heard for one full turn while the elevator descends. (No door connecting to the elevator shaft will open during descent or ascent.) Once the elevator reaches the bottom, the secret door may be opened normally, revealing an empty room. Faint screams are audible from somewhere below, as Torgix is greeted by the waiting ogre magi. There is nothing of value in either room.

**Torgix:** AC 10, MV 12, Normal Human, AT 1, Dmg by weapon, STs19/STw16, THAC0 20\*, hp 4, AL N.

Equipment: dagger.

## 4. Hall of Spears

As you open the door, you hear a tinkling sound somewhere in the distance. Looking ahead, you see a long corridor. Round parquets of wood randomly dot the walls, presumably some type of decoration.

The corridor is a trap. When the door from Room 3 is opened, a bell rings to alert Guild members to evacuate the corridor. One round later, all thirty parquets pop open. With a loud clatter, a scythe-like spear thrusts out of each hole and begins blindly sweeping and jabbing the hallway. There is a 3' clear space between the ceiling and the highest point of the trap area; the remaining space is filled with whirling blades.

The trap hits as a normal human, and makes one roll per 10' moved on each character within the area of effect, doing 1d10 points of damage per hit. The trap may be deactivated at any time by turning a switch hidden in the wall beside the door to Room 3, but it will continue to operate until turned off.

### 4a. Blade Mechanisms

Opening the door, you smell musty air mixed with the thick odor of grease and steel. Metal rods, gears, pistons, and thick scythe-blades are welded and bolted together to form a machine that covers the entire opposite wall.

These rooms contain the mechanism for the trap in Room 4. Any dwarf or thief who examines the machines for one full turn can deduce their purpose and figure out how to operate them. The corridor trap may be triggered manually from this room, or the trigger mechanism can be destroyed by normal or magical means.

## 5. Spike Door

Halfway down this small hallway is a door in the left wall. The right wall opposite the door is pitted and scratched. The passage continues beyond this door for a few more feet and ends in a blank wall.

The door is actually a trap. Behind it is a vertical plate of iron spikes, 10' tall and 5' wide, which will be driven straight into the opposite wall when the door is opened. Any characters standing between the door and the opposite wall at that time will take 3d10 points of damage. (A successful saving throw vs. paralysis reduces the damage to 1d10 points). The trap resets automatically after hitting the opposite wall.

Any character looking carefully will notice that the floor between this door and the end of the hall is scuffed and slightly worn. The real door is farther down, hidden by a permanent illusion that makes it look like the rest of the wall.

## 6. The Curtained Hall

This narrow hallway is made of plain plastered stone. Ahead, a huge red curtain decorated with black symbols hangs across the hallway.

Seven feet beyond the curtain, a *mirror of life trapping* is fastened to the end of the corridor. Any characters who look behind the curtain will see the *mirror* and must make a saving throw vs. spells or be drawn into it. Once the other characters are aware of the mirror, they will be able to avoid looking at it, if desired.

Breaking the mirror will immediately release all occupants, including a lamia and a rust monster already trapped inside. All occupants will be tumbled out in a tangled heap in the end of the passage — on top of any characters in the area. All fighting in the area is at a -1 penalty "to hit" until the congestion is relieved.

The lamia, finding itself trapped in a dead-end corridor, will try to fight its way to freedom, using its *mirror image* ability first, then attempting to *charm* the nearest human male character into helping it escape. Failing that, it will *suggest* that the nearest character point out the party's cleric, and concentrate attacks on the latter thereafter.

The rust monster, smelling food, will go for the largest source of metal in the group (a fighter in plate mail, for example). It will attempt to gather as much food as possible, following the party as far as the corner of the hallway before returning to eat its dinner.

**Lamia:** 1, AC 3, MV 24, HD 9, AT 1, Dmg 1-4, STs10/STw13, THAC0 12, hp 60, AL CE.

Special Attacks (each once per day): *charm person*; *mirror image*; *suggestion*; and *illusion* (as the wand). Touch drains one point of wisdom permanently. Victim will obey lamia when wisdom drops below 3.

Equipment: dagger.

**Rust Monster:** 1, AC 2, MV 18, HD 5, AT 2, Dmg Nil, STs14/STw11, THAC0 15, hp 23, AL N.

Special Attacks: Rusts or corrodes any metal on a successful hit. (Magic items gain a saving throw of 10% per "plus", to resist the effect.)

Special Defenses: Weapons striking a rust monster are affected exactly as if the creature had scored a normal hit upon them.

## 7. Rogues' Quarters

A narrow aisle runs down the center of this long, dimly lit room. On either side of the aisle are several bunks. Most are little more than a straw mattress, but a few are covered with rumpled blankets. At the foot of each bunk stands a small, but heavy-looking chest.

A number of young men and boys are relaxing here. As you enter, there is a small flurry of activity, and most withdraw, staring. Finally, one of the older ones separates himself from the group and approaches you with open hands.

"Hey there mates! You must be new here. Care for a little game o' dice, or maybe a friendly chat with the fellows?"

This is the barracks of the rogues. There are 13 1st level thieves living here and learning the "trade". While the speaker and his friends have the characters' attention, 5 of the others will try to circle around behind the party and backstab. Any rogues not directly involved in the ensuing melee will attempt to pickpocket characters involved in hand-to-hand combat. If none of the characters are down after the first round of combat, all the rogues will flee by the most convenient exit.

Captured rogues will talk after only a little persuasion, but their knowledge is limited to information about Rooms 1-9 and the fact that the second floor is where the Masters live. The Guildmaster personally handles the protection of any extremely powerful magic items that pass through the Guild's hands, but they know no particulars about items currently held.

All but three of the chests are unlocked, and contain clothing and other odds and ends. The locks on the other three chests are a special design (-5% penalty to open lock percentage). Each contains 50 gp and a *dagger +1*.

**Rogues:** 13, AC 8, MV 12, T1, AT 1, Dmg by weapon, STs15/STw14, THAC0 20\*, hp 4 each, AL CE.

Special Abilities: Backstab for double damage with surprise; MS 15%; HS 10%.

Equipment: leather armor; short sword.

## 8. Exercise Room

This long room is filled with all manner of bizarre equipment. There are dummies covered with bells, stones scattered over certain sections of the floor, manacles on the walls, ropes strung the length of the room, wall sections made of several types of stone, etc. All of the items appear well-used.

This is the training and exercise hall for the apprentices. Aside from the unusual items described above, there is nothing of value here.

## 9. The Hall of Initiation

Even your lights cannot illuminate the contents of this pitch-black room. Faint silvery lines hang in the air forming odd patterns. Looking at the blackness closely, you see that night-black paint etched with hammered silver traceries covers the walls. On the floor is a double ring of red discs set in a triangular pattern. Standing in the center of this triangle is a man dressed all in black, who turns to face you as you enter.

The man is actually Azkiel, a rakshasa who took the place of a retired Guild member of the same name years ago. Finding the secrecy of the Guild to his liking, he made it his permanent lair, acting as a consultant to the Guild in his false persona. The Guild's current activities and constant trafficking with demons disturb Azkiel's lawful nature, and he would very much like to see the source of the problem (namely the Heart) removed.

If given a chance, he will use his illusion power to appear as a half-orc and identify himself as a cleric/thief. After explaining his viewpoint ("How would YOU like to have filthy demons underfoot while you're trying to work?"), he will offer the party accurate information about the adjoining rooms and even a few *cure light wounds* spells. If Azkiel can extract a promise from the group (valid under his *ESP*) that they will take only the Heart and not attempt to destroy the Guild, he will consider accompanying them as far as the entrance to the second floor, providing such additional aid as he is able.

If attacked, he will run through the door to Room 10, warn the thieves of the party's approach, then create an illusion of himself at far door to lure the characters into the ambush. Once the thieves have initiated combat, Azkiel will summon help with his *wand of conjuration*, then support the attackers with *magic missiles* until he is drawn into melee.

**Additional Notes:** Both exits are concealed. The secret door leading to Room 10 may be opened by stepping on the point of the triangle nearest it. The door to Room 5 is hidden by a permanent illusion, but its location is marked on the map.

The silver etchings on the walls spell out the Guild oath, and can be read by any thief, or via a *read languages* spell. The oath promises death for any member who reveals too much about private Guild matters.

**Rakshasa:** 1, AC -4, MV 15, HD 7, AT 3, Dmg d3/d3/d4 + 1, STs10/STw13, THAC0 13, hp 25, AL LE.

Special Attacks: *ESP* or create *illusion* at will; can use 1st-3rd level magic-user spells and 1st level cleric spells.

Special Defenses: Immune to spells below 8th level and non-magical weapons. Magic weapons below +3 do half damage; but a successful hit with a *blessed* crossbow bolt will kill a rakshasa instantly.

Equipment: *wand of conjuration*.

## 10. Training Hall

Shadows cast by flickering lanterns leap and dance about the room. Doors, lined up side by side, cover all the walls. The light shines over trunks, hanging ropes, weapons, small clockwork mechanisms, and other unusual items.

Five thieves are practicing their skills here in the training area. If they have been warned of the party's approach by the rakshasa, they will hide in shadows and try to surprise the characters on their way through, backstabbing the rear party members; otherwise, they are crouched beside doors, kneeling at trunks, climbing ropes, etc. when the party enters and the characters have the normal chances to surprise them. No thief will come to the defense of another or attempt a rescue. The last remaining thief will flee down the hall towards Room 14.

Captured thieves will not talk unless magically forced (i.e. *charmed*, etc.). All five know the layout of the entire first floor, the locations of all traps (and how to avoid them), and that the Masters of the Guild live on the second floor.

There are 6 small traps hidden about the room. (The DM may place the individual trigger mechanisms as desired.)

- (1.) Dagger springs out of the wall. (Trap hits as a 1st level Magic-user.)
- (2.) Puff of gas (5' diameter cloud). All within area of effect must save vs. poison or be violently ill for 3 turns (no actions may be taken). Victims have a -1 penalty on their "to hit" rolls for the next 24 hours.
- (3.) Fear gas (5' diameter cloud). All within the area of effect must save vs. spells or run at full movement rate back the way party came for 2 turns.
- (4.) Jet of flaming oil shoots out 3' from wall, doing 1d10 points of damage to anyone in its path (save vs. breath weapon for half damage).



(5.) Something goes click and bang, but nothing happens.

(6.) Crossbow bolt shoots out of the wall at chest height. (Trap hits as a 3rd level fighter for normal damage.)

Most of the doors in the room are false, and are there for lockpicking practice. All are locked when the characters enter, and relock automatically when closed. There is nothing of value in the room.

**Guildsmen:** 5, AC 6, MV 12, T7, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 23 each, AL CE.

Special Abilities: Backstab for triple damage with surprise; MS 55%; HS 43%.

Equipment: leather armor; longsword.

## 11. Journeymen's Quarters

All the small rooms here are identical, and the description given below applies to each. The doors are locked and trapped. When the handle is turned, a pit trap opens (as shown on the map) and drops anyone on it to Room 27.

The room is small and crudely furnished with a wooden cot and table. A few rags are piled in the corner. Otherwise, the room seems to be empty.

There is nothing of value in these rooms, but since the journeymen are trusted even less than the regular Guild members, the lead plaster coating was omitted from the walls of their quarters so that Theorin could scry the area periodically. There is a 20% chance that Theorin will be monitoring the area when the characters enter. If he sees the intruders and recognizes them as such, he will immediately alert Villetorus, Alefric, and all others to the security breach, and the characters will be unable to surprise any inhabitants from that point on unless special precautions are taken (i.e. invisibility, disguise, etc.).

## 12. Flame Trap Machinery

This area seems more like a shaft than a room. It is two stories high, and is dominated by an unusual contraption consisting of a large weight suspended over a tubular bellows. The weight is supported by a rope fastened to the floor and running through a pulley in the ceiling. A pipe runs from the bellows to a small keg nearby, then out through the south wall.

This is the mechanism that operates the fireplace trap in Room 3. If the rope is cut, the weight will fall onto the bellows and trigger the trap. There will be a roaring sound from the other side of south wall, followed by an angry scream.

Two turns later, two thieves will arrive, grumbling and complaining, to reset the trap. They will sound the alarm by shouting at the top of their lungs if attacked, but they can easily be convinced to talk if captured. They know the layout of the first floor and have heard rumors that the Guildmaster has recently acquired some fabulous stone or gem, and has it in his quarters on the second floor.

**Rogues:** 2, AC 8, MV 12, T1, AT 1, Dmg by weapon, STs15/STw13, THAC0 20\*, hp 4 each, AL NE.

Special Abilities: Backstab for double damage with surprise; MS 15%; HS 10%.

Equipment: leather armor; dagger.

## 13. Storeroom

The door is a heavy oaken affair. Three heavy iron bands run its width — near the top, at the middle, and close to the floor. Each band has a large keyhole in the center.

The door is 6 inches thick, and is constructed of oak planks with an iron plate sandwiched in the center. It is triple-locked, and all three locks must be picked before the door can be opened.

Shrouded shapes covered with dust stand around this gloomy room. Suddenly, one of the shapes rises and begins to move toward you with slow, halting steps.

This room is used as a storage area for many of the less valuable

stolen items, such as those taken for the Guild's 10% cut of member thefts. The shrouded figure is a skeleton wearing a sheet. It was created to protect the items in the storeroom from damage by rats and vermin and to fetch specific items upon request. It will approach the party and stop, waiting for instructions. Any damage to items in its charge will provoke the skeleton to attack; otherwise it will not fight even in self-defense.

Items found here include spellbooks, chests of small semi-precious stones, bags of silver, well-made but otherwise normal handi-crafts, casks of fine wines, smoked meats, etc. A quick search of the room (one turn or less) will reveal nothing spectacular, but a more extensive search will net each searcher 200 gp worth of small, pocketable stones per turn (800 gp worth per searcher, maximum).

**Skeleton:** 1, AC 7, MV 12, HD 1, AT 1, Dmg 1d6, STs17/STw14, THAC0 19, hp 3, AL N.

Special Defenses: Immune to *sleep*, *charm*, *hold*, and cold-based spells; half damage from edged weapons. Holy water does 2d4 points of damage per vial.

## 14. Weapons Hall

Ahead, a doorway opens into a large room which is obviously fitted out as a swordhall. Racks of weapons can be seen against the wall. Inside, you hear the grunt of voices. Feet thump hollowly on the smooth wood floor, but you cannot see the source of the noise.

At the entrance marked by the "T" is a trigger to a simple trap, designed to sharpen the reflexes of those entering the room. The first character to step through the doorway triggers a pendulum blade, which sweeps in an arc across the doorway, doing 2d10 points of damage to anyone standing in its path (save vs. paralyzation to avoid). An audible swishing sound precedes the blow. Once the motion of the blade is established, the rest of the characters can easily time their entrance to avoid it.

Two men are standing in the middle of the floor practicing with swords. They stop their swordplay as you enter, and the taller man asks whether you would like to join their practice session.

The shorter man is Martic, a thief; the taller one is Urgalion, a fighter who has worked with the Guild for years training thieves in the use of weapons. These two do not intend to let the party leave without a fight. Regardless of the answer to Urgalion's question, the two move to block the party's exit. They face off against party fighters and make a few playful feints, then suddenly spring upon their opponents and fight in earnest.

Urgalion will not hesitate to use one of his *javelins of piercing* in the attack. He will use the second one if necessary, but will refrain for as long as possible.

Martic knows the complete layout of the rooms on the first floor, plus the correct route through the invisible maze. He also knows that the new Guildmaster has recently acquired something called the Heart, which he keeps in his quarters. Urgalion knows the general arrangement of rooms on the first floor, and that there are some rooms in the basement that are rarely used. He knows how to use the elevator (Room 15), and how to lock it so that it will not go to the basement.

Aside from their magic items, Martic has a brooch set with two large diamonds and six emeralds (5,000 gp value), and Urgalion has 400 gp carefully stashed in a corner of the room.

**Martic:** AC 5, MV 12, T5, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 19, AL CE.

Special Abilities: Backstab for triple damage with surprise; MS 45%; HS 36%.

Equipment: leather armor; longsword; *girdle of frost giant strength*.

**Urgalion:** AC 2, MV 9, F8, AT 3/2, Dmg by weapon, STs13/STw10, THAC0 14, hp 50, AL NE.

Equipment: plate mail; shield; *sword of wounding*; 2 *javelins of piercing*; *ring of fire resistance*.

## 15. Elevator Room

This room is totally bare. In the west wall is a plain door; on the north wall is a lever.

This room is a specially designed elevator. When occupied, the whole room will automatically start to sink if the lever is not pulled as soon as the door closes, reaching the basement after one full turn. During this time, neither of the doors to the room can be opened.

There is an exact duplicate of this room on the second floor, lacking only the lever. The rooms are in the up position at the start of the adventure. Once in the down position, the elevator must be raised with the winch in Room 16 before it can be used again.

## 16. Elevator Winch

This two-story room is dominated by a large winch and series of heavy weights hanging from the ceiling. The drum of the winch is wrapped with heavy cables and has a heavy ratchet handle. The air smells of grease and sweat.

This room houses the controls that lift and lower the elevator room. Any dwarf can determine the nature and purpose of the machinery, and can figure out how to operate it after one turn of examination.

## 17. Disguise Room

This room has two rows of tables piled high with makeup pastes, wigs, combs, brushes, and lamps. Hanging from hooks on the walls are coats, cloaks, rags, and assorted pieces of clothing. Propped up in the corner are at least a dozen crutches and canes, and piles of shoes are heaped on the floor. Chests, some open and some closed, have been pushed up against the walls to allow floor space amidst the clutter.

Actually the chest to the left of the secret door on the east wall is an intelligent mimic "hired" to guard this entrance. It will attack anyone who tries to go through the door without giving the proper signal, but it can be bribed (with a large quantity of food, for example) to allow the party to pass.

The party may use the disguise materials here to appear as some other general class of person (i.e. merchant, beggar, etc.) if there is a thief present to instruct characters on proper use of the available items. (Note that most disguises will require the removal of armor and large weapons to be effective, and that without proper training the disguise only has an 80% chance to fool a casual observer).

**Mimic:** 1, AC 7, MV 3, HD 8, AT 1, Dmg 3d4, STs13/STw10, THAC0 12, hp 40, AL N.

Special Attacks: Glue.

Special Defenses: Can perfectly mimic stone or wood objects.

## 18. Portcullis Winch

This little room contains a small winch and chain arrangement similar to those used to raise and lower a castle portcullis.

This winch is used to raise the invisible portcullis in Room 1 after it has been dropped by the guards.

## 19. The Invisible Maze

As you come up the stairs, you see a large open room that takes up almost half the second floor. There are two boxlike floor-to-ceiling pillars, and three wooden doors evenly spaced on the north wall; otherwise the room is bare. The air smells stale and musty, and the faint sounds of growling and snuffling can be heard.

Built over a long period of time with Theorin's help, this room is filled with an invisible maze. Cages holding invisible monsters are built into the maze structure in three different locations. Near each cage is an invisible tripwire which will open the door when triggered by the passage of a man-sized creature. Once released, the invisible creature will trail the characters and attack invisibly from behind at the earliest opportunity.

**Invisible Gargoyle:** 1, AC 5, MV 9/15, HD 4 + 4, AT 4, Dmg 1d3/1d3/1d6/1d4, STs14/STw11, THAC0 15, hp 24, AL CE.  
Special Defenses: +1 or better weapon needed to hit.

**Invisible Black Pudding:** 1, AC 6, MV 6, HD 10, AT 1, Dmg 3d8, STs11/STw8, THAC0 10, hp 50, AL N.  
Special Attacks: Dissolves wood and metal.

Special Defenses: Immune to cold and lightning; blows do no damage, but divide the creature into two or more parts, each able to attack.

**Invisible Displacer Beast:** 1, AC 4, MV 15, HD 6, AT 2, Dmg 2d4/2d4, STs10/STw7 (+2 bonus not included), THAC0 13, hp 27, AL N.

Special Defenses: -2 penalty on opponent's "to hit" roll; +2 bonus on all saving throws.

## 20. Alefric's Quarters

The door to this room is lavishly decorated with embossed red leather set with brass studs in intricate patterns.

The door is locked. Anyone who touches it will trigger a *glyph of warding* (save vs. spells or be paralyzed for 12 rounds).

Inside is a lavishly fitted apartment of three rooms, each open to the other. One is obviously an audience chamber, another a private study and bedroom, and the third is a type of chapel.

There is a *glyph of warding* in front of each doorway, which will do 16 points of electrical damage to any creature that steps through the portal without speaking the name of the *glyph* (save vs. spells for half damage).

### 20a. Audience chamber

The audience chamber gleams of polished marble. Slender pillars stand along the walls, forming an arc around a hard stone seat. Behind this stands a twisted and foul statue of a man with an animal's head, inscribed with symbols.

In the shadows behind the pillars is a spectre, which lives here and serves the cleric. It will attack any intruders who do not give the proper signal upon entering. Any sounds of battle here will alert Alefric in the Chapel, who will sound the silent alarm, then move to the doorway and attack the intruders with spells. Villetorus and Theorin will arrive 3 rounds after the alarm is sounded by way of the secret door in the private study (20b) and join the fray.

There is a secret compartment in the side of the seat containing several scrolls, which may be read by a thief with a successful "read languages" roll, or via a *read languages* spell. These papers are non-magical, but they do explain the exact nature of the Crown and the Heart, and the agreement between Villetorus and the demon Emix to release Juiblex in exchange for the Heart and instructions on activating it. Also noted is a method by which the Heart may be destroyed once it has served its purpose. (DM discretion as to method. See DMG p. 164 for suggested means of destruction.) There is nothing else of value in the room.

**Spectre:** 1, AC 2, MV 15/30, HD 7 + 3, AT 1, Dmg 1d8, STs13/STw10, THAC0 13, hp 35, AL LE.

Special attacks: Touch drains 2 life levels.

Special Defenses: +1 or better weapons needed to hit; immune to poison, paralysis, and *sleep*, *charm*, *hold*, or cold-based spells. A spectre takes 2d4 points of damage (per vial which hits) from holy water, and a *raise dead* spell will kill it (save vs. spells negates).

### 20b. Private Study

The private study is a wood-paneled room, hung with tapestries. Rich looking carpets cover the floor, and small pots of incense and fragrant flowers stand in the corners. In the middle of the room is a heavy bed, thickly covered with blankets. Next to it stands a desk covered with an untidy mound of scrolls and a chair.

The entrance to this room is protected by another *glyph of warding*, which will explode for 16 points of fire damage if crossed without speaking its name (save vs. spells for half damage). Any noise in this room will alert Alefric in the Chapel, who will sound the silent alarm, then move in to attack the intruders with spells. Three rounds later Villetorus and Theorin will arrive at the secret door (a section of paneling between two of the tapestries with a small viewing hole at eye level), observe the situation, then enter and join the fight.

A search of the study will reveal several non-magical scrolls dealing with religious and temple matters of little importance, and a letter of introduction for Alefric from an evil high priest of a distant land, outlining his responsibilities for spreading their evil master's reign into new lands. Under the pile of scrolls are two cloth bags. One is red and contains three blocks of *incense of obsession*; the other is green and contains three blocks of *incense of meditation*. Under the blanket on the bed is a *bag of holding* containing 5,000 gp cash and two gems, each worth 5,000 gp.

## 20c. Chapel

The chapel is very dark and somber. The black marble walls are veined with gold streaks that flash and glitter in the light. The floor is also black marble, inlaid with bloodstone tiles that form lightning bolt lines pointing toward a curtained alcove at the far side of the room. The curtains are slightly parted, revealing a statue similar to that found in the audience chamber — a twisted man with an animal's head pouring spiders from his cupped hands. Kneeling beside the statue is a man dressed in expensive robes.

The man is Alefric the cleric. If given an opportunity to speak, he will make no hostile moves toward the party; but will warn the intruders carefully that it would not be wise to attack him in the chapel of his god. If Alefric is attacked, the statue will animate and come to his defense, along with six of the huge spiders in its hands.

Just behind the curtains next to the statue is the rope pull for the silent alarm, which will alert Theorin and Villetorus to trouble in Alefric's apartment. They will arrive at the secret door to the study three rounds after the alarm goes off, assess the situation through the viewing hole if possible, then enter and join the fray, using their resources as their judgement dictates. There is nothing of value in the Chapel.

**Huge Spiders:** 6, AC 6, MV 18, HD 2 + 2, AT 1, Dmg 1d6, STs16/STw13, THAC0 16, hp 12 each, AL N.

Special Attacks: Victim must save vs. poison (+ 1 bonus to the roll) or die; surprises on a 1-5 (1d6).

**Statue:** 1, AC 1, MV 6, HD 7, AT 1, Dmg 2d6, hp 30, STs13/STw10, THAC0 13, AL CE.

Special Defenses: Immune to *charm*, *hold*, and fire-, cold-, gas-, and water-based spells.

## 21. Theorin's Quarters

The door to this room is a solid black stone. There is no handle, no lock, and no sign of hinges. The stone is smooth and polished, but seems to absorb all light that strikes it.

The door cannot be pushed or pulled open. A successful find traps attempt will reveal a small lever set flush into the wall which may be moved to the left or right. The lever will open the door when pushed either direction, but left is the correct choice, as that will also deactivate the trap. Otherwise, a large stone block in the door lintel will fall when a man-sized creature steps through the doorway, doing 3d10 points of damage (save vs. paralysis to avoid). The trap mechanism is on the other side of the door.

You are greeted by a wash of acrid stench and cloudy fumes. Liquid rains down silently from holes in the ceiling into a pool in the middle of the floor. The walls to either side are seared and scarred. Clouds of fumes coil up from the pool as each drop splashes.

The scene described above is a permanent illusion, although it will not disappear if touched or disbelieved. The room is actually normal, except that the illusion masks the actual trap — three scythe blades set in the left wall which are triggered when someone enters the area of the illusion. The blades hit as a 3rd level fighter and do 3d10 points of damage to man-sized targets and 2d10 points to smaller targets on a successful hit.

The area beyond the trap is a single large room — a workroom/storeroom/quarters, all combined. Alembics, jars of pickled things, pillows, stuffed birds, racks of skulls, piles of books, bits of broken glass, shiny stones, inkwells, bowls of dried gruel, and dirty rags litter the area. Working at a table in the middle of all

this is a man dressed in robes and leather apron.

The man is Theorin the magic-user. Opening the door triggers a *magic mouth* that warns Theorin of intruders, making it impossible to surprise him unless the spell is deactivated. He will pull the rope beside him that rings the silent alarm as soon as he is aware of intruders. Alefric and Villetorus will arrive 3 rounds after the alarm is sounded and assess the situation by looking through the peephole in the secret door. The following round they enter and join combat, using their resources according to their best judgement.

Theorin will try to keep the characters occupied until reinforcements arrive. If in mortal danger, he will try to escape through the secret door or out into the maze, whichever is closer. He knows about the Heart, and will tell the characters how to find it if he has the word of a trustworthy character (such as a paladin) that he will be allowed to live.

A search of more than 3 turns will reveal three gems worth 3,000 gp each and 10,000 gp worth of jewelry, as well as Theorin's personal magic items.

## 22. Villetorus' Trap

This plain, unadorned wooden door is locked and trapped with a poisoned needle trap (save vs. poison or die; a successful saving throw reduces damage to 10 points).

The door opens into a small room, furnished lavishly in an eastern style. Pillows line the walls, the floors are covered with thick layers of carpets, and the walls are hung with tapestries. The fragrant smoke of exotic incense writhes slowly from a hammered brass burner. On the far side of the room, resting in a delicate setting on top of a slender filagree pedestal is the Heart. There appears to be no one in the room.

The room is a trap. The Heart is a copy of the original with a *Nystul's Magic Aura* cast on it. Touching the pedestal triggers a heavy metal slab which will slam down directly in front of the door, doing 3d6 points of damage to anyone standing there at the time. (A successful bend bars/lift gates die roll indicates that the victim has caught the slab on his shoulders and prevented it from closing, although the full damage still applies). Since the slab is smooth and has no handholds, it cannot be raised by strength alone once closed.

The incense in the air is a slow-acting poison, which causes 2 hp of damage per round after the first full turn of exposure (save vs. poison each round for half damage). A *neutralize poison* will purify the air in the room, but the incense must also be extinguished, or it will refill the room with poison in 2 turns. The poison already in the air will remain active until *neutralized*. *Slow poison* will prevent damage until the spell duration expires, but accumulated damage will take effect at that time.

The room contains enough oxygen to sustain one person for 48 hours. One week after the slab closes, the room will be reopened by the Guildmaster and 10 4th level thieves, who will try to take any survivors prisoner.

## 23. Villetorus' Quarters

The secret door opens into a narrow passage, which goes only a short distance before ending in a blank wall.

A weight of 50 lb. or more will cause the 10' x 10' trapdoor halfway down the hall to open, dropping whatever is on it 40' to the basement for appropriate falling damage. At the end of the hallway is a secret door to Villetorus' room.

This room is small and simply furnished, with very little in the way of decor. There is a bed, two chairs, a table and two trunks. A man is sitting in one of the chairs when you enter.

The man is Villetorus. His actions here depend on the status of the Heart. If it is active, he has all the powers listed in the description of the artifact, and will use them to his best advantage. (Note however that the Heart itself is locked in a chest, and Villetorus is loath to abandon it. He will stay and fight as long as possible, only *teleporting* out if it is clear that he will die otherwise).

If the Heart is still dormant, Villetorus has his *gem of brightness* at hand, and will use its blinding flash ability to distract the characters while he darts through the secret door. After alerting Theorin

and Alefric to cover his retreat, he will try to get to the roof and cross the invisible bridge. Villetorus will fight to the best of his ability if trapped, but will escape or surrender to avoid death if possible.

One of the chests is locked and trapped with a *fire trap* spell (cast from his *book of infinite spells*), which will do 1d4 + 10 points of damage (save vs. spells for half damage). Inside is a *book of infinite spells*, 3 gems worth 5,000 gp each, and a small inlaid box (also *fire trapped* for a like amount of damage) containing the Heart and a scroll detailing its history and use. There is nothing else of value in the room.

## 24. Windows

The room is small and unlit. You can make out the lines of a trapdoor in the ceiling by the light of the streetlamps.

The window rooms are traps to catch unwise intruders. Two rounds after the window sill is crossed, heavy iron shutters will slam shut, sealing the window. The shutters may be pried open with a successful bend bars/lift gates die roll. The trapdoor in the ceiling is locked from the other side. Once every two weeks the window rooms are checked by two 4th level thieves to see what has been caught.

## 25. Roof Catwalks

These catwalks are set perfectly level with the permanent illusion of the third floor and roof. Although the catwalks, supports, and the spikes which are set into the top of the second floor are clearly visible from below, they are covered by the illusion of the third floor roof from above. Characters who step off the catwalks while trying to navigate the "roof" will fall and suffer 2d10 points of damage from the fall onto spikes unless suitable precautions are taken or the way is known.

## 26. The Invisible Bridge

Persons crossing the invisible bridge will appear to be walking across thin air to the unaided eye. The actual bridge is solidly built with steady railings to either side, but the center floor section can be opened like a trapdoor by manipulating a control found at the end of the bridge. Any character who falls through the trap will take appropriate falling damage from the 50' fall to the alley below and be stunned for 1 turn.

## 27. The Underground Guardians

Before you is an underground cavern, crudely dug out of the earth. Muddy puddles dot the floor. Two large ugly creatures with tusks, horns, and brightly colored clothing are carrying a chest toward a tunnel. They grunt in surprise when you enter.

The two creatures are ogre magi who have discovered this secret entrance to the building. Being intelligent, they have used the knowledge to catch unwary thieves who try to enter or exit by this route. They have been somewhat successful up to this point, so they attack the party on sight.

In the chest are the personal items of several unlucky thieves, including 1000 gp in cash, several small trinkets of no value, a *scroll of protection from lycanthropes* and a scroll addressed to Villetorus ordering him to keep the Crown with him at all times and to trust no one. It is signed Emix. An addition in a different hand has added "I will not leave my apartments until you arrive. V." There is nothing else of value in this muddy room.

The passage the ogre magi were heading for travels about 200 yards and comes out at the edge of a dry ditch used to carry water into the city.

**Ogre Magi:** 2, AC 4, MV 9/15, HD 5 + 2, AT 1, D 1d12, STs13/STw10, THAC0 15, hp 28, 23, AL LE.

Special Abilities: *fly* (for 12 turns); *invisibility*; *cause darkness* (1" radius); *polymorph* to human (or humanoid form, 4'-12' tall); *regenerate* 1 hp per melee round (lost members must be reattached to regenerate).

Once per day: *charm person*; *sleep*; assume gaseous form; create a ray of cold — as per *cone of cold* effect from *wand of frost*, but does 8d8 points of damage to all in area of effect (save vs. spells for half damage).

## THEORIN

9th Level Human Magic-user

**STR:** 14  
**INT:** 17  
**WIS:** 12  
**DEX:** 15  
**CON:** 15  
**CHA:** 13  
**AL:** CE

AC 5; 25 hp

Equipment: *bracers of defense* (AC 5); *chime of opening*; *ring of regeneration*; *staff of striking*; *potion of speed*; *potion of gaseous form*; *crystal ball*.

Spells carried:

Level 1: *magic missile* (x2); *comprehend languages*; *unseen servant*

Level 2: *ray of enfeeblement*; *levitate*; *detect invisibility*

Level 3: *slow*; *dispel magic*; *fly*

Level 4: *dimension door*; *polymorph self*

Level 5: *contact other plane*

## ALEFRIC

8th Level Human Cleric

**STR:** 12  
**INT:** 14  
**WIS:** 15  
**DEX:** 13  
**CON:** 17  
**CHA:** 12  
**AL:** LE

AC 0; 52 hp

Equipment: *plate + 1*; *shield + 1*; *mace + 2*; *pale lavender ioun stone*; *potion of growth*.

Spells carried:

Level 1: *cause light wounds* (x2); *curse*; *cure light wounds*; *protection from good*

Level 2: *hold person* (x2); *silence, 15' radius*; *resist fire*

Level 3: *feign death*; *dispel magic*; *prayer*

Level 4: *cure serious wounds* (x2)

## VILLETORUS

12th Level Human Thief

**STR:** 13  
**INT:** 16  
**WIS:** 14  
**DEX:** 17  
**CON:** 13  
**CHA:** 17  
**AL:** LE

AC 3; 43 hp

Equipment: (*gem of brightness*); *cloak of displacement*; *dagger of venom*; *longsword + 2*; *potion of extra-healing*; *potion of diminution*.

Thieving Abilities: PP 105%; OL 87%; F/RT 75%; MS 99%; HS 82%; HN 35%; CW 99.2%; RL 60%



# THE LIGHTER SIDE OF ENCOUNTERS

CINDY Character © 1985 Dave Conant

IVAN AVATAR Character © 1985 Keith Parkinson

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by Skip Williams

Most FRP'ers like a little humor mixed in with their gaming. Some even cultivate it and drive the rest of us to distraction. We've all been subjected to puns (usually bad), jokes (often inappropriate) or clownish characters (generally amusing, but frequently undependable). But in spite of humor's inevitable appearance in FRP, the most comical episodes usually escape and go unappreciated. This is because players in FRP games often do things that seem perfectly reasonable at the time to those involved, but are ludicrous (or at least incongruous) when seen out of context.

The following encounters are based on actual campaign events. After examining them, you should be able to think of a few of your own; there's probably plenty of material right in your own campaign. A few of these should add some levity to even the most straight-faced adventure. Spring them randomly on your players for maximum shock effect, or confine the madness to one area of your world to increase bewilderment. Or do both and keep everybody guessing.

Before we venture off into this madcap adventure land, let us pause to anticipate a question: What sort of players do these things— what characters and in which campaigns? The answer is everybody— some and most, i.e. any player in any campaign, but some characters more than most. Take me for example. In a local campaign I maintain two characters, one an upright, hard-fighting lawful good Ranger Lord, the other a skitterish and — well — unstable, chaotic good lady Illusionist. Between the two, the illusionist is more fun to be with, being pleasant, flirtatious and clever, while the ranger is always giving the thieves the hairy eyeball and acting omniscient — his 7 Charisma doesn't help matters either. When it comes to comedy; however, it's the ranger that gets the laughs. While the illusionist is doing droll things like *paralyzing* rampaging purple worms and knitting together semi-illusionary *shadow monsters*, the ranger is single-handedly slaying dragons with poisoned *ioun stones* and chasing — with murder in his eye — seemingly harmless birds helter-skelter through dungeons at break-neck speeds.

How can the serious character be so much funnier than the comic? Because it's tough for a clown to make a fool of himself, but the same feat is excruciatingly easy for the rest of us. The same rule also applies to campaigns — some of them are so crazy that nothing seems incongruous.

Although the following encounters may be inflicted upon a party of any size and level, note that the NPCs involved are of respectable ability, and could easily best a low level group foolish enough to initiate combat. Use caution in running these encounters; they are meant to be fun, not deadly.

## Where, Oh Where, Has That Slimy Frog Gone?

Campaign: Aquaria

DM: Frank Mentzer

Location: Lake Geneva, WI

### Background for the DM

In another part of the dungeon, a high-level adventuring party has been fighting a pitched battle with some nasties, including a green slaad. When things began going the party's way, the slaad abandoned its comrades, *polymorphed* into a bird, and fled. Unfortu-

nately for it, the party's ranger was equipped with *boots of speed*, and has elected to give chase. An elf fighter/magic-user/thief set out after the ranger when the battle was over, and the rest of their friends will follow as soon as they finish mopping up.

### Notes for the DM

To run this encounter, start your party in the 30' square room at the north end of the map. How they get there is strictly up to you — stairway, connecting passage, *teleportation*, *et al.* Athelstan, Ivan, and the slaad start in area A.

The slaad has *detect invisibility* and *polymorph self* running and has already used its *delayed blast fire ball* and *gate*. In bird form it moves at 36", but it must slow down to pass through portals and cannot turn at full speed, so Athelstan (moving at only 24") is able to keep pace and close at each doorway.

Athelstan begins the chase at 69 hit points. He is under the influence of a *potion of frost giant strength*, has used a shot of *mustard* from his *canister of condiments*, and has cast his *unseen servant*. (The *servant* holds Athelstan's *ioun stone*, and since it only moves 12", is hanging on for dear life.)

Ivan starts the encounter at full hp, and has cast *polymorph self*, *detect invisibility* and *strength* — giving him a strength of 18(75).

Below is a round-by-round description of the monster and NPC actions, assuming no interference. To start the encounter, determine surprise, check character position, and establish any other pertinent details that may affect the action. Modify the boxed descriptions as needed to suit the circumstances.

### Round 1

Athelstan has caught up with the bird just on the other side of secret door B and dealt it a blow. It flies through the secret door while Athelstan recovers from his swing.

As you are proceeding along this normal dungeon corridor, an unnoticed secret door bursts open on your flank. An ordinary, drab-looking bird about the size of a crow swoops out of the opening directly over your heads — while you duck you wonder what unseen force always opens doors for monsters. Fortunately, the bird seems to be in a hurry to get somewhere and ignores you. It banks sharply and streaks away, brushing a few heads in spite of everyone's attempts to duck. You straighten up in time to see the secret door close, melding with the wall again.

Before you have time to ponder these events, the door flies open again, and a disheveled, strongly-built, sword-brandishing, and irritated-looking man storms out.

The door didn't slow him down much. Athelstan collides with any character foolish enough to be standing within 5' of the door at time, sending the unlucky individual sprawling. Meanwhile, Ivan starts out after Athelstan.

### Round 2

Unaffected, the newcomer casts his glance balefully about, spies the rapidly receding bird, bellows an earsplitting "Ah HAA!" and charges.

Athelstan, with his extra strength from the *potion* and his extra speed from the *boots*, will plow through any characters still in his path, knocking them aside like ninepins. He strikes and hits the bird as it slows to go through door *C*.

He accelerates rapidly as he gets clear, and closes on the bird. The bird squawks pitifully as its pursuer looms over it, and you give an involuntary shudder as the fighter winds up to deal the fleeing fowl a blow — it looks like bird hash. Slowing but a little, the fighter rises to the balls of his feet, and cranks back his sword-arm. Leaning into the blow, he snaps his glowing sword forward; the sword slices through the air with an eerie whistle and strikes home with a sickening “thunk”.

To your amazement, the bird is not sundered, but takes the blow. Shedding a feather, it is knocked against the far wall, caroming off like a feathered billiard ball before regaining its equilibrium. It laborously flaps its way upwards out of sword’s reach, and disappears into the darkness.

Recovering from his attack, the man dashes off after it. For a few heartbeats you hear nothing but his speeding footfalls, then he roars a challenge: “Stand and die like the slimy Frog you are!” There is no reply, and the echoes of the footfalls fade into the distance.

While you ponder these strange events, the secret door opens for a third time. As you all prepare to dodge, an elf hurries out, looks to his left and right, and finally asks “Did a guy and a frog come this way?”

Athelstan takes his final swing for the round as the bird passes through door *D*.

### Round 3

Athelstan pursues the bird through door *D*, and swings again as it pauses to pass through door *E*.

Ivan may converse briefly with any characters still at the door, but will decline to go into detail or explain the situation. He resumes the chase as quickly as possible, using the form of a sprite (MV 18”).

### Round 4

When the slaad gets to area *F*, it turns at bay. The ceiling in this 50’ square room is 40’ high. The 20’ × 10’ section in the middle of the north wall is only 15’ tall; however, and is fully enclosed. The slaad flies there, perches on the roof, *polymorphs* back into its original form (regaining 1-12 hit points), and attempts to negotiate

with Athelstan. Unfortunately, Athelstan isn’t in the mood to negotiate....

Slaad: “Can we talk about this?”

Athelstan: (gives sword to *unseen servant*, pulls out bow) “Sure, talk”.

Slaad: (Gulp!) “There must surely be some service I could perform...”

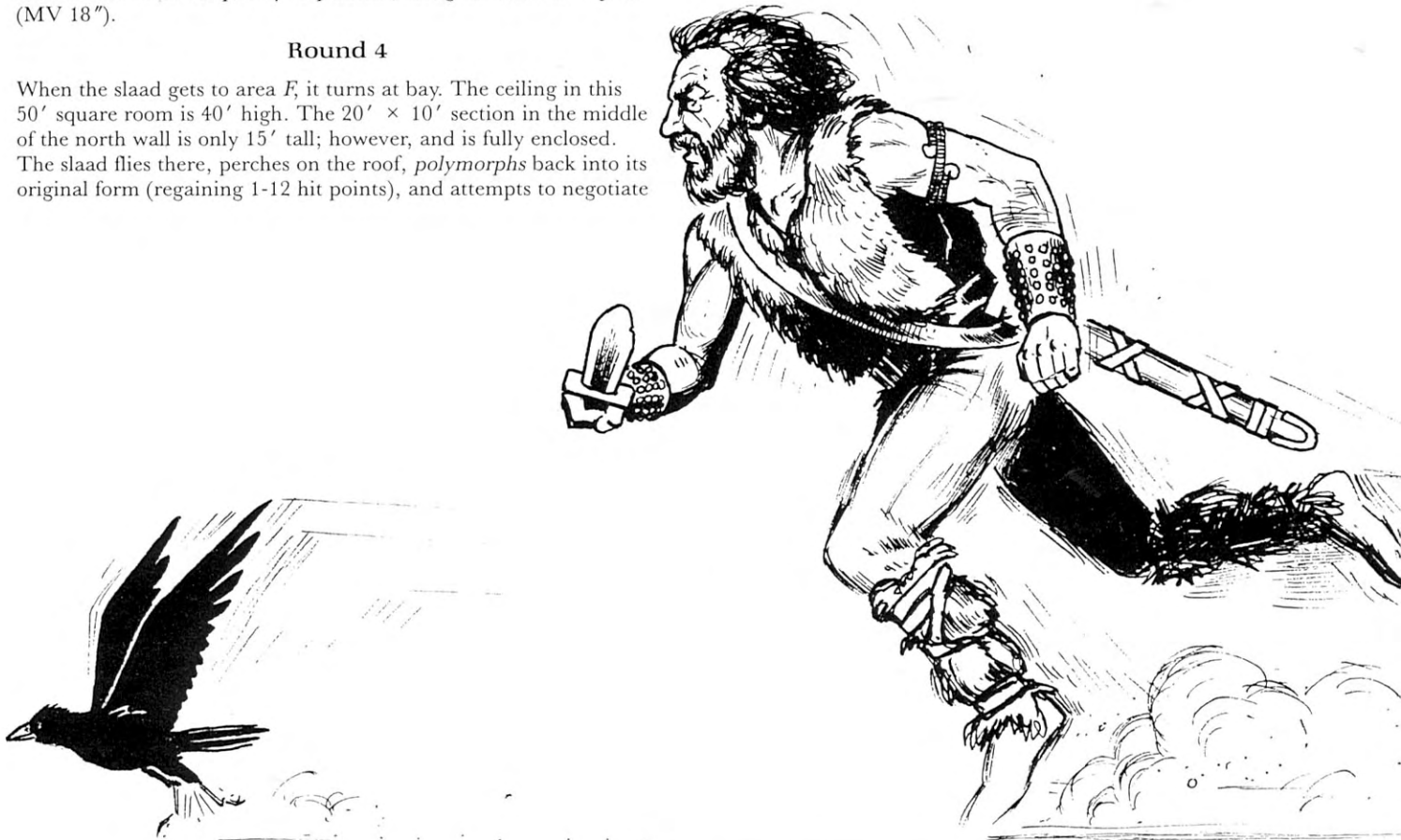
Athelstan: “That there is.” (Strings bow, gives string a twang, then holds strung bow in his left hand). “Go from this plane and never return, surrendering your symbol as security for your promise.”

Slaad: “#\$\$%&\*#@\*!\$(!”

After this failure of diplomacy, the slaad makes a run for it, *polymorphing* back into bird form, and attempting to exit the room the north. Beyond the north door is an even larger room with several exits, one of which is a random teleporter. If the slaad gets into this room, it may fly directly into the teleporter and escape.

**Notes:** If anyone begins to overtake Athelstan, he will have his *unseen servant* release his *ioun stone*. Athelstan is intent on killing the slaad, and will not return any attacks made on him; he counts on his speed, good armor class, and the *stone* to protect him while he concentrates on the slaad. Anyone who attacks him had better be strong of arm or glib of tongue; however, because the ranger will certainly seek a reckoning after his enemy is slain, and he can count on Ivan and the rest of his party to back him up if things get too hot. Should the slaad escape as the result of interference, Athelstan will seek a reckoning immediately.

This encounter is even more fun to run than it is to read, especially if your campaign has fallen into a rut lately. Things could get even more interesting if the party mixes it up with Athelstan — he’s tough! And there are also his friends to deal with. The rest of Athelstan’s party consists of a 10th level paladin, a 14th level magic-user, a 10th level illusionist, and a 10th level cleric. All are very well



equipped, along the same lines as Athelstan and Ivan, and will be very irritated with anyone who might have attacked their companions.

**Variations:** If the party isn't looking for trouble, and you want some excitement, try having the slaad *polymorph* into something noble-looking (gold dragon, lammasu, *et al.*), and ask the party for help. In reply, Athelstan will froth at the mouth and scream that it's a slaad — Athelstan froths at the mouth a lot anyway, but this leaves the party with a difficult decision. If the party attacks Athelstan, the slaad will escape at the first opportunity, leaving the player characters to deal with Athelstan, Ivan and the rest of their party.

**Green Slaad:** AC 3, MV 9, HD 9 + 3, AT 3, Dmg 2d8/1d6 + 2/1d6 + 2, STs11/STw8, THAC0 12, hp 73, AL CN.

Special Defenses: +1 or better weapon needed to hit; 50% magic resistance. If the slaad's symbol is still intact when its mortal form is destroyed, it will reincarnate after 24 hours as a blue slaad, remaining in that form a year and a day before resuming its original form and powers.

At Will Abilities: *polymorph self*, *telekinese* 1,250 gold pieces weight, *cause fear*, *continual darkness* (15' radius), *ESP*, *detect invisibility*, *detect magic*, *locate object*, *produce flame*.

Once per day: *delayed blast fireball* (12d6), *gate* in other slaadi with a 50% chance of success; if successful, the slaad that appears will be red (35%), blue (35%), or green (35%).

## ATHELSTAN

12th Level Human Ranger

**STR:** 18(90)  
**INT:** 16  
**WIS:** 18  
**DEX:** 14  
**CON:** 16  
**CHA:** 7  
**AL:** Lawful Good

AC -6; 84 hp.

Equipment: *bracers of defense* (AC 0), *cloak of protection* + 2; *ring of protection* + 2; *boots of speed*; *longsword* + 3; *long bow* + 1; 6 *arrows* + 1, 6 *arrows* + 3; *mace* + 1; *ring of fire resistance*; *sweet tooth*; *ioun stone* (lavender and green ellipsoid, 63 charges); *stone of cold immunity*; *peript of health*; *canister of condiments*.

Special Abilities: Surprised only on a 1 on 1d6; attacks 3/2; 10% resistance to *sleep* and *charm* spells; *infravision* (60').

Spells carried:

Level 1 (druid): *detect magic*; *fairie fire*  
 Level 2 (druid): *heat metal*  
 Level 1 (magic-user): *unseen servant* (x2—1 already cast)

## IVAN AVATAR

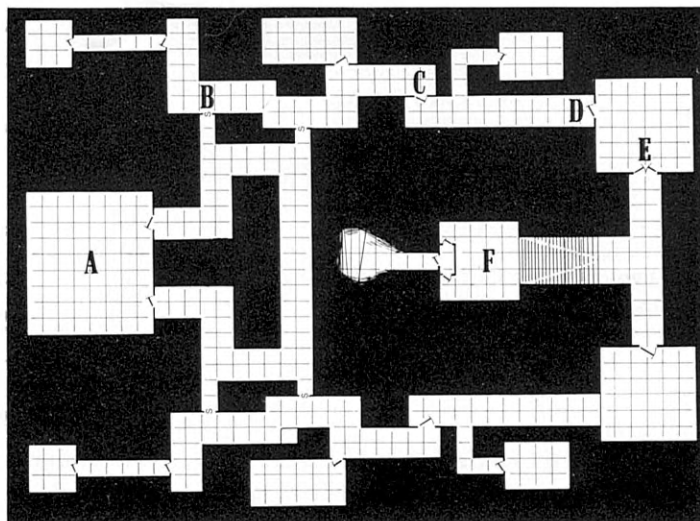
Elf Fighter/Magic-user/Thief (7/10/11)

**STR:** 18(45)  
**INT:** 17  
**WIS:** 14  
**DEX:** 19  
**CON:** 15  
**CHA:** 14  
**AL:** Neutral

AC -3; 63 hp

Equipment: *bracers of defense* (AC 4); *ring of protection* + 3; *longsword* + 3; *dagger* + 2; 3 *arrows* + 3; *boots of levitation*; *beady eye*; *arrow of direction*; *potion of healing*; *potion of plant control*; *wand of lightning* (42 charges); *temporary ring of spell storing* (*non-detection* x2).

Special Abilities: Two sword attacks and one dagger attack on even-numbered rounds, 90% resistant to *sleep* and *charm* spells; surprised only on a 1 on 1d6 (*beady eye*); *infravision* (105').



Spells carried:

Level 1: *magic missile* (x3); *shield*  
 Level 2: *detect invisibility* (x2—1 already cast); *strength* (already cast)  
 Level 3: *haste*; *lightning bolt* (x2)  
 Level 4: *polymorph self* (x2—1 already cast)  
 Level 5: *wall of force*

Thieving Abilities: PP 110%; OL 87%; F/RT 80%; MS 103%; HS 91%; HN 40%; CW 99.1%; RL 55%.

## Maybe She's a Slime, But She's Our Slime

**Campaign:** Aquaria

**DM:** Frank Mentzer

**Location:** Lake Geneva, WI

### Background for the DM

Some high-level adventurers on their way through the dungeon have sent their magic-user ahead to scout. Cindy, the mage in question, put up a *polymorph self*, a *detect invisible*, and a *fly*, assumed the form of a green slime, and flew on ahead.

The DM should place the rest of her party in a convenient location. As before, all variables that may apply to the situation (i.e. surprise, position, etc.) should be determined before starting the encounter. Modify the descriptions given to suit the actual course of events.

You are approaching a run-of-the-mill three-way corridor intersection; nothing really interesting. Your party plods on toward it unconcerned, but as always, mildly hopeful. You pause just short of the junction for the usual quick recon, keeping a sharp eye peeled for anything out of the ordinary. You are not disappointed. To your dismay, an amorphous green blob glides out of the darkness and sails right at you! You quickly back-pedal to get out of its path, but getting an entire party to beat an orderly retreat is something that none of you has quite mastered. There is a brief period of pandemonious grunts, shuffles, clangs, and curses as your party backs away. Your first rank barely gets clear as the flying slime enters the junction, giving them a glimpse of two vacant-looking eyespots that are just visible under the upturned leading edge of the pancake-shaped slime. Then, to everyone's great relief, the flying slime cruises through the intersection, showing no interest in you at all. You're not even sure it saw you.

Cindy flies toward a door some distance away, and settles wetly to the floor. She slithers under the door with a cacaphony of slurps, pops, and gurgles.

If pursued, Cindy will flee back toward her friends, who will

remonstrate with the party for what they regard as bothering their slime.

## Slime Encounter 2

Here's a variation of the slime encounter. The NPC party has had a brutal fight with some particularly nasty giant super spiders. The spiders were able to use their webs to devastating effect, forcing the party to blow off several *fireballs*. During the course of the fight, the party's magic-user — in slime form — was poisoned by a spider, and now lies stricken.

This room is a shambles. The flame-blasted stonework and stench of burned bodies tell you that you have stepped into the aftermath of a *fireball* attack. Little remains of the room's former contents, just some smoking debris of wood or cloth, some metallic slag, and several smoldering bodies of gargantuan proportions that look like they must have had at least eight legs in life.

Grouped in the center of the room is a typical-looking party of adventurers acting rather atypically. They are gathered around a small patch of green slime with looks of grim concern on their faces — how it survived the *fireball* is a mystery to you; and why the strangers are concerned or even interested is a bigger mystery still. One of the fighter types looks at a lady who is obviously the group's cleric. "Can you fix it?" he asks hopefully.

The NPC party will attempt to effect a cure for the stricken magic-user regardless of what the PC party does. The NPC fighters will converse, stall, or attack to kill (depending on which action is most appropriate) while their cleric works on the magic-user.

The cleric detaches herself from the crowd and bends over for a closer inspection of the slime. After a thoughtful pause, she says, "Hmmm". I could try a hold poison — no, that's not right. How about a cure traps? A resist light wounds? Ahh! I remember."

She utters a spell, then plunges a hand into the goo. Almost immediately the slime shudders and begins to rise from the floor.

What happens next depends on the situation. The magic-user will take a form appropriate to her party's needs at the time of her recovery.

Cindy's party is of roughly the same composition as Athelstan's. (And the cleric? Well, more about her later.)

### CINDY

12th Level Human Magic-user

**STR:** 8  
**INT:** 18  
**WIS:** 13  
**DEX:** 16  
**CON:** 16  
**CHA:** 14  
**AL:** Lawful Good

AC 3; 55 hp

Equipment: *bracers of defense* (AC 3), *ring of protection + 4*, *dagger + 1*, *+ 2 vs. creatures smaller than man-sized*, *wand of conjuration* (51 charges), *wand of magic detection* (39 charges), *hurricane lamp*, *scroll of delay* (4th level spells, 1 *ice storm*), *temporary ring of spell storing* (plane shift), *amulet of elemental command*.

Spells carried:

- Level 1: *reduce*, *magic missile* (x4), *shield*, *Tenser's floating disc*
- Level 2: *detect invisibility* (x2—1 already cast), *knock* (x2)
- Level 3: *fly* (already cast), *lightning bolt* (x2); *dispel magic*
- Level 4: *Rary's mnemonic enhancer* (*magic missile*); *polymorph self* (already cast); *dimension door*; *fire shield* (cold flame)
- Level 5: *hold monster* (x2); *teleport*; *passwall*
- Level 6: *Bigby's forceful hand*



# Punishments to fit the crime

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by Knarf Reztnein

## The Miller's Tale

The villagers were again on the rampage, so Castle Dracula was forced to relocate yet another time. Most of the Count's aides had already left, carrying various crates of supplies (and even the Count himself, in his coffin). The only remaining items were a small box of kitchen herbs and the huge black coffin stand. The smallest of the three remaining servants said "I'll get this box; can you guys carry that heavy coffin stand?" The others quickly replied, "Sure — if you've got the thyme, we've got the bier."

## Prisoners of the Bowler King

A group of adventurers once encountered some rock-like creatures known as Bowlers\* (MM2, pg. 21) in such numbers that they were forced to surrender; they had stumbled upon the great mountain of the king of that race.

Taken as prisoners and thrown into the dungeon cells, the adventurers soon met other hapless victims of the bowlers, including two metal golems (one short and silver, the other man-like and gold), a human princess, and a tall apelike humanoid. Though the bowlers had stripped all their captives of equipment, the ape-man (who called himself a wooky) had somehow managed to conceal his small traveling spellbook and was industriously studying *knock*\* spells.

Overjoyed at this turn of events, the party's mage borrowed the spellbook and studied similar enchantments. The party and the wooky allied to release themselves, the princess, and the golems (who, the wooky explained, were its comrades). They all crept up a long hidden stair and found themselves on the balcony overlooking the throne room, where the bowler King was consulting with his advisors on what to do with the adventurers' equipment, strewn about on the floor before them.

Having an opportunity but no weapons, the party tipped the golems over the balcony rail and, seeing that the wooky was distracted and still studying his spellbook, hurled the apeman at the King. The golems landed with satisfactory crashes but the King was unaffected, even though the astonished wooky scored a direct hit. As the King summoned his guards and the party beat a hasty retreat with the princess, resigned to the loss of all their equipment, the golden golem consoled its companion. "It was doomed to fail, my friend. You can't lay no booky wooky on the King of rocks that roll."





# NEEDLE

## PART I: RUINS OF EMPIRE

by Frank Mentzer

An AD&D® module for 6-8 characters of levels 8-10



## Characters

## Natives

Needle is specifically designed for the characters provided. If you do not use those characters, be sure that your PCs are equipped to handle the needs that arise, especially including those of communication, magical curing, and magical attacks. Also review the entire module and modify all the references to the PCs provided. You must also create different resolutions to some of the plot complications; for example, two of the PCs from Part I are not present in Part II, but reappear as NPCs in Part III.

There are two native tribes living in this area, and in conflict with each other. The villages of both tribes will be deserted if visited during this adventure.

Each character comes with role playing notes; this information is private, ONLY for the player of the character. Players will use some of the information in the course of the game, and some will remain secret. (You may review the role playing notes, of course.) Encourage the players to compare the characters to some extent, noting such details as height, weight, and magic items. Encourage them also to coordinate their spell selections; there are two clerics and two magic-users.

### Grippli

## Pre-Start

Before the adventure begins, have each character make eight Saving Throws: two vs. poison, one vs. breath weapon, three vs. spells (without wisdom adjustments, if any), one vs. petrification, and one vs. death. (Two of these are not actually needed, but will help keep everyone on their toes.) Note any failures on your "Saving Throw Sheet", then start the adventure.

The "good" natives are humanoid tree frogs called Grippli. Each is about 2½ feet tall; they eat fruit and insects (including giant forms, caught with nets and snares). Their hands and feet are adapted for easy movement through tree branches (9" rate). They wear no armor. They have 700 year lifespans but few offspring.

Grippli have grey-green skin, natural camouflage which aids in surprise (1-4 on 1d6). They have ultravision (10" range), allowing nighttime activity. However, they are not warlike. They speak their own tongue and a "Batrachian-Common" language by which they talk (though rarely) with froglike humanoids of other races. (See Encounter T2 for Grippli stats.)

The Grippli can be easily scared away by loud noises or magical displays. If scared off, they run to their village to tell the tribal mother about the events. They are not a real threat in this adventure; rather, they are an opportunity. One or two Grippli may be slain, either by mistake or if they are provoked to attack; however, if 5 or more Grippli are slain, for any reason, the entire village will flee deep into the jungle and not return.

The Grippli village is not visible from the air, as it is completely hidden under heavy jungle cover. It consists of 30 mud-and-grass huts around a central ceremonial area (rarely used, but containing blackened logs and ashes).

If approached carefully, the Grippli may be dealt with peacefully. They are interested both in well-crafted items (nearly everything the party has) and in brightly colored items, but not in treasure. They may offer to trade gems in exchange for other items; however, they have no conception of "real" gem values. Each Grippli carries some gems, as given in the descriptions. If bartering occurs, roll 1d20 to determine the value of the gem offered:

## Players' Background

Several years ago, when you were all novice adventurers, you joined an adventurers' guild known as SMART — the *Syndicate of Master Adventurers for the Recovery of Treasure*. You were all strangers to one another then, but you came to know and respect each other's talents over the years.

SMART is but one of several adventurers' guilds located in the capital city. By royal decree, all professional adventurers residing in the capital must belong to a guild; several organizations were formed to satisfy the letter of the King's edict. Each caters to a specialized group; there is the Assassins' Guild, the Legion of Law, and many others. SMART is one of the largest and most powerful groups now existing.

All SMART members are Neutral, at least in part. Moral extremists (such as Paladins) are not invited. Evil is also discouraged, though not totally forbidden.

SMART members swear oaths of loyalty and cooperation. Members never steal from each other, or from the group. Lost members are recovered and restored, if possible; if not, their rightful share is paid out, according to their wills.

SMART has served you well. Through it, you find opportunities for profitable adventure, friends, and knowledge. SMART members train you; SMART sells potions and normal equipment at discount prices. Your own interests are best served by keeping good relations with the group, and with its individual members.

Notices of Opportunity are always posted at SMART headquarters. You have volunteered for an adventure to serve the King. The notice was clearly marked with the rune for "High danger, high reward", and many asked to go. But you are the lucky ones, selected by the SMART leaders.

It seems that the King has heard of a large and powerful magical device located in the ruins of a city far away. He wants you to locate it for him, so that an expedition can be sent out to retrieve it. You are to be paid a relatively small fee, but can keep anything you find in the city. Your reputations will also profit, as will your guild's. Transportation is provided.

The device is rumored to be a large pillar with flat sides. No verified details of its size or powers are available.

This adventure begins in the early afternoon of a clear, sunny day. Your ship is nearing the end of its three-week voyage southward; the lookout suddenly cries "Land Ho!"

Once you debark, the ship and crew will wait for up to two weeks before they give up and return home.

Die Roll	Value
1-4	10 gp
5-8	50 gp
9-12	100 gp
13-16	500 gp
17-19	1000 gp
20	5000 gp

### Bullywugs

The "bad" natives are humanoid frog-like beings (physically very similar to the Grippli) called Bullywugs. They are about the same size (some larger), similarly colored, and eat the same things — fruit and insects — plus flesh. They also wear no armor, but may use shields on occasion. They have also adapted for easy movement in trees. They speak their own tongue and the "Batrachian Common" tongue, as do the Grippli.

Bullywugs are less intelligent than Grippli, but more aggressive. They surprise on 1-3 (on 1d6), or 1-5 if hopping to the attack. Like the Grippli, the Bullywugs can easily be scared away by loud noises or magical displays. If scared off, they run to their village to tell their leader about the events.

They are a minor factor in this adventure, but will have more influence in Part II of this series of modules.

The Bullywug village is not visible from the air, completely hidden under heavy jungle cover. Very similar to the Grippli lair, it consists of 25 mud huts around a central ceremonial area (rarely used, but containing a muddy bog with some bones). If 20 or more Bullywugs are slain, the entire village will flee deep into the jungle and not return.

The Bullywugs are not interested in trade of any kind. They may pretend to be Grippli if approached, but will probably attack if an ambush is possible, or if surprise is likely. Survivors will flee such an attack quickly, leaving if any 2 are slain; however, such encounters will arouse their innate hostility, and more Bullywug attacks will surely follow.

**Bullywug Native:** AL CE; MV 3"/15"; HD 1; AC 6; THAC0 19; AT 3 or 1; Dmg 1-2/1-2/2-5 or by weapon; SZ S; IN Average; STs 17, STw 16.

## Treetops

There are many creatures dwelling in the trees, and they can be quite dangerous: giant dragonflies, various normal and giant snakes (boa constrictors, boas, poison and spitting snakes, and others); spiders of all types and sizes; and giant wasps, living in several huge colonies in the treetops. They normally stay there, but sometimes venture near the ground to forage for prey. They rarely fly above the treetops.

If characters go near the treetops, either by flying or climbing, tell the players that the trees are "thick with flying, crawling, hissing creatures of all types". Try to impress them with the *extreme danger* of entering or passing through the treetops.

Characters who do enter the treetops are attacked by the collection of creatures below:

If these are all killed, the characters can proceed without further problems, unless they re-enter the treetops at another point. Consider this horde to be present in any one section of treetops, roughly 100' square; if treetops are entered in a different place, another group will be ready, waiting, and hungry.

**Dragonfly, giant:** 3; AL N; MV 1"/36"; HD 8 + 3; hp 40 ea.; AC 3; THAC0 12; AT 1; Dmg 4-16; SZ M; IN Low; STs 6, STw 5.

Special Defenses: +2 bonus to initiative; with initiative — immune to hand-held weapons, AC -1 vs. missiles; without initiative — AC 1 vs. missiles; makes all saving throws as L16 M-U.

**Snake, giant constrictor:** 1; AL N; MV 9"; HD 6 + 1; hp 30; AC 5; THAC0 13; AT 2; Dmg 1-4/2-8; SZ L; IN Animal; STs 16, STw 15.

**Snake, giant poisonous:** 2; AL N; MV 15"; HD 4 + 2; hp 12 ea.; AC 5; THAC0 15; AT 1; Dmg 1-3 + poison; SZ L; IN Animal; STs 17, STw 16.

Special Attacks: Poisonous bite.

**Spider, huge:** 6; AL N; MV 18"; HD 2 + 2; hp 12 ea.; AC 6; THAC0 16; AT 1; Dmg 1-6 + poison; SZ M; IN Animal; STs 17, STw 16.

Special Attacks: Surprise on 1-5; leap 3" range; weak poison (+1 bonus to saving throws).

**Spider, giant:** 4; AL CE; MV 3"/12"; HD 4 + 4; hp 25 ea.; AC 4; THAC0 15; AT 1; Dmg 2-8 + poison; SZ L; IN Low; STs 16, STw 15.

Special Attacks: Poisonous bite.

**Wasp, giant:** 10; AL N; MV 6"/21"; HD 4; hp 25 ea.; AC 4; THAC0 15; AT 2; Dmg 2-8/1-4 + poison; SZ M; IN Non; STs 17, STw 16.

Special attacks: Tail sting (save vs. poison or suffer permanent paralysis).

Note: Wings burn off in fire (no damage, but wasp cannot fly thereafter).

## Encounter Key The Beach

The ship lands on a strip of clear shoreline, but dense jungle lies beyond. The characters may either search for a trail (there is one), or fly overhead looking for clues. An aerial search will reveal nothing but jungle for miles unless *detect invisibility* is used; if so, some ruins can be spotted 1½ miles inland under the dense treetops, straight in from the beach. Swarming hordes of creepy crawlies (see "Treetops" section) can be seen in the trees as well. The trail also leads to the ruins.

Refer to the Overview map. If the party heads in by the trail, note the encounters along the way. If they all take the aerial route, landing in or near the ruins, use the "Treetop" encounter as noted earlier.

The trail leads northwest from the beach for about 70 yards, then heads north for 300 yards, and turns again to the northwest.

### T1. Weirdness

At the point marked "X" on the Overview map, 200 yards west of the first bend in the trail, stands a basidiroid. It has been emitting poisonous hallucinatory spores, which cover the area marked with the dotted circle.

Use the results of Saving Throw A (vs. poison). Anyone who has failed this saving throw is affected in some way, believing that something is wrong. *Do not announce the effects*; simply give ONE note (handouts, center section) to EACH player. Players with affected characters should receive "delusion" notes; those with unaffected characters should be given the "message" notes provided.

The hallucinations are NOT illusions, and disbelief has no effect; they MUST be believed and acted upon as if real. Tell the players to read their messages, and not to compare or discuss them, merely to act on them.

The delusions will continue until 1-4 rounds after leaving the area, or until a *slow poison* or a *neutralize poison* is applied. (However, if the latter method is used, another saving throw must be made immediately.) *Keoghtom's ointment* will give immunity to the effects for 3 turns.

The noise awakens a jungle ankhkheg, which rises up at the west side of the path (but without surprise), and attacks. Deluded characters MIGHT be able to attack the ankhkheg, if convenient or wise, but their delusions have first priority. The delusions do not prohibit spellcasting.

Ignore acid damage to items. When the monster is damaged to 15 hp or less, it squirts acid in the next round, automatically gaining initiative. Use the victims' Saving Throw C (vs. breath weapon). The monster can attack normally after squirting (at the end of the same round), but no extra acid damage applies to a bite after the creature has used its squirt.

If the party flees, the ankhkheg will move onto the trail and pursue.

**Basidiroid:** AL N(E); MV 6"; HD 5 + 5; hp 35; AC 4; THAC0 13; AT 1; Dmg 2d4 + smother; SZ M (6'); IN ?; STs 14, STw 13.

Special Attacks: Spores clog victim's respiratory tract on a successful hit unless a save vs. poison is made. Victim will smother in 2-5 rounds unless a *cure disease* is applied.

Special Defenses: immune to all *charm*, *hold*, and mind attacks; cold slows by ½ and prevents spore attacks.

**Ankhkheg:** AL N; MV 12" (6"); HD 8; hp 50; AC 2/4; THAC0 13; AT 1; Dmg 3d6 + 1d4 acid; SZ L (20' long); IN Non; STs 16, STw 15.

Special Attacks: Squirt acid (30' stream, 10' wide at base) for 8d4 points of damage. (Save vs. breath weapon for ½ damage.)

## T2. Visitors

From the first bend, the trail proceeds northwest for 635 yards (9 diagonals of map squares), and then turns north. But 70 yards (one diagonal) before the turn, the party notices a small group of frog-like humanoid in the jungle to their right (northeast), watching them carefully.

These are the Grippli; be sure you are familiar with them. (See "Natives" above for details.) They will flee from any party aggressiveness, but will not fear spell casting in itself. They do NOT speak (human) common, only the Grippli and "Batrachian Common" tongues; thus, a *tongues* spell is needed for meaningful communication. Alignment language may be used, but will only produce general messages — such as "Peace!" and "Got anything for me?" If approached peacefully, they may barter, and may possibly be convinced to take the party to take the party to their village. (Note that they will not suggest this, but may agree if sufficiently bribed or *charmed*.)

If any good will is generated, through trading or conversation, and if communication is possible, the Grippli will reveal the following bits of information:

1. There are others about, like Grippli but not like Grippli, who are nasty, and enemies of the Grippli. However, they have not been seen for a week or two.
2. There is a plant monster ahead, at the second bend in the trail, which is best avoided. Only a slight departure from the trail is needed; the party should stop 100 feet south of the turn, head northwest through jungle for 200 feet, and then turn north again; they will easily regain the trail.

**Notes:** The Grippli "foot" is ¾ the size of the human foot. Thus, the creatures' directions are not correct if used in human terms. A Detail Map is provided, giving the paths taken by the party if the true Grippli distances are used (Path A), and if human "feet" are used (Path B). If anyone thinks to double-check Grippli

distances — by comparing actual feet, or asking for the Grippli estimate of an item's or person's size (multiply normal size by  $\frac{5}{3}$ ), this discrepancy can easily be noted and corrected.

Path B comes within range of another Mantrap, located 60 yards (human) west of the one by the trail. If this occurs, use the same details as given for the first one. If BOTH are encountered, (unlikely but possible), have all characters make saving throws for the second one; do not use pre-rolled saves.

Many characters (and all magic-users) can accurately estimate lengths at a distance, if a clear view can be obtained (and such is the case on straight sections of trail). This elementary surveying technique requires only the use of an item with a known length (such as a 10' pole). Thus, the distance from the turn CAN be estimated without approaching the danger zone.

**Grippli Natives:** 4; AL N; MV 15"; HD 1 + 1; hp 6 ea.; AC 9; THAC0 18; AT 1; Dmg 1d4 or weapon; SZ S; IN Very to Exceptional; STs 17, STw 16.

### T3. Sniff

After the trail turns north, it proceeds for 200 yards and then again turns northwest. Near that turn, 40 feet to the north, is an insidious plant monster called a Mantrap (Detail Map #T-3). It appears similar to a huge (24' tall) weed, with bell-like flowers on its stem, and with five large trap-like leaves. It does not attack with the leaves; it merely waits until prey climbs in voluntarily!

Use the results of Saving Throw B (vs. poison). All victims become fascinated by the odor, and leave the trail heading north. Those attracted will go to the body of the plant and voluntarily climb into one of the 4 leaves on the plant, unless prevented by their comrades. Once entered, a leaf closes about the victim, inflicting a number of points per round equal to the victim's AC rear (minimum of 1 point per round), by acid damage. Items exposed to the acid must be saved for immediately, and at the beginning of each turn (not round) thereafter; all metal receives a + 2 bonus.

The victims can only be pulled free if the plant is killed or if the attacking leaf (and branch) is cut off; treat each leaf-stalk as AC 6, hp 10. (Note that an edged weapon is needed for the latter. Damage to a leaf-stalk is NOT counted against the monster's total hit points.)

The fascination comes from a pollen released from the plant, to 20 yard range. This is a poisonous effect, not a magical one; it can be dispelled by the passage of time (24 hours spent out of range), or the burning of the plant, or magical remedies against poison (*slow poison* or *neutralize poison*, *Keoghtom's Ointment*, etc.). Note, however, that if the inhaled pollen is *neutralized* while the victim is still within pollen range, the victim must make another saving throw (vs. the poison/fascination) immediately! (Do not use pre-rolled Saving Throws if this occurs.)

**Mantrap:** AL N; MV 0; HD 8; hp 55; AC 6; AT 1 (x4); Dmg = victim's AC rear; SZ L; IN Non; STs 16, STw 15.

Special Defenses: Immune to all mind attacks (no mind), and to other spells as a normal plant.

### T4. Watcher

From the "Mantrap bend", the trail proceeds northwest for 212 yards (3 map diagonals) and turns north again. However, 25 yards before that turn, the trail crosses an unusual flat, hard, cleared area that is 12 yards wide. This is the remains of an old road, which once led from the city (now ruins) to the coast. No large trees grow on the old road; only shrubs and small plant growth can survive on it. It is not visible from above, as the branches of nearby trees intertwine far above it, forming a canopy.

Buzzing over the road to the north of the trail at this point are 3 giant dragonflies, which will attack as soon as the party arrives. Standing motionless at the edge of the road just south of this point is a giant mantis. It will not be noticed, blending perfectly with the underbrush, unless *detect invisibility* or some other means is used. The mantis will NOT attack at this time; if spotted and attacked, it will flee.

The mantis is watching for easy prey. During the melee, if one or two characters (only; not 3 or more) back up to the south edge of the path (to avoid the dragonflies), the mantis will reach out quietly and carefully and grab one victim from behind with its forelimbs (2d6 points of damage); the victim is not silenced, but is immobile (use AC rear hereafter). During the next and following rounds, the

mantis will bite at the victim each round, while turning about and heading south down the old roadway (6" rate). It cannot fly in this terrain. If pursued and attacked, it will flee from missile or magical attacks (still holding its victim), but will stop and fight if attacked hand-to-hand.

**Note:** The mantis will NEVER attack if 3 or more characters back off from the dragonfly melee (or if none back off); it will choose to remain hidden, to await other prey.

**Dragonflies:** 3; AL N; MV 1 1/36"; HD 8 + 3; hp 50 each; AC 3; THAC0 12; AT 1; Dmg 3d4; SZ M; IN Low; STs 6, STw 5.

Special Defenses: Saves as Level 16 M-U. The monsters gain a + 2 bonus to all initiative rolls. (In play, add the bonus to your roll, and have one player roll for the party. Individuals MAY add their Dexterity modifiers (if applicable) and compare their totals against the dragonfly opponents.) Due to their high-speed darting and hovering, the following combat effects apply:

Monster WINS initiative: Immune to hand-held weapons,  
Monster LOSES (or TIES) and AC -1 vs. missile fire.  
initiative: AC 1 vs. missile fire.

**Giant Mantis:** AL N; MV 6"/12"; HD 10; hp 70; AC 3; THAC0 10; AT 1 grab or bite; Dmg 2d6 or 3d4; SZ L (12' tall); STs 14, STw 13.

### T5. Continue

From this point, the party can continue up the path, or may take the old road. Either way, no encounters will occur; however, one noteworthy bit of information is obtained at the point where the road and path intersect next.

An old trap lies at that point, now obvious and easily avoided. It consists of 4 spears, their points discolored by poison (now harmless), mounted on a spear-throwing contraption made of branches. Some footprints are nearby — those of froglike humanoids. (Actually bullywugs, but the characters may think otherwise.)

Both the trail and the road lead to the ruins.

## PART 2: THE RUINS

### DM Notes on the Maze

#### Corridors and Rooms

The entire maze is very clean, except for a bit of rubble around each entranceway. The floors and walls are stone; the ceiling, 15' up, is the force field. The stone is very tough and slightly enchanted besides; digging will not penetrate it, spikes cannot be hammered into it, and so forth. However, a *passwall* spell can cause part of a wall to disappear for the spell duration, producing a hole 5' tall, 8' wide, and 10' deep.

#### Doors

Each door is made of a shiny reddish metal unknown to the characters (silicon-steel). No hinges, locks, latches or doorknobs can be found. All doors open by themselves when touched; no "open doors" roll is needed. When any door is touched, it slides downwards into the floor until its top is flush with the stone, leaving a flat surface. The door remains in that position until closed (via the control room in the center of the maze) or until it closes itself (as given in some descriptions). Unless a description mentions that a door closes, assume that once opened, it remains open. *Whenever a door remains open, put an "O" beside it on your map. (This may be needed later.)*

#### Zap

The maze appears to be an easy one, but there is actually only one route through it. Your DM's map is marked with several blockages, each marked with a "\*\*\*"; this stands for "disintegrator". Disintegrators are invisible and non-magical, but will register as traps if a clerical *find traps* spell is used.

The "\*\*\*" may occur at a door or doorway, or may simply block a corridor. When a "\*\*\*" door is opened, the doorway is filled with a bluish electricity; this has the same effect as a "\*\*\*" area in a passage.

The passage of one foot or more of material through a "\*\*\*" will activate the disintegrator, destroying that portion of the material which has passed through. Thus, a 15 inch stick inserted in a "\*\*\*" area will suddenly go "zap", and the character will be holding a 3-inch stick, cleanly cut off. (Note that a small object thrown through

## Montana

You are a “tomboy”, even among female dwarven fighters, and enjoy a rousing good time of any sort. Among your kind, you’re awesome — standing well above the average height, and very sturdily built. You stay in shape by having fun — activity of any sort. Though you may seem a bit “rough-and-tumble” to others, you don’t care; if they don’t like it, they can go away. Fast. You enjoy challenging male dwarves, proving that you’re the best, whatever the contest; and you prove your worth, rather than merely brag.

Besides your strong racial preferences, you like fun and games — boisterous activity of any sort. You dislike weaklings and “fat boys”, though you have come to respect the cleric’s skills (if not his other traits). As a very active person, you enjoy almost anything strenuous — a good fight, mountain climbing, mining, and so forth. Your magical *boots* help in these pursuits, as well as in many melee and dungeon situations. As part of a standard group marriage in your Boulder Clan, you are involved in the running of the clanhome whenever you’re there. You take a dominant role, of course. Most of the gals think you’re wonderful, and some would like to nominate you for clanmistress; but you don’t want to be tied down with that sort of thing.

BLONDY, the leading fighter, is a well-built but quiet lady, always polite and patient. She’s not too bright, but that doesn’t interfere with her reknowned fighting skill. You get along well with her, often telling each other stories.

SLIM, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he’s very thin. He’s been exercising to build up his strength (but without success), and stays healthy by carefully watching his diet. He’s too serious, though; sometimes you get in the way of his spells (by accident, *levitating*), and he gets mad.

SMILEY, the cleric, is sensitive about his weight — well over 200 pounds, but only 5’ 4” tall. He’s outgrown 2 sets of plate armor already, and is stuck with chain mail. He’s got a good sense of humor, and a full appreciation for dwarven things — especially fine ale.

THE GHOST, the halfling thief with his *ring of invisibility*, is very independent; he’s always sneaking off somewhere. You don’t know much about him, but he’s never caused any problems.

DIGGER, the gnome fighter-thief, is also called “hoser”, due to his magic water bottle. His sense of black humor (as with all gnomes) is sometimes irritating. You get along nicely, however. You’ll freely admit he knows more about mining than you do; but he’s also a skinny little runt.

BLAZE, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in “attack-type” magic, and collects magic wands. You avoid each other, sometimes exchanging snide remarks — if it doesn’t interfere with battling common enemies.

FINDER, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. Other than those material assets, though, he’s a bore, and sometimes a real pain, with his “goody goody” attitude.

## Smiley

You are a fat, jolly churchman, dedicated to bringing peace and happiness to the world (starting with your allies). You have a weight problem, and have grown too wide for any available plate mail. You’re looking for better chain mail, but aren’t seriously trying to trim down; it’s too much trouble. Usually good-humored and optimistic, you try to find the best in everyone and everything. Most of your comrades aren’t as forgiving as you are, and you’re trying to show them a more Good-oriented outlook, through word and deed.

You like demi-humans a lot, and are studying their psychology; they’re a fascinating lot. You dislike Evil to the extreme, often praying over your enemies before you slay them. You are a connoisseur of excellent food and drink; you can often identify a wine’s year and place of manufacture, and are a leading authority on elven wines and dwarven ales of the last 500 years. Your wife (another large, jolly person) is an excellent cook. By comparison, she makes you feel thin — wonderful! Together you run a small, exquisite, expensive restaurant in the capital.

You know all the others here quite well; you have adventured with them before:

BLONDY, the leading fighter, is a well-built but quiet lady, always polite and patient. She’s not too bright, but that doesn’t interfere with her reknowned fighting skill. When she kides you about your weight, you pretend to get mad (but you don’t, actually).

SLIM, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he’s very thin. He’s been exercising to build up his strength (but without success), and stays healthy by carefully watching his diet. You often avoid standing near him; that seems to generate unfavorable comments and comparisons from others.

MONTANA, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. Sometimes she’s a little bloodthirsty, you think, but she’s been a valuable source of information about dwarven lifestyles — and ale!

THE GHOST, the halfling thief with his *ring of invisibility*, is very independent; he’s always sneaking off somewhere. You believe that your praying and lectures helped turn him from evil ways, a few years ago, when he was more reckless.

DIGGER, the gnome fighter-thief, is also called “hoser”, due to his magic water bottle. His sense of black humor (as with all gnomes) is sometimes irritating, but you have learned to appreciate it, and can now fluently engage in witty gnomish repartee — to his delight.

BLAZE, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in “attack-type” magic, and collects magic wands. She’s a mysterious sort; your other elven contacts reveal more information than she does. You tend to watch for her actions, as good clues in fast-response situations; she depends on you for protection from Undead.

FINDER, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. He’s nearly hopeless as a cleric; you often help him select and coordinate spells.

## Slim

You are a serious student of your craft. Due to your thin build and low strength, you exercise and watch your diet closely. You have opinions about nearly everything, and sometimes talk too much, assuming a lead role. Your sharp, perceptive comments are sometimes lost on the others.

You like philosophical discussions, and dislike people who can’t keep up with your mental speed. You like reading, and write exciting stories in your spare time. Sometimes you get so interested in studies that you forget to exercise — sometimes for days. A long-time bachelor, you have a suite of rooms in a castle back home. The castle belongs to your tutor of the last 12 years, the noted court Wizard Felonius.

You know all the others here quite well; you have adventured with them before:

BLONDY, the leading fighter, is a well-built but quiet lady, always polite and patient. She’s not too bright, but that doesn’t interfere with her reknowned fighting skill. You’ve given her some help with her diet, but often become impatient with her lack of quick understanding.

SMILEY, the cleric, is sensitive about his weight — well over 200 pounds, but only 5’ 4” tall. He’s outgrown 2 sets of plate armor already, and is stuck with chain mail. He’s otherwise a very likeable person, but you avoid standing near him; others sometimes make unflattering comments about the two of you.

MONTANA, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. She’s very trustworthy, but sometimes gets in the way of your spells.

THE GHOST, the halfling thief with his *ring of invisibility*, is very independent; he’s always sneaking off somewhere. You still don’t trust him completely, and prefer to keep a *detect invisibility* running to keep an eye on him. He used to be crooked, but has behaved himself for a year or two...

DIGGER, the gnome fighter-thief, is also called “hoser”, due to his magic water bottle. His sense of black humor (as with all gnomes) is sometimes irritating. You and he get along quite well; he often carries your spellbook in his *bag of holding*.

BLAZE, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in Evocations, and collects magic wands. By coordinating her spells with your Alterations, you can handle almost anything. She seems almost childlike sometimes, and you have to keep reminding yourself that she’s nearly as talented as you are...

FINDER, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. You two get along passably well, but sometimes he’s almost sickeningly “good” — definitely an extremist.

## Slim

9th Level Human Magic-User

### Ability Scores

**STR:** 7 -1 to hit, -150 cn wt, Doors 1, BB-LG 0%  
**INT:** 18 + 7 languages, CtK 85%, 9-18/level  
**WIS:** 12  
**DEX:** 15 -1 AC bonus  
**CON:** 15 + 1 hp/die, SS 91, RES 94  
**CHA:** 8

### Description

**Age:** 38 (mature)  
**Sex:** Male  
**Height:** 6' (average)  
**Weight:** 158 pounds (17 below average)  
**Alignment:** Neutral

### Combat Data

**THACO:** 19  
**AC normal:** 3  
**AC rear:** 4  
**Armor Type:** bracers of defense (AC4)  
**Hit Points:** 35  
**Weapon Proficiencies:** 2; dagger, staff.  
**NPP:** -5.

#### Saving Throws

Poison, paralysis, death	13
Petrification, polymorph	11
Rod, staff, or wand	9
Breath weapon	13
Spell	10

### Racial & Professional Skills

**Spells:** 4, 3, 3, 2, 1

### Equipment

**Magic items:** bracers of defense (AC 4), dagger + 3, dagger + 1, portable hole, wand of negation (23 chg), staff of striking (12 chg); potions of extra-healing, flying, invisibility.

**Normal Items:**

### Spell Books

#### Level 1 Spells (Memorize 4)

<i>Dancing Lights</i>	<i>Magic Missile</i>
<i>Enlarge</i>	<i>Protection from Evil</i>
<i>Erase</i>	<i>Read Magic</i>
<i>Feather Fall</i>	<i>Shocking Grasp</i>

#### Level 2 Spells (Memorize 3)

<i>Detect Invisibility</i>	<i>Knock</i>
<i>Invisibility</i>	<i>Magic Mouth</i>

#### Level 3 Spells (Memorize 3)

<i>Dispel Magic</i>	<i>Lightning Bolt</i>
<i>Fly</i>	<i>Slow</i>

#### Level 4 Spells (Memorize 2)

<i>Charm Monster</i>	<i>Polymorph Self</i>
<i>Dimension Door</i>	

#### Level 5 Spells (Memorize 1)

<i>Extension II</i>	<i>Passwall</i>
---------------------	-----------------

**XP:** 240,000

**Gold:**

## Smiley

9th Level Human Cleric

### Ability Scores

**STR:** 9 Doors 1-2, BB-LG 1%  
**INT:** 9 + 1 language  
**WIS:** 18  
**DEX:** 11  
**CON:** 15 + 1 hp/die, SS 91, RES 94  
**CHA:** 13 + 5% reactions

### Description

**Age:** 31 (mature)  
**Sex:** Male  
**Height:** 5'8" (8" below average)  
**Weight:** 220 pounds (45 pounds above average)  
**Alignment:** Neutral Good

### Combat Data

**THACO (unmodified):** 16  
**AC normal:** 2  
**AC rear:** 4  
**Armor Type:** chain & shield  
**Hit Points:** 50  
**Weapon Proficiencies:** 4; club, hammer, mace.  
**NPP:** -3.

#### Saving Throws\*

Poison, paralysis, death	7
Petrification, polymorph	10
Rod, staff, wand	11
Breath weapon	13
Spell	12

\* Add +4 Wisdom bonus where applicable

### Racial & Professional Skills

**Spells:** 6, 6, 4, 3, 1

#### Turning Undead

Skeleton, Zombie	D	7-12
Ghoul, Shadow, Wight	D	1-12
Ghast, Wraith	T	1-12
Mummy	4	
Spectre	7	
Vampire	10	
Ghost	13	
Lich	16	
Special	19	

### Equipment

**Magic Items:** chain mail + 1, shield + 1, hammer + 2, mace + 1; ring of free action, wand of magic detection (21 chg); potions of diminution, flying, healing.

**Normal Items:**

**XP:** 240,000

**Gold:**

## Montana

8th Level Dwarf Fighter

### Ability Scores

**STR:** 17 + 1 to hit/+ 1 damage, + 500 cn wt, Doors 1-3, BB-LG 13%  
**INT:** 9  
**WIS:** 10  
**DEX:** 15 -1 AC bonus  
**CON:** 17 + 3 hp/die, SS 97, RES 98  
**CHA:** 7 -5% reactions

### Description

**Age:** 67 (mature)  
**Sex:** Female  
**Height:** 4'2" (4" above average)  
**Weight:** 126 pounds (6 pounds above average)  
**Alignment:** Neutral

### Combat Data

**THACO (unmodified)\*:** 14  
**AC normal:** -1  
**AC rear:** 2  
**Armor Type:** plate & shield  
**Hit Points:** 75

**Weapon Proficiencies:** 6; battle axe, hammer, crossbow, spear, bastard sword, 2-handed sword.  
**NPP:** -2.

\* + 1 bonus to hit vs. goblin, hobgoblin, orc, half-orc -4 AC bonus vs. ogre, troll, ogre mage, giant, titan. **Note:** Cannot use longbow nor anything over 12' long.

#### Saving Throws\*

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath weapon	12
Spell	13

\* Race bonus NOT included: Add + 4 vs. spell, rod, staff, or wand.

### Racial & Professional Skills

**Attacks:** 3/2 rounds  
**Languages:** Common, dwarven, gnome, goblin, kobold, orcish.  
**Special Abilities:** Infravision 60' Find slopes 9/12, new construction 9/12, shifting wall 8/12, stone traps 6/12, depth underground 6/12.

### Equipment

**Magic items:** plate mail + 1, shield + 1, battle axe + 2, hammer + 1, bastard sword + 1/+ 4 vs. reptiles; boots of levitation; potions of extra-healing, growth, speed.

**Normal Items:**

**XP:** 200,000

**Gold:**

## Blaze

High Elf Fighter/Magic-User (5/8)

### Ability Scores

STR: 15 +200 cn wt, Doors 1-2, BB-LG  
7%  
INT: 17 CtK 75%, 8-14 spells/level  
WIS: 9  
DEX: 15 -1 AC bonus  
CON: 10 SS 70, RES 75  
CHA: 9

### Description

Age: 204 (mature)  
Sex: Female  
Height: 4'2" (4" below average)  
Weight: 74 pounds (6 pounds below average)  
Alignment: Neutral

### Combat Data

THACO (unmodified-fighter)\*: 16  
AC normal: 0  
AC rear: 3  
Armor Type: chain & shield  
Hit Points: 35

\*-2 Non-Proficiency Penalty when using magic-user weapons is actually better than using magic-user "to hit" chances)

Weapon Proficiencies (Fighter)\*: 5; shortbow, lance, spear, bastard sword, longsword.

Weapon Proficiencies (Magic-User)\*: 2; dagger, staff.

NPP: -2 (Fighter); -5 (Magic-User).

\*Cannot use longbow, crossbow, nor anything over 12' long or over 200 cn weight.

#### Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	11
Rod, staff, wand	9
Breath weapon	13
Spell	10

## Finder

Half-Elf Cleric/Ranger (5/7)

### Ability Scores

STR: 18/23 +1 to hit/+3 damage,  
+1000 cn wt, Doors 1-3, BB-LG  
20%  
INT: 13  
WIS: 14  
DEX: 8  
CON: 15 +1 hp/die, SS 91, RES 94  
CHA: 7 -5% reactions

### Description

Age: 71 (mature)  
Sex: Male  
Height: 5'3" (3" below average)  
Weight: 145 pounds (15 pounds above average)  
Alignment: Neutral Good

### Combat Data

THACO (unmodified ranger)\*: 14  
AC normal: 4  
AC rear: 4  
Armor Type: bracers of defense (AC 4)  
Hit Points: 45

## Racial & Professional Skills

Languages: Common, elvish, gnoll, gnome, goblin, halfling, hobgoblin, orkish, treant, and giant common.

Special Abilities: 90% resistant to sleep, charm; +1 bonus to hit with bow or sword.

Spells: 4, 3, 3, 2

### Equipment

Magic Items: chain mail +2, shield +1, shortbow +1, spear +2, bastard sword +1 flametongue (+2 vs. regenerating, +3 vs. cold-using and avian, +4 vs. undead); wand of illumination (24 chg), wand of paralyzation (9 chg), brooch of shielding (absorbs 53 pts); potions of healing, speed, super-heroism.

Normal Items:

### Spell Books

Level 1 Spells (Memorize 4)

Dancing Lights Magic Missile  
Enlarge Protection from Evil  
Erase Read Magic  
Feather Fall Shocking Grasp

Level 2 Spells (Memorize 3)

Detect Invisibility Knock  
Invisibility Magic Mouth

Level 3 Spells (Memorize 3)

Dispel Magic Lightning Bolt  
Fly Slow

Level 4 spells (Memorize 2)

Charm Monster Polymorph Self  
Dimension Door

Level 5 spells (Memorize 1)

Extension II Passwall

XP: 100,000/100,000

Gold:

\*Note: -2 Non-proficiency penalty as Ranger actually gives better chances than using Cleric "to hit" chances.

Weapon Proficiencies (Ranger): 5; longbow, lance, spear, longsword, 2-handed sword.

Weapon Proficiencies (Cleric): 3; hammer, flail, mace.

NPP: 2 (ranger); -3 (cleric)

#### Saving Throws\*

Poison, paralysis, death	9
Petrification, polymorph	11
Rod, staff, wand	12
Breath weapon	12
Spell	13

\* 30% resistant to sleep and charm

## Racial & Professional Skills

Languages: Common, elvish, gnoll, gnome, goblin,

Special Abilities: Infravision 60' Detect Secret doors 1/6 passing, 2/6

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searching; Concealed doors 1/6 passing, 3/6 searching.

Spells: 5, 3, 1 (includes Wisdom bonus)

#### Turning Undead

Skeleton, Zombie, Ghoul	D	1-12
Shadow, Wight	T	1-12
Ghast		4
Wraith		7
Mummy		10
Spectre		13
Vampire		16
Ghost		20

### Equipment

Magic Items: bracers of defense (AC 4), flail +2, longsword +3 defender, 2-handed sword +1; helm of comprehending languages and reading magic, arrow of direction; potions of animal control (all), extra-healing, levitation, sweet water.

Normal Items:

XP: 100,000/100,000

Gold:

## Delusions

Your character has stepped into a swampy bog, and is stuck. Take off all armor, and get help before you sink!

Suddenly, huge spiders come running at the party from all sides! Attack them!

Your character suddenly realizes that the item held in one hand is a deadly pit viper! Drop it, move away, and attack it!

Your character suddenly notices that mold is growing on the backs of most of the other characters. Avoid them — stay at least 10' away — and warn them!

Your character feels a flash of odd heat, and starts melting! Hold onto yourself with both hands, and warn the others!

Your character suddenly notices there is a giant leech on his (her) back. Tear it off, and attack it! Better warn the others, too.

## Messages

Your character suddenly hears something off in the jungle to the right of the path. But the undergrowth is thick; nothing is visible.

Your character gets the feeling that something odd is about to happen.

This is a fake message. Frown, roll 1d20, and tell me the result. Don't worry; it doesn't actually mean anything.

Your character notices that, up in the treetops there are a lot of creatures — snakes, spiders, and bugs of various sorts (giant wasps, dragonflies, etc.)

Your character notices that the jungle is very hot and steamy. Better drink extra water on this trip! Keep an eye out for extra, too.

Your character starts to perspire; it's hot here. Everyone is getting a bit smelly. Think of something to do about it, and share your ideas with the others.

## Blaze

You are a small, quiet lady with a big punch, both in melee and magic. As short as a dwarf (ugh!) but much thinner, you are self-conscious about your size. Your red hair, very rare among elves, marks you in a crowd; that's the source of your common name. You came from a poor backwoods "low elf" family, and this is your dark secret. You never talk about your past. You have been a bandit, a notorious criminal, a beggar, a scavenger... Though once an Evil renegade, many years ago, you left the old ways and found success and respect in the world of humans.

You like magic, in all forms; it's the most wonderful thing you've ever found. You absolutely hate poor people, dirtiness and untidiness, and other things that remind you too strongly of your past. You drink too much, in town, but it never loosens your tongue. You occasionally enjoy destruction — the thrill of blowing away groups of enemies during adventures. Sometimes you're a bit "trigger-happy". You now live among well-to-do humans. You aren't married, but have several male friends, who often stay with you.

You know all the others here quite well; you have adventured with them before:

**BLONDY**, the leading fighter, is a well-built but quiet lady, always polite and patient. She's not too bright, but that doesn't interfere with her reknowned fighting skill. You get along fairly well; sometimes you lend her your *flametongue sword*, especially when Undead are around and you want to stay back and use magic.

**SLIM**, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he's very thin. He's been exercising to build up his strength (but without success), and stays healthy by carefully

watching his diet. You coordinate spells with him, for obvious reasons. He sometimes acts like a father to you...though you're over six times his age! (A jerk... but a powerful jerk, and very smart. You don't antagonize him.)

**SMILEY**, the cleric, is sensitive about his weight — well over 200 pounds, but only 5' 4" tall. He's outgrown 2 sets of plate armor already, and is stuck with chain mail. You're very, very careful around him; clerics are somehow good at prying out information. And, of course, he's a big help against Undead.

**MONTANA**, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. She's a good fighter, though quite brash. You snipe at each other occasionally, verbally, but are never actually hostile.

**THE GHOST**, the halfling thief with his *ring of invisibility*, is very independent; he's always sneaking off somewhere. You cooperate with him, but both of you are fairly independent. He's always careful not to get in the way of your magic.

**DIGGER**, the gnome fighter-thief, is also called "hoser", due to his magic water bottle. His sense of black humor (as all gnomes') is sometimes irritating. You're not sure what his problem is, but he's always watching you; seems to be afraid of something (probably just paranoid). He keeps trying to make friends, but you can tell it's just a false front.

**FINDER**, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. It's such a shame; he's lucky to come from a good family, but he's such a goody-boob.

## Finder

You are more than what you seem. Though exceptionally strong and respectably intelligent and wise, you keep most of your traits hidden. You have camouflaged yourself in apparent mediocrity, so that you seem completely average, or worse. You can be charming if you wish (actual Charisma 14), but you are keeping up a front — that of a slightly clumsy, often disagreeable blend-in-with-the-crowd type. You will become a powerful, dominant force, if all goes according to plan, but it's better at this point to "play the fool" and stay in the background. You are very, very Good, with Lawful tendencies (though still Neutral).

You like collecting information about people, places and things; you keep a notebook. You hate Evil above all, and also dislike the petty squabbles of little-minded people. You used to have several hobbies and widespread interests; however, now you are working for the Church, and don't have much time for other things. Your friends think that you have rooms in town, and indeed you do. However, your real home is in your Church; you keep them "up to date" on the SMART organization, the "underground" activity in the capi-

tal, and pass along other information as needed.

You know all the others here quite well; you have adventured with them before:

**BLONDY**, the leading fighter, is a well-built but quiet lady, always polite and patient. She's not too bright, but that doesn't interfere with her reknowned fighting skill. The two of you were once close, but now she's married. You still watch out for her safety, though.

**SLIM**, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he's very thin. He's been exercising to build up his strength (but without success), and stays healthy by carefully watching his diet. He's a bit pompous, and doesn't care for your Goodness.

**SMILEY**, the cleric, is sensitive about his weight — well over 200 pounds, but only 5' 4" tall. He's outgrown 2 sets of plate armor already, and is stuck with chain mail. He's your only close friend here, and wise; he often helps you with spell selection. However, you are not of the same church.

**MONTANA**, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. She's brash, and thinks you're boring, and too Good.

**THE GHOST**, the halfling thief with his *ring of invisibility*, is very independent; he's always sneaking off somewhere. He pretends you're friends, but you know he just wants the cures; nevertheless, you play along; he seems to need the attention.

**DIGGER**, the gnome fighter-thief, is also called "hoser", due to his magic water bottle. His sense of black humor (as with all gnomes) is sometimes irritating. And there seems to be an evil streak, deep within him, that he keeps carefully hidden as he tries to gain your friendship.

**BLAZE**, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in "attack-type" magic, and collects magic wands. She seems to pity you, for some unknown reason. You know her secret, but she doesn't realize it (and you'd never tell anyone else); that her red hair reveals her heritage — she must have once lived the rough-and-tumble life of the rare renegade elves. She's quite mysteriously attractive...



## Pre-Start: Saving Throw Results

Before starting the adventure, have each player make the following 8 saving throws for his or her character.

Note all failures here; you need not remember the successes. Put an "X" in the row by the character's name under each saving throw failed (by number). In use, when the results of a saving throw are needed, find the number in the first row and read down, noting each "X" as a failure.

The needed Saving Throws are:

- A vs. Poison (Encounter T-1)
- B vs. Poison (Encounter T-3)
- C vs. Breath Weapon (Encounter T-1)
- D vs. Spells, no Wisdom or Resistance adjusts (Maze Room #2)
- E vs. Spells, no Wisdom or Resistance adjusts (Maze Room #4)
- F vs. Spells, no Wisdom or Resistance adjusts (not used)
- G vs. Petrification (not used)
- H vs. Death (Maze Room #6 or thereafter)

### Character

	A	B	C	D	E	F	G	H
1. Blondy, Human Fighter	—	—	—	—	—	—	—	—
2. Slim, Human Magic-user	—	—	—	—	—	—	—	—
3. Smiley, Human Cleric	—	—	—	—	—	—	—	—
4. Montana, Dwarf Fighter	—	—	—	—	—	—	—	—
5. Ghost, Halfling Thief	—	—	—	—	—	—	—	—
6. Digger, Gnome Fir/Thf	—	—	—	—	—	—	—	—
7. Blaze, Elf Fir/M-U	—	—	—	—	—	—	—	—
8. Finder, 1/2 Elf Cl/Rng	—	—	—	—	—	—	—	—

### Results

## TORGEL

13th Level Human Magic-User

### Ability Scores

STR: 9  
INT: 18  
WIS: 13  
DEX: 12  
CON: 16  
CHA: 14

### Combat Data

AC normal: -5  
AC rear: -5

Armor Type: *bracers of defense*  
(AC 0)

Hit Points: 40

THACO (unmodified): 16

Alignment: Neutral

### Saving Throws\*

Paralyzation, Poison, or Death 11  
Petrification or Polymorph 9  
Rod, staff, or wand 7  
Breath Weapon 11  
Spells 8

\*Add magic bonuses where applicable.

### Racial & Professional Skills:

Spells: 5, 5, 5, 4, 4, 2

### Equipment

*cloak of protection +3, ring of protection +2, bracers of defense (AC 0), dagger +2, dagger +1*

### Spells Carried:

Level 1: *charm person, detect magic, magic missile (x3 — 2 already cast), read magic, shield, unseen servant*  
Level 2: *detect invisibility (x2), invisibility (x2), web*  
Level 3: *dispel magic, feign death, fly, tongues, (lightning bolt and slow already cast)*  
Level 4: *dimension door, polymorph self, Rary's mnemonic enhancer (x2 — already cast)*  
Level 5: *hold monster (cone of cold, passwall, and teleport already cast)*  
Level 6: *death spell, geas*

## Normal Equipment

Each character has normal (non-magical) equipment not given on the character sheets (due to lack of room). The following list applies to each character; read it to the players after telling them to write it down. Characters may leave any or all items on board ship while they explore. Players may see this list at any time.

**Armor:** One spare set of armor (& shield where applicable)

**Arms:** One of each weapon of proficiency.

**Clothing:** Normal clothing as desired, 3 outfits maximum.

**Herbs:** 1 herb pack, with belladonna, garlic, and wolfsbane

**Livestock:** None (warhorses left back home)

**Misc. Equipment:** 1 backpack; 5 wax candles; 1 bone mapcase; 1 silver mirror; 2 flasks oil; a 50' rope; 4 large sacks; 4 small sacks; 1 waterskin (full); 3 iron spikes; 1 tinder box; 2 torches; one special (see below)

**Provisions:** 2 iron rations

**Religious Items:** 1 silver holy symbol; 3 vials holy water

**Tack & Harness:** None

**Transport:** None

**Special Item:** Each character may have one item not listed in the Players Handbook. The item may be no larger than 1 cubic foot in size or 20 pounds in weight, and may not interfere with the AD&D® Game It cannot be a weapon of any sort, cannot be alive, and cannot be magical.

**Examples:** sack of flour or marbles; wand-like stick; apple pie; etc.

In addition, spell casters may take any extra items desired needed for their craft (belt pouches, prayer beads, etc.).

The following items are also available, stored on the boat.

10 human-sized suits of leather armor, 30 sailor's caps, and 30 raincoats

2 goats (male & female), 1 pig (female), 5 piglets, and 1 mule with 1 saddle, 2 saddle blankets, 1 set large saddlebags, 1 harness, and a bit & bridle

4 large iron boxes, 4 large wooden chests, 20 large sacks, and 10 small sacks

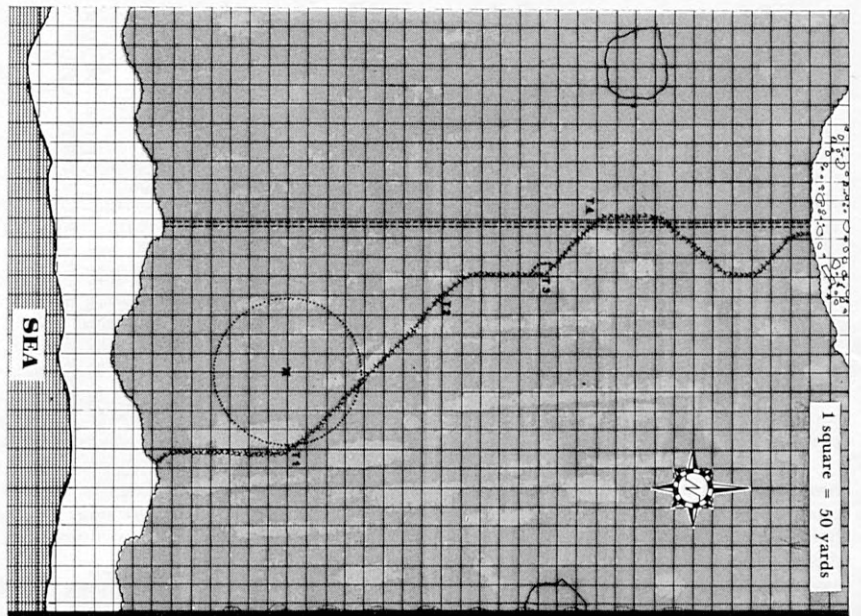
10 hooded (ship's) lanterns, 20 torches, 4 tinder boxes, and 1 barrel (50 flasks) oil

6 barrels of fresh water, 1 barrel of rum, 80 standard rations, 30 iron rations, one ship's stove (attached), and food for the animals

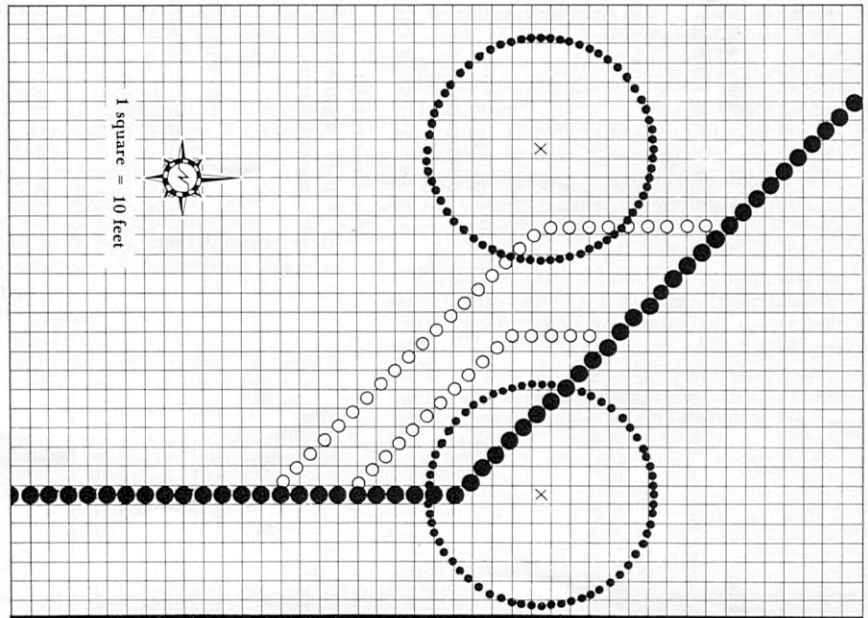
10 quivers (each with 20 arrows) and 1 ballista (not movable) with 10 bolts

5 flags: 1 of the country, 1 of the capital, 1 white (for surrender), 1 red (for warnings), and 1 of unknown design

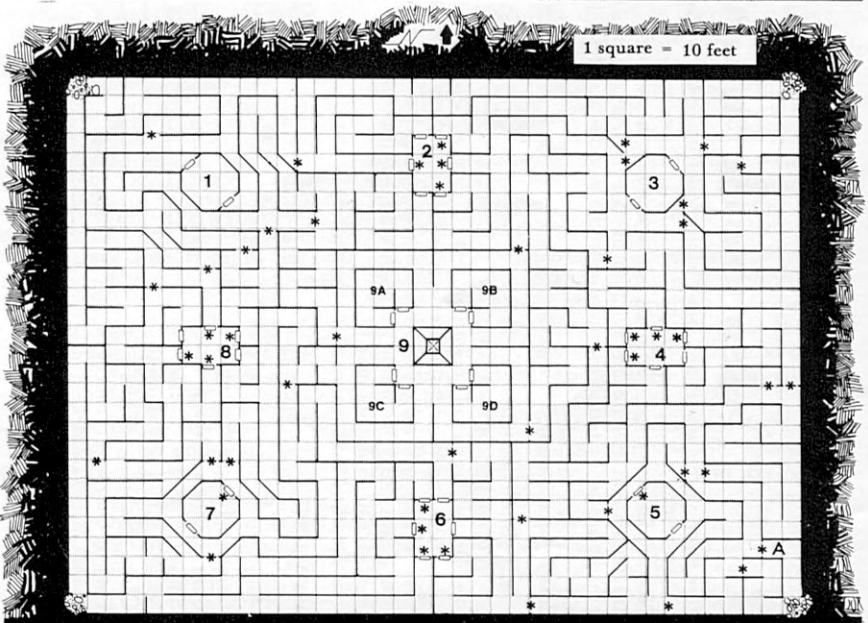
20 empty flasks (for oil, potions, etc.) 20 iron spikes 10 poles, each 10' long 10 ropes, each 50' long 2 small lifeboats (capacity: 12 persons each) 3 grappling hooks on 50' lines



**DM'S MAP: Overview**

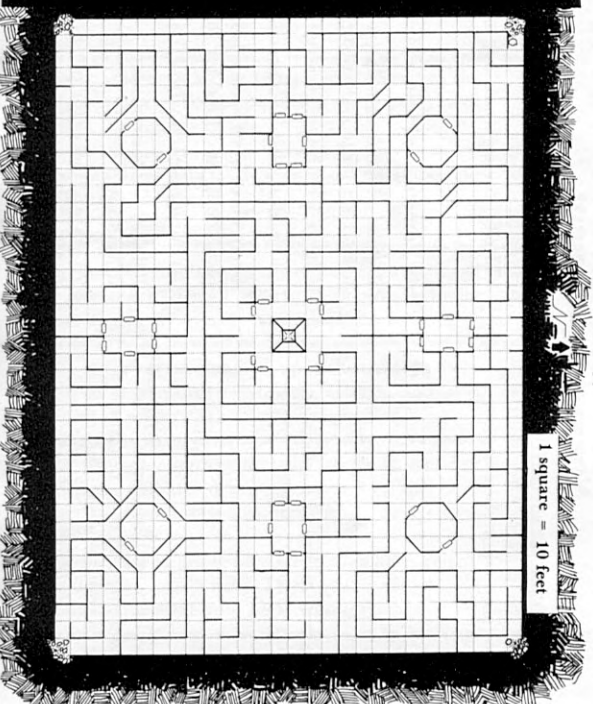


**DETAIL MAP: Encounter T3**



**DM'S MAP: Ruins**

**PLAYER'S MAP: Ruins**



## Digger

Gnome Fighter/Thief (5/8)

### Ability Scores

**STR:** 17 +1 to hit/+1 damage, +500 cn wt, Doors 1-3, BB-LG 13%  
**INT:** 8  
**WIS:** 9  
**DEX:** 17 +2 reactions/missiles, -3 AC bonus  
**CON:** 15 +1 hp/die, SS 91, RES 94  
**CHA:** 9

### Description

**Age:** 119 (mature)  
**Sex:** Male  
**Height:** 3'4" (2" below average)  
**Weight:** 84 pounds (4 pounds above average)  
**Alignment:** Neutral

### Combat Data

**THACO (unmodified)\*:** 19 (as fighter); 19 (as thief)  
**AC normal:** 1  
**AC rear:** 7  
**Armor Type:** leather & shield  
**Hit Points:** 40  
  
*\*Thief line MUST be used in backstab attempt; otherwise use fighter line, applying -2 Non-proficiency penalty as needed.  
+1 bonus to hit goblin, kobold -4 AC bonus vs. bugbear, gnoll, ogre, ogre mage, troll, giant, titan*

**Weapon Proficiencies (Fighter)\*:** 5; dart, hammer, short bow, spear, bastard sword.  
**Weapon Proficiencies (Thief)\*:** 3; club, dagger, sling.  
**NPP:** -2 (Fighter); -3 (Thief).  
*\*Cannot use longbow, crossbow, nor anything over 12' long or over 200 cn weight.*

#### Saving Throws\*

Petrification, polymorph	11
Rod, staff, wand	12
Breath weapon	13
Spell	13

*\* Race bonus NOT included: Add +4 vs. rod, staff, wand, or spell.*

### Racial & Professional Skills

**Languages:** Burrowing mammal, common, dwarven, gnome, goblin, halfling, kobold.

**Special Abilities:** Infravision 60' Find slopes 8/10, Unsafe stone 7/10, Depth underground 6/10, Direction of travel underground 5/10.

### Equipment

**Magic Items:** leather armor +1, shield +2, shortbow +1, dagger +2, 8 arrows +1; bag of holding (500 lb., 70 cubic feet), decanter of endless water; potions of extra-healing, fire resistance, levitation.

**XP:** 100,000/100,000  
**Gold:**

## Ghost

10th Level Halfling Thief

### Ability Scores

**STR:** 10 Doors 1-2, BB-LG 2%  
**INT:** 9  
**WIS:** 7 -1 ST penalty  
**DEX:** 18 +3 reactions/missiles, -4 AC bonus  
**CON:** 17 +2 hp/die, SS 97, RES 98  
**CHA:** 14 +10% reactions

### Description

**Age:** 55 (mature)  
**Sex:** Male  
**Height:** 3'1" (1" above average)  
**Weight:** 64 pounds (4 above average)  
**Alignment:** Neutral

### Combat Data

**THACO (unmodified):** 16  
**AC normal:** 0  
**AC rear:** 4  
**Armor Type:** bracers of defense (AC 4)  
**Hit Points:** 55  
  
**Weapon Proficiencies\*:** 4; dagger, dart, sling, shortsword.  
**NPP:** -3.  
*\*Cannot use longbow, crossbow, 2-handed sword, nor anything over 12' long nor over 200 cn weight.*

#### Saving Throws\*

Poison, paralysis, death	11
Petrification, polymorph	10
Rod, staff, wand	10
Breath weapon	14
Spell	11

*\* Race bonus NOT included; Add +4 vs. poison, spell, rod, staff, wand.*

*\* -1 Penalty (Wisdom) where applicable.*

### Racial & Professional Skills

**Languages:** Common, dwarven, elven, gnome, goblin, halfling, orcish.

**Special Abilities:** If alone or in advance, surprise 4/6, or 2/6 with door

### Equipment

**Magic Items:** bracers of defense (AC 4), dagger +3, dagger +2/+3 vs. large, dagger +1, sling +1, shortsword +2; ring of invisibility, Keoghtom's ointment (4 doses); potions of healing, polymorph self, water breathing (2 doses).

**Normal Items:**  
**XP:** 200,000  
**Gold:**

## Blondy

8th Level Human Fighter

### Ability Scores

**STR:** 18(49) +1 "to hit"/+3 damage +1000 cn wt, Doors 1-3, BB-LC 20%  
**INT:** 6  
**WIS:** 10  
**DEX:** 15 -1 AC bonus  
**CON:** 17 +3 hp/die, SS 97, RES 98  
**CHA:** 9

### Description

**Age:** 26 (mature)  
**Sex:** Female  
**Height:** 5'3" (3" below average)  
**Weight:** 130 pounds (average)  
**Alignment:** Neutral

### Combat Data

**THACO (unmodified):** 14  
**AC normal:** -2  
**AC rear:** 1  
**Armor Type:** plate & shield  
**Hit points:** 80

**Weapon Proficiencies:** 6; longsword, 2-handed sword, longbow, spear, dart, lance.  
**NPP:** -2

#### Saving Throws

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath weapon	12
Spell	13

### Racial and Professional Skills

**Attacks:** 3 per 2 rounds

### Equipment

**Magic items:** plate mail +2, shield +1, longsword +2/+4 vs. giants, 2-handed sword +1, spear +1, 6 arrows +1; potions of extra-healing, fire resistance, water breathing (2 doses).

**Normal Items:**  
**XP:** 240,000  
**Gold:**

## Blondy

You are a real lady, polite and patient. You are tanned, healthy, and in excellent shape — and take pains to stay that way. Exercise is fun. You usually don't talk much, offering short phrases to discussions and shrugging a lot. However, if you get mad, you may start a tirade — repeating yourself often to make a point.

You like flowers and dislike “smarties” — those who show off their intellect. You like flying, swimming and skin diving, and horseback riding. Your husband is also a fighter, and takes jobs guarding businesses, caravans, and so forth. He is less experienced than you are, mainly because his jobs earn less than your adventures. But he handles the money for the family.

You know all the others here quite well; you have adventured with them before:

SLIM, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he's very thin. He's been exercising to build up his strength (but without success), and stays healthy by carefully watching his diet. You've gotten good advice from him about proper foods.

SMILEY, the cleric, is sensitive about his weight — well over 200 pounds, but only 5' 4" tall. He's outgrown 2 sets of plate armor already, and is stuck with chain mail. Sometimes he gets mad when you kid him about that.

MONTANA, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. Sometimes the two of you “let your hair down”, talking after everyone else has gone to sleep.

THE GHOST, the halfling thief with his *ring of invisibility*, is very independent; he's always sneaking off somewhere. Back when you first met, you almost killed him for trying to pick your pocket; but that's all forgiven and forgotten (well, mostly).

DIGGER, the gnome fighter-thief, is also called “hoser”, due to his magic water bottle. His sense of black humor (as with all gnomes) is sometimes irritating. He once saved your life when you were caught in a fiery trap.

BLAZE, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in “attack-type” magic, and collects magic wands. You two get along well, but she doesn't like Montana. Sometimes you trade weapons temporarily, especially against undead.

FINDER, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. He likes you, and used to make passes; however, now that you're married, he just watches you a lot.

## Digger

You are a friendly, humorous person, with a great love of cash — to the extent of being a greedy miser. An “average” sized gnome, you're stronger and more dexterous than you look. Despite your fighting skills, you prefer to travel and fight in leather and shield. You are very outgoing but not brash, trying to make friends everywhere. You never mention your secret hobby: collecting gems and rare coins. Sometimes you manage to pick up a few extra things in treasure rooms, but are careful not even to try when there's a magic-user nearby. You love to find rare coins and new gems of all types.

You like jokes and puns (good or bad) and the outdoors. You dislike spell casters of all types, though you're careful not to show it; clerics are useful. You also hate the nickname “Hoser”. You have nice gardens at home, both indoor and outdoor; your magic water bottle is useful there, as well as during adventures. After growing up in a burrow community, you moved out to seek your fortune, and now live alone in a large burrow complex under the capital city. It is a complete secret except to one innkeeper, who you are black-mailing to keep it hidden. Your secret hoard of rare coins and gems now totals almost 100,000 gp.

You know all the others here quite well; you have adventured with them before:

BLONDY, the leading fighter, is a well-built, but quiet lady, always polite and patient. She's not bright, but that doesn't interfere with her reknowned fighting skill. She's easy to fool; she thinks you're wonderful, ever since you doused her once when she was on fire.

SLIM, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he's very thin. He's been exercising to build up his strength (but without success), and stays healthy by carefully watching his diet. You have carefully developed his friendship, and often carry his spellbooks for him in your magic *bag*. When you're ready to retire, you can sell them back to him...from a safe distance.

SMILEY, the cleric, is sensitive about his weight — well over 200 pounds, but only 5' 4" tall. He's outgrown 2 sets of plate armor already, and is stuck with chain mail. He's a real clod, real goody-goody, but his good will is needed; he can *raise dead*. And at least he can appreciate the gnomish sense of humor.

MONTANA, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. She's one of few that you trust, even if she is a showoff.

THE GHOST, the halfling thief with his *ring of invisibility*, is very independent; he's always sneaking off somewhere. He's your closest ally, as a fellow Thieves' Guild member, but he's afraid of pilfering party treasure; you don't confide in him.

BLAZE, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in “attack-type” magic, and collects magic wands. She's the most dangerous in the group; she seems to have a hunch, and often watches you carefully. She's a strange, distant person, one to work on during this adventure.

FINDER, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. He's a useful tool, easily fooled and an easy mark for a fast cure.

## The Ghost

You are an independent person, afraid of being ignored, and try to act mysterious and sly. You're of average build, or just a bit larger. But to keep from being overlooked, you dress and act in mysterious ways. You are insecure, wanting to make a Great Impression on the world that often ignores you. Thus, your ambition has led to great professional success — but everyone still says “oh, another halfling thief”, which infuriates you.

You like being noticed by friends and associates, whatever the reason. Sometimes you play tricks just to get their attention. You hate being ignored or taken for granted. You have studied traps and other mechanical devices a lot, and construct new things in your spare time. Back home, you've almost finished a new kind of lock, which uses a dial and numbers. You left home while young, scorning the dull burrow life for a world full of adventure. You have few friends or enemies. SMART is a good organization; they usually appreciate you.

You know all the others here quite well; you have adventured with them before:

BLONDY, the leading fighter, is a well-built but quiet lady, always polite and patient. She's not too bright, but that doesn't interfere with her reknowned fighting skill. A long time ago, she noticed one of your pranks — you lifted her purse — and almost killed you. No sense of humor.

SLIM, the human magic-user, is usually very serious. He seems taller than his 6 foot height, since he's very thin. He's been exercising to build up his strength (but without success), and stays healthy by carefully watching his diet. He's too serious, and suspicious as well, always watching you closely. He still thinks you might be evil (pretty dumb, despite his intelligence).

SMILEY, the cleric, is sensitive about his weight — well over 200 pounds, but only 5' 4" tall. He's outgrown 2 sets of plate armor already, and is stuck with chain mail. You let him think that he “reformed” you; he's always good for a cure, now, if properly approached.

MONTANA, the dwarf, is a grumpy but trusted fighter. She likes to *levitate* during combat, using her magic boots. You don't know much about her, and don't particularly want to; she's a loudmouth and a showoff.

DIGGER, the gnome fighter-thief, is also called “hoser”, due to his magic water bottle. His sense of black humor (as with all gnomes) is sometimes irritating. But he's okay, overall, and as another Thieves' Guild member, he's your closest friend and ally when things get tough.

BLAZE, the little red-haired elf fighter-magic-user, is a real powerhouse. She specializes in “attack-type” magic, and collects magic wands. You cooperate well, but aren't especially fond of each other. You're careful to check for her actions in combat; no sense getting caught in a *fireball* or something.

FINDER, the half-elf cleric-ranger, is a little clumsy and sometimes disagreeable. However, his skills are many; his magic helmet and arrow, combined with his ranger skills, enable him to find or read almost anything. If it weren't for those skills, he'd be a real loser; a moral extremist, super-Good type, who gets on your nerves constantly. However, you try to stay on his good side (though it rarely appears), in case you need a cure.

a disintegrator will not be destroyed; only objects or creatures at least one foot in length or breadth are affected.)

Nothing and nobody gets a saving throw against the disintegration; all large objects and creatures, magical or otherwise, are affected. Disintegrators do not block spells.

## Visitors

Looking up from within the maze, characters can easily see the treetops, and (depending on the angle, walls, etc.) the central obelisk. Snakes, spiders, wasps and dragonflies occasionally move over the maze, though they cannot pass through the force field. Describe some now and then, passing overhead, whenever you wish. A large snake or two might even start following the characters, above them, looking for a hole....

## Detect Magic

The cleric spell offers no chance to determine a specific type of effect, only dim or strong magic. The magic-user spell has a 10% chance of detecting the type of magic (Illusion, Enchantment, etc.). But Smiley's *wand of magic detection* has a 100% chance of determining the type of magic if the user merely concentrates for a full round on the dweomer detected. This fact may become very useful in the scenario, but do not remind the players; merely confirm this information if asked.

## Encounter Key The Clearing

If the party approaches by the trail or road, read the following to the players. If they enter the area through the treetops, run the battle first, describing this area as needed.

Ahead, the jungle clears somewhat; you approach cautiously. You see a huge area, cloaked in the shadows from the tall jungle trees. Standing tall and clean in the center of the area is a large stone spire, 50 feet tall and about 15-20 feet wide at its base. It reaches to within 20 feet of the treetop canopy.

The area around it is roughly circular, about 400 feet across. Tree branches and vines form a complete canopy overhead, shielding the area from the sky; the ground is littered with branches and some growth, but not much. No trees grow within 200' of the base of the pillar.

The treetops seem to move; you realize that they are filled with creeping and flying creatures of various types — spiders, snakes, dragonflies, wasps, and who knows what else! But they stay in the treetops, and do not descend.

Before you are a few stone and log ruins. Looking about, you see that they form a rough circle around the pillar, about 200 feet from it; some rubble lies within the circle, but not much.

The pillar is the obelisk; refer to your map of the Ruins. The obelisk is the square in the center of the maze map.

The ruins of buildings lie to all sides of the map, few to the east and west but many to the north and south. No actual structures remain; the rubble is a foot deep at most, with many bare spots. If characters search the building ruins, they find one item from the list below for EACH turn of searching. Give out the items in the order listed; no further items will be found.

1. A small broken ceramic jug, with a drawing of a spider on it.
2. Seven coins made of an unknown reddish metal, each marked with strange runes. (*Comprehend languages* reveals the text as "Garsha Koo" on one side, "One Sarkum" on the other; that's as clear as it gets. Reading the words does not guarantee understanding them....) The metal is silicon-steel, unknown to this world.
3. A 2-inch square piece of fabric made of woven metal of a strange type. (Again, silicon-steel.)
4. One wand. (Magical, but odd and flexible, made of an unknown substance similar to plastic. If struck against any hard object, it glows to a 30' radius for 1 turn, then goes dark. It can be used as often as desired, and has no charges.)
5. The skeleton of a frog-like human, with two neat holes in the skull, one in front and one behind. (This bullywug was killed by a laser. The remains are easily mistaken for a Griplli's.)

6. A clear gem, made of an unknown mineral. (This sand-gem is worth 5,000 gp, but is easily broken; if so, it crumbles to sand, and is worthless.)

Keep track of the characters' approximate location. The maze on your map occupies a rectangular area in the center of the clearing. It lies below ground level, and characters may walk over it without realizing it. If any character moves any of the rubble or sticks in this area, the maze area below may be dimly seen as a dark space. Light (magical or otherwise) will illuminate a small part of the maze.

**Note:** This covering cannot be passed, or even scratched (being the equivalent of a huge *wall of force*), and this protective cover extends over the entire obelisk, about 1/2" from its surface at all points.

The sticks and rubble above the maze can be easily cleared in 16 man-turns of work (all characters working for 2 turns, 4 turns for 4 characters, etc.). If the characters clear some or all of the area, read the following to the players:

With a little work, you uncover a wondrous sight. A maze lies below you, surrounding the central pillar! With the area cleared, you can easily map the whole thing, if you take two or three turns to do so.\*

*\*If the characters take the time to map the maze, give the players their Map of the Ruins. If they do not map the maze, try to subtly encourage them to do so; otherwise, the players will spend so much time mapping that very little will be accomplished from here on.*

If the characters do uncover the maze:

You are standing on a perfectly clear but impenetrable surface which covers the whole maze. The floor of the maze seems to be stone, about 15 feet below you. The walls are also stone, about 6 inches thick.

There are a dozen intact buildings in the maze. Four are octagonal, four rectangular, and four irregular ones are in the center area, near the pillar. All the buildings have doors, made of a strange-looking metal.

There seem to be openings at the four corners of the maze. Each of these lies below some old surface ruins. Near the southeast corner (point A on your map) lies an armored skeleton with some unidentifiable bundles.

**Warning:** Your map is slightly different from the Players' Map. Do not mention, hint at, or reveal those differences.

## Entry

At any or all of the four corners, characters may move the rubble with a little digging. When this is done, the rubble cascades down, revealing a slide or pit leading down to the open entrance to the maze. Characters will have no problems climbing or sliding down to any entranceway. (These rubble slides are NOT traps, but are detectable by the dwarven "Detect Unsafe Floor" ability.)

## Skeleton

The old human skeleton at point A is clad in non-magical plate mail and shield, now corroded and worthless. The bones show signs of bite marks and gnawing, and all the limbs are somewhat out of place, with some of the bones broken. (Part of the victim appears to have been eaten a few years ago, but most of the body simply rotted away, encased in the armor.)

Three bundles lie near the body. One is a moldy leather backpack, containing normal equipment (now rotted; blanket, food, some candles, etc.) and various normal coins worth a total of 100 gp. A second bundle is a large sack; it contains a rotted mass of something not identifiable, and nothing more. A third bundle is a bunch of 20 wooden branches, each about 15 inches long. These are in fair condition.

In front of the skeleton (by the "\*" on your DM's map) lie two short sticks. These seem very similar to those in the bundle, but are only three inches long. One end of each is broken, as if it were torn from a tree; the other end is cut off very cleanly. The victim used them to test the area ahead (see "Zap", above.)

## 1. Head

This octagonal room is empty except for the objects in the center. A stone pedestal stands in the exact center of the room, 4 feet tall and 1 foot in diameter. Atop it sits a golden object — a 5 inch tall bust of a clean-shaven human with hooked nose, bushy eyebrows, and short hair.

The bust is made of solid gold. If a *detect invisibility* spell is used, or if a thief successfully “finds traps”, characters will note that the bust rests on an inner circle atop the pedestal — a crack, possibly indicating a movable center. Success at “removing traps” means that a small wedge has been pushed down into the crack, hopefully jamming the center piece.

*Detect magic* reveals that the bust is magical; concentration may reveal that the dweomer is an Enchantment. Further concentration may reveal a like dweomer *below* the bust (a ring); and still more concentration may reveal a faint but definite Evocation further below the bust, within the pedestal.

A *dispel magic* at the pedestal will not change anything; the stone is partially galena, a lead ore, and blocks such attempts.

If the bust is lifted, a ring is revealed; the bottom of the bust has a lens-shaped hollowed portion, and the ring sits on the stone under it. If the trap has not been defused, the lifting of the bust causes the center portion (a stone cylinder) to slide up. One foot of it rises from the pedestal, releasing a *fireball* explosion which fills the room and overflows out the door (or doors, if the door opposite the entry has been opened by this time). The central cylinder immediately slides back down into the “closed” position, leaving the pedestal in its original condition; it will not open again unless reset (via the control room in area #9). (Sorry, but replacing the bust with an equal weight — ala *Indy J* — will trigger the trap...again ala *Indy J*.)

The *fireball* inflicts 6-36 (6d6) points of damage. Use the results of Saving Throw D (vs. spells). (Success indicates 1/2 damage.) Of the 33,500 cubic feet of explosion, the room accounts for only 10,500; about 23,000 cubic feet will expand out of the room. This is 15 1/3 map squares (each representing 1500 cubic feet). If both doors are open, divide the explosion evenly out of each one (but you probably won't need to be exact; this goes a long way, and most characters will probably be in range).

The bust weighs 100 pounds, and is worth 5,000 gp. The ring is a *ring of fire resistance* (+4 bonus to saving throw, -2 damage per die).

## 2. First Image

In the center of this room is the six-foot tall head of a man: the same man as that portrayed by the gold bust from Room #1 — hooked nose, short hair, and so forth. It appears fleshy, alive, and very real, as if a giant were imprisoned below the floor. The head has its eyes open, looking at the southwest door (the entrance).

The image is an illusion. Disbelief will not affect it, nor will *dispel magic*; however, the thing is harmless and insubstantial. Characters can walk through it. The image will not respond to anything the characters do, except for one simple action (see below).

The exit — the west door in the north wall — will NOT open, whatever is tried, as long as the image has its eyes open. (Remember that all the other doors are disintegrators.)

If the golden bust is shown to the image in this room, the image will close its eyes. The exit will then open easily when touched from inside the room. However, the door closes itself one turn after it is first opened, and will NOT open when touched on the outside (corridor side). Thus, once all the characters have passed this door, they cannot go back, and are trapped in the maze. The door will close regardless of any attempts to block it, crushing any object or spell effect in its way.

## 3. Bells

This octagonal room contains only two small golden bells, both sitting on the floor in the center of the room. Each has a 3 inch long handle and a 2 inch tall cup.

The bells are solid gold, with gold clappers. *Detect magic* will reveal that one is magical; concentration may reveal the dweomer to be an Enchantment; and further concentration may reveal an additional dweomer, an Evocation.

If the magical bell is lifted from the floor, a *fireball* explosion goes off beneath it, identical to that in Room #1. Damage is 6-36 (6d6) points. Use the results of Saving Throw E (vs. spells); success indicates 1/2 damage. Again, the blast will spill out of the room, filling 15 1/3 additional map squares.

The non-magical bell is not trapped in any way, and is worth 20 gp. The magical bell is a *bell of blasting*; each time it is rung, a small gem-like object (apparent value 1,000 gp) falls from inside it, and will explode 3 rounds later in a 6d6 *fireball* unless the *bell* is placed over it. (This action merely delays the *fireball* until the *bell* is again picked up.) The *bell of blasting* has a value of 7,500 gp if sold in a sizeable town. It has 12 charges remaining; one charge is used for each *fireball* — remember this. Characters may ring the *bell* later, and a *delayed blast fireball* will be produced each time. If so, players may make the needed saving throws; do not use any more pre-made rolls for *fireballs*.

Either door can be opened easily, whether or not the bells are tampered with.

## 4. Second Image

This rectangular room contains, once again, the six-foot tall head of the familiar human with the hooked nose. Again, it is facing the entrance (south door on the east wall).

Again, the head is an illusion; however, this time the eyes are closed. The exit (south door) will not open until the eyes have opened and closed again. The eyes can only be opened by ringing a bell in the room; they cannot then be closed unless shown the golden bust. Once this procedure has been completed, the south door will open normally, to a touch. It can be opened from either side.

**Note:** Either bell can be used.

## 5. Chalice

This octagonal room contains a pedestal in the center, identical to that in Room #1 (4' tall, 1' across), with a golden chalice sitting atop it.

As in Room #1, the center of the pedestal may be found (via *detect invisibility* or *find traps*) to be a movable cylinder. The solid gold chalice has a 5 inch cup atop a 3 inch tall base and stem; it is empty.

*Detect magic* will reveal that the chalice is magical, and that something within the pedestal is also; concentration may reveal that the chalice bears an Enchantment, as does something in the pedestal; and further concentration may reveal that an Evocation also lies within the pedestal.

If the center of the pedestal is jammed (which occurs if a “remove traps” attempt is successful), it will not move. If the chalice is lifted before the trap is jammed, the central cylinder will rise up 1 foot, revealing a hole through it; a ring lies in this hole. (No explosion occurs.)

After rising, the cylinder immediately returns to its original position. If any character is standing by the pedestal when the cylinder rises, an attempt may be made to grab the ring before it descends. Have the character make a normal “to hit” roll as if for missile fire (dexterity adjustments apply, but not strength); if the character hits AC -2 or better, the ring is successfully grabbed. The ring is another *ring of fire resistance*. In any event, the small compartment below the ring will not be disturbed; and it is this compartment, not the ring, which bears the Evocation — a *fire trap*. It plays no part here. As a minor point of interest, the pedestal is partly galena, a lead ore, which will foil *dispel magic* attempts at negating the Evocation.

Note that this room may be easily avoided, but the Chalice will be needed to pass Room #6. Characters may return to this room easily; both doors will remain open.

## 6. Third Image

This rectangular room again holds the six-foot image of the now-familiar human head with the hooked nose. Again, it is in the center of the room and again it cannot be affected except by certain actions. It faces the entrance (east door) with its eyes closed; the exit (east door on the north wall) will not open until the eyes have

been opened and closed again. The required procedure runs as follows:

Step #	Action	Result
1	Ring a bell.	The image opens its eyes.
2	Put liquid in the Chalice; then show the Chalice to the image.	The liquid disappears.
3	Show the golden bust to the image.	The image closes its eyes.

After the procedure is complete, the exit will open at a touch.

Only one mistake can cause problems. If the Chalice does *not* contain some liquid when shown to the image, find the result of the holder's Saving Throw H (vs. death). If successful, the victim takes 10 points of damage; if failed, the victim is reduced to 0 hp (but may be recovered by quick curing, with no loss except for the points of damage).

The liquid can be any type — water, wine, blood, potion, etc. Interruptions of the procedure do not cause problems. As soon as the 3 required actions are completed, regardless of other activity, the eyes close and the door is free to be opened.

The exit can only be opened from inside the room. It closes itself one turn after being opened. Thus, after characters have passed through this room, they cannot later return (identical to the effect in Room #2).

**Note:** This concludes the use of the pre-made saving throws. Any further saving throws required must be made by the players as needed.

## 7. Apples

This octagonal room is empty except for a golden serving platter on the floor in the center of the room, with 3 golden apples upon it. The platter is one foot wide and two feet long, crafted with golden handles on each end. The apples are 3 inches, 4 inches, and 5 inches in diameter.

*Detect magic* will reveal that the tray and apples are magical; concentration may reveal that all the dweomers are Enchantments; and further concentration may reveal that the two smallest apples also bear Evocations.

The tray is a *platter of purity*; any consumables placed on its surface will become purified in 3 rounds. Poisons are negated; unfortunately, potions are turned to pure water. No living thing can be affected, nor can any non-consumable items. The tray is worth 5,000 gp if sold in a sizable town.

The apples are *apples of chaos*; two have additional dweomers. If an *apple of chaos* is thrown, its material form disappears where it lands, but its image remains — a phantasm — affecting all creatures within 40' of it. All victims are affected as if by the 5th level Illusionist spell *chaos*, suffering *confusion* (as the druid spell): normal fighters (not paladins or rangers), illusionists, creatures with Intelligence 4 or less, and monsters which do not use magic may each make a saving throw vs. spells to avoid the effect; no other creatures gain a saving throw. The *confusion* lasts for 20 rounds, until the phantasmal *apple* disappears; the image (and the effect) may be removed by a *dispel magic* spell, but checked against 20th level magic use. An *apple of chaos* is worth 3,000 gp if sold in a sizable town.

The *platter* and *apples* may be freely picked up and examined without incident. *Dispel magic* will not affect them in any way. Note that this room may be easily avoided, but an *apple* will be needed to pass Room #8. Characters may return to this room easily; the door will remain open.

## 8. Fourth Image

This rectangular room once again holds the six-foot tall image of the human head with the hooked nose. Again, it is in the center of the room and again it cannot be affected except by certain actions. It faces the entrance (north door on the west wall) with its eyes open; the exit (south door on the east wall) will not open until the following procedure has been completed in order:

As before, once all the steps are complete, the procedure is finished; *interruptions do not change the results*. In other words; if Steps 1 through 5 occur in that order, but with other actions between some or all of the steps, the result will still be success.

Mark off Step 1 when the bust is first shown, then wait for them to complete Step 2 (possibly after other actions), mark it off, wait for Step 3, and so forth.

Step#	Action	Result
1	Show the golden bust to the image.	The image closes its eyes.
2	Ring a bell in the room.	The image opens its eyes.
3	Show an <i>apple</i> to the image.	The <i>apple</i> disappears.
4	Put liquid in the Chalice; show the Chalice to the image.	The liquid disappears.
5	Show the golden bust to the image.	The image closes its eyes.

After this is complete, the exit may be opened normally. No further activity of any kind will affect the image.

Several incidents may occur if everything is not done perfectly. As before, if the Chalice is shown without liquid in it, the holder of the Chalice must make a saving throw vs. death; if failed, the victim is reduced to 0 hp (but may be recovered by fast curing, with no losses except for the points of damage); if successful, the victim still takes 20 points of damage (double the previous situation).

In addition, whenever an *apple* is shown to the image, it disappears — whether or not this occurs at the proper point in the procedure. (The *apple* will *not* disappear if the image doesn't see it — i.e. if the eyes are closed.) If the *apple* is one of the two smaller ones (the ones with Evocation dweomers in addition to Enchantments), a small gem-like object remains when the *apple* disappears. The gem has an apparent value of 1,000 gp, but will explode in 3 rounds as a *fireball*, inflicting 6-36 (6d6) points of damage; each victim may make a saving throw vs. spells to take 1/2 damage. The room contains only 9,000 cubic feet of volume, so 24,500 cubic feet of *fireball* will spill out into nearby corridor (evenly through all open doors); this is 16 1/3 map squares.

Thus, the party could conceivably lose all their *apples* in this encounter by showing more of them to the image than necessary. Note also that the magical *bell* will spew forth a *fireball* with the same sort of effects. (See Room #3 for details.)

**Notes:** Whatever else occurs, if all 3 *apples* are “fed” to the head, this has the same effect as completing the procedure; the eyes close and the exit is freed. Note also that the party probably has an excellent idea of the route from here onwards, and a *passwall* spell may be used to avoid all interaction with the image, allowing ALL the *apples* to be kept!

The exit will, once again, close itself one turn after being opened, and cannot be opened from the outside (corridor side). It will crush anything left to block it.

## 9. Center

As you approach the center, the base of the obelisk is visible amidst four buildings. There is no sign of life or treasure.

Each of the buildings contains various interesting items, as detailed below. The corridors around them can be freely explored (except for the “\*” areas, of course). None of the doors are disintegrators. Whenever any door is opened (in the usual way), a short corridor is revealed, apparently turning left or right (as applicable) to a lit area. The light always seems dim, as if from torchlight. In the room descriptions, treat the entryways as “corridor in”, leading to a 20' square “room” area.

### 9a. Northwest Building

In the alcove in the southeast corner of the room, a massive golden throne sits in the corner, facing northwest. Its seat, back, and arms are lined with plush velvet cloth. Sitting in the throne, apparently asleep, is a familiar figure — a clean-shaven human male with a hooked nose and short hair! He is wearing an orange robe and a pair of red boots.

The party can easily surprise the magic-user; he is sound asleep, and not expecting company. If awakened and confronted by the party, he will immediately surrender and negotiate. He is Torgel, a

13th level Neutral Magic-User, known to the characters by name and reputation; he used to live in the capital!

Torgel will use Alignment Language only if absolutely necessary to convince the party of his peaceful intentions. He will reveal neither his level, nor his spells memorized. He has a strange story to tell, if permitted. He was exploring this area with a party about 2 years ago, in search of this obelisk. They lost a few members to giant insects and spiders, but pushed on. Then they were ambushed by bullywugs — hordes of them. In the fray, Torgel was forced to *teleport* out; somehow he appeared here, by the obelisk, trapped in the maze. He had intended to *teleport* home, and doesn't know what happened. He lost his spellbook in the bullywug fray.

Torgel knows that the maze can be deadly, and has given up attempting to escape. Room 9B feeds him whenever he wants. He is half mad from boredom, and eager for escape. He knows of the control panels in room 9C, but has not experimented with them; he had planned to do so in another year or two, if no help came.

Torgel is 52 years old, but in remarkably good shape. His appearance is clean; his sanity is unstable, due to his imprisonment, but will improve in time. He tends to be opinionated and not very trusting; his personality is diplomatic but aloof. His disposition is even-tempered, and his nature is forgiving but not soft-hearted. He is truthful when it suits him, slightly greedy, somewhat irreverent, but otherwise normal.

If the party does not watch him continuously, Torgel may decide to cast his *geas* spell (if convenient and if there are no witnesses to cause trouble) on a party member, ordering the character to do everything possible to return him safely to the capital city. (See PHB pg. 84 if needed; casting time is 4 segments, and the effect is delivered by touch.) The victim has no saving throw, and must comply or grow sick and die in 1-4 weeks. If caught out, Torgel will reveal the *geas*; the party must help him and keep him safe or they will lose their comrade! (*Dispel magic* and *remove curse* will not affect a *geas*; only a *wish* will do.)

**Note:** Any person sitting in the throne in Room 9A will inadvertently provide the image used by the maze machinery. The maze runs the images in Rooms 2, 4, 6, and 8, and creates the bust found in Room 1. Torgel actually had no idea that all that was happening. He does remember some odd dreams about waking, sleeping, eating and drinking, and so forth.)

### 9b. Northeast Building

This room contains a magical tree, 10' tall, and a magical pool of water. If any creature in the room thinks of any type of food, buds appear on the tree branches; they blossom out in 2 rounds, revealing the type of food desired — steak, pudding, salad, bread, or whatever! The tree will produce an unlimited amount of food.

The pool is pure water, only an inch deep and a foot across. However, it cannot be emptied, magically remaining full at all times.

Nothing else is in this room. The tree is apparently growing from the solid stone; the pool is merely a slight indentation in the floor. If the tree is harmed in any way, it will stop producing food. If the pool is evaporated by heat, it will not refill.

### 9c. Southwest Building

The north and west walls of this room (around the corners from the entrance corridors) are covered with levers, dials, buttons, and other technological devices. Two plush chairs sit before them, one for each wall.

There is nothing else in the room; nothing in the room is a trap. The devices control the following things:

#### MAIN SWITCHES:

One large switch is located on each wall; they are toggle types, up-and-down.

**North Wall:** Nothing in this room will function unless this switch is in the “up” position; it is currently down. When pushed up, the south and west (outer) walls of the room light up, showing a phantasmal image of the entire maze from above — just like the Players' Map. However, many of the doors on the map are lit with a green light (as explained for “Buttons”, below).

**West Wall:** This switch is “up”, and will not move unless the main power switch (above) is “on”. If power is on, pulling this switch down causes a message to appear across the image map,

flashing every two seconds. It is in an unknown tongue. *Comprehend languages* will reveal it to say “Warning: Defense Cutoff Armed. Switch Back to Negate; Turn Power Off to Cutoff.” Thus, if the Main Switch is pulled down while the message is flashing, the “Defense” will be negated. If this occurs, the force field above the maze and around the obelisk disappears. Again, this switch cannot be moved while the power is off.

If the power is then restored, a different message is displayed, again in the strange tongue: “Warning: Defense Field Off. Push Defense Switch UP to Restore.” If the large switch on the west wall is pushed back into the “up” position, the force field will return, and will remain even if the control room power is cut off.

Note that there is no visible change when the force field is turned off; characters might not realize that they are free to climb or fly out of the maze, except for bits of rubble or creatures that fall in.

#### BUTTONS:

There are 80 buttons, 20 per row, two rows per wall. They control all the doors in the maze; the upper buttons cause the doors to open, and the lower ones, to close. The first four buttons control the doors to Room #1, the next 12 for Room #2, and so forth. When a door is open, the image map (see above) causes the door to light up in green; when closed, the light goes off. Thus, many of the doors on the image map are currently lit.

#### LEVERS:

There are two levers along each wall. All are in the “up” position, but may be pulled down. After being pulled down, a lever will automatically return to upright position unless firmly held. Holding a lever causes no further effect.

#### North Wall

**Left Lever:** Causes all Doors to close.

**Right Lever:** Causes all Doors to open.

#### West Wall

**Left Lever:** Causes all Disintegrators to light up on the image map in red light; if pulled again, reverses the effect.

**Right Lever:** Turns off all Disintegrators.

#### DIALS:

There are dozens of dials mounted on the walls. Whenever any button is pushed or a lever activated, various dials will jiggle, and give various readings; however, these cannot be interpreted.

**Note:** The power circuitry for the dials, levers, etc. is not wires, but rather veins of metallic ore in the walls — sort of a printed circuit of rock. Only the north and west walls, upon which the devices are located, bear these circuits; the outer walls are normal solid stone. A *passwall* through the circuitry would result in a powerful electrical explosion filling the entire building, and spilling out into all the corridors of area #9 if any door is open. Victims in Room 9C get no saving throw; any other victim may make a saving throw vs. spells to take 1/2 damage, but with a -4 penalty to the roll. The explosion inflicts 10-200 (10d20) points of electrical damage.

### 9d. Southeast Building

This storage room contains 300 sheets of an unknown metal, each 2' by 5', and less than 1/32 of an inch thick. The metal is silicon-steel, and cannot be damaged except by magic. Each sheet weighs 100 coin (10 pounds). The metal may only be sold as a curiosity; it cannot be easily worked except at incredibly high temperatures. It is worth 100 gp per sheet as a novelty.

There is a secret compartment under the floor; the compartment can be detected by a *detect invisibility* spell, but cannot be opened except by a *knock* spell. Within lies an odd device, about 8 inches long; most of it is handle, with a roller on one side of the end, and a short knife edge on the same end, opposite the roller. If two sheets of the strange metal are placed with a slight overlap, and the overlap rolled with this device, the metal will fuse together, forming a single unbroken sheet; no crack or edge will remain. The knife edge will cut the metal easily, without any force needed. If this tool is found, the value of the metal is 10 times that given above — but only if the tool is sold along with it.

## Conclusion

If and when the characters escape from the maze, they may easily return to the ship. The denizens of the jungle will not bother them during this trip, unless they take the aerial route. Tell the players that their characters return victorious, with good news for the King; an obelisk has been found, along with several strange new items.



# NEEDLE

## PART II: RETRIEVAL

by Frank Mentzer

An AD&D® module for 6 characters of levels 8-10



# BACKGROUND FOR THE DM

“Needle” is a three-part adventure. It is the story of the discovery of an ancient obelisk, of the great task of moving it, and of the consequences.

In Part 1, “Ruins of Empire”, the player characters volunteered for a special mission for their King. The royal ears had heard rumors of a great magical device, an obelisk, located in a far land. It was supposedly amidst the ruins of a once-great empire, now a dense jungle. The King wanted more information about this rumored empire and the obelisk, if it existed.

The PCs sailed to the far jungle, where they encountered several odd jungle creatures, met the local natives, and found the ruins of a lost civilization. The obelisk was there, and it was still in perfect condition, protected by a force field. It stood amidst a large maze, also protected. To gather more information, they penetrated the maze, evading its deadly traps and solving its puzzles. In the center of the maze, they found the controls for the force field and more clues to the ancient empire. The PCs sailed home with the good news.

But they have just begun their epic adventure. In Part 2, “Retrieval”, the King orders the party to return to the jungle to retrieve the obelisk. His advisors prepare an elaborate plan for this monumental task, and a crew of over 150 men is dispatched under the PCs’ direction. The one-million-pound obelisk will be lifted, dragged to the shore, and towed home by ship. But disease and jungle creatures threaten the mission’s success. The local natives (froglike humanoids) are restless, as well; some believe the Needle to be sacred, and object to its removal. Two native tribes are also in conflict; both sides ask the PCs for aid. The obelisk-moving operation is completed just in time; the massed native hordes storm the beach as the PC ships sail off. And on the voyage home, they are attacked by pirates, sent by a rival kingdom coveting the obelisk.

In Part 3, “The Powers That Be” (to be published next issue), the obelisk has been safely erected in the King’s palace square. At the first full moon, however, a magical doorway appears in its base. The King orders the characters to enter it to find out what’s going on. The PCs find themselves in a subterranean world and meet a strange race of interplanar traders, who happen to be intelligent spiders. The spiders’ home is soon revealed to be a moon of the characters’ world; the Needle is a transportation device! The spiders are eager to trade with the earthlings, but the PCs must first prove the courage and worth of their races. They must rescue the spider-princess from her evil captors and slay a dragon in the process. Hopefully, all goes well, and the characters return to earth with new weapons, great treasures, and the good will of the spider race.

## NOTES FOR THE DUNGEON MASTER

This is an unusual adventure. Instead of an Encounter Key, you are provided with information on the expedition, setting, and a series of events (encounters) that occur at set times. Review all the information herein, to be familiar with the overall setup, and simply handle PC actions as needed.

A large amount of information is given herein, but don’t worry if you don’t or can’t assimilate all of it. Use as much as you can, but avoid getting hung up on details; keep the game moving. This may not be an easy adventure to run, due to large battles, a long time span, and so forth. This large mass of data all fits together to construct the “big picture” of the social and political events in the area; it is never all needed at once, and many minor details may not come to light during play.

## Characters

“Needle” is specifically designed for the characters provided in Part 1 (Issue #24). If you do not use those characters, be sure that your PCs are equipped to handle the needs that arise, especially including those of communication, magical curing, and magical attacks. Also, review the entire module, and modify all the references to the PCs provided. You must also create different resolutions to some of the plot complications; for example, two of the PCs from Part 1 are not present in Part 2, but reappear in Part 3.

## Abbreviations Used

AC	Armor Class
AL	Alignment
#AP	Number appearing

#AT	Number of Attacks
d	die (as in d10, a ten-sided die)
Dmg	Damage
HD	Hit Dice
hp	hit points
IN	Intelligence
MV	Movement rate
STs	saving throw vs. spells
STw	saving throw vs. wands
SZ	Size: S = small, M = medium, L = large
THAC0	Score needed (on 1d20) to hit AC zero

Abbreviations used in spell details include:

C	Casting time	f	feet	r	radius
cr	creature	hr	hours	s	segments
cu	cubic	obj	object	sq	square
cub	cubic feet	R	range	sqf	square feet
dia	diameter	r	rounds	t	turns
DR	duration				

The details of each monster are given in the following order:

Name: #AP; AL; MV; HD; hp; AC; THAC0; #AT; Dmg; SZ; IN; STs, STw

...followed by other notes, as needed.

## The Plan

The King’s engineer-architects, working with the court Wizard and Sage, have designed an elaborate project to move the obelisk without damaging it. The plan involves the building of a large scaffold, made of large timbers (to be lumbered at or near the site) and reinforced with metal parts (brought by ship) around the obelisk. Working from this scaffold, carpenters make a close-fitting wooden sheath upon which metal pulleys are mounted. The roadway from the ruins to the beach is cleared and, if necessary, reinforced; a huge sled is built. The obelisk is then raised off its base, by dozens of ropes through pulleys on the scaffold and the obelisk sheath, and the sled is pushed underneath it. The needle is then lowered, slowly and carefully, to rest on the sled. It is then towed to the beach, where a raft is constructed around it. Finally, by digging sand and by towing with ships, the needle is launched for the return trip, to be towed by two of the vessels.

## The Fleet

The following persons are involved in this expedition, all sailing in the three ships:

- 6 player character leaders
- 25 mercenary soldiers (L1 fighters; AC 2; hp 1d10)
- 53 carpenters/woodcutters (L0 men, AC 9; hp 1d4)
- 10 engineer-architects (L0 men; AC 9; hp 1d4)
- 45 sailors (L1 fighters; AC 8 or 4; hp 1d10)
- 3 navigators (L0 men; AC 9; hp 1d6)
- 3 ocean-going shipmasters (L3 fighters; AC 8 or 4; hp 3d10)

The ships are large merchant vessels:

Masts	2	Length	75 feet
Hull value	40 hull points (HP)	Width	25 feet

## Movement rates

Normal sail	3	Normal oar	1/4
Maximum sail	5	Maximum oar	1/2 (2-turn maximum burst)

Acceleration time (standstill to normal speed): 1 turn

Sinking time (hull value surpassed, time to sink): 1d10 + 2 turns

Grappling chance: 75% (opponent ship has 25% chance of removing grapnels)

Damage repair: if damaged for 12 HP (at most), repairs may be made at the rate of 1 HP per repair crew (10 men) per hour. Damage exceeding 12 HP cannot be repaired until the ship returns to port, but the first 12 HP can always be repaired.

Special Note: When towing the obelisk home, the ships move at half normal speed at best.

The sailors and sea captains will not assist in the land operations, but will visit the PC encampment every 4 or 5 days to see how things are going.

Much equipment has been brought for use in the project, including all the needed hardware, tools, and heavy rope (capable of 10,000 pounds' pull). The necessary lumber must be cut at or near the site.

## Fire Damage

Fire is a great danger on ship. When a ship is struck by any *fireball* of 5 dice or more or by a flaming catapult missile, roll 3d6 to determine the ship damage:

Fire damage roll (3d6)		Hull Points of damage
3-7	Light damage	1 HP
8-10	Light-moderate	2-4 HP
11-13	Moderate damage	3-6 HP
14-15	Moderate-heavy	4-8 HP
16-18	Heavy	5-10 HP

Any flaming catapult missile landing on the ship should be immediately doused; otherwise, it has a 75% chance of spreading to out-of-control proportions. If this occurs, roll for Fire Damage each round until HP are exceeded, then check Sinking time.

## Ship Weapons

The following information may be needed if the frog-men natives are aroused enough to attack the ships. It will be needed on the return voyage, when the pirate attack occurs.

The vessels cannot ram. One is equipped with a light catapult, with 30 boulders for ammunition; the other two have ballistae, each with 30 ballista bolts.

A ballista fires a large spearlike missile every four rounds when manned by a crew of 2. It may fire every TWO rounds with a crew of 4. It may be aimed at any target within a 45 degree arc, if it is at least 8 feet away (a closer target can easily dodge). The missile is hurled directly at the target, with little arching of trajectory. A ballista may be repositioned to aim in an entirely different direction ONLY by a maximum crew, requiring 3 rounds to do so. A ballista may easily be fired at a target level with it. Ballistae inflict NO structural or hull points; they are anti-personnel weapons.

A light catapult fires its ammunition once every four rounds with the minimum crew of 4; no benefits are gained by additional crew. It may be aimed at any target within only a 15 degree arc, and a minimum of 150 yards away. The missile traces a high arched path. Catapults may be used effectively against objects or creatures. Note that the damages given below are hit points; against an object, a light catapult inflicts 4 SP or HP.

Weapon	Range		Fire Rate	Crew	Damage	
	Min	Max			Sm-Med	Lg
Ballista	8'	960'	1/2	2-4	2d6	3d6
	1/4"	32"				
Catapult (Light)	450'	900'	1/4	6-10	2d12	4d4
	18"	30"				

Ranges are given in both feet and scale inches. Crew figures are minimum-maximum.

### "To Hit" Rolls

A siege engine hits as well as the would highest level person in its crew. A catapult target is treated as AC 0 (regardless of its actual AC); a ballista's, AC 10. Thirty of the mercenaries on this adventure have been given training in siege engines, and they are placed aboard the appropriate vessels. When the siege engines are operated by mercenary soldiers, use the numbers given below, subject to the modifications given thereafter.

"To Hit" rolls: Ballista: 10 Heavy Catapult: 20

### Modifiers

a. Target movement is...	b. Target size is...
None (stationary)	+3
Sm or Med	-2
Moving less than 3"	0
Mount & rider	0
Moving 3"-12"	-3
Giant or med. ship	+2
Moving 13"-24"	-5

**Special for catapult only:** if target is stationary, shots after the first have +4 bonus to hit (as the range is determined more accurately).

## Damage to Engines

The ballista has 2 Structural Points (SP); a light catapult has 4 SP. These are used in much the same way as a ship's Hull Points. The following attack forms inflict the given amounts of damage, either in Hull or Structural Points, depending on the target.

**Fireball or Lightning Bolt:** 1/2 per level of caster  
**Catapult Missile, Light:** 4  
**Boulder, giant-hurled:** 4 (or 6 for stone or storm)

## The Residents

There are two native tribes living in this area, and they are in conflict with each other.

### "Good" Natives

These folk are intelligent humanoid tree frogs. Technically, they are called Grippli (MM2); they refer to themselves as the "good folk" and to the other tribe as the "bad folk". There are 40 in the nearby village: 1 Tribal Mother, 4 attendants, 5 young, and 30 normal natives. Each normal native is about 2 1/2 feet (30 inches) tall. They eat fruit and insects (including giant forms, caught with nets and snares). Their hands and feet are adapted for easy movement through tree branches (9" rate). They wear no armor. They have 700-year lifespans but few offspring.

Grippli have grey-green skin, natural camouflage which aids in surprise (1-4 on 1d6). They have ultravision (10" range), allowing nighttime activity. However, they are not warlike. They speak their own tongue and a "Batrachian Common" language by which they talk (though rarely) with froglike humanoids of other races.

**Grippli native:** AL N; MV 9"/15"; HD 1 + 1; AC 9; THAC0 18; AT 1; Dmg 1-4 or by weapon; SZ S; IN Very to Exceptional; STs 17, STw 16.

The Grippli can be easily scared away by loud noises or magical displays. If scared off, they run to their village to tell the Tribal Mother about the events.

A few Grippli may be slain, either by mistake or if they are provoked to attack; however, if 8 or more Grippli are slain, for ANY reason, the entire village will flee deep into the jungle and return with five tribes of reinforcements a day or two later. These six tribes (180 Grippli in all, plus leaders) are all that live within 5 miles of the ruins, but 30 other tribes live within 50 miles.

If approached carefully, the Grippli may be dealt with peacefully. They are interested both in well-crafted items (nearly everything the party has) and in brightly colored items, but not in treasure. They may offer to trade gems in exchange for other items; however, they have no conception of real gem values. Each Grippli carries some gems, as given in the descriptions. If bartering occurs, roll 1d20 to determine the value of the gem offered:

### GEM VALUE CHART

Die Roll	Value	Die Roll	Value
1-4	10 gp	13-16	500 gp
5-8	50 gp	17-19	1000 gp
9-12	100 gp	20	5000 gp

### Grippli Village

The Grippli village is not visible from the air, completely hidden under heavy jungle cover. It consists of 30 mud-and-grass huts around a central ceremonial area (rarely used, but containing blackened logs and ashes). The Tribal Mother lives in the largest hut and rarely leaves it. She is always guarded by 4 attendants, Grippli of very large size. Thirty other Grippli live in some of the other huts, in pairs. Half of the huts are used for eating places, storage, etc.

The Tribal Mother and her attendants use poison where necessary. This deadly toxin is brewed from the vilest snake venoms; if touched, the victim must make a saving throw vs. poison or die. When used on a weapon, a victim struck takes 1-6 points of additional damage and must make a saving throw, with a -4 penalty to the roll, or die.

## The Mother

The Tribal Mother can, once per day, produce a musk spray in an area 20' × 20' before her (10' high), with the same effect as a *stinking cloud* spell. Each victim must make a saving throw vs. poison or be helpless for 2-5 rounds, and anyone within the cloud is automatically helpless except to move. The attendants and Mother are immune to these effects, but the other Gripli are not.

The Mother is also psionic; in addition to Attack/Defense modes A,C/G,J, she knows the discipline of Telepathic Projection, a Major Science, at 6th level of mastery (range 60', area 10'-wide path, cost 3/use, duration 6 rounds per use). With this, she can either sense or send emotions — hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love, and so forth. She will use this discipline to sense PC intentions, to influence others in her tribe, and (if necessary) to arouse anti-human feelings in other creatures of the area. (Each tribe's Mother has the same abilities.)

The Mother and her attendants have the same statistics as ordinary natives, with the following exceptions:

**Attendant:** 4; HD 2; hp 16; AC 8; THAC0 16; AT 1; Dmg 2-5 or by weapon + poison (see above).

Special Attacks: poisoned weapon.

**Mother:** 1; HD 3; hp 24; AC 7; THAC0 16; AT 1; Dmg 2-7 or by weapon + poison.

Special Attacks: poisoned weapon; psionic ability 200 (see above); 1/day musk spray (as *stinking cloud*, see above).

The Tribal Mother handles all negotiations for her people; no other Gripli can speak for the tribe. She knows the Common (human) tongue in addition to the usual languages. While talking with PCs, she will beam trustworthiness (via her psionics) at the PCs. If the Mother or her attendants are harmed in any way, 4 Gripli in the village will flee to gather the other six nearby tribes, while the remainder of the Gripli attack with great ferocity, gaining a +4 bonus to all "to hit" rolls (new THAC0: 14) and +2 to damage.

**Lumbering:** The Tribal Mother's first message to the PCs is very important: the PCs may use all the trees they wish from the area north of the ruins, but no trees to the east or west, nor in any area closer to the beach, can be cut. (Luckily, there are no trees on the old roadway, only underbrush; she has no objections about that.) The Mother warns that very great evil things may happen if this warning is not heeded — things far beyond Gripli powers. (This is not quite truthful; see **Mother's Revenge** if this occurs. This admonition is actually made to protect the areas around the villages.)

**Objections:** The Mother reveals that some of her folk oppose the human invasion on religious grounds; the maze and obelisk are held sacred by a large conservative group of the tribe (12 Gripli). She cannot guarantee their good behavior, but will control them as best she can (with the aid of the other 18) if the PCs offer an appropriate gift.

**Price:** The tribe must be offered (through their Mother) at least 200 square feet of brightly colored cloth (or the equivalent), or one crafted item (such as a metal weapon) per Gripli native, for negotiations to succeed. Even then, the best offer the Mother will make is for the Gripli to avoid the humans, avoiding hostilities for two moons (56 days); no further amount of cloth will lengthen this or gain Gripli aid.

**Continued Relations:** See the **Events** listing for special situations that develop. If PCs protest to the Gripli about the raids, the Mother will become somewhat irritated, denying all Gripli involvement.

**Alliance:** If the PCs aid the Gripli in their war against the Bullywugs (see **Events**, Day 54), their assistance will be greatly appreciated. After the Gripli-PC victory, the Mother will give the PCs a pile of sheet metal which she has buried near the village (silicon-steel, described in the first adventure, Room 9d; 100 sheets, each 2' by 5', 1/32-inch thick, weight 10 pounds per sheet, value 100 gp per sheet as a novelty, or 1,000 gp per sheet if the cutter is available.)

**Mother's Revenge:** If the PCs do not cooperate with the Gripli, or kill many of them, the Tribal Mother (or another tribe's Mother, if this one is slain) has an ultimate weapon at her disposal. Using her psionic discipline, she can muster the forces of the jungle, "pushing" their emotions into an anti-human rage. The denizens of

the treetops (q.v.) can be thus agitated into nearly continuous attacks on the obelisk-moving operations. If this occurs, 1-10 randomly determined treetop creatures will attack some part of the group (often not the PCs) each hour, day and night. Once relations have degenerated to this extent, the only recourse is escape; the entire PC expedition must flee to the boats and return home in failure.

## "Bad" Natives

These folk also are humanoid froglike beings (physically very similar to the Gripli). Technically, they are called Bullywugs; in practice, they refer to themselves as the "good folk" and to the Gripli as the "bad folk". They are about the same size as Gripli (some larger) and similarly colored, and they eat the same things — fruit and insects — plus flesh. They also wear no armor, but may use shields on occasion. They have also adapted for easy movement in trees. They speak their own tongue and the "Batrachian Common" tongue, as do the Gripli. Only their leaders (see below) can speak "human" Common.

Bullywugs are less intelligent than Gripli, but more aggressive. They surprise on 1-3 (on 1d6), or 1-5 if hopping to the attack.

**Bullywug native:** AL CE; MV 3"/15"; HD 1; AC 6; THAC0 19; AT 3 or 1; Dmg 1-2/1-2/2-5 or by weapon; SZ S; IN Average; STs 17, STw 16.

**Alignment Note:** A *detect evil* spell will detect no evil on these creatures while they are trying to negotiate with the humans; their intentions are fairly benign. However, a *know alignment* spell will always reveal their true inner nature.

The Bullywugs, like the Gripli, can easily be scared away by loud noises or magical displays. If scared off, they run to their village to tell their leader about the events.

## Bullywug Clearing

A large partially cleared area, 40 yards in diameter, is marked "Bullywug" on your map. It contains 10 mud-and-grass huts, similar to the Gripli village. It is an occupied outpost of the larger Bullywug village, normally occupied by 15 Bullywugs and one leader, a sub-chief, known as the Tribal Father. He can speak the human Common tongue. If visited, the Bullywugs will proudly claim this to be their beautiful village home. The real village (see below) is not visible from this clearing. All negotiations with the Bullywugs occur here.

If the PCs come to talk with these natives, the Father greets them in a friendly fashion, and offers them presents of one gem per PC (value 100 gp each). He then explains that they need PC aid; the "bad natives" (Gripli) often prey on his poor people, and their once large population has now been reduced to a mere handful. He reveals that the Gripli Tribal Mother has "mind power", can influence others simply by staring at them, and is very dangerous.

The Father offers the following deal: if the PCs help his people to chase off or kill the "bad natives" (Gripli), he will quiet those of his tribe who object to the PC "desecration" of the sacred area (maze and obelisk), and will give the PCs an ancient box they once found near the shrine. If PCs agree, he will suggest a raid on the Gripli village; if that is turned down, he will go along with PC ideas. Note that only these 15 Bullywugs and their leader will accompany the PCs, leaving the other 50 Bullywugs back in the actual village (see below). Kliket, the Bullywug Chieftain, will be kept informed of all events, of course.

The Father will give the PCs the ancient chest if aided. This item is exactly that — a very old but still intact treasure chest. It contains 100 pounds of various old bones and 6 reddish metal coins (silicon-steel) bearing strange runes. *Read languages* can reveal the words to be "Garhsa Koo" on one side, "One Sarkum" on the other.

If the Bullywugs are attacked here, they will flee to the north to the real village. They will otherwise remain here at all times, to maintain the deception that this is their village. However, if PCs visit here unexpectedly and observe carefully, they will find 1-6 more Bullywugs than were here before. If asked about this discrepancy, the leader will explain that they were out foraging during the PC's last visit.

## Bullywug Village

The real Bullywug village is not visible from the air, completely hidden under heavy jungle cover. It is located about 1 mile west of

the fake village (the Clearing). Very similar to the Gripli lair, it consists of 40 mud huts around a central ceremonial area (rarely used, but containing a muddy bog with some bones). There are 50 Bullywugs living here. If 20 or more Bullywugs are slain, this entire village will flee deep into the jungle and return with three tribes of reinforcements a week or two later. The other Bullywug tribes have 75 members each, plus leaders and shamans.

The leaders of this village are 1 chieftain, 3 sub-chiefs, and 2 shamans, with standard statistics except as follows:

**Chieftain:** 1; HD 3; hp 18; AC 6 (or better); THAC0 16; AT 3 or 1; Dmg 3-4/3-4/4-7 or by weapon +2; STs 16, STw 15.

**Sub-chief:** 4; HD 2; hp 12; AC 6 (or better); THAC0 16; AT 3 or 1; Dmg 2-3/2-3/3-6 or by weapon +1.

**Shamans:** 2; HD 1 + 7; hp 11 each; AC 6 (or better); THAC0 16; AT 3 or 1; Dmg 1-2/1-2/2-5 or by weapon.

Special Attacks: Clerical spells (7th level caster).

Spells: 3, 3, 2, 1, from the following list:

L1: *cure/cause light wounds, detect evil/good, detect magic, light/darkness, protection from evil/good, remove/cause fear*

L2: *augury, chant, detect/undetected charm, resist fire, snake charm, speak with animals*

L3: *cure/cause blindness, cure/cause disease, dispel magic, locate/obscure object, prayer, remove/bestow curse*

L4: *divination, exorcise, neutralize poison/poison, tongues/babble*

Normal spell selection:

*Cure Light Wounds* (x2; C 5s, 1d8)

*Cause Fear* (C 4s, R Touch, DR 7r)

*Resist Fire* (C 1r, R Touch, DR 7T)

*Snake Charm* (C 5s, R 3", DR 1-3T or 1d4 + 4r)

*Speak With Animals* (C 5s, R 0, DR 14r, Area 3")

*Cause Blindness* (C 1r, R Touch, Permanent)

*Dispel Magic* (C 6s, R 6", 30' cube)

*Tongues* (C 7s, R 0, DR 1T, Area 3" radius)

The Chieftain and Sub-chiefs can speak "human" Common, but the shamans cannot.

The Bullywugs are not interested in trade of any kind. They often pretend to be Gripli if approached. They prefer ambush or surprise when attacking, and normally avoid combat otherwise.

### Critters

There are many creatures dwelling in the trees, and they can be quite dangerous: giant dragonflies; various normal and giant snakes (boa constrictors, boas, poison and spitting snakes, and others); spiders of all types and sizes; and giant wasps, living in several huge colonies in the treetops. They normally stay there, but sometimes they venture near the ground to forage for prey. They rarely fly above the treetops.

If characters go near the treetops, either by flying or climbing, tell the players that the trees are "thick with flying, crawling, hissing creatures of all types". Try to impress them with the extreme danger of entering or passing through the treetops.

Characters who enter the treetops are attacked by the collection of creatures below. If these are all killed, the characters can proceed without further problems, unless they reenter the treetops at another point. Consider this horde to be present in any one section of treetops, roughly 50' square; if treetops are entered in a different place, another group will be ready, waiting, and hungry. However, they will not normally frequent the ground area, and should not bother human operations.

**Dragonfly, giant:** 1; AL N; MV 1"/36"; HD 8 + 3; hp 35; AC 3; THAC0 12; AT 1; Dmg 4-16; SZ M; IN Low; STs 6, STw 5.

Special Defenses: +2 bonus to initiative; with initiative — immune to hand-held weapons, AC -1 vs. missiles; without initiative — AC 1 vs. missiles; makes all saving throws as L16 M-U.

**Snake, giant constrictor:** 1; AL N; MV 9"; HD 6 + 1; hp 30; AC 5; THAC0 13; AT 2; Dmg 1-4/2-8; SZ L; IN Ani; STs 16, STw 15.

**Snake, giant poisonous:** 2; AL N; MV 15"; HD 4 + 2; hp 25 ea.; AC 5; THAC0 15; AT 1; Dmg 1-3 + poison; SZ L; IN Ani; STs 17, STw 16.

Special Attacks: Poisonous bite.

**Spider, huge:** 6; AL N; MV 18"; HD 2 + 2; hp 12 ea.; AC 6; THAC0 16; AT 1; Dmg 1-6 + poison; SZ M; IN Ani; STs 17, STw 16.

Special Attacks: Surprise on 1-5; leap 3" range; weak poison (+1 bonus to saving throw).

**Spider, giant:** 2; AL CE; MV 3"/12"; HD 4 + 4; hp 12 ea.; AC 4; THAC0 15; AT 1; Dmg 2-8 + poison; SZ L; IN Low; STs 16, STw 15.

Special Attacks: Poisonous bite.

**Wasp, giant:** 6; AL N; MV 6"/21"; HD 4; hp 25 ea.; AC 4; THAC0 15; AT 2; Dmg 2-8/1-4 + poison; SZ M; IN Non; STs 17, STw 16.

Special Attacks: Tail sting (save vs. poison or suffer permanent paralysis).

**Note:** Wings burn off in fire (no damage, but wasp cannot fly thereafter).

## General Sequence of Events

The following is a summary of the various events detailed later.

The natives (both Gripli and Bullywugs) contact the PCs. Relations are neither good nor bad. Then the natives become concerned about PC "desecration" of their sacred place, the maze and the obelisk. Militant Gripli conservatives conduct secret raids on PC operations. Both Gripli and Bullywugs seek PC aid. Bullywug forces ally with the Gripli rebels and skirmishes occur. The Bullywug forces attack the remaining liberal Gripli (either side possibly aided by PCs). If the Bullywugs are victorious, they attack PC operations.

**Alternate Plotline:** The following possible course of events is not covered by the **Events Key**. If the PCs decide to kill all the natives (both types) early in the adventure, assume that some escape and return with other tribes in 7-16 (1d10 + 6) days. If this occurs, the vast number of hostile natives (200 + Bullywugs and 300 + Gripli) will, through guerilla tactics, sabotage, and occasional open assaults, inhibit the PC operations to such an extent that most of the workers will be slain, and the obelisk will not be moved. The PC expedition will fail. The PCs will also change alignment to Evil, each losing a level of experience when they exterminate the natives.

## Exploration

It is likely that the party will explore the nearby area before or during operations. They may thus find the Gripli village and the false Bullywug lair while scouting. If so, use the information given for each, and make the following change in **Events**. The first visits by natives will still occur, but merely for inquisitive reasons, not to summon the party to the village(s). All other **Events** proceed normally.

If characters want to explore widely, remind the players that the guards are probably inadequate for full defense of the operations and that the PCs are needed nearby. If the party splits, some of them reconnoitering while others remain, do NOT allow them to discover the actual Bullywug Village; and if they spend too much time scouting, the treetops are full of critters....

## Construction Times

The following information is NOT for the players. The "Actual Days" given below are valid only if few or no interruptions occur; count "half-days" of work where appropriate, depending on the events.

If asked for estimates, the engineer-architects will give the times given below (Est. Days), as they are cautious types.

Est. Days	Phase of Operation	Actual Days
30	Cut lumber	21
30	Build scaffolding and winches	21
12	Clear roadway	7
4	Build sheath around obelisk, string ropes	2
2	Raise obelisk, insert sled, lower obelisk, finish	1
3	Pull obelisk to beach on sled	2
3	Build raft around obelisk, launch	2
84		56
(12 wks)	Total project time	(8 wks)

In addition, 2-3 days will be spent in penetrating the maze, setting up camp, and generally settling in. Note that the travel time is not included: 10 days' sailing to return to the ruins, and about 20-25 days for the return (towing the obelisk).

## Logging Operations

### Woodcutting

One hundred map squares must be logged to gather enough lumber for the whole operation; keep track of it as follows. Ten woodcutters clear one map square (50 yards across) of usable timber in one day (10 hours) of work. For groups of less than ten, use decimal notation. For example, 42 men clear 4.2 map squares in a day. In Day One, the 53 woodcutters would normally clear 5.3 map squares, but will lose one man (.1 square) and possibly more. Have the players mark off the cleared areas on their map (approximately), and you keep track of the exact current total of map squares cleared. When the total reaches 100 or more, have one of the engineer-architects announce that the logging may end.

### Finding Relics

One interesting item is found per 5 map squares cleared. Find the item by rolling 1d20; mark off items as they are given out (do not repeat). Items are found by workmen and given to PC leaders.

1. Humanoid skeleton with four arms
2. Four odd reddish metal (silicon-steel) coins, worn flat
3. Three normal iron keys on a keyring (useless)
4. Batrachian skull with neat 1/2" holes in front and rear
5. Pouch (*bag of holding*, 500 lb. limit, empty)
6. 8'-long carnivorous dinosaur skull (gorgosaurus)
7. 150-pound regular block of quartz (value 1,000 gp)
8. Granite bust of a human head, life-size (value 250 gp)
9. Old rotting wooden chest (found to be bottomless)
10. Four rusty axe heads, no handles
11. Mummified shrunken humanoid head, intact
12. One elephant tusk (125 pounds, 500 gp value)
13. 1" metal cube (a box, contains dusty rose *ioun stone* + 1)
14. Humanoid made of tin, standing with axe (useless)
15. One pole arm in good shape (*guisarme*, + 3)
16. A rusty oil can
17. Odd amulet with a spider inscribed on each side, no chain
18. Bracelet, a solid brass ring (giant-sized *ring of warmth*)
19. 40 pound blue-green rock (turquoise, value 1,000 gp)
20. Reddish metal (silicon-steel) spork (spoon-fork utensil)

### Cleric Activities

Workmen will suffer various minor injuries during the whole operation. The clerics will each need 3 *cure light wounds* spells per day to combat normal wear-and-tear on the workers.

If the players are wise, they will have the clerics cast *cure disease* spells on everyone, working their way around to treat all the NPCs and themselves over a period of time. Since together they can cast 5 *cure disease* spells per day, they can treat each person once every 20 days (ignoring the sailors). See Day 22 for the results if this duty is neglected.

On each seventh day, the clerics will be approached by workmen, and expected to perform the usual religious services. These services need not be played out; they are ceremonies the clerics know how to perform easily, without using any spells, and can be assumed if the clerics agree to perform them.

During the course of this business, woodcutters and guards may die by various means detailed in the **Events Key**. Smiley (the PC cleric) may thereafter attempt to use *raise dead* spells to recover the lost. If so, assume that half of the workers will fail their System Shock rolls (thus remaining permanently dead) and that the same will happen to 1/5 of the guards *raised*. In any event, a *raised* person is useless for a full week thereafter, unless a *heal* spell (normally beyond Smiley's powers) is applied.

## PLAYERS' BACKGROUND

Several years ago, when you were all novice adventurers, you joined an adventurers' guild known as SMART — the Syndicate of Master Adventurers for the Recovery of Treasure. Though strangers then, you came to know and respect each

other's talents over the years. It is in your own best interests to keep good relations with the SMART organization and members.

You, of many volunteers, were selected by the SMART leaders to serve the King on an adventure. The King wants an obelisk that, according to rumor, is located in a far land, once powerful but now in ruins. In Part 1 of this adventure (Issue #24), you sailed to the rumored location, pushed through dense and dangerous jungle, and found the obelisk standing amidst an ancient maze, protected by a mystical force field. Traversing the maze was challenging but rewarding: you found traces of the once-great civilization and the controls for the protective field. You also rescued a powerful magic-user, a friend of the King's, who was trapped in the center. When you left, you decided to leave the protection on, to ensure the continued protection of the maze and obelisk.

You have returned to your homeland with treasure and information. The King is pleased with your success, and adds his token reward (1,000 gp each) and his thanks. The King's Sage then explains the situation: a veritable army of construction folk are being assembled to sail back to the ruin and bring the obelisk to the King. Your assistance is requested, as you are the only folk familiar with it — and, as you (wisely) left the force field up, the maze must again be penetrated. Most of you agree to continue in the King's service; however, Montana (the dwarf) thinks it sounds boring and decides to seek a new adventure. Furthermore, the day after your Royal audience, Slim (the magic-user) receives a note from the now-missing Digger (the gnome), demanding a huge ransom for the return of Slim's spell books (kept in the gnome's *bag of holding*)! This dastardly deed is magically resolved in a few days' time, and the only result is the utter disappearance of Digger. Your group is down to six; but, having lost only a fighter and a back-up thief, you do not feel seriously depleted.

In preparation for the moving of the needle, the King's Wizard casts a *limited wish* to discover the exact weight of the thing. The answer is exactly one million pounds. The Sage then excitedly performs his calculations and announces that (if the dimensions you've reported are correct) it weighs 52.3 pounds per cubic foot — in other words, it will float!

You thus set out a month later, with a convoy of 3 merchant ships full of people and equipment, to bring the needle to the King.

## SPECIFIC EVENTS KEY

Use this section in the same manner as you would use a normal **Encounter Key** during the game. Refer to other sections for information as needed, based on PC actions.

**Important Note:** Day 1 is the first day of logging operations, NOT the first day of the adventure (which begins about 12 days earlier, with the expedition's departure).

### Start

It's a jungle out there! This place is hot and steamy, infested with mosquitoes and who knows what else. There are snakes and big flying bugs in the treetops. And you're expected to keep order in this mess, using your resources to accomplish your mission for the King.

The force field covers the maze and obelisk. You can easily enter the maze and turn off the field whenever you like; we won't play out that part.

The obelisk is 65' tall. The main spire is 20' wide at the base, tapering to 10' wide at 60' height; the cap is 5' tall and (obviously) 10' square at its base, tapering sharply to a point. The whole is about 24,133 cubic feet in volume and weighs 1 million pounds. The obelisk is a single piece of material, apparently stone, and rests on a stone base, the floor of the maze. The official method of moving it seems to be best, though a long and involved affair; digging around or under it could topple it, and magic might adversely affect it. Remember your lives and honor are at risk if it breaks.

See **Part 1 (Issue #24)** for descriptions as needed. When

the PCs have settled in and are ready to start the operation, proceed to Day 1 (below).

**Note:** The players may want everyone in the expedition to stay on the boats at night, for safety. The NPCs will all feel that this is unreasonable and ridiculous, and will refuse. If threatened or forced to stay on ship during the nights, very little productive work will be done (the quarters on ship are cramped and not to their liking), and the workers will eventually mutiny against the PC leaders. If this occurs, handle it as best you can. A mass unarmed attack on PCs should result in their capture, and they will be given the choice of riding back to the capital or staying in the jungle, alone. Spellcasters will be stripped of components, spellbooks, holy symbols, etc.

If PCs stay on the ships while the workers stay on land, work will only proceed at about half normal pace.

### Day 1: Snakes in the Trees

About 2 hours after lumbering operations begin, one of the trees cut down is found to contain large poisonous snakes. The snakes attack, and one woodcutter is bitten each round. If the PCs are in the area (not off scouting or visiting natives), a guardsman comes running up to one character, asking for help. PCs may then arrive on the scene 2-5 rounds after the trouble starts. (Thus, a minimum of 2 woodcutters will be down.) One NPC will be dead from wounds. Other woodcutters are dead of poison, but may be revived by successive applications of *slow poison* and *neutralize poison* spells. A *cure light wounds* spell will cure all the wounds on any one NPC.

**Giant poisonous snakes:** 3; AL N; MV 15"; HD 4 + 2; hp 25 each; AC 5; THAC0 15; AT 1; Dmg 1-3 + poison; SZ L; IN Ani; STs 17, STw 16.

Special Attack: Poisonous bite.

### Day 2: Visit from Natives

A group of 6 humanoid frog-men arrive at the site. They keep their distance, watching the operations from a point 40 yards into the jungle. These are noticed by workmen and reported to the PCs. They are eager to talk, if magical means are used to permit this; their Tribal Mother wants to talk to the PCs about the logging operations. If the PCs agree, the natives (Grippli) will lead the PCs to their village to talk with the Tribal Mother. (See the **Grippli Village** section for details.)

### Day 3: No Event (or Native Visit)

If PCs have visited the Grippli, no events occur on Day 3. If they have not, the 6 natives from Day 2 (above; or others, if these were chased off or slain) will return. This time they will be braver, approaching the camp itself in search of leaders (PCs) to take back to their Tribal Mother.

If still refused, the natives will return each day hereafter.

### Days 4-6: No Events

Remember to mark off the map squares logged.

### Day 7: Services

The woodcutters ask the PC clerics to hold religious services. These will take 1-2 hours and will not delay the work. Mark off the normal number of map squares logged. Note that the actual services should NOT be played; the details should be assumed. Players may role-play the character reactions and handling of the request. If PCs refuse to provide services, logging operations will slow. Subtract 1 penalty hex from the number that would normally be logged each day (not cumulative) until religious services are provided.

### Day 8: No Event

Remember to mark off the map squares logged.

### Day 9: Visit from Natives

A group of 6 humanoid frog-men arrive at the site. They keep their distance, watching the operations from a point 40 yards into the jungle. These are noticed by workmen and reported to the PCs. They are eager to talk, if magical means are used to permit this; their leader wants to talk to the PCs about the logging operations. If the PCs agree, the natives (Bullywugs) will lead the PCs to the clearing south of their village (see map), to talk with their leader. (See **Bullywug Clearing** for details.)

### Day 10: No Event (or Native Visit)

If PCs have visited the Bullywug clearing, no events occur on Day 10. If they have not, the 6 natives from Day 9 (above; or others, if these were chased off or slain) will return. This time they will be braver, approaching the camp itself in search of leaders (PCs) to take back to their leader.

If still refused, the natives will return each day hereafter.

### Days 11-13: No Events

Remember to mark off the map squares logged.

### Day 14: Services

The woodcutters expect the PC clerics to hold religious services. These will take 1-2 hours and will not delay the work. Mark off the normal number of map squares logged.

### Days 15-16: No Events

Remember to mark off the map squares logged.

### Day 17: Wasps

In the morning, a group of 5 giant wasps raid the outer edge of the logging area. Six workers are stung before PCs can arrive; 2 are dead, and 4 are paralyzed. The paralysis is a poisonous effect, removable only by *slow* or *neutralize poison* spells.

**Giant wasps:** 5; AL N; SZ L; MV 6"/21"; HD 4; hp 30 each; AC 4; THAC0 15; AT 2; Dmg 2-8/1-4 + poison; SZ M; IN Non; STs 17, STw 16.

Special Attacks: Tail sting (save vs. poison or suffer permanent paralysis).

**Note:** Wings burn off in fire (no damage, but wasp cannot fly thereafter).

### Days 18-20: No Events

Remember to mark off the map squares logged.

### Day 21: Services

The woodcutters expect the PC clerics to hold religious services. These will take 1-2 hours and will not delay the work. Mark off the normal number of map squares logged. Three natives (Bullywugs) show up to attend the services, if allowed. If not, they simply leave.

### Day 22: Disease

If the PC clerics have been casting *cure disease* spells on everyone as often as possible (5 per day, 21 days for the circuit), this event does NOT occur. Otherwise, continue with the following.

One PC (determined at random), 3 guards, and 12 workmen start feeling ill — slightly dizzy with occasional chills. They have contracted a jungle disease. Once diseased, a character (PC or NPC) cannot work, fight, or cast spells. The disease is easily removable by a *cure disease* spell. If not cured, the disease causes the loss of 1 point of Constitution every other day; the victim dies when this ability score reaches zero. Assume that workmen and guards have CON: 10. This disease is spread by normal small insects that are always present in the jungle. The jungle residents have built up a resistance to it and are normally not affected. If PCs do not start regularly treating everyone in their camp, other outbreaks of disease will occur regularly. You must keep track of these; without regular treatment, 4 workmen and 1 guard will become diseased every day hereafter.

### Days 23-27: No Events

Remember to mark off the map squares logged. Logging operations conclude when 100 map squares are cleared of usable timber. When the logging is finished, the woodcutter-carpenters start work on building the scaffold and sheath around the obelisk.

### Day 28: Services

The woodcutters expect the PC clerics to hold religious services. These will take 1-2 hours and will not delay the work. Five natives (Grippli) arrive to attend the services, if permitted. If not, they will want to know why. Though pushy, they can finally be chased off.

### Days 29-32: No Events

Operations continue normally.

### Day 33: Native Visit

A group of 6 natives (Grippli) arrive at the site in the morning, and they seem upset about something. If conversed with magically, they will be very upset about the human “desecration” of their sacred place — the maze and the obelisk. No PC actions will calm them; they leave quickly. If slain, another group of 3 will arrive in the afternoon, looking for the others. If these are also disposed of, the remainder of the tribe will assume that the humans have become very evil and will gather all the tribes for attacks to come.

### Days 34-36: No Events

Normal services may be conducted on Day 35. Four natives (Grippli) attend services if permitted. Several workers make comments, such as “the natives aren’t such bad guys, when you get used to them...”.

### Day 37: Sabotage

In the morning, it is discovered that some parts of the scaffold have been sawed or chopped. Tracks of native (Bullywug)-feet are found here and there around the area. The building of the scaffold suffers 1 day delay for repairs.

If NPC guards are alerted and more carefully positioned around the maze area, further sabotage may be prevented. The natives have only a 10% chance (check each night hereafter) of successful raiding. If PCs stand guard, the chance drops by 1% per PC. If no precautions are taken, the same amount of sabotage (and delay) will occur each night hereafter.

If the Grippli Tribal Mother is confronted by PCs about the sabotage, she will deny her tribe’s involvement, blaming it on the “bad natives”. Likewise, the Bullywugs will blame it on the “bad natives” — the Grippli — and claim that it is all part of a scheme of the “old witch” (the Tribal Mother).

The guards and woodcutters start to openly distrust the natives; some feel that it would be best to wipe them all out.

### Days 38-41: No Events

Operations continue normally.

### Day 42: Services

The usual religious services are held, but are attended by no natives. However, as the service ends, 12 natives arrive, one of them a leader. They are armed with spears and seem irritated. The leader wants to talk; if magical means are employed, the message is revealed. The natives (a conservative militant group of the Grippli tribe) believe that the human operations are defiling their sacred area, the maze and obelisk. They demand that the humans leave the area within 10 days. They will try to leave peacefully, and will flee if attacked.

### Days 43-48: Possible Special Event

Work on the roadway should begin sometime in this range.

**Special Event:** While workmen are clearing the roadway, two of them fall into a pit trap and die on poisoned spikes. This is not avoidable unless the characters search the entire road with *find traps* spells (at least 4 spells’ worth). Memorial services delay progress for 1 day. (This trap was made by Bullywugs.)

### Day 49: Services

Services may be held as usual; there are no interruptions.

### Day 50: Messenger

In the afternoon, a native is spotted running quickly towards the PC encampment, with spear in hand, apparently charging. If allowed to arrive and magically conversed with, it brings word of violent conflicts between the two native (Grippli) factions, the militant conservatives and the liberal majority (led by the Tribal Mother). The native asks the PCs to aid the Mother.

If the messenger is slain before arrival, no further events will occur until the mass attack on Day 58.

If PCs do not respond, the liberals will be defeated by the combined forces of the conservative Grippli and their Bullywug allies (!). This occurs on Day 54, after a long series of skirmishing and a large final battle. On Day 58, their combined forces will march on the PC operations.

If PCs respond and come to aid the Mother, do NOT run the skirmishing. Summarize the situation, explain that no open battle is

yet possible, and keep the game (and time) moving. The militant conservative faction (14 natives) deserts the village this night, leaving 16 natives with the Mother and her attendants. PCs may return to their encampment by night and return to the Grippli village each morning if desired, with no ill effects. Days 50-53 will be marked only by brief skirmishes; the major attack occurs on Day 54.

### Days 51-53: Troop Movements and Skirmishing

Workmen report that elusive creatures, probably natives, are moving around out in the jungle for some reason. They avoid the human operations entirely. PCs will not be able to sight or catch any of the natives.

### Day 54: Sounds of Battle

If PCs have avoided the native problems and remained with their operations, the sounds of battle will be heard coming from the east (Grippli Village) at 11 A.M. PCs may investigate, but will find a horde of natives in the village, fighting a very few others (“mopping up”). By this time, the Tribal Mother, her attendants, and 12 of the Grippli liberals\* have been slain; the remaining 6 liberals are prisoners.

At this point, the force controlling the village is identical to the attacking group described in **Kliket’s Charge**, minus 10 Bullywug casualties. PCs will be negotiated with, if possible; this group is not yet prepared to attack the or the human encampment.

\***Accounting Note:** Previous Grippli casualties, such as deaths from PC confrontations, are subtracted from these 12.

If PCs are present in the Grippli Village at 11 A.M. on Day 54, run **Kliket’s Charge**.

### KLIKET’S CHARGE

#### DM Notes

When PC clerics pray for spells on the morning of Day 54, the intermediaries contacted (for level 3-5 spells) will point out that there are creatures all over this place with poisoned weapons. It is unusual for an intermediary to comment in this manner. They will say something like “Are you *SURE* you only want that many *slow poison* spells?” Aside from this rather obvious hint, the intermediaries’ conversation and spell granting will be normal.

This battle should take ½ hour of play or less. To keep things moving, assume that melees which do not involve PCs take 5 rounds to resolve, with 3 times as many Grippli casualties as Bullywug. (If Grippli are magically aided, e.g. attackers are *slowed*, reverse those odds in favor of the defenders!) In addition, determine each individual’s hit points when damage is taken, NOT in advance. Assume for area-effect purposes that there are six attackers per 10’ × 10’ square area during most of the battle. The 7 attacking leaders are spread out at various points in the mob.

Position the defenders (PCs and 18 Grippli natives) in any manner desired by the players, except that Grippli must be within their village. During the 3-4 days of skirmishing, defensive barriers may be built with logs and mud, giving 50% cover (-4 AC bonus) to the defenders for the first attack. DO NOT SUGGEST THIS, but allow it if players think of it. The Mother and her 4 attendants will stay back out of the fray, preferably in a hut.

The attackers creep up near to the village under heavy cover in an attempt to gain surprise. If any PCs are outside of the village between 10:30 and 11:00 A.M., or if any PC has a *detect invisibility* spell running during this time and is using it to watch for enemies, the sneakily approaching enemies will be spotted, and surprise will fail. Otherwise, the attackers will gain 2 surprise segments, using the first to jump (a charge attack) and the second to make a hand-to-hand attack. Note that the jump attack is a charge, and if defenders are NOT surprised they may set their weapons against it.

The attackers and defenders are all using poisoned spears (victim hit must save vs. poison or die).

#### Attackers

**Bullywug Natives:** 60; AL CE; MV 3”/15”; HD 1; AC 4; THAC0 19; AT 3 or 1; Dmg 1-2/1-2/2-5 or spear (1-6 + poison); SZ S; IN Average; STs 17, STw 16.

Special Attack: poisoned weapon.



**Chieftain, "Kliket":** 1; HD 3; hp 18; AC 2; THAC0 16; AT 3 or 1; Dmg 3-4/3-4/4-7 or by spear +2 (3-8 + poison); STs 16, STw 15.

Special attack: poisoned weapon.

**Sub-Chiefs:** 4; HD 2; hp 12 each; AC 2; THAC0 16; AT 3 or 1; Dmg 2-3/2-3/3-6 or by spear (2-7 + poison).

Special Attack: poisoned weapon.

**Shamans:** 2; HD 1 + 7; hp 11 each; AC 6 (or better); THAC0 16; AT 3 or 1; Dmg 1-2/1-2/2-5 or by spear (2-7 + poison).

Special Attacks: poisoned weapon; clerical spells (7th level caster).

### Spells 3,3,2,1 (identical for each):

*Cure light wounds* (C 5s, 1d8)

*Darkness* (x2, C 4s, R 12", DR 75r, 40' diameter)

*Resist fire* (x3, C 1r, R Touch, DR 7T)

*Cause blindness* (C 1r, R Touch)

*Dispel magic* (C 6s, R 6", 30' cube)

*Poison* (C 7s, R Touch, save or die)

The 12 (or less) conservative militant Gripli will stay back and avoid the fray. They have, at this point, realized their error, and they are appalled at the bloodthirsty plans of their Bullywug allies. If attacked, they will flee; if confronted, they will surrender. Later, if given the chance, they will plead with the Tribal Mother for mercy and forgiveness; she will grant both if they reaffirm their allegiance and do penance by rebuilding the village and serving the surviving liberal Gripli.

### Attack Tactics

Before they approach (at about 10:30 A.M.), the shamans cast their *resist fire* spells on themselves, Kliket, and 3 of the sub-chiefs. These 3 sub-chiefs wrap themselves in flammable oily rags; the fourth keeps a torch ready. They then accompany the horde in their sneaky approach.

The signal for the main attack is the lighting of the torch, back in the jungle. The shamans then each cast a *darkness* spell, aiming at Slim and Blaze (if visible, or any other PCs otherwise). When the *darkness* appears, the first wave of 30 Bullywugs will jump (30-yard range) at all available targets, doubling up as needed. Note that they gain a +1 bonus on this attack, and a hit inflicts double damage (plus poison).

While this occurs, the lucky sub-chief lights the others, and the flaming figures hop into the fray, making 3 attacks per round with claws and teeth. Any successful hit inflicts extra fire damage of 1-4 points.

After the first wave attack, the shamans continue with their second *darkness* spells, wherever they seem appropriate. Note that, as they are back in the jungle with the second wave of 30, they cannot be picked out from the others. Thereafter, whenever possible, the shamans will cast their *dispel magic* spells into the fray (avoiding their *darknesses*), give *cures* to the Chieftain or themselves if necessary, and then put up *cause blindness* or *poison* spells (not both) to use if they are attacked.

In the meantime, Kliket will send in the second wave of Bullywugs. Thirty more hop to the attack, without surprise but still with the charge bonus and, of course, poisoned spears.

### Defenders

**Gripli Natives:** 18; AL N; MV 9"/15"; HD 1 + 1; AC 9; THAC0 18; AT 1; Dmg 1-4 or by spear (1-6 + poison); SZ S; IN Very to Exceptional; STs 17, STw 16.

Special Attack: poisoned weapon.

### Defense Tactics

Wait for attackers to move in and slug it out.

Player characters are also defenders. Their tactics are as decided by the players.

### Day 55: No Events

Operations continue normally.

### Day 56: Services (Possible Special Event)

If the PCs have aided the Gripli and defeated **Kliket's Charge**, services will be held normally, with no events other than the attend-

ance of all the surviving Gripli liberals — including the Tribal Mother and her attendants! At this time, they will reveal the reward they have for the PCs (the sheets of metal; see **Alliance** in the Gripli description). If PCs have not yet defeated the Bullywug army, continue with the following.

Services are held as usual; extra blessings and thanks are appropriate, as the project is near completion. (No natives attend the services.) However, in the middle of the service, Bullywug spears fly out from nearby underbrush, instantly killing 3 workmen in a surprise attack.

(This will NOT occur if the PCs are positioned evenly around their group, but do NOT ask players for special actions; that would be a too obvious clue, since the other services are uneventful. If players have the foresight to stand watch, the incoming forces will be sighted at 50-yard range, and the service can be interrupted and surprise prevented. Normal guards will NOT suffice to prevent the surprise attack.)

The workmen panic and flee in random directions; the guardsmen join the PCs to face the incoming attack, and will follow directions.

The attacking forces are identical to those described in **Kliket's Charge**, minus 10 Bullywug casualties. Many snakes, normal and giant-sized, and other wild and monstrous creatures are around the camp. Bullywug shamans have talked to them, and they are waiting for food (the fleeing workmen) to come running out. If (or when) the PCs and guards defeat the massed Bullywug attack, they will find that most of the workmen have been killed and eaten by the critters; 8 workmen may be found wandering in the jungle, if PCs search. All the engineer-architects will be slain. PCs may hereafter attempt to finish the project themselves, but success is not likely; many men are needed to move the massive obelisk.

Clever players may decide to collect as many bodies as possible, take them to the ships, and spend a few weeks casting *raise dead* spells. However, most of the workmen will be too badly damaged or eaten to restore. A maximum of 20 can be regained this way, still too few to move the obelisk.

### Days 57 to Special: No events

Whatever the results of the past days, no further events occur until the PCs are about to leave (see below), either in failure or with the obelisk.

### Day ? (Next-to-Last Day): Noises

If the PC expedition fails, this occurs the day after the great Bullywug attack on the operations. If PCs have sailed away, ignore this event.

If the PC operations have succeeded, the following occurs while the obelisk is being dragged to the beach.

To accomplish this, workers have dismantled the scaffold and used that wood and other logs, laying them along the roadway. The 20 capstans are set up (see diagram) and manned, attached to the obelisk's sled and used to pull it towards the shore over the logs. When the obelisk is within 200 yards of the shore, long ropes are strung from the ships and attached to the sled, so that rowers may aid in the effort. The entire moving operation takes about 24 hours (2 long days' work).

On the second day of moving, native drums are heard in the distance. If the PCs seek the surviving Gripli to get more information, they will find them in the process of packing up and moving. They reveal that the sounds are Bullywug war drums; other tribes are coming. There could be over 200 Bullywugs on their way. By the sound of the drums, they should arrive within 2 days. The Gripli must hurry to join the other Gripli tribes for defense if necessary. The Gripli believe that the nearby Bullywugs must have gotten word of their defeat to the others. This will have no real effect on the operations, but adds to the atmosphere.

### Day ? (Last Day): Approaching Army.

The sound of native drums grows louder. The obelisk reaches the beach, and workers hastily build a raft around it with logs from the roadway. By evening, the drums are very near, but the obelisk is ready for launch. If PCs decide to laugh that night, light sources must be used to ensure safety. The rope cables could snag if not attended carefully, and some pushing is needed in addition to the ships' pulling. Two of the ships are used to tow the obelisk and its raft; one remains more mobile.

If well lighted, the launch will succeed, and the PC expedition may sail up to 1/2 mile away from the shore. The navigators will not want to go further, as there is short visibility and there are reefs in the area's waters.

If the launch is left to the next day, no further events occur.

## Day ? (Departure): Bon Voyage Party

As the PC expedition leaves the sunny jungle shores, they are bid a fond farewell by the Bullywugs, who come out onto the shore and throw spears at the departing ships. If the PC expedition launched the previous night, this has no effect whatsoever. If the PCs launch this day, some spears will stick into the raft around the obelisk, but nobody will be harmed, and the attack has no other effect. In any event, the beach is packed with irate natives, obviously very hostile. They cannot pursue very far into the water. If attacked (by long-range magic or by the ships' ballistae or catapult), the Bullywug army will pull back into jungle cover.

## Final Encounter

On the morning of the 9th day of the 20-day voyage home, 2 other ships are sighted at a distance of 5 miles. They are heading towards the PC expedition.

These are 2 merchant ships containing pirates. They fly no flag. They have been sent by a rival nation, after their King heard that the PC expedition was being sent out. They want the obelisk. They do not, however, expect as much resistance as the PCs are able to provide.

The ships are large merchant vessels, identical to those of the PCs (hull value 40, length 75', width 25').

### Movement Rates and Times

The rate of the pirates' approach will vary by PC actions. If PC ships turn to attack, the "Rate of Approach" (ROA) is the sum of the two ships' movement rates. If PC ships continue on course, the ROA is about 80% of the pirate ship movement. If the PCs turn away from the attackers, the ROA is the pirates' rate minus the PC rate. Thus, the third PC ship (not towing) can evade the pirates by abandoning her comrades, but the obelisk cannot be kept without a fight.

If the PC ships do not change maneuvers, the following rates and times will apply, counting from the original 5-mile sighting:

PC ship....	ROA	Time to contact
a. Turns to attack	7 1/2 mph	4 turns
b. Continues on course	4 mph	7 1/2 turns
c. Turns to flee	2 1/2 mph	12 turns

EACH pirate ship is equipped with a ballista and a catapult (statistics given in the PC ship description section), with plenty of ammo. They will use flaming catapult missiles (pitch). The pirates' ships will start attacking when in range for both the catapult and ballista (30" range; this is 900', or about 1/6 mile). All shots will be aimed at the PC ships, being very careful to avoid striking the obelisk raft. When they close to 17" range, the magic-users will start throwing their *fireballs*, aiming for the largest visible groups of people or at the sails. (17" is 510', or about 1/10 mile.)

At the first sign of danger, most of the PC expedition will get below decks; a few sailors (10-15 per ship) will stay topside to keep the boat moving and fire the siege engines. When boarding seems imminent, the sailors will swarm out of the hatch to fight. Non-fighters (such as woodcutters) will stay below, surrendering if engaged. Sailors will try to keep pirates from boarding and will throw belaying pins at them for 1d4 points damage per successful hit.

The pirates will attempt to close in, grapple, and board. They will then fight to the death — for that is their fate if they return empty-handed — almost to the last man. If reduced to 10 men per ship or less, they will surrender and offer to ally with (or serve) the PCs and their King. (The traitorous rogues will flee shortly after arrival, if possible, to continue independent lives of piracy.)

### DM Notes

This encounter is best run loosely. Do not roll for every pirate and sailor attack, but roll normally for long-range siege engine attacks. Assume that the sailors have a slight edge in skill but are outnumbered, and that PC actions will save the day (hopefully). Concentrate on the PCs, and account for the rest by description and

summary. As a tactical note, things will be somewhat grim unless the PCs can neutralize the enemy spell casters. Note also that PC fighters can have a great time in melee, attacking once per level of experience each round (as the pirates are less than 1 HD each)!

### General Pirate Statistics

**Pirate:** 60 per ship; AL NE; MV 12"; HD 1-1; AC 6; THACO 20; AT 1; Dmg 1-8 (scimitar); SZ M; IN Ave; STs 17, STw 16.

There are 70 men per ship, as follows. Pirate leaders have the same statistics as normal pirates except as detailed below. Each ship contains the same assortment of personnel.

### Personnel (per pirate ship)

**Normal pirates (sailors):** 60; (as above)

**Sergeants:** 5; HD 2; AC 4; THACO 16; Dmg 2-9; STs 17, STw 16.  
**Lieutenants:** 2; HD 3; AC 3; THACO 16; Dmg 3-10; STs 16, STw 15.

**Captain:** 1; HD 4; AC 2; THACO 15; Dmg 3-10; STs 16, STw 15.

**Magic-User:** 1; HD 7; hp 20; AC 9 (or 2/3/4; see spells); THACO 19; AT 1; Dmg 1-4 (dagger) or spell; SZ M; IN High; STs 10, STw 9.

Special Attacks: spells.

**Cleric:** 1; HD 5; hp 30; AC 4; THACO 18; AT 1; Dmg 2-7 (flail) or spell; SZ M; IN Ave; STs 14, STw 13.

Special Attacks: spells.

### Pirate Spells (mark off as used):

#### MU #1 MU #2

_____	_____	<i>Magic missile</i> (C 1s, R 13", 4d4 + 4)
_____	_____	<i>Magic missile</i> (C 1s, R 13", 4d4 + 4)
_____	_____	<i>Shield</i> (C 1s, DR 35r; AC 2/3/4)
_____	_____	<i>Sleep</i> (C 1s, R 10", DR 35r)
_____	_____	<i>Detect invisibility</i> (C 2s, R 7", DR 35r)
_____	_____	<i>Stinking Cloud</i> (C 2s, R 3", DR 7r, 20' cube)
_____	_____	<i>Web</i> (C 2s, R 3.5", DR 14T)
_____	_____	<i>Fireball</i> (C 3s, R 17", 7d6)
_____	_____	<i>Fireball</i> (C 3s, R 17", 7d6)
_____	_____	<i>Dimension door</i> (C 1s, R 21")

#### CL #1 CL #2

_____	_____	<i>Command</i> (C 1s, DR 1r)
_____	_____	<i>Cure light wounds</i> (C 5s, 1d8)
_____	_____	<i>Cure light wounds</i> (C 5s, 1d8)
_____	_____	<i>Cure light wounds</i> (C 5s, 1d8)
_____	_____	<i>Sanctuary</i> (C 4s, DR 7r)
_____	_____	<i>Hold person</i> (C 5s, R 6", DR 9r)
_____	_____	<i>Hold person</i> (C 5s, R 6", DR 9r)
_____	_____	<i>Hold person</i> (C 5s, R 6", DR 9r)
_____	_____	<i>Silence 15' radius</i> (C 5s, R 12", DR 10r)
_____	_____	<i>Dispel magic</i> (C 5s, R 6")

### Spell Strategies

After throwing their fireballs from long range, the magic-users will wait until they have closed to 10" range, and will then each cast their *shield* spells. They will use *sleep*, *stinking cloud*, and *web* to inconvenience as many of the PC crewmen as possible, saving *magic missiles* for any formidable opponents (i.e. PCs). The magic-users will flee their ships if they start to lose or sink, via *dimension door*, heading for either the other pirate ship or a safe-looking PC ship (arriving down in the hold).

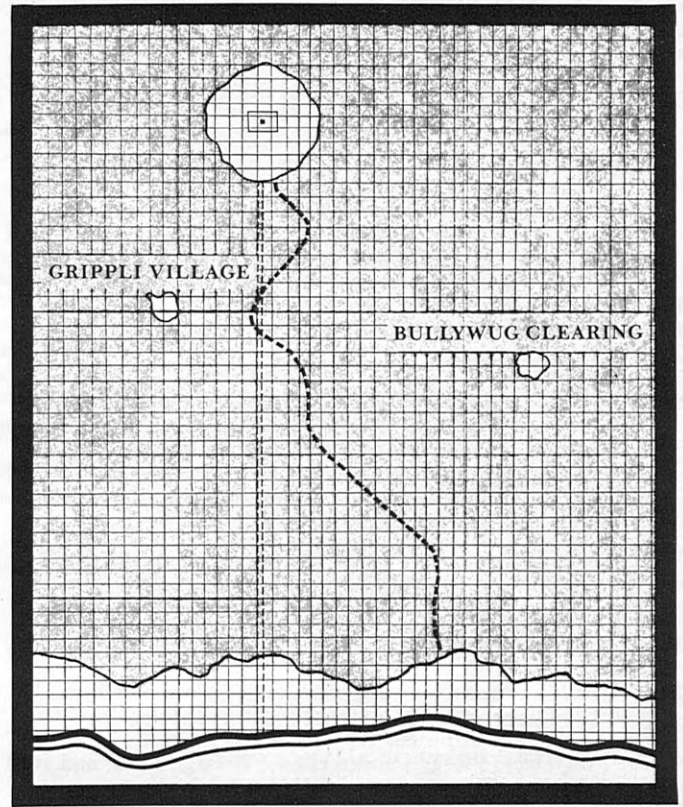
The clerics save their spells for opportunity, using *hold person* against formidable opponents (i.e. PCs), *silence* on obvious spell casters, *dispel magic* on PC-generated effects, and *sanctuary* if they are spotted. If engaged, the *command* spell (sleep) may come in handy. They will use *cure light wounds* on themselves, the magic-users, or any officers as needed.

None of the casters will put up a fight if cornered; they will surrender immediately if given a chance.

The pirates have a total of 2,400 gp in coins; the biggest treasure lies in the magic-users' spell books (value 15,000 gp each).

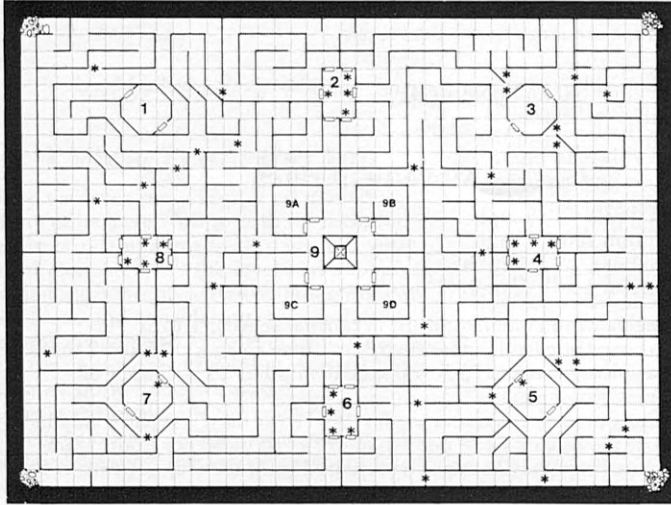
## Here Ends "Retrieval" Part Two of "Needle"

# OVERVIEW MAP

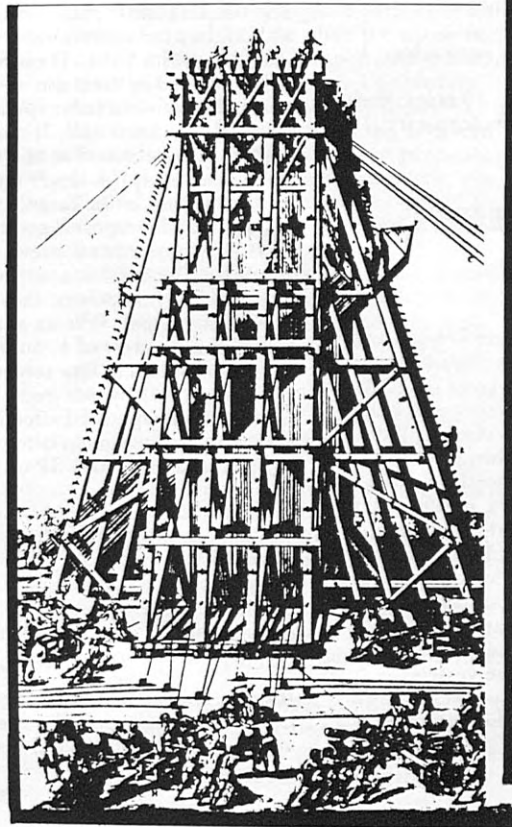
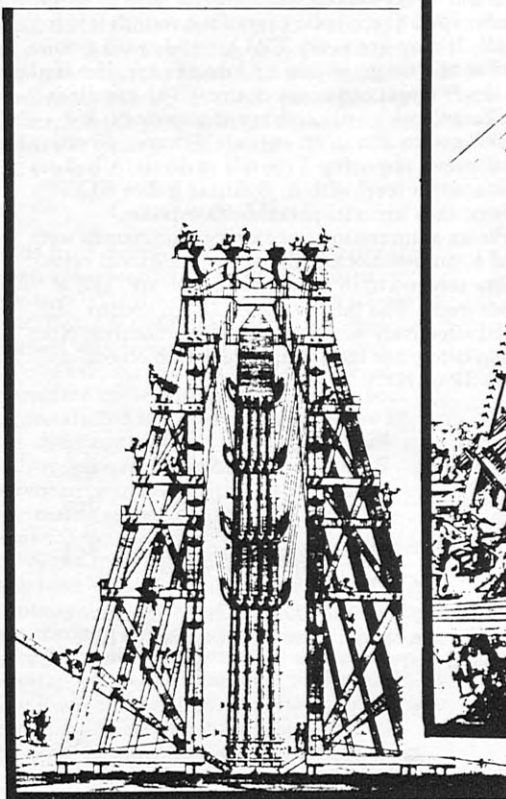


1 square = 50 yards

# MAZE MAP



1 square = 10 feet



# LOWERING THE OBELISK

## Normal Equipment

Each character has normal (non-magical) equipment not given on the character sheets (due to lack of room). The following list applies to each character. Characters may leave any or all items on board ship while they explore. Players may see this list at any time.

**Armor:** One spare set of armor (and shield where applicable)

**Arms:** One of each weapon of proficiency

**Clothing:** Normal clothing as desired, 3 outfits maximum

**Herbs:** 1 herb pack, with belladonna, garlic, and wolfsbane

**Livestock:** None (warhorses left back home)

**Misc. Equipment:** 1 backpack; 5 wax candles; 1 bone map case; 1 silver mirror; 2 flasks oil; a 50' rope; 4 large sacks; 4 small sacks; 1 waterskin (full); 3 iron spikes; 1 tinder box; 2 torches; one special (see below)

**Provisions:** 2 iron rations

**Religious Items:** 1 silver holy symbol; 3 vials holy water

**Tack & Harness:** None

**Transport:** None

**Special Item:** Each character may have one item not listed in the *Players Handbook*. The item may be no larger than 1 cubic foot in size or 20 pounds in weight, and may not interfere with the AD&D® Game rules. It cannot be a weapon of any sort, cannot be alive, and cannot be magical. **Sample items:** sack of flour or marbles; wandlike stick; apple pie; etc.

IN ADDITION, spell casters may take any extra items desired needed for their craft (belt pouches, prayer beads, etc.).

The following items are also available, stored on the boat:

- 10 human-sized suits of leather armor; 30 sailor's caps; and 30 raincoats
- 2 goats (male and female); 1 pig (female); 5 piglets; and 1 mule—with 1 saddle; 2 saddle blankets; 1 set large saddlebags; 1 harness; and a bit and bridle
- 4 large iron boxes; 4 large wooden chests; 20 large sacks; and 10 small sacks
- 10 hooded (ship's) lanterns; 20 torches; 4 tinder boxes; and 1 barrel (50 flasks) oil
- 6 barrels of fresh water; 1 barrel of rum; 80 standard rations; 30 iron rations; one ship's stove (attached); and food for the animals
- 10 quivers (each with 20 arrows) and 1 ballista (not movable) with 10 bolts
- 5 flags: 1 of the country; 1 of the capital; 1 white (for surrender); 1 red (for warnings); and 1 of unknown design
- 20 empty flasks (for oil, potions, etc.); 20 iron spikes; 10 poles, each 10' long; 10 ropes, each 50' long; 2 small lifeboats (capacity: 12 persons each); 3 grappling hooks on 50' lines

## PLAYER REFERENCE SHEET:

### The Expedition

#### 1. Plans

The King's engineer-architects, working with the court Wizard and Sage, have designed an elaborate project to move the obelisk without damaging it. The plan involves the building of a large scaffold, made of large timbers (to be lumbered at or near the site) and reinforced with metal parts (brought by ship) around the obelisk. Working from this scaffold, carpenters will build a close-fitting wooden sheath upon which metal pulleys are mounted. The roadway from the ruins to the beach will be cleared and, if necessary, reinforced; a huge sled will be built. The obelisk will then be raised off its base, by dozens of ropes through pulleys on the scaffold and the obelisk sheath, and the sled pushed underneath it. The needle will then be lowered, slowly and carefully, to rest on the sled. It can then be towed to the beach, where a raft will be constructed around it. Finally, by digging sand and towing with ships, the needle can be launched for the return trip, to be towed by two of the vessels.

The obelisk is too large to be affected by magical spells (such as a reversed *enlarge*, *telekinesis*, etc.), but magic might help in other ways.

## 2. Resources

The following persons are all sailing in the three ships:

- 6 player character leaders (you!)
- 25 mercenary soldiers (L1 fighters)
- 53 carpenters/woodcutters (L0 men)
- 10 engineer-architects (L0 men)
- 45 sailors (L1 fighters)
- 3 navigators (L0 men)
- 3 ocean-going shipmasters (L3 fighters)

The ships are large merchant vessels:

Masts	2
Hull value	40 hull points (HP)
Length	75 feet
Width	25 feet

#### Movement rates

Normal sail	3 mph
Maximum sail	5 mph
Normal oar	1/4 mph
Maximum oar	1/2 mph (2 turn maximum burst)

**Acceleration time** (standstill to normal speed): 1 turn

**Sinking time** (hull value surpassed, time to sink): 1d10 + 2 turns

**Grappling chance:** 75% (opponent ship has 25% chance of removing grapnels)

**Damage repair:** If damaged for 12 HP (at most), repairs may be made at the rate of 1 HP per repair crew (10 men) per hour. Damage exceeding 12 HP cannot be repaired until the ship returns to port, but the first 12 HP can always be repaired.

**Special Note:** When towing the obelisk home, the ships will move at half normal speed at best.

Much equipment has been brought for use in the project, including all the needed hardware, tools, and heavy rope (capable of 10,000 pounds' pull). The necessary lumber must be cut at or near the site.

#### Ship Weapons

The vessels cannot ram. One is equipped with a light catapult, with 30 boulders for ammunition. The other two have ballistae, each with 30 ballista bolts. These siege engines can only be operated by NPCs trained in their use — the sailors.

A ballista fires a large spearlike missile every four rounds when manned by a crew of 2. It may fire every TWO rounds with a crew of 4. It may be aimed at any target within a 45 degree arc, if it is at least 8 feet away. (A closer target can easily dodge.) The missile is hurled directly at the target, with little arching of trajectory. A ballista may be repositioned to aim in an entirely different direction ONLY by a maximum crew, requiring 3 rounds to do so. A ballista may easily be fired at a target level with it. Ballistae inflict NO structural or hull points; they are anti-personnel weapons.

A light catapult fires its ammunition once every four rounds with the minimum crew of 4; no benefits are gained by additional crew. It may be aimed at any target within only a 15-degree arc, and a minimum of 150 yards away. The missile traces a high arched path. Catapults may be used effectively against objects or creatures. Note that the damages given below are hit points; against an object, a light catapult inflicts 4 SP or HP.

Weapon	Range		Fire Rate	Crew	Damage	
	Min	Max			Sm-Med	Lg
Ballista	8'	960'	1/2	2-4	2d6	3d6
	1/4"	32"				
Catapult (Light)	450'	900'	1/4	6-10	2d12	4d4
	18"	30"				

Ranges are given in both feet and scale inches. Crew figures are minimum-maximum. For the catapult (only), a bonus "to hit" applies if the target is stationary.

# NEEDLE

PART III: THE POWERS THAT BE

by Frank Mentzer

An AD&D® module for 6 characters of levels 8-10



## BACKGROUND FOR THE DM

"Needle" is a three-part adventure. It is the story of the discovery of an ancient obelisk, of the great task of moving it, and of the consequences.

In Part 1, "Ruins of Empire," the player characters volunteered for a special mission for their King. The royal ears had heard rumors of a great magical device, an obelisk, located in a far land. It was supposedly amidst the ruins of a once-great empire, now a dense jungle. The king wanted more information about this rumored empire and obelisk, if they existed.

The PCs sailed to the far jungle, where they encountered several odd jungle creatures, met the local natives, and found the ruins of a lost civilization. The obelisk was there, and it was still in perfect condition, protected by a force field. It stood amidst a large maze, also protected. To gather more information, they penetrated the maze, evading its deadly traps and solving its puzzles. In the center of the maze, they found the controls for the force field and more clues to the ancient empire. The PCs sailed home with the good news.

But they had just begun their epic adventure. In Part 2, "Retrieval," the king ordered the party to return to the jungle and retrieve the obelisk. His advisors prepared an elaborate plan for this monumental task, and a crew of over 150 men was dispatched under the PCs' direction. The one million pound obelisk was lifted, dragged to the shore, and towed home by ship. But, disease and jungle creatures threatened the mission's success. The local natives (froglike humanoids) were restless, as well; some believed the Needle to be sacred, and objected to its removal. Two native tribes were also in conflict; both sides asked the PCs for aid. The obelisk moving operation was completed just in time; the massed native hordes stormed the beach as the PC ships sailed off. And on the voyage home, they were attacked by pirates, sent by a rival kingdom coveting the obelisk.

In Part 3, "The Powers That Be," the obelisk has been safely erected in the king's palace square. At the first full moon, however, a magical doorway appears in its base. The king orders the characters to enter it and find out what's going on. The PCs find themselves in a subterranean world, and meet a strange race of interplanar traders who happen to be intelligent spiders. The spiders' home is soon revealed to be a moon of the characters' world — the Needle is a transportation device! The spiders are eager to trade with the Earthlings, but the PCs must first prove the courage and worth of their races. They must rescue the spider-princess from her evil captors and slay a dragon in the process. Hopefully, all goes well, and the characters return to Earth with new weapons, great treasures, and the good will of the spider race.

### Notes for the DM

Before starting play, be sure to review all the creatures used in this scenario. Detailed descriptions may be found on page 20. See also page 21 for details on calculating the specifics of the Chak trade agreement with the PCs.

#### Characters

"Needle" is specifically designed for the characters provided in Part 1 (Issue #24). If you do not use those characters be sure that your PCs are equipped to handle the needs that arise, especially including those of communication, magical curing, and magical attacks. Also, review the entire module, and modify all the references to the PCs provided. You must also create different resolutions to some of the plot complications. For example, two of the PCs from Part 1 are not present in Part 2, but reappear in Part 3.

#### The Story

Begin the adventure with an audience with the king. A magical doorway has appeared in the obelisk, and the king blames the characters for this new problem. He orders them to enter the obelisk and find out what's wrong with it.

The obelisk is a transportation device which will send those who enter it to the moon. There, the characters will meet the local residents, a nation of powerful and intelligent phase spiders, who are quite pleased to see them! The spiders have an interplanar trade empire and are eager to begin trade relations with the humans. However, their last Earth customers, a nation of froglike beings, fell

to squabbling among themselves. The spiders believe that this was caused by an innate lack of worthiness on the part of the frog race. The spiders will open the trade route if the human and demi-human ambassadors (the characters) pass a simple test of courage.

Just as human nature varies — Good, Neutral, and Evil — so does the nature of the spider race. And it seems that the bad guys have kidnapped the good princess and are holding her for ransom. She is being guarded by a dragon, of course. And to prove their mettle, in the grand tradition of storybook fantasy, the heroes must rescue the princess and slay the dragon.

If the characters refuse, they will be returned safely to their home, but the trade route will not be opened. If they cooperate and successfully rescue the princess, the characters will return home with the good will of the spiders, bringing the benefits of trade. The trade goods offered are a strong new metal (silicon-steel) and a new weapon that throws deadly beams of light (lightwand). By opening the trade route, the characters will receive a percentage of all the profits and a few free samples besides.

### PLAYERS' BACKGROUND

Several years ago, when you were all novice adventurers, you joined an adventurers' guild known as SMART — the Syndicate of Master Adventurers for the Recovery of Treasure. Though strangers then, you came to know and respect each other's talents over the years. It is in your own best interests to keep good relations with the SMART organization and members.

You, of many volunteers, were selected by the SMART leaders to serve the king by finding a huge obelisk located in a far land — a place once powerful but now in ruins.

In Part 1 of this adventure, you sailed to the rumored location, pushed through dense and dangerous jungle, and found the obelisk standing amidst an ancient maze, protected by a mystical force field. Around it, you found traces of the once-great civilization, now long gone. In the maze, you found the controls for the protective field and rescued a powerful magic-user, a friend of the king. You presented the good news to the king upon returning. Then he announced that you had to go back and get the obelisk. Montana the (dwarf) decided to seek new adventures, and Digger (the gnome) mysteriously disappeared after trying to extort money from Slim for the return of his spell books.

In Part 2, the remaining six of you led the king's expedition (almost 150 men in 3 ships) back to the jungle. After a long 9-week operation, complicated by problems with the natives and local fauna, you set sail with the obelisk in tow. A group of pirates tried to capture it *en route* home, but you managed to thwart their ill-fated attempt.

The obelisk was laboriously towed to Royal Square, the palace courtyard, where a magnificent pedestal had been built for it. In another great operation, the obelisk was raised and safely mounted in its new location. The king was extremely pleased; he grandly bestowed useless titles on all of you, accompanied by very useful cash (another 5,000 gp each).

It is now 2 weeks after your triumphant return. Though first hailed (and pestered) as heroes, you have now been nearly forgotten by the cityfolk and the king, and are basking in the luxury of anonymity once again. This night is a busy one here in the common room of SMART headquarters. You are happily relating the tale of your travels to novice adventurers, swilling free brew, and generally enjoying the admiration of your fellow members. The light of the full moon streams through the windows, lending its air of mystery to the proceedings.

Suddenly, a messenger bursts in. "The king demands your presence at once!" he cries. "Blondy! Slim! Smiley! Ghost! Blaze! Finder! Follow me!" There are groans from your listeners, but you have no choice but to accompany the messenger. You are quickly rushed to the Great Hall of the Palace for an immediate audience. It looks as though you will have to perform whatever task must be done to placate the king's whims this third time, keeping all party members alive through the process.

You are ushered into the Great Hall for a royal audience. Before entering, all your weapons, devices, and spell components are left with the royal armorer (a standard practice). The hour is late, and the king is nearly alone; only 8 guards are present, along with Torgel (the king's friend and advisor, whom

you rescued from the jungle). But the king is upset. As you enter, he shouts, "YOU! It's all YOUR fault. That gizmo of yours is going to destroy us all!"

## LAND OF THE CHAK

### Notes for the DM

#### The King's Wrath

After much ranting and raving (which you can role-play to the hilt), the problem is revealed. At moonrise this very night — the first night of the full moon — the obelisk started making a strange humming noise, and a misty gateway appeared at the base of one side. Once he calms down a bit, the king demands that the characters enter it and find out what's going on. Torgel doesn't help matters, suggesting that the device may be a portal for an interplanar invasion.

The king insists that it's all the fault of the characters, that they will be held responsible, and that they **MUST** enter the thing this very night, before anything happens. If necessary, the characters will be seized, imprisoned, and subjected to Torgel's *geas* spells (2 per day maximum) until they agree to cooperate.

Now that it has been activated, the portal will remain for 1 month. When the characters agree to enter it, the king has all their belongings brought to the Great Hall, so that they may equip themselves.

### Preparations

Give the **Treasure** sheet to the players, allow them to take whatever items they wish, and divide them amongst the characters for travel. Everything may be taken, if desired — even the tin man. Encourage players to take 10 minutes, at most, to review, decide upon, and divide these items.

Assume that the characters have **NOT** cast any spells yet this day, and are carrying a standard spell selection (that chosen before play begins). The PCs may refuse to enter the portal until they have studied spells, causing a 24-hour delay as described below.

The PCs will not be allowed to cast any spells preparatory to entering the obelisk until they are at the portal and otherwise ready to go. If they express a desire to cast preparatory spells at that time, Torgel will first cast a *wall of force* around them, encasing them next to the portal. The characters may then cast all they like, and enter. If they do not enter before the duration of the *wall of force* ends (23 rounds), they will be stripped and imprisoned for another day, and then equipped and prepared in the same way.

### Finder

If you are using the pregenerated characters from Part 1 (Issue #24), brief your Finder player in private before play begins. Finder's church has become interested in the obelisk, and has, through *commune* spells and other magical efforts, determined that it is a gateway to another world. The church has summoned Finder and instructed him to ensure peaceful and profitable relations with any alien races the group might encounter. If necessary, he is to reveal his true Charisma and take charge of the negotiations. However, Finder must not reveal this information to the king or the adventuring party before embarking on the mission.

### Role-Playing

The dialogue with the Chak can be a source of much entertainment, especially if you take the time to personalize the NPCs. For example, try using a bright, happy voice for Ackack, and a low, gravelly one for King Sarkum. (One tournament DM got a great deal of mileage from the conversations by assuming that Sarkum was not as well-versed in Common as his son, and would often falter in the midst of a sentence, think for a moment, then continue after a murmured conversation with Ackack.)  
after a murmured conversation with Ackack.)

## Encounter Key

### 1. Start

The characters temporarily lose all their normal senses upon entering the portal. The next thing they know, they are all standing intact in a new place.

## 2. Arrival

You suddenly find yourselves in a large room, standing on a large, irregular, yellowish metallic object of some kind, about 10' above a reddish metal floor. A steep ramp descends down to floor level before you. All around you are hundreds of shiny black spiders, each about 4' across. They nearly fill the floor of the room, which is about 100' square. Dozens of light sources are scattered around the room, apparently held by the spiders; they are brighter than candles, but dimmer than magical light. It is enough, however, to see that the walls are also ornately decorated metal, and the smooth metal ceiling is about 20' above your heads. There are no visible exits.

What do you want to do?

The characters are not yet aware that they are standing on the broad back of a brass dragon, which is curled up into a sort of altar. The steep ramp in front of the characters is actually one wing; the other is folded flat to the body behind the party. The dragon's neck, head, and legs are tucked neatly underneath, and are not visible at this time.

There are over 200 Chak (rhymes with "jack" — a race of intelligent phase spiders) crowded into this room. They have been awaiting the arrival of the characters.

If the party attacks, the dragon will lift its head and breathe sleep gas. You may run the battle if you like, or simply summarize the outcome. All characters who do not eventually fail a saving throw vs. the dragon's breath and fall asleep will be overcome by the massed hordes of Chak, who will capture them and render them unconscious. The characters awaken later, in a cell (see **Prisoners**).

If the party takes no immediate action, soft clicking sounds start coming from the spiders, increasing in volume to a loud din, which lasts for about a minute and then subsides. (This is applause.) The characters then become suddenly aware that all the spiders are sitting down, somehow, because one of them near the party stands up, rising a foot or two above its fellows. It addresses the characters, in (human) Common!

### 3. Reception

The spider speaks. "Greetings, travelers from the great and noble planet of Earth! We welcome you with open legs" — it demonstrates by waving its two front appendages — "in the name of our great and glorious king, Sarkum of Tatz. Gee whiz! It's great to have you here."

The spider turns and starts bobbing and nodding madly at the rest, and cries of "Gee whiz!" come from most of the creatures present. The leader waits for them to die down, then turns to you once again.

"I am Ackack, spokeschak for our humble race. Gee whiz! Please allow me to personally welcome you to the land of Tatz! Are you violent or hostile?"

The odd and effervescent speech of the Chak may give the impression of foolishness, but this is not the case. Although they are virtually bubbling with friendliness, the Chak are a shrewd, highly intelligent race. They fully expect the characters to react with caution, and will not react adversely to spell casting of any sort, nor to weapons in hand. If the characters attack, however, the dragon rises and breathes, putting all the PCs to sleep (see above).

Ackack is interested, at the moment, in identifying the racial makeup of the party. He has met humans before, but not demi-humans. He will answer a few questions, if asked, but will insist on getting the answers to his.

After the opening speech, Ackack urges the characters to descend from the "landing platform" and join the Chak. If they cooperate, they will be surrounded and touched by most of the spiders present. This is a form of greeting and also a means for the Chak to get the scent of the characters. The Chak will be uneasy until they do this. No harm comes of it.

During the course of subsequent conversation, Ackack will seek answers to the following questions:

- What are the characters' names and races?

- b. How did they get here? (And then, how did they get the obelisk?)
- c. Do humans and demi-humans come in various sizes, shapes, and sexes?
- d. Are there "good" and "bad" humans and demi-humans, or are they all of one philosophy?
- e. Do any or all of the characters use a power commonly known as "magic"?
- f. Are the characters, or their rulers, interested in material wealth?

Ackack will reveal the following things during conversation:

- a. His race is called the Chak.
- b. The Chak are travelers and traders, voyaging between the planets and very planes of existence in their pursuit of commerce.
- c. The Chak have traded with Earth in the past, but that trade stopped when the Earth people had a civil war. (Ackack will describe the froglike beings if questioned.)
- d. The Chak would like to resume trade with the humans and demi-humans as soon as possible.
- e. The "pedestal" upon which the characters arrived is a brass dragon. His name is Tallytal. (Upon hearing his name, the dragon gives a snort and sits up. He cannot speak.)
- f. The obelisk is a device constructed by the Chak. It is a teleporter.
- g. The obelisk can receive, as well as send, but the Chak will not send the party back until the characters have spoken with King Sarkum himself.

In addition, if the characters show some of their "curiosities" to Ackack, he will comment on them:

**Coins:** These are all coins of the Chak realm. Each is made of the standard reddish metal, called NAK, and named after the king (Sarkum). "Garsha Koo" is Chak language for "Gee whiz!"

The 4 worn coins are at least 10,000 years old; the metal does not wear down quickly. The Chak offer the characters 5 normal Sarkums for each old one. The Chak also have small tenth-Sarkum coins, and will show them for comparison.

**Bones:** The holes in the skulls were made by a lightwand, identical to the one possessed by the characters but with a minor attachment. Many of the Chak present carry lightwands, but will not demonstrate their function at this time.

The four-armed humanoid skeletons are those of Earth creatures called glommers. This is an unnatural breed, similar to normal Earth apes, but created by some evil Chak.

**Tin Humanoid:** This is a metal golem of Chak construction, and it can be activated by the proper command word. The oil can is of no use. The command word is known to the king's advisor.

**Spider Amulet:** This is a relic belonging to the bad guys. Ackack will offer no clarification at this time.

**Cutter:** If the nak cutter (8" long with roller and blade) is displayed, Ackack will insist that the party must turn it over. It is a taboo item for outsiders to possess while within Sarkum's Palace, but it will be returned later. If necessary, the Chak will swarm over the party to retrieve the item, and the dragon is always there with his sleep breath. However, if the characters do not reveal their possession of a cutter, no problems will arise; it will not be found.

Ackack will politely admire any other items shown, but has no special comments about them. He will politely decline to give answers other than those noted above, saying that the king (or his court) will surely clear everything up. ("Gee whiz!")

After the above topics are covered, Ackack suggests that the characters may rest, or may visit the king immediately, if they wish. (Each option is covered hereafter.)

#### Prisoners (Special)

If the characters have attacked the Chak at any point, they have been put to sleep by the breath of Tallytal, or have been overcome by the massed Chak and captured, or both. They awaken some time later, stripped of everything and lying in a bare cell. After a few hours, they are brought to see King Sarkum (see **Royal Audience #6**).

## 4. Leaving Tatz Hall

Whatever option is chosen, the characters will be escorted from the Hall by Ackack and most of the Chak present.

Ackack produces a metal cutter from his underside. You realize that he, and presumably all of the Chak, have pouches, similar to those of kangaroos. The cutter is identical to the one you found in the maze. Ackack climbs the far wall and quickly cuts a 6' diameter hole in it, revealing a nak metal-sheathed tunnel of the same size.

If the characters mention or produce their cutter, note the unfavorable results as described above (comments about curiosities).

Ackack leads the party from the Hall. He and the party are surrounded at all times by many other Chak with the remainder following behind. The dragon remains in Tatz Hall.

## 5. Tunnel World

It soon becomes apparent that the Chak live in an underground community of tunnels and rooms, all lined with nak metal. During this entire adventure, the characters are never permitted to roam the tunnels at will, and thus maps of them are not needed.

If the characters (stupidly) want to attack while in the tunnels, warn the players that no good opportunity exists, and try hard to discourage this. Several Chak to the rear have (unnoticed by the characters) armed their lightwands, and they are prepared to destroy the party if trouble arises. In addition, the Chak near the characters may attack with their poisonous bites.

## 6. Royal Audience

If the characters have been put to sleep by the dragon's breath and captured, they will still receive the same treatment as given below, but will be brought before the king absolutely naked and unquipped.

The Chak escort you through the sleek nak-metal corridors. You pass occasional side routes where even more spiders scurry about, all apparently busy. Some stop to watch your passage, and then continue about their business.

After about a half-mile of travel, you come to a large area (still lined with nak) with a 20' square hole in the wall ahead. Passing through this, you arrive in another large chamber, ornately adorned and occupied by dozens of Chak. At the far end is a great spiderweb, and in its center is a huge spider, at least 10' across. This must be King Sarkum himself! The king is surrounded by a dozen large Chak, each about 5' across and each holding a lightwand.

Ackack speaks. "Hail, O great and powerful Sarkum, most splendor of Tatz, Chak-father, Supreme Ruler, Conqueror of the Inner Planes! Greetings, Father-mine, Wisest of Wise, Strongest of Strong, Eater of Foolish Guests! Gee Whiz!"

Sarkum replies, "Gee Whiz!" in a deep, rumbling bass voice. All the Chak in the hall immediately fall to the floor and echo the words "Gee Whiz!" three times in chorus.

If the PCs do not do the same, they are cued by whispers and tugs from the Chak around them. A simple kneeling will do, but full prone position will please the king the most. Adjust the following commentary as needed if the characters are not properly respectful to this foreign monarch.

Sarkum speaks again. "Gee Whiz! Rise, our people and guests!" Everyone rises. "Greetings, ambassadors! Greetings, our son Ackack. Who are our guests?" Ackack tells the king everything you revealed during the question-and-answer session in Tatz Hall. The king seems pleased. "You have done well. Gee whiz! We never liked those frogs anyway." Sarkum then turns to you. "Who speaks for your group?"

One of the PCs must act as spokesperson for the party. Sarkum will address that person hereafter.



"Gee whiz! We welcome you to Tatz, and hope that your stay is a pleasant one. We are but simple trader folk, and travelers. We would like you to trade with us. Are you interested?"

## 7. Trading Session

The following details are revealed in the course of the trading session.

- The PCs may return home without a trade agreement, if they wish. If so, this will occur within 1 hour, and the Chak will try contacting some other nation of Earth.
- If a trade agreement is reached, the party will receive 1% of the price of all goods sold by the Chak, payable in Sarkums to divide amongst themselves.
- The Chak are interested in magic items, live giant insects (food), or Good dragons as trade goods from Earth. No other Earth goods are of interest. Refer to the separate section **Values of Items** for prices offered, and note that they vary by Sarkum's reaction to the characters.
- Sarkum will trade with the characters for items carried immediately if they wish, regardless of any trade agreements with the Earth people in general.
- The Chak trade goods offered are nak (the reddish metal) and lightwands. (See **Value of Items**, pg. 22, for going prices and full descriptions.)

When they hear the prices offered for insects and dragons, the characters may wish to return home, gather some, and return. This will not be permitted as yet. If the characters return home without finalizing the trade agreement, the deal is off, and they will not be contacted again.

## 8. The Proposition

After working out trade details, and possibly trading with the player characters, Sarkum makes another speech.

"It is a pleasure dealing with you. We hope that this marks the beginning of a long and mutually beneficial relationship.

"However, we yet have some doubts. The greenies were also fair traders, and pleasant enough at first, but they were unstable. We believe that they were lacking in the stuff that makes a people great. Gee whiz!

"Before we finalize our agreement, can you convince us that your people are worthy of our trust and wealth?"

Allow the characters to try their best, but Sarkum will not be convinced by mere words. If player characters suggest a test of their courage and power, Sarkum will be pleased: he was about to make the same proposal.

Sarkum explains the following situation to the characters. The manner of presentation will vary, depending on whether he or a party member suggested the test.

Sarkum's daughter (Princess Keelee of Tatz) has been kidnapped by the bad guys and is being held for ransom. If the characters rescue her, they will prove themselves worthy, the trade agreement will be finalized, and the party will be returned home safely, becoming Earth's official Ambassadors to the Chak. To aid them on the perilous mission, the characters may take two free lightwand weapons with fully charged rings. A reward of 25 Sarkums per person is also offered. Bargaining is ignored.

If the characters decline the offer, they are sent home within a few minutes, and the trade offer is closed. If they balk, suggesting some other service, Sarkum will insist that this is his only offer.

## 9. A Briefing

When his offer is accepted, Sarkum introduces an advisor, Chumley, who gives further information.

"Just as you humans may be good, evil, or neither, so too are the Chak. Renegade bands lurk here and there in our world, but the fiercest and worst is a group of twenty-one called the Black Chak. They are led by the notorious criminal, Gritch the Grinder."

At the mention of this name, all the Chak in the room start a tremendous growling, which subsides only after the king shouts, "Gee whiz!". Chumley continues.

"Gee whiz. The Black Chak have stolen beautiful Princess Keelee, and we are most sorrowful. We cannot get her back ourselves! Gee whiz! As we, the good Chak of Tatz, ally with the noble lizards — you met old Tallytal, I believe — the Black Chak wallow and glumph with the vilest specimens of that race. Some breathe fire, some lightning, cold, acid. . . . it is a bar-pling situation indeed. Gee whiz!"

Cries of "Gee whiz!" echo from around the room, but the King remains silent. Chumley continues again, after the noise subsides:

"The evil Gritch —" Chumley is interrupted again, by growling. "The Black Chak leader is demanding many magic items for Keelee's return. If you cannot help us, we must pay their awful price.

"Now, a few words about our land. Gee whiz! You have seen our beautiful scenic tunnels, so no description is needed of them. Beyond our humble abode, however, the purity of nak ends, and the tunnels become rough-hewn and crooked. We will give you a drawing of the routes to Gri . . . to the lair of the Black Chak.

"Oh yes! Gee whiz! The air we breathe fills all the tunnels, but is not found elsewhere. Stay in the tunnels, at all costs! The surface of our world is airless and bleak. We will show you a glimpse of it before you depart.

"The evil ones appear just as we, but we know their foul stench; they dare not come here, lest we get them, and STOMP them, and RIP them into little PIECES and FEED them to our DRAGONS, and TEAR off their LEGS and BITE them and KILL them and . . ." During his speech, several other Chak have begun chanting along with him and have worked themselves nearly into a frenzy. Chumley stops, suddenly, and things quiet down. He continues.

"Humph. As you may not be able to tell the difference by smell, assume that all therein are evil. All but Princess Keelee, of course. Gee whiz! You must find some way to tell her from the others, I guess. Do not harm her! Even the vilest of the evil ones do not dare that; even they fear the power of our great and glorious King Sarkum.

"The evil ones have few lightwands, only those they have stolen from us. They lack our great trade empire, so they cannot get nak or lightwands from the —"

Chumley is suddenly interrupted by a great "ha-RUMPH!" from King Sarkum. He falters, and continues. "Eight pardons, O great King. Anyhow, the evil ones are not nearly as powerful as we, and glumph with other nasties to reassure themselves. They have slaves, things that look like you . . . well, almost; they have four arms. Gee whiz! And fear, and flee, the great false one, the Chak that is not a Chak, big as a king, death incarnate. Beware!"

An echoing chorus of "beware" comes from all the Chak present; even the king joins in for a moment.

"Do you have any questions?"

The Chak have seen the "great false one", a spider-being as large as King Sarkum, in the far tunnels. They know that it is not a true Chak, because it smells wrong. It looks very dangerous. Other than that, they know nothing about it, but they assume that it is a friend of the Black Chak.

The "rock creatures" are simply beings that look like rocks and can hurt you, but the Chak know nothing more of them, either.

The king's advisor knows how to activate and control the tin man (a golem). He will sell this information for 10 Sarkums, or will buy the golem back for 20 Sarkums. Refer to the **Monster Descriptions** (pg. 20) for details.

If asked how the tunnels are made, the king's advisor tells the characters of how great purple worms, up to 30' long, are trained to dig for them. These creatures are called chompers. Trained ones are nearly harmless; wild ones are very dangerous.

Before you go, the king adds a final word. "If you come back without our dear Keelee, you will have failed, and we shall find someone else to trade with — people of courage. Gee whiz! You may leave."

## 10. View From a Height

Some time before leaving for the rescue mission, the PCs are taken to the Chak observatory for a look at the surface world. Use this encounter whenever it is convenient.

You climb a long spiral ramp through solid rock, accompanied by Ackack and several other Chak carrying lightwands. The passage is completely lined with nak, and it finally ends in a wall of the same metal. Ackack produces a cutting tool, makes a small incision, and listens. "No hiss!" he says happily, and continues to cut open a circular doorway. He steps through, and the rest cautiously follow.

You enter a large hemispherical dome of nak, the doorway being just above the flat floor. The dome is about 60' across. It is all featureless, and nothing happens. You all wait for a few minutes, and the Chak lightwands start to go out, one by one. None are reactivated. Ackack tells you not to produce any light sources, but to wait. Finally, the last Chak lightwand blinks out, and the room is plunged into total darkness.

You hear a loud clunk, as if some metal mechanism has been activated. Above you, a crack appears in the dome; it has split into two halves, and they are sliding down to either side.

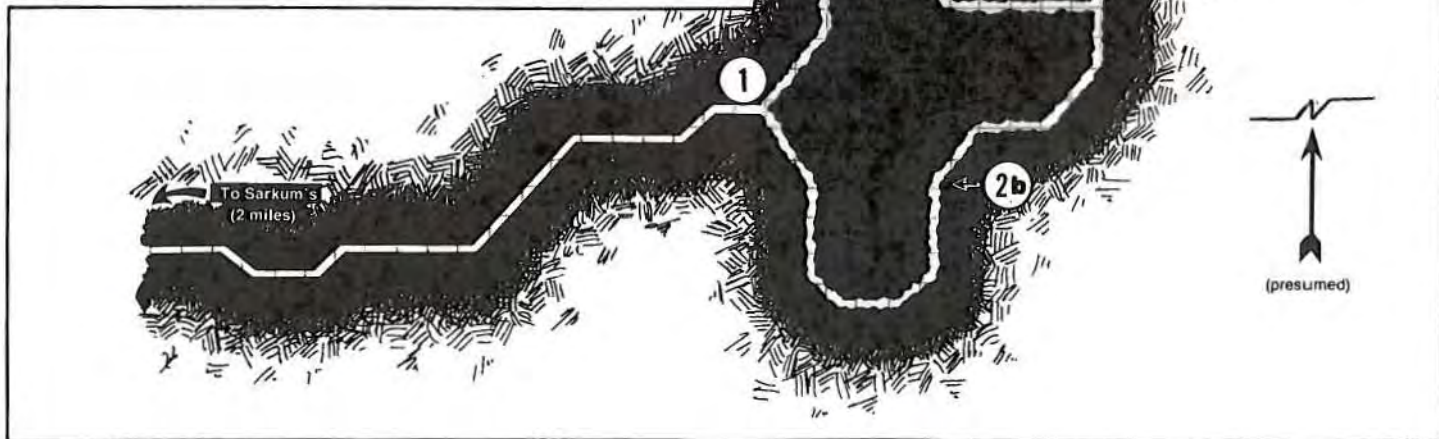
There, above you, is a night sky. A huge ball of soft light beams down from directly overhead. Around it, glittering like thousands of diamonds on black velvet, are stars, more and brighter stars than you have ever witnessed. It is an awesome sight, and everyone stands in silence for a few moments. Then Ackack softly interrupts the silence with two words, as he gestures toward the great luminous orb in the heavens: "Your home."

The area to the sides of the dome is visible once the dome cover is retracted. The bleak and barren moonscape is marked by huge mountains, inky black shadows, and a total lack of vegetation, water, or anything else but rock. The dome itself is a glassy substance, barely visible. There is no air outside of it.

When the PCs are ready to depart, Ackack does something to a section of floor, and the halves of the dome cover start to rise once again. But suddenly, a huge avian shape rises from a lunar valley nearby, its wings outstretched but not moving. The creature is heading for the observatory.

"Flee! Flee!" cries Ackack, and the Chak rush out to the ramp. (The party should do the same.) After he passes the doorway, Ackack shouts, "Quickly! I must seal the passage!" He puts the nak disc back in place as soon as the characters are out of the observatory, but he will not wait long, so anyone who hesitates may be walled in. Ackack quickly rolls the edges of the doorway disc, sealing it perfectly with the cutting tool. As he does so, a loud CRUNCH comes from inside the room.

"Just in time!" pants Ackack. "Gee whiz; have to fix that later." If questioned, he describes the two predatory creatures of the lunar surface: rock creatures, which stand about 10' tall, and huge birds like the one just seen, which have a 70' wingspread. "They appear similar to birds of your world," Ackack comments, "but have adapted to ours. Great and fierce creatures they are, who do not know fear. You will probably not encounter any in your travels, but if you do, beware! Gee whiz! They are called Moon Roc's."



## THE TUNNELS OF THE BLACK CHAK

### Notes for the DM

### Wandering Monsters

During the rescue mission, the party may run across wandering bowlers or wild chompers. Check once during each 120' of travel. A 1 on 1d6 indicates a random encounter, with either 1-4 bowlers (75% chance) or 1 wild chomper (25% chance). Bowlers will be seen at 40' range; a chomper will arrive by tunneling from the top, bottom, or either side (equal chances of each), at a distance of 2'-40' (2d20).

**Bowler:** AL N; MV 6" or special; HD 1/2 + 1 (hp 2-5); AC 4; THAC0 20"; #AT 1 crush; Dmg = bowler hp; SZ S-M; IN Semi; STs 19, STw 18.

Special Attacks: 50% chance of surprising opponents within 40'; gain +1"/round movement to 15" maximum when charging.

**Chomper:** AL N; MV 9"; HD 9; hp 40; AC 5; THAC0 12; #AT 1 bite/1 tail stinger; Dmg 2d8/1d4 + poison (paralysis); SZ L; IN Ani; STs 14, STw 13.

Special Attacks: Tail sting (save vs. poison or suffer paralysis for 2-12 turns).

### Notes About Digger and Montana

Before round 2 of this tournament began, Digger tried to extort money from Slim for the return of his spell books (usually kept in Digger's *bag of holding*). His plan was foiled by magic, and he was forced to run for it, barely escaping with his life. His large hoard was confiscated, and his life was in ruins.

During the recovery of the obelisk, he found Montana (who had been exploring elsewhere and knew nothing of the extortion) and they joined another party for further adventuring. Weeks later, after the PCs returned with the obelisk and were then railroaded into

entering it, he suggested to Montana that together they might also enter the obelisk to aid their old friends, if needed. Montana readily agreed.

The pair chatted with Tallytal the brass dragon, evaded the yukky spiders (whom Montana hated), and headed off into the tunnels. They were eventually beset by the Black Chak and got separated. Digger made the best of the situation, joining the Black Chak, while Montana hid in the tunnels, trying to survive.

Digger is currently working with and for the Black Chak, and especially the blue dragon Henkus (see Encounter #5, pg. 19).

## Encounter Key

### 1. Lunar Excursion

Characters will be allowed to rest as long as desired before setting out on the rescue mission. Give the Tatz Tunnels map to the players, and refer to your own map for the upcoming journey. Remember to give the party two lightwands, with fully charged rings. Their cash reward will be paid later, if they are successful.

**Critical Note:** If the PCs do not possess a cutter, the Chak will lend them one "just in case." Ignore this if the PCs have bought a cutter or have brought theirs.

Most of the journey is along a single passage which leads to the west side of the map. Then a choice appears — the PCs may continue east by two routes, marked 2a or 2b on your map. Only one encounter can occur on either route, as given hereafter. Be sure that a marching order is established, and be aware of party light sources, spells running, and so forth.

You gallantly set forth on your trek. A few Chak escort you for the first mile or so, but then they wish you good luck, give a final cheerful "Gee whiz!", and depart. The nak-lined tunnel continues for a great distance, but finally the limits of civilization (such as it is) are reached, and the corridor becomes rough, bare rock. You continue onward, cautiously, and travel for a few more hours. Strange thoughts are in your minds. You are a long way from home, trapped here under the bleak lunar surface. How ironic it is: you began this bizarre journey at the whims of your king, only to be trapped by the whims of another! "Gee whiz", as your new friends would say.

You come to a point where the corridor branches to the northeast and southeast. And here, lying on the floor, is a broken crossbow bolt. You examine it with interest and note a puzzling fact: the colors of the fletching are somehow familiar. . . . Of course! This matches the bolts carried by your old friend, Montana! But she couldn't be HERE — could she?

There are no traces of anyone's passage in this area. If Finder's *arrow of direction* is used, it will point to the northeast passage, regardless of what is asked.

### 2. Tunnel Encounter

You cautiously continue through the tunnel, your lights piercing the darkness ahead. The tunnel winds about, ever turning, and you can see little of what lies ahead — or behind.

Now refer to either 2a or 2b, hereafter, as applicable.

#### 2a. Worm!

Suddenly, about 30' ahead of the front character, the right wall of the tunnel caves in! And squirming out from it is a huge wormlike monster, purple in color. Its head is at least 5' across, and rows of teeth line its gaping mouth. It turns its head toward you, but its body is still mostly in the hole it has made. What do you want to do?

This is a 30' long chomper. It is a tame one, and its two keepers, Glump and Nargitch, are close behind it.

If the PCs attack immediately, they will not be able to hear the cries of the Chak. The chomper panics when attacked, and starts to burrow DOWN into the tunnel floor. It squeals each time it is dam-

aged. Nargitch will peer out from the new tunnel entrance to see who is making all the trouble, with weapon (lightwand) in hand. If the characters attack him, he will return their attacks, and Glump will join in whenever possible. If defeat appears imminent, both of the Chak will phase out and return home. (Note that their weapons will remain behind if they phase out.)

If the PCs do not attack immediately, the chomper turns AWAY from them, closely followed by the keepers. They will notice the party with surprise, and ask, "Who are YOU?" They will talk peacefully, if permitted to do so, but will always keep their lightwands at ready. The keepers will explain that they and Fred (the chomper) are busily making new tunnels, and that this is a common practice. If questioned, the keepers claim that they are loyal to King Sarkum.

The Chak chomper-keepers are, of course, Black Chak, loyal to Gritch the Grinder. If attacked after initial conversation, both will put up a good fight, but will phase out if severely damaged. (The chomper will try to escape by tunneling downwards.) If somehow taken prisoner, the Chak will reveal nothing.

If the characters follow the new tunnel created by the chomper, they will cross down to tunnel 2b.

**Chomper:** AL N; MV 9"; HD 9; AC 5; THAC0 12; #AT Nil; SZ L; IN Ani; STs 14, STw 13.

**Chak:** AL LE; MV 9\*21; HD 5; AC 5; THAC0 15; #AT 2 shots or 1 bite; Dmg 2d8/2d8 or 1d6 + poison; IN Average; STs 14, STw 13.

Special Attacks: Poisonous bite; lightwands (13 charges each).

#### 2b. Rolling Stones

As you trudge along, you get the feeling you're being watched. Suddenly, a character in the rear of the group is slammed for 10 points of damage. Looking behind, you see three large boulders where there was once clear corridor. One of the boulders has just slammed into you, and it has come to a stop close by. The others are within 20'. What do you want to do?

The three rocks are a galeb duhr and two animated boulders. One of the boulders has just hit a character; the galeb duhr is the one furthest away from the party.

Caleb the galeb duhr lives in this general area and has become annoyed at the sound of intruders. Using a *passwall* to enter from a nearby tunnel, he has sent his boulders after the party.

If the PCs attack, Caleb will back off to maximum (60') control range while the boulders attack fearlessly. The two animated boulders will block the passage of all visible PCs, shielding Caleb from attack. An invisible character may sneak by them, if desired. If the boulders are becoming badly damaged, Caleb will retreat into the side tunnel. As he does so, the boulders suddenly stop and fall over. Caleb immediately closes off his escape route with a *wall of stone*.

If Caleb is attacked magically from a distance, he will flee immediately, whatever the damage. If he is engaged by a PC moving in invisibly, he will drop concentration on the boulders and create a 10' pit under the offender (via *passwall*), and then flee. The character must make a saving throw vs. spells; failure means falling into the pit, for 1-6 points of damage, but success indicates that the victim has grabbed the edge of the pit.

If the characters back off and attempt to communicate, Caleb will stop the boulders, leaving them as cover, and will shout from a distance. Unfortunately, he does not speak or understand any of the characters' languages. Finder's magical helm will also fail to decipher Caleb's language; a *tongues* spell is needed. As long as the PCs keep peacefully attempting to communicate, Caleb will keep the boulders from attacking.

If a *tongues* spell is used, Caleb introduces himself and his two hard-headed allies, Thuga and Thugy. (The boulders bow politely when introduced.) Caleb explains that he thought the party was a group of intruders from Gritch, and will apologize if the characters reveal that they have come from King Sarkum. If asked, he notes that he met "two little 'uns, sorta like you; the little one gave me a BIG drink of water from a tiny bottle" (this was Digger, accompanied by Montana). He does not remember other details, as all humanoids look alike to him. Since Caleb ignores time utterly, he cannot even estimate when the pair came by — ten minutes ago, or ten weeks.

When the PCs are ready to leave him, Caleb suddenly says, "Hey! Want some junk?" He has found a nak-metal box, about 1 foot square. If allowed, he will retrieve it and give it to the party; he has no use for it. The box is ornately etched (a feat impossible for the characters to duplicate, even with a cutter or magic), obviously valuable, and locked (standard chances of picking). It contains 20 Sarkums. The box is worth 5 Sarkums, or 750 gp if sold on Earth.

**Armored boulders:** 2; AL N; MV 3"; HD 9; hp 40 each; AC 0; THAC0 12; AT 1 crush; Dmg 4d6; SZ L; IN Non; STs 16, STw 15.

Special Defenses: Resistances as galeb duhr.

**Galeb Duhr:** AL N; MV 6"; HD 9; hp 60; AC -2; THAC0 10; #AT 1 bite; Dmg 2d8, 3d6, or 4d6; SZ L (10'); IN Very; STs 10, STw 9.

Special Attacks: Spells.

*Passwall* (C 5s, R 3", DR 26T, 5' x 8' x 10' deep)

*Stone Shape* (C 1r, R Touch, DR Permanent, 20 cuf)

*Transmute Rock to Mud* (C 5s, R 20", DR 1d6 days per 10' cube, Volume 40,000 cuf)

*Wall of Stone* (C 5s, R 10", DR Permanent, Area 5' thick, 400 sqf)

*Move Earth* (C 1T/40'sq, R 20", DR Permanent; affects clay, loam, sand, but not rock).

Special Defenses: Double damage from cold (save for normal); +4 bonus vs. magic fire; immune to lightning and normal fire.

### 3. Guardian

Both corridors 2a and 2b lead to this large room, and there is no way past it. The characters may approach it as a group, or they may check it by scouting ahead.

Peering ahead, you see a large dimly lit room, about 80' square and 20' high. Four lightwands are mounted on the walls, one in each corner, about 12' up. A nak-lined, 10'-diameter corridor exits from the center of the west wall, sloping upward.

Standing in the middle of the room, with its left side towards you, is a huge Chak-like creature, about 12' tall. You note that its four front legs end in large sharp claws, and that it has several eyes. It shifts slightly, starting to turn away from you.

The following material applies only if you are using the characters supplied in Part 1 of "Needle" (Issue #24). Adjust it as you see fit for your campaign. You may give the characters a chance to save Montana if desired, but be aware of possible problems created by the addition of an extra character. If you do allow Montana to be rescued, her knowledge of certain events must be restricted. Assume that she has not seen Digger since they were separated in battle with some Black Chak, and that she is unaware that Digger has since sold out to the opposition. Allowing her to know any more information than this will cause problems with the final encounter.

Suddenly, sounds come from the western corridor — much clacking and running footsteps! Two Chak appear, scurrying down into the room, and pursuing them — it's MONTANA, ferociously attacking the spiders! Her upraised broadsword glows bright and shows signs of successful use; indeed, the Chak appear to be damaged.

But before you can act, the huge creature has turned toward them, moving with great speed. Montana sees it, but she hesitates. Then a bright bluish ray of light shoots forth from one of the huge spider's eyes and strikes her squarely! She topples with a thud — a very loud thud. She has been turned to stone!

The two Chak turn to the large creature and clack at it a few times, and it clacks back. They then start back up the corridor, leaving the creature in the room. It turns away from the stairway and resumes a watchful position.

This is the guardian of the entrance to the Black Chak lair, a retriever (*FIEND FOLIO*® Tome, pg. 75). This construct was made by Demogorgon in the Abyss and was traded to the Black Chak

for items and favors that have no bearing here. It is a modified, simple version, unable to transmute victims into mud, lead, or gold.

The retriever will not leave this room. If the PCs attack it from a distance, without entering the room, it will fire all its eyes down the tunnel at them, as quickly as possible, and then move to one side, out of sight. If the characters try to make a run for it, the retriever will quickly move to block the western tunnel.

The retriever has only a 1 in 6 chance of detecting an invisible intruder. However, once it detects one, it can follow easily, but with the standard -4 penalty on "to hit" rolls. If an eye ray is used against an invisible character, the victim gains a +4 bonus to the applicable saving throw.

Note that the retriever has no special immunities and that it will die fairly quickly if the PCs attack properly. However, there may be a death or two if the players are not careful. Choose eye targets randomly among potential victims, but try to spread out the damage, not aiming at one character twice. Rely on melee (those cleavers are nasty) if possible. The retriever will fight to the death.

**Retriever:** AL CE; MV 18"; HD 10; hp 60; THAC0 10; #AT 4 cleavers and 2 eyes; Dmg 3d6 (x4) + special; SZ L; IN Low; STs 11, STw 10.

Special Attacks: 4 Eyes, each with 60' range, 2/round maximum. Once used, cannot be used again for 6 rounds (recharging). Eye effects: Fire, Cold, Lightning, Transmutation (just used); Damage equals retriever's current hp, against 1 victim only, victim may make a saving throw vs. breath to take 1/2 damage; Transmute ray turns to stone (only), victim may make a saving throw vs. petrification to avoid the effect entirely.

### 3a. Residents

Adjust the following material to fit your campaign situation.

The creature finally falls. You quickly check the fallen statue; it is indeed Montana. She and her equipment have been petrified. Then you hear noise coming from the west corridor: clacking again.

A group of Black Chak have heard the noise of battle, waited, and heard it stop. They are coming to gather up the bodies of the (presumably) slain intruders. When they see the body of the retriever instead, they will panic, scurrying back up the corridor; they can barely conceive of something powerful enough to defeat the awesome retriever.

The Black Chak will flee regardless of PC actions. The characters may try to ambush them, attack them as they descend, or hide, but the results will be the same.

The word will quickly be spread, and most of the Black Chak will flee from the fierce invading PCs. If the characters pursue quickly, any Chak encountered will phase out rather than face them. The corridors will be empty within minutes.

The western corridor leads directly to the jail, #4.

### 4. Jail

The tunnel from the retriever's room curves upward slightly, rising 10' over its 50' length before connecting to another room.

This area is very large, almost 200' long, 70' wide, and 30' tall. The walls, floor, and ceiling are lined with nak metal. Twelve protrusions from the floor, each 10' square and 2' tall, are also nak-covered. On the floor at the north end of the room is a pit, 50' across.

Twenty small tunnels, each about 5' across and lined with nak, exit the room along the west wall by the floor. You catch glimpses of several Chak therein, but they back off quickly when they see you.

You hear someone crying, somewhere. It sounds human.

The crying is coming from cell #10; it is Digger. (See below for more information.)

Discourage the players from entering the western tunnels. They lead to other areas of the Black Chak lair, and they are

neither needed nor mapped for this adventure. If players persist, describe the other areas briefly (small rooms, many more tunnels, some webs, no treasure). They will all be abandoned by the frightened Black Chak.

Each of the protrusions on the jail floor is the top of a 10' cubic box, set into the floor. There are prisoners in all of the boxes. A *detect invisible* spell reveals dozens of tiny holes (for air) in the top of each box. Close examination will find an inscription on each box, and Finder's helm can translate these.

They are simply the numbers 1, 2, 3, 4, 5, 6, 7, 10, 11, 12, 13, and 14, one per box as noted on the map. (These are consecutive numbers, using base 8.)

The box-cells have been enchanted to permit no other-planar travel through them, and are thus detectable as magical. The pit is also magical. Characters approaching it will see that it is full of a swirling whirlpool of reddish gray mist. No sight can penetrate the mist, magical or otherwise. There is no other magic in the room (except, of course, that brought by the PCs).

The box-cells are easily opened by using a nak-cutter, but no other means will succeed. The prisoners are described hereafter.

**Special Note:** once the PCs have had a chance to talk with Digger (preferably about 2-3 turns after the room is entered), the pit becomes active (see **The Jailer**).

#### 4a. Cells 1-7

Each of these contains a Chak prisoner, of Neutral Alignment. Whenever one of these cells is opened, use the description below.

You are looking down into a nak-metal box. At the bottom, sitting on the floor looking up at you, is a Chak. It immediately starts jumping up and down (a foot at most) and cries out, in human Common, "Gee whiz! Gee whiz! Have you come to save me? I am the Princess Keelee! Has my father, Sarkum the Great, sent you?"

All seven of these female Chak will thus claim to be the princess. They all believe it, too; they have been magically *charmed*, and then psionically hypnotized. The real princess is one of the seven (determine at random), and she, too, has been *charmed* (but not hypnotized). All the Chak prisoners are friendly and helpful.

A *detect lie* spell will be of little use, as the subjects all believe the story they are telling to be true. All the Chak prisoners detect as *charmed*. *Dispel magic* will remove a *charm* automatically (or several, if many are in the area of effect), but will not affect the psionic hypnosis.

When any false princess is taken outside the jail room without first removing the *charm*, she will attack her rescuers (part of the hypnosis) by biting. The false ones are actually with the Black Chak, not King Sarkum's group (despite their alignment). (They are "camp followers;" decorum prohibits further elaboration.) However, if the *charm* is removed, they will be slightly more clear-headed and will be able to resist the hypnosis enough to hold back. Physical attacking is slightly contrary to their habits. They will, however, inform the PCs that they "feel a strange compulsion to attack! Gee whiz!"

Any Chak prisoner may be talked into "sniffing" the others. While insisting that she is the Princess Keelee, the Chak will comply, and should eventually find the true princess by smell ("Gee whiz! She smells like a princess, too!").

The players may have deduced some other means of success; judge as you see fit. The PCs may end up taking everyone from the jail anyway, as a general rescue mission, and this should succeed admirably if the *charms* are removed before departing.

#### 4b. Cell 10

The PCs' old friend Digger is imprisoned here. He will be overjoyed at the prospect of rescue, promising anything to achieve this result. His actual motives are evil (see **Notes About Digger and Montana**). Digger will warn the party about the Great Dragon in the area.

"It's like a hydra, but definitely draconian. It has many heads, all of different colors. The Chak here say that it started visiting after they bought a big spider-machine from a demon with two

heads. That demon made a *gate*, somewhere around here, so the dragon could visit."

All of the above statements are true.

#### 4c. Cells 11 & 13

Each of these cells contains a glommer (four-armed ape), being punished for some reason. The glommer will try to attack immediately. It can leap the 10' height of the cube, and if PCs have made an opening 2' across or larger, it will escape and attack.

**Glommer:** AL NE; MV 12"@18"; HD 6; hp 30; AC 5; THAC0 13; #AT 4 claws; Dmg 1d4 each; SZ Med; IN Ani; STs 16, STw 15; STR 22.

Special Attacks: 4 claw hits = automatic rending for 2d10 extra points of damage; 3 claw hits = 1d12 points; 2 claw hits = 1d8 points.

#### 4d. Cells 12 & 14

Each of these cells contains a peaceful glommer (same statistics as above). Each radiates magic (a *charm*). Each has been carefully coached to say, when the cage is opened, "Gee whiz! I am da Princess Keelee! I've been changed! Save me — I am cursed!" They can say nothing more. If allowed out of their cages, they will remain peaceful until taken from the jail, but will attack at that time. Any glommer damaged to less than 10 hp will try to flee back into the Black Chak lair.

### 5. The Jailer

**WARNING: THIS IS THE FINAL ENCOUNTER OF THE MISSION, AND IT IS VERY COMPLEX. READ IT ENTIRELY BEFORE STARTING.**

The pit in the north end of the jail is an entry into the home of Henkus, an average-sized, very old blue dragon. He is originally from Earth, but came here (via an obelisk) and found a peaceful life with the Black Chak, away from the terrible humans of terra firma.

The mist in the pit is a natural effect with a *stinking cloud* added, at the moment, by Henkus. The pit leads down at a 45-degree angle and is not nak-lined, so Henkus can climb up it easily, at 8" movement rate.

To wipe out the party and get their valuables, Henkus and Digger have planned the following situation. Henkus has suggested an ambush for Digger's former friends. Digger will get things ready by telling the PCs about a multi-headed dragon (Tiamat), and Henkus will follow up with an illusion of her. Note that Digger's statements are true, but carefully worded. Demogorgon has indeed been here, to sell the retriever to the Chak, but he has not returned, nor has an actual *gate* been created — though it sure looks like one and is detectable as magical. Digger will cooperate with the party until they are slain by Henkus, or until a backstab would come in handy during melee.

Henkus casts a *phantasmal force* after hearing Digger telling the PCs about Tiamat. Time this event to occur preferably before the PCs have finished opening and examining the jail cells, but in any case after they have spoken with Digger. Be sure you know the approximate positions of all the PCs before starting.

There is a noise from the pit. Suddenly, five dragon heads start to rise from within the mist — white, black, red, green, and blue. It is the creature Digger described. The heads stop within 10' of the floor; the necks reach down into the mist. The five pairs of eyes are watching you closely.

All the prisoners you have released dive back into their boxes, if possible, or run to a far corner and quiver, exclaiming, "Gee whiz!"

Digger has visibly paled and is quivering, whispering, "oh, no . . . ." He suddenly makes a break for it, running, leaping for the western tunnels. The white head turns and sends a shimmering cone of frost at him, and he falls, frozen, as the ice covers him and a 20' wide area around him. The distraction has not caused the other four pairs of eyes even to blink; they watch you still.

What do you want to do?

This is a *phantasmal force* cast and controlled by Henkus, who is the blue dragon head within the illusion. Thus, the blue dragon head will do the talking for "Tiamat." If the characters talk to her, "Tiamat" will demand that they leave the spider-prisoners and apes here, and leave immediately. "She" also demands one magic item as payment for the PC intrusion into her jail. "She" will attack if not obeyed. "Tiamat's" speech seems to be a bit slow today — Henkus must be very careful not to break his concentration from the illusion.

### Disbelief

Do NOT outline the available options to the players, but be aware of the three possible modes of action available to each PC, and their results:

- The PC believes the illusion completely. All damage is treated as real, but saving throws may be made for 1/2 damage.
- The PC disbelieves the illusion completely. All illusory damage has no effect. Real damage from Henkus's lightning breath is full (63 pts); no saving throw applies.
- The PC disbelieves everything except the blue dragon head, since it does the talking. Illusory damage has no effect, and the normal saving throw may be made against Henkus's lightning breath.

Any PC who disbelieves some or all of "Tiamat" must totally ignore her (or the parts disbelieved). You may roll dice to reassure the players, but announce no change in the illusion, regardless of disbelief.

Any characters checking Digger's body will either slide on the slippery icy area (if they believe that the white dragon head breathed) and find Digger frozen, or will not slip at all and will find Digger still warm, apparently unconscious (if they disbelieve).

If the PCs attack anything but the blue head, they are believing some of the illusion (possibly all), and "Tiamat" will counter with breaths and bites. Handle melee as described above (mode a, b, or c). Each head has 16 hp; the body is not a visible target. If all the heads are "slain," the body immediately descends into the mist.

If some PCs disbelieve, while others take action, aim the first illusory breath to catch one believer and one disbeliever. The disbeliever takes absolutely no damage, and this should be a clue to the others.

**Tiamat:** AL LE; HD 16; hp 16/head; AC 0; THAC0 7; #AT 5 bites or breaths; Dmg See below; SZ L; IN Genius; STs 2, STw 2.

#### Special Attacks:

- White head: 56 point cone-shaped cold breath (7"x2 1/2" dia); bite 2d8 points.
- Black head: 64 point line-shaped acid breath (6"x1 1/2" dia); bite 3d6 points.
- Green head: 72 point cloud-shaped gas breath (5"x 4"x 3" high); bite 2d10 points.
- Blue head: Nil (concentrating on the illusion).
- Red head: 88 point cone-shaped fire breath (9"x 3" dia); bite 3d10 points.

### 5a. If Tiamat Fails . . .

Henkus will drop the illusion and attack himself if the PCs are either disbelieving everything and taking no damage, or if they seem to be believing nothing but the blue head (himself). If everyone is ignoring all of "Tiamat," Henkus will carefully catch as many PCs as possible with his first lightning breath. If everyone seems to be concentrating on him, Henkus will attack with everything he can. Note that, although Henkus can talk slowly while concentrating on the illusion, he cannot breathe or otherwise attack; he must drop the illusion to engage the PCs. He will use his spells, if possible, to his best advantage. The *web* spell, in particular, should be used against spell casters, and when seriously attacked he can cast *invisibility*.

Digger will join in the melee. He will add missile fire at spell casters, or (if few PCs are left) may try for a backstab. If caught, he will surrender and ask for justice back on Earth (where he knows that the Thieves' Guild will help).

Henkus can certainly be subdued, at normal chances of success. He will surrender if reduced to 12 or fewer hp, if he has the chance.

The pit slopes gently downwards about 50' and opens into a large room with large tunnel exits. His treasure is here: 3,000 platinum pieces, 150 Sarkums, 40 gems (total value 16,000 gp), 20 pieces jewelry (total value 20,000 gp), a *potion of extra-healing*, a *potion of flying*, a *potion of speed*, and 2 lightwands with rings (10 charges each). He will beg for a few platinum, gems, jewelry and Sarkums to keep. He offers a deal: if the PCs ever need a friend on the moon . . .

**Blue Dragon (Henkus):** AL LE; MV 9"/24"; HD 9; hp 63; AC 2; THAC0 12; #AT 3; Dmg 1-6/1-6/3-24; SZ L (42' long); IN Very; STs 8, STw 7.

Special Attacks: lightning bolt breath (100' x 5'); spells (see below).

*Charm Person* (C 1s, R 12")

*Comprehend Languages* (C 1r, R Touch, DR 45r)

*Magic Missile* (C 1s, R 15", 5d4+5)

*Invisibility* (C 2s)

*Stinking Cloud* (already used)

*Web* (C 2s, R 4.5", DR 18T; 8 cu", 1" min dimension)

*Phantasmal Force* (already used)

**Digger:** AL N(E); MV 9"; Ftr/Thf 5/8; hp 40; AC 1 (AC without shield = 4, AC rear = 7); THAC0 16 (19 as Th); #AT 1 dagger or 2 arrows; Dmg by weapon (plus adjustments, see below); SZ S (3' 4"); IN Ave (8); STs 13, STw 12.

Special Abilities: Modify attacks for STR 17 (+1/+1), DEX 17 (+2 to missiles), dagger +2, shortbow +2, 8 arrows +1; backstab for triple damage; MS 72%, HS 59%, CW 81%.

### 5b. The Rescue (Again)

After the melee, the player characters can easily re-rescue all the prisoners they wish. No Black Chak will bother them, unless they spend more than 12 hours in the jail or in the retriever room. If they rest for that long in this area, a squad of 6 Black Chak, all armed with lightwands, will sneak up and attack, gaining a +1 bonus to surprise.

**Chak:** AL NE; MV 9\*21; HD 5; AC 5; THAC0 15; #AT 2 shots or 1 bite; Dmg 2d8/2d8 or 1d6 + poison; SZ L; IN Ave; STs 14, STw 13.

Special Attacks: Poisonous bite; lightwands (use AC 10 for all targets, modified by magic and dexterity only).

## 6. Return

Surprise! No events or encounters occur on the trip back. If the PCs bring the princess back alive (whether or not they can identify her), they gain the good will of King Sarkum, the trade agreement (and the percentage of the trade revenue thereby), and the 25 Sarkum reward (per survivor) for the rescue. The party gets a bonus of 5 Sarkums for each additional live Chak rescued. Even glommers are worth 1 Sarkum each. The PCs may return home at any time, where they will be welcomed, cheered, beset by pleas, praised, and eventually forgotten.

If the PCs fail to return with the princess, or if they bring back her body (*raise dead* attempts will fail), they get a "Gee whiz! Thanks for trying, anyway!", must return the two loaned lightwands, and are sent home. The obelisk is then turned off remotely, from here, and it remains still and quiet until, a few years later, Sarkum has a problem and wants to see those valiant adventurers who were there last time . . .

## Here Ends the Saga of Needle

### Monster Descriptions

#### CHAK

(new monster)

This is a race of intelligent beings closely related to phase spiders (*Monster Manual*, pg. 90). They are the dominant creatures in this adventure. The Chak have prospered as merchants, trading among many of the races of the Inner Planes of Existence. Their society is large and advanced. Planets are ruled by local kings, who serve an emperor, who rules from the race's home planet somewhere in the Prime Plane. Individual Chak may be of any alignment, but align-

ments within a group usually match (at least along Good-Evil lines). The average Chak lives over 1,000 years. All Chak speak a common language of the same name, and many have learned to speak human Common and several other tongues through their dealings with other races. Their speech patterns usually mimic those of individuals met, so they do develop some odd colloquial expressions, and these habits are hard to break. (The phrase "gee whiz" came into the Chak vocabulary from contact with a paladin some 800 years past.)

Noble Chak are 1-4 Hit Dice larger than the average, with a corresponding damage bonus (1-4), and are AC 3. Kings are 10 Hit Dice at least, bite damage 2d10, and AC 0.

The most common weapon used is the lightwand, a seemingly innocent light-producing device which, when fitted with a special ring, can be shot as a laser (range 120', #AT 2/round, Dmg 2d8, save vs. wands for 1/2 damage; target treated as AC 10 modified for magic or dexterity only). Other small weapons (such as daggers or hand axes) can also be used. In their lair, over 40% of the Chak encountered will be armed with lightwands.

Chak spin webs, but webs are normally found only in their residences, not throughout a Chak community. A webbed victim of 18 or greater strength can break free in 1 round, STR 17 = 2r, STR 16 = 3r, etc. Though Chak can "phase out" as normal phase spiders, entering the Ethereal Plane at will and returning when desired, they consider it very impolite to do so. Besides, the Ether is cold and possibly dangerous, so it is normally used only as a route to other Planes, except in emergencies (such as attacks). In addition, items carried do not go ethereal with them.

**Chak:** AL Any; MV 9\*21; HD 5; AC 5 (AC 0 if armored); THAC0 15; #AT 1 weapon or bite; Dmg by weapon or 1d6 + poison; SZ L; IN Ave to High; STs 14, STw 13.  
Special Attacks: Poisonous bite; weapons.

### CHOMPER (Modified monster)

This is a smallish variety of purple worm (*Monster Manual*, pg. 80), only 20'-30' long, but otherwise identical. It eats rock, burrowing deep and instinctively avoiding the lethal airless lunar surface. Chompers are slightly more intelligent than purple worms. They were introduced to the moon by the Chak, who trained them to respond to simple commands, and they are the primary means of creating new tunnel systems. Tame chompers are virtually harmless, never biting creatures except by accident. Wild chompers exist, however, and are not averse to adding a bit of meat to their diet. A chomper's tail stinger is poisonous, but only causes paralysis. The bite can only swallow creatures of halfling size or less.

**Chomper:** AL N; MV 9"; HD 9; AC 5; THAC0 12; #AT 1 bite/1 tail stinger; Dmg 2d8/1d4 + poison (paralysis); SZ L; IN Animal; STs 14, STw 13.  
Special Attacks: Tail sting (save vs. poison or suffer paralysis for 2-12 turns).

### GALEB DUHR (Monster Manual 2, page 68)

These odd rock-beings are reclusive, but very much at home on the moon, both in the air-filled tunnels and on the airless surface. A galeb duhr looks like a large bipedal rock, with a mouth and squinty eyes. They normally avoid or ignore the Chak, but are sometimes hired as guards or spies. Details of their society (if any) are unknown.

A galeb duhr can cast any of the following spells at will, to a maximum of one spell per round:

- Passwall (C 5s, R 3", DR 26T, 5' x 8' x 10' deep)
- Stone Shape (C 1r, R Touch, DR Permanent, 20 cuf)
- Transmute Rock to Mud (C 5s, R 20", DR 1d6 days per 10' cu, Volume 40,000 cuf)
- Wall of Stone (C 5s, R 10", DR Permanent, Area 5' thick, 400 sqf)
- Move Earth (C 1T/40'sq, R 20", DR Permanent; affects clay, loam, and sand, but not rock)

A galeb duhr can also animate and control up to 2 boulders within 6" range, in much the same way as a treant can affect normal trees. Adapted to lunar life, these creatures are not as susceptible to cold as are their cousins; no penalty applies to their saving throw against cold-based attacks, but damage is still doubled (save for

normal). They are resistant to magical fire, gaining a +4 bonus to saving throws, and are immune to normal fire and all lightning. The boulders they animate share the same resistances and immunities.

**Animated boulder:** AL N; MV 3"; HD 9; AC 0; THAC0 12; AT 1 crush; Dmg 4d6; SZ L; IN Non; STs 16, STw 15.  
**Galeb Duhr:** AL N; MV 6"; HD 8 to 10; AC -2; THAC0 12 or 10; #AT 1 bite; Dmg 2d8, 3d6, or 4d6; SZ L (8'-12'); IN Very; STs 10, STw 9.

### GLOMMER (Adapted Monster)

This is a four-armed carnivorous ape (*Monster Manual*, pg. 7). It originated in Earth's jungles, and was brought to the moon by evil Chak. Using all four arms, a glommer's strength is effectively 22 (carry 1,000 lb. weight, open doors 11 in 12, wizard locks 4 in 12, and Bend Bars/Lift Gates 80%).

Glommers normally use no weapons, but may be taught to use clubs or throw rocks (but not other weapons). With either weapon, no penalties "to hit" or to damage apply for multiple attacks. Club damage is standard (1d6/1d3), and small rocks may be thrown to 3"/6"/9" ranges, for Dmg 1-4 each. If all four of an unarmed glommer's claw attacks hit a single opponent, an extra 2-20 points of rending damage are automatically inflicted. If three claws hit, rending damage is 1-12. If only two hit, rending damage is 1-8.

**Glommer:** AL NE; MV 12"@18"; HD 6; AC 5; THAC0 13; #AT 4 claws or weapons; Dmg 1d4 (x4) or by weapon; SZ Med; IN Ani; STs 16, STw 15.

### ROC (Monster Manual, page 82)

The lunar variety of this species was created by some mad wizard. It needs no air and flies magically, using its wings only for stability. It is immune to all gases and feeds (and/or is cured by) light and heat, absorbed through its wings. Moon rocs are otherwise very similar to their terrestrial cousins.

**Moon Roc:** AL N; MV 3"/24"; HD 18; AC 4; THAC0 7; #AT 2 claws or 1 beak; Dmg 3d6/3d6 or 4d6; SZ L (70' wingspread); IN Ani; STs 11, STw 10.

### TIN MAN (New Monster)

This is a tin golem, found during tournament round #2. Long ago, the Chak bought it from another race and sold it to the Gripli. If the characters bring it along, they may learn how to activate and control it by talking with the Chak advisors, and it may prove useful.

Once activated, the Tin Man will always speak when spoken to, but has no brains, and will offer a random comment or answer to any question. It is immune to most spells, but water- or ice-based attacks (normal or magical) cause it to become stiff and immobile in 1-4 rounds. (Thorough oiling will free it.) It can be affected by normal or magical weapons. When reduced to 0 hp or less, it is not destroyed, but merely immobilized. It can only be destroyed by melting it (red dragon breath or hotter). It can be activated or deactivated by command words.

The Tin Man is immune to damage from lightwands; its shiny surface reflects the shots. If the shot hits, however, it is reflected in a random direction (roll 1d6):

Die Roll (1d6)	Direction	Die Roll (1d6)	Direction
1	90 degrees left	4	45 degrees right
2	45 degrees left	5	90 degrees right
3	Back at attacker	6	Straight up

A target in the path of the reflection must make a saving throw vs. wands or take 1-8 points of damage.

**Tin Man:** AL LG; MV 9"; HD 6; hp 27; AC 6; THAC0 13; #AT 1 axe or fist; Dmg 1-8 or 1-4; SZ M (6'); IN Non.

### Trade Goods and Values

The "Sarkum" (Chak monetary unit) is used as the base for determining values of both Chak and Earth trade goods. Chak trade

goods are offered at a fixed rate; the rates offered for Earth goods vary with the king's reaction to the party.

## Chak Trade Goods

The Chak offer only two trade items — nak metal (and cutter tools) and lightwands.

### Nak

Nak cannot be worked except with a special tool, and cannot be damaged except by that tool, or magic, or extremely high temperatures. It reflects lightwand beams (see below) and is suitable for strong enchantment.

**Note:** Although nak is indeed the metal used to make the coins known as Sarkums, the cutter tool is not suitable for making counterfeit coins. Another device, secret and never mentioned here, is the key. Any and all attempts at making counterfeit Sarkums from nak, short of a *wish*, will fail.

**Nak:** 1 Sarkum per square foot.

**Cutter Tool:** 10 Sarkums.

### Lightwands

A lightwand produces soft light to a 30' radius when struck against a hard object. This effect lasts for 1 turn per strike. The wand can be used as often as desired, and uses no charges. The average wand lasts for a year or two before burning out.

**Lightwand:** 2 Sarkums.

A lightwand can also be fitted with a special ring, about 2" across. This ring focuses and amplifies the light, creating a damaging beam when the ring is slid along the wand. The maximum rate of fire is 2 per round. The ray has a range of 120' and can inflict 2-16 (2d8) points of damage to a target creature with a successful "to hit" roll. Any target is treated as AC 10, modified only for magic and dexterity bonuses.

**Note:** *Bracers* are counted for full value. The victim may make a saving throw vs. wands to take 1/2 damage. There are no class restrictions, but weapon proficiency applies. Fog or other obscurement cuts the range to 10' or less. The rings use 1 charge per shot (whether hit or miss), and have 20 charges when new.

**Ring:** 20 Sarkums each (fully-charged).

## Calculating Trade Value of Earth Goods

The Chak will purchase most magic items and giant insects (food) at a price based upon the Experience Point Value (XPV) of the specific piece, modified by the Reaction Score. (See below for calculations.) Good dragons will be purchased at a flat rate of one Sarkum per hit point. The Chak will make no offer whatsoever on evil dragons, and will offer a price based upon only 10% XPV (base) for scrolls, magic armor and magic weapons.

### Reaction Modifiers to Trade Value of Items

The values of trade goods vary by the king's reactions to the characters. Calculate trade value as follows:

BASE reaction score.....	50
If PCs were NOT imprisoned.....	+ 15
Giving Ackack any gift.....	+ 10
3 or more PCs lie prone before Sarkum.....	+ 5
Giving Sarkum a gift (apply ONE only):	
normal item, value 500 gp or more.....	+ 5
OR a magic item.....	+ 10
Insulting Ackack or Sarkum.....	-10
All PCs refuse to lie prone.....	- 5

Finally, modify the total for the Charisma of the PC speaking for the party, using the Reaction Adjustment (if any).

**Note:** The PCs carry nothing if they are imprisoned, but may gain this bonus by offering an item owned. If anything is offered in this manner, ALL the party possessions are brought to the king's chamber and returned to the PCs.

### Examples

**Best:** Party does not attack and is not imprisoned (+ 15), gives a gem to Ackack (+ 10), a potion to the king (+ 10), and elects Ghost

or Finder (CHA 14, for + 10 bonus) to speak for them; most of the party lays prone when introduced to the king (+ 5), and everyone is relatively polite; total is 100.

**Worst:** Party attacks and is imprisoned, gives no gifts to anyone, calls Ackack a creepy spider (-10), all refuse to lie prone before Sarkum (-5), and elect Blondy, Slim, or Blaze (no adjustment) to speak for them; total is 35.

**Note:** Finder should want to speak for the party, using his revealed Charisma, as described earlier.

## Determining Item Values

Apply the following values for trade goods, based on Sarkum's total reaction score. These values are not negotiable, but may be modified if proper actions are taken (offering gifts, etc.) during negotiations. Each bonus or penalty to reaction applies once only. When the final total is reached, circle or note which line to use for future reference.

### TRADE RATIO CHART (Item's XP value per Sarkum)

Total Reaction Score (RS)	Trade Ratio (TR)
35-40	450
45-50	400
55-60	350
65-70	300
75-80	250
85-90	200
95	150
100	100

### Using the Trade Ratio

For determining the price offered for a magic item, first find its XP value. The Trade Ratio (TR, the number found on the chart) is the number of XP worth 1 Sarkum. Divide the Item's XP value by the Trade Ratio, and round off the result to the nearest tenth.

### Examples

Item	RS =	60	70	80	90	100
<i>Potion of Healing</i> (XPV 200)		.6	.7	.8	1	2
<i>Potion of Water Breathing</i> (XPV 400)		1.1	1.3	1.6	2	4
<i>Ring of Invisibility</i> (XPV 1500)		4.3	5	6	7.5	15
<i>*Staff of Striking</i> (XPV 6000) (*if fully charged)		17.1	20	24	30	60

### Items With Charges

Factor the entire XP value of a charged item in proportion to the charges remaining.

**Examples:** Slim's *staff of striking* has 9 charges left, of a maximum of 25, or 36%; its XPV for trade is 36% of 6000, or 2160 XP. Blaze's *wand of illumination* has 18 charges left, of a maximum of 100, or 18%; its XPV for trade is 18% of 2000, or 360 XP.

### Items with Doses

Certain unusual items normally come with multiple doses. Multiply or divide the XPV given to reflect more or less than the normal number.

**Example:** A *potion of water breathing* normally has 2 doses. If sold with 1 remaining, the XPV is 1/2 that given; if sold with 4 doses, the XPV is twice that given.

### Giant Insects

Food is purchased at the same rate as magic items, using the Trade Ratio compared to the XP value for the monster. This will not affect this adventure, but should be mentioned as further impetus for trade. Live giant insects have normal value; dead giant insects are only worth 1/10 this value. XPV for some giant insects are:

Insect	XPV
Giant Wasp	320 + 4/hp
Giant Dragonfly	525 + 8/hp
Giant Mantis	1350 + 14/hp



# PLAYER REFERENCE SHEET

## Needle, Part 3

### Treasure Listing

The following items were found during the two prior trips to the jungle. Cash and salable items were sold and divided. Other items may be taken if desired. Players may divide them in any manner.

### Cash or Salable Items

GP Value	Items
100	Various normal coins (from the body in the ruins)
5,000	Gold Bust of Torgel, 5" tall (found in maze)
20	Golden bell, 3" handle, 2" tall cup (found in maze)
10,000	Golden throne with velvet trim (found in maze center)
6,000	King's reward
600	Gems from natives
250	Granite life-size human bust (found while lumbering)
500	125-pound elephant tusk (found while lumbering)
1,000	40-pound turquoise rock (found while lumbering)
1,000	150-pound block of quartz (found while lumbering)
5,000	Odd gem (found while lumbering)
2,400	Pirates' coins
15,000	1 pirate magic-user's spell book
30,000	Final reward from the king
76,870	total; minus 2,160 paid to Montana $\frac{1}{7}$ of the first trip's haul; Digger was excluded) leaves 74,710, or about 12,451 gp per person (6-way split).

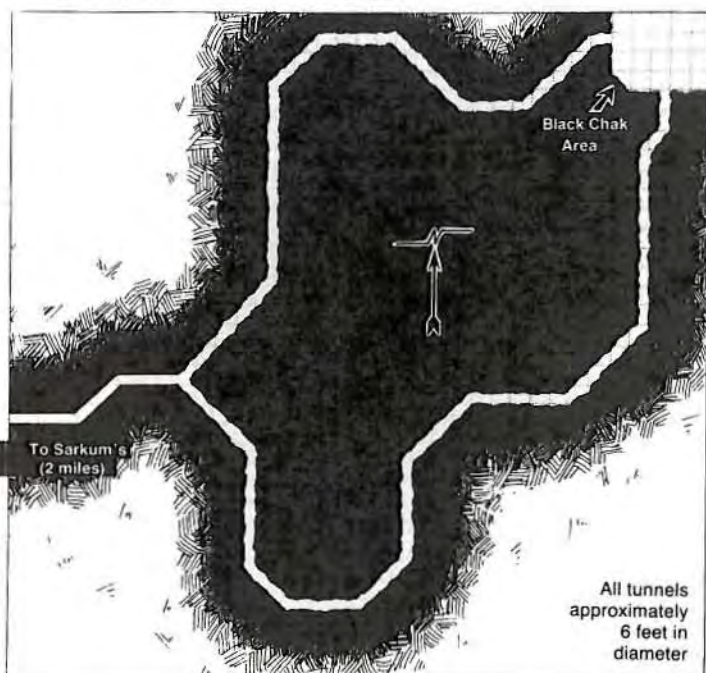
### Curiosities

Objects made of a strange reddish metal:

- 13 coins bearing strange runes, which say "Garhsa Koo" on one side, "One Sarkum" on the other
- 4 similar coins but without runes, worn flat
- 2-inch square piece of fabric made of woven metal strands
- Spoon-fork utensil (spork)

Bones etc.:

- 100 pounds of various old bones
- Humanoid skeleton with four arms



- Batrachian skeleton with two neat  $\frac{1}{2}$ " holes in the skull, one in front and one behind
- Batrachian skull with neat  $\frac{1}{2}$ " holes, as above
- 8'-long gorgosaurus skull (a carnivorous dinosaur)
- Mummified shrunken humanoid head, intact

Other:

- Humanoid made of tin, standing with axe
- A rusty oil can
- Small broken ceramic jug with the drawing of a spider on it
- Three normal iron keys on a key ring
- Old rotting wooden chest (found to be bottomless)
- Four rusty axe heads, no handles
- An odd amulet with a spider inscribed on each side, no chain

### Magic Items

- Ioun Stone +1* (dusty rose color)
- Ring of Fire Resistance* (2 were found, but 1 was given to Montana)
- Bracelet, a solid brass ring 3" dia. (giant-sized *ring of warmth*)
- Bag of Holding* (found while lumbering; 500 lb. limit)
- Guisarme +3* (pole arm, found while lumbering)
- Magical chalice, 5-inch cup atop a 3-inch tall base and stem — no discernable magical effect
- Wand of Light, odd and flexible, made of an unknown substance. If struck against any hard object, it glows to 30' radius for 1 turn, then goes dark. It can be used as often as desired, and has no charges.
- Golden Bell of Blasting*, with a 3-inch-long handle and a 2-inch-tall cup; solid gold, with a golden clapper. When rung, a small gem-like object (apparent value 1,000 gp) falls from inside it, and will explode 3 rounds later in a 6d6 *fireball* unless the *bell* is placed over it. (This action merely delays the *fireball* until the *bell* is again picked up.) 5 charges remaining.  
Value: 7,500 gp.
- Platter of Purity: Golden serving platter 1' wide, 2' long, with golden handles on each end. Any consumables placed on its surface will become purified in 3 rounds. Poisons are negated; unfortunately, potions are turned to pure water. No living thing can be affected, nor any non-consumable items.*  
Value: 5,000 gp.

j. *Apple of Chaos*, 5" dia, gold. If thrown, its material form disappears where it lands, but its image remains (a phantasm), affecting all creatures within 40' of it. All victims are affected as if by the 5th level illusionist spell *chaos*, suffering *confusion* (as the druid spell). Normal fighters (not paladins or rangers), illusionists, creatures with intelligence 4 or less, and monsters which do not use magic may each make a saving throw vs. spells to avoid the effect; no other creatures gain a saving throw. The confusion lasts for 20 rounds, until the phantasmal *apple* disappears. The image (and the effect) may be removed by a *dispel magic* spell, but checked against 20th level magic use.

Value: 3,000 gp.

### Special (Party-Owned)

a. 400 sheets of reddish metal (300 from the ruins and 100 from the Native Tribal Mother), each 2' by 5', less than  $\frac{1}{32}$ " thick. The metal cannot be damaged except by magic. Each sheet weighs 100 coin (10 pounds).

Value: 100 gp per sheet, or 1,000 gp per sheet if the cutter (below) is thrown in free.

b. Cutter: An odd device, about 8 inches long; most of it is handle, with a roller on one side of the end and a short knife edge on the same end, opposite the roller. If two sheets of the strange metal are placed with a slight overlap, and if the overlap is then rolled with this device, the metal will fuse together, forming a single unbroken sheet — no crack or edge will remain. The knife edge will cut the metal easily, without any force needed.

Note: Montana gets a  $\frac{1}{7}$  share of the value of 300 sheets.

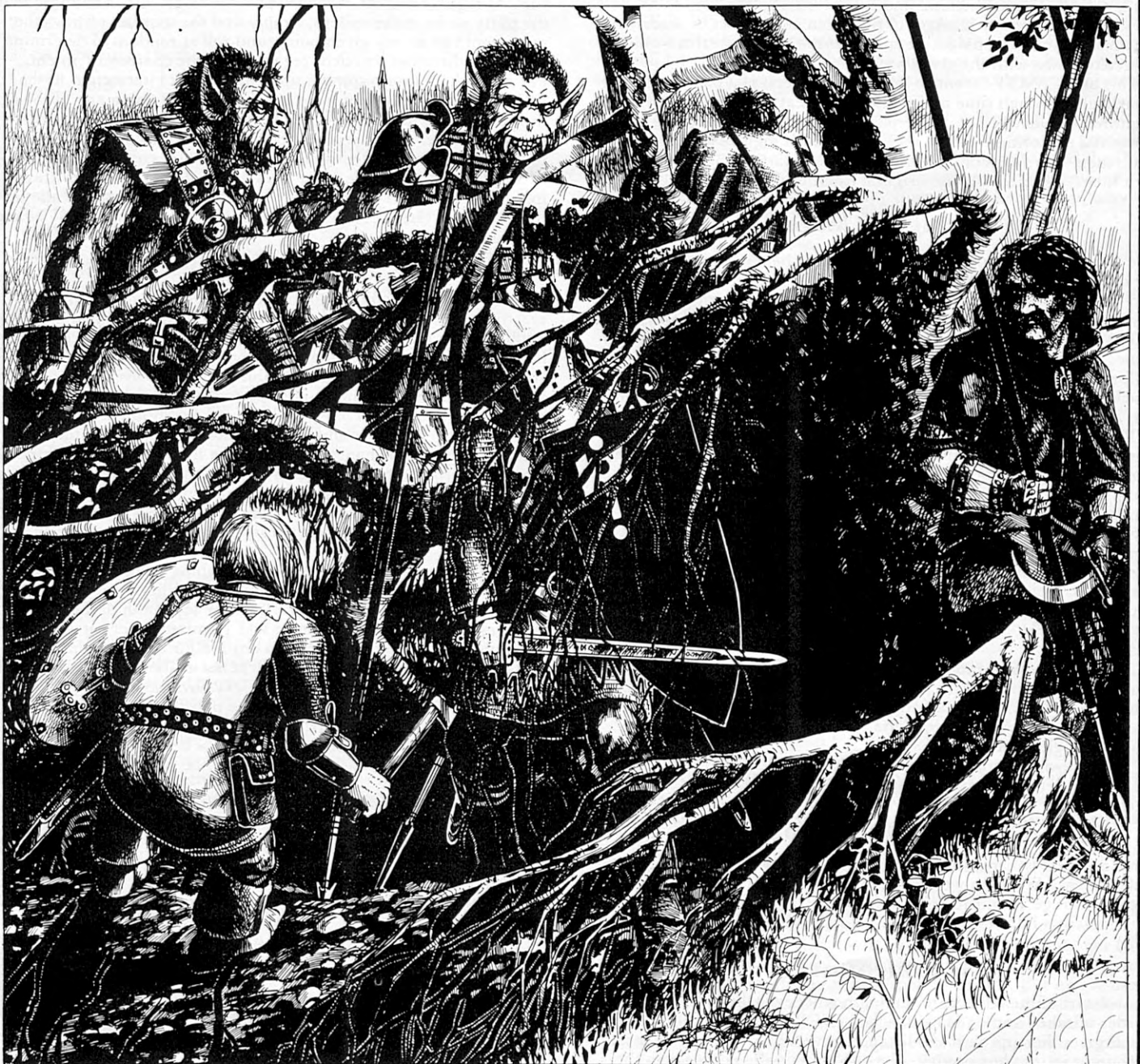


MODULE FEATURE

# THE GREAT BUGBEAR HUNT

by Frank Mentzer

An AD&D® Wilderness Adventure for 7 Characters, Levels 5-7



This wilderness adventure was written in late 1981 for use as the AD&D® Game Open Tournament at GEN CON® South Game Fair in February of 1982. Since then, it has been used as an RPGA™ Network tournament at several conventions across the United States. Now, at last, we are happy to present module R5, "The Great Bugbear Hunt," to the entire membership in print.

Note that this adventure was written long before the release of *Monster Manual II* and *Unearthed Arcana*; feel free to update the material from those publications as you see fit.

## Notes for the DM

This is a small section of wilderness, channeled and detailed for campaign play. Most of the hills are small and steep, similar to "Badlands" terrain; occasional streams, light woods, and marshes are scattered over the area.

The first section of the module gives general instructions for the many situations that could come up, including climbing hills, encounters with scavengers, flyers, and night creatures, and three special encounters to be used at the DM's discretion. The second section covers the specific hex descriptions, detailing first the wandering monsters encountered in each, and second, the lair of those creatures.

The creatures encountered vary from one hex to another. Many of the creatures are territorial and do not wander far from their lairs. If you make any changes to the given encounters in modifying the area for your campaign, be sure that the new creatures would fit, ecologically, with the given area.

This area is NOT meant to kill off characters. If a party is having a particularly tough time and wishes to retreat and rest, only evil creatures will follow them. The party is free to spend as much time as desired exploring the area and resting each night. Note, however, that magic-users cannot relearn spells unless they bring spell books with them — which was the original cause of the trouble!

## Using the Maps

The Players' Map shows how the individual hexes are arranged. The detail maps, one for each hex of the area, show the paths, trails, and terrain in detail. Keep careful track of just where the party is at any given time; this is crucial to running the adventure properly.

The Players' Map is divided into hexes. The outer circle of hexes is the "A" ring, numbered from A1 to A12; the next circle is the "B" ring, numbered from B1 to B6; and the center is merely labelled "C1." Be sure to use the proper detail map for the Hex the party is exploring!

The paths between hexes cross straight through arbitrary boundaries called "Border Mini-hexes", which are filled with hills too steep and rugged to be climbed or passed unless mountaineering equipment is provided. A valley through them MUST be found to continue travel in that direction.

Start with the detail map of **Hex A1**. The party enters the area from the south, at the bottom center of the map. Each hex is divided into mini-hexes which do not need to be numbered; the players use their Players' Map to describe their path of travel to you. When you ask them for their direction of travel, have them give it as an odd "clock number;" for example, due east is "three o'clock."

Each Hex Detail Map shows many terrain features, mostly hills. Note that many of the hills touch each other, though some are separate. The party will normally travel in the valleys between the hills. These valleys form a maze of sorts, and they serve to channel the party through the area.

The following section gives details on daytime encounters ONLY; for further details about night activity, see **Night Encounters** hereafter.

## Scale and Movement

Each mini-hex is 1 mile from side to side. The territory is roughly 23 miles across. At 18" movement rate (medium warhorses), the party should average 1 hour to cross a hex using a valley, or 2 hours if cutting across hills. (Therefore, it takes 1 hour to get to the top of a hill.)

## Hex Encounters

At the start of the adventure, and also whenever the party crosses a border mini-hex and enters a new hex (NOT mini-hex), roll 1d6; the result gives the approximate distance traveled before the wandering encounter in that hex occurs. The encounter will take place in the mini-hex corresponding to the die roll. For example, if a 2 is rolled,

the encounter comes in the second mini-hex entered (not counting the border mini-hex).

These hex encounters are as described hereafter in the descriptions of each hex. Basically, each consists of a small wandering group of the creatures that live in that hex, and the party will sometimes be able to find tracks leading to that lair. If the party finds a lair before encountering the wandering creatures, omit the preset wandering encounter — the encounter will be with the creatures in the newly discovered lair instead!

It is quite possible for a lucky party to leave a hex before the scheduled wandering encounter occurs. The encounter can occur in a border mini-hex, but if the party enters a new hex before the scheduled wandering encounter for the previous one, it does NOT occur. Roll normally for the new hex entered.

## Horses

Warhorses will attack only if ridden, and even then only on the second and subsequent rounds of combat, not the first.

## Getting Lost

It is very difficult to get lost during daylight travel. The valleys provide an easy path, and no ranger is necessary to determine the direction of travel, as it may be estimated by the position of the sun. At night, however, it is very possible to get lost. Assuming that the party sticks to the valleys, simply find the number of ways the party could go at any given point, and roll at random to determine the actual direction traveled, regardless of the characters' intent. For example, a group coming upon any 6-way intersection in the "B" Ring at night would have equal chances of going any of the 6 directions! The mini-hexes do represent acres of terrain, and the group could get completely turned around and head back the way they came without realizing it. Never give their current location with respect to the whole area; always give them options for travel instead. ("From here, you can go 3 o'clock or 7 o'clock in valleys, there are hills elsewhere.") But make sure YOU know exactly where they are!

## Climbing Hills

If party members want to climb a hill, first tell them that flying creatures have been seen in the skies occasionally, and that climbing a hill might attract them. Then, if they ask, inform them that they have seen giant wasps, flying four-legged creatures, and dragon-sized shapes. If they persist in climbing, check to see if they do, in fact, attract a flyer (flying wandering monster). The chance of attracting a flyer is 1 in 6 per visible person climbing a hill. For example, if 4 characters climb a hill, but one is invisible, the characters have a 3 in 6 chance of attracting a flyer by their activities. If they do so, roll percentage dice and consult the **Flyer Encounter Chart** (hereafter) to find the details of the encounter. If the party splits into smaller groups, each group will have a flyer encounter at the end of each turn of travel (the same flyers for all) until they regroup.

Horses may NOT be ridden while climbing a hill. A character may climb a hill on foot, taking 15 minutes to do so, or may lead a horse over, taking 30 minutes to reach the top. Both of these given times assume light encumbrance; add 10 minutes per category of encumbrance where necessary. Do not roll for falling or damage while climbing, but handle encounters normally. They are assumed to occur on large, flat hilltops with rocky cover available.

Roll normally for surprise unless the players say that their characters are watching for flyers; if so, they will not be surprised, and the incoming flyers will be seen 1-2 rounds before they arrive. (Note that the ogre mage is invisible, and he can surprise even a watchful party.)

"M.C." is Maneuverability Class. "Turn time" is the time needed, in rounds, for the creature to turn around completely (180 degrees) while flying. Example: A dragon makes one pass, breathing as it comes over, but it cannot return to land or breathe for another 6 rounds at least — probably more, unless it begins to turn immediately after the pass. "Airspeed" is the movement rate of the creature, when flying, in "inches" — i.e., tens of yards per round.

When a flying creature "makes a pass," it swoops over the party at a height of about 30-60 yards, continuing on in its direction of travel. If it comes in for a landing thereafter, it must first turn around; see "Turn time" on the chart. Note the airspeed, as this is used to calculate the distance between the party and the flyer at any given moment. Airspeed is given in yards per round because range outdoors is in yards.

If any flying winged creature takes damage equal to 50% or more

of its hit points, it must land shortly thereafter. If it takes 75% or more of its total hit points in damage, it will be unable to fly at all and will crash to the ground, taking 1d6 points of damage per 10' fallen, to a maximum of 20d6. This does not apply to the volts or to the ogre mage.

The hippogriffs and hieracosphinx have two values given for hit points. This is because they have feathered wings; and the second figure represents their "flying hit points." This figure gives the total amount of imaginary hit points that a feathery-winged flyer has for purposes of determining its ability to fly. (Note that this does NOT represent the creature's actual hit points!) The figures are based on the preset hit points of the flyers; standard AD&D® Game rules allow a 50% bonus for flyers with feathered wings for this calculation.

## FLYER ENCOUNTER CHART

d%	Roll	Flyer Type	M.C.	Turn Time	Airspeed
01-08		Dragon, Green	E	6 rounds	24
09-27		Hippogriffs	C	2 rounds	36
28-36		Ogre Mage	B	1.5 rounds	12
37-54		Sphinx, Hieraco-	D	3 rounds	36
55-73		Volts	D	3 rounds	6
74-87		Wasps, Giant	B	1.5 rounds	21
88-00		Wyvern	E	6 rounds	24

**Dragon, Green:** 1; AL LE; IN Average; SZ L; MV 9"/24"; AC 2; STs 11, STw 10; HD 7, hp 35, THAC0 13; #AT 3; Dmg 1d6/1d6/2d10.

Special Attacks: Breath weapon 3x/day (gas cloud 5" x 4" x 3", Dmg 35, save vs. breath for 1/2); *fear* aura (creatures of less than 1 HD rout for 4d6 turns; those of less than 3 HD must save vs. spells or be paralyzed with *fear* (50%) or flee in panic (50%); those of 3 HD must save vs. spells or fight at a penalty of -1 on "to hit" rolls; those of 6 HD or more are not affected; saving throw bonus +5).

Notes: If 3 or more characters are visible, the dragon will make one flying pass using its breath, then land for melee and feeding. It will simply land and attack if fewer than 3 targets are visible.

**Hippogriffs:** 4; AL N; IN Semi-; SZ L; MV 18"/36"; AC 5; STs 16, STw 15; HD 3 + 3; hp 16 (24) each; THAC0 16; #AT 3; Dmg 1d6/1d6/1d10.

Notes: Two land and attack while the others circle; if any characters fall, all will join the melee on the ground.

**Ogre Mage:** 1; AL LE; IN Exceptional; SZ L; MV 9"/15"; AC 4; STs 10, STw 9; HD 5 + 2, hp 30; THAC0 15; #AT 1; Dmg 1d12.

Special Abilities (at will): *fly*; *invisibility*; *darkness*, 10' radius; *polymorph self* (to humanoid).

Special Defenses: Regenerate 1 hp/round.

Special Attacks (once per day): *charm person*; *sleep*; *gaseous form*; *cone of cold* (Dmg 8d8, save vs. spells for 1/2 damage).

Notes: This creature will land nearby, *polymorph* to gnome form, and try a *charm person* (becoming visible), then become invisible again and retreat. If possible, he will reposition invisibly so as to catch everyone in his *cone of cold*. He will flee if damaged for 15 hp or more, and he will avoid melee.

**Hieracosphinx:** 1; AL CE; IN Low; SZ L; MV 9"/36"; AC 1; STs 11, STw 10; HD 9; hp 40 (60); THAC0 12; #AT 3; Dmg 2d4/2d4/1d10.

Notes: This beast will land and attack after making a quick pass for observation.

**Volts:** 3; AL N; IN Animal; SZ S; MV 6, AC 3; STs 16, STw 15; HD 2 + 1; hp 9 each; THAC0 16; #AT 1 bite + 1 tail; Dmg 1d4 + 2d6; SZ S; IN Animal.

Special Defenses: Immune to electrical attacks.

Special Attacks: No "to hit" rolls needed after first successful bite.

Notes: These ill-tempered creatures attack immediately, but when one dies, the others will flee.

**Giant Wasps:** 3; AL N; IN non-; SZ M; MV 6"/21"; AC 4; STs 17, STw 16; HD 4; hp 10 each; THAC0 15; #AT 1; Dmg 2d4/1d4 + poison.

Special Attacks: Poisonous sting (save vs. poison or be paralyzed permanently and die in 2-5 days unless treated).

Notes: Out searching for food for the hive, these wasps will attack fearlessly. They carry off the bodies of fallen characters by air to their lair in **Hex B2**.

**Wyvern:** 1; AL N(E); IN Low; SZ L; MV 6"/24"; AC 3; STs 11, STw 10; HD 7 + 7; hp 40; THAC0 13; #AT 2; Dmg 2d8/1d6 + poison.

Special Attacks: Poisonous sting (save vs. poison or die on a successful tail hit).

Notes: Seeming at a distance to be a black dragon, this carnivore will make one flying pass before landing for melee. If it kills a character, it will pick up the body and fly off.

## Splitting Up

Some players may want to split up to survey the area. Do your best to discourage this, emphasizing the unknown terrain, the dangerous flyers, and so forth. If they persist, allow it, but if they remain separate for more than 1/2 hour (3 turns), each group will be attacked by a scavenger which is too cowardly to attack the whole party. Roll 1d6 and consult the **Scavenger Encounter Chart** to determine which creatures each group has attracted. (Make a separate roll for each group.) If the party does not take the hint, repeat the procedure 1/2 hour later, and at similar intervals thereafter until the characters regroup.

Example: After destroying the ghoulish lair in **Hex A1**, the party splits up into 3 groups to explore faster. After 3 turns, one group is attacked by a carrion crawler, the second by 2 harpies, and the third by a troll. They decide to press on separately, so they encounter more scavengers 3 turns later. They then decide to regroup, after which they continue on without incident.

## SCAVENGER ENCOUNTER CHART (Roll 1d6)

### Die Roll Creature

1-2	Giant Warrior Ants
3	Carrion Crawler
4	Harpies
5	Stirges
6	Troll

**Ants, Giant Warrior:** 3; AL N; IN Animal; SZ S; MV 18"; AC 3; STs 17, STw 16; HD 3; hp 12 each; THAC0 16; #AT 1 + 1; Dmg 2d4 + special.

Special Attacks (warriors): Can use poison sting (Dmg 2d4, save vs. poison for 1d4) if bite hits.

**Carrion Crawler:** 1; AL N; IN Non-; SZ L; MV 12"; AC 3/7; STs 17, STw 16; HD 3 + 1; hp 16; THAC0 16; #AT 8; Dmg paralysis.

**Harpies:** 2; AL CE; IN Low; SZ M; MV 6"/15"; AC 7; STs 17, STw 16; HD 3; hp 14 each; THAC0 16; #AT 3; Dmg 1d3/1d3/1d6.

Special Attacks: *Charm* by singing or touch (save vs. spells negates).

**Stirges:** 4; AL N; IN Animal; SZ S; MV 3"/18"; AC 8; STs 17, STw 16; HD 1 + 1; hp 6 each; THAC0 13; #AT 1; Dmg 1d3.

Special Attacks: Drain blood for 1d3 hp each round after a successful hit (up to 12 hp maximum).

**Troll:** 1; AL CE; IN Low; SZ L; MV 12"; AC 4; STs 12, STw 11; HD 6 + 6; hp 30; THAC0 12; #AT 3, Dmg 1d4 + 4/1d4 + 4/2d6.

Special Defenses: Regenerates 3 hp/round (starting 3 rounds after first damage is taken; fire or acid stops regeneration).

## Night Encounters

The characters may spend as many days exploring as desired, as long as they stop to rest each night. It is assumed that a ranger or druid character can select the best spot to camp in within any given area. Clerics and druids can regain spells normally, but magic-users must have their spell books and light by which to study them for a short while in order to relearn spells. ALWAYS have the party set watches when they stop for the night, even if no encounter occurs.

Every night, an undead wanderer will fly over near the party. To determine when it will arrive, roll 1d10; the result is the number of

hours after dusk (6 P.M.) before the encounter occurs. (**Example:** Adding a result of 8 (on 1d10) to 6:00 P.M. gives 14, or 2:00 A.M.) To determine the actual encounter, roll 1d10 again and consult the **Night Encounters Chart** hereafter. If the party is showing a light at that time (such as a campfire), the undead creature will drop in to investigate.

Note that characters not on watch are wearing their "sleeping leather" at best while resting. Sane intelligent people do not sleep in metal armor; if they desire more protection than their skins, they sleep in leather armor, (base AC 8, modified by magic and dexterity). All characters with metallic armor are assumed to have "sleeping leather." Players insisting that their characters are sleeping in metal armor (chain or plate) should be told, come morning, that the characters are half-crippled and crotchety for the day. -1 penalties to dexterity and charisma scores apply for the following day due to a cramped, sweaty, restless night. In addition, the character must save vs. poison or catch a cold. (Note that *cure wounds* spells have no effect upon characters so diseased.) Furthermore, if the characters have any statistics of 17 or greater, those are temporarily rounded down to 16 for the day, as the characters are not in the best of shape. All of these temporary conditions return to normal by nightfall.

Assuming normal guard shifts, neither the party nor the undead intruder will be surprised. If an undead creature is Turned by a cleric, it will make one more try before giving up and leaving permanently.

Most undead wanderers are handled normally, except for the lich. It will merely slip in (completely unnoticed) and steal a magic item without molesting anyone. The other undead creatures will, if given the chance, attack a sleeping character by flying over the guard on duty into the midst of the sleeping camp.

**Note:** If the undead creature sees a cleric or someone displaying a holy symbol, it will attack that character before others, if possible.

Characters traveling at night have 1 chance in 6 PER HOUR of having a Night Encounter (determined, again, using the chart hereafter), with one exception — if 10 is rolled, reroll; the lich will not bother with a moving, alert party.

## NIGHT ENCOUNTER CHART (Roll 1d10)

Roll	Creature
1-2	Wights
3-5	Ghasts
6-7	Wraith
8	Spectre
9	Vampire
0	Lich

**Wights:** 2; AL LE; IN Average; SZ M; MV 12"; STs 16, STw 15; AC 5; HD 4 + 3; hp 20 each; THAC0 15; #AT 1, Dmg 1d4 + energy drain.

Special Defenses: Silver or magic weapons needed to hit; immune to *sleep* and *charm*.

Special Attacks: Drains one level per successful hit.

**Ghasts:** 3; AL CE; IN Very; SZ M; MV 15"; AC 4; STs 16, STw 15; HD 4; hp 20 each; THAC0 15; #AT 3; Dmg 1d4/1d4/1d8.

Special Defenses: Immune to *sleep* and *charm*; double damage from cold iron.

Special Attacks: Stench (10' radius, save vs. poison or be -2 "to hit" due to nausea); paralyzes victim for 5d4 rounds on a successful hit (save vs. paralyzation negates; affects elves).

**Wraith:** 1; AL LE; IN Very; SZ M; MV 12"; STs 14, STw 13; AC 4; HD 5 + 3; hp 18; THAC0 15; #AT 1; Dmg 1d6 + energy drain.

Special Defenses: Immune to *sleep* and *charm*; silver or magic weapons needed to hit.

Special Attacks: Drains 1 level per successful hit.

**Spectre:** 1; AL LE; IN High; SZ M; MV 15"/30"; AC 2; STs 13, STw 12; HD 7 + 3; hp 24; THAC0 13; #AT 1; Dmg 1d8 + double energy drain.

Special Defenses: Immune to *sleep* and *charm*; magic weapon needed to hit.

Special Attacks: Drains 2 levels per successful hit.

**Vampire:** 1; AL CE; IN Exceptional; SZ M; MV 12"/18"; STs 10, STw 9; AC 1; HD 8 + 3; hp 30; THAC0 12; #AT 1; Dmg 1d6 + 4 + double energy drain.

Special Abilities (at will): Shapechange to bat or assume gaseous form.

Special Defenses: Magic weapon needed to hit; regenerates 3 hp/round.

Special Attacks: Gaze *charms* victim (save vs. spells at -2 to negate); drains 2 levels per successful hit.

**Lich (special):** Flying over on its way home, this lich detects the magic among the party and, feeling remarkably benign, merely steals the most valuable item without anyone noticing — no arguments. If the players argue, tell them it was a lich and ask if anyone wants to run the encounter. If so, use one from TSR, Inc.'s *Rogues Gallery* booklet.

## Sample Day's Travel

As the party enters **Hex A2**, the DM rolls (on 1d6) a 3; the party is therefore due for an encounter in the third minihex entered. The party decides to explore when leaving the first minihex and climbs hills (entering Minihex #2); the DM rolls, and finds that they have attracted a flyer.

After dealing with the flyer, the characters decide to stop and camp for the night to regain spells; they leave guards and a campfire, and thus attract a night encounter. The next morning, they leave the hills and enter a valley, and the first minihex they enter today (the third entered in **Hex A2**) turns out to contain the volt lair; the DM uses the lair encounter instead of the wandering encounter scheduled for the third minihex.

## Special Encounters

These encounters are designed to help guide a party that is having excessive trouble with the task by providing information. The encounters with the gnomes and the elves may be used at the DM's discretion, or they may be omitted entirely. The druid will definitely seek out and punish the characters if they have killed her animals; otherwise the encounter is optional.

### SE1. Gnomes

About 100 yards off, a party of gnomes can be seen approaching from the north (even if they are, therefore, coming over a hill). They hail the party at a distance of 50 yards, trying first Gnomish, then Dwarvish, and finally Common. They seem to be a mixed group; the 3 in the front rank are wearing metal armor, 2 of those in the rear are wearing leather armor, and 1 is wearing no armor at all. Their spokesperson is Gnome #3 (hereafter).

The troupe will scatter if any character starts to cast as spell as they approach; otherwise, they will approach in a friendly manner. If the gnomes do scatter, they will remain under cover for up to 1 turn, watching carefully, as long as the party does not attack. They may (DM's option) open negotiations cautiously if an appeal is made. If given the opportunity, they will ask that no spells be cast while they are around. If the characters agree to this but cast spells anyway, the gnomes become irate and start a fight; if the party politely refuses to agree, the gnomes will leave immediately, watching the characters carefully as they leave and returning any attacks made upon them.

The group of gnomes (who are all brothers) will NOT trust the party, and will not mingle with them, staying at least 10' away at all times. They will not accompany the party under any circumstances; they simply leave in whatever direction the party came from when the encounter is over.

They are a wandering troupe of miners from a nearby gnomish community (unknown to the characters), out to find the riches in the hills themselves. They are not interested in the creatures in the area, and they have seen no bugbears; however, they have seen giants and ogres to the west, as well as "big bugs" (giant spiders and giant ants) to the east. They cannot be any more accurate, nor do they know in which hex they saw the creatures. However, they do know that there is a druid in the area who tends the forest and protects the animals, and they will offer this information if the encounter proceeds in a friendly fashion.

If the party attacks or annoys the gnomes, they're in for trouble; the gnomes will attack in force if harassed. Each gnome (except #6) has a *longsword +1* and a *potion of healing* in addition to any items mentioned below. If it comes to a fight, the two fighters will try to close while the spellcasters cast appropriate spells. The thief and assassin will drink sips of their *potions of invisibility* and try to get behind party spellcasters for backstabbing or assassination.

If the party takes cover before the gnomes get close, the gnomes will avoid the characters, and that will be all that occurs during the encounter.

**Gnomes #1 & #2:** AL LN; MV 6"; AC 2; STs 12, STw 11; F3; hp 30, 26; THAC0 15 #AT 1; Dmg by weapon +1 (strength bonus).

**Gnome #3:** AL LN; MV 6"; STs 9, STw 8; AC -1; F3/I3; hp 24; THAC0 15; #AT 1 weapon or spell; Dmg by weapon +1 (strength bonus) or spell.

Spells Carried: *color spray*; *detect invisibility*; *improved phantasmal force*.

**Gnome #4:** AL LN; MV 12"; AC 5; STs 12, STw 11; T3; hp 22; THAC0 20; #AT 1; Dmg by weapon +1 (strength bonus).

Special Abilities: MS 37%; HS 30%; backstab for double damage with surprise.

Equipment: *potion of invisibility* (3 sips left).

**Gnome #5:** AL LE; MV 12"; AC 5; STs 12, STw 11; A4; hp 19; THAC0 20; #AT 1; Dmg by weapon.

Special Abilities: MS 31%; HS 25%; backstab for double damage with surprise.

Equipment: *potion of invisibility* (5 sips left).

**Gnome #6:** AL LN; MV 12"; AC 0; STs 9, STw 8; I5; hp 22; #AT 1 weapon or spell; Dmg by weapon or spell.

Equipment: *dagger +1*; *potion of extra healing*.

Spells Carried: *change self*; *color spray*; *detect invisibility*; *wall of fog*; *blindness*; *fog cloud*; *invisibility 10' radius*.

## SE2. Druid

Unnoticed by the party, a small bird lands nearby. It is a shape-changed wandering druid, the custodian of this area. She will observe the party's actions and act accordingly. If the characters are harming or have already harmed wildlife, or if they have disturbed the ecology or terrain of the area, she will *conjure* a fire elemental to attack them, following with more spells, as needed. Otherwise, she will walk out from behind a tree 20 yards ahead of the party and peacefully introduce herself.

From her travels, she knows where the characters have been and whether they have already damaged the area. She has no objections to the slaying of Good or Evil creatures in the area, but she cares for all the Neutral ones (not including the gnomes). Remember that she is True Neutral; if the party has misbehaved, the punishment should fit their crime. For example, if they have slain 2 animals, she will try to slay 2 party members (HER idea of justice). If she attacks the party, she will not reveal her own presence (if possible) and will certainly not talk or deal with the characters in any way. She will not engage in melee, nor will she risk herself at any time. If damaged, she will flee, then return later for revenge when the odds seem more in her favor.

The name she will give is "Moontree," and she knows the locations of all the creatures in the area. If the characters make her an offer 5,000 gp value or more in treasure, she will reveal the approximate locations of all the Neutral creatures (i.e., the even-numbered "A" hexes and all of "B" ring except for **Hex B4**, where the bugbears are.) She will reveal neither the exact locations of the lairs, nor ANYTHING about the other hexes, including **Hex C**. She warns the characters not to harm "her" creatures in those hexes. She cannot stay for more than 3 turns, after which she will depart on foot, keeping an eye on the party.

Moontree will not aid the party except with information. She lives in **Hex C** with friends (see hex description, hereafter). For Moontree's statistics, abilities, and items, see her character notes on page 24.

## SE3. Elves

The party comes upon a camp of a dozen elves 100 yards ahead in their direction of travel. The elves see the party and make ready for trouble, but they do not attack unless attacked themselves.

These elves are passing through the area on their way home from a visit with friends. They are gentle folk, and they will offer food and rest if approached peacefully. They know exactly where the bugbear lair is, and they are willing to give that information for free. They will not, however, accompany the party. Instead, they remain in their camp, resting, until after the characters have gone, preferring not to give any clues to their direction of travel. They cover their tracks so well that the party will not be able to find from whence they came nor, afterward, where they have gone.

**Elves:** 12; AL CG; IN Exceptional; SZ M; MV 12"; AC 5; STs 17, STw 16; HD 1 + 1; hp 6 each; THAC0 17; #AT 1 weapon; Dmg by weapon.

Special Defenses: 90% resistance to *sleep* and *charm*.

Equipment: Each is armed with a longsword and a longbow with 20 arrows.

## Players' Background

Drax, a Thaumaturgist from NewFord, was out adventuring with friends. One afternoon, while deep in a drizzly forest, they were attacked by black dragons. After a tough fight, the victorious group went to clean out the lair, leaving their horses in a thick grove well away from the battle.

Unfortunately, a passing group of bugbears found and slew most of the horses before the party's return, taking the items and treasure in the saddlebags with them. This was disastrous for Drax, as he had left his spell books on his missing horse.

After struggling back to town dragging part of the dragon horde, the party members went their separate ways. But later, after receiving a stern lecture from his tutor, Drax went out and found his friends in a local tavern, and explained his plight. A hardy troupe of determined (and slightly greedy) adventurers set out a day later to find the bugbears and, hopefully, Drax's spell book.

Your party is faced with an interesting problem. You know from previous information that the bugbears live somewhere in an isolated section of hills, which shelters both normal and monstrous beings. The area is bounded by impassable hills, but it may be entered by a single pass which leads into the southernmost point of the area.

Starting at that point, you may take whatever path you wish; your DM will describe the terrain as you go. Search for tracks and take as much time as you like — days, if necessary — but you must eventually find the bugbears and recover Drax's spellbook.

Look at your starting map of the area. You can best map by drawing a line to indicate your path of travel and adding hills where you find them. You may wish to mark times, tracks, encounters, and so forth as you go.

## Hex Encounter Key

The following descriptions give both the creatures encountered in each hex and details on their lairs. Each Hex Map shows the terrain of the hex, as well as the location of the lair.

### Hex A1

**Wandering:** A pack of 10 ghouls (12 hp each) slowly stalks the party, surprising even a ranger on a 1-2 (1d6). Unsurprised characters can spot the 5 ghouls that are partially visible; only slight movement indicates the presence of the others. (A clerical Turn at this point can, however, affect all the ghouls.) They attack on sight, but flee back to their lair if Turned. They have no treasure.

**Lair:** A small, partially hidden cave entrance leads into a short corridor, which opens into the smelly lair of these foul things. It is littered with bodies and trash. The 5 ghouls in the lair (10 hp each), plus any wanderers that have fled back here, attack on sight. If Turned, they flee out the back door and scatter. Hidden amongst the debris are 1,000 gp, 5 gems (base value 1,000 gp each), a *potion of invisibility* and a *potion of extra-healing*.

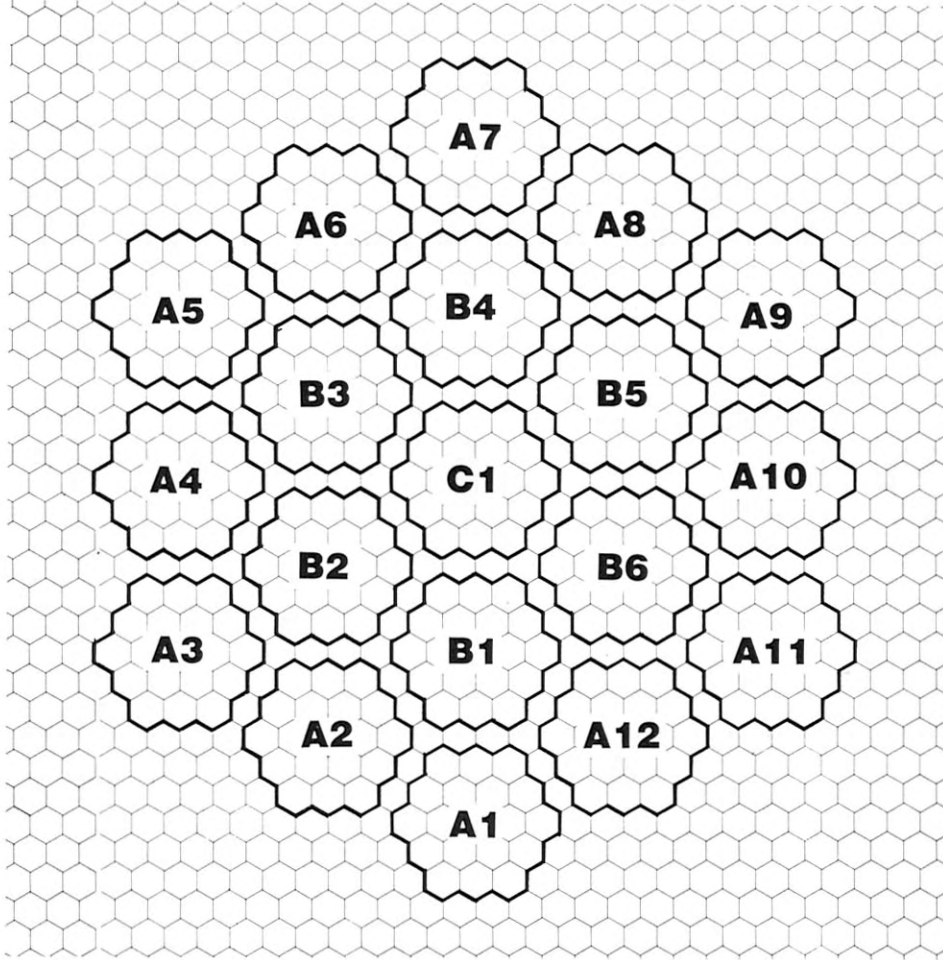
**Ghouls:** AL CE; IN Low; SZ M; MV 9"; AC 6; STs 17, STw 16; HD 2; THAC0 16; #AT 3; Dmg 1d3/1d3/1d6 + paralysis.

Special Defenses: Immune to *sleep* and *charm*.

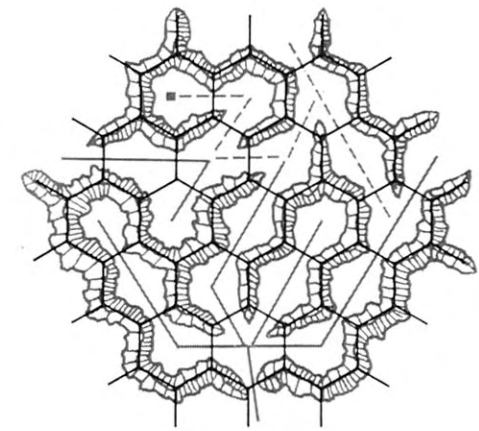
Special Attacks: Victim must save vs. paralyzation for each successful hit or be paralyzed for 5d4 rounds.

### Hex A2

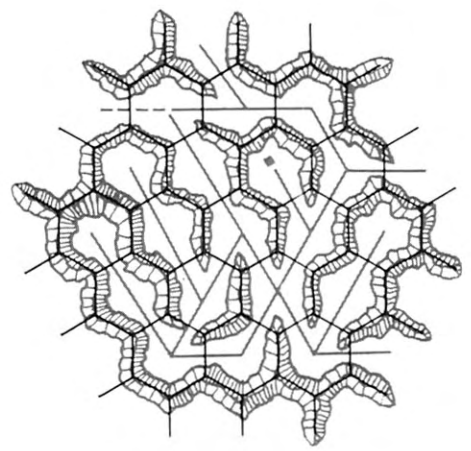
**Wandering:** Three volts (hp 13 each) spot the party from a distance and fly over to attack the horses.



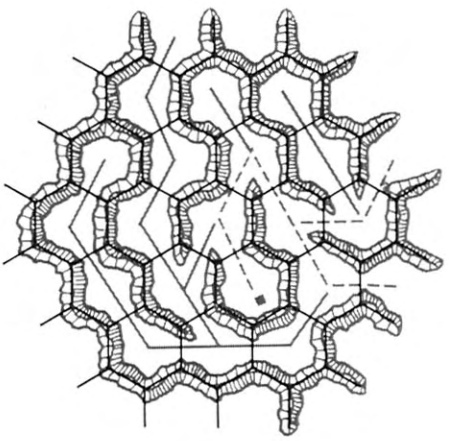
**Player's Map**



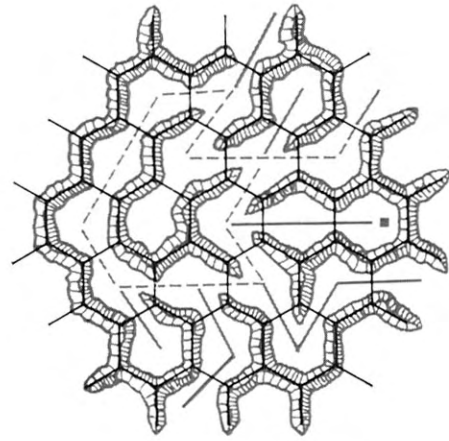
**Hex A1  
(Start)**



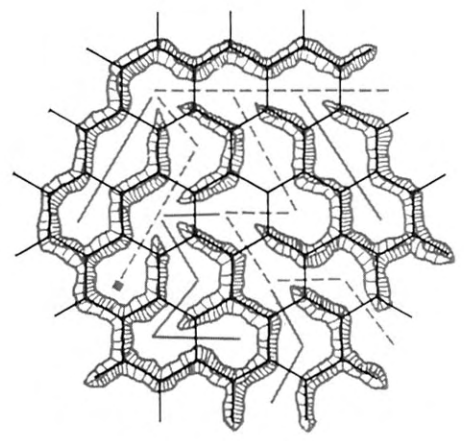
**Hex A2**



**Hex A3**



**Hex A4**



**Hex A5**



## James Ansthom ("James the Good")

7th-Level Human Male Cleric

### Ability Scores

**STR:** 10 Doors 1-2, Bars/gates 2%  
**INT:** 14  
**WIS:** 18 +4 ST vs. Mental Attacks  
**DEX:** 17 +2 Reac/Atk bonus, -3 AC bonus  
**CON:** 15 +1 hp/die; SS 91, RES 94  
**CHA:** 14 +10% reactions

### Description

**Age:** 43  
**Height:** 5'11"  
**Weight:** 185 pounds  
**Hair/Eyes:** Blond/blue  
**Alignment:** Lawful Good

### Combat Data

**THAC0:** 16  
**AC Normal:** -1  
**AC Rear:** 3  
**Armor Type:** Plate & shield  
**Hit Points:** 43  
**Weapon Proficiencies:** 3 (hammer; flail; mace).  
**NPP:** -3.

### Saving Throws\*

Poison, paralysis, death	7
Petrification, polymorph	10
Rod, staff, wand	11
Breath weapon	13
Spell	12

\*Add +4 wisdom bonus vs. mental attacks.

### Undead Turning Table

Skeleton	D	Mummy	10
Zombie	D	Spectre	13
Ghoul	D	Vampire	16
Shadow	T	Ghost	20
Wight	T	Lich	—
Ghast	4	Special	—
Wraith	7		

### Racial & Professional Skills

**Spells/day:** 5 5 3 2 —  
**Languages:** Common, Dwarvish.

### Equipment

**Magic Items:** Mace +1; *potion of invisibility*; *potion of plant control*; gem with *continual light* cast upon it.  
**Normal Items:** Flail; 2 throwing hammers; other normal equipment as desired.

Your Lawful Good deeds are well-known throughout the country, and there is nary a person who doesn't know and respect your name. It has been said that you could give lessons on morality and proper behavior to paladins, and that may well be true, for you have never done a dishonest thing in your life. Your reputation has never been touched by scandal, and you keep strictly to your alignment, although you will tolerate the presence of other alignments in your group as long as they behave. Your word is taken as absolute truth, and anyone you vouch for is trusted as you yourself. This puts a heavy responsibility on your shoulders, and you feel that it is your duty to watch the others in your group lest they stray into shady activities.

## Sir Alfred

7th-Level Human Male Fighter

### Ability Scores

**STR:** 18/55 +2/+3 to hit/dam, +125#wt; Doors 1-4, Bars/Gates 25%  
**INT:** 12  
**WIS:** 9  
**DEX:** 13  
**CON:** 12 SS 80, RES 85  
**CHA:** 12

### Description

**Age:** 32  
**Height:** 5'8"  
**Weight:** 175 pounds  
**Hair/Eyes:** White/blue  
**Alignment:** Neutral Good

### Combat Data

**THAC0:** 14  
**AC Normal:** 1  
**AC Rear:** 2  
**Armor Type:** Plate +1 & shield  
**Hit Points:** 50

**Weapon Proficiencies:** 6 (longsword; longbow; 2-handed sword; lance; halberd; spear).  
**NPP:** -2.

### Saving Throws\*

Poison, paralysis, death	10
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	12
Spell	13

\*Add +1 bonus for magic armor where applicable.

### Racial & Professional Skills

**Attacks:** 3/2 rounds  
**Languages:** Common, Elvish, Orcish.

### Equipment

**Magic Items:** *potion of extra healing*; *potion of hill giant strength*; *oil of ethereality*; *plate +1*; *longsword +1 (flame tongue)*: +2 vs. regenerating creatures, +3 vs. cold/inflammable/avian, +4 vs. undead); *brass horn of Valhalla* (1 use/week, 2d4 +1 L3 berserk fighters).  
**Normal Items:** 2-handed sword; longbow with 20 arrows; spear; other normal equipment as desired.

## Drax

5th-Level Human Male Magic-user

### Ability Scores

**STR:** 8 Doors 1-2, Bars/Gates 1%  
**INT:** 17  
**WIS:** 14  
**DEX:** 16 +1 Reac/Atk bonus, -2 AC bonus  
**CON:** 15 +1 hp/die; SS 91, RES 94  
**CHA:** 9

### Description

**Age:** 41  
**Height:** 6'1"  
**Weight:** 168 pounds  
**Hair/Eyes:** Black/black  
**Alignment:** Chaotic Neutral

### Combat Data

**THAC0:** 20\*  
**AC Normal:** 7  
**AC Rear:** 9  
**Armor Type:** Robes  
**Hit Points:** 14

**Weapon Proficiencies:** 1 (dart).  
**NPP:** -5.

### Saving Throws\*

Poison, paralysis, death	14
Petrification, polymorph	11
Rod, staff, wand	9
Breath weapon	13
Spell	10

\*Add +1 bonus for ring.

### Racial & Professional Skills

**Spells/day:** 4 2 1 —  
**Languages:** Common, Dwarvish, Elvish, Ogre, Orcish.

### Equipment

**Magic Items:** *potion of extra healing*; *potion of gaseous form*; *ring of protection +1*; *dagger +1/+2 vs. large*; *bag of holding* (500 lb, 70 cu ft.).  
**Normal Items:** 12 darts; other normal equipment as desired.

### Spells Carried:

Level 1: *Charm person*; *shield*; *magic missile*; *sleep*  
Level 2: *Invisibility*; *stinking cloud*  
Level 3: *Fireball*

## Drax

You are a cautious fellow, though not cowardly. You have a cool, keen, calculating mind with which you can assess a situation and quickly decide the best course of action. Your chaotic nature manifests itself in the fact that you do not limit yourself to "orthodox" solutions. Your actions are likely to be entirely unexpected, and they may even appear rash, although that is not the case. Your actions are always the result of careful consideration; you are simply able to see options that more conventional minds cannot.

You have a knack for anticipating what is going to happen and acting accordingly. Perhaps it is just your calculating mind that figures out probabilities ahead of time, or perhaps it is instinct. Either way, you take steps to protect yourself, although you may not feel it necessary to warn others first.

You are a loner, with few real friends. Your logical mind sees little value in cultivating the friendship of others; you prefer to act according to what is best for you.

You are especially irritable on this mission, since it was caused by your carelessness in leaving your spellbooks unprotected. You feel that you should have foreseen that possibility and avoided the problem. You especially dislike playing second-fiddle to another mage on a mission, and the fact that you now have to depend on Maynard's spellbooks only intensifies the problem, and shortens your temper still more.

JAMES, the cleric, is the most widely respected Lawful Good cleric in this part of the country. He is able at his profession, and you consider yourself fortunate to have his help. James never looks down on others — a rare trait in this group.

DIGGER McGEE, the druid, is a schemer. It's obvious that he's cultivating James's friendship for some reason — he even claims to be Lawful Good! You're not sure what his plan is, but he's certainly up to no good. He's always offering to do everyone favors in exchange for unspecified future services. The possibilities for trouble from such an agreement are so immense that you make it a policy never to accept his offers.

MAYNARD, the other mage, is a powerful evoker. At James's request, Maynard is allowing you to study from his spellbooks, but he stands over you while you work, making suggestions on what to memorize, as though you didn't know your profession! He doesn't seem to suspect Digger's motives; he has even accepted several favors from him. Why he thinks you're dishonest and Digger is trustworthy is beyond your comprehension, but it irritates you greatly.

SIR ALFRED is a good fighter, and you respect someone who is capable in combat, although you do think he is too devoted to James. Sometimes he doesn't even seem to have a mind of his own.

GORLEY-ORN, the cleric-ranger, seems dull-witted and slow. He speaks only Elvish and broken Common, and he is completely uneducated except for his woodland knowledge. You have no particular opinion on him, but it is hard for you to deal with those whose minds are not as quick as your own.

FARLEY LeQUIST, the fighter/thief, is hard to figure out. He keeps to himself, doesn't seem to like you much, and watches Digger all the time. You're not sure if the two of them are up to something, or if he is afraid of the druid, but either way, it might prove profitable to keep a close eye on both of them.

## Sir Alfred

You are the stereotypical fighter, always charging to the forefront and taking on the majority of any melee. But you aren't stupid, and those who think so are making a serious mistake. Some say that you are rather naive, and it is easy for the others to play practical jokes on you. But as long as your mentor is safe, you don't care.

Your prematurely white hair is a sensitive topic, and you are very touchy about it. Although you wouldn't physically harm anyone who teased you about it, it wouldn't endear that person to you one bit.

JAMES, the cleric, is your best friend and your mentor. He is the finest, most moral person you know. Once in the past, a chaotic act that you committed in a moment of weakness almost resulted in tragic consequences for James. You regretted this so much that you pledged yourself to his service for a year and a day, and now you rarely leave his side. Digger and Maynard seem to resent your relationship with the cleric, and they often try to come between you, but you refuse to allow it. You feel that the time you spend with James will make you a better person.

DIGGER McGEE, the druid, is always offering to do you favors if you will promise to reciprocate in the future. You usually don't take him up on those offers unless you have to, though.

FARLEY LeQUIST, the fighter/thief, is a necessary evil (or neutral) as the case may be. If you catch him stealing from the party there will be a showdown, but otherwise you leave him alone.

DRAX, the magic-user, is completely inept. When someone tells you he's going to cast a spell, you cringe and prepare to dodge if necessary.

MAYNARD, the other mage, is more powerful by far. Although chaotic, he's more trustworthy than Drax. You do wish, however, that Maynard would carry more helpful spells, and less of the battle-type. After all, battle is your department.

GORLEY-ORN, the cleric-ranger, is a good backup fighter, but a strange individual. One minute he seems to be sorry for you, the next, he's angry with you. You don't completely trust him; he seems not to respect James as much as the others do. He's uneducated, and he speaks only Elvish and broken Common.

However, you are not an evangelist as such. You prefer to show others the way by setting a proper example, though you never demand that others think or act as you do. Your approach is to get down to the business at hand and to conduct yourself in a decent and respectable fashion. You never criticize the customs or behavior of your companions unless an innocent party is in danger of being harmed, nor have you ever treated anyone in a condescending manner as some priests do. (Not once have you called anyone "my son.") You tend to pass off your good deeds as simply part of living, and you do not lord them over others.

Many individuals here dislike other members of the group, but all are loyal friends of yours. In fact, it may be your presence alone that holds the group together, for all of them respect your wishes and opinion. You seem to be the natural leader of the party, for no one else here could command the respect of the entire group. But you lead in a subtle and soft-spoken fashion, suggesting rather than ordering, and relying on the others' regard for you to hold them to the purpose.

DIGGER McGEE, the druid, is a special problem. He claims to be Lawful Good, which you believe is false (though he did register as such the last time you checked). Nonetheless, you have never caught him in any unscrupulous dealings, although you strongly suspect him of such. You have vouched for him more than once when he has requested it, and he has not yet betrayed your trust. He seems to value your friendship, but you distrust him enough not to accept his offers of favors, for he asks unnamed favors in return — and you fear the consequences of such.

DRAX, the mage, is a rather unlikable fellow. Definitely chaotic, he seems to care for no one save himself. His actions are often completely unexpected, but surprisingly apt for the situation. Drax's spell books were stolen while you were on another mission together, and you helped assemble this party to retrieve them for him.

MAYNARD, the other mage, is also chaotic, but he is good-hearted nonetheless. At your request, he is allowing Drax to study from his spellbooks, although you can tell he would rather not.

SIR ALFRED, the fighter, is a Lawful Good man like yourself. He is stalwart and evangelical — a true asset to your group. Because of an incident in the past in which Sir Alfred violated his beliefs by committing a chaotic act (which almost cost you dearly), he has sworn himself to your service for a year and a day. He is completely devoted to you — almost too much so. After all, you have long since forgiven his mistake. But he will do anything you ask without question, and his loyalty has saved the day more than once.

GORLEY-ORN is a half-elf cleric ranger with a poor self-image. He does not believe himself to be as good as either race, so he has made a life alone in the wilderness. Though he is an excellent woodsman, he has little in the way of social grace. He speaks only broken Common, for which he is often teased.

FARLEY LeQUIST is no worse than any other thief, but he and Digger seem suspicious of one another. It may take all your personal charisma to keep them working together.

## Maynard the Gray

7th-Level Human Male Magic-user

### Ability Scores

**STR:** 17 +1/+1 hit/damage;  
+50#wt, Doors 1-2, Bars/  
Gates 13%

**INT:** 18  
**WIS:** 9  
**DEX:** 10  
**CON:** 11 SS 75, RES 80  
**CHA:** 14 +10% reactions

### Description

**Age:** 52  
**Height:** 5'11"  
**Weight:** 192 pounds  
**Hair/Eyes:** Gray/Gray  
**Alignment:** Chaotic Good

### Combat Data

**THAC0:** 19  
**AC Normal:** 4  
**AC Rear:** 4  
**Armor Type:** bracers of defense  
**Hit Points:** 21

**Weapon Proficiencies:** 1 (dagger).  
**NPP:** -5.

### Saving Throws\*

Poison, paralysis, death	13
Petrification, polymorph	11
Rod, staff, wand	9
Breath weapon	13
Spell	10

### Racial & Professional Skills

**Spells/day:** 4 3 2 1 —  
**Languages:** Common, Dwarvish, Elvish,  
Green Dragon, Werebear.

### Equipment

**Magic Items:** *potion of invisibility; potion of extra healing; ring of warmth; bag of holding (500#, 70 cu ft); dagger +2/+3 vs. large.*  
**Normal Items:** Staff; other normal equipment as desired.

### Spell Book

#### Level 1

<i>Charm Person</i>	<i>Magic Missile</i>
<i>Detect Magic</i>	<i>Read Magic</i>
<i>Enlarge</i>	<i>Shocking Grasp</i>
<i>Feather Fall</i>	<i>Sleep</i>
<i>Identify</i>	<i>Unseen Servant</i>

#### Level 2

<i>Detect Invisibility</i>	<i>Levitate</i>
<i>Invisibility</i>	<i>Strength</i>
<i>Knock</i>	<i>Web</i>

#### Level 3

<i>Dispel Magic</i>	<i>Lightning Bolt</i>
<i>Haste</i>	<i>Water Breathing</i>

#### Level 4

<i>Charm Monster</i>	<i>Polymorph Self</i>
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You are an evoker, and your flash-bang magic makes non-mages think you are far more powerful than most other magic-users. You find this amusing, but you enjoy being in the spotlight, so you make no effort to correct the mistaken impression. You are kind-hearted and good, and you would do anything to help someone in need, though

## Farley LeQuist

Male Dwarf Fighter/Thief (5/5)

### Ability Scores

**STR:** 18/97 +2/+5 to hit/dam,  
+200# wt; Doors 1-4 (1),  
Bars/Gates 35%

**INT:** 14  
**WIS:** 8  
**DEX:** 17 +2 Reac/Atk bonus, -3  
AC bonus

**CON:** 16 +2 hp/die, SS 95, RES  
96

**CHA:** 10

### Description

**Age:** 67  
**Height:** 4'2"  
**Weight:** 126 pounds  
**Hair/Eyes:** Brown/Brown  
**Alignment:** True Neutral

### Combat Data

**THAC0 (as fighter):** 16  
**THAC0 (as thief):** 19  
**AC Normal:** -3  
**AC Rear:** 2  
**Armor Type:** Plate mail +1 & shield +1  
**Hit Points:** 40

**Weapon Proficiencies (fighter):** 5 (short-bow, hand axe, battle axe, spear, light crossbow).  
**NPP:** -2.  
**Weapon Proficiencies (thief):** 3 (long-sword, dart, sling).  
**NPP:** -3.

### Saving Throws\*

Poison, paralysis, death	11
Petrification, polymorph	11
Rod, staff, wand	8*
Breath weapon	13
Spell	9*

\* +4 race bonus included; add +2 total bonus for armor and shield where applicable.

### Racial & Professional Skills

#### Thieving Skills

(Must first change to leather armor!)

<b>PP</b>	<b>OL</b>	<b>F/</b>						
			<b>RT</b>	<b>MS</b>	<b>HS</b>	<b>HN</b>	<b>CL</b>	<b>RL</b>
55	62	55	45	46	20	80	35	

**Special Abilities:** Infravision (60'); detect slope (75%); detect new construction (75%); detect shifting wall (4 in 6 chance); detect stonework trap (3 in 6 chance); detect depth underground (3 in 6 chance).

**Languages:** Common, Dwarvish, Gnomish, Goblin, Kobold, Orcish.

### Equipment

**Magic Items:** *potion of invisibility; potion of diminution; potion of healing; plate +1; shield +1; longsword +1; ring of feather falling.*

**Normal Items:** Sling with 20 bullets; spear; hand axe; other normal equipment as desired.

## Gorley-Orn

Male Half-Elf Ranger/Cleric (5/5)

### Ability Scores

**STR:** 17 +1/+1 to hit/dam,  
+50#wt; Doors 1-3; Bars/  
Gates 13%

**INT:** 13  
**WIS:** 15 +1 ST vs. Mental  
Attacks

**DEX:** 10  
**CON:** 15 +1/die; SS 91, RES 94  
**CHA:** 11

### Description

**Age:** 70  
**Height:** 5'4"  
**Weight:** 136 pounds  
**Hair/Eyes:** Gold/green  
**Alignment:** Neutral Good

### Combat Data

**THAC0 (as ranger):** 16  
**THAC0 (as cleric):** 18  
**AC Normal:** 1  
**AC Rear:** 4  
**Armor Type:** chain +1 & shield +1  
**Hit Points:** 36

**Weapon Proficiencies (ranger):** 4 (long-bow, longsword, 2-handed sword, spear).  
**NPP:** -2.  
**Weapon Proficiencies (cleric):** 3 (flail, hammer, mace).  
**NPP:** -3.

### Saving Throws\*

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spell	14

\*Add +1 wisdom bonus vs. mental attacks; add +2 armor/shield bonus where applicable.

### Racial & Professional Skills

#### Undead Turning Table

Skeleton	T	Mummy	16
Zombie	T	Spectre	20
Ghoul	T	Vampire	—
Shadow	4	Ghost	—
Wight	7	Vampire	—
Ghast	10	Special	—
Wraith	13		

**Special Abilities:** +5 damage bonus vs. giant class; surprise (3 in 6 chance); 1 in 6 chance to be surprised; track outdoors (90% base); track indoors (65% base); infravision (60'); detect secret doors (1 in 6 chance in passing, 2 in 6 chance if searching); detect concealed doors (1 in 6 chance in passing, 3 in 6 chance if searching); 30% resistance to sleep and charm.

**Spells/day:** 5 4 1 —

**Languages:** Common, Elvish, Gnomish, Gnomish, Goblin, Halfling, Hobgoblin, Orcish.

### Equipment

**Magic Items:** *potion of ESP; potion of healing; chain +1; shield +1; longsword +1.*

**Normal Items:** Longbow with 20 arrows; 2-handed sword; spear; other normal equipment as desired.

## GORLEY-ORN

Physically, you take after the elvish side of your family. You have always been ashamed of your mixed-race heritage, for you know that you cannot ever reach the full potential of either race. You cannot rise as high in your professions as a human could, and you haven't the full racial advantages of an elf. Therefore, you tend to stay in the background, taking orders from your "betters," so long as you feel the orders are reasonable.

You have little formal education, which makes some consider you stupid. But you don't hesitate to make your opinions known, even if your Common is less than perfect at times. You often belittle your own abilities due to your poor self-image, but you are quick to anger against anyone who teases you about your "half-blood."

The woods are your beloved home, and what you don't know about nature probably isn't worth knowing. You are a competent hunter and tracker, and you have led numerous rescue parties in the past.

JAMES, the cleric, is too Lawful for your taste. You're not above taking cures from him, and you're not really out to convert him, but you take his orders with a grain of salt. Still, he has always treated you as a friend and an equal, and you respect him greatly.

DIGGER McGEE, the druid, is more suited to lead this party in your opinion. He is woods-wise, perhaps more so than you yourself, and he could certainly lead a group through the wilderness better than any cleric.

DRAX, the mage, is supposed to be rather inept, according to rumor. After all, he did get you all into this mess by losing his spellbooks. But he may have hidden virtues, so you are keeping an open mind.

SIR ALFRED, the fighter, is good at his job. You envy his full-blooded humanity, for just because of an accident of birth, he has advantages that you will never know. You often wonder if he appreciates those advantages as much as you could have. At the same time, you're sorry for him. He has no ranger talents, and he doesn't seem at home in the wilderness. Worst of all, he is fanatically devoted to James. Not that James is such a bad sort, but you don't feel that one being should be so slavishly faithful to another. It's just not healthy.

MAYNARD, the other magic-user, is powerful and unpredictable. He seems to take pleasure in Drax's plight, treating him as dirt beneath his feet. His magic is not subtle, like that of the druid, but flashy and destructive to your beloved woodland. You often take issue with his choice of spells, requesting that he explain what each spell he takes for the day will do.

FARLEY LEQUIST, the fighter/thief, is a typical dwarf, but he talks funny. You don't associate with him much, but you do keep an eye on his whereabouts.

## FARLEY LEQUIST

You come from a faraway land, and you speak both Common and Dwarvish with the accent of your French homeland. You have spent many years earning your place in your two professions, and you are proud of your advancements. In your homeland, you were a valued and respected professional. But this group treats you as little better than a backup fighter! Your thieving skills, though respectable, are not as good as the spells that the cleric, druid, and magic-users have available. The cleric can find traps better than you can (although that power doesn't last long), and mages often have spells that enable them to fly or climb walls. When the group does ask you to perform thieving activities, you sometimes wonder aloud whether one of them couldn't do it better.

JAMES, the cleric, is the most respected Lawful Good cleric in this country. His deeds are legendary; you had heard of him before you came here. He could give lessons on morality to paladins. But he has never let you down in a pinch — always curing you when needed, and vouching for your character as long as you behave yourself and don't steal from the group, so you try not to let him down either. In fact, you are here helping to look for Drax's spellbooks because James asked you to come, and somehow, you just couldn't say no.

DIGGER McGEE, the druid, is a shifty character if ever you've seen one. He keeps watching you, as though he suspects your motives. He plays up to the cleric all the time. It just isn't fair to let such a shady character take advantage of someone like James, who treats everyone with respect and fairness.

DRAX, the mage, is a cautious, self-centered individual. You had no quarrel with him before, but it was his carelessness in losing his spellbooks that sent the group on this fool's errand. But at least Drax doesn't seem to think you would steal from the party, the way Digger and Maynard seem to. Perhaps he isn't so bad.

MAYNARD, the other mage, is far more powerful than Drax. He is generously allowing Drax to study from his books for this trip, which is probably better than Drax deserves. But Maynard watches you often too, as though he thinks you are out to steal his possessions.

SIR ALFRED, the fighter, is a good man to have in the front line. You respect his fighting ability, although his slavish devotion to James is often the source of jokes among the group. You yourself occasionally tease him about his prematurely white hair.

GORLEY-ORN, the cleric/ranger, is a real dimwit. Just like all farm boys, he has no street-smarts at all. In your country, people with mixed-racial heritage were called "half-breeds," but he seems to take great offense when you call him that. Perhaps your command of the language is at fault.

you do enjoy teasing others who attach too much importance to themselves or to little things. You deliberately try to give the impression that you wield great power, for you enjoy the way people who don't know magic treat you. But all of your teasing is in fun, and you certainly don't intend for it to hurt anyone. Occasionally someone takes real offense, and you always try to make amends when that happens.

Your attitude is one that some would call childish, for you aren't completely happy unless you get your own way. You see no harm in manipulating others to that end as long as no one is hurt. For that reason, you travel with Lawful Good adventurers whenever possible. Not only does it ensure that no harm is done, but it's usually easier to manipulate Lawful Goods — they're predictable.

You collect magic greedily — especially anything that can give you more magic, such as wands or rings. You have all of your magic items protected with *magic mouth* spells, which will warn you when someone tries to steal one. You openly distrust thieves, and with good reason — you have a lot to steal!

You are careful about putting yourself into danger, although you like others to think you are brave. You are also curious to a fault; you can't stay away from a mystery or an enigma. If something looks strange or unusual, you can't resist investigating.

DIGGER McGEE, the druid, is the only person in the group that you can't manipulate, and that worries you. He's mysterious, and you don't understand what goes on in his mind. Still, he seems friendly enough. He has done favors for you in the past, and he asks only that you do him a like number of services, to be named later, in return.

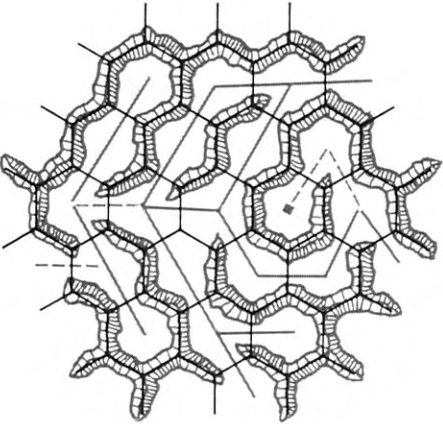
DRAX, the other magic-user, is fairly competent — at least, you thought so until he let his spellbooks get stolen. Because James asked you to, you are allowing Drax to study from your spellbooks. But Drax takes himself so seriously that you can't resist the chance to needle him a bit, so you stand over him while he studies, watching his every move and occasionally offering hints as to which spells he should study as though he were an apprentice.

JAMES is a cleric whose skill and goodness are famous far and wide. If you have a real friend, it would be James; you would go to hell itself for James if need be, for you know that he would do the same for you. You do like to tease James about his stodginess and strictness, though. You keep trying to loosen him up, although you know it's impossible.

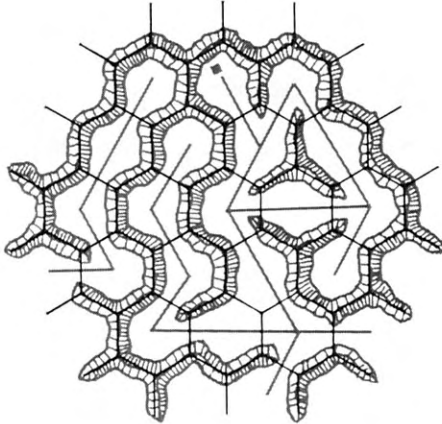
SIR ALFRED, the fighter, is competent at his menial task, but you fear he will prove to be a stumbling block in your friendship with James. He swore his life to James over some petty problem once, and now he sticks to the cleric like glue. But it's clear that he's hurt when anyone teases him about his white hair, so you never do that, and you stick up for him when others do.

GORLEY-ORN is a cleric/ranger. Next to the druid, he's the most competent woodland person the group has, and he's easy to fool besides. He's not too bright, speaks broken Common, and is easily impressed by your magic.

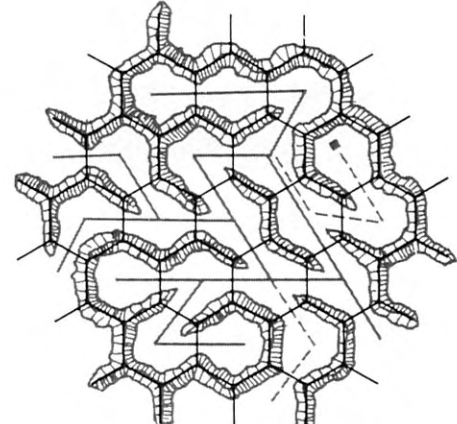
FARLEY LEQUIST, the thief, is, like all thieves, untrustworthy. You keep a constant eye on him, lest he get too greedy about the magic items you have.



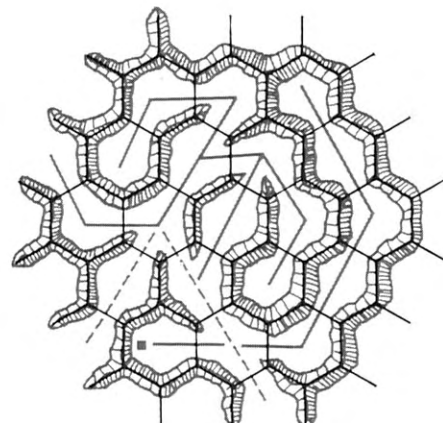
**Hex A6**



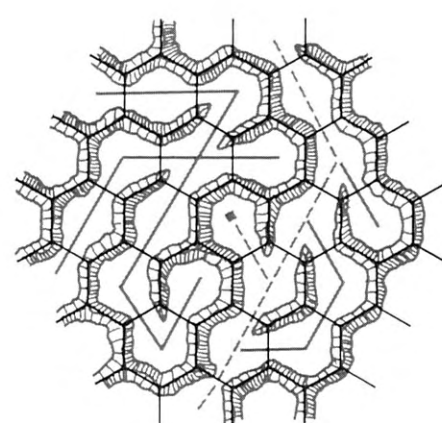
**Hex A7**



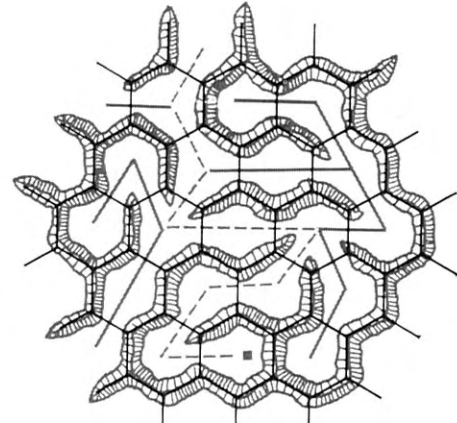
**Hex A8**



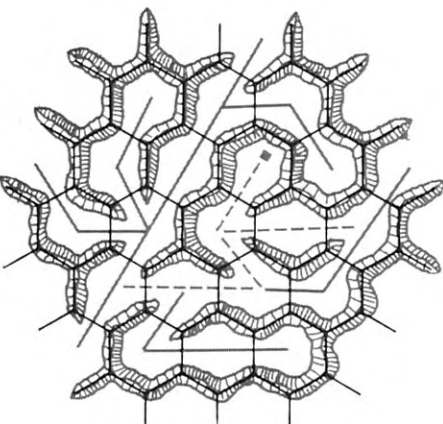
**Hex A9**



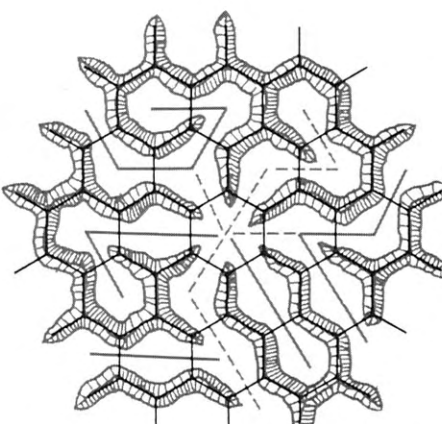
**Hex A10**



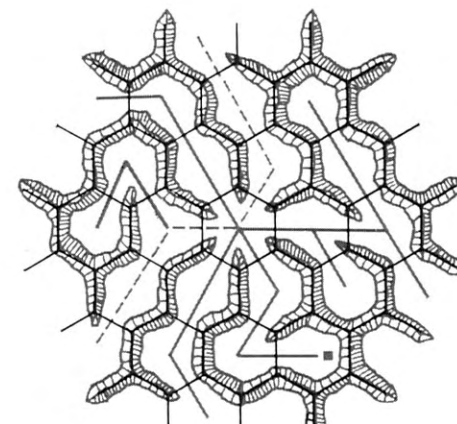
**Hex A11**



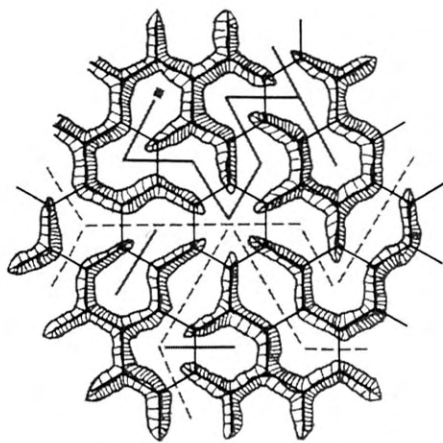
**Hex A12**



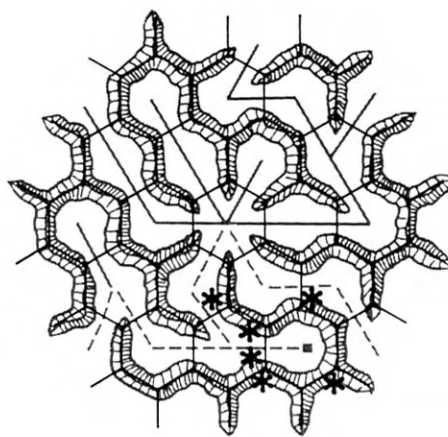
**Hex B1**



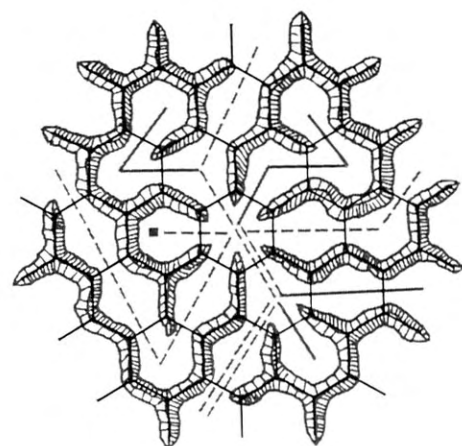
**Hex B2**



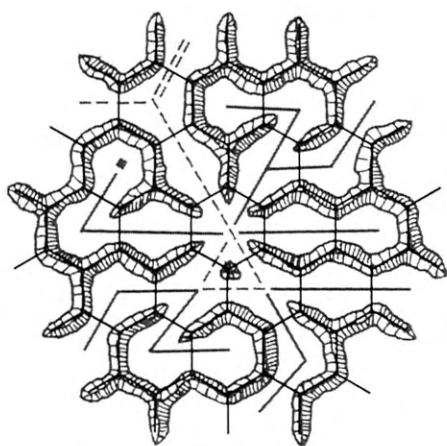
**Hex B3**



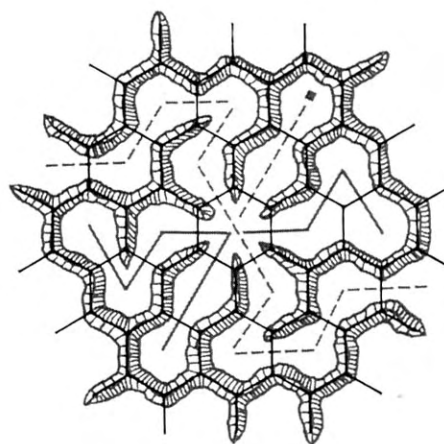
**Hex B4**



**Hex B5**



**Hex B6**



**Hex C1**

You see three odd-looking flying eels with large whiskered heads about 100 yards ahead. They don't have wings, but they are slowly cruising straight toward you at a 20' altitude.

The volts move at only 6", and they will not surprise the party. They attack any horse they can catch, ignoring the characters unless molested. They have no treasure.

**Lair:** The volts have a nesting area 35' up in the branches of a cluster of elm trees. The three volts hiding there (10 hp each) will attack invaders if threatened. They have no treasure.

**Volts:** AL N; IN Animal; SZ S; MV 6"; AC 3; STs 16, STw 15; HD 2+1; THAC0 16; #AT 1 bite + 1 tail; Dmg 1d4 + 2d6.

Special Defenses: Immune to electrical attacks. Special Attacks: No "to hit" rolls needed after first successful bite.

### Hex A3

**Wandering:** The stone giant father (hp 45) is out foraging when he notices the party. He watches them from a grove of trees nearby, where he can be spotted only by a ranger.

The giant will avoid the party if they avoid him. He understands Common, and may talk if approached peacefully. If attacked, he will throw rocks from a distance, fleeing if the party tries to engage.

If questioned, the giant will tell of the "cowardly ogres" in **Hex A5**, and may mention that he has seen a copper dragon nearby recently. He does not know of the bugbears' lair. He carries 500 gp and 6 rocks in a large sack.

**Lair:** A large cave entrance leads into a corridor and darkness. The first characters into the cave must save vs. death with a -4 penalty to the roll (include adjustments for dexterity and wisdom but NOT magic armor) or fall into the animal trap set up in the main corridor. The fall onto spikes inflicts 3d6 points of damage, and the giants will try to thwart rescue attempts by throwing rocks. (They normally just step over the trap.)

The mother stone giant (hp 55) and her son (hp 25) are in the lair; they will defend it against invaders first by throwing rocks, and then by fighting hand-to-hand if necessary. They will fight to the death.

Hidden under dirty furs in the cave are 5,000 gp, 8 gems (base value 500 gp each), a *potion of spectre control*, a *dagger +1*, and a *shield +2*.

**Stone Giants:** AL N; IN Average; SZ L; MV 12"; AC 0; STs 11, STw 10; HD 9+2; THAC0 12; #AT 1; Dmg 3d6 (club) or 3d10 (rocks, range 30").

Special Defenses: 90% chance to catch hurled rocks or similar missiles.

## Hex A4

**Wandering:** Four giant toads (hp 13 each) wait hidden on a hillside for prey.

You are startled by a small rockslide to your left, but it does not reach you. Something is apparently moving around about 100' up the hillside.

The giant toads leap to attack anyone coming up the hill, which is too steep for horses. They have no treasure.

**Lair:** In this marshy area live the other 6 of these creatures (hp 10 each) in no recognizable lair. All the toads leap to attack invaders, but any that are harmed will flee immediately. They have no treasure.

**Giant Toads:** AL N; IN Animal; SZ M; MV 6"; AC 6; STs 17, STw 16; HD:2 + 4; THAC0 16; #AT 1; Dmg 2d4.

Special Attacks: Hop 6" to attack, clearing up to 2" height.

## Hex A5

**Wandering:** Roll normally for surprise; four male ogres (hp 25 each) are coming over a hill to the characters' right to attack. They are armed with 2-handed swords (Dmg 1d10 + 6). If they take damage before arriving, they can be driven off — temporarily. They will return to the lair, get 3 females, and hunt down the party. If the characters are still in **Hex A5** after passing through 2 more mini-hexes, the ogres will find them, surprising the party on a 1-3 (on 1d6), regardless of rangers. Each male ogre carries 30 gp and 2 gems (base value 100 gp each) in a pouch.

**Lair:** The ogre lair consists of a small cave for sleeping and an outdoor camp. Unless alerted by the returning wandering group, the 4 females (hp 15 each) and 3 children (hp 9 each) will be surprised by the arrival of the characters. 3 females and 2 children are outdoors; 1 female and her child are in the cave. All will fight to the death to defend the lair, attacking demi-humans first if possible. They are quite stupid.

Inside the cave are 3,000 cp, 1,000 gp, 5 gems (base value 100 gp each), and 1 each of the following *potions*: *fish control*, *ESP*, *healing*, *polymorph self*, and *speed*.

**Ogres:** AL CE; IN Low; SZ L; MV 9"; AC 5; STs 14, STw 13; HD 4 + 1; THAC0 15 (males & females), 20 (children); #AT 1; Dmg by weapon + 6 (males), 2d4 (females), 1d6 (children).

## Hex A6

**Wandering:** Two firedrakes (hp 20 each) are observing the characters.

As you scan the hills to your right, you see two miniature red dragons watching you carefully from behind some rocks. They resemble pseudodragons.

If disturbed at all, the dragonets will breathe, catching as much of the party as possible, then scurry off. (Remember to include damage to horses, if applicable!) If chased, they can be seen flying off toward their lair. They have no treasure.

**Lair:** A hole in the side of a hill, about 8' in diameter and surrounded by small boulders, leads to a burrow where the firedrakes live. Two females (hp 20 each) are in the lair, plus any males that have returned. They will not be surprised except by invisible creatures, and they will breathe at anyone approaching within 30' of their burrow. The firedrakes will not leave their hole to get into fights, retreating deep within if characters get to the entrance. There is no treasure in the lair.

**Firedrakes:** AL N; IN Semi-; SZ S; MV 6"/18"; AC 5; STs 16, STw 15; HD 4; THAC0 15; #AT 1; Dmg 2d4.

Special Attacks: Breath weapon (60' × 10', 5 × /day) for 2d8 points, save vs. breath for 1/2 damage; blood can give *flametongue* effect to any weapon for 1d4 + 2 rounds, but may cause the weapon to break (2% chance per hit cumulative).

## Hex A7

**Wandering:** An adult female copper dragon (hp 35) sees the party while out foraging and comes in for a landing nearby to investigate. If attacked, she will immediately breathe *slow* gas, following with attacks and acid breath as needed.

If approached peacefully (no weapons out, or weapons at ready but not presented), she will chat about anything the characters like. She avoids giving any useful information though, asking questions herself to determine whether it would be profitable to kill them all. If convinced otherwise (a relatively easy task), she will decide that it would be too much trouble to attack them, and will offer to sell information. For 5,000 gp or an equivalent value in magic (no potions accepted), she will reveal the EXACT location of any lair in the area, at the characters' choice. She has no treasure.

**Lair:** A large cavern mouth leads into darkness. Inside, Daddy dragon (old, hp 42) is asleep, but Junior (sub-adult, hp 21) is snooping around the lair. Junior will shriek if he sees invaders in the lair, waking Dad, then breathe with bad aim (catching 1-2 characters at most) while Dad gets up and gets into action.

The three dragons have accumulated 8,000 cp, 50,000 sp, 13,000 gp, 44 gems (base value 100 gp each), and 1 each of the following *potions*: *flying*, *gaseous form*, *growth*, *sweet water* and *water breathing*.

**Copper Dragons:** AL CG; IN High; SZ L; MV 9"/24"; AC 1; STs 11 (mother), 10 (father), 13 (Junior), STw 10 (mother), 9 (father), 8 (Junior); HD 7; THAC0 13; #AT 3, Dmg 1d4/1d4/5d4.

Special Attacks: Acid breath (70' × 5', save vs. breath for 1/2 damage); gas breath (30' × 20' × 20', save vs. breath or be *slow* for 6 rounds); *fear* aura (creatures of less than 1 HD rout for 4d6 turns; those of less than 3 HD must save vs. spells or be paralyzed with *fear* (50%) or flee in panic (50%); those of 3 HD must save vs. spells or fight at a penalty of -1 on "to hit" rolls; those of 6 HD or more are not affected; saving throw bonus + 5 (mother), + 3 (father); Junior has no aura).

## Hex A8

**Wandering:** A giant boa constrictor (hp 30) is draped across a tree limb ahead of the party. It can be seen 60' away by a watchful group. If attacked at a distance or approached slowly, it will try to slither away; if the characters move in to attack, it will defend itself. It can easily be avoided. The snake has no treasure, but its skin is worth 20 gp if brought back in fairly good condition.

**Lair:** High in a cypress grove is the mate to the wandering snake (hp 35). Both sleep here, but there is no discernable lair. This snake behaves as the other in all respects. There is no treasure in the lair.

**Giant Boa Constrictors:** AL N; IN Animal; SZ L; MV 9"; AC 5; STs 16, STw 15; HD 6 + 1; THAC0 13; #AT 2 (bite and constriction); Dmg 1d4/2d4.

Special Attacks: Constriction (automatic squeeze for 8 points/round, -1 per "plus" of magic armor (not including shield) after one successful hit with coils.)

## Hex A9

**Wandering:** The characters are passing through an area with more trees than before. Two giant spiders (hp 25 each) are waiting for prey to pass under them; they will surprise the party unless at least one character is specifically watching the trees overhead. When the characters pass under their tree, the spiders drop down onto two randomly selected characters. They have no treasure.

**Lair:** These 3 giant spiders (hp 23 each) are hard to see, but they live in pine trees similar to those preferred by the wandering spiders. Under the needles, the tree is mostly filled with webs. The spiders will attack anything below their tree, surprising on 1-4 (1d6) unless the characters are expecting them to be in these particular trees and are taking appropriate precautions. Wound into the webs are 5 gems (base value 1,000 gp each) and 2 pieces of jewelry (base value 2,000 gp each).

**Giant Spiders:** AL CE; IN Low; SZ L; MV 3"/12"; AC 4; STs 14, STw 13; HD 4 + 4; THAC0 15; #AT 1; Dmg 2d4 + poison. Special Attacks: Poisonous bite (save vs. poison or die).

## Hex A10

**Wandering:** The characters notice 4 giant lizards (hp 15 each) finishing a bloody meal about 200 yards off to their right. Two of the lizards are looking around for more food. They see the characters and head for them, followed by the other two. The party can scare them off in a variety of ways, but visual effects are most effective. Note that the lizards are faster than the party. The lizards have no treasure.

**Lair:** In a rocky glade within light woods, another half a dozen giant lizards (hp 15 each) are lying around sunning themselves on rocks. If attacked, the 3 smaller lizards will scatter, while the 3 larger ones will attack fearlessly. The lizards have no treasure, but the 6 eggs hidden in the rocks will bring 50 gp each if sold in a large city.

**Giant Lizards:** AL N; IN Non-; SZ L; MV 15"; AC 5; STs 17, STw 16; HD 3 + 1; THAC0 16; #AT 1; Dmg 1d8.

Special Attacks: Inflicts double damage on a "to hit" roll of "20."

## Hex A11

**Wandering:** The party will NOT notice the brown bear standing 100 yards off to the south, under heavy cover. If the characters seem free-wheeling (i.e., chaotic), Charlie McGonigle the werewolf (hp 40) will change to human shape and approach them.

Charlie is tall, red-haired, and brawny. The characters have heard of him back home; rumors indicate that he is a powerful and skilled, but rather mysterious woodsman. Charlie dislikes the constraints of Law, preferring to act as he wishes, so he will not approach a well-ordered (i.e., Lawful) party.

Lord Charlie knows the local druid, the copper dragons, and the stone giants, and he considers them all friends of his. He will advise the party as to the "proper" behavior for dealing with these individuals. If the party seems cheerfully chaotic, he will invite them home with him; otherwise, he will not join the party, nor will he accept any offers or donations, simply leaving carefully after polite good-byes.

Charlie has a *stone of controlling earth elementals*, which he will use if attacked.

**Lair:** A cave entrance leads into darkness; the cave therein seems empty and long-unused. Lord Charlie's spouse, Diana (hp 35), tends the house while he's wandering around. She keeps a well-tended and well-defended cave for them. Pit defenses and secret doors prevent access to all but the residents, and she will blow a special high-pitched whistle to summon Charlie if invaders appear; he will arrive 1 turn later. She will also immediately summon 4 brown bears; they will arrive in 1/2 hour.

She likes visitors if Charlie vouches for them. In conversation, she mentions Lord Charlie's expected coronation as the werewolf King after the current Queen dies, but she will not give further details.

Hidden in their lair are 5,000 pp, 20 gems (base value 1,000 gp each), a *potion of extra-healing*, and one each of the following scrolls: *protection from magic*, *protection from undead*, *raise dead*, and *heal*.

**Werewolves:** AL CG; IN Exceptional; SZ L; MV 9"; AC 2; STs 13, STw 12; HD 7 + 3; THAC0 13; #AT 3; Dmg 1d3/1d3/2d4.

Special Abilities: Summon 1d6 brown bears in 2d12 turns; *cure disease* in another creature in 1d4 weeks.

Special Defenses: Hit only by silver or magic weapons; heal wounds at 3 times normal rate; immune to disease.

Special Attacks: Hug for 2d8 points damage; victim contracts lycanthropy if bitten for 50% or more of total hit points.

## Hex A12

**Wandering:** The characters will not be surprised by the large, waddling hulk heading down the valley in their direction. They can easily avoid the encounter with the giant porcupine (hp 30) by moving out of its path. It does not scare easily, and it is stubbornly heading straight for the characters. If attacked, it will defend by throwing quills; if avoided, it will ignore them. The creature has no treasure.

**Lair:** A large pile of brush indicates the lair of the two giant porcupines. The remaining creature (hp 40) will attack immediately if the lair is threatened. There is no treasure in the lair.

**Giant Porcupines:** AL N; IN Animal; SZ L; MV 6"; AC 5; STs 16, STw 15; HD 6; THAC0 13; #AT 1 bite + 1d8 quills; Dmg 2d4 + 1d4/quill.

Special Attacks: Shoot 1d8 quills from tail up to 30' for 1d4 points each; can use quills in melee within 6'.

## Hex B1

**Wandering:** The characters see 4 large, ugly mammals with tails lurking ahead in their direction of travel. The witherstenches (hp 10 each) may be avoided easily, but they cannot be scared off. If approached within 50', they will attack; note the severe effect of the nausea within 30'. They have no treasure.

**Lair:** A number of burrows, similar to gopher holes, are visible in a dead-end section of hills, bounded by sheer cliffs. The 4 witherstenches (hp 12 each) in the lair will attack if anything wanders into the area around their burrows. Only one saving throw is necessary for the effects of all within 30'.

Down the 2' wide tunnels are lairs containing carrion and a total of 1,000 cp, 1,000 ep, and 3 gems (base value 500 gp each).

**Witherstenches:** AL N; IN Semi-; SZ S; MV 6"; AC 7; STs 17, STw 16; HD 2 + 2; 7; THAC0 16; #AT 2; Dmg 1d6/1d6.

Special Attacks: Emits odor 30' (save vs. poison or be helpless due to nausea).

## Hex B2

**Wandering:** Four giant wasps (hp 20 each) are cruising in from the south, at a distance of 150 yards. They are looking for easy prey. If they are attacked, they will head off to find easier prey; otherwise, they will engage and fight to the death. They have no treasure.

**Lair:** An odd mound of dirt in a clearing has a 5' diameter hole atop it, leading down on an angle. The buzz of the hive is easily heard within 10'. Inside the hive are 30 giant wasps (hp random). Every other round, 1d4 wasps will arrive or leave (50% chance for either); if invaders are sighted, the hive will attack in force.

Buried deep in the hive and widely scattered are 35 miscellaneous gems (total value 14,000 gp).

**Giant Wasps:** AL N; IN Non-; SZ M; MV 6"/21"; AC 4; STs 17, STw 16; HD 4; THAC0 15; #AT 1; Dmg 2d4/1d4 + poison.

Special Attacks: Poisonous sting (save vs. poison or be paralyzed permanently and die in 2-5 days unless treated).

## Hex B3

**Wandering:** One 4' tall giant owl (hp 20) sits high in a nearby tree, watching the party. It will not attack; if attacked itself, it will flee to its lair. The owl cannot be befriended or tracked. It has no treasure.

**Lair:** Off in a grove of dense woods lies a gigantic dead tree. The 3 giant owls (hp 20 each) living in the hollow dead tree will attack anyone coming within 30' of their lair. (If the wandering owl fled back here, it too joins in the attack.) Any owl reduced to 10 hp or less will flee and search for the druid, returning with her in 1-6 turns. She will be quite upset about the attack, and will take appropriate measures to deal with the problem.

Hidden in the tree are 13 gems (base value 100 gp each), a *potion of fire resistance*, and a *ring of free action*.

**Giant Owls:** AL N; IN Very; SZ M; MV 3"/18"; AC 6; STs 16, STw 15; HD 4; THAC0 15; #AT 3; Dmg 2d4/2d4/1d4 + 1.

Special Attacks: Surprise on 1-5 (1d6).

## Hex B4

**Wandering:** The characters will not notice the bugbear guard patrol unless they do an aerial survey of the area. The 6 guards (hp 15 each) are on a rocky shelf on a hillside about 3/4 mile west of the bugbear lair. The characters will be sighted by the patrol unless they are all invisible. When (and if) this happens, 2 bugbears will immediately head for the lair to spread the alert. They will get there in 20 rounds. The other 4 will ambush the party with arrows (surprise 1-4 on 1d6; +4 "to hit" and no shield or dexterity bonuses if successful) from 90% cover (AC -5) and try to delay the characters. They will use longswords (Dmg 1d8) if engaged. If captured, they will reveal what they are doing and why, but no information about



the lair. Each bugbear carries 10 cp, 10 sp, 10 ep, and 5 gp in a sack, plus normal weapons and some food.

**Lair:** In and around the lair are 116 bugbears grouped as follows.

### Guardposts

**Bugbears:** 6; hp 15 each.

Equipment: Longbows (Dmg 1d6; range 7/14/21); longswords (Dmg 1d8/1d12).

### Archer Squad A

**Leader A:** AC 4; hp 25.

Special Abilities: +1 damage bonus with melee weapons.

**Bugbears:** 15; hp 15 each.

Equipment: longbows (Dmg 1d6; range 7/14/21); longswords (Dmg 1d8/1d12).

### Archer Squad B

**Leader B:** AC 4; hp 25.

Special Abilities: +1 damage bonus with melee weapons.

**Bugbears:** 15; hp 15 each.

Equipment: longbows (Dmg 1d6; range 7/14/21); longswords (Dmg 1d8/1d12).

### Civilians

**Bugbears (female):** 18; hp 10 each; THAC0 18; Dmg 1d8.

**Bugbears (young):** 17; hp 4 each; THAC0 16; Dmg 1d4.

### Foot Squad

**Bugbears:** 10; hp 20 each.

Equipment: *Bastard swords* +1.

**Subchief:** AC 4; hp 26.

Special Abilities: +1 damage bonus with melee weapons.

**Chief:** AC 3; hp 30.

Special Abilities: +2 damage bonus with melee weapons.

**Witch Doctor:** AC 5; hp 25.

Spells Carried: *cure light wounds*; *light*; *protection from good*; *augury*; *resist fire*; *dispel magic*; *push*; *shield*.

### Placement and Behavior

Six guardposts are positioned as shown on the **Hex B4** Detail Map. The 6 bugbears on duty at each will not take part in the encounter unless the party passes near them, possibly scouting or circling the lair. The rocky shelves give them 90% cover (AC -5). They behave exactly as the wandering patrol described above if any humans or demi-humans are sighted.

The archer squads are in the forward trench, one to either side of the cave entrance. Before the encounter, they are scanning the ground and skies for intruders with weapons ready. If invaders are sighted, the leaders order volley fire as described below.

The civilians are all inside the lair. They have no weapons and will retreat if confronted, fighting only in life-or-death situations.

The entire foot squad waits just inside the cave entrance, where the commanders can direct the battle and observe. If things are going badly, they will advance at an opportune moment in a wave. All will engage except the Witch Doctor, who will retreat to the treasury room.

### Strategy

The bugbears will maintain silence and order as the party approaches, allowing them to get to the base of the hill itself without firing. At that point, the archer squads begin firing in mass waves, alternating; thus, a volley will strike the party at 4 different points in a round, after about 3, 5, 7, and 9 segments of delay, respectively (modified by initiative).

If characters charge over the top, the front rank will set spears vs. charge and switch to their swords for melee (-2 on initiative when switching).

### Aerial Maneuvers

If party members try to gather information from the air, they may do so easily if invisible; otherwise, both archer squads will try to shoot them down at once, not alternating as described above. If the flying characters are out of range, the bugbears will watch them but discontinue the volleys until the targets come within range.

**Note:** Near-vertical missile fire cuts all ranges in half (longbow: 35, 70, and 105 yards) in addition to normal range penalties "to

hit" of -2/-5 for Medium/Long ranges. It also reduces damage, giving damage penalties of -1 (short range), -2 (medium range), and -4 (long range). Minimum damage is 1 hp per successful hit.

### Handling Volley Fire

With the first volley at multiple targets from multiple archers, divide the total number of missiles by the number of targets. This gives the average number of missiles per target; round down, and assign the odd missiles to the larger targets. Roll normally for "to hits" and damage.

A second volley at the same targets will be aimed a little bit differently. Any target hit on first volley will be the target of at least 3 shots, possibly more (DM's discretion), with the remainder of the volley distributed among the remaining targets as described above. **Exception:** If some targets are advancing more rapidly than others, they will receive more fire, and retreating targets will be virtually ignored unless they are seen to be casting spells, in which case they will also draw more fire. Targets under cover will not be targeted by more than 1 archer.

This isn't as difficult as it sounds. This method, or a reasonable approximation, can be easily and quickly run by a DM after a bit of practice with mass battles. Don't get hung up on exact targets or numbers unless a death is imminent; run it quickly, approximating where necessary, for the flow of the game.

### Treasure Room

This area contains the bugbear treasure in locked, trapped chests. The traps are poisoned needles, but they are only triggered by an unsuccessful attempt at picking the lock. The 5 chests contain a total of 4,000 cp, 2,000 sp, 1,000 ep, 1,000 gp, 6 gems (base value 1,000 gp each), 3 pieces of jewelry (total value 5,000 gp), and a suit of dwarf-sized *plate armor* +2.

The bugbear Witch Doctor is here as well, ready for a "last stand." He waits and listens for the approach of the enemy, and upon hearing them, he casts a *resist fire* on himself. (Assume that he finishes the spell the round before the characters arrive.)

When cornered, he will be standing next to a wall sconce which holds a burning torch, under which is a barrel without a top. He will indicate surrender, and then tip over the barrel (of oil) and torch it. The burning oil will spread over the floor of the room and 20' into the corridor, causing 16 points of fire damage per round to all within it (save vs. breath with -4 penalty for 1/2 damage, and -2 damage per "plus" of magic armor) unless they are magically protected. It will burn for 10 rounds. The protected Witch Doctor takes 8 points of damage per round unless he saves vs. breath (STb 12), in which case he only takes 4 points per round. Saving throws are made each round for all creatures.

After lighting the fire, the Witch Doctor will try to make a run for his room. The exploding inferno of oil should distract the characters within it long enough for him to make it past them, unless they are physically blocking the passage completely; they cannot swing at him in the first round of oil fire. (They MAY move to block his exit, but don't tell the players this; wait until they tell YOU.)

### Witch Doctor's Room

This room contains Drax's missing spell books and the Witch Doctor's other treasures. If he makes it back here, the Witch Doctor will use his *stone of controlling earth elementals* to call one up from the rough rock. After ordering it to wait just inside the entrance and ambush characters as they enter, the Witch Doctor will hide in a partially-open closet (75% cover, AC -2) and direct the elemental from there.

**Bugbears:** AL CE; IN Low; SZ L; MV 9"; AC 5; STs 16, STw 15; HD 3 + 1; THAC0 16; #AT 1, Dmg 2d4 or by weapon.

Special Attacks: Surprise on 1-3 (1d6).

**Earth Elemental:** AL N; IN Low; SZ L; MV 6"; AC 2; STs 13, STw 12; HD 8; hp 45; THAC0 12; #AT 1; Dmg 4d8.

Special Defenses: +2 weapon needed to hit.

### Hex B5

**Wandering:** A colony of giant ants is conducting normal food gathering operations. The "supply line" is an unbroken path of worker ants (hp 10 each) stretching across the path (see detail map). The

line is guarded by 1 warrior ant (hp 15 each) every 10' on each side of the line.

Every 10 minutes, one of the passing worker ants heading for the lair will be carrying a noticeable item — a miscellaneous weapon, a potion, or a miscellaneous magic item (equal chances for each category). Roll randomly for specific items as per the tables on pages 121-125 of the *Dungeon Masters Guide*; reroll any item valued at 10,000 gp or more.

**Note:** The items carried by the ants may be stolen in a variety of ways, such as by *levitating* a worker, *flying* over invisibly and grabbing one, directing an *unseen servant* to take one, etc. If one or more items or workers are removed without breaking the line nor disturbing the warriors, the disappearances will go completely unnoticed by the organized, but relatively unintelligent ants. A worker ant so disturbed, however, will fight back to the best of its ability.

Any attack or attempt to cross the line will be countered by the nearest warriors. The steady stream of workers will pass along the information about the attack to the queen, which results in the arrival of 2d4 additional warriors each round thereafter. If 10 or more warriors are killed, the ants will withdraw; all workers head back to the lair until the area is clear. Worker ants on the line will not attack unless they are attacked first.

The lair will begin preparations for war within 1 turn of the initial attack on the line, moving their eggs and queen to a lower level and mustering warrior ants near the entrance to the lair. Even worker ants will attack invaders in the lair.

**Lair:** The entrance to the giant ant lair is almost identical to that of the wasp lair — an odd mound with a large hole atop it. The notable difference is that ants are everywhere; there are 3 “lines” heading in different directions, all guarded and manned as above, with other workers roaming the lair area.

Invaders will be sighted immediately unless invisible, and a horde of warriors will emerge and attack 1-4 rounds later. A total of 30 warriors and 200 workers, plus one queen, live in the lair.

Deep in the lair are 8 gems worth 1,000 gp each, and 1 each of the following *potions*: *climbing*; *diminuation*; *growth*; *healing*; and *superheroism*.

**Giant Ants:** AL N; IN Animal; SZ S; MV 18”; AC 3; STs 17, STw 16; THAC0 16.

**Workers:** HD 2; #AT 1 bite; Dmg 1d6.

**Warriors:** HD 3; #AT 1 bite + 1 sting; Dmg 2d4 + special.

**Special Attacks (warriors):** Can use poison sting (Dmg 2d4, save vs. poison for 1d4) if bite hits.

## Hex B6

**Wandering:** The party will not notice the 5 blood hawks (hp 5 each) in the trees. If a peaceful encounter with the druid has occurred, the blood hawks will NOT attack, and the encounter will pass unnoticed. If a hostile encounter has occurred, or none at all, they will dive and attack by surprise (+4 “to hit,” no shield or dexterity bonuses apply), fighting to the death. They have no treasure.

**Lair:** A few birds are picking at bones and scraps around the base of a large tree about 100 yards off to the north. All 8 blood hawks (hp 4 each) will attack anyone coming within 40 yards of them (10 yards if the druid has been peacefully encountered) and fight to the death. Otherwise, they will ignore the group. Scattered among the 5 nests are 5 gems (base value 500 gp each).

**Blood Hawks:** AL N; IN Semi-; SZ S; MV 24”; AC 7; STs 17, STw 16; HD 1+1; THAC0 18; #AT 3; Dmg 1d4/1d4/1d6.

## Hex C

**Wandering:** In the underbrush about 150 yards ahead are two brown bears (hp 30 each). The bears notice the party immediately. Regardless of the party’s actions, they depart and return to their lair. They have no treasure.

**Lair:** Ahead is a virtual wall of brush in a dead-end canyon formed by the hills, with sheer cliffs on all sides. The brush can be passed without harm by a druid or by bears. All other creatures take hit points of damage equal to their AC in pushing through it. (For example, a character with AC 5 takes 5 hp.) It can be burned off easily, but that starts a brush fire, which quickly spreads to

become a forest fire that will attract the druid in 5 rounds.

Moontree is out at the moment, but she will return in 1 turn. Meanwhile, the 3 bears (hp 40 each) in the lair, plus any that returned here from the wandering encounter, are hiding in the cave. If anyone enters the cave, all the bears will attack at once and fight to the death.

In the cave are some of Moontree’s magic items; see her character sheet for details. This is NOT Moontree’s permanent home, but merely a place to stay with friends.

**Brown Bears:** AL N; IN Semi-; SZ L; MV 12”; AC 6; STs 16, STw 15; HD 5+5; THAC0 13; #AT 3; Dmg 1d6/1d6/1d8.

**Special Attacks:** Hug for 2d6 points if “to hit” roll of 18 or better is scored with paw; fights 1d4 rounds after reaching 0 hp, or until -8 hp is reached.

## Moontree

*12th-Level Female Half-elf Druid*

**STR:** 10 *Doors 1-2, Bars/gates 2%*  
**INT:** 9  
**WIS:** 18 *+4 ST vs. Mental Attacks*  
**DEX:** 14  
**CON:** 11  
**CHA:** 17 *+30% reactions*

**THAC0:** 14  
**AC Normal:** 0  
**AC Rear:** 0  
**Hit Points:** 80  
**Alignment:** Neutral

### Saving Throws\*

Poison, paralysis, death	6
Petrification, polymorph	9
Rod, staff, wand	10
Breath weapon	12
Spell	11

\*Add +4 wisdom bonus; add +2 bonus vs. fire and electricity; add bonuses from ring and cloak.

**Weapon Proficiencies:** 4 (dart, scimitar, spear, staff).  
**NPP:** -4.

**Special Abilities:** Identify plant type; identify animal type; identify pure water; pass through overgrowth; immune to woodland *charm*; shapechange 3 times per day (bird, reptile, mammal), regaining 10-60% of lost hp per new form.

**Equipment:** *potion of invisibility*; *potion of extra healing*; *potion of gaseous form*; *scimitar +4*; *portable hole*; *gauntlets of ogre power*; *bracers of defense (AC 4)*; *cloak of protection +2*; *ring of protection +2*; spear; oaken quarterstaff; other normal equipment (carried in *portable hole*).

### Spells Carried:

Level 1: *animal friendship*; *detect magic*; *entangle*; *faerie fire*; *invisibility to animals*; *predict weather*; *speak with animals*  
Level 2: *charm person or mammal*; *cure light wounds (x2)*; *heat metal*; *obscurement*; *produce flame*; *warp wood*  
Level 3: *call lightning*; *neutralize poison*; *tree*; *water breathing*  
Level 4: *call woodland beings*; *cure serious wounds*; *dispel magic*; *repel insects*; *speak with plants*  
Level 5: *animal growth*; *pass plant*; *wall of fire*  
Level 6: *conjure fire elemental*; *weather summoning*  
Level 7: *conjure earth elemental*

## Credits

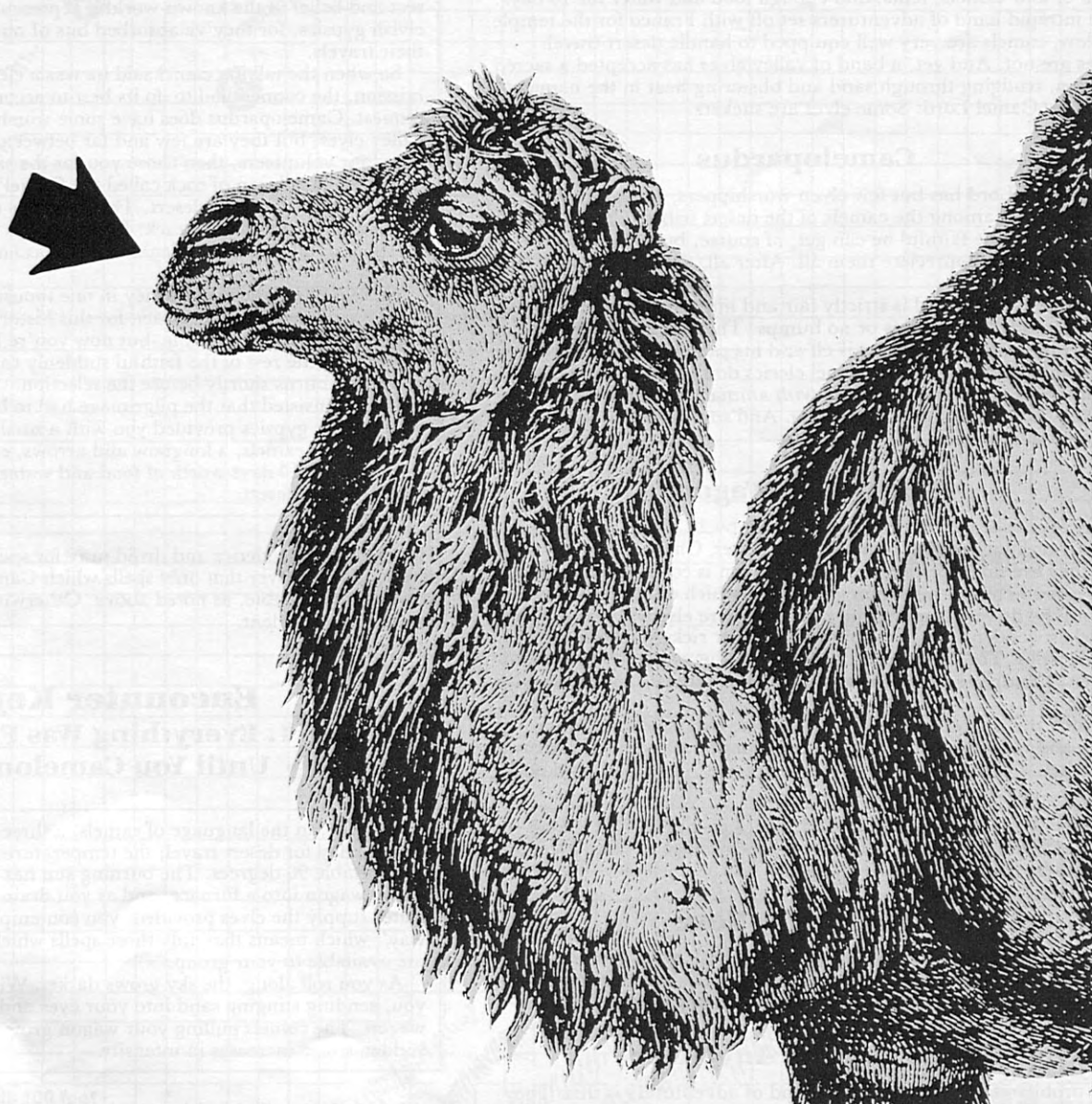
Special thanks to Jon Pickens, the original Drax, for getting into trouble and giving me the central ideas for this module. Thanks also to my other players: Dave Conant, Kim Fleischer, Corey Koebernick, Don Paterson, Ed Sollers, Steve Sullivan, and Jean Wells.

# THE CAMEL'S NOSE

by Michael D. Selinker

A Lighthearted AD&D® Game Adventure for 6 Real Characters

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# PART I: OUT FOR A CAMEL SPIN

## History

On the east side of the Burning Desert lies a fertile valley populated by elves. These valley elf tribes are nomadic, traveling in small wagons and never staying in one place for long. They are often called "gypsies," for they can read the signs of nature — at least, so they say.

In their extensive travels, the elven gypsies have absorbed bits of numerous cultures. All beliefs, no matter how obscure, are tolerated by the tribes, and all the gypsies pay proper respect and service to all faiths, at least when the clerics of the sects in question are around.

One such obscure cult is that of Camelopardus, Camel Lord of the Burning Desert. At the last tribal conference, a camel walked into the council glade, introduced himself as Franco, and announced that this was the year that the faithful of Camelopardus must choose the best among them to deliver the sacred Camel's Nose to the Temple of Camelopardus on the other side of the desert. The journey must be made overland in the true camel spirit.

Not wishing to offend any deities, the gypsies called a special council to decide who should accompany Franco to the shrine for his holy quest. Eventually, five reasonably expendable individuals were chosen. The elves equipped them with a small gypsy wagon, a team of four camels, tents, and enough food and water for 10 days. The intrepid band of adventurers set off with Franco for the temple.

Now, camels are very well equipped to handle desert travel. Elves are not. And yet, a band of valley elves has accepted a sacred mission, trudging through sand and blistering heat in the name of the great Camel Lord. Some elves are suckers.

## Camelopardus

The Camel Lord has but few elven worshippers, though he has many faithful among the camels of the desert tribes. Camelopardus welcomes all the faithful he can get, of course, but that doesn't mean he has to appreciate them all. After all, the bipedal ones have no humps.

But the Camel Lord is strictly fair and impartial, treating all of his followers alike, humps or no humps. The fact that he doesn't really differentiate between his elf and his camel worshippers can cause some difficulties. His camel clerics don't need such spells as *endure heat*, *create water*, *speak with animals*, and so forth, so his bipedal clerics don't get them either. And sometimes he sends all of them on pilgrimages.

## The Gypsy Wagon

The wagon is small, 8' wide by 12' long by 12' high. It is pulled by four ordinary camels named Able, Baker, Charley, and Nikita — and they are not nice creatures. The wagon is covered on all sides with a sand-colored tarpaulin with a flap which opens on the side behind the driver; opening the tarp anywhere else will tear it. The vehicle's wooden frame is supported by four rickety wheels on fragile axles. The camels are connected to the wagon by rope harnesses. The driver sits in the seat behind the camels and steers with a whip.

Inside the wagon are the Camel's Nose, two pup tents, extra robes and turbans, a set of bagpipes, a longbow and twenty arrows, a hatchet, a divining rod, six empty canteens, little food, and nothing else. The interior is carpeted.

**Camels:** 4; AL N; MV 21"; HD 3; hp 13 each; AC 7; THAC0 16; AT 1; Dmg 1-4 (bite) or spit with 25% chance to blind for 1-3 rounds; SZ L; IN Semi-; STs 16; STw 15.

## The Camel's Nose

The Camel's Nose is a six-inch hunk of marble with two fingertip indentations and a crack to which many people have attributed mystical significance. It has absolutely no magical powers whatsoever.

## Beginning the Adventure

The problem facing our intrepid band of adventurers is this: They have to get to the holy shrine of Camelopardus to deliver a meaningless hunk of rock to someone who doesn't know they're coming.

To do this, they have make a ten-day journey across a desert. Everybody's got problems.

The characters may make whatever additional arrangements they desire before departure, but extra water and food supplies are not available; the gypsies are quite poor. Clerics may have access to all desired spells the first day, but once out in the desert, they may have only those that Camelopardus deems appropriate.

The first few days in the desert are uneventful. The adventure begins on the tenth day after departure, when the water supply is nearly gone. The desert is not a terribly hospitable place, and sandstorms can happen very quickly. Fortunately for the PCs, today is not terribly bad for desert travel. The temperature hovers around a comfortable 90 degrees.

## Players' Background

You have come far from your sylvan homelands on a sacred mission. The Camel's Nose, holy icon of the great god Camelopardus, must be transported across the desert to the fabled shrine of the deity.

It all started when the talking camel strode into the council meeting of the valley elves. He said he was a cleric of Camelopardus, the Camel Lord of the desert, and that it was time to make a historic pilgrimage. Well, the elves in the area are gypsies, and they've learned never to show disrespect for any deity, no matter how obscure the cult may be. In fact, almost every sect and belief in the known world is represented among the elvish gypsies, for they've absorbed bits of numerous cultures in their travels.

So when the talking camel said he was a cleric with a holy mission, the council had to do its best to accommodate the request. Camelopardus does have some worshippers among the valley elves, but they are few and far between. The council asked for volunteers, then chose you for the sacred journey to take a six-inch lump of rock called the Camel's Nose to a shrine on the other side of the desert. The Nose has two fingertip indentations and a large crack. Franco seems to think it has mystical significance, but denies that it has any beneficial powers.

No one has made this journey in one thousand years, and you were very honored to be chosen for this historic pilgrimage. You WERE very honored that is, but now you're beginning to wonder why all the rest of the faithful suddenly came down with severe sunburns shortly before the selection.

Franco insisted that the pilgrimage had to be done "the camel way," so the gypsies provided you with a small gypsy wagon, a team of four camels, a longbow and arrows, extra robes and turbans, and 10 days worth of food and water. Bravely, you set forth into the desert.

The first time the clerics and druid pray for spells after entering the desert, they discover that only spells which Camelopardus can provide are available, as noted above. Otherwise, the first nine days pass without incident.

## Encounter Key

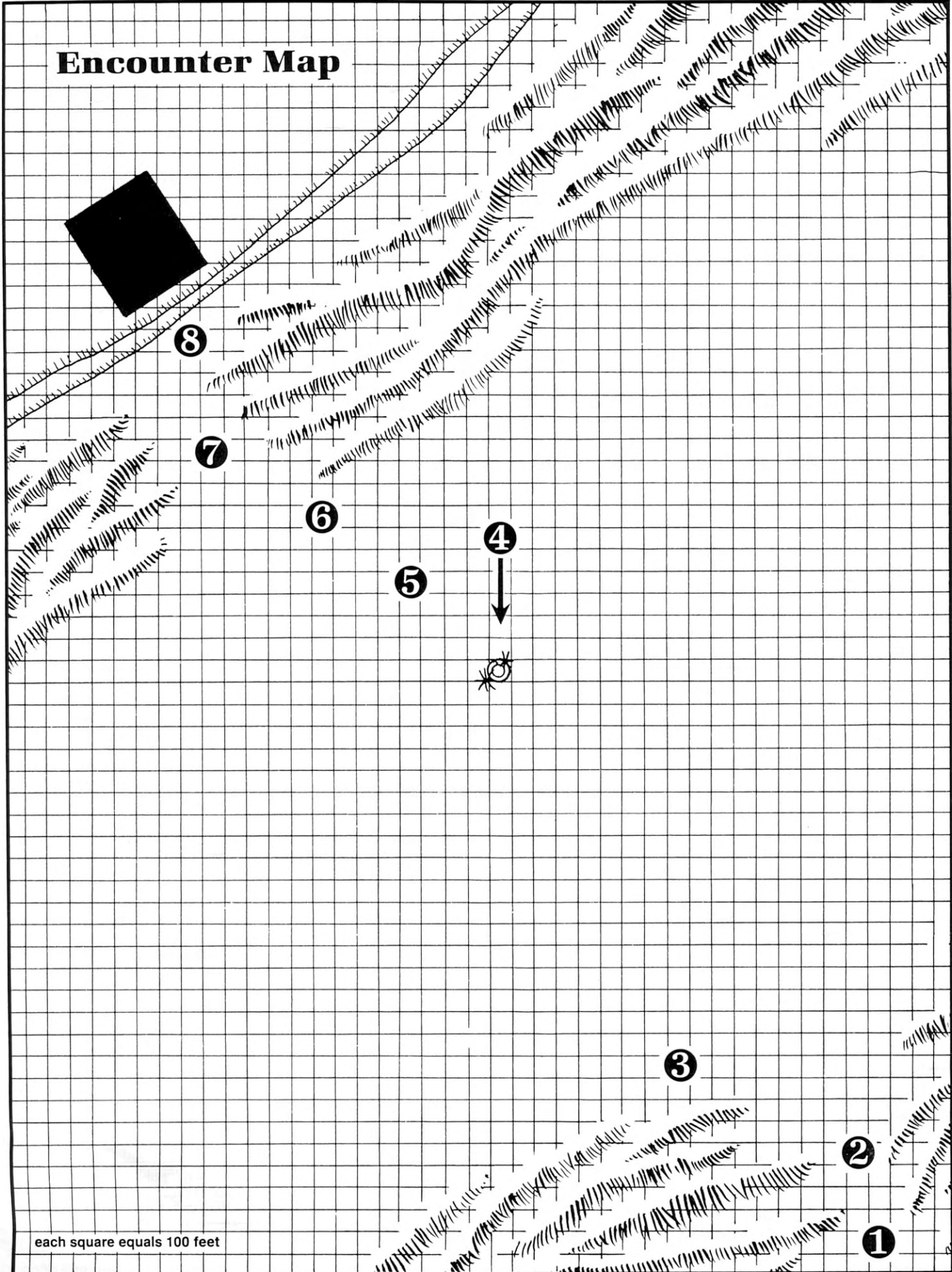
### 1. Everything Was Fine Until You Camelong

The day is, in the language of camels, a three-humper. It's not a terrible day for desert travel; the temperature hovers around a comfortable 90 degrees. The burning sun has turned your tiny gypsy wagon into a furnace, and as you drain the last of the water supply the elves provided, you contemplate "the camel way," which means that only those spells which camel clerics use are available to your group.

As you roll along, the sky grows darker. Wind whips around you, sending stinging sand into your eyes and into the tiny wagon. The camels pulling your wagon grow nervous as the sudden storm increases in intensity.

The sandstorm limits vision to 1' and panics the camel team, which bolts east. Those inside the wagon suffer no ill effects if the

# Encounter Map



each square equals 100 feet

tarp is closed; those outside in the storm take 1 point of damage for each round spent exposed to the stinging sand.

The storm lasts for 30 minutes. When it is over, the characters are miles off course. The shifting sand has altered the appearance of the terrain enough so that no landmarks are visible.

After the sandstorm abates, you survey the situation. All are present and accounted for, but you are definitely off course. Nothing looks familiar; there's only sand as far as the eye can see.

Your guide, Franco the talking camel, sniffs the stifling morning air as you prepare to debark. "I think we go north," he says. "Yes, I'm certain of it. North. I think". You sigh as you pack the tents into the wagon and set off, hoping that the Camel Lord is smiling upon you.

## 2. Camels For Breakfast

As you drive on through the scorching sun, a horrible squealing breaks the silence. At the center of the small cloud of sand approaching your wagon from the right is a small camel — probably a baby. It veers to avoid your wagon and runs on, panicked. Nothing else is visible in the area.

The baby camel is being pursued by a whirling dervish, which is currently tunneling through the sand tracking the sound of the camel's running feet. The dervish is distracted by the sounds of the wagon, and pops up to investigate. His appearance creates a cloud of sand, which is projected in all directions, buffeting characters and camels alike. This does no damage, but it incapacitates anyone in the driver's seat who fails a save vs. paralyzation for one round.

Moments later, the ground in front of you explodes in a flurry of sand. After it clears, a jittery furball with long teeth and google-eyes stands before you. The creature rubs its eyes, looks around, and mutters something in guttural grunts which almost sounds like, "Where camel go?"

The dervish, whose name is Rastas McDivish, is intelligent and speaks Common, though his long teeth prevent proper enunciation, so others frequently do not understand. If not attacked immediately, Rastas slowly creeps up to Franco and stares up at him in amazement. "You big!" he says quite sincerely. If he is attacked, he fights savagely until such time as he perceives that the party (or merely Franco) is too much for him and attempts to flee down into the sand.

Rastas McDivish has lived in the desert all his life, but he is less than useful when it comes to giving directions. His life is a simple one, consisting mainly of chasing and consuming small desert creatures. He knows of a "big, BIG creature" who lives in a lake that might be able to help the characters, but he can't remember where it is, or for that matter, where anything is.

Rastas talks in a fast pidgin common intermixed with other strange noises. He is constantly hungry, but he will not try to eat anything while Franco is around. But if Franco leaves for any reason, Rastas may try to take a bite out of one of the camels. When he is finished talking to the party, he tunnels into the sand, causing a cyclone of sand similar to that which accompanied his appearance.

**Whirling Dervish:** 1; AL N; MV 18"/9" through sand; HD 5 + 5; hp 30; AC 5; THAC0 13; AT 1 bite; Dmg 2d4; SZ S; IN Low; STs 13, STw 12.

**Baby Camel:** 1; AL N; MV 21"; HD 2; hp 7; AC 7; THAC0 16; AT 1; Dmg 1-3 (bite), or spit with 25% chance to blind for 1-3 rounds; SZ M; IN Semi-; STs 17, STw 16.

## 3. Camelflies, Mach I

At this next point is an underground nest of sleeping camelflies. When the the wagon gets within 50 yards of the lair, the smell of fresh camel drives the gnat-like insects into a feeding frenzy. They appear suddenly, erupting out of the ground and swarming around the wagon. (Except as noted, treat the swarm as the 5th-level clerical spell *insect plague*.)

Creatures inside the covered wagon take no damage, assuming the tarp is closed. If it is open, the protection is useless. (Note however that the tarp can be opened for a few seconds without letting in enough camelflies to cause damage to those inside.)

The camels, of course, do not have this protection. Franco's actions can be as rational as desired, but the camels pulling the wagon panic. On the second round of the insect attack, assuming no character has whipped them or told them in camel to run forward, Nikita takes a bite out of Baker's posterior. This in turn panics Baker, and the entire camel team bolts at double speed out of the swarm. They stop, exhausted, at point 4 (but not before). The swarm will pursue but the camels can outrun it.

If the characters abandon the gypsy wagon, the camels will run straight for the oasis. The characters can see the oasis from this point and may head for it if they wish. When they get there, the camels are drinking from the pond. If the characters do not head for the oasis, the desert is very vast and very empty.

## 4. A Mammal in Camelstown

Before you lies a welcome sight — an oasis! Nestled between two palm trees is a pool of water about 100' in diameter. Green vegetation grows all the way around the pond, which appears to be about two feet deep.

This is not a mirage. The lake is actually filled with fresh water, mildly warm but eminently drinkable. The camels begin slowing down from exhaustion about 200 yards from this oasis. They must spend at least five rounds drinking water to replenish their natural reservoirs, or they risk dehydration and death. The characters may be in much the same situation if they have no water either.

The outer 10' of the lake is indeed 2' deep, but the center 80' diameter circle is a *gate* to the elemental plane of water. Any creature that goes into the water beyond the 10' safety zone may swim down into the *gate* if desired. From there, all that can be seen is deep water with no surface in sight. One round later, the hapless creature comes shooting out of the pond on top of a whale's water-spout. As the whale's plume dies in intensity, the creature floats gently down onto its back.

In any event, the whale's spout appears on the fourth round after the arrival of the camels, deeply upsetting them. When he appears, he rises slowly out of the lake, taking a full round to complete his depressurization. The newcomer is a freshwater humpback whale, and a young one at that. He is intelligent, and he calls himself Cecil.

Cecil has learned common from Camellia (encounter 5), whom he knows well from his many visits to the desert via this *gate*. He can never stay for more than about thirty minutes due to the heat, so he times his visits to Camellia's schedule. Cecil has learned to whisper, so his voice is no more than a booming roar.

Cecil's knowledge of this area is limited. He only knows that his friend Camellia comes through here about this time every day, and that he occasionally gets visits from a "little hairball with teeth" who is very respectful toward him. Other than that, Cecil has little information except that Camellia will be able to help them if they wait for her arrival.

Cecil has a penchant for fish jokes, fish gossip, and fish anecdotes. He genuinely thinks they are funny, and will become very downhearted if others react negatively to them. He enjoys relating tales of his friends, such as the fish cleric ("Holy mackerel!"), the fish baseball player ("A first bass-man"), the fish doctor ("A general sturgeon"), and so on.

**Humpback whale:** 1; AL N; MV 21" swimming; HD 32; hp 135; AC 4; THAC0 7; AT 1; Dmg 4-40 (tail smash), or water splash; SZ L; IN Average; STs 6, Stw 5.

## 5. Camelcade, and the Ship of the Desert

Looking beyond the oasis, you notice what appears to be a Viking Dragon ship coming this way. As it gets closer, you can see a long camel train pulling it across the desert on large rollers.

Cecil happily identifies this as Camellia's ship. Camellia is a were-camel who is currently in human form. She is a seventh-level cleric

of *Camelopardus*, so she knows that a group of pilgrims are bringing the Camel's Nose to the shrine, but not that the PCs are that group. She greets Cecil and the characters with a "Yoo hoo, everybody!" and climbs down from the ship by means of a rope ladder.

In human form, Camellia is a stocky 220-pound woman. She wears a gold-colored tunic and putrid mauve leotards. (Her complexionist told her that these colors are just GUSHING with sincerity.) She tends to shake her flab in a strangely alluring way when she walks. In camel form, she is actually quite beautiful — to other camels, that is.

Camellia loves camels — especially good-looking ones such as Franco. At the first opportunity, she cozys up to Franco and whispers sweet nothings in his ear, probably forgetting to mention that she spends much of her time as a camel. If she is rebuffed, she will slap him in the face and say, "Well I never!" then leave toward the south on her ship. If she is not rebuffed, she will slap Franco in the face, call him fresh, and leave toward the south on her ship.

Camellia can give directions to the temple if requested. ("Just through those sand dunes to the northwest, DAH-lings, you CAHN'T miss it.") However, she forgets to mention the changes that the temple has gone through. She can be placated by appealing to her religious devotion, but she refuses to guide the PCs to the shrine, citing conflicts with her own daily pilgrimage to her aerobics class. She would be mildly interested in seeing the Camel's Nose if anyone offers to show it to her, but she is unlikely to be impressed ("Ooh, that crack is just SO . . . so TACKY.")

Camellia's ship is a Dragon galley with two tiers of 40 oars each, which are obviously not in operation. It is being hauled by fifty normal camels, and is supported by fifteen strong watertight cylinders (known in naval parlance as camels). Each of these cylinders is thirty feet long, and they are tied together by ropes connected to the ship. Were these rope-cylinder treads not present, it would require many more camels to pull the ship across the desert. The ship cannot be driven without special knowledge of the mechanics involved, and Camellia is unlikely to give that information to the PCs.

**Camellia:** AL N; MV 12"; C7; hp 45; ST 9, IN 13, WS 16, DX 7, CN 16, CH 10; AC 7; THAC0 16; AT 1 weapon or spell; Dmg by weapon or spell; SZ M; STs 12, STw 11.

Special Defenses: Can only be hit by silver or magic weapon.

Equipment: *ring of protection +3*; *ring of invisibility*.

In camel form: AL N; MV 21"; HD 6+6, hp 45; AC 7; THAC0 13; AT 1; Dmg 2-8 (bite), or spit to blind for 2-8 rounds; SZ L; IN Very; STs 13, STw 12.

Spells Carried: *cure light wounds* (x2); *command*; *sanctuary*; *light*; *dust devil*; *snake charm*; *slow poison*; *silence*, 15' radius; *hold person*; *dispel magic*; *remove paralysis*; *cure serious wounds*

**Camels:** 50; AL N; MV 21", or 6" pulling ship; HD 3; hp 13 each; AC 7; THAC0 16; AT 1; Dmg 1-4 (bite), or spit with 25% chance to blind for 1-3 rounds; SZ L; IN Semi-; STs 16, STw 15.

## 6. Camelflies, Mach II

Near the south entrance to the sand dune passage is another nest of camelflies. Once the camels are well into the passage, the swarm will attack. Anyone on top of the dunes can spot the swarm easily, but those near the wagon cannot see the flies until they strike.

As you pass through the sand dune passage, you hear a familiar buzzing sound. A swarm of camelflies is coming at the wagon from the south entrance to the dunes.

If the characters have seen the swarm from the dunes, they have one round to take actions before the swarm reaches them. If they drive the camels forward, they can outdistance the flies coming from the south — but they will only have a moment's respite before the SECOND swarm comes out of the ground at point 6a. If the second swarm successfully detains the characters or panics the camels, the first swarm may be able to catch up and join the festivities.

As before, treat the swarm as the 5th-level clerical spell *insect plague* except as noted.

Refer immediately to encounter 7.

## 7. Camel Rustlers

As the wagon is enveloped in the swarm, a band of camel thieves moves into position to steal the party's camels. Pancho and Pencho are at point A, Pincho is at B, Pooncho is at C, Puncho is at D, Pouncho and Paincho are in reserve at E, and Mergatroid is at point F.

**Round 1:** Pancho fires a quarrel from his *crossbow of accuracy*, which neatly splits the reins connecting the camels to the wagon. Freed, they immediately bolt forward into the pass. At the same time, Pencho fires a flaming arrow, which hits the tarpaulin and ignites it. If the fire is not extinguished immediately, it spreads within one round to the rest of the wagon.

**Round 2:** All of the camelflies depart. Pencho fires a second flaming arrow, this time igniting the base of the wagon. All creatures still inside the wagon take 1-3 points of damage.

**Round 3:** Pancho and Pencho continue to fire missiles. Meanwhile, Pincho fires at anyone trying to leave the wagon through the rear of the tarpaulin. When this strategy is no longer useful, he moves to melee. Pooncho and Puncho wait until the loose camels pass them, and then throw spears and javelins at the party members near the wagon. After this they move to melee. (Note: if a PC jumps onto the panicked camels, Pooncho and Puncho will wait until the character and camels pass them, then use their missiles to pick off the rider. They do not use them on Franco unless he attacks them.)

Mergatroid's goal is to capture the camels. He leaps onto the backs of the two rear camels and grabs the broken reins in an attempt to steer them toward the sign (point 8). This will take him one round. If there is an PC connected to the camels in any way, he deals with the problem as best he can while trying to control the camels. If Franco tries to stop him, Mergatroid tosses his hatchet at him. Should this fail to deter him, Pouncho and Paincho will rush to Mergatroid's aid.

For the rest of the combat, Pancho and Pencho continue firing missiles, attempting to keep the wagon ablaze and the characters busy. Once the camels are past the sign, Pancho yells to his henchmen and they all try to escape. None has any compunctions about leaving the others behind. Pancho intends to escape by jumping.

Pancho and his cohorts are employed by Uncle Bedouin (see shopping center) to steal camels for him. All of the rustlers are human.

**Pancho:** AL N; MV 12"; F6; hp 43; AC 4; THAC0 16; AT 1 weapon; Dmg by weapon; STs 14, STw 13.

Special Abilities: Weapon specialization in light crossbow; +1 bonus "to hit" with missile weapons (16 dexterity).

Equipment: *Light crossbow of accuracy +3*; *ring of jumping*; *potion of extra-healing*; leather armor; longsword; 20 bolts; dagger.

**Pencho:** AL N; MV 12"; F4; hp 28; AC 6; THAC0 18; AT 1 weapon; Dmg by weapon; STs 16, STw 15.

Special Abilities: Weapon specialization in long bow; +1 bonus "to hit" with missile weapons (16 dexterity).

Equipment: Long bow; 20 arrows; longsword; leather armor; 3 flasks of oil; tinderbox and rags.

**Pincho:** AL N; MV 12"; F3; hp 24; AC 8; THAC0 18; AT 1 weapon; Dmg by weapon; STs 15, STw 15.

Equipment: Short bow; 20 arrows; broadsword; leather armor.

**Pooncho:** AL N; MV 12"; F3; hp 20; AC 7; THAC0 18; AT 1 weapon; Dmg by weapon; STs 16, STw 15.

Equipment: Spear; longsword; hand axe; leather armor; shield.

**Puncho:** AL N; MV 12"; F3; hp 21; AC 8; THAC0 18; AT 1 weapon; Dmg by weapon; STs 16, STw 15.

Special Abilities: +1 damage bonus with melee weapon (16 strength).

Equipment: 3 javelins; morning star; leather armor.

**Pouncho:** AL N; MV 12"; F3; hp 28; AC 7; THAC0 18; AT 1 weapon; Dmg by weapon; STs 16, STw 15.

Equipment: Longsword; leather armor; shield.

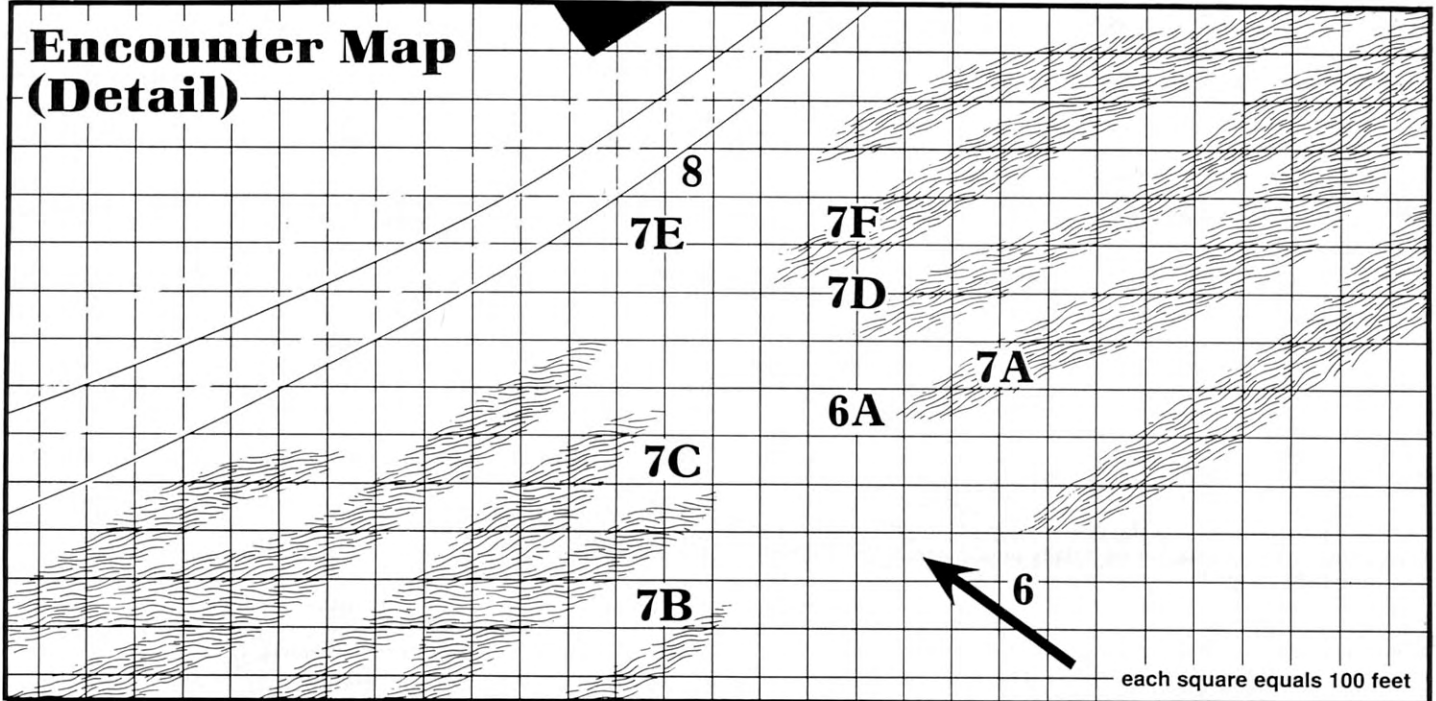
**Paincho:** AL N; MV 12"; F3; hp 19; AC 8; THAC0 18; AT 1 weapon; Dmg by weapon; STs 16, STw 15.

Equipment: Battle axe; leather armor.

**Mergatroid:** AL N; MV 12"; T-Acrobat 6; hp 29; AC 6; THAC0 19; AT 1 weapon; Dmg by weapon; STs 13, STw 12.

Special Abilities: Backstab for triple damage with surprise; PP

# Encounter Map (Detail)



65%; OL 57%; FT 45%; MS 67%; HS 52%; HN 20%; CW 102%; RL 30%; tightrope walk 100%; pole vault 12'; high jump 5'; standing broadjump 5½'; running broad jump 10'; tumbling attack 11%; tumbling evasion 19%; tumbling/falling 20' (25%); +3 "to hit" with missile weapon (18 dexterity).

Equipment: ring of free action; dagger +1; hatchet; dagger; no armor.

## 8. Camels Come Home

At the top of the sand bluff is a sign. If Mergatroid succeeds in controlling the camels, he takes them past this sign and to the building below. If the characters follow him to the sign, or otherwise investigate it, read the following:

The sign at the top of the hill says "CAMELOPARDUS!" on it! You've reached the temple, a white building at the bottom of the hill. But wait . . . something's wrong with the sign. Some of the letters are missing, and new ones have been painted over some of them. It says . . .

Show the players the sign at the top of page 21.

## PART II: CAMELS INCORPORATED Notes For The Dungeon Master CAMELS OASIS

In the millenium since the last holy pilgrimage to this area, the Church of Camelopardus cut its losses. Rising costs of overhead and the decreasing number of faithful with opposing thumbs (and hence MONEY) prompted the church to sell its controlling interest in the shrine to a developer with a penchant for stores. Nobody told the valley elves.

Fortunately for the PCs, the Church of Camelopardus still maintains a .25% interest in the complex. The shrine is still here, but it is now in the basement of **Biff's Designer Cheese Emporium**. The caretaker of the shrine has no idea the characters are coming. (Nobody told him either.)

Business is great at CAMELS OASIS. The shopping center has established itself as THE fashionable stopover for gypsies, merchants, dervishes, and other desert denizens. It is said among these groups that if you can't find it at CAMELS OASIS, you've got too much sand between your ears. Everything is available at CAMELS OASIS — for a modest fee.

CAMELS OASIS is packed with people from all walks of life. Feel free to eliminate or add encounters. 0-Level NPCs as desired

can appear anywhere in the scenario have been added at the end of the module.

## Conducting Play

There are only four planned incidents in the shopping center — the incident at the entrance, the combat near **Whacksworks**, the fight outside of **Uncle Bedouin's Used Camel Lot**, and the discovery of the shrine of Camelopardus. All other events in the scenario involve dealing with merchants in the individual shops, plus any interaction the PCs may have with bystanders in the corridors. Remember that uninvolved people are everywhere in the building — and most of them are innocents.

## Players' Background

Days like this are not fit for man nor camel. You've been through every indignity the desert could throw at you — sun, sandstorms, whirling dervishes, whales, designer clerics, bugs, bandits, burning wagons and stolen camels — just to find somebody to foist off this sacred hunk of rock on, and now this. The Temple of Camelopardus has been converted in the last thousand years to something called "CAMELS OASIS." You didn't ask for this.

The white marble building in the valley below you is fronted by a large glowing sign bearing its name. Hordes of people are filing in and out of the main doorway. The tracks of your camel team lead down into the valley.

So here you stand, no food, no water, no camel team, no wagon, no hope whatsoever, with a building down the bluff. The day can't get any worse, can it?

## Planned Encounters

### 1. Entrance, and a Surprise

Thronges of people are streaming in and out of the building — in on the right and out on the left. Those who are going in are standing patiently in a line to be admitted. There is an unmistakable sign which says, "Admission: 1 gold noble (2 gold nobles for talking camels)."

If the PCs barge through the line, let them succeed in doing so. The last person they push out of the way will be a halfling named Rash McPepper.

If they wait patiently in line to pay their admission, Rash McPepper will be the customer immediately ahead of them. Rash is a hairfoot merchant dressed in desert robes. He introduces himself and starts pleasant chitchat with the party. When it comes time to enter the building, Rash graciously steps aside and allows Franco to



## Tattiebogle Spauldrocky

Male Valley Elf Fighter/Thief (5/6)

### Ability Scores

STR: 12 +10#wt, Drs 1-2, BB-LG 4%  
 INT: 11 +2 languages  
 WIS: 11  
 DEX: 16 +1 reactions/missiles, -2 AC bonus  
 CON: 13 SS 85, RES 90  
 CHA: 12 5 henchmen

### Description

Age: 170  
 Height: 5' 9"  
 Weight: 90 pounds  
 Hair/Eyes: silver/amber  
 Alignment: Chaotic Neutral

### Combat Skills

THACO (as fighter): 16  
 THACO (as thief): 19  
 AC normal: 3  
 AC rear: 5  
 Armor type: leather  
 Hit Points: 32

Weapon Proficiencies (Fighter): 5 (longsword, short bow, whip, spear, club).  
 NPP: -2  
 Weapon Proficiencies (Thief): 3 (dagger, sling, short sword).  
 NPP: -3

### Saving Throws\*

Poison, paralysis, death	11
Petrification, polymorph	11
Rod, staff, wand	12
Breath weapon	13
Spell	13

\*Add +3 to all saves for cloak

### Racial & Professional Skills

Attacks: 1/round

#### Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
60	47	45	52	47	25	92	45

Special Abilities: +1 "to hit" with bow or sword; 90% resistant to *sleep* and *charm*; find secret doors (1 in 6 chance in passing, 2 in 6 chance if searching); find concealed doors (1 in 6 chance in passing, 3 in 6 chance if searching); infravision 60'.  
 Languages: Common, elvish, gnoll, gnome, goblin, halfling, hobgoblin, and orcish.

### Racial Preferences

Dwf	Elf	Gno	H-E	Hfg	H-O	Hum
A	P	T	G	T	A	N

### Equipment

Magic Items: *cloak of protection* +3; *dagger* +2; *wand of magic detection* (14 charges); *potion of healing*; *potion of ventriloquism*.  
 Normal Items: Longsword, driver's whip, robes and turban, thieving tools.  
 XP: 34,000/34,000 Gold: 6 gp, 13 sp

## Arglebargle Collieshangle

Female Valley Elf Magic-user/Cleric (5/6)

### Ability Scores

STR: 10 Drs 1-2, BB-LG 2%  
 INT: 14 +4 languages, CtK 55%, 6-9/level  
 WIS: 14  
 DEX: 15 -1 AC bonus  
 CON: 10 SS 70, RES 75  
 CHA: 14 +10% reactions, 6 henchmen/+5% loyalty

### Description

Age: 145  
 Height: 4' 6"  
 Weight: 80 pounds  
 Hair/Eyes: gold/violet  
 Alignment: Chaotic Neutral

### Combat Data

THACO (as cleric): 20  
 THACO (as thief): 18  
 AC normal: 7  
 AC rear: 8  
 Armor type: leather  
 Hit Points: 31

Weapon Proficiencies (Magic-user): 1 (staff).  
 NPP: -5  
 Weapon Proficiencies (Cleric): 3 (flail, staff, mace).  
 NPP: -3

### Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	11
Breath weapon	15
Spell	12

### Racial & Professional Skills

Attacks: 1/round  
 Spells/day (magic-user): 4 2 1 -  
 Spells/day (cleric): 5 3 2 -  
 Special Abilities: +1 "to hit" with bow or sword; 90% resistant to *sleep* and *charm*; find secret doors (1 in 6 chance in passing, 2 in 6 chance if searching); find concealed doors (1 in 6 chance in passing, 3 in 6 chance if searching); infravision (60').  
 Languages: Common, elvish, gnoll, gnome, goblin, halfling, hobgoblin, and orcish.

### Undead Turning Table

Skeleton	D	Mummy	13
Zombie	D	Spectre	16
Ghoul	T	Vampire	20
Shadow	T	Ghost	—
Wight	4	Lich	—
Ghast	7	Special	—
Wraith	10		

### Racial Preferences

Dwf	Elf	Gno	H-E	Hfg	H-O	Hum
A	P	T	G	T	A	N

### Equipment

Magic items: *Wand of magic missiles* (41 charges); *scroll of cure serious wounds*, *dust devil*, and *sticks to snakes*; *potion of diminution*; *philter of stammering and stuttering*; *mace* +1.  
 Normal Equipment: Robes and turban, material components, holy symbol (silver hump).

## Clishmaclaver Collieshangle

Female Valley Elf Fighter/Magic-user (5/5)

### Ability Scores

STR: 16 +1 dam, +35#wt, Drs 1-3, BB-LG 10%  
 INT: 14 +4 languages, CtK 55%, 6-9/level  
 WIS: 10  
 DEX: 16 +1 reactions/missiles, -2 AC bonus  
 CON: 15 +1 hp/die, SS 91, RES 94  
 CHA: 15 +15% reactions, 7 henchmen/+15% loyalty

### Description

Age: 155  
 Height: 5' 3"  
 Weight: 113 pounds  
 Hair/Eyes: gold/violet  
 Alignment: Chaotic Neutral

### Combat Data

THACO (as fighter): 16  
 THACO (as magic-user): 20  
 AC normal: 2  
 AC rear: 8  
 Armor type: leather & shield +3  
 Hit Points: 37

Weapon Proficiencies (Magic-user): 1 (dagger).  
 NPP: -5  
 Weapon Proficiencies (Fighter): 5 (longsword, long bow, hammer, dagger, flail).  
 NPP: -2

### Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	11
Breath weapon	13
Spell	12

### Racial & Professional Skills

Attacks: 1/round  
 Spells/day: 4 2 1 -  
 Special Abilities: +1 "to hit" with bow or sword; 90% resistant to *sleep* and *charm*; find secret doors (1 in 6 chance in passing, 2 in 6 chance if searching); find concealed doors (1 in 6 chance in passing, 3 in 6 chance if searching); infravision (60').  
 Languages: Common, elvish, gnoll, gnome, goblin, halfling, hobgoblin, and orcish.

### Racial Preferences

Dwf	Elf	Gno	H-E	Hfg	H-O	Hum
A	P	T	G	T	A	N

### Equipment

Magic Items: *Longsword* +1/+4 vs. reptiles; *potion of extra-healing*; *wand of illusion* (22 charges); *scroll of protection from fire*.  
 Normal Equipment: Robes and turban, dagger, long bow & 20 arrows (in wagon).

### Spell Books

Level 1 Spells (Memorize 4)

Comprehend Languages	Read Magic
Feather Fall	Sleep
Mount	Ventriloquism

## Level 2 Spells (Memorize 2)

*Levitate*                      *Strength*  
*Pyrotechnics*

## Level 3 Spells (Memorize 1)

*Fly*                              *Slow*

**XP:** 34,000/34,000    **Gold:** 3 gp, 16 cp

Oh, the stories you could tell — and do tell, avidly and often. Any dirt, no matter how low and despicable, is fair game for passing along. You pride yourself on your tale-weaving ability, and take great pains to make certain every story you tell is the absolute, unexpurgated truth . . . with perhaps just a little creative embellishment.

Unfortunately, you are currently dozens of miles from home in the middle of a desert, far from an adequate setting for lively reporting. Your sister somehow convinced you that this would be a fun expedition, but thus far it has consisted primarily of sand, scorpions, and camels, camels, camels. You hate camels.

Still, the group you're travelling with does contain some interesting prospects. You've never met any of them (except your sister) before, but that has hardly proved an obstacle in the past.

TATTIEBOGLE SPAULDROCKY, the fighter/thief driving the wagon, is known to you by reputation only. Your sources filled you in on the rumors about him before you left. It seems there was an incident in the Sacred Grove of the sylvan druids some days earlier involving the death of the druids' messenger, a brownnose squirrel. Though the druids have no knowledge of the perpetrator, rumor has it that Spauldrocky's primary reason for taking this desert job was to get away from the druids before any evidence implicated him in the crime. Still, you have no proof, only rumors. Besides, he's kind of cute. Skinny, but cute.

ARGLEBARGLE COLLIESHANGLE, the magic-user/cleric, is your younger sister. You would never do anything to harm her, and you will brook no insults toward her. Still, you've never gotten used to her complaining, and do wish she'd keep some of her more vitriolic tirades to herself.

BARLEYBROO BARLEYBREAK, the druid, is a has some blank spots in his memory. He seems completely unaware that his driver may have been the one who murdered his prize squirrel. His amnesia is difficult to abide, but he retains much of his good looks at age 400, so he shouldn't be written off any too quickly.

BLETHERATION BUFFLEHEAD, the fighter/thief with bard aspirations, is a cute kid who barely betrays his half-human parentage. He likes you, however, so you pat him on the head and use him to run errands and play general hatchet man for you.

FRANCO, the cleric, is the only non-elf in the party. Fact is, he's a camel. A TALKING camel. Only thing worse than a smelly old camel is a smelly old camel who can't keep his trap shut. And this one's a real peach in that regard. He's a pompous egoist who thinks he's superior to anything without a built-in water conservation system.

## Spell Books

### Level 1 Spells (Memorize 4)

*Burning Hands*              *Magic Missile*  
*Detect Magic*                *Read Magic*  
*Grease*                        *Taunt*

### Level 2 Spells (Memorize 2)

*Detect Invisibility*        *Whip*  
*Flaming Sphere*

### Level 3 Spells (Memorize 1)

*Fireball*                      *Lightning Bolt*

**XP:** 34,000/34,000    **Gold:** 6 gp, 1 pp

And why not camels? They may smell bad, but they've got a bit of spirit in them. It's sometimes difficult to explain to others exactly why you entered the priesthood of Camelopardus, Camel Lord of the Burning Desert. Then again, it's often difficult to explain it to yourself. Regardless, you are a member of the faithful, and you are committed to seeing this mission through, no matter what it takes.

And it may take a lot. You're a born debater, taking the other side of any question and arguing it for all you're worth. And you never hesitate to complain when something irritates you, such as your companions, the weather, and anything else that enters your mind.

TATTIEBOGLE SPAULDROCKY, the fighter/thief who drives the wagon, is just as argumentative as you are. He talks a lot, but he is clearly scared of something, though you're not sure what. Still, there might be some interesting prospects here. He's not bad-looking, although you could name a few flaws, like his ridiculously thin body, and his left ear not being as fine-pointed as his right, and . . .

CLISHMACLAVER COLLIESHANGLE, the magic-user/fighter, is your older sister. She doesn't seem to like the mission you've coaxed her to take, so you feel you should do your best to make it more enjoyable for her.

BARLEYBROO BARLEYBREAK, the druid, is really a strange case. Nobody asked him to come along, but when he barged into the elders' chamber and volunteered to join the pilgrimage, well, how could they refuse? And then, the first day out, he crawled out of the wagon and wondered where he was. He claimed you had kidnapped him! Well, nobody says you have to put up with him gracefully. The elders aren't here now.

BLETHERATION BUFFLEHEAD, the bard-to-be, is just a kid (and a half-human one at that), but that doesn't excuse his stupidity. The lad's a real dunderhead, through and through.

FRANCO, the cleric, isn't a valley elf like the rest of this party. He's a camel, but just because you've learned to like camels doesn't mean you like this one. The one virtue of most camels is that they don't say much. This one does though, and how! He parades around like he's some holy messenger or something, which you suppose he is. You've heard that Camelopardus sometimes rewards exceptional service on the part of his clerics by turning them into a more suitable form. Perhaps he does know more than you. You don't suppose Camelopardus will consider this pilgrimage to be exceptional service, do you?

What a revolting situation this is! Here you go and squish some mangy squirrel for stew, and then somebody tells you that it wasn't no ordinary mangy squirrel — oh no, it was the local elven druids' SACRED mangy squirrel. Get out of town, the instinct says, so you stumble into this job ferrying gypsies and camels to some shrine in the middle of the desert. Great so far, except that this crazy druid barges in and volunteers to come along. Does he know? You hope not.

And if that weren't bad enough, this little pilgrimage has turned out to be a real downer. Sandstorms, heatwaves, grumpy passengers — it's enough to make a skinny elf want to . . . well, to complain. Fortunately, you're good at complaining.

This journey is nothing but misery, but you figure that if you successfully complete it, MAYBE, just maybe the clergy of this Camelopardus deity will give you sanctuary or something. Either that, or you can take up sunbathing as a career. Gads.

ARGLEBARGLE COLLIESHANGLE, the magic-user/cleric, is continually mouthing off about how bad this trip is, and if there's one thing you hate, it's a complainer. Well, most complainers, anyhow. Still, this elven gypsy's rather beautiful, even if she is as sour as a grapefruit.

CLISHMACLAVER COLLIESHANGLE, the magic-user/fighter, is the feisty one's sister, and she's not half bad-looking either. But big mouths must run in her family. This one thinks she's a storyteller. She's taller, though not as tall as you, and she looks as though she could arm wrestle you to the floor. You hope she doesn't start telling stories about squirrels and little forest animals; somehow the subject makes you jittery.

BARLEYBROO BARLEYBREAK, the druid, scares the living daylights out of you. Who knows what this character has in mind? Luckily, he seems to suffer from memory lapses, and you wouldn't mind if his memory stayed lapsed. But what if he's only pretending, hoping to catch you off guard?

BLETHERATION BUFFLEHEAD, the half-elven pre-bard, is a few gallons short of full, but he's an okay kid. He seems to like listening to you talk, and you appreciate that. He looks like he could be used for quite a few purposes.

FRANCO is a cleric. And (get this), he's a camel. A TALKING camel. And hoo boy, does he talk. Trouble is, he keeps getting the upper hand, like he's a better conversationalist or something. You're not sure what to make of this beast, other than that he smells something horrible.

## Barleybroo Barleybreak

8th Level Male Valley Elf Druid

### Ability Scores

STR: 14 +20#wt, Drs 1-2, BB-LG 7%  
 INT: 14 +4 languages,  
 WIS: 15 +1 ST bonus  
 DEX: 8  
 CON: 16 +2 hp/die, SS 95, RES 96  
 CHA: 15 +15% reactions, 7 henchmen/+15% loyalty

### Description

Age: 400  
 Height: 4' 11"  
 Weight: 110 pounds  
 Hair/Eyes: silver/amber  
 Alignment: Neutral

### Combat Data

THAC0: 16  
 AC normal: 8  
 AC rear: 8  
 Armor type: leather  
 Hit Points: 47

Weapon Proficiencies: 3 (scimitar, dagger, spear).  
 NPP: -4

### Saving Throws

Poison, paralysis, death	7
Petrification, polymorph	10
Rod, staff, wand	11
Breath weapon	13
Spell*	12

\*Add +1 bonus for mental attacks

### Racial & Professional Skills

Attacks: 1/round  
 Spells/day: 5 4 3 2 -  
 Special Abilities: +1 "to hit" with bow or sword; 90% resistant to *sleep* and *charm*; find secret doors (1 in 6 chance in passing, 2 in 6 chance if searching); find concealed doors (1 in 6 chance in passing, 3 in 6 chance if searching); infravision (60'); shapechange 3 times daily into reptile, mammal, or bird (once each per day); identify plants; identify animals; identify pure water; pass through overgrown areas without trace; +2 to saving throws vs. fire and lightning.  
 Languages: Common, elvish, gnoll, gnome, goblin, halfling, hobgoblin, and orcish.

### Racial Preferences

Dwf	Elf	Gno	H-E	Hfg	H-O	Hum
A	P	T	G	T	A	N

### Equipment

Magic Items: *Scimitar of speed +1*; *oil of fiery burning*; *potion of extra-healing*; *dust of sneezing and choking* (3 pinches); *decanter of endless brandy*.  
 Normal Equipment: Robes and turban, dried mistletoe (borrowed), belt pouch, divining rod (in wagon).

XP: 68,000 Gold: 14 gp, 10 sp

## Bletheration Bufflehead

Male Half-Valley Elf Fighter/Thief (5/6)

### Ability Scores

STR: 11 Drs 1-2, BB-LG 2%  
 INT: 6  
 WIS: 8  
 DEX: 9  
 CON: 12 SS 80, RES 85  
 CHA: 10 4 henchmen

### Description

Age: 25  
 Height: 5' 7"  
 Weight: 135 pounds  
 Hair/Eyes: red/violet  
 Alignment: Chaotic Neutral

### Combat Data

THAC0 (as fighter): 16  
 THAC0 (as thief): 19  
 AC normal: 7  
 AC rear: 7  
 Armor type: leather +1  
 Hit Points: 34

Weapon Proficiencies (Fighter): 5 (longsword, spear, crossbow, mace, halberd).  
 NPP: -2.

Weapon Proficiencies (Thief): 3 (club, dagger, dart).  
 NPP: -3.

### Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	11
Rod, staff, wand	12
Breath weapon	13
Spell	13

### Racial & Professional Skills

Attacks: 1/round  
 Special Abilities: 30% resistant to *sleep* and *charm*; find secret doors (1 in 6 chance in passing, 2 in 6 chance if searching); find concealed doors (1 in 6 chance in passing, 3 in 6 chance if searching); infravision (60').  
 Languages: Common, elvish, gnoll, gnome, goblin, halfling, hobgoblin.

### Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
45	32	35	32	37	25	92	45

### Racial Preferences

Dwf	Elf	Gno	H-E	Hfg	H-O	Hum
A	P	T	G	T	A	N

### Equipment

Magic Items: *Stone of good luck*; *ring of leather falling*; *potion of invisibility* (4 doses).

Normal Equipment: Robes & turban, longsword, 2 daggers, bagpipes (in wagon), thieving tools.

XP: 34,000/34,000 Gold: 10 sp

## Franco

7th Level Male Camel Cleric

MOVE: 21"

HIT DICE: 7  
 NO. OF ATTACKS: 1 bite or kick  
 DAMAGE/ATTACK: 1-4 or 2-12  
 SPECIAL ATTACKS: Spitting and spell use  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Very  
 SIZE: Large  
 PSIONIC ABILITY: Nil

### Description

Age: 20  
 Height: 10' at shoulder  
 Weight: 1100 pounds  
 Hair/Eyes: tan/brown  
 Alignment: Chaotic Neutral

### Combat Data

THAC0: 13  
 AC normal: 7  
 AC rear: 7  
 Armor type: thick hide  
 Hit Points: 41

Weapon Proficiencies: None.

### Saving Throws

Poison, paralysis, death	7
Petrification, polymorph	10
Rod, staff, wand	11
Breath weapon	13
Spell*	12

\*Add +3 bonus vs. mental attacks

### Racial & Professional Skills

Attacks: 1/round  
 Spells/day: 5 5 3 1 -  
 Special Abilities: Bite for 1-4, kick for 2-12, spit to blind for 1-3 rounds (50% chance).  
 Languages: Camel (and related animals), Common.

### Undead Turning Table

Skeleton	D	Mummy	10
Zombie	D	Spectre	13
Ghoul	D	Vampire	16
Shadow	T	Ghost	20
Wight	T	Lich	—
Ghost	4	Special	—
Wraith	7		

### Racial Preferences

Bipeds	Camels
T	T

### Equipment

Magic Items: *Ring of shocking grasp* (through nose, does 7-14 additional points of damage on bite).

Normal Equipment: Pack.

XP: 68,000 Gold: None

Life has been good to you, as has Camelpardus, your deity. For your extraordinary service in his clergy, he has granted you the ultimate gift — he has reshaped your body in his own image. Once you were a valley elf, like the others in this group. But now that your deity has seen fit to bestow upon you a more suitable form, the problems you once had with hunger and thirst in the

desert are gone. You are comfortable in the desert heat, and you can travel for weeks between oases without water. Your god is wise, indeed, and you are happy and grateful that you are no longer a two-leg.

Still, the life of a talking camel is an arduous one. On one hand, you've got these stupid ordinary camels who are just dumb enough to get shackled to a gypsy wagon and just ornery enough to deserve it. On the other hand, you've got a bunch of argumentative two-legs who don't know deserts from desserts and don't seem to like either. But you've been charged to lead them to the holy shrine of Camelopardus, and you don't intend to shirk your duty.

The mission is a great one, and you are honored to be trusted with it. No one, no matter how many legs he has, will deter you from the completion of the mission. The elves can complain all they want, but you intend to make sure that at least one of them still has the opposable thumbs to carry the sacred Camel's Nose to the shrine at the journey's end. If this means abiding with their bellyaching, so be it. Your faith keeps you well above their petty level.

TATTIEBOGLE SPAULDROCKY, the fighter/thief who drives the wagon, is beneath contempt. He is pencil thin and lightweight both in body and in mind. He complains constantly about the heat, the camels, his love life, and anything else that crosses his path.

ARGLEBARGLE COLLIESHANGLE, the magic-user/cleric, is almost as contemptible as Spauldrocky. No matter what anyone tells her, she can be counted upon to disagree vehemently. She clearly does this to aggravate others, and you will have no part of it.

CLISHMACLAVER COLLIESHANGLE, the magic-user/fighter, gossips as much as her sister argues. She can't seem to keep her mouth sealed, and is constantly finding new things about the other members of the party (excluding her sister) to harp on. This one especially dislikes you, and you are happy to make the feeling mutual.

BARLEYBROO BARLEYBREAK, the druid, can't seem to find his way out of the wagon in the morning. He is raucously loud and just plain foolish when he has a memory lapse, which he does at least once a day. Still, he is better off crazy, for in his normal state he can be more argumentative than Arglebargle. You like him best when he is unconscious.

BLEATHERATION BUFFLEHEAD, the bard-in-training, is the only likable person in this group. Sure, he's running on less than half a hump, but his lack of cleverness doesn't stop him from being nice to you. You like him very much, and you even encourage him to play his bagpipes, a soothing sound if you ever heard one.

ABLE, BAKER, CHARLEY, and NIKITA are ordinary camels, and more boring conversation you won't find anywhere. Nikita is especially ill-tempered; watch him.

Billy Joe always said you could do whatever you put your mind to, yes he did. Course, he's gone now, gone to the great camel roundup in the sky. But he was right, yes, you can be anything you want. And someday soon (REAL soon, yes yes), you're going to be a bard. And you've got your own set of bagpipes to prove it, yes yes.

You can play those bagpipes real well. Course, sometimes folks ask you to stop, but that's probably just because they want to wait and hear more later. You like to play bagpipes, yes.

Billy Joe said it would be good for you to join the church of Camelo . . . Camelo . . . well, something or other. You have trouble remembering things sometimes, like what notes to play on your bagpipes, but you usually just don't pay it no nevermind and play whatever comes into your head. Billy Joe said that was the mark of a genius, being able to just play what's in your mind. Anyways, the church said it might be good for you to join the valley elves on this real important mission, because it was real important, and important besides. You greet this mission with your usual happy smile, because it's real important.

TATTIEBOGLE SPAULDROCKY, the fighter/thief who drives the wagon, is a nice man. 'Course, he talks a lot about things you don't really understand, but you do your best to listen. He told you once never to mention something. Now let's see, what was it . . . Squirrels! That's it! You try your best not to mention it.

ARGLEBARGLE COLLIESHANGLE, the magic-user/cleric, often calls you bad things, and you don't like that. But Billy Joe always said you had to be nice to people even if they weren't nice to you, so you try not to get angry. Still, you wish she would stop. She calls a lot of people bad things, and you don't like that either.

CLISHMACLAVER COLLIESHANGLE, the magic-user/fighter, is nicer than her sister. She often pats you on the head and asks you to do things for her, and you're always happy to do them because she's so nice. She tells you a lot of things you don't understand too, but you like her anyways, yes yes.

BARLEYBROO BARLEYBREAK, the druid, acts funny a lot of the time. He talks kinda weird, and forgets who you are. Anyways, he smiles a lot, so you like him.

FRANCO, the cleric, isn't like other camels, no, no. He TALKS. That's neat. You like Franco a lot, and you always rush for your bagpipes when he asks to hear a tune. He gives you a lot of good advice when you need it, and you try to help him out whenever you can, yes yes.

You don't know what you're doing here. The last thing you remember before this was playing mumbledypeg with a green dragon. When you woke up you found yourself in a covered wagon in the middle of the desert with some elven gypsies, a sacred marble nose, and a talking camel. This had to be one of the worst nightmares you had ever experienced. You went back to sleep and hoped it would all be better in the morning.

It wasn't. It was still desert, still gypsies, still camel. At first you thought you might have been kidnapped; after all, gypsies have a reputation for that. But you managed to piece together that gypsies and the camel are bringing the statue of the nose to a shrine in the middle of the desert, that you volunteered to come along, and that there is no fast way back. Situation normal. It's been like this ever since your favorite squirrel messenger was murdered by some adventurer a couple of weeks ago. If only you could get your hands on that heartless killer! Poor Bucky.

Since that incident, you've been having memory lapses. People tell you that you become rowdy and insolent, and that you tend to use your spells when it seems logical to you, which unfortunately seems not to please anyone. But you remember none of this, and spend much of your time trying to extricate yourself from situations like this. Memory lapses come upon you frequently, usually about once a day.

TATTIEBOGLE SPAULDROCKY, the fighter/thief driving the wagon, complains a lot. He complains about the desert, the camels, and the crazy druids. He looks slightly familiar, but you can't place where you've seen him.

ARGLEBARGLE COLLIESHANGLE, the magic-user/cleric, doesn't seem to think much of you. Perhaps it's because you keep falling asleep in front of her. She complains as much as the driver, but whereas his comments seem to be directed at no one in particular, Arglebargle doesn't mind aiming them at the source of her resentment. Good for her.

CLISHMACLAVER COLLIESHANGLE, the magic-user/fighter, is certainly loquacious. Whereas her sister is argumentative, this one just gossips. You're always willing to listen to new gossip, especially about people you don't know.

BLEATHERATION BUFFLEHEAD, the young bard-in-training, seems fascinated with you, but you can't for the life of you figure out why. Then again, you're having trouble figuring out much of anything. Still, he seems like a nice enough chap. If only he'd stop playing those noisy bagpipes! They make your head hurt.

FRANCO, the cleric, is a talking camel. This perplexes you no end. Still, you are a priest of nature and all that, so it is your duty to find out more about this creature and preserve the balance, etc., etc. Maybe in the morning.

walk in ahead of him, then follows Franco inside. Franco, of course, may not have the money to pay admission, and Rash generously offers to pay his way.

Once Franco's admission is paid, the gatekeeper, Smiley Nosecone, lights up in excitement. A three-piece band begins to play, streamers drop from the ceiling, and Mutsuddy (the accountant in charge of the establishment) walks out with a bag containing 1,000 gold pieces. He announces that Franco is the 100,000th customer to enter the shopping center, and starts to tie the bag onto Franco's pack. Meanwhile, Rash is turning blue with hysteria.

If not restrained, Rash dives at the accountant and grabs the money. It does, of course, weigh more than he does, so he is left struggling to pick it up, screaming, "Didn't you see that stupid camel knock me over?!" (This may or may not be true.) He continues ranting about unfair business practices and threatens to file suit against the establishment. Security arrives to cart him away.

Smiley is very courteous after this event, scooping up the bag of gold and handing it to Franco, or to whomever Franco designates. He offers the services of a guide to help the characters spend their newfound wealth.

At this point, a different halfling steps out of the shadows and introduces himself as Norman Tabbermackle, Squire. Norman has a list of all the businesses inside CAMELS 'R US, and offers to guide the PCs through the establishment. If asked the whereabouts of the Shrine of Camelopardus, he looks perplexed for a moment, rifs through his list and says, "Aha! I knew it was somewhere. Come on, I'll show you where it is." He then leads the characters down the left corridor towards **A Little Vittles** and **The Camels' Roundup**, pointing out both of these businesses and stressing their virtues. He will continue to do this for all the shops the group passes.

Of course, the PCs are free to refuse Norman's services. Smiley and Norman will both be mildly displeased, but they will continue to smile. (The DM need not discourage this, because the strategically placed construction sites assure that the PCs will end up in the correct places.)

Norman Tabbermackle is a tallfellow halfling who has been employed by CAMELS OASIS for some time. He is still relatively young for one of his position (assistant manager); he is only 35. He knows the ins and outs of this shopping mall like the hair on his feet, although it has been quite some time since anyone has mentioned the Shrine of Camelopardus to him, and he had forgotten its location. He doesn't know that the Church of Camelopardus once owned this location, so he is unable to answer any questions about it. He is aware that the shopping center has been here for about fifty years, and that it has flourished greatly since its opening. He is quite excited about plans to build an upper level, as this is likely to mean a promotion to Floor Manager for him. These upper level plans are the cause of the construction occurring at various points in the shopping center, a point about which he is quite apologetic.

Smiley Nosecone serves as the gatekeeper for CAMELS OASIS, and sometimes as its bouncer. He is 6'8" tall, bald, and sports a handlebar mustache. He smiles often, and is very hospitable to customers.

Rash McPepper is a northern businesshalfling who is prone to quick emotional swings. He represents the Small Claims division of Tiny Grove Estates in North Littleton, and he is here to secure mineral rights to an area of land in the desert that is under dispute between the halflings and the current inhabitants, a group of Dervishes. Rash has 50 gp in a belt pouch, and he carries a concealed dagger.

Mutsuddy is the accountant for CAMELS OASIS. He wears a dull grey suit and generally fades into the background. On the rare occasions that Mutsuddy talks, he speaks in a monotone whisper.

**Norman Tabbermackle:** AL NG; T6; hp 42; AC -1; THAC0 19; AT 1 weapon; Dmg by weapon; STs 9, STw 8.

Special Abilities: PP 70%; OL 62%; FT 50%; MS 77%; HS 67%; HN 25%; CW 87%; RL 25%; backstab for triple damage with surprise; +2 bonus "to hit" with missile weapons (17 dexterity); halfling abilities.

Equipment: *potion of invisibility*; *bracers of defense* (AC 2); *dagger* +3.

**Rash McPepper:** AL CN; HD 1 (0-level); hp 3; AC 10; THAC0 20; AT 1 weapon; Dmg by weapon; STs 16, STw 15.

Special Abilities: halfling abilities.

**Smiley Nosecone:** AL NG; MV 12"; F8; hp 65; AC 9; THAC0 14; AT 1 weapon; Dmg by weapon; STs 13, STw 12.

Special Abilities: Weapon specialization in mace; +1 "to hit"

and +3 damage with melee weapon (18(12) strength).

Equipment: *mace* +3; *peript of health*; *potion of superheroism*; *dagger*.

**Security guards:** 4; AL N; MV 12"; F2; hp 12 each; AC 8; THAC0 20; AT 1 weapon; Dmg by weapon; STs 18, STw 17.

Equipment: Longsword; leather armor; dagger.

**Mutsuddy:** AL LN; MV 12"; HD 1 (0-level); hp 3; AC 10; THAC0 20; AT 1 weapon; Dmg by weapon; STs 19, STw 18.

## 2. Ambush

Nine of Uncle Bedouin's employees are waiting in **Whackworks** to ambush the PCs. Uncle Bedouin sent them here after Mergatroid reported sighting the characters at the entrance.

When the PCs reach point 2, all nine attackers stream out of the weapons shop, flailing their weapons and shouting loudly. The crowd scatters and Norman disappears (via his *potion of invisibility*). The ambushers melee for two rounds, and they try to pursue any fleeing characters.

On the third round after combat begins, the sound of whistles splits the air. The ambushers break in all directions except to the south, where the whistles are coming from. Also at this moment, Rosalita Slubberdegullion from **A Feast of Strumpets** appears at the east end of her shop and beckon to the PCs, saying, "oori, loovs, hits de coppers!" (translation: "Hurry my friends, it is the constabulary!"). She motions the characters into the shop.

One round later, Norman appears with sixteen security guards (see **Security** for details). If the characters are still there, Norman surveys the situation, excuses the security guards (unless there are any bodies to be carried off), and continues with the PCs along to Biff's, apologizing profusely.

If the characters go with Rosalita, she leads them into **A Feast of Strumpets** and slams the door. Almost immediately, there is frantic knocking on the door. Someone shouts, "Open up! Security!" This panics Rosalita further. She rushes through **A Feast of Strumpets** to the secret door on the other side. Once there, she knocks three times on the wall. The door opens into **Chinatown**. (If Franco goes through **Chinatown**, he breaks most, if not all, of the glass in the shop . . . but tell Franco this AFTER the characters reach the opposite side, where Rosalita knocks once again on the wall.) Once in **Elmo's Loose Juice**, the characters are on their own.

Rosalita Slubberdegullion is easily panicked, and she talks with a heavy Cockney accent. She wears a low-cut red dress and no shoes.

**Henchmen:** 9; AL N; MV 12"; F3; hp 17 each; AC 8; THAC0 18; AT 1 weapon; Dmg by weapon; STs 16, STw 15.

Equipment: Leather armor; one each of the following weapons: halberd, battleaxe, glaive-guisarme, broadsword, two-handed sword, falchion sword, trident, horseman's pick, bastard sword.

## 3. Mergatroid Earns His Spurs

**Round 1:** Roll for surprise, adjusting as needed for PC precautions. When the PCs get near point 3, Mergatroid leaps from his hiding place on the ceiling of **Bug Off**, lands on Franco's back and drives his spurs into Franco's side. Franco must save vs. wand or lurch forward into the corridor towards **Uncle Bedouin's Used Camel Lot**. The PCs can recognize Mergatroid as the man who stole their camels. Norman will run for help if he is with the party.

Mergatroid's objective is to get Franco beyond the door to **Off the Wagon**, which will take him one round. Once he is there, two of Uncle Bedouin's henchmen will push a 7' x 12' wagon off of a ramp into the corridor, blocking it. Any character wishing to get past the wagon must save vs. paralysis or suffer 2-8 points of damage from the collision. (A successful saving throw means that the character gets past the wagon without injury.) All other characters are stuck on the other side of the wagon.

**Round 2:** Franco regains control of himself and may try to throw Mergatroid off by stopping suddenly, by running under low-hanging doorways or palm branches, or by executing other rodeo-style maneuvers at the player's option. In any case, Mergatroid has a 25% chance to stay on; if he fails to do so he has a 25% chance to avoid damage when he sails through the air. If Franco does not stop or execute some other violent maneuver (such as bucking), Mergatroid stays on.

Meanwhile, the two henchmen from **Off the Wagon** and two more from **The Yoke's On Us** melee the characters still on the east side of the wagon. Four henchmen and Uncle Bedouin enter the

fray on the west side of the wagon. Uncle Bedouin casts *fascinate* on Franco to convince him to come along peacefully. If he is successful, he leaves through the door on Franco's back, taking all of his camels with him. If not, he casts *blindness* on Franco and tries to leave in *wraithform*.

It takes one full round to get past the wagon, and any character doing so may take no other actions that round.

On the tenth round of combat, Norman returns with sixteen security guards (see **Security** for details). Any bad guys not yet eliminated will try to escape; failing that, they give themselves up.

Uncle Bedouin is a gnomish fighter/illusionist. He is 2'10" tall, and he dresses in long desert robes and sunglasses.

**Uncle Bedouin:** AL CN, MV 12"; F5/I5; hp 29; AC 6 (leather), or 1 (*phantom armor*); THAC0 16; AT 1 weapon or spell; Dmg by weapon or spell; STs 9, STw 8.

Special Abilities: +1 "to hit" with missile weapons (16 dexterity); gnome abilities.

Equipment: *Mace +2*; *ring of fire resistance*; *potion of speed*; *scroll of protection from magical edged weapons*.

Spells Carried: *chromatic orb*; *wall of fog*; *color spray*; *phantom armor*; *blindness*; *fascinate*; *wraithform*

**Henchmen:** AL N; MV 12"; F3; hp 17 each; AC 8; THAC0 18; STs 16, STw 15.

Equipment: Leather armor; longsword; dagger

#### 4. Anticlimax

When Norman arrives. He orders his security guards to clean up the remaining camel rustlers and apologizes profusely for any inconveniences the characters may have suffered. He offers a cash settlement of up to 1,000 gp. Then, remembering the characters' mission, he points out **Biff's Designer Cheese Emporium**. Apparently, says Norman, the shrine is in the basement.

Biff, the proprietor of the Cheese Emporium, lights up with joy when he sees potential customers entering. He falls all over the characters, fawning shamelessly in an attempt to sell several tons of designer cheeses. "Best buys," he says, "Sale prices!"

Biff describes the cheeses, which are carved into the shapes of clocks, wine bottles, camels, and so forth, in loving detail — almost as if they were his own kin and blood. His words are clouded with tears, and though he attempts to keep his posh cardigan sweater dry, he is a sopping, sobbing mess before too long. He is remarkably resistant to attempts to bypass his shop until a purchase is made. He then gladly shows the characters the stairs down to the Shrine.

Behind a partial wall of crates in the basement is the Shrine of Camelopardus. It is a drab room with no furniture. A plastic camel sits regally in an ashtray framed by a high window. The caretaker, 90-year old Hapless Umwhile, is pushing a broom and whistling the Marseillaise. He is a pleasant man in a grey workman's outfit. He has a kind (if vague) word for everyone, welcoming the PCs into the Shrine and offering them generous amounts of camomile tea. Hapless is very devoted to Camelopardus (though he is unable to remember why), but is totally unaware that there is supposed to be a pilgrimage this century. When presented with the Camel's Nose, he thanks the PCs politely, then asks what it is. When told, he fervently promises to dust it twice a day.

Hapless has a locked cashbox hidden in the bottom of his tea canister. It contains the entire tithes collected from the faithful for the last thousand years — 40,000 gp worth of gems. He has forgotten that half of that amount is to be given to the pilgrims who bring the nose to the shrine, but he will remember and turn over the correct amount if asked about a reward.

So ends The Camel's Nose.

### CAMELS OASIS Interior Details

CAMELS OASIS is a shopping center for desert travellers and natives. It is a one story marble building with no windows, but a second story is currently under construction. The exterior doors open only in the direction indicated by the arrow. They can be propped open. A neon sign on top of the building reads "CAMELS OASIS" in cursive script.

The interior of the building is lit by massive chandeliers embedded in the 25' high ceiling. The temperature indoors is kept year round within 20 degrees of 75° F due to the size of the building and the ability of marble to retain and repel heat. The floor is tiled wood.

The construction sites around the building are impassable due to exposed support girders and scaffolding. Any attempt to bypass these forcefully will fail, and is likely to result in serious injuries. However, magical means may succeed; the DM's judgement prevails.

CAMELS OASIS is composed of forty rent-paying businesses and four office areas. Note that these locations are not necessarily one each, although some of the smaller ones are. No detail maps are provided for individual shops; further design is up to the individual DM. All businesses and offices have a basement level containing extra stocks, files, etc. None of these lower level rooms are connected to any others.

All of the shops listed have locked cashboxes containing approximately 1,000 gp for operating cash. All shopkeepers are armed with daggers, and there is an alarm bell to summon security within easy reach in each shop. None of the 0-level shopkeepers are proficient with any weapon. Unless otherwise stated, statistics for all shopkeepers and employees are as follows:

**Shopkeeper:** MV 12"; HD 1 (0-level); hp 2; AC 10; THAC0 20\*; AT 1 weapon; Dmg by weapon; STs 19, STw 18.

The businesses and offices of CAMELS OASIS are detailed below in alphabetical order. The Dungeon Master should be familiar with each establishment's proprietors, style of business, and in some cases, state of business (especially **The Perfect Mix**, **Dromedary Draughts**, and **Biff's Designer Cheese Emporium**).

#### Atlas Yawned

Cento Mercator runs this one-room cartographer's store. He is a quiet old human who talks in a low monotone. He has maps of all areas of the world, including this desert, but paradoxically, he does not have any maps of the shopping center. Maps are 20-20,000 gp each, scrolls and cases can be purchased for 150% of book value.

#### Biff's Designer Cheese Emporium

Biff sells cheese made to order in a thousand shapes. Business has approached zero lately, so he wishes to dispose of much old inventory. Biff is a short human with a casual attitude. He wears a cardigan sweater and uses the words "like," and "y'know" a great deal. Prices are rock bottom; Biff will take anything he can get. The Shrine of Camelopardus (see **incident 4**) is in the basement.

#### The Boxer

Caisson Hanaper is an ex-prize-fighter currently engaged in hawking crates and boxes. He sells containers of all sizes and materials. Caisson is a burly human about 6'2" tall, who wears a tight business suit. Caisson sweats profusely and hesitates often when speaking. His prices are all inflated to 30% more than book value.

**Caisson Hanaper:** AL N; MV 12"; F2; hp 26; AC 10; THAC0 20; AT 1 weapon or fist; Dmg by weapon or unarmed combat; STs 18, STw 17.

Special Attacks: Pummels in combat.

#### Bug Off

Aurelia Pismire manages this insect protection shop. She sells various sprays for 5-50 gp each, plus tarps, netting, homemade concoctions, and insect traps. Aurelia is a squat human woman with big bulging eyes, and her voice is a high trill. She and Mergatroid are good friends, which is why Mergatroid chooses to lie in wait here before jumping on Franco.

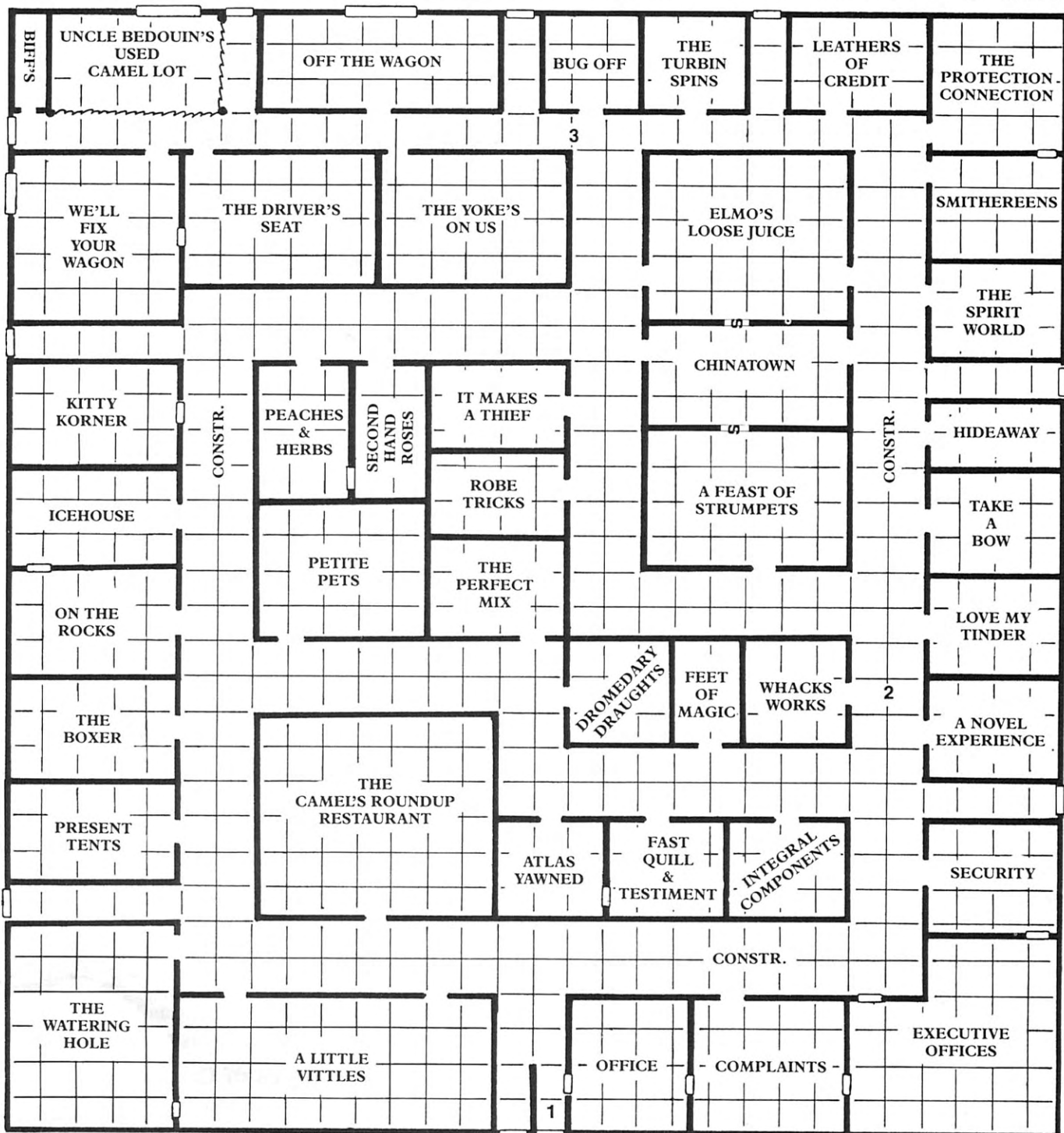
#### Dromedary Draughts

Dorothy Camel is running a "going out of business sale" on all potions. (This is because her husband died in an alchemical explosion of great force at **The Perfect Mix**.) Accordingly, she is selling potions for 20-80% of book value. All she has left, however, are the following *potions*: *fire breath*, *elixir of health*, *fire resistance*, *plant control*, *sweet water*, *rainbow hues*, and *oil of acid resistance*. She is a sweet old woman. Anyone taking advantage of her has to be a true cad.

#### The Camel's Roundup

This camel stop is the most popular diner in all the desert. At meal-times, there are always long lines waiting for a table, and there are no reservations. Today's special is roast camel with all the trimmings and much to drink for 10 gp per person. There are several dozen NPCs here, including the owner, Toots Rathskeller, and the bouncer, Thumper Cadwallar. Toots and Thumper are a husband

# How welcome to CAMEL'S OASIS SHOPPING CENTER



and wife team of halflings. Toots dresses in a black tuxedo and speaks in a high squeaky voice. Thumper wears a tight white tuxedo and speaks in a gruff, raspy voice. Toots is very courteous to his patrons, frequently checking on their reactions to the food, but Thumper tends to stay more aloof from the customers. When she does talk, however, she refers to herself as a "host," not as a bouncer.

**Thumper Cadwaller:** AL N, MV 12"; F5; hp 38, AC 10, THAC0 16, AT 1 weapon; Dmg by weapon; STs 10, STw 9.

Equipment: *girdle of storm giant strength* (halfling-sized).

## Chinatown

Luigi Frangibles's china shop is a truly splendid sight. All the pieces on display are of exceptional craftsmanship, and they sell for 10-50 gp each. Unfortunately, the pieces are positioned very close together, and any large creature rushing through here is certain to destroy them all. Luigi is a short, pudgy, emotional human who moans a lot.

## Complaints

Cavil Crabcake, a thin albino human in a dismal grey robe takes most of the complaints about the shopping center here. He also complains a lot himself.

## The Driver's Seat

Patrons can secure experienced camel drivers here, but the prices are high. Mergatroid runs this shop, and two of Uncle Bedouin's henchmen assist him. (See **Encounter 2** for details.)

## Elmo's Loose Juice

Elmo Rumbum's tavern is popular among those crossing the desert. Elmo has some very good and some very bad (but cheap) alcoholic beverages for sale. The prices of his wares are inflated as much as 3000% over book price, depending on the quality. Elmo is a quiet human who rarely says anything except "Coming right up!" and "No more for you, bub!" and "Huh?" to anyone he encounters. He is assisted by two of his daughters, Buffy and Muffy.

**Elmo Rumbum:** AL N, MV 12"; F6; hp 25; THAC0 16; AT 1 weapon; Dmg by weapon; STs 14, STw 13.

Equipment: mace; dagger; leather armor.

## Entrance Office

Smiley Nosecone and his accountant Mutsuddy work here (see **Encounter 1** for details). At the start of the adventure there is 10,000 gp cash stored in a locked cash box in a locked desk drawer. Both Smiley and Mutsuddy have keys.

## Executive Offices

This entire operation is run by Dewen Alcalde. She has run CAM-ELS 'R US for seven years, and she is considered by both her employees and her bosses (who are not here) to be an excellent manager. She is a confident human woman who is not without a compassionate ear. She handles problems swiftly and decisively, always keeping the interests of her customers in mind. She is young for her position, and prefers her employees to be young as well, though not inexperienced. She does not chastise her employees unless they have committed some grave offense. One must push through five secretaries to see Dewan.

**Dewen Alcalde:** AL NG; MV 12"; MU12; hp 35; AC 3; THAC0 16; AT 1 weapon or spell; Dmg by weapon or spell; STs 8, STw 7.

Equipment: *staff of power* (22 charges); *wand of fear* (42 charges); *ring of spell turning*; *cube of force* (12 charges); *dust of appearance* (7 applications); 2 *potions of extra healing*; *periapt of proof against poison* +3; *dagger* +2; *bracers of defense* (AC 3).

Spells Carried: *clean*; *exterminate*; *dry*; *freshen*; *alarm*; *comprehend languages*; *read magic*; *knock*; *locate object*; *detect invisibility*; *bind*; *tongues*; *dispel magic*; *detect illusion*; *cloudburst*; *Rary's mnemonic enhancer*; *dispel illusion*; *wizard eye*; *ultravision*; *passwall*; *wall of stone*; *telekinesis*; *fabricate*; *transmute dust to water*

## Fat Quill and Testaments

Ezra Scrivano, the scribe, writes very quickly. He also talks quite rapidly. He is a lanky human of late middle age, and he gets quite

crotchety if people ask him to slow down. Calligraphy at high rates, quills, scrolls, and inks are available here at 150% of book value.

## A Feast of Strumpets

Four women (including Rosalita Slubberdegullion) and two men work here under Mistress Overdrive, an overweight, overcosmetized woman who talks in a husky voice. Prices are high.

## Feet of Magic

This shoe store is run by Gillie Beavertop, an enthusiastic elf who goes far out of her way to make customers happy. She is an expert cobbler and knows all there is to know about shoes. She is small for an elf, and she says "Golly!" often. Footwear of all kinds is available at 150% of book value. Despite the name of the shop, no magic is present except for Gillie's cantrips.

**Gillie Beavertop:** AL NG; MV 12"; MU1; hp 4; THAC0 20\*; AT 1 weapon or spell; Dmg by weapon or spell; STs 12, STw 11.

Special Abilities: elf abilities.

Spells Carried: *clean*; *polish*; *shine*; *tie*

## Hideaway

Buff Skiver runs this leather armor shop. Leather and studded leather armor are available here at 150% of book prices. Buff is a thin human in a black leather jerkin and dark glasses. He smokes a pipe which he keeps rolled up in the sleeve of his jerkin when not in use. Buff is "cool."

## Icehouse

Bezil Intaglio the jeweller is a paper-thin, bug-eyed human who is constantly fidgeting. He speaks in a terrified stutter, but he will not lower his prices because of intimidation due to his bodyguard, Huscarl Burkundaz. Huscarl is an 8'5" tall human fighter who speaks in a thundering whisper. Jewelry goes for 10-7000 gp per piece, and is worth 75% of its purchase price for resale.

**Huscarl Burkundaz:** AL N; MV 12"; F4; hp 32; THAC0 18; AT 1 weapon; Dmg by weapon; STs 16, STw 15.

Special Abilities: +2 "to hit" and +5 damage bonus with melee weapons (18/99 strength).

Equipment: Falchion; leather armor.

## Integral Components

Madame Pilwiz has all manner of material components and doodads here, though she sells no actual magic items. She does not list or even keep track of her prices. Instead, she makes up a price at random whenever asked, even if asked twice about the same item. Madame Pilwiz is an old crone (human) with a cryptic sense of humor. She is prone to offering strange predictions about her customers' futures. ("Soon a man will come into your life. He will bring breadfruit.") Some strange doodads for sale make noise, while others stick their tongues out at you when a button is pressed.

**Madame Pilwiz:** AL CN; MV 12"; MU3; hp 11; THAC0 20\*, AT 1 weapon or spell; Dmg by weapon or spell; STs 12, STw 11.

Equipment: *wand of wonder* (39 charges)

Spells Carried: *belch*; *tweak*; *gnats*; *palm*; *grease*; *Tasha's uncontrollable hideous laughter*

## It Makes a Thief

At first glance, it appears that the store is unoccupied. The following round, Ackman Ladrone steps out of the shadows and says "Boo!" in a high screech. He then begins chortling, a sound which continues throughout any dealings he has with customers. He sells thieves' tools at triple the normal cost. Other items of value to thieves sell for double the normal cost. No poisons or magic are sold here. Ackman is a human with an infectious grin, and he always wears a leather jerkin.

**Ackman Ladrone:** AL N; MV 12"; T2; hp 11; AC 8; THAC0 20\*; AT 1 weapon; Dmg by weapon; STs 15, STw 14.

Equipment: *Potion of ventriloquism*; dagger.

## Kitty Korner

Due to construction, this shop is closed.

## Leathers of Credit

**Leathers of Credit** does work on rawhide, but no armor is sold there. It is owned by Cordwainer Bateman, a fat human with a



penchant for playing with knives, awls, and other sharp objects. He is somewhat paranoid about shoplifters, though he actually has few goods on display. He usually attempts to fake a gritty, evil bass voice — which is inevitably a falsetto quaver that reeks of weakness.

## A Little Vittles

This is a bustling supermarket. It is not a farmer's market, but rather a mart with shelves stacked full of all kinds of food. Dozens of people are crowding in here to buy provisions. There is one lone checker, Alma Waterloo, who is probably the fastest elf anyone has ever seen. She can carry on three or four conversations at once while counting, pricing, and bagging groceries for half a dozen customers at once. She talks very quickly. She is only 120 years old.

**Alma Waterloo:** AL CG; MV 12"; T-Acrobat 7; hp 32; AC 5, THAC0 19, STs 13, STw 12, no armor or weapons.

Special Abilities: elf abilities; +5 "to hit" with missile weapons (19 dexterity); +1 "to hit" with melee weapons (16 strength); PP 85%; OL 67%; FT 60%; MS 85%; HS 73%; HN 35%; CW 94%; RL 35%; tightrope walk 115%; pole vault 13 1/2'; high jump 5 1/4'; standing broad jump 6'; running broad jump 10'; tumbling attack 13%; tumbling evasion 32%; tumbling falling (25') 50%.

## Love My Tinder

Salvo Scintilla denies being a pyromaniac to anyone "who incinerates, er, insinuates otherwise." Still, he does like to watch the pretty flame dance — it's so soothing. When customers enter, Salvo is blowing flames from his mouth. While he's not so good at this, he is a good carpenter; he has had lots of practice at rebuilding things. The shop is one huge fire hazard. Tinderboxes, oil, firecrackers, torches, and similar equipment are available for 150% of book value, and these wares are all packed together on the shelves in an extremely dangerous manner. Salvo doesn't worry about fire hazards though. He is a boyish-looking human, probably because he has no eyebrows or eyelashes.

**Salvo:** AL CN; MV 12"; MU 4; hp 13; AC 10; THAC0 20\*; AT 1 weapon or spell; Dmg by weapon or spell; STs 12, STw 11.

Equipment: *ring of fire resistance; potion of fire breath; dagger.*

Spells Carried: *firefinger; smokepuff; warm; exterminate; burning hands; firewater; pyrotechnics; flaming sphere*

## A Novel Experience

Opus Libretto's bookstore sells books and magazines of all types. Prices range from 1-20 gp, and the latest issue of Camel and Driver costs 2 gp. The ADVANCED CAMELS AND CARAVANS™ Game rule books cost 15 gp each, while the CAMELMEISTER'S GUIDE™ Book goes for 18 gp. Opus is the archetypal bookworm, with bugged-out eyes tucked behind thick hornrimmed spectacles. He is a boy genius, running his own business at the age of 15. He has a photographic memory and instant recall (IN 19), so in addition to being a speed reader, he can quote from any book in his shop at will (and at length).

## Off the Wagon

**Off the Wagon** sells a complete line of wagons and carts. It is staffed by two of Uncle Bedouin's henchmen. (See **Encounter 2** for details.)

## On the Rocks

Jasper Geniostat is a gnome gemcutter whose method of plying his trade is somewhat unorthodox. He sets the gem into an eggcup, attaches a mithril point to his nose and lunges into the gem, which never fails to split neatly. Jasper speaks in a deep icy voice, and is something of a worrier.

**Jasper:** AL LN; MV 12"; F1; hp 8; AC 10; THAC0 19; AT 1 weapon; Dmg by weapon; STs 13, STw 12.

Special Abilities: gnome abilities.

Equipment: *eyes of minute seeing; awl; dagger.*

## Peaches and Herbs

Starchild Flowerbeetle, the high elf that runs this produce shop, imports her fruits and vegetables from her sylvan homelands. Her produce is kept magically fresh, and it refreshes anyone who eats it. The effect is as if one has just taken a nice nap.

**Starchild Flowerbeetle:** AL N; MV 12"; MU4/D4; hp 16; AC 10; THAC0 18; AT 1 weapon or spell; Dmg by weapon or spell; STs 12, STw 11.

Special Abilities: elf abilities; identify plants; identify animals; identify pure water.

Spells Carried (Magic-user): *freshen; sprout; gather; clean;*

*spice; sweeten; chill; flavor; precipitation; preserve; bind;*

Spells Carried (druid): *purify water; detect poison (x2); precipitation; detect magic; create water; goodberry (x2); plant growth; neutralize poison*

## The Perfect Mix

The door of this shop has been blown off, and the area inside is filled with blackened rubble. Dwale Camel met with a fatal accident here a week ago when he mixed the wrong ingredients. His widow is described in **Dromedary Draughts**.

## Petite Pets

Dawtie Canoodle, an obese human woman with a drawling accent, runs this pet shop. Dawtie specializes in desert animals, including geckos, tarantulas, rattlers, and so forth. She mollycoddles these beasts, which appear to have nothing but contempt for her (as much contempt as a gecko lizard can display, at least). Pets sell for 10-50 gp, or for 150% of book value.

## Present Tents

Omar Kibitka sells tents and other shelter for 150% of book value. He is human, and he is the original suave sheik, often trying to charm female characters of appreciable comeliness. He promises such celestial objects as the moon or flaming comets while wooing the ladies. He sports an exotically trimmed mustache which sets off his tanned complexion (19 comeliness).

## The Protection Connection

Byrnie Cataphract sells metal armor at 200% of book value. He has but one suit of ring mail sized for an elf. All other types must be altered to fit — a four hour process. Characters wearing unaltered armor move at a rate 3" less than normal, and they must save vs. poison each round of combat or fall over. Byrnie is a short old human with a thick accent and a bushy white mustache. He smells of elderberries, but he is a pleasant man, always willing to assist his customers in any way he can.

## Robe Tricks

Cymar Colobium sells robes as well as some other clothing at 150% of book price. Cymar is constantly fidgeting, in part due to his own nervousness and in part due to the *robe of vermin* he wears. The insects in the robe have long since stopped swarming, but every few seconds one takes a bit out of him. Thus, Cymar is a human who doesn't look like he gets much sleep. He tends to drone on and on in a monotone when he talks.

**Cymar:** AL N; MV 12"; MU 1; hp 4; AC 10; THAC0 20\*; AT 1 weapon or spell; Dmg by weapon or spell; STs 12; STw 11.

Equipment: *robe of vermin; dagger.*

Spells Carried: None

## Second Hand Roses

Dahlia Flowerbeetle keeps her goods fresh magically, just as her sister at **Peaches and Herbs** does. Flowers are 1-10 gp for out-of-town customers, or 1-10 sp for locals. (Multiply price each by ten for a dozen.) Younger and more practical than her sister, Dahlia wears a conservative grey business robe which contrasts with the colorful wares of her shop. She often speaks a dialect of common known as "business speak", which is fraught with phrases such as "increasing margin of value" and "additional impacts of networking the data flow." Obviously, she is often incomprehensible.

**Dahlia Flowerbeetle:** AL LN; MV 12"; MU 2; hp 7; AC 10; THAC0 20\*; AT 1 weapon or spell; Dmg by weapon or spell; STs 12, STw 11.

Special Abilities: elf abilities.

Spells Carried: *sprout; freshen; dampen; exterminate; light*

## Security

Twenty security guards are on duty in the mall at all times. They report directly to Smiley Nosecone.

**Security guards:** 20; AL N; MV 12"; F2; hp 12 each; AC 8; THAC0 20\*; STs 18, STw 17.  
**Equipment:** Longsword; leather armor; dagger.

## Smithereens

Brookie Brontes, the blacksmith, has a forge and press in his shop. He does repairs on armor and weapons, as well as on other metal tackle necessary for wagons, etc. Brookie is a 5'8" tall human, but he is very stocky and muscular. His voice is an even tenor, but he suffers from a slight lisp. He is slow to anger.

**Brookie Brontes:** AL LG; MV 12"; HD 1 (0-level); hp 4; AC 10; THAC0 20\*; AT 1 weapon; Dmg by weapon; STs 19, STw 18.  
**Special Abilities:** +2 "to hit" and +4 damage bonus with melee weapons (18(78) strength).  
**Equipment:** mallet (treat as club)

## The Spirit World

Binge Whipcat sells alcohol. He also drinks it. After every bottle he sells, he toasts his success with a bottle for himself. This keeps his profit margin low, though he can't figure out why. His prices are a whopping 500% of book value. He is a red-nosed human tavern rat who somehow manages to pick himself up off the floor every time it encounters him.

## Take a Bow

Clim Arco is a retired ranger now purveying archery goods. He is still in very good shape for a human of fifty years, though his hair is now stone grey. Clim is a strong, confident person who is unlikely to be moved to violence quickly. He has set ideas, however, about how the young should behave, and so he might show any young whippersnapper that gives him a hard time who's boss.

**Clim Arco:** AL NG; MV 12"; R8; hp 66; AC 2; THAC0 14; AT 1 weapon; Dmg by weapon; STs 13, STw 12.  
**Special Abilities:** Weapon specialization in long bow; +1 "to hit" and +1 damage bonus with melee weapon (17 strength); +3 "to hit" with missile weapons (18 dexterity).  
**Equipment:** *cloak of protection* +4; *long bow* +1; 8 arrows +3; 16 arrows, *short sword* +1; *boots of levitation*, dagger.

## The Turban Spins

Dil Mandilmundil's main business is in turbans, but he sells other headgear at 150% of book value. Jewelled and embroidered hats and turbans cost more (200%-2000% of book value value). Dil is obviously a native of the desert, with olive skin and bushy eyebrows. He is a turban scholar, and can rattle on for hours about the history and evolution of the turban as a piece of headgear . . . and as an artform.

## Uncle Bedouin's Used Camel Lot

The camel lot's inhabitants are described at various points through the text. The camels here are tied together and ready to be pulled out the back door at a moment's notice. The party's camels are amongst the group.

## The Watering Hole

Sprudel Aquabib sells water for extremely exorbitant prices — when he can get them. The existence of clerics tends to cut the demand for his product. He always attempts to overcharge, however, in the hopes that some gullible chumps will overpay. A canteen of water runs as much as 10 gp. He is a gaunt, thin human in a black suit with a thin handlebar mustache. An evil laugh is his most memorable feature, as his face is bland and forgettable. Sprudel taps water from Cecil's lake, to which he has exclusive rights.

## We'll Fix Your Wagon

This repair shop is staffed by two of Uncle Bedouin's henchmen. (See **Encounter 2** for details.)

## Whackworks

Dirk Spontoon, the owner of this weapons shop, is a human who sells bladed arms as well as blunt instruments of destruction. He is in the employ of Uncle Bedouin. Dirk is a spineless coward who is confident only when backed up by many henchmen. Not strong enough to pick up any weapon larger than a dagger, Dirk is easily intimidated.

## The Yoke's on Us

This tack and harness shop is staffed by two of Uncle Bedouin's hirelings. (See **Encounter 2** for details.)

## New Monsters

### WHIRLING DERVISH

**FREQUENCY:** Rare  
**NO. APPEARING:** 1  
**ARMOR CLASS:** 5  
**MOVE:** 18" (9" through sand)  
**HIT DICE:** 5 + 5  
**% IN LAIR:** Nil  
**TREASURE TYPE:** Nil  
**NO. OF ATTACKS:** 1  
**DAMAGE/ATTACK:** 2-8  
**SPECIAL ATTACKS:** Surprise on 1-5  
**SPECIAL DEFENSES:** Nil  
**MAGIC RESISTANCE:** Standard  
**INTELLIGENCE:** Low  
**ALIGNMENT:** Neutral  
**SIZE:** S (4' tall)  
**PSIONIC ABILITY:** Nil  
**LEVEL/XP VALUE:** IV/225 + 6/hp

The whirling dervish is a foul creature, which preys on small desert creatures — preferably defenseless ones. It moves through sand with a whirling motion, tunneling through the desert until it detects movement on the surface. Then it whirls out of the ground, causing a whirlwind of sand to spray 30' in all directions, surprising anyone nearby on a 1-5. This blast of sand does no damage, but forces everyone caught in the area of effect to save vs. paralysis or be incapacitated for one round due to stinging eyes.

Whirling dervishes are 4'-tall bipeds covered with fur. They have long teeth projecting out of their lower jaws, and their large eyes are always wide open above ground, but closed while tunneling through the sand.

### LYCANTHROPE

#### Wer camel

**FREQUENCY:** Rare  
**NO. APPEARING:** 1-4  
**ARMOR CLASS:** 7  
**MOVE:** 21"  
**HIT DICE:** 6 + 6  
**% IN LAIR:** 20%  
**TREASURE TYPE:** B,S  
**NO. OF ATTACKS:** 1  
**DAMAGE/ATTACK:** 2-8  
**SPECIAL ATTACKS:** Spitting  
**SPECIAL DEFENSES:** Hit only by silver or magic weapons  
**MAGIC RESISTANCE:** Standard  
**INTELLIGENCE:** Average  
**ALIGNMENT:** Neutral  
**SIZE:** L  
**PSIONIC ABILITY:** Nil  
**LEVEL/XP VALUE:** V/475 + 8/hp

Wer camels are lycanthropes able to assume camel form. (For more general details on lycanthropy, see page 63 of the *Monster Manual*.) A wer camel can summon 1-4 camels, which arrive in 2-12 turns. In camel form, it can go for weeks in the desert without requiring water.

Wer camels can attack by biting, which may infect the victim with lycanthropy according to AD&D® Game specifications, or by spitting. This spit has a 30' range. If a normal "to hit" roll is successful, the spittle has a 50% chance of blinding the victim for 2-8 rounds. There is no saving throw.

# RAVAGER

by Jeff Grubb

## PART 1

## THE DARKCRYPT



## Background for the DM

The Border Kingdoms surrounding the Gray Desert are being systematically raided by desert bandits. Normally the bandits are scattered and their raids disorganized, but now they have united under a leader known only as "The Ravager," and the combination is devastating.

The Ravager has used an arcane process known to his ancestors, the magician-kings of the Gray Desert, to make himself nearly immortal. By linking his soul with a venerated item of power (in this case, the heart of his ancestor Olman-Teht, last mouli of the Gray Desert), he has made himself impervious to all physical and magical attacks. As long as the crystal-encased heart of Olman-Teht remains intact, nothing can harm The Ravager.

In Part I, the characters must locate and retrieve the Astrolinth of Miridor, a book which records the history of the Gray Desert's magician-kings. The Astrolinth, buried with an elven Patriarch, describes the process by which The Ravager's invulnerability may be gained. In Part II, the characters must seek out the resting place of Olman-Teht and destroy the ancient ruler's heart, which is now the key to The Ravager's power. In Part III, they must penetrate the enemy territory and defeat The Ravager, now reduced to mortal status.

## Player Background

The Border Kingdoms surrounding the Gray Desert are being systematically raided — plundered by a mighty army of desert bandits. At the head of this army is a man known only as "The Ravager," a powerful leader who is said to be immortal. Indeed, despite many battles and a number of assassination attempts, the Border Kingdoms have been unable to harm this bandit-lord, while his armies grow ever more powerful on the loot of plundered towns.

But now the Border Kingdoms have a hope, though that hope seems slender. The lone survivor of an experienced group of spies and assassins sent after The Ravager has returned with word that his invulnerability is detailed in an ancient book, The Astrolinth of Miridor, last owned by Patriarch Wardect of Trendon. This ancient text was laid to rest with the high cleric upon his death ten years ago. The legends contained in that book are the tales of the Gray Desert and its magician-kings. The magic of that land's rulers may provide a clue to the power of its newest lord, The Ravager.

Your party, gathered from the Border Kingdoms and beyond, has been asked to recover the tome from Wardect's Tomb. The Town Masters of Trendon have given you permission to enter the tomb but they will neither accompany you nor publicly condone your actions. For this reason, your expedition begins at dusk.

### Start

Allow the players to choose spells and ask questions. The Town Masters know the following pieces of information about Wardect and his crypt. Do not volunteer information; merely respond to questions.

1. Wardect was an elf, Patriarch of the elven faith which worships Corellon Larethian. Wardect's symbol was a blue quarter moon.
2. Wardect ruled the land of Trendon for twenty years until his death, of natural causes, ten years ago.
3. Wardect designed his own tomb, and entrusted the crystal key to the council of the Town Masters. Little is known of the tomb save that Wardect is buried in the centermost chamber, with his chief acolyte and first lieutenant at his side.
4. Wardect credited the power of the Astrolinth for his success in many of his adventures, and so that tome was laid to rest with him. The high cleric always wore a blue-metal amulet in the shape of a butterfly, but its exact nature is unknown.
5. Wardect was buried without treasure. His riches were entombed with his followers.

When the characters are ready to proceed, a messenger enters with more news.

As the Town Masters are preparing your escort to the borders of the graveyard, worse news arrives. The forces of The Ravager

are marching on Trendon, and will arrive by dawn. Time is of the essence now, as you must recover the red-bound Astrolinth of Miridor before the bandits arrive.

"Take these," say the Masters, handing you a set of three keys. "The two iron ones open the gates to the Outer and Inner Graveyards, while the crystal key opens the Mausoleum of Wardect. Go quickly now, and may your journey be as swift as the desert wind!"

## 1. The Graveyard

Your escorts lead you to the gates of the Outer Courtyard, and bid you a silent farewell. The gates are closed and locked, and the lock is old, but well-oiled. Beyond the gates, nothing moves except the flickering moon shadows among the graves.

The gates will open easily with the appropriate iron key, and are not trapped in any way, swinging open easily and quietly on oiled hinges.

There is nothing in this area except the tombstones of the common graves, overgrown vegetation, and a few newly-made graves with freshly carved stones. The fresh graves are those of local poor folk, and they have not been disturbed.

### 1a. The Inner Court

The Inner Court, where stands the Mausoleum of Wardect, is built into the side of a steep hill and surrounded by high walls. A full moon fills the graveyard with stark shadows from grave-stones and bare, ancient trees, and far ahead you hear the soft hooting of an owl. The gates to the Inner Court are unlocked and swung wide. Shadowy figures move among the tombs, and you see the glint of moonlight on metal.

The Inner Court is 40' deep by 60' wide, surrounded by a stone wall 15' high and dominated by Wardect's Mausoleum, built into the hillside on the far side of the Court.

The party has come upon a group of native grave-robbers practicing their trade. The group consists of a 5th-level magic-user, three 5th-level fighters, and a pair of 6th-level thieves, all human. The fighters are wearing non-magical plate and carrying shields. Ratarr, the leader, has a *bastard sword +1*; Terbash and Sturdan are armed with non-magical bastard swords and daggers. The thieves, Bots and Laun, are in leather armor. Each is armed with a *dagger +2*; in addition, Bots has a *short sword +1*, and Laun carries a non-magical longsword. Mesidor, the magic-user, wears *bracers of defense (AC4)* and carries 4 non-magical daggers. He has already cast his *knock* spell to open the gate, then *hasted* the fighters. If not surprised, he will cast *shield* upon himself as soon as he sees the characters, counting on the fighters to hold off the intruders until the spell is complete.

Assuming that the characters do not immediately seek to parley or come up with a trick that would cause the grave-robbers to re-think their position, the fighters will move to engage the party as soon as possible, hoping to drive them off, while the thieves, positioned by the door in shadows, attempt to backstab the characters bringing up the rear. (See detail Map 1.)

Meanwhile, Mesidor will use his spells in the following order unless the situation warrants otherwise: *mirror image*, both *magic missile* spells (at spellcasters, to disrupt), and finally *sleep*.

If parley is offered, the robbers will seek to determine the characters' purpose without giving away their own. They may lie, offer to split proceeds with the characters, or take any other action which seems appropriate.

**Mesidor:** AL NE; IN High; SZ M; MV 12"; AC 4; MU5; hp 13; THAC0 20\*; #AT 1; Dmg by weapon (1-4 for dagger) or spell.

Spells carried: *magic missile* (x2), *shield*, *sleep*, *mirror image*, *knock* (already cast), *haste* (already cast).

**Fighters:** 3; AL N; IN Low; SZ M; MV 12"; AC 2; F5; hp 30 (Ratarr), 28 (Terbash), 25 (Sturdan); THAC0 18; #AT 1; Dmg by weapon (2-8 for bastard sword, 2-8 +1 for *bastard sword +1*, 1-4 for dagger).

**Thieves:** 2; AL LN; IN Average; SZ M; MV 12"; AC 6; T6; hp 22 (Bots), 20 (Laun); THAC0 20\*; #AT 1; Dmg by weapon (1-6+1 for short sword +1, 1-8 for longsword, 1-4+2 for daggers +2.

## 2. Guardian of the Crypt

You stand in the moonlit court before the tall doors of Wardect's Mausoleum. The light of the moon reveals that the doors are sheathed in bronze plate. Elvish runes are carved into the plating at eye level.

Reading the runes produces no ill effect. The translation is:

**Here Lies Wardect the Cleric  
And his Faithful Acolytes  
Good and Noble Guardian of Trendon  
Let All Evil Tremble in This Place  
And Let the Elven God's Chosen Find Sanctuary Here**

The door is locked and trapped with a *glyph of warding* which delivers a jolt of electricity (10 hp, save vs. spells for 1/2 damage) to anyone who attempts to open it without using the crystal key. When the key is inserted into the lock, a *magic mouth* spell on the key speaks the name of the *glyph*, and the door can be opened safely. Characters who listen at the door hear nothing.

Once unlocked, the bronze doors immediately swing inward on hidden weights, revealing an antechamber decorated in blue tile and gilded metal. On the far side is the only other door in the 20'x20' chamber. Between you and it is an 8' tall gray statue of an elf. A blue quarter moon is inscribed on its chest. As the door swings wide, the statue raises a hand, palm outward, as if commanding your group to halt.

The elvish figure is a clay golem constructed by Wardect to guard the tomb. It has been instructed to open the door for anyone holding out the blue quarter moon symbol, and to attack anyone trying to enter the tomb without showing one.

Allow the players an action when they see the golem raise its hand. If a blue quarter moon symbol (carried by Paramedix and Logistix) is presented strongly to the golem, as though to turn or command it, the golem immediately turns and opens the door to the stairs, then steps aside.

If the PCs attack the golem, or try to walk past it to the door, it will attack anyone who is not openly displaying the blue quarter moon. Those who are wearing one will be ignored unless they present it strongly, in which case the golem stops attacking, turns, and opens the door. If the door is already open, the golem will slam it shut and immediately reopen it, even if a character is standing in the doorway at the time. Such unfortunate characters are knocked down the stairs by the impact and suffer 1d6 points of damage. If the PCs do nothing when they see the golem, it will close the bronze doors in the characters' faces after 3 rounds and return to its original position. The doors relock when closed.

**Golem, Clay:** 1; AL N; IN Non-; SZ L (8'); MV 7"; AC 7; HD 11; hp 50; THAC0 10; #AT 1; Dmg 3-30; XP 3,600.

**Special Defenses:** Can only be hit by blunt magical weapons; immune to most spells, except as described below.

**Special Attacks:** Can *haste* self once per day for three rounds; damage inflicted by clay golem can only be healed by a cleric of 17th-level or higher.

**Notes:** *Move earth* inflicts 3-36 points of damage and repels golem 12"; *disintegrate* inflicts 1-12 points of damage and slows golem 50%; *earthquake* inflicts 5-50 points of damage and holds golem for 1 turn. Each round of combat there is a non-cumulative 1% chance that the golem will go berserk, *hasting* itself and attacking any character. It ignores the symbols completely when berserk.

## 3. The Crypts

### 3a. Stairs

The door opens to reveal a stair leading down into the hillside behind the Mausoleum. It ends in a 10'x10' landing, with doors to your right and left.

### 3b. Crypt of Almonda

This is the chamber of Almonda, chief Acolyte of the Patriarch. The burial chamber has been torn to bits —tapestries have been shredded, coffers broken open, and gold scattered on the floor from broken jugs. The sarcophagus of the Acolyte has been staved in and looted. There is a large hole in the far wall.

Someone or something has raided the tomb of the acolyte, as all that remains in the damaged coffin are some gnawed bones. There are some 5,000 gp scattered throughout the tomb, but no magic items. All containers have been destroyed.

### 3c. Crypt of Siegrin

This is the chamber of Siegrin, First Lieutenant of the Patriarch. This chamber has obviously been broken open and looted; a large hole gapes in the far wall. The room is filled with broken bones and jugs, smashed weaponry, and the overturned coffin of the First Lieutenant lies in the center.

This chamber has also been raided, and the coffin is empty save for a hollow skull. Most of the trappings of the room have been smashed, but if the characters search, they will discover some 40 sp, a white gem (worth 5,000 gold pieces) and an intact non-magical dagger.

### 3d. Crypt of Wardect

This is the chamber of the Patriarch Wardect, apparently unchanged since the day he was laid to rest here. Rich tapestries, dusty with age, line the walls. A *stone* crypt, inlaid with gold, stands square against the far wall. There are no coffers or chests in this room, only the crypt itself.

The lid of the crypt can be lifted off by a combined strength of 35. (Count the 18(51) strength of the gnome as a 20.) The crypt is empty. Something has burrowed through the back of the crypt and the wall behind it, leaving a large, gaping hole. The passage (and all passages) are wide enough for a single man to pass through. These passages smell of dank earth and rot.

## 4. The Badger

The small passage descends deeper into the earth, widening as two smaller passages join it. This widened passage opens immediately into a large (20'x20'x10') chamber littered with bones and broken crockery. A 10' wide passage exits the far side of the room. Small burrow holes, about two feet wide, line the left side of the room. A small, furry, gray and black creature sticks its head out of the nearest burrow, baring its teeth and growling at you.

The creature is a badger who has turned this former ghoulish lair into its home, and seeks to defend it. It will not attack or leave its burrow unless attacked first, but it will snarl and snap at the characters. If someone speaks to it (i.e., the gnome or a cleric), it will inform them (in no uncertain terms) that they are trespassing on its home and that their leave-taking would be most appreciated. If asked, it will inform the party that the passages beneath the graveyard were carved by a small band of ghouls, led by a powerful

undead leader. He will also mention that a dozen hyena-like humans (gnolls) passed through this way a few nights back, heading towards the ghouls' lair farther down the corridor. The badger knows little beyond this which would be of use to the party, and it is unwilling to leave its home to join the group.

**Badger:** 1; AL N; IN Semi-; SZ S; MV 6" (3"); AC 4; HD 1 + 2; hp 5; THAC0 16; #AT 3; Dmg 1-2/1-2/1-3; XP 30.  
Notes: Pelt value is 10-30 gp.

## 5. The Advance Guard

There is light around the next corner, flickering like that of torches. As you approach, you can hear muffled voices, broken on occasion by a harsh laugh or a guttural snarl.

Let the characters make whatever preparations they wish for approaching the corner.

The passage opens into a long, low room (30'x40'x10') with rounded corners, carved out of the hard earth and stone of the hill. A long table runs across the width of the room, at which are seated six gnolls and a ghoul. In the far corner, another three ghouls are involved in eating dinner. The gnolls are armed with long, gleaming two-handed swords. Large dogs, held in wooden cages at the far side of the table, snarl and bark at the ghouls.

The gnolls, ghouls, and ghast (the "ghoul" sitting at the table) will not notice a single scout or careful group looking around the corner, but they will react as soon as the characters make themselves visible or audible and attack. Noise in the hallway will be investigated by two gnolls. Otherwise, adjudicate possible surprise and initiative normally. See **Detail Map 2** for positions of the various creatures. The gnolls in this room have become accustomed to the ghast's stench, and are immune to it.

Unless the situation warrants otherwise, four gnolls and all three ghouls will attack the party immediately, while the two gnolls behind the table spend a round turning the table on its side for defense. The ghast will not attack unless cornered, instead, it will try to flee to **Encounter 6** to warn the temple.

The room itself is lit by four torches in the north and south walls. The south wall had another opening at one time, but this has since been bricked up. A dwarf or gnome will identify this area as new construction which utilized stones from the crypt above, if searching the area and concentrating. It is not a concealed door. The characters may break the wall down in 2 turns with picks, or in 3 turns without proper tools. The opening leads to **Encounter 7**.

There are four wild dogs (two in each cage), undomesticated as yet and tormented by the ghouls. *Sleep* spells used in this room will affect the dogs first, then the gnolls, which is one reason the gnolls keep them around. The gnolls will not release the dogs during combat. Anyone speaking with the dogs will find them friendly, and they know that there are several more gnolls lurking around. They will accompany the party if asked, but not fight. They will flee if the party gets into a fight with ghouls or ghouls.

**Gnolls:** 6; AL CE; IN Low-Average; SZ L (7' +); MV 9"; AC 5; HD 2; hp 10 ea; THAC0 16; #AT 1; Dmg 2-8 or by weapon; XP 48.

**Ghast:** 1; AL CE; IN Very; SZ M; MV 15"; AC 4; HD 4; hp 21; THAC0 15; #AT 3; Dmg 1-4/1-4/1-8 + paralysis (each); XP 274.

Special Defenses: Immune to *sleep* and *charm*.

Special Attacks: Paralysis affects any victim touched (including elves); exudes stench which affects all creatures within a 10' radius — victims must save vs. poison or suffer a -2 "to hit" penalty.

Notes: *Protection from evil* used in conjunction with iron keeps ghast away; cold iron does double damage.

**Ghouls:** 3; AL CE; IN Low; SZ M; MV 9"; AC 6; HD 2; hp 7 ea; THAC0 16; #AT 3; Dmg 1-3/1-3/1-6 + paralysis (each); XP 79.

Special Defenses: Immune to *sleep* and *charm*.

Special Attacks: Paralysis by touch.

Notes: *Protection from evil* keeps ghouls away; paralysis does not affect elves.

**Dogs, Wild:** 4; AL N; IN Semi; SZ S; MV 15"; AC 7; HD 1 +; hp 6 ea.; THAC0 18; #AT 1; Dmg 1-4; XP 32.

## 6. The Temple of Yeenoghu

The passage burrows deeper into the rock. The walls are now smooth, finished stone. There is a closeness about the air, as if the very stone radiates a dim feeling of oppression and malevolence. The passage ends in a low arch opening into a large (40'x40'x20') temple. Tapestries depicting grotesque scenes cover the stone walls. In the far left corner, a hideous statue of a skeletal gnoll rises almost to the ceiling. In the far right-hand corner a set of curved steps leads 10' up to a circular platform with a southern door. A decaying, mad-eyed ghoul stands atop this platform, wearing a blue-metal butterfly amulet and clutching a brown, tattered book. Ghouls and gnolls, claws ready and weapons sharp, stand between you and the platform. A tall female flind, bearing a triple-headed morningstar, stands at the base of the statue.

The leader of the undead residents of this area is a ghast-lord, formerly the Patriarch, now reduced in both mind and spirit. The gnolls are armed with broadswords, and their leader is the female flind. As soon as the characters are noticed, the two leaders will direct their ghouls and gnolls to attack. Cries of "Slay them!" arise from all the creatures. They are positioned as noted on **Detail Map 3**. If any ghouls or the ghast fled from **Encounter 5**, they will have taken positions above the arch, and will leap down on the party as they enter the room, with orders to avoid the front line and strike for the second and rear ranks.

The ghast-lord does not have the paralysis powers of his kindred, but his stench is so nauseating that all within 10' must save or suffer a -4 "to hit" penalty until they move out of range. The ghast-lord has already cast his *bless* and *resist fire* spells before the party's arrival. Unless the situation warrants different action thereafter, he will cast *silence*, 15' radius at a spellcaster, then *protection from good*, then *command* on anyone who looks threatening, and finally *hold person* on one or more fighter types, or on anyone threatening him directly. He cannot be turned, as he is not undead per se.

The flind will direct the battle, using her morningstar as a flind-bar when opponents close. (Only she may use the weapon this way.) She will take cover as needed from spells, only joining the melee when her side is assured of victory. If captured, she will describe the history of the ghast-lord and suggest that his ledger probably contains any and all records of the disposition of items.

The butterfly amulet is an *amulet of life protection*, which will store the spirit of the user for seven days after death (which may help explain Wardect's present state), and makes the wearer invulnerable to psionic attack.

This room is the ghouls' temple. It is dedicated to Yeenoghu, but is currently being used as a common room for the ghouls and gnollish visitors. The undead are under the direct command of the ghast-lord, and cannot be turned until he is defeated. All undead will retreat if the ghast-lord is slain, and thereafter they will only attack the party in order to escape if both exits are blocked.

The ghouls' treasure is piled before the statue of Yeenoghu; it consists of 300 pp, 10,000 gp, 5,000 sp, 10 gems of 1,000 gp value and a *hand axe* +1. The eyes of the Yeenoghu statue are rubies worth 5,000 gp each. Both are trapped with *glyphs* which deliver ten points of fire damage (save vs. spells for half damage) to anyone attempting to remove them.

Most of the magic looted from the tombs above has been bartered away to other groups in the caverns, and the transactions are recorded in the faded brown ledger which the ghast-lord holds. One of the entries reads "Red Book of Miridor — To Zaybuz beyond the Burning Vale in Exchange for Yeenoghu's eyes." Besides that entry are the words "Spiker, Aldor, K'thay, Melani-To Cross."

**Gnolls:** 6; AL CE; IN Low-Average; SZ L (7' +); MV 9"; AC 5; HD 2; hp 10 ea; THAC0 16; #AT 1; Dmg 2-8 or by weapon; XP 48.

**Ghast:** 1; AL CE; IN Very; SZ M; MV 15"; AC 4; HD 4; hp 21; THAC0 15; #AT 3; Dmg 1-4/1-4/1-8 + paralysis (each); XP 274.

## Appomatix

7th-Level Human Male Fighter

### Ability Scores

**STR:** 17 +1 hit/+1 dam, +50#wt, Drs 1-3, BB-LG 13%  
**INT:** 8  
**WIS:** 12 Cleric spell failure 5%  
**DEX:** 14  
**CON:** 13 SS 85%, RES 90%  
**CHA:** 11 4 henchmen

### Description

**Age:** 34  
**Height:** 6'2"  
**Weight:** 205 lbs.  
**Hair/Eyes:** Black/gray  
**Alignment:** Neutral Good

### Combat Data

**THAC0:** 14  
**AC normal:** 1  
**AC rear:** 3  
**Armor type:** Plate & shield +1  
**Hit Points:** 44

**Weapon Proficiencies:** Longsword, two-handed sword, javelin, dagger.  
**NPP:** -2.

### Saving Throws

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	12
Spells	13

### Racial & Professional Skills

**Attacks:** 3/2 (2/1 with longsword)  
**Special Abilities:** Weapon specialization in longsword.  
**Languages:** Common, Gnome, Neutral Good.

### Equipment

**Magic Items:** longsword +2, giantslayer, 2 potions of healing.  
**Normal Equipment:** 2-handed sword, 2 javelins, 50' rope, 3 torches, small belt pouch, small silver mirror, wineskin, 1 pint watered wine.

You are a tall, distinguished gentleman. You have spent your career as a fighter and soldier, and occasionally as a mercenary. Direct and blunt, you think in military terms regardless of the size of your company or the scope of the task at hand. You were brought up to be gracious toward women of all races. However, though you are chivalrous toward females of human or elvish descent, you tend to be condescending to all other females. You are generally patronizing toward all demihumans (particularly gnomes and halflings), and suspicious of men who are unskilled in blade combat.

PARAMEDIX, the cleric, is a true lady. Her talents and charms are really too rare to be put at risk on adventures, but her spells can make the difference between victory or defeat. You wish she would make a greater effort to restrain the elf mage and prod the gnome though. People with her status should be active in enforcing good conduct.

NECROMANTIX, the magic-user, really bothers you. This scarecrow of a man has no real manly skills, and he maintains an unhealthy interest in death and death magic. Fortunately, he seems to have a relatively

## Paramedix

7th-Level Human Female Cleric

### Ability Scores

**STR:** 13 +10#wt, Drs 1-2, BB-LG 4%  
**INT:** 10 CtK 45%, 5-7/level  
**WIS:** 17 +3 ST bonus  
**DEX:** 11  
**CON:** 14 SS 88, RES 92  
**CHA:** 10 4 henchmen

### Description

**Age:** 29  
**Height:** 5'6"  
**Weight:** 170 lbs.  
**Hair/Eyes:** Blonde/blue  
**Alignment:** Neutral Good

### Combat Data

**THAC0:** 16  
**AC normal:** 1  
**AC rear:** 2  
**Armor type:** Splint +2 & shield  
**Hit Points:** 31

**Weapon Proficiencies:** club, hammer, mace.  
**NPP:** -3.

### Saving Throws

Poison, paralysis, death	7
Petrification, polymorph	10
Rod, staff, wand	11
Breath Weapon	13
Spells	12

### Racial & Professional Skills

**Attacks:** 1/1  
**Spells/day:** 5 5 3 —  
**Languages:** Common, Neutral Good, Elf, Blue Dragon.

### Undead Turning Table

Skeleton	D	Wraith	7
Zombie	D	Mummy	10
Ghoul	D	Spectre	13
Shadow	T	Vampire	16
Wight	T	Ghost	20
Ghast	4	Lich	—
		Special	—

### Equipment

**Magic Items:** mace +1, staff of striking (12 charges), scroll — purify food & drink, create water, heal.

**Normal Equipment:** Leather spell component case, holy symbol (blue quarter moon, worn around neck), prayer beads, 2 small sacks (empty), large belt pouch, 3 flasks of oil, 2 flasks of holy water, bullseye lantern.

You are a human follower of the elven deity Corellon Larethian, whose symbol is the blue quarter moon. You have a quiet nature, and you are usually calm and polite even in the most extreme circumstances. You usually carry more spells for healing than for combat. The staff of striking is not yours; it belongs to the church. While it is to be used in the cause of defeating The Ravager (whose cruelty to elves is common talk), you do not wish to return an empty and drained staff if you can avoid it.

APPOMATIX is a capable fighter overall, and he is almost indispensable as the "front line." He is a bit of a xenophobe, and a male chauvanist besides. You can't complain about this though, because he is always nice

## Egocentrix

Male Elf Magic-user/Thief (5/6)

### Ability Scores

**STR:** 11 Drs 1-2, BB-LG 2%  
**INT:** 15 CtK 65%, 7-11/level  
**WIS:** 12 Cleric spell failure 5%  
**DEX:** 16 +1 reactions/missiles, -2 AC bonus  
**CON:** 18 +2(+4) hp/die, SS 99, RES 100  
**CHA:** 16 +25% reactions, 8 henchmen/+20% loyalty

### Description

**Age:** 502  
**Height:** 4'11"  
**Weight:** 120 lbs.  
**Hair/Eyes:** Silver/blue  
**Alignment:** Chaotic Neutral

### Combat Data

**THAC0 (as magic-user):** 20\*  
**THAC0 (as thief):** 19  
**AC normal:** 5  
**AC rear:** 7  
**Armor type:** Leather +1  
**Hit Points:** 33

**Weapon Proficiencies (as magic-user):** staff.

**NPP:** -5.

**Weapon Proficiencies (as thief):** dagger, short sword, short bow.  
**NPP:** -3.

### Saving Throws

Poison, paralysis, death	12
Petrification, polymorph	11
Rod, staff, wand	11
Breath Weapon	15
Spells	12

### Racial & Professional Skills

**Attacks:** 1/1  
**Spells/day:** 4 2 1 —  
**Special Abilities:** +1 "to hit" with bow or sword; 90% resistant to sleep and charm; find secret doors (1-6 in passing, 2-6 chance if searching); find concealed doors (1-6 chance in passing, 3 in 6 if searching); infravision (60'); backstabbing (+4 "to hit", triple damage).

**Languages:** Common, Elvish, Gnomish, Gnomish, Goblin, Halfling, Hobgoblin, and Orcish.

### Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
60	47	45	52	47	25	92	30

### Equipment

**Magic Items:** Short bow +2, short sword +1, 2 arrows +2, arrow of demon-slaying, potion of healing.

**Normal Equipment:** Quiver, 20 arrows, 3 silver tipped arrows, small pouch on belt, spell components, diary (locked, key on string around neck).

You are the finest marksman and elven mage this century has seen, and you don't hesitate to let your traveling companions know about your skills — in detail. You consider The Ravager's actions (especially the burning of the elven capitol) a personal affront, and will go to any lengths to defeat him. Most people consider you headstrong, vain, and argumentative, your diary contains a thrilling ac-

count of your life, with just enough elaboration to assure that the events you record reflect your opinion of yourself. This seldom entails exaggerating the danger you face, just your role in overcoming it.

APPOMATIX, the fighter, is a real pile-driver, a blunt instrument. He seems to think he has brains, but only his brawn is worth anything. Fortunately, Logistix is usually around to advise him. Actually, the big lug would be likable if he wasn't such a prude.

PARAMEDIX, the cleric, is every bit as prudish as the fighter, but considerably more tactful. She's not a pleasure to be around, but you are glad to have her healing on hand.

LOGISTIX, the cleric/ranger, is the real brains of the group. Her plans are always workable, but she always stays flexible; she's not a ramrod like the fighter is. She does seem to be in awe of the other cleric, probably because they worship the same deity. She should develop a little more self-respect.

NECROMANTIX, the mage, is a real character. He seems to resent your magical abilities, probably because you're not fooled by the front he keeps up. He tries to make the uninformed think that he is a specialist in death magic, but most of his spells are alterations. He appears to resent thieves, probably because of his peasant upbringing. This makes his friendship with the gnome very puzzling — perhaps he is simply unaware of the gnome's true profession.

GOLDBRIX, the gnome thief, has no ambition. He seems perfectly willing to take things as they come, and he makes no effort to help himself or to make himself useful to others. His tasteless jokes amuse the mage, but no one else seems to have any use for him. If he doesn't shape up soon this party will drop him like a worn-out shoe.

### Spell Books

#### Level 1 Spells (Memorize 4)

<i>Charm Person</i>	<i>Friends</i>
<i>Magic Missile</i>	<i>Read Magic</i>
<i>Sleep</i>	<i>Unseen Servant</i>

#### Level 2 Spells (Memorize 2)

<i>Forget</i>	<i>Invisibility</i>
<i>Ray of Enfeeblement</i>	<i>Scare</i>

#### Level 3 Spells (Memorize 1)

<i>Fireball</i>	<i>Hold Person</i>
<i>Lightning Bolt</i>	

to you. Sometimes, however, you fear that his attitudes will fracture party unity.

NECROMANTIX, the magic-user, thinks he knows something about undead. One of these days he's going to wish he had picked another subject to study. How anybody could feel anything but loathing for creatures so spiritually twisted is beyond you. You hope the mage does not have to learn the depth of his folly the hard way.

LOGISTIX, the cleric/ranger, is a good friend and a valuable companion. Her particular combination of skills is very useful. She seems to crave approval from Appomatix, though — a lost cause if there ever was one. She seems to have a crazy streak in her, and she tends to get carried away in a fight or during a chase. This intermittent foolhardiness will cost her dearly someday.

EGOCENTRIX, the elf magic-user/thief, is a formidable set of skills, but he has too high an opinion of himself. You tend to be overly critical of him because of this. Since he sees himself as perfect, you tend to judge him by that standard. You try very hard to be civil to him, but his attitude is far from charming.

GOLDBRIX, the gnome thief, is overcautious and too willing to let others do his work for him. His jokes are often crude and cruel. The only member of the party who really finds him amusing is the human mage. Nevertheless, his knowledge of mining and traps makes him a useful member of the party. And, his humor is a nice contrast to the stark practicality of Appomatix.

normal — though low-powered — selector of spells. You wish he wouldn't encourage the gnome's dreadful sense of humor.

LOGISTIX, the cleric/ranger, tries hard to be useful, but the poor lady seldom hits the mark. She is barely adequate as a fighter, and she can't hold a candle to Paramedix when it comes to things clerical. Her secondary skills, especially tracking, do come in handy once in a while, but she is really a fifth wheel. You try very hard not to let her know this, however, as she is likely to do something foolhardy in order to prove herself. She does have an excellent head for planning, but she seems to forget the fine points in the heat of the action.

EGOCENTRIX, the magic-user/thief, is more talk than action. If this elf were even half as great as he thinks he is, you would all be able to retire and leave the world in good hands. At least his spells have more punch than the other mage's do. He would be much more useful to you if he didn't spend half of his time playing at being a locksmith and treasure-finder.

GOLDBRIX, the gnome thief, is a coward. It is nearly impossible to get him to contribute to the common weal. His knowledge of stonework and things mechanical is useful, however. Furthermore, this knowledge is generally offered by the gnome himself, since advice involves no risk.



## Necromantix

7th-Level Human Male Magic-User

### Ability Scores

**STR:** 8 *Drs 1-2, BB-LG 1%*  
**INT:** 16 *CtK 65%, 7-11/level*  
**WIS:** 11  
**DEX:** 10  
**CON:** 16 *+2 hp/die, SS 95, RES 96*  
**CHA:** 9 *4 henchmen*

### Description

**Age:** 38  
**Height:** 6'0"  
**Weight:** 130 lbs.  
**Hair/Eyes:** Gray/green  
**Alignment:** Neutral

### Combat Data

**THACO:** 19  
**AC normal:** 5  
**AC rear:** 5  
**Armor type:** *Bracers of defense (AC 5)*  
**Hit Points:** 31  
**Weapon Proficiencies:** dagger, staff.  
**NPP:** -5.

### Saving Throws

Poison, paralysis, death	13
Petrification, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	10

### Racial & Professional Skills

**Attacks:** 1/1  
**Spells/day:** 4 3 2 1 —  
**Languages:** Common, Neutral, Shedu, Ogre, Halfling, Dwarf, Gnome.

### Equipment

**Magic Items:** *Dagger +1, scroll of 2 spells — (wall of ice, water breathing), ring of swimming, potion of extra-healing.*

**Normal Equipment:** Staff, small pouch on belt, spell components, large pouch on belt, tinder box, 3 flasks of oil, bullseye lantern, 2 daggers.

Tall and lanky, you hail from a coastal fishing village. The scroll you bear is a gift from your family there. You have an interest in death magic and the undead, a pursuit that has drawn you into this party. The Ravager's supposed invulnerability is intriguing, and you are curious to discover the secret of that invulnerability. You often speak in metaphors, coloring your speech with references to death and undeath for the sake of theatrics. You likewise love riddles and all forms of unusual and obscure humor.

APPOMATIX is a useful fighter, but a bore and an extremist. He seems to live in a fantasy world in which he is a great general who commands everyone else. Fortunately, his thinking is usually clear and his grand schemes are generally workable. He is also nearly fearless; he never hesitates to put himself between danger and the rest of the party. It appears that he doesn't really like you — probably because you have seen through him.

PARAMEDIX, the cleric, is a good lady to have around. Her clerical quick-fixes are much appreciated. She seems genuinely appalled by your interest in death magic and the undead — not surprising, considering her background and gentle nature. She obviously

## Logistix

Female Half-Elf Ranger/Cleric (5/6)

### Ability Scores

**STR:** 13 *+10#wt, Drs 1-2, BB-LG 4%*  
**INT:** 13 *CtK 55%, 6-9/level*  
**WIS:** 16 *+2 on saves*  
**DEX:** 9  
**CON:** 17 *SS 97, RES 98*  
**CHA:** 12 *5 henchmen*

### Description

**Age:** 41  
**Height:** 5'5"  
**Weight:** 160 lbs.  
**Hair/Eyes:** Gold/violet  
**Alignment:** Chaotic Good

### Combat Data

**THACO (as ranger):** 16  
**THACO (as cleric):** 18  
**AC normal:** 0  
**AC rear:** 2  
**Armor type:** *Plate +1 & shield +1*  
**Hit Points:** 36

**Weapon Proficiencies (as ranger):** morningstar, longsword, short sword, dagger, short bow.  
**NPP:** -2.

**Weapon Proficiencies (as cleric):** mace, hammer, club.  
**NPP:** -3.

### Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

### Racial & Professional Skills

**Attacks:** 1/1  
**Spells/day:** 5 5 2 —  
**Special Abilities:** 30% resistant to *sleep* and *charm*; find secret doors (1 in 6 chance in passing, 2 in 6 chance if searching); find concealed doors (1 in 6 chance in passing, 3 in 6 chance if searching); infravision (60').  
**Languages:** Common, Elvish, Gnomish, Gnomish, Goblin, Halfling, Hobgoblin.

### Undead Turning Table

Skeleton	D	Wraith	10
Zombie	D	Mummy	13
Ghoul	T	Spectre	16
Shadow	T	Vampire	20
Wight	4	Ghost	—
Ghast	7	Lich	—
		Special	—

### Equipment

**Magic Items:** *morningstar +1, ring of fire resistance, staff of curing (10 charges).*

**Normal Equipment:** Holy symbol (blue quarter moon), small pouch on belt, spell components, large pouch on belt, 1 flask of holy water, prayer beads.

You are a cleric of the elven deity Corellon Larethian, whose symbol is a blue quarter moon. You are also a ranger and a woods-person, more at home in the forest than in the city. You are careful planning, but you often upset your own plans with sudden attacks and wild actions. You enjoy the risks of combat far more than the careful dullness of parley, but you temper your feelings with

## Goldbrix

Male Gnome Fighter/Thief (6/6)

### Ability Scores

**STR:** 18/51 +2 hit/+3 dam, +125#wt, Drs 1-4, BB-LG 25%  
**INT:** 10 *CtK 45%, 5-7/level*  
**WIS:** 9 *Cleric spell failure 20%*  
**DEX:** 17 *+2 reactions/missiles, -3 AC bonus*  
**CON:** 8 *SS 60%, RES 65%*  
**CHA:** 5 *-15% reactions, 2 henchmen/-20% loyalty*

### Description

**Age:** 553  
**Height:** 3'0"  
**Weight:** 80 lbs.  
**Hair/Eyes:** Black/brown  
**Alignment:** Neutral

### Combat Data

**THACO (as fighter):** 16  
**THACO (as thief):** 19  
**AC normal:** 4  
**AC rear:** 7  
**Armor type:** *Leather & ring of protection +1*  
**Hit Points:** 35

**Weapon Proficiencies (as fighter):** Short sword, javelin, hammer, short bow, knife.  
**NPP:** -2.

**Weapon Proficiencies (as thief):** club, dagger, long sword.  
**NPP:** -3.

### Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	11
Rod, staff, wand*	12
Breath Weapon	13
Spells*	13

\*Add +2 racial bonus.

### Racial & Professional Skills

**Attacks:** 1/1  
**Special Abilities:** +1 bonus "to hit" goblin or kobold; -4 AC bonus vs. bugbear, gnoll, ogre, ogre mage, troll, giant, titan; find slopes 8/10; unsafe stonework 7/10; depth underground 6/10; direction underground 5/10; infravision 60'; backstabbing (+4 "to hit" bonus, triple damage).  
**Languages:** Burrowing mammal, Common, Dwarven, Gnomish, Goblin, Halfling, Kobold.

### Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
60	62	55	57	47	30	77	30

### Equipment

**Magic Items:** *Shortsword +2, red dragon slayer, potion of healing, hammer +2, javelin of piercing (no proficiency needed to use).*  
**Normal Equipment:** Backpack, 2 pints mead, 2 pints ale, rations (2 weeks).

Your motto is "Maximum return on minimum effort," a way of life not always approved by those around you. This is balanced by your own natural abilities that give you big returns for small efforts. This is not to say that you are lazy, but you do feel that it is a waste of time for a fighter to spend 20 minutes battling a chimera when a magic-user, wielding some renewable hocus-pocus, can

wipe the enemy out. This attitude has not endeared you to most of your traveling companions, but they seem to appreciate it when you do make the effort. You never risk life and limb unnecessarily, but you are not adverse to removing those trinkets and treasures that present themselves for the looting, regardless of potential consequences.

APPOMATIX, the fighter, works too hard for his own good. Of course, this benefits you, so you let him bash down doors as well as do most of the fighting and thinking. He seems to be a bit crazy, thinking that he is some kind of great general and the rest of the party are his troops, but as long as he gets the job done you don't mind.

PARAMEDIX, the cleric, provides the healing that keeps the crazy fighter going; they make a good pair. She also foolishly puts out more than she gets back, although she might get some kind of "spiritual" satisfaction out of the present mission. Her intangible rewards don't concern you. You are looking for worldly successes.

NECROMANTIX, the magic-user, is a friendly person. He laughs with you when you tell a joke, and he seems to have a realistic attitude. His main interest on this adventure is learning about undead. The only thing you want to know about undead is that there aren't any near you, but if undead are the mage's cup of tea, that's fine with you.

LOGISTIX, the ranger/cleric, is the only person in the party, other than yourself, who seems to enjoy what she is doing. She seems to share the other cleric's "spiritual" motivation. Maybe that is common to all such holy rollers.

EGOCENTRIX, the magic-user/thief, is so busy patting himself on the back that he really doesn't have time to look out for himself. If he ever woke up to the possibilities, he could use magic to augment his thief abilities and beat you to the good opportunities. Fortunately, that hasn't happened. The ranger/cleric provides him with another distraction; he's obviously smitten with her, even if she doesn't notice.

concern for others. You see your dual role of fighter and healer as an important one.

APPOMATIX, the fighter, has a good mind for planning, even if he does tend to exaggerate the importance of most things. You enjoy brainstorming with him, even if your sessions are marred by the syrupy way he speaks to you. You would be insulted by the empty flatteries he heaps upon you if you didn't know why he does it. He's obviously sweet on Paramedix. The genuine respect and affection he has for her stand out against the shallow way he treats you. He's obviously trying to cover his feelings for Paramedix by acting courtly toward you as well.

PARAMEDIX, the cleric, is a really nice lady, and also an extremely good cleric, in both senses of the term. Although she has progressed farther than you have in the worship of your mutual deity, she never tries to lord it over you. She is totally unaware of the fighter's feelings for her. That's a true shame. Humans have no time to waste when it comes to matters of the heart.

NECROMANTIX, the magic-user, is the human son of a fisherman, but he appears to be ashamed of his past. He tries to cover his rustic background by acting bookish, but this really isn't necessary. His magical studies have made him learned enough to make up for his common origins. His interest in death and the undead is unhealthy at best, and dangerous at worst. If he is not careful, he may be seduced by the dark secrets that he seeks.

EGOCENTRIX, the magic-user/thief, is a little full of himself, but this is not uncommon among adventurers. His magic is more useful than Necromatix's, and although he is not as knowledgeable as Goldbrix, he is quicker to exert himself when he is needed.

GOLDBRIX, the gnome thief, is an annoying little person with a bad sense of humor and a slothful nature. His knowledge of stonework could make him indispensable, but he refuses to exert himself.

has considerable knowledge of the undead but she is unwilling to share it with you.

LOGISTIX, the elven cleric/ranger should decide what line of business she wants to pursue. She is undependable as a cleric (too impulsive), and inadequate as a fighter (no stamina). She makes a good backup for Appomatix and Paramedix, but she could never replace either of them.

EGOCENTRIX is another elf who can't decide what he wants to be. His magic is strictly the flashy type — good only as a crude replacement for brawn. His thievery skills fall woefully short of the gnome's. He might turn out to be a passable mage or thief if he'd stop scribbling in that diary of his and spend some time studying just one of his professions.

GOLDBRIX, the gnome thief, is highly unpopular. Nobody else seems to like this diminutive fellow, but you find him endlessly entertaining. He is the only wit, besides yourself, in the party. He understands the efficient use of resources and is not burdened by the excess moral baggage the others carry. He really runs the party; the others may think they're on their own missions, but it's all really being staged for the gnome's benefit.

### Spell Books

#### Level 1 Spells (Memorize 4)

<i>Burning Hands</i>	<i>Comprehend Languages</i>	<i>Language</i>
<i>Feather Fall</i>	<i>Hold Portal</i>	
<i>Read Magic</i>	<i>Shocking Grasp</i>	
<i>Spider Climb</i>		

#### Level 2 Spells (Memorize 3)

<i>Knock</i>	<i>Levitate</i>
<i>Mirror Image</i>	<i>Strength</i>

#### Level 3 Spells (Memorize 2)

<i>Feign Death</i>	<i>Fly</i>
<i>Slow</i>	

#### Level 4 Spells (Memorize 1)

<i>Polymorph Other</i>	<i>Polymorph Self</i>
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Special Defenses: Immune to *sleep* and *charm*.

Special Attacks: Paralysis affects any victim touched (including elves); exudes stench which affects all creatures within a 10' radius — victims must save vs. poison or suffer a -2 "to hit" penalty.

Notes: *Protection from evil* used in conjunction with iron keeps ghast away; cold iron does double damage.

**Ghouls:** 3; AL CE; IN Low; SZ M; MV 9"; AC 6; HD 2; hp 7 ea; THAC0 16; #AT 3; Dmg 1-3/1-3/1-6 + paralysis (each); XP 79.

Special Defenses: Immune to *sleep* and *charm*.

Special Attacks: Paralysis by touch.

Notes: *Protection from evil* keeps ghouls away; paralysis does not affect elves.

**Ghast-lord:** 1; AL CE; IN High; SZ M; MV 12"; AC 2; HD 8; hp 48; THAC0 12; #AT 3 or 1 spell; Dmg 1-6/1-6/1-12 or by spell.

Spells carried: *command* (die), *protection from good*, *sanctuary*, *bless*, *resist cold*, *hold person*, *spiritual hammer*, *silence 15'* radius, *speak with animals*, *resist fire*.

**Flind:** 1; AL LE; IN Ave; SZ M; MV 12"; AC 5; HD 2+3; hp 19; THAC0 15; #AT 1 or 2; Dmg 2-8 + Special; XP 112.

Special Attacks: Hit with morningstar inflicts 2d4 and victim must save vs. wands or be disarmed.

## 6a. Encounter Variant

There is a chance that the party may enter the temple area from the south if they break down the wall and run through **Encounter 7**. If this is the case, move the ghast-lord and his possessions from the balcony to a position in front of the statue of Yeenoghu (with the flind), and read the following description:

The air in the passage turns close and muggy, laced with incense and a dark foreboding of great evil. The passage opens onto a balcony in the southeast corner of a large (40'x40'x30') temple area. Curved steps lead down to the main floor, which is occupied by the forms of milling gnolls and ghouls. In the near right-hand corner is a huge statue of a demonic gnoll with glittering eyes. Before this statue stand two figures conferring — a ragged ghoulish figure clutching a tattered brown book and wearing a butterfly necklace, and a tall female flind bearing a triple-headed morningstar.

Run the combat as for **Encounter 6**. The gnolls and ghouls will pursue a fleeing party, and they cannot be turned as long as they are under the command of the ghast-lord.

## 7. Tar Baby

The air grows hot as you move down the passage, opening onto a ledge running above a red, smokey cavern. Barring this opening is a large stone humanoid figure, lit by the hellish light behind it. The figure gives a low, inhuman growl and advances on the party.

The figure is a mimic that has taken the form of a stone golem. It is used by the ghast-lord as protection from Zaybuz and his demon. He is under orders to attack any intruders not accompanied by the ghast-lord.

**Mimic:** 1; AL N; IN Average; SZ L; MV 3"; AC 7; HD 10; hp 51; THAC0 10; #AT 1; Dmg 3-12; XP 3,114.

Special Attacks: Glue.

## 8. The Burning Vale

This cavern is a vision of a darker plane, lit by a hellish glare issuing from pools of burning liquid that lie at the bottoms of chasms on either side of the passage. Only 20' from you the passage is blocked by a roaring sheet of white-hot flame. You see a large horned humanoid crouching in front of the flame. The

tips of its fangs, horns and scores of short, curved body spines gleam evilly in the stark light. It stares at you malevolently with its red eyes, as though impatiently waiting for you to do something.

The creature is Melani, a barbed devil "owned" by Zaybuz and used as a gate keeper. The gate is a natural gas vent set alight by the heat of the cavern. The devil's function is to open the wall of flame (via its *pyrotechnics* ability) for those who seek Zaybuz. It does nothing until the PCs approach, attack or call out the incantation listed in the ghast-lord's ledger.

If the PCs attack, Melani meeces one front-line fighter and uses *hold person* on another. He ignores spellcasters, counting on his magic resistance to protect him from spells. If the *hold* is successful, Melani picks another target, favoring those with probable low wisdoms (fighters or thieves). If the devil succeeds in killing or driving away all but a held character or two, he will push all but one of the held PCs into a chasm. The fall causes 10d6 points of damage, but treat any 5's or 6's rolled as 1's — the liquid breaks the fall. The flaming liquid, however, inflicts 3d6 points of fire damage per round (treat as a large, very hot normal fire for determining the effect of magical protections). Damage continues from round to round until the victim climbs out of the pool. The devil saves the remaining character to "play with." If Melani is reduced to 10 hit points or less, he retreats through the wall of fire and waits on the other side, meeleing any characters who pass through it (see below).

If the party recites the incantation, the devil gruffly states that Zaybuz is out, and he orders them to come back tomorrow. If the PCs insist that they have to see Zaybuz, Melani asks them to state their business. While they answer, he uses *know alignment* on them. Once he discovers their alignments, he will be unwilling to let them pass. Melani gives the PCs a runaround suitable for their stated business. He will only agree to let the PCs pass if they tell him that they have come with a delivery from the ghouls (assuming that the delivery is them, and that they are to be food for Zaybuz), or if they claim to wish to negotiate a sale or purchase (a normal activity for Zaybuz).

If the party successfully negotiates with the devil, he tells them to wait while he "rings the master."

The horned monster reaches into its ear. It scaly fingers probe for a moment, then withdraw some kind of small, furry creature. The monster grinds the tiny beast between its fingertips, leering with perverse pleasure. "The master is *en route*," chuckles the monster as it pops the creature back into its ear, apparently still intact. "Stand well back," it adds. "I'm about to open the gate."

The small creature is a brain mole. The devil squeezed it to make it send out a psychic "squeal" which Zaybuz can "hear" on the astral plane. If any PC uses a psionic-related spell within 30' of the devil, the mole will attack, ceasing only when the spell ends or the victim gets out of range. If the PCs kill Melani, only a very complete search of the devil's body will reveal the mole. The mole will also "squeal" if the devil retreats through the wall of flame, although it is protected from a fiery death by its location inside the devil's ear. In either case, its squeal will summon Zaybuz back to his body.

To open the gate, the devil casts *pyrotechnics* (fireworks version) on the wall. The devil apologizes with obvious insincerity if any PCs are blinded by the fireworks. The *pyrotechnics* extinguishes the wall of flame for 1d4+2 rounds, or until the devil relights it with *produce flame*. The passage is filled with sparks and flashes like a giant cigarette lighter as the vent starts to relight itself naturally. The PCs can pass through the area without harm as long as the vent stays unlit.

If the PCs fight the devil, they must either dash through the wall of flame, or find some other means of extinguishing it. The flame inflicts 5d8 points of damage to any characters passing through it (save vs. breath for 1/2 damage, dexterity bouns applies). Treat the sheet of flame as a *wall of fire* for the adjudicating the effects of magical protections.

**Devil, Barbed:** 1; AL LE; IN Very; SZ M (7"); MV 12"; AC 0, MR 35%; HD 8; hp 36; THAC0 12; #AT 3; Dmg 2-8/2-8/3-12; XP 1,785.

Special Abilities (at will): *animate dead*, *charm person*, *fear*, *hold person*, *illusion*, *know alignment*, *produce flame*, *pyrotechnics*, *suggestion*, *teleport*, *gate* (30% success) 1 barbed devil.

Special Defenses: Never surprised; immune to fire; takes 1/2 damage from cold or gas; hit only by silver or magic weapons (+1 or better).

**Brain Mole:** 1; AL N; IN Animal; SZ S (3"); MV 1"; AC 9; HD 1 hit point; THACO N/A; #AT Nil; Dmg Nil; XP 31.

Special Attacks: 121 point *mind thrust* has 20% chance per round to drive non-psionics insane, R. 30'.

## 9. The Door

The passage ends in a large set of bronze-plated doors. Dark runes are scribed into the doors, and the symbols flicker and dance in the red light.

The runes, written in Common, read as follows:

**Here is the lair of Zaybuz the Mighty  
Walker of the Dark Paths  
All Good Shall Tremble in His Uision  
For They Are Cattle  
And Their Minds Will Soon Be His**

The doors are locked and trapped with a *glyph of warding*. Anyone opening the doors must save vs. spells or be afflicted with a *curse* (-1 penalty on all saving throws for the next five turns). The doors are locked. They can be opened by a thief at normal chances, or by a successful *open doors* attempt (treat as an attempt against a *wizard locked* portal, or by a successful *bend bars* attempt, or with a *knock* spell. Otherwise, the characters can beat them down in one turn.

## 10. The Lair of Zaybuz

The door opens into a triangular-shaped room, with the door at the center of the 20' wide base. The walls of the room are cluttered with bookshelves and lab equipment. The floor is covered with white marble, with a single band of black stone 30' away. The apex of the triangle is 60' from the door, and is occupied by a low throne, upon which sits the humanoid form of a mind-flayer.

Zaybuz the mind flayer will only be "in" his body if the devil's brain mole has emitted a psychic "squeal." Otherwise, he is roaming the Astral Plane on his own dark mission and his body will not move.

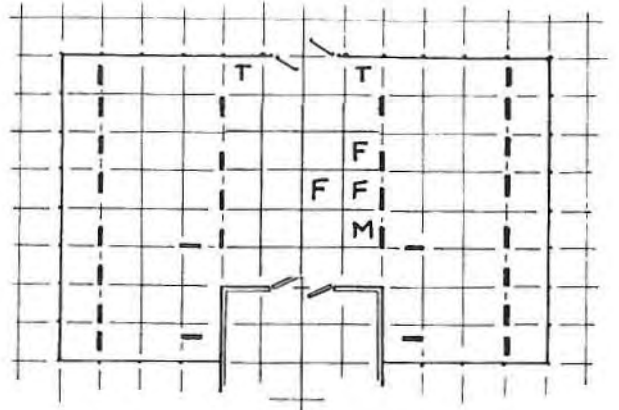
The black marble is covered with *glyphs of warding*; each inflicts 16 points of electrical damage when triggered. Any cleric who sees the runes (via a *find traps* spell) will recognize them as lightning (leh).

If Zaybuz is "in," he uses his *mind blast* against the party. The room is shaped to match the area of the *blast*, so all PCs in the room are subject to it. If the PCs have brought the brain mole along, Zaybuz *blasts* it along with the party. Since the mole has no defense, it automatically loses its attack ability (P result on the Psionic vs. Defenseless Psionic Chart, using the 110-159 column for the defender). If meleed, Zaybuz will attack one target with all four tentacles. If he hits, he will slay the target in 1-4 rounds. If Zaybuz is reduced to 10 or less hp with 3+ attackers remaining, he will flee via probability travel, leaving the Astrolinth behind.

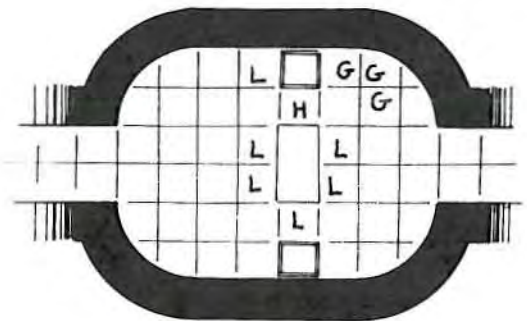
**Mind Flayer:** 1; AL LE; IN Gen; SZ M; MV 12"; AC 5, MR 90%; HD 8+4; hp 44; THACO 12; #AT 4; Dmg 2 (each); XP 2,328.

Special Attacks: Psionic ability 241, A/FGH; any victim hit by a tentacle is held, and its brain will be withdrawn and eaten 1-4 rounds later; psionic disciplines at 7th-level mastery: *levitation*, *domination*, *ESP*, *body equilibrium*, *astral projection*, *probability travel*.

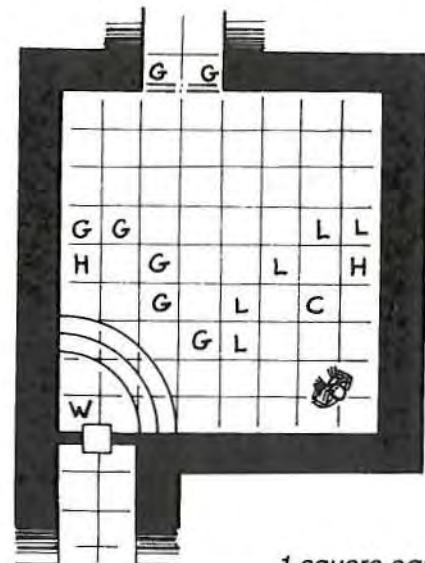
## The Graveyard (Detail Map)



## The Advance Guard's Chamber (Detail Map)



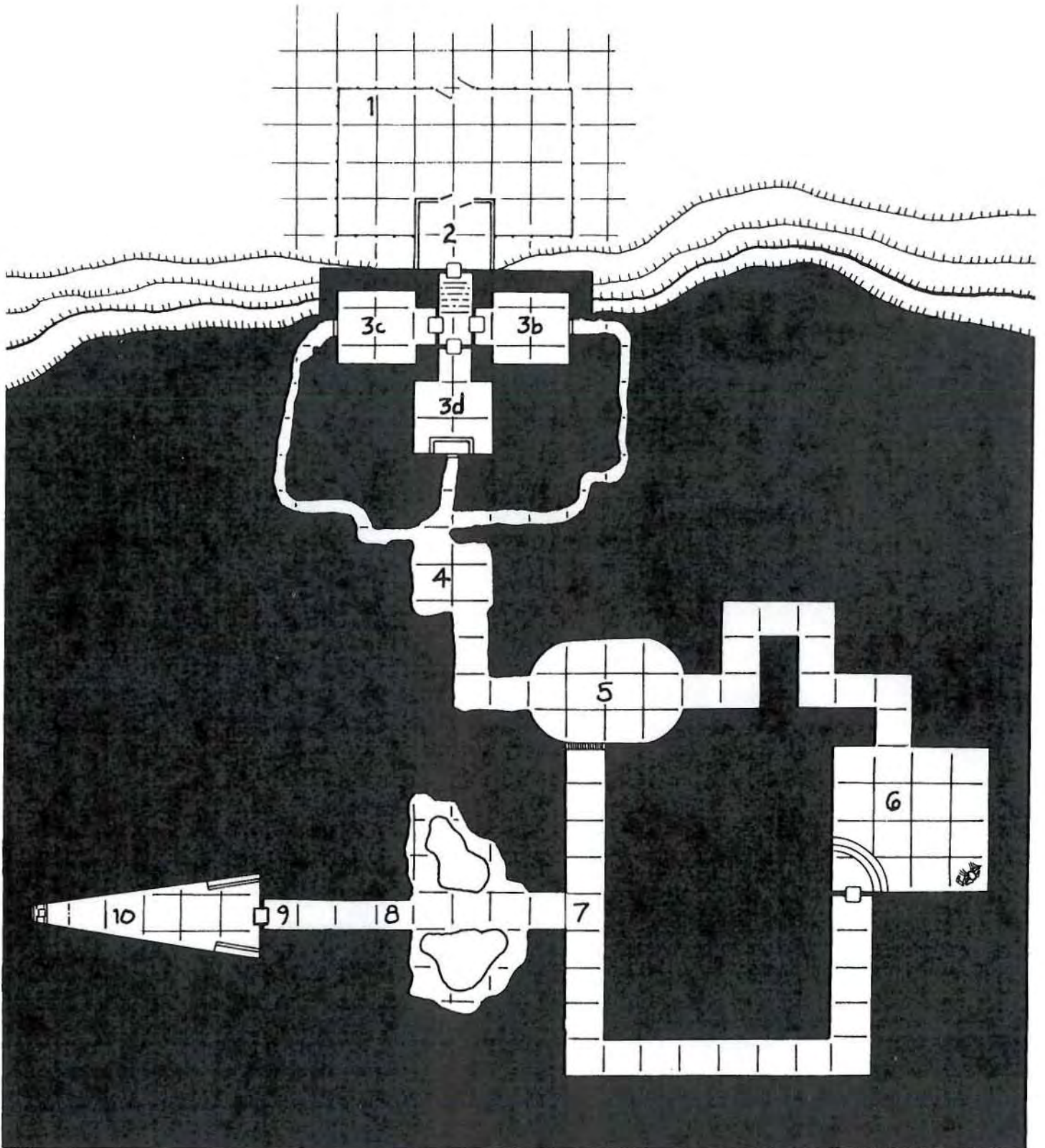
## The Temple at Yeenoghu (Detail Map)



1 square equals 5 feet

# The Darkcrypt

1 square equals 10 feet



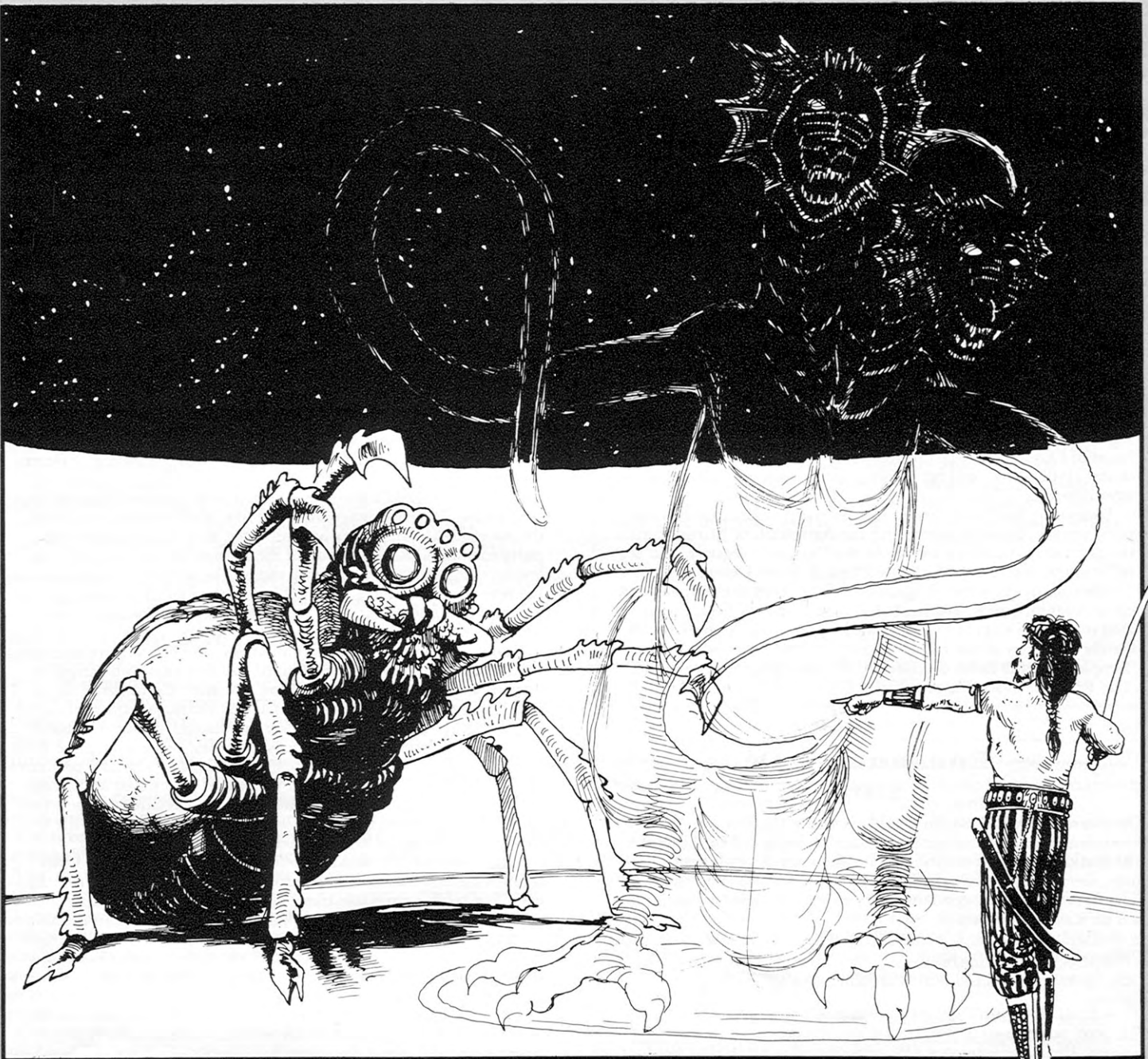


# RAVAGER

by Jeff Grubb

PART 2

LORD OF  
DUST AND DEATH



# Background for the DM

In Part 1, published in Issue #30, the characters penetrated the tomb of Wardects, an elven cleric of Corellon Larethian, to recover an ancient tome known as the Astrolinth of Mirador. Upon entering the tomb, they discovered it empty. Following a passage that led deeper into the earth, they discovered the lair of a band of ghouls led by a ghastr-lord, who turned out to be none other than the Patriarch Wardects himself, reduced both in body and in spirit. After a protracted battle with the ghouls and their gnoll compatriots, the characters discovered from the ghastr-lord's ledger that the Astrolinth had been traded to someone called Zaybuz. They crossed a fiery chasm guarded by a barbed devil, and finally recovered the Astrolinth from Zaybuz, the mind-flayer, and returned it to the people of the Border Kingdoms.

The sages of the Border Kingdoms have determined from the book that The Ravager's invulnerability is probably the result of an ancient process described therein, in which the soul of a living person is linked with a venerated item of power through an arcane process known only to the rulers of the Gray Desert. This speculation is essentially correct, and in this case the item of power is the heart of Olman-Teht, last Mouli of the Gray Desert. The heart lies encased in crystal somewhere in the Mouli's tomb. In Part 2, the characters are commissioned to locate the heart and destroy it, thereby making the Ravager mortal once again.

In Part 3, the characters must seek out the now-mortal bandit-lord and defeat him before he can arrange for additional aid from the powers of darkness. They must penetrate his headquarters in Crydemon Mountain, defeat his lackeys, and finally face not only The Ravager, but an agent of Demogorgon as well.

## Player Background

The Border Kingdoms surrounding the Gray Desert are being systematically raided — plundered by a mighty army of desert bandits. At the head of this army is a man known only as "The Ravager," a powerful tribal leader who is said to be immortal. Indeed, despite many battles and several assassination attempts, the agents of the Border Kingdoms have been unable to harm this bandit-lord, while his armies grow ever more powerful on the loot of plundered towns.

Yet there is one hope for defeating him — a hope founded on an ancient book found in a moldering tomb. The book describes a forgotten magical process which links the soul of a living person with a venerated item of power, making the subject invulnerable to all magical and physical attack. In the case of The Ravager, the item of power is believed to be the crystal-encased heart of Olman-Teht, last of the noble rulers (Mouli's) of the desert civilization, and reputedly a distant ancestor of The Ravager himself.

Your party has been chosen for this mission because of your previous success with recovering the Astrolinth of Mirador from the patriarch Wardect's tomb. At the Council's request, you set off into the desert to seek the lost capital of the Desert Realm.

After many days travel, you have discovered the remains of a once-great city, now half-buried in sand. Tales of the nomads say that the Mouli's crypt lies somewhere within the Temple of the Faceless Sphinx in the center of the city. You must now locate the Temple, find the heart of Olman-Teht, and destroy it to make The Ravager mortal once again.

## Encounter Key

### Start

The characters will have no trouble locating the Temple of the Faceless Sphinx, as it is the only intact building left in the ruins. The rest of the city is empty save for the lairs of small desert creatures, sleeping quarters of off-duty guards, and a few burned-out campfires. In the far west, the party can see a major encampment of The Ravager's army.

The streets of this maze-like ruin are filled with soft dust. The city looks uninhabited, but it is difficult to tell in the gathering gloom.

Your search of the ruins has revealed only one intact building — a huge ebon-stone structure with a single western entrance.

This is obviously the temple you seek. The entrance is guarded by two broken statues of gnososphinxes with blank ovoids instead of faces.

## 1. Temple of the Faceless Sphinx

The Ravager has stationed a small unit of elite soldiers from his bandit army to guard the entrance to his ancestor's tomb. Their instructions are to admit no one except himself.

Guard shifts last 8 hours. There are two other shifts identical to this one elsewhere within the ruins. At any given time, one shift is on duty at the Temple, another is sleeping, and the third is relaxing off-duty. Both off duty shifts are housed in buildings on the fringes of the ruins and will not participate in combat.

At the time the characters arrive, Ptaroh-Kuard, the mage on duty, has just received a message from The Ravager describing troop movements and giving instructions for additional guardposts to be added. The message is on a scroll, and it is signed "Ibn ben Jarud, The Ravager."

Meanwhile, Ptaroh-Kuard's familiar, a huge black raven, perches outside on the Temple roof to wait, keeping watch for any intruders. When it sees strangers approaching the Temple from any direction, it greets them with, "Welcome pilgrims!" This, in turn, alerts those within the Temple, who prepare an ambush, as described below.

If the bandits are not warned, all 8 of them will be standing around the altar when the PCs arrive, talking with the mage. In that case, the characters have normal chances to surprise the bandits. Adjust the player information and NPC actions as needed to fit the situation.

### 1A. Ambush

As soon as they hear the raven's warning, the 8 bandits take cover behind the large pillars in the hall while the magic-user stands behind the altar and casts *protection from normal missiles* upon himself. If he has time, he then casts *explosive runes* upon The Ravager's message.

Inside is a single hall flanked by shattered columns, jagged like broken teeth, interrupting the deep shadows. At the end of the hall is a single gray stone altar, where a lone humanoid figure stands facing you. The setting sun catches something on the altar itself — a pool of liquid reflecting redly in the dying sun.

Since the bandits do not know how many intruders to expect, they leap out to engage one round after characters stop entering the Temple, or when the magic-user is endangered, shouting, "Death to the defilers!"

The two 7th-level fighters are armed with *two-handed scimitars* +2, and will try to engage the front line of the party (presumably the tough fighters). If they are free later, they will also deal with party members sneaking around the borders of the Temple. The 3rd-level fighters will attempt to cut off the party's retreat, attacking the rear party members from behind if possible, then engaging spellcasters. Thereafter, they will attack other characters as the situation permits.

Given a "normal" melee situation (i.e. the fighters are managing to hold off the party), Ptaroh-Kuard will first cast *web* across the Temple entrance to cut off the party's retreat, then *mirror image* upon himself, then *magic missiles* at any characters threatening to break through. As the characters come through or sneak around, the mage will bring his other spells into play, using *protection from normal missiles* on himself (if he has not done so already) or *charm* on any non-elvish character that gets close. (Note that a *charmed* character will not only cease to attack Ptaroh-Kuard, but will seek to defend him, though the spell will not turn a PC against his fellows unless the mage is threatened or meleed.)

All the fighters are fanatically loyal to The Ravager, and will fight to the last man, never checking morale. The magic-user, however, is a more reasonable man, and will surrender and cooperate if seriously threatened. He knows about the secret panel in the side of the altar. If coerced into accompanying the group, he will turn on them as soon as they are attacked. None of the bandits know anything about the Temple interior, as this detachment was only here to guard the entrance.

The temple area is a 30' × 60' rectangle, with 50' between the stairs and the altar proper. It has no other visible exits. A secret panel (treat as a secret door) on the eastern side of the altar conceals



a lever which swings the whole altar aside, revealing a narrow set of stairs leading down. A hollow in the top of the altar holds a bowl of unholy water. This is what the PCs saw glinting in the sun.

**Bandits:** 6; AL CE; IN Average; SZ M; MV 9"; AC 7; STw 15, STs 16; F3; hp 25, 23, 21, 20, 14, 5; THAC0 18; #AT 1 weapon; Dmg by weapon; XPV 160, 152, 144, 140, 116, 80.

Equipment (all): Studded leather armor; scimitar.

**Bandit Leaders:** 2; AL CE; IN High; SZ M; MV 9"; AC 7; STw 12, STs 13; F7; hp 37, 31; THAC0 13; #AT 3/2 (weapon); Dmg by weapon; XPV 745, 685.

Equipment (both): Studded leather armor; *scimitar* +2.

**Ptaroh-Kuard:** 1; AL CN; IN High; SZ M; MV 12"; AC 10; STw 9, STs 10; MU6; hp 15; THAC0 19; #AT 1 weapon or spell; Dmg by weapon or spell; XPV 645.

Equipment: Dagger; scroll (message from The Ravager).

Spells Carried: *Magic missile* (x3); *charm person*; *mirror image*; *web*; *protection from normal missiles*; *explosive runes*.

## 2. Snake Pit

The narrow passage beneath the stone altar leads to a broad stair of gray stone, littered by dust and debris. The stairway ends in an underground chamber, once huge, but now reduced by collapsing ceilings to roughly 50' by 30'. Gray pillars slant askew, stone blocks tilt at odd angles, wooden timbers lie uselessly on the floor, and debris is everywhere. Another exit is visible on the far side of the chamber.

This chamber is the lair of 150 normal snakes and 4 giant spitting cobras. The chamber is dark, and the snakes are not immediately visible.

A low, angry hissing arises as you approach. The ruins are laced with hundreds of snakes nesting in the fallen timbers and stonework! The largest of these snakes, a black cobra, is coiled up on a ledge 3' from the doorway, ready to strike.

The normal snakes are harmless, and will not disturb the characters unless attacked. The giant spitting cobras take a dim view of those trespassing on their territory. If *Speak with animals* is used, they can be convinced not to attack, and will grant safe passage across the room. They know not what lies beyond.

If the party makes a dash for it, the snakes will attack random characters as they cross. The cobras will return any attacks in kind, using their non-venomous brethren as cover. They will not pursue.

**Snakes:** 150; AL N; IN Animal; SZ S or M; MV 12"; AC 10; STs 17, STw 16; HD 1; hp 2 each; THAC0 19; #AT 1 bite; Dmg 1d2; XPV 12 each.

**Giant Spitting Cobras:** 4; AL N; IN Animal; SZ M; MV 12"; AC 5; STs 14, STw 13; HD 4 + 2; hp 25, 24, 20, 17, 12; #AT 1 bite or spit; Dmg 1d3 + poison or poison; XP 135, 126, 117, 114, 105.

Special Attacks: Spit poison (10' range, single target, save vs. poison or die); poisonous bite (save vs. poison or die).

## 3. The Composite Mummies

Past the serpent-inhabited ruins, the passage quickly descends, becoming a steep, narrow stairway once again. The walls are covered with faded pictographs from the Mouli's dynasty-tales. Scenes of madness and demons, evil semi-humans, and dark rites are illustrated with disturbing realism.

The stairway ends at the entrance to a large room with a high ceiling. It is dominated by six low altars; upon each rests a human skull. Along the wall are six metallic sarcophagi set on end. The cover of each sarcophagus shows a gilded human figure with a skull for a face. This skull motif is repeated in the inlaid floor, and golden death's-heads leer up at you, grinning.

This room is 50' x 50' x 20' from floor to the damp gray stone ceiling. It serves as a tomb for some of the Mouli's retainers who were altered before burial. The floor detects as both trapped and magical. If any pressure is placed upon it (even so much as a coin), the lids of the sarcophagi spring open and six composite mummies emerge.

Composite mummies resemble normal mummies, except that they have the heads of crocodiles, hippos or jackals. There are two

of each type. They are unarmed save for the jackal-mummies, who carry black iron ankhs. They will remain in their sarcophagi if the floor is not touched.

In addition, a colony of twelve stirges lives in the cracks in the ceiling. They will attack anyone who enters the room, beginning with *flying* characters. Dead stirges fall to the floor, springing the mummies, if they are not already out.

**Composite Mummies (Crocodile):** 2; AL LE; IN Low; SZ M; MV 6"; AC 3; STw 12, STs 13; HD 6 + 3; hp 24 each; THAC0 13; #AT 2 hands/1 bite; Dmg 1d12/1d12/2d4; XPV 1342 each.

**Composite Mummies (Jackal):** 2; AL LE; IN Low; SZ M; MV 6"; AC 3; STw 12, STs 13; HD 6 + 3; hp 21 each; THAC0 13; #AT 1 bite/1 ank; Dmg 1d6/1d8; XPV 1318 each.

**Composite Mummies (Hippo):** 2; AL LE; IN Low; SZ M; MV 6"; AC 3; STw 12, STs 13; HD 6 + 3; hp 29 each; THAC0 13; Dmg 1d12/1d12/2d6; XPV 1382 each.

Special Attacks (All): Disease per touch (fatal in 1d6 months unless *cure disease* is applied; permanent loss of 2 charisma points for each month disease progresses; negates *cure wound* spells until cured; victim heals at 10% of normal rate); any creature seeing a mummy must save vs. spells or be paralyzed with fear for 1d4 rounds (+2 bonus to saving throw for humans; +1 bonus to all saves for each opponent over 6/mummy).

Special Defenses (All): +1 or better weapon to hit; immune to *sleep*, *charm*, *hold*, cold, poison, and paralysis; takes 1/2 damage from all magical weapons.

Notes (All): Magical fire does extra damage (+1/die); torch inflicts 1d3 points; holy water inflicts 1d8 points per vial; burning oil inflicts 1d8 points per vial on the first round, and 2d8 points the second; anyone slain by mummy is permanently dead unless *cure disease* and *raise dead* are used within 6 turns; *raise dead* kills composite mummy unless a save vs. spells is successful. (It cannot exist in its semi-human form alive.)

**Stirges:** 12; AL N; IN Animal; SZ S; MV 3"/18" (MC C); AC 8; STs 17, STw 16; HD 1 + 1; hp 4 ea; THAC0 15; #AT 1 bite; Dmg 1d3 + special; XP 44 each.

Special Attacks: Attack as 4 HD creatures; inflicts 1d3 points of damage with successful hit, then automatic 1d4 points per round of blood drain thereafter, to 12 hp maximum before being sated.

## 4. The Ferryman

The passage leading out of the altar room descends again, deeper into Olman-Teht's hallowed earth. The gray walls are now wet with underground moisture, which quickly becomes a stream following along the left-hand wall. The passage soon levels out and opens to reveal a scummy green lake. On the far side of the lake, almost 50' away, some man-made stonework protrudes above the water. On your side of the pond is a 10' wide altar, inscribed with the following words in glowing letters:

**IDGLOA'S FERRY**  
Cost of Passage  
One Magical Item/Passenger

A mannish figure, whose flesh matches the gray-green hue of the water, stands on the far side of the pond, apparently waiting for your decision. His huge hands and feet and his large features seem out of place on his man-sized body.

The ferryman is Idgloa the algold, oarsman of this miniature Styx. Those who are willing to pay his price are ferried across unharmed; those who seek passage by other means are punished.

The lake is 4' deep at its deepest point, directly before the stonework dam. Those who wade or swim its icy green waters must save vs. spells or suffer a -1 penalty on "to hit" and damage rolls for 6 turns due to the life-draining nature of the cold.

Idgloa will not attack those who brave the green water, for they are already paying the price of their folly. But he lashes out with his *psionic blast* against any *flying* or *levitating* creatures. If that fails to bring them down, he intercepts them and melees when they reach the dam, since the ceiling of the passageway is not high enough for them to avoid his reach.

If any character places a magic item on the altar, Idgloa will bring his boat over and silently load that character and the item aboard, signalling the others to wait. He accepts *arrows* +1, po-

tions, and even items made magical by enchantment, such as *Nys-tul's magic aura* or *continual light* spells. He cannot really count, so he takes only those characters whom he has seen place an object upon the altar. If characters who have not paid try to climb into the boat or attack him, he overturns the boat and submerges, then melees any characters who are in the water. Idgloa will continue to overturn the boat from the water each time an attempt is made to right it.

His boat can hold up to two characters at a time. It takes one round to load passengers, three rounds to cross the lake, and one more round to debark.

**Algoïd:** 1; AL CN; IN Semi-; SZ M; MV 6"; AC 5; STs 14, STw 13; HD 5; hp 25; THAC0 15; #AT 2 fists; Dmg 1d10/1d10; XPV 405.

**Special Abilities:** Able to control two trees of a type found near water as treant. Controlled trees move at 3" and attack 2/round for 1d10/1d10 points of damage.

**Special Defenses:** Can only be hit by blunt weapons (for full damage) or edged weapons of +2 or better enchantment (for half damage); immune to psionic attacks, *fireball*, and *lightning bolt*.

**Special Attacks:** Psionic blast once/day (psionic ability 110).

**Notes:** Takes 1d6 points of damage per caster level for *part water* and *lower water* spells. (Such spells will anger the algoïd if cast on its pond.)

## 5. The Landing

The stonework on the other side of the lake is actually the top of a dam. Against the left wall of the cavern is a set of broad white marble steps, which leads down to a passage filled with white fountains spouting more of the green water. On the right wall across from the dam is a shallow cave. The bottom of the cave is littered with rags and weapons — obviously the loot from passengers who have used Idgloa's services.

The dam is 20' tall and 2' wide. The characters can descend from the landing without incident. Should they decide to investigate the treasure, they will incur the wrath of Idgloa the algoïd if he is still around.

The top of the dam is narrow and slick. Anyone walking across it must save vs. wands or slip and fall off into the water (see **Encounter 4**) or 20' down into the lower area (3d6 points of damage). Make such checks once per crossing, and once per round if combat occurs atop the dam.

The treasure of the algoïd includes a *bowl of summoning water elementals* (labeled as such), a *mace +2*, a *rotted cloak of protection +2* (now useless), 3 *dead ioun stones* in a small bag, 1 iridescent spindle *ioun stone* (survival without air), a *potion of delusion* labeled "water breathing" (2 doses), a *ring of feather falling*, a *bag of holding* (ripped and useless), 3 *arrows +1*, and a locked chest containing a scroll (one spell, *rock to mud*). The chest has a poisoned needle trap on the lock (save vs. poison or die).

If the dam is destroyed, the water will seek its true level (the dotted line on the map), and characters must save vs. wands or take 1d6 points of damage from the rushing water. The weïrds from **Encounter 6** will attack if the dam is broken, as will the algoïd, should it still be alive.

## 6. The Palace of Waters

The stairs lead down to a 15'-wide passageway with white marble fountains set against both walls. Water flows in man-made channels along each wall to supply all the tiered pools and spouting fountains. The ground is firm, but sandy, and slopes upward to the corner.

There are neither creatures nor treasure in this part of the passage, only fountains of green water.

The passage turns south, leading past more fountains and pools that dot the walls on both sides. Far ahead, the water supply gives out, and the remaining fountains are nothing but empty shells filled with dust.

Two water weïrds live in the pipes and channels of the Temple complex. In the last two rounds, each has moved into one of the last two

full fountains and formed in its pool section. They will leap out and attack when the first characters pass, trying for surprise.

Any characters hit by a water weïrd must save vs. paralysis or be dragged into the pool, where they will drown in 1d4 rounds unless rescued. The water weïrds attack only one person at a time, and concentrate on drowning that one before attacking others.

If the characters have raised a water elemental in their cause, the water weïrds will try to control it and turn it against the party.

**Water Weïrds:** 2; AL CE; IN Very; SZ L (10' + long); MV 0//12"; AC 4; STs 16, STw 15; HD 3 + 3; hp 20, 18; THAC0 16; #AT 1 strike; Dmg Special; XP 450, 448.

**Special Abilities:** May control a water elemental on a die roll of 11 or better on 1d20.

**Special Defenses:** Takes only 1 point of damage per hit from edged weapons; takes half damage from fire-based magic (save for none); immune to most other attacks (see Notes).

**Special Attacks:** On a successful hit, the victim must save vs. paralysis or be dragged underwater; strikes as a 6 HD creature.

**Notes:** Forms from water in 2 rounds; takes full damage from blunt weapons; damage equal to its total hit points disrupts the water weïrd for 2 rounds; *purify water* spell kills it.

**Water Elemental (if summoned):** 1; AL N; IN Low; SZ L; MV 6"//18"; AC 2; STs 10, STw 9; HD 12; hp 48; THAC0 9; #AT 1; Dmg 5d6; XPV 3570.

**Special Abilities:** Can upset craft weighing up to 1 ton per HD; can slow or stop craft weighing up to 1 ton per hp.

**Special Defenses:** +2 or better weapon needed to hit.

**Notes:** Stays within 6" of water; suffers a -1 point/die penalty on damage rolls when out of water.

## 7. The Haunts of the Stalkers

Fifty feet beyond the last fountains, a pair of gray pedestals flanks the corridor. Each gray stone pedestal supports a seated jackal. The animals are motionless, illuminated by a strange reddish light from above. Beyond the jackals, the corridor turns left. In the corner stands a statue of a bearded human in rich desert garb.

The *magic mouth* spell on this statue will activate when someone comes within 10' of the jackals.

"I am Olman-Teht," says a deep voice from the statue. "My mortal remains have been desecrated; I cannot rest. Please, go inside with my servants Archaix and Relix, and set things right." As you watch, the light fades and the jackals turn their heads to regard you.

The "jackals" are actually jackalweres. They have been placed here by The Ravager to guard the tomb of his ancestor. They live off of fish from Idgloa's lake and occasional snakes. After they are introduced, they leap down off their pedestals and trot forward a few steps, then pause to look back at the group before proceeding.

If *Speak with Animals* is used, the "jackals" will converse with the caster, speaking in archaic accents. They introduce themselves as Archaix and Relix, servants of Olman-Teht entombed with him to serve as aides in his afterlife. They offer to act as guides through the next area, which they call "the haunts of the Hidden Stalkers." They maintain that The Ravager was able to pass them unharmed because the presence of a true descendant of Olman-Teht does not awaken them.

If they are attacked, or if their offer is rejected, they will use their gaze weapons immediately and initiate combat. If the characters do take them along, use the following description.

The sandy floor widens out to a large circular area, lit brightly by unseen sources. Its blue dome looks like a desert sky, laced with cracks of age. The area is empty save for a bronze arch 70' away and several sand dunes. The dome is 40' high at its zenith. Sniffing ahead, your wolf-like guides step cautiously into the sandy area.

The sandy area is the lair of a pair of dune stalkers, who are currently hiding behind sand dunes near the entrance.

At the halfway point, Archaix and Relix signal for you to halt, then they carefully move forward, testing the ground and confe-

ring with each other. After a brief discussion, held in low growls, the pair turns and faces you.

Characters in the front line must save vs. spells or fall asleep unless they specifically state that they are avoiding the creatures' gazes. Archaix and Relix will seek to take out the front line of the party, then melee with the rest. Characters who attempt to avoid their gaze gain a +2 bonus to their saving throws vs. the *sleep* effect, but suffer a -2 penalty on their "to hit" rolls. Apply both adjustments only during those rounds when a character's gaze is averted.

As the jackalweres attack from the front, the dune stalkers come out from behind sand dunes to attack from the rear. They attempt to use their "Kiss of Death" on good characters, ignoring the rest unless attacked. If that is not possible, they use their sonic attacks. The dune stalkers will not pursue, but the jackalweres will.

**Jackalwere:** 2; AL CE; IN Very; SZ SM; MV 12"; AC 4; STs 16, STw 15; HD 4; hp 18 each; THAC0 15; #AT 1 bite or 1 weapon; Dmg 2d4 or by weapon; XPV 872 each.

Special Defenses: Can only be hit by iron or magic weapons. Special Attacks: Gaze attack (unsuspecting victims must save vs. spells or *sleep*).

**Dune Stalkers:** 2; AL NE; IN High; SZ M; MV 12"; AC 3; STs 14, STw 15; HD 6; hp 24, 21; THAC0 13; #AT 1, Dmg 2d6 or special; XPV 544, 526.

Special Defenses: 30% magic resistance.

Special Attacks: Sonic vibration (60' range, Dmg 2d6, no save); Kiss of Death (touch attack, save vs. spells or die from sonic vibrations).

Notes: Tracks as an invisible stalker.

## 8. Gray Pillars

The passage from the dune stalkers' lair ends in a T-intersection. One leg goes north and ends in the rubble of a cave-in; the other goes south and ends in a large room. In the center of the room is a shallow reflecting pool, long-empty and filled with dust and debris. Five gray stone pillars stand at each side of the pool. At the far end of the room, flanked by columns, is a set of brass doors.

Each pillar in this 30' x 50' x 10' room resembles a fighter, magic-user, or thief frozen in a hideous position, as if trapped in stone. The two columns flanking the doors depict a pair of women with snake-like tresses. These two gray statues come alive when anyone comes within 20' of them, drawing long slender swords and blocking any further progress.

The snake-haired ladies are caryatid columns carved to resemble medusae. As before, characters averting their eyes suffer a -2 penalty on their "to hit" rolls while doing so. Of course, the columns have no gaze attack; they are simply normal caryatid columns carved in a decorative fashion. Their function is to protect the resting place of the mouli. The caryatid columns will pursue the desecrators even beyond the golden door.

**Caryatid Column:** 2; AL N; IN Non-; SZ M (7'); MV 6"; AC 6; STs 16, STw 15; HD 5; hp 22 each; THAC0 15; #AT 1 weapon; Dmg 2d8; XP 280 each.

Special Defenses: Takes half damage from normal weapons; takes full damage from magical weapons but without magical bonus; 25% chance (non-cumulative) for any weapon striking the column to snap (each "plus" reduces the chance by 5%, treat magic weapons with no "plus" as +1).

## 9. The Tomb of Olman-Teht

Through the brass door is large, opulent chamber. The walls are bedecked with rich, dusty tapestries, and the walls are lined with urns overflowing with gold and silver coins, each of which bears the likeness of the Mouli. The rotting remains of a human garbed in a gilded cloak rest on a small bier in the center of the room. The corpse wears a mask of solid gold. Across from your entrance the tapestries have been pulled down, revealing a great door made of gold.

As the characters enter, a resonant voice booms out, "Who dares to disturb my eternal rest?" The voice is only a *magic mouth* spell, and the characters can proceed without further incident. The corpse

is that of Olman-Teht, and he is quite dead. Examination of his corpse reveals that the chest cavity of his body has been opened and the heart is missing.

The room measures 30' x 30' x 30'. Forty urns line the walls; each contains 500 silver pieces and 500 gold pieces. The spun gold cape is worth 3,000 gp, and the golden, gem-encrusted mask is worth 7,000 gp.

The golden door is a recent addition to the tomb, and it is unlocked and untrapped.

The door opens towards you to reveal a flat panel of what appears to be spun gold. It glitters in the light, like the surface of a vertical pool.

The gate is a two-way teleporter to **Encounter 10**.

## 10. Golem Isle

The heart of Olman-Teht powers a stone golem, which acts as its host and guardian. The golem was constructed as part of the arcane binding process which linked The Ravager's soul with the heart of his ancestor. Once the heart is destroyed, the golem is deactivated, and The Ravager is mortal once again.

The golem sits on the bottom of a vast lake, with only the top of its head and the fingers of its right hand protruding from the water. Set into its chest is a large crystal heart with a dark red mote at its center. This crystal heart is actually a set of three heart-shaped crystal cases which nest inside one another. The heart of Olman-Teht rests inside the innermost case. Each case is locked, and can be opened with a successful *open locks* roll or a *knock* spell, or shattered with 10 points of damage.

You step through the panel and emerge on a small island beneath an orange sky streaked with angry red clouds. The beach is bluish in tint and the water is red, like blood. The panel, a golden rectangle, hovers in the air behind you. There is nothing in sight as far as the red horizon save two other islands, one a gray dome 100' offshore, the other a circular platform 20' in diameter, some 30' away, linked to your island by a wooden bridge. Upon the platform are four tall columns of gray stone approximately 15' high, with a shorter, 5' tall column to right. All of the columns bear inscriptions in a strange tongue.

The island upon which the characters arrive measure 20' x 30', and it is completely featureless save for the golden portal.

Though they do not realize it, the *teleportation* effect reduced the characters to a height of 1/2 inch for the tallest character, proportionately less for the others. The four tall columns are the fingers of a stone golem; the short one is the golem's right thumb. The domed island is the top of the golem's head.

The following inscription is engraved upon the fingers of the golem's right hand, one line per finger, the last line on the thumb. The inscription is written in the ancient language of the Gray Desert tribes.

**We are one in death and life.  
By the power of my name  
I call forth the guardian  
Of our joint power.  
I am \_\_\_\_\_**

The characters have 5 rounds after reaching the hand to complete the inscription correctly by adding The Ravager's true name to the last line. The name may simply be written in; it need not be engraved. (Note that "The Ravager" is an insufficient response; his true name is "Ibn ben Jarud," as shown on the scroll carried by Ptah-Kuard in **Encounter 1**.) If the characters complete the inscription correctly within the time limit, the golem stands up, carrying any characters or its hand upwards until they are level with its face. It then awaits instructions, and will take no further actions until given an order in the ancient tongue of the Gray Desert tribes.

The golem will rise from the water and attack if the inscription is completed incorrectly, or if anyone touches its head, or if the characters stand on the hand for 5 rounds without completing the inscription. Its preprogrammed attack routine is as follows:

**Round 1:** The golem begins to rise. The hand begins to shake and the fingers bend inward.

**Round 2:** The hand closes. Any characters still upon it must save vs. death or take 3d10 points of damage and suffocate in 1d4 rounds.

**Round 3:** Bridge begins to break. The golem's head begins to rise from water.

**Round 4:** The golem raises its right hand, breaking the bridge. Any characters still on the bridge fall into the water.

**Round 5:** The golem raises its right hand to a height of 50' above the water, and begins to raise its left hand.

**Round 6:** The golem stands up, raises its left hand above its head, and opens its right hand.

**Round 7:** The golem smashes its left fist down onto its right hand. All characters still on the hand must save vs. death or take 5d10 points of damage.

**Round 8:** Repeat round 6.

**Round 9:** Repeat round 7.

If the golem has no victims "in hand," it will attack those that remain, affecting a 20' diameter area with each smash of its fist. The golem will interrupt its attack routine at any point to pluck off characters touching its crystal heart and drop them into the water.

**Stone Golem:** 1; AL N; IN Non-; SZ L (9' +); MV 6"; AC 5; STs 13, STw 12; HD 14; hp 60; THAC0 8; #AT 1; Dmg 3-24; XP 8950.

Special Defenses: Can only be hit by +2 weapon or better weapon.

Special Attacks: *Slow* one victim (1" range, once/2 rounds).

Notes: *Rock to mud* slows golem 2d6 rounds; *mud to rock* heals all damage; *stone to flesh* makes golem vulnerable to normal weapons.

## PART 3 — CRYDEMON MOUNTAIN Player Background

Your actions have bought a brief respite for the Border Kingdoms in their war against The Ravager. Soon after your group found the deserted capital city of the Gray Desert and disposed of Olman-Teht's heart, the bandit-lord's armies suffered their first defeat in battle. The Ravager and his armies have now retreated back into the desert to regroup.

But The Ravager has only been halted, not defeated. Rumors in the Border Kingdoms say the bandit-lord has taken refuge in a mountain fortress on the borders of his native desert. The fortress, built on the peak of Crydemon Mountain, was once an outpost of the Border Kingdoms. It is said that the evil leader is recovering there while researching dark sorceries and seeking powerful evil allies for his raids.

It falls to you, who have achieved so much in the past, to break into the fortress on Crydemon Mountain and defeat the now-mortal Ravager before he can bring new plagues upon the land. An assault on the forward face of the fortress would be folly, but there is another path into the upper reaches of the fort, built when it was controlled by the Border Kingdoms. A long winding stair was built up the far side of Crydemon Mountain, leading to a tunnel marked by a blue keystone. This tunnel leads through the peak itself into the upper tower of the fortress, where The Ravager is said to be working.

### Encounter Key Start

The Town Masters will provide the characters with any normal equipment desired.

You set out with the blessings of the Border Kingdoms, reaching the base of Crydemon by nightfall. A rider from the nearest friendly castle overtakes you with bad news; their plan has been compromised by a spy, who even now rides to warn The Ravager. If the attempt on Crydemon is to be successful, it must be made tonight.

## 1. Meeting by Moonlight

The characters can make their way through the forest to the base of the stairs without difficulty in about 1 hour.

Speed is of the essence, but you move as carefully and quietly as possible through the forest towards the base of Crydemon Mountain. A three-quarter moon rises over that tall crag, making it bright enough to see without torches. The forest itself is silent, as if all the wildlife has fled from the Ravager and his followers.

Ahead, the path widens into a glen at the steep foot of the mountain. The stairs begin here, leading 20' straight back to a landing, then turning left against the mountain wall and winding up the cliff. At the base of the stairs is a party of orcs armed with spears. On the first landing, an ugly one-eyed orc is bartering with a two-headed giant. They have not seen you, but you notice one orc sniffing the air, perhaps catching the scent of strangers on the cool breeze.

The characters may surprise the orcs and ettin if they are quiet and cautious. If the characters wait or try to hide, their presence will be detected in the next round by both the orcs and the ettin, and surprise will be lost.

The guard orcs and ettin will seek to close and melee with the characters. If the ettin is caught in missile fire with no one to fight, he will throw the case of mugs he carries up to 30' for 2d6 points of damage.

The orc witch doctor, a follower of Gruumsh, has already cast *protection from good* and *shield* upon himself before starting to haggle with the ettin. When the battle starts, he will cast spells from the line, using both magical and clerical spells as the situation warrants, and using his *wand of frost* to advantage. The *protection from good* spell has 10 rounds left to run, and the *shield* has 5 rounds left. The witch doctor will use an *ice storm* from his wand (1 charge) first, then his other spells as needed — *dispel magic* to overcome spells with duration, *push* to unbalance an opponent weighing less than 100 pounds, and *cause fear* if meleed.

The ettin has a pouch of 5 large gemstones (1,000 gp each), as well as a jade hammer he wears about his neck worth 100 gp. (Note which party member, if any, takes the hammer and whether that character wears it or tucks it away). The orc witch doctor has a bone-tipped *wand of frost* (5 charges), a jeweled holy symbol (an unblinking eye), and a case of 12 giant-sized bronze drinking mugs (worth 5 gp each). He also has a pouch containing the command words for the *wand*, written in Orcish.

**Orc Witch Doctor:** 1; AL LE; IN Average; SZ M; MV 9"; AC 5; STs 12, STw 11; HD 5; hp 15; THAC0 15; #AT 1 weapon or spell; Dmg by weapon or spell; XPV 210.

Special Attacks: Spells as 5th-level cleric and 2nd-level magic-user.

Spells Carried: *Detect good*; *resist fire*; *dispel magic*; *cause fear*; *chant* (x2); *protection from good*; *push*; *shield*.

**Orcs:** 10; AL LE; IN Low; SZ M (6' +); MV 9"; AC 6; STs 17, STw 16; HD 1; hp 7, 7, 7, 5, 5, 4, 4, 3, 3, 1; THAC0 19; #AT 1; Dmg 1d8 or by weapon; XPV 17, 17, 17, 15, 15, 14, 14, 13, 13, 11.

Notes: -1 penalty "to hit" in sunlight; detect new construction 35%; detect slopes 25%.

**Ettin:** 1; AL CE; IN Low; SZ L (13' +); MV 12"; AC 3; STs 11, STw 10; HD 10; hp 48; THAC0 10; #AT 2; Dmg 2d8/3d6; XPV 2622.

Special Defenses: Surprised 1/6.

## 2. Break in the Stairs

Having dispatched the orcs and their ettin compatriot, you begin the long ascent up Crydemon Mountain. The broad steps are hewn from gray granite, and each measures 2' deep and 20' wide from the mountain side to the outer stone railing. Stone gargoyles and grotesque demon statues stand mute guard every 100' or so. The stairs take you above the trees of the valley, and the cool breeze turns into a cold wind as you ascend.

The characters may progress up the stairs unhindered. The statues are harmless.

After a half-hour climb, you reach a section where the stairs have slid away, leaving a narrow 1' - wide ledge along the mountainside. A loose pile of debris some 30' below the ledge extends from one side of the gap to the other. The opposite ledge rises some 50' from the far side of the debris and continues upward.

There is no danger of falling off the ledge if the characters are careful. They have the option of either picking their way across the ledge or descending to the loose rubble and climbing back up on the opposite side.

In either case, after the fourth person has crossed the ledge or entered the rubble area, a pair of perytons will attack. One goes after any lone character, the other engages the smaller of the groups. The perytons have a lair in the rubble of the slide, and they have been watching the party's progress, awaiting a good opportunity to attack.

The perytons prefer a human target to a demi-human one, and will continue to attack their chosen targets until either they or the perytons are dead. Upon killing an opponent, each creature will take one round to remove the victim's heart, then fly off to its lair, an unremarkable cavern hidden by rubble. The perytons will take a maximum of 2 hearts.

**Peryton:** 2; AL CE; IN Average; SZ M; MV 12"/21" (MC C); AC 7; STs 16, STw 15; HD 4; hp 17 each; THAC0 15; #AT 1; Dmg 4d4; XPV 218 each.

Special Defenses: Can only be hit by magic weapons.

Special Attacks: +2 bonus "to hit" vs. single opponent.

### 3. Drum Solo

Several hours have passed since the damaged stairs and the perytons. The moon has reached zenith and is starting to descend to the west. The stairs, with their regular grotesque embellishments, finally end in a broad landing rimmed with broken statuary. On the landing are several large, round boulders. In the cliff face to the left is a large archway topped by a blue key-stone.

Beyond the archway is a 20'-deep cave. A tymphanix, native to the elemental plane of earth, is kept here by the ettins in **Encounter 4** as a watchdog and an early-warning device.

The passageway through the arch opens into a shallow cave with an exit on the far end. Between you and the exit is a short creature that looks like a cross between a stone scorpion and a kettle drum. The gray creature clicks its pincers at you and drums its club-like tail against its top carapace, beating a warning.

If the characters are displaying the jade hammer worn by the ettin in **Encounter 1**, the tymphanix will allow the group to pass. Otherwise it will attack to prevent entry. It will pursue, catching up to the group 4 rounds into **Encounter 4**.

The tymphanix has its lair in the northwest part of the cave, behind a *wall of stone* cast at 15th-level. The dwarf or gnome can identify the wall as new construction, and bring it down in 30 minutes. The creature's lair has 9 gems worth 100 gp each, 2 *potions of healing*, and a *girdle of masculinity/femininity*.

**Tymphanix:** 1; AL N; IN Low; SZ L; MV 6"; AC 5; STs 13, STw 12; HD 7; hp 35; THAC0 13; #AT 2 pincers/1 club; Dmg 1d8/1d8/2d6; XPV 630.

Special Defenses: Immune to normal weapons; takes half damage (save for quarter) from fire, cold, and lightning attacks.

Notes: Drums on its hollow carapace to warn off strangers from its lair.

### 4. The Ettin Lair

The passageway from the scorpion-like creature's shallow cave climbs upward, becoming a set of stairs through the mountain itself. These steps are worn and rounded from the tread of many heavy feet over a long period of time.

#### 4A. Ambush

If the ettins who live in this chamber have been warned by their tymphanix guard from **Encounter 3** that strangers are coming,

they have set up an ambush to catch the characters as they enter. Two ettins have taken positions in alcoves on either side of the door, while the two-headed troll waits in the closet. Use the description below, and apply bonuses or penalties to the surprise roll as needed.

The passage opens into a large room filled with giant-sized furnishings. There is a great oak table in the center of the room, and a large closet on the north wall near the other exit. In the far corner, a two-headed giant sits snoring in an oversized rocker, his twin chins resting on his chest.

The ettins by the doorway will fall on the sides of the party, and the rocking chair ettin and the troll will close to slay the characters. See **Detail Map 2**.

#### 4B. Silent Approach

If the ettins have not been warned of the party's approach, they will all be sitting around the table listening to the two-headed troll outline a raiding plan. In that case, the characters have normal chances to surprise them. Adjust the player information given above accordingly.

**Ettins:** 3; AL CE; IN Low; SZ L (13' +); MV 12"; AC 3; STs 11, STw 10; HD 10; hp 53, 47, 38; THAC0 10; #AT 2; Dmg 2d8/3d6; XPV 2692, 2608, 2482.

Special Defenses: Surprised 1/6.

**Troll, Giant Two-Headed:** 1; AL CE; IN Ave; SZ L (10'); MV 12"; AC 4; STs 11, STw 10; HD 10; hp 54; THAC0 10; #AT 4; Dmg 1d6/1d6/1d10/1d10; XPV 2556.

Special Defenses: Regenerates 1 hp/round; surprised 1/6.

### 5. Lying Eye

The door opens on a stairway leading higher into Crydemon Mountain. You climb for a short while until you reach a broad landing. In the center of this platform is a large statue of a beholder, lit by a shaft of moonlight through a portal high in the mountainside. One of its eyes, a pale green gem, catches the light of the moon and glitters like a star.

The statue is exactly that — a statue of a beholder. The glittering eye, however, is a will-o-wisp. As the characters move through the room, it detaches from the beholder-statue and begins to dance about the room, glowing a pale green. The will-o-wisp continues to "sparkle" by concentrating its essence as it moves. It will not attack the characters here. Instead, it exits from the far side of the room up the stairs and tries to lead the characters into the trap in **Encounter 6** so that it can feed on the fleeing life forces. It will fight only if cornered.

**Will-O-Wisp:** 1; AL CE; IN Excellent; SZ S; MV 18"/18" (MC A); MR special; AC -8; STs 11, STw 10; HD 9; hp 48; THAC0 12; #AT 1; Dmg 2d8; XPV 1776.

Special Defenses: Immune to all spells except *magic missile*, *maze*, and *protection from evil*.

Notes: Reveals lair and treasure if reduced to 5 hp or less.

### 6. The Wooden Bridge

The point of light from the beholder's eye stays ahead of you all through this long, sloping corridor. At last, the passage opens into a shallow chasm, spanned by a old wooden bridge about 30' long. The beholder light crosses the bridge and waits by the far exit, blinking.

The chasm is 20' deep. The bridge is stout, strong wood at either end, but it has been almost eaten through at the 20' mark by a dun pudding, which lairs in the stone at the far side of the bridge. When crossing, the front line must save vs. wands (with a +2 bonus to the saving throw if caution is used) or fall through the bridge into the chasm (3d6 points of damage). The dun pudding will then emerge to attack the remaining party members on top of the bridge.

If the pudding remains in one spot for 2 rounds to melee, the bridge will begin to shake violently as its structural integrity is destroyed. It will collapse on the third round, but the fall does no damage to the pudding.

The bottom of the chasm is littered with trash and debris from the time when Crydemon was owned by the Border Kingdoms. It is

the home of an otyugh which peacefully co-exists with the pudding, feeding off whatever it drops. The otyugh will hide in the rubbish until someone falls (or desends) into the chasm, then it will attack any character that enters this area.

**Pudding, Dun:** 1; AL N; IN Non-; SZ M (6' diameter); MV 12"; AC 7; STs 14, STw 13; HD 8 + 1; hp 54; THAC0 12; #AT 1; Dmg 4d6; XPV 1848.

Special Defenses: Immune to acid, cold and poison; lighting and weapon blows do no damage, but divide the creature into smaller puddings that flow back into the whole.

Notes: Fire and *magic missile* affect this creature normally.

**Otyugh:** 1; AL N; IN Low; SZ M-L; MV 6"; AC 3; STs 14, STw 13; HD 6; hp 34; THAC0 13; #AT 3; Dmg 1d8/1d8/1d4 + 1; XPV 972.

Special Defenses: Never surprised.

Special Attacks: Infects victim with typhus (90% chance) on successful hit.

## 7. The Patrol

The floor and walls are dusty in this section, and it looks like no one has passed through it for years. The passage widens, and two ledges form in the walls about 8' off the ground, ending as the passage becomes a finished corridor at a low archway. Far ahead, torchlight is visible, and human voices speak in muffled tones.

The torches and voices belong to an exploration party from the fortress, acting on a spy's information that a secret passage exists through the mountain. The patrol consists of six humans led by a type II demon, and it will arrive in two rounds.

The demon has *detect invisibility* running, and can spot any character, even a thief, hiding on ground level. However, he isn't too bright, and will not look on the ledges, so any characters hiding there will not be noticed unless they move. If the characters choose to ambush the patrol from the ledges, give the patrol a +1 bonus on the surprise roll because of the demon's ability.

The demon will attack characters on sight, but the guards hang back, fighting only until the demon has taken considerable damage. At that point, they turn on the demon and attempt to kill it, for they fear the forces of darkness with which their leader now consorts.

Unless restrained, the guards will flee after the battle is over. If captured, they will give the group a partially accurate diagram of the inner fortress, and will accompany the party only as far as **Encounter 8**, where they will alert the guards if possible and turn on the party.

If the characters hide successfully, the patrol will go as far as the bridge before turning back. They will catch up with the characters 4 rounds into **Encounter 8** and attack from the rear.

**Bandits:** 3; AL CE; IN Average; SZ M; MV 9"; AC 7; STs 14, STw 13; F5; hp 33, 29, 25; THAC0 16; #AT 1; Dmg by weapon +1 (strength bonus); XPV 348, 324, 300.

Equipment (all): Ring mail; longsword.

**Bandit Leaders:** 3; AL CE; IN Average; SZ M; MV 9"; AC 5; STs 13, STw 12; F7; hp 46, 42, 37; THAC0 14; #AT 1; Dmg by weapon +2 (strength bonus); XPV 835, 795, 745.

Equipment (all): Scale mail; broadsword.

**Demon (Type II):** 1; AL CE; IN Low; SZ L; MV 6"; AC -2; STs 10, STw 9; MR 55%; HD 9; hp 34; THAC0 12; #AT 3; Dmg 1d3/1d3/4d4; XPV 2408.

Special Abilities (at will): *Infravision*; *darkness*, 15' radius; *teleportation*; *cause fear* (as a wand of fear); *levitate* (as an 8th-level magic-user); *detect invisible*; *telekinesis* (3,000 gp weight); *gate* in another type II demon (20% chance of success).

Special Defenses: 55% magic resistance; immune to normal fire; 1/2 damage from cold, electricity, magical fire or dragon breath, and gas; *mind blank*; *thought shield* (psionic strength 100).

Special Attacks: *Psychic crush* (psionic strength 100).

## 8. Guard Room

This corridor is finished stone, smooth and polished where the dust has been moved by the passing of the patrol. The passage climbs for a short distance, then ends in a panel left ajar by the patrol.

The panel leads to a guardroom where two guards pass the time with games.

Beyond the panel is a guardroom where two guards in sleeping leather are playing knucklebones. One sits on a large chest. There are two doors in this room; the one to the right is open, and there is the sound of military drill and clashing swords from within. The door to the left is closed.

The door to the right leads down a short staircase to a barracks area, where a large-scale armored drill is being run. Any undue noise or commotion in the upper guard room lasting for more than 1 round will alert the guards below that something is up, unless the characters close the door. If the party has evaded the patrol from **Encounter 7**, it will show up 4 rounds after the party enters this area.

The two guards in the upper room are armored only in sleeping leather, but they have longswords near at hand. Handle surprise normally, but the guards will set up a hue and cry to alert the others at the first opportunity unless prevented. If captured, the guards will reveal the information in the diary which one of them carries, plus the approximate number of opponents in the drill. They can also provide a rough diagram of the inhabited portion of the fortress. In exchange, they will ask for their lives, and may be convinced to join the party for a share of the spoils.

The men-at-arms practicing in the next room will enter only if alerted, and no special care will be taken to avoid ambush. They are armored only in practice leather, and they wield non-magical longswords. All are fanatically loyal to The Ravager, and none can be convinced to join the party. If there is trouble, five men-at-arms will run away to alert The Ravager.

One of the guards is carrying a diary written in Common, which details normal life in The Ravager's camp. The only entry of note is the last, which states: "His lordship Ravager has become more cautious since the recent battle, in which he was wounded, and for the first time since he has commanded the army, bled as a mortal. He has retired to his research area and the upper dome since then. Many of the men are troubled by this, and rumors spread that he is now dealing with darker forces of the Abyss. Though none will name the dark force, rumor says it is the Scaled One, who resembles an Etin only in form."

The chest is locked and protected by a poisoned needle trap (save vs. poison or die). It contains 500 gp, plus spices and herbs worth another 1,000 gp.

**Bandits:** 2; AL CN; IN Average; SZ M; MV 9"; AC 7; STs 17, STw 16; F2; hp 6 each; THAC0 20; #AT 1; Dmg by weapon; XPV 84 each.

Equipment (both): Leather armor; longsword.

**Men-at-Arms:** 10; AL LN; IN Low; SZ M; MV 9"; AC 8; STs 17, STw 16; F1; hp 4 each; THAC0 20; #AT 1; Dmg by weapon; XPV 28 each.

Equipment (all): Leather armor; longsword.

## 9. Space

The door opens easily, revealing a stairway leading up to a circular balcony which seems to hang in space. The entire room looks like an outpost floating in the night sky, as you can see neither sun nor moon, only the stars.

Beneath your feet is a nebulous cloud of swirling gas, glowing with a dim red light. This mass gives off a low discordant hum, much like the sound made by a bagpipe warming up. Another balcony similar to your own is visible 40' away, with a similar stairway leading down from it.

This spherical room is covered by a *permanent illusion* of deep space. The walls near the door are glassy-smooth and slippery (-20% penalty to *climb walls*). Those falling into the bowl-like bottom will be carried to the gas cloud in the center, where they will apparently disappear. In reality, they fall a total of 20' through the illusion and into a pit for 3d6 points of damage.

On the balcony are two black disks, each 2' in diameter and 5" thick, which radiate magic. They are *disks of levitation* which float along at any height specified by the user. Each disk is capable of supporting one character, plus equipment. They can be moved between the balconies by pushing off physically, or by simple commands in Common (forward, left, right, up, down, etc.) given by the rider. There is a third disk on the far balcony.

Note that a *dispel magic* will shut this strange planetarium off for 1 round, revealing the smooth stone walls and the pit at the bottom.

## 10. Ravager and Retriever

The stairway leads up a short distance and opens into a larger domed room. The curved glass dome shows the true night sky, now beginning to lighten with the dawn. In the center of the room, a tall bronzed man stands arguing with a great, two-headed bipedal lizard with tentacles for arms. The creature stands within an enchanted circle, but its image is wavy and indistinct, and the stars show through it. To the left sits a huge 12'-tall spider, with cleaver-like legs, watching the exchange. The spider hisses loudly, like a snake, and the bronze man, obviously The Ravager, turns to respond.

The flickering image is that of Demogorgon, the Scaled One mentioned in the guard's diary. He is not present; he has sent his image and his servant, a retriever, to deal with the Ravager. The retriever will not attack unless threatened. No attacks will affect Demogorgon, although a *dispel magic* will break the link and cause the image to disappear. The Demogorgon-image radiates magic and evil, but it cannot attack, even if the magic circle is broken.

The Ravager wears a *cloak of protection +3*, *bracers of defense* (AC 4), and carries Magebane, a curved magic cutlass. Magebane is +2, +4 vs. magic-users and enchanted creatures, and has a

special purpose to slay magic-users. When Magebane strikes a magic-user, the victim must save vs. spells or go insane for 1d4 rounds, attacking all nearby. Magebane is chaotic evil, and has the following abilities: *detect good*, *detect invisible*, and *strength* (wielder only). The latter has been used to raise The Ravager's strength score from its normal 17 to 18(30).

The Ravager will fight until his hit points have been reduced to 1/4 of original. He will then turn to flee, but the retriever will block his retreat. If The Ravager is caught, slain, or incapacitated, the retriever will take the body (attempting to slay any who get in the way) and return with it to Demogorgon's level of the Abyss.

If the retriever is attacked, it will use its eye rays first, saving the transmutation ray for The Ravager, should he decide to run. After all eye rays are used, it will attack with its cleavers while they recharge.

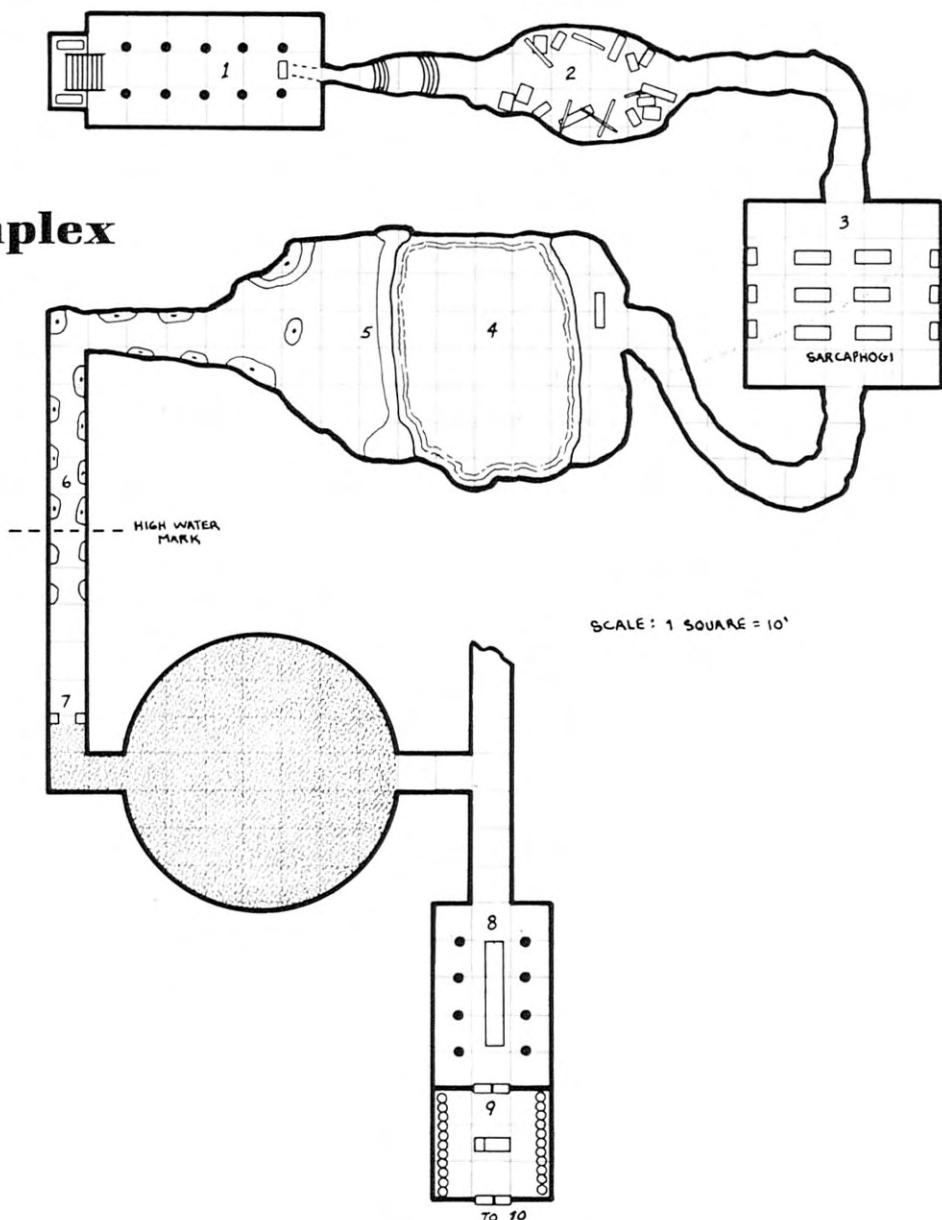
**Retriever:** 1; AL CE; IN Low; SZ L (12'); MV 18"; STs 11, STw 10; HD 10; hp 50; AC -2; THAC0 10; #AT 4; Dmg 3d6/3d6/3d6/3d6; XPV 5650.

Special Abilities: *fear* (30' range, save vs. spells or run).

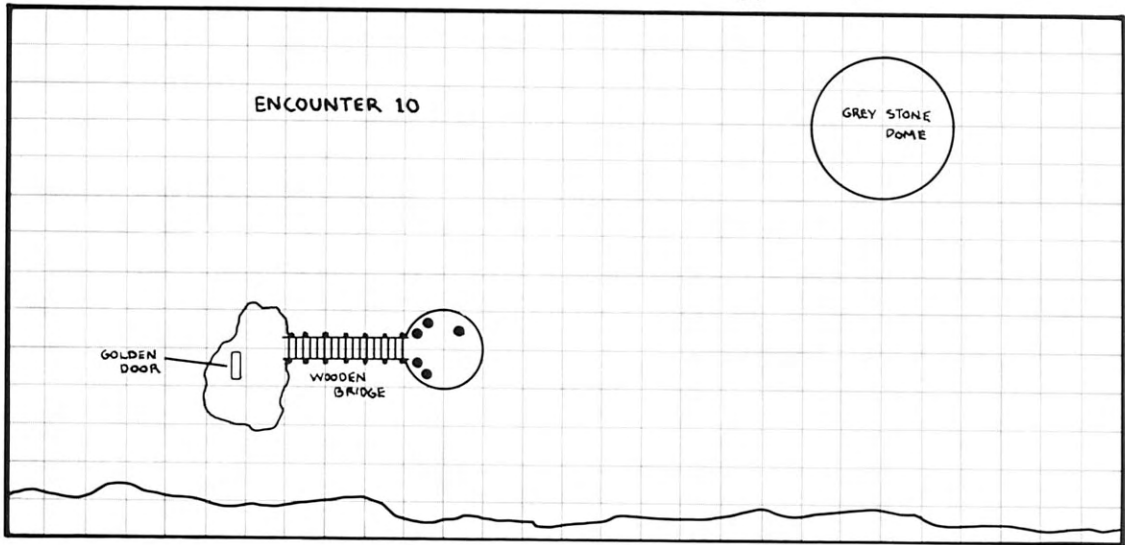
Special Attacks: Eye rays — fire, cold, lightning (damage equal to current hp, save vs. dragon breath for 1/2 damage) or transmutation (save vs. petrification or be turned to mud, stone, gold, or lead, random determination), each once per 6 rounds to 60' range, two per round maximum, no eye attack if striking.

**The Ravager:** 1; AL CE; IN High; SZ M; MV 12"; AC 1; STs 8, STw 7; F13; hp 61; THAC0 8; #AT 2; Dmg by weapon +4 (extra vs. mages); XPV 5998.

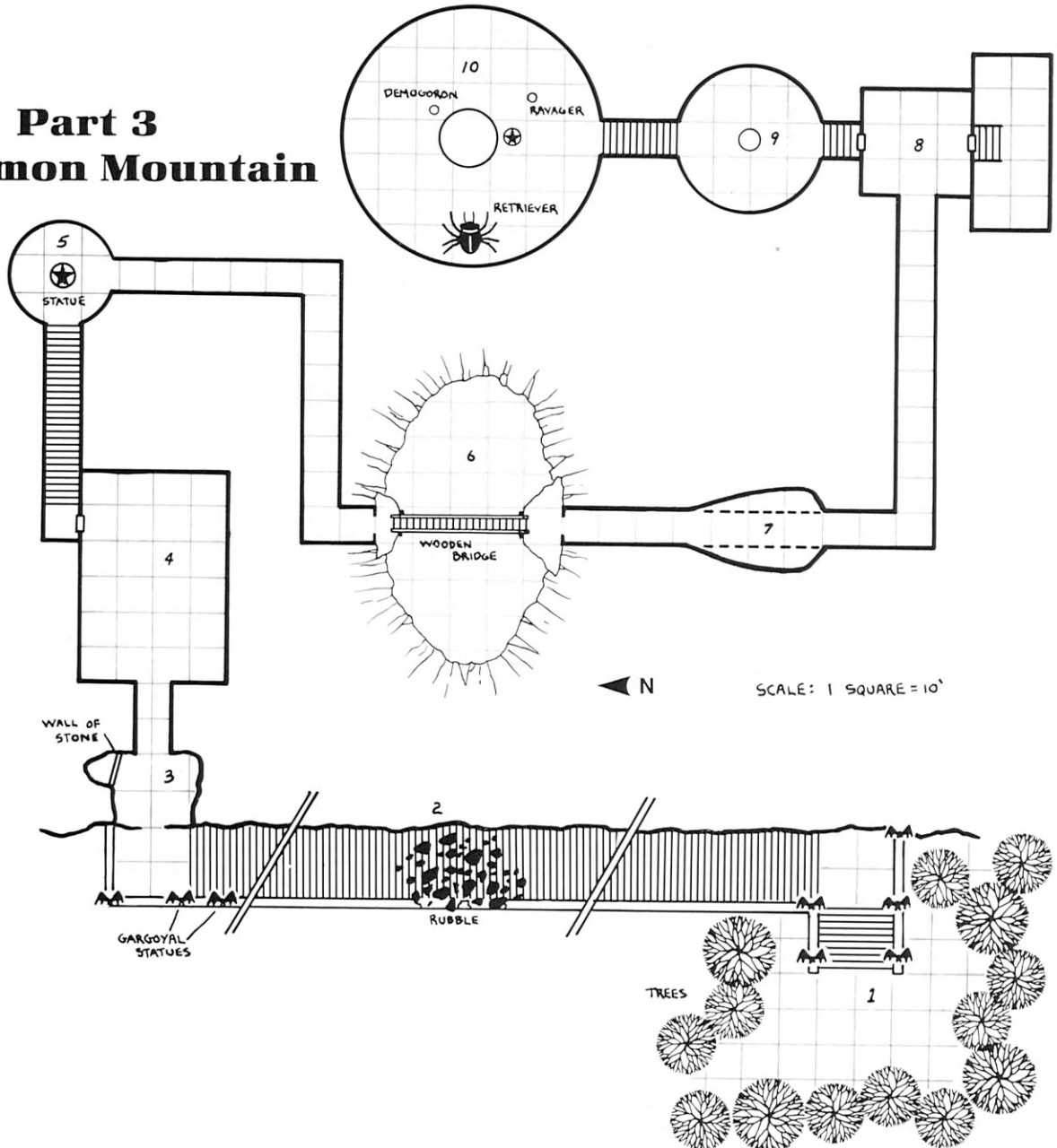
## Part 2 The Tomb Complex



# Detail of Encounter 10 (in the tomb complex)

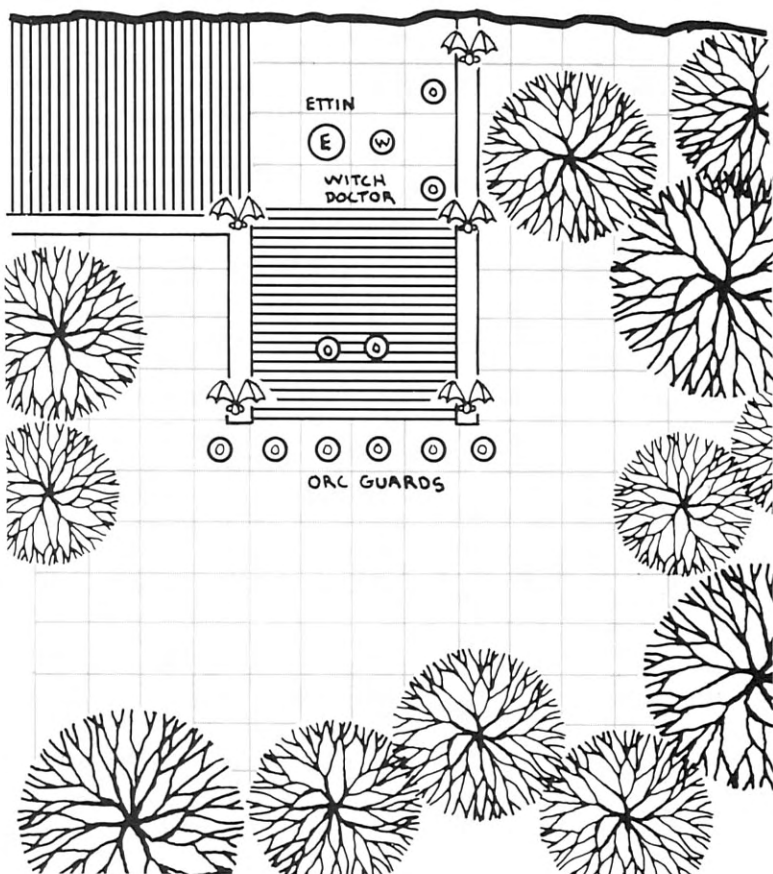


## Part 3 Crydemon Mountain



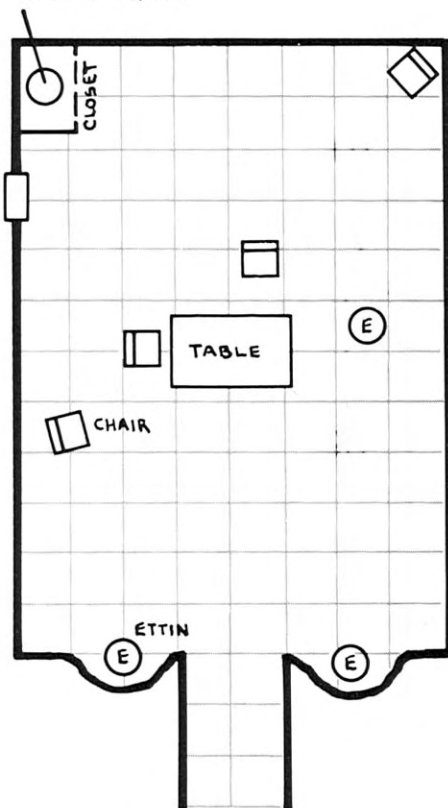


# Detail of Encounter 1 (Crydemon Mountain)



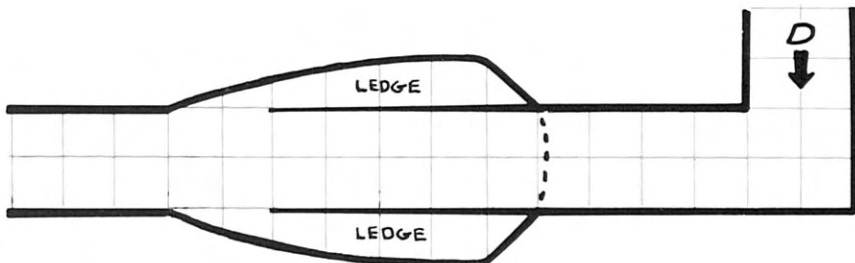
# Detail of Encounter 4 Ettin Lair (Crydemon Mountain)

2-HEADED TROLL



# Detail of Encounter 7 The Patrol (Crydemon Mountain)

PATROL	5	7
MARCHING	5	5
ORDER	7	7





# THE SWORD & THE ANTI-HERO

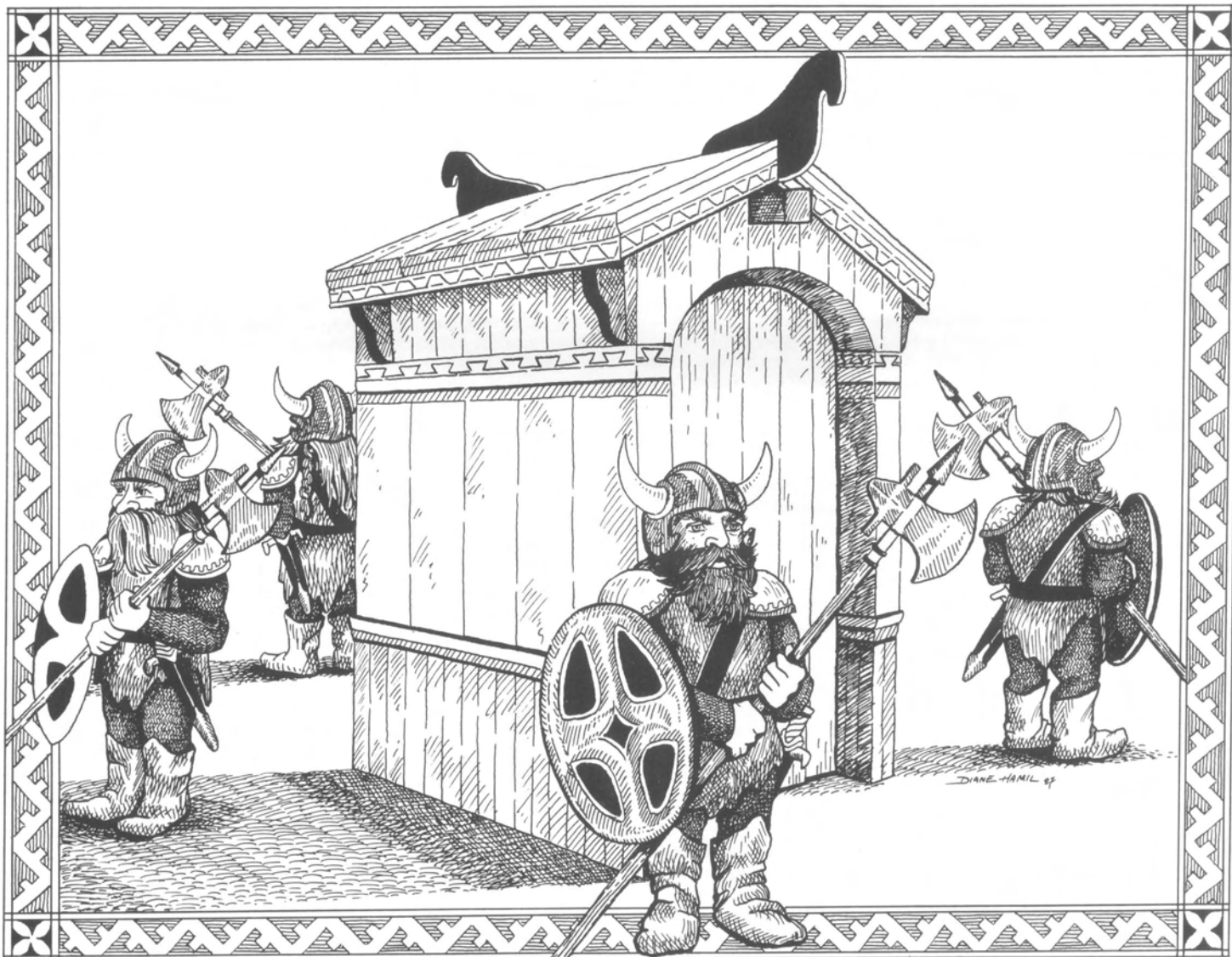
Part one of the Maiden of Pain Series

by Robert J Blake, Anita B Frank,  
and Rex A Zinn

Development: "Skip" Williams

An AD&D® Adventure for 6-10 Characters Levels 8-10

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## Prologue: Ukko's Messenger

Until recently, your party of ten was a band of thirteen. The missing members are Bierk, Eino's brother cleric, and two dwarven thieves, acquaintances of Eliel.

Your adventure began one dark night in Kittala when Bierk disappeared. You all knew that he had discovered some unnamed Pohjolan subterfuge. You assumed that he had been kidnapped to prevent him from exposing the plot.

Your assumption proved to be correct, and you soon picked-up Bierk's trail. He had discovered a group of clerics of the evil goddess Loviatar, Maiden of Pain. This particular religion demanded covert worship, for adulation of Pohjolan deities is forbidden in Kittala.

When you dug a little deeper you discovered that the evil clerics were using a shrine thought to be dedicated to Ukko. There, you decided, you would find your missing comrade. The two thieves immediately volunteered to scout the place out. The thought of an opportunity to separate evil clergy from their cash appealed to them. You let the thieves go, telling them to keep their eyes and ears open and their hands to themselves.

The thieves apparently did not heed your instructions, however, for soon after they entered the shrine the whole building was wracked by a mysterious explosion!

After the smoke had cleared somewhat, you entered the shrine. The first thing you saw was Bierk's charred and mutilated body stretched across the altar. The bodies of the two thieves were reduced to mere cinder tracings on the floor, but they appeared to have been examining and old tome that still lay open in a niche above the altar, its ancient pages curiously undamaged by the blast.

As you approached the altar, an almost physical presence of evil assaulted you, it seemed to be centered on the book. As you watched, a dusky cloud rose from the tome. Within the cloud a vision appeared. The view was as if through ice. A cleric, features obscured by shadow, stood above a recumbent corpse. The body's heart had been pierced with several shards of ice, and as the cleric drove yet another home, the figure, a cruel-visaged male warrior, arose from his bier. He took up a great, two-handed sword and struck a shadowy fighter, slaying him with one blow. His adversary's sword fell, malevolently glowing green and black. The risen anti-hero took up the sword and strode confidently into battle against the armies of Kalevala, each blow of the black sword slaying tens of men.

Then a near blinding light filled the shrine, dimming to a brilliant glow to reveal a winged, warrior maiden, who regarded you with a gaze that at once conveyed great sadness, desperation, and hope. "I am Uriel, she slowly intoned, "Air-Maiden and warrior of Ukko. This tome is an artifact known as the *Book of Fate*. It is a magical construct made by the wizard-goddess Louhi, crafted when the world was young, before our ancient heroes Lemminkainen and Vainamoinen walked the earth. Once opened, it sets in motion a series of events, happenings that will enable Pohjola to sweep aside the goodness of Kalevala in favor of black chaos. That such a thing should even exist was hotly contested by the goodly gods, as they wished no threat to their position of power."

"But the artifact could not function until certain conditions in the Outer Planes were in accord with those on Earth, and the Book had to be placed such that mortal hands could open it. Such were the dictates of the Council of Nine, neutral arbiters of godly disputes and seekers of cosmic balance. All the gods of Good strove to prevent the Book from ever reaching this plane, but the effort failed. And perhaps it is well that it did, for Fate and Doom must also have their say in the way of things."

"Upon opening the *Book of Fate*, your comrades set into motion the chain of events contained within. As their companions, you are now divinely charged with preventing this first terror from becoming reality.

"Take not the scenes you see in the Book lightly, nor as truth. As Louhi is both wizard and illusionist, bear in mind her visions are meldings of truth, deception, and evil wishful thinking. Part of your task, then, is to seek whatever truth there may be, to use it to your advantage and prevent the result depicted from ever happening. As you triumph, so shall Kalevala become stronger; as you fail, so shall Kalevala come closer to bending her neck for the cold kiss of Pohjolan steel.

Gesturing towards the vision, the maiden continued. "The warrior depicted is Urho, Loviatar's champion, slain 1500 years past by Lemminkainen. Lemminkainen buried Urho's remains within

the Frozen Peaks, and gave Urho's evil sword, *Mordvin*, into the safekeeping of the dwarves of Girda. It is foretold that if Urho and *Mordvin* are reunited, they will rend the armor of Kalevala, smoothing the path for all the evils of Pohjola to follow. But consider that *Mordvin* may be Urho's bane. Or yours. Journey, therefore, to Girda, recover *Mordvin*, and proceed to the Frozen Peaks to slay Urho for all time."

Uriel picked up the *Book of Fate*, then faded slowly to nothingness. Where she stood lay an amulet in the form of an eagle clutching a sword. The bird was of wrought gold and the sword ruby. As you studied the amulet Uriel's voice returned, a faint whisper, barely audible: "Eino, Vaino, forget not your faith, remember it when doubt arises, in yourselves or in others."

You took up the amulet and the remains of your friends and returned to the capital. There you conferred with Kalevala's political and clerical leaders. You concluded that Uriel's appearance was genuine, and that the divine charge she laid on you could not be ignored, nor could it be fulfilled by others. Leaving your friends' bodies in the care of the clerics at Eino's church you set out for Girda, depressed by your losses and by the grave responsibility you now bear, but nevertheless excited by the prospect of a great adventure. You were unable to learn the exact location of Urho's tomb. But the sages in the capital were able to give you a general idea. They observed that Lemminkainen must have buried Urho not far from Girda, and suggested a certain blind pass above Girda as the most likely spot for the tomb.

### Notes for the DM

Uriel told the party the literal truth. They have become pawns in the great game of the gods. The events that led to this adventure are not important to running this module. Be sure you are familiar with the Players' Background and Prologue before trying to run this adventure as these sections provide important information for the DM as well as the players.

The characters first travel to Girda to recover *Mordvin*. This should be done through negotiation, but the module allows for more straight-forward methods. As they continue to the Frozen Peaks, they will confront a group of duergar who want the sword. Next they meet Doloria, a cleric who claims to be a part of their quest, but she is a foe who leads them into a deadly trap. An avalanche uncovers the entrance to an ice maze, which is the route to Urho's tomb proper and a final confrontation with Doloria and a few of her friends (including, possibly, Urho himself).

The amulet that Uriel left is magical, and radiates a dweomer. The amulet's sword portion will be useful in recovering *Mordvin* (see encounter #1), the amulet cannot be identified, and will exhibit no other properties during this adventure.

**Special Note on Duergar Abilities:** The duergar in this module all have the psionic discipline of *invisibility*; this ability is to be handled in a fashion different from the discipline's description in the Players Handbook Tome. The SA section of the duergar's monster descriptions includes an *invisibility factor* (IF). If the IF is equal to or greater than an opponent's level, the opponent cannot see the duergar when it is using the discipline and all of that opponent's attacks against that duergar are made at -4. If the opponent's level is higher than the IA, subtract the IA from the level and multiply the remainder by ten — this is the percentage chance that the opponent has to see the duergar. Thus an 8th level character has only a 20% chance to see a duergar with an IA of six ( $8 - 6 = 2 \times 10 = 20$ ). Each use of the discipline lasts one turn, and may be used once per turn at most. A character has one chance to see a duergar per use of the discipline. Note that when an encounter begins you must determine which characters can see which duergar. The *invisibility* discipline otherwise functions exactly as described on page 113 of the PHB. Each duergar also has the *expansion* discipline, the height increases and damage bonuses bestowed by this discipline are given in the monster descriptions.

### Encounter #1: Intrigue in Girda

This encounter is quite lengthy, but provides the players with background so they may perform their mission here without bloodshed, and the DM with the necessary NPC speeches to convey the information. **Entering Girda**, **The Baths**, and **The Feast** set up the situation, while **Night Moves** and **The Shrine** deal with possible party actions.

Girda is home to a clan of dwarves that has been guarding *Mord-*

vin for the 1500 years since Urho's death. Karl Ironsoul, clan chief, is reluctant to end the guardianship, feeling that it is his sacred duty to maintain his vigil over the sword as his clan has for generations. A clique of younger dwarves led by a dwarf called Stoneson feels that there is no reason to make such a fuss over an old sword, and are burning for new leadership. The characters' mission brings this conflict to a head.

## ENTERING GIRDA

Though the exact location of Urho's tomb is not known, the Frozen Peaks are easy enough to find. And Girda is right on the way. The journey from Kittala to the dwarven stronghold, tiresome and uneventful, has brought you to the gates of the highly fortified village. High stone walls surround the village, which is itself set into the base of a mountain.

The gates stand wide open, and it is evident some festival is in progress. The gate guards, though armed, wear crowns of woven evergreens and ribbons. They lean nonchalantly on the gateposts, hoisting drinking horns while bemusedly watching the antics of twelve adult dwarves playing leapfrog in the courtyard.

Seeing your approach, the senior guard tears himself away from the impromptu entertainment and, swaying slightly, turns to greet you. "Hail, travelers, and welcome! What be your business with the dwarves of Girda?"

The guard is not overly concerned with what the party says; entering Girda is to be no problem for the characters. Any reasonable statement of business or simply a polite request for entry will suffice to get the party into Girda. If a PC says anything threatening or suspicious all the guards immediately become alert, they will send the PCs away unless they quickly offer an apology (anything reasonable will do, but make the players come up with something). If asked what has prompted the festive air, the senior guard will say "'Tis the birthday of our king, Karl Ironsoul. Two hundred years today has he lived on this earth, and for this we celebrate!" The characters are now escorted to the guest quarters within the mountain.

If the characters ask for an audience with the king, their request will be waved aside. This is a day for merriment, not business.

The genial guard assigns one of his subordinates to escort you to guest chambers within the village. Your escort is leading you toward a pair of doors set into the mountain, the village proper apparently lies beyond them. The courtyard is abuzz with preparations for a great feast to be held this evening. Butchers are at work, dressing the many mountain deer brought in by dwarven hunters, while womenfolk busily churn fresh milk from the herd of domesticated goats. Huge cauldrons bubble merrily over fires, filling the air with tantalizing aromas.

At one end of the courtyard is a small (4 feet square, 10 feet high) shrine, flanked at the cardinal points by four dwarves clad in black mail. They are not bedecked in celebration as the other dwarves, their impassive gazes taking no notice of the preparations around them.

If the characters ask about the shrine, their escort swells with pride and says, "That was built by Lemminkainen himself, to house a great block of ice in which is frozen *Mordvin*, the evil sword that once belonged to a human devil named Urho. The dwarves were charged to guard the blade, that no one should raise it again in battle, and for 1500 years have we faithfully discharged our duty."

The quarters provided you are sparsely furnished but quite comfortable. Each room has a fireplace for warmth, plus a real bed piled high with soft furs.

Your escort is about to leave when he says, "If you wish, Girda boasts hot springs where a weary traveler may find rest and refreshment. You are welcome to wash away the grime and aches of your travels there if you wish. And please join this evening's feast! We will send someone when it is time."

If the characters choose to remain in their quarters, proceed to **THE FEAST**; if they wish to avail themselves of the hot springs, go to **THE BATHS**. If the PCs choose to explore Girda they will discover nothing of value. The village is filled with dwarves either busy celebrating or preparing for more celebrations. Everywhere

the PCs go they will be greeted with hearty handshakes, offers of food and drink, or they will be ignored. No one they meet will be willing to discuss any "weighty" matter, this includes the political climate in Girda and anything else that is useful to the PCs.

## THE BATHS

A smoothed stone corridor winds through the mountain, eventually emptying into a large cavern. The air is filled with a warm mist from the natural hot springs that the dwarves have channeled into a beautifully decorated pool. As is the custom, another pool, this one filled with tepid water, lies adjacent to the hot.

Ten dwarves have finished bathing, and are now lounging in the pleasantly lukewarm waters of the second pool. An old and a young dwarf are engaged in an animated conversation...well, argument.

"Just like you youngsters," says the graybeard, "to get over-excited about something like this. Prudence should be your watchword, Renin, not to mention sense of duty!"

"Duty! Do you play me for a fool, Karka? A charge laid on us five generations ago by a warrior not even of our own race holds no duty for dwarves. Further, we don't even know that *Mordvin* is really in that frosted block of ice. And even if it is, it's probably rusted to dust by now from the moisture. Why should we waste one jot of our resources to guard and maintain something we did not ask for and which probably doesn't even exist?"

The graybeard, Karka, visibly flushes at this tirade. The other dwarves quickly glance toward you, then at Karka. The younger dwarf's lack of manners in the presence of strangers has obviously embarrassed them. There is a moment of tense silence before the older dwarf takes control of himself, then growls a reply.

"It is a point of honor, Renin. Know you of honor? Know you the meaning of duty? Of the importance of faithfully discharging that duty, regardless of the task? Or are you as uncaring of our good reputation as Stoneson and the rest of your lot?"

Renin and Karka are intent on their argument and will ignore the PCs' presence unless actually spoken to. If a character asks one of the other dwarves about the argument they will explain that Renin and Karka are simply arguing politics. If the PCs try to get any more information the most they will get is an overview of Girda's current politics: "Our good king Karl Ironsoul is an honorable dwarf who takes our charge to guard the devil Urho's sword as an important and sacred duty. Ironsoul has his detractors, however, and their leader, Stoneson, has made the sword a bone of contention. This is purely a local matter, do not be concerned about it." Details will be withheld from the PCs because they are outsiders. If the PCs try to break into the argument Renin and Karka fall silent, apologize for their outbursts, and leave, followed by the other eight dwarves. If not, the argument continues.

A hot retort fairly bubbles from Renin's sputtering lips. "If the dwarves of Girda have gained any reputation outside these walls, Karka, it is one of stupidity! How easily gulled we are, at least you elders. Now if Stoneson were chief..."

"Bah!" shouts Karka, cutting Renin short. "Maybe THIS will cool that hot, treasonous blood of yours!" whereupon he grabs Renin by the shoulders and dunks him under the water. The watching dwarves chuckle, their tension easing. Sputtering furiously, the young dwarf comes up for air, only to be dunked again. The chuckles grow into howls of laughter. Now it is the two embattled dwarves' turn to be embarrassed. Karka wraps his towel and dignity about himself and leaves the chamber, followed by a sullen Renin and eight grinning dwarves.

The characters are now left alone in the bathing chamber. Nothing else can be gained here. None of the dwarves will speak to the PCs as they are leaving the chamber. If questioned they break away as quietly and politely as possible. If the PCs seek out any of the dwarves later, all except Renin will successfully avoid them. Renin will take the PCs to see Stoneson. If this happens, go to **NIGHT MOVES**

## THE FEAST

ANY request for an audience now will again be denied. If the characters went to the baths they will recognize Renin sitting among the

group of eleven sullen dwarves, if they have met Stoneson they will also spot him in that group. The party is free to decline the invitation to the feast, if they do so, proceed to **NIGHT MOVES** if they seek out Stoneson, or **NEGOTIATIONS**.

Shortly after sunset a beribboned dwarf comes to the guest quarters to escort you to the great hall. The place is jammed with dwarves, all gaily dressed and in high spirits. You are seated at the foot of the king's table, apparently you are being honored for having the wit to visit Girda on the king's birthday.

Karl Ironsoul sits in his throne at the center of the long table, flanked by his wife and several advisors. His personal guard is arrayed behind him, at the ends of the table, and directly across the table from the king.

The dwarves of Girda seem prosperous. A savory soup, roast venison, loaves of fresh bread, and ample butts of beer and mead provide a simple but satisfying repast. Looking around at the other guests, you can't help but notice a group of eleven dwarves sitting at a table to your right. Their long faces and sullen expressions seem odd amid all the gaiety, and it is obvious they are drinking more than their share of mead.

After the tables are cleared, a dwarf, more ancient-looking than the king and carrying a harp, steps forward. Karl smiles and relaxes into the throne's cushions and the throng quiets as the singer bows towards the king, then plucks a simple melody from the harp.

He sings first of Karl Ironsoul, in honor of the king's birthday, of how a mighty young dwarf aged but 50 years did battle with the ice dwarves of Pohjola in the mountain passes above Girda. The battle raged for days, and, though the enemy could oft times not be seen and at other times seemed larger than life, brave Karl and his small army cut them to ribbons and drove them back to their dark lairs. The dwarves have a mighty hero in Karl Ironsoul.

And he sings of the founding of Girda, and of the coming of Lemminkainen in the dead of winter, bleeding from a hundred wounds and bearing a great sword of blackened steel, never flinching nor slackening his grip though smoke rolled from his burning fist, such was the evil of the weapon when grasped by the good of Lemminkainen. And he saw a great block of ice in the courtyard and plunged the evil blade into it, the black metal hissing its way deeper and deeper into the ice until even its pommel was consumed. 'Here let *Mordvin* remain imprisoned,' he charged the dwarves, 'that no man...'

The bard's song is shattered as a hurled winecup knocks the harp from his hands, its sweet music reduced to discordant twangs as it bounces across the stone floor.

"That no MAN may touch the blade again," a mocking voice finishes the verse. All eyes turn to look at a young dwarf, obviously well in his cups, standing atop a table with his thumbs hooked in his belt and his chin jutting belligerently towards the king. Murmurs of a name, "Stoneson," whisper through the hall. "What do we care for the affairs of MEN, Karl Ironsoul? Why waste our time, our resources on guarding something that MEN so fear?"

The king soberly regards the attacker while his guards draw their weapons and step towards Stoneson. Karl gestures them to stop. "No, let him have his say. I would have this said and done this evening. Stoneson, would you not agree that we abide on this earth alongside other races, men included? We but do our part in protecting Kalevala, thereby insuring our own peace and prosperity."

"We are the laughingstocks of dwarfdom for our gullibility, foolish Karl. The doom of men should be guarded by men. And as luck would have it," Stoneson continues, gesturing towards you, "these strangers have come to take possession of *Mordvin*. Good riddance, I say! Relinquish the guardianship, Karl, or your throne. The young dwarves of Girda will no longer tolerate your old ways and bondage to men!"

Scowling, the king turns his gaze from Stoneson to you. "I apologize for Stoneson's drunken behavior; dwarven hospitality does not include such outbursts, which I'm sure his throbbing head will tell him in the morning. We bear you no ill-will, for you are not the cause of this disagreement, only the catalyst. The younger members of our clan, it appears, have just discovered our ancient responsibility, and it chafes them."

Stoneson knows the characters' mission, even if they have not told

him about it, through contacts in Kitalla. If the PCs try to intervene during Stoneson's outburst, Karl will order them to stop, just as he restrained his guard. After Stoneson has his say proceed with **Negotiations**.

## NEGOTIATIONS

If the characters are still at the feast and wish to postpone the audience until the morning, Karl will agree to this. If the party skipped the feast, Karl will send for them in the morning, Stoneson's outburst at the feast and Karl's own contacts in Girda will have informed him of the party's mission.

The king studies each of you in turn, appraising you. "So. Your mission to Girda is to possess *Mordvin*? Then provide some proof, some reason that we should meekly hand over that which we have so long held and abandon the charge given us by your greatest hero."

Karl will be offended if the characters assume a discourteous or demanding demeanor, or offer a simple bribe. If thus offended or otherwise insulted, Karl will refuse to talk further or negotiate, he dismisses the PCs and the audience ends. If negotiations break down proceed to **NIGHT MOVES**.

The king will express some interest if the players mention Uriel, for he once saw her. He will not accept the amulet as proof, dismissing it as a pretty bauble that could be manufactured by any clever goldsmith.

If the PCs argue that relinquishing *Mordvin* now could bring peace to Girda, Karl and his advisors will consider this at length, then agree to do so only if the sword would be returned. Proceed to **THE SHRINE**.

The ultimate impression is a divine indication that the dwarves' guardianship is ended. If the PCs suggest praying for such a sign, Karl, his advisors, and the characters adjourn to the courtyard (proceed to **THE SHRINE**).

## NIGHT MOVES

The characters may choose to steal the sword under cover of darkness (go to **THE SHRINE**), contact the young dwarves (go to **STONESON**), or simply sleep on it (go back to **NEGOTIATIONS**). If the characters have insulted Karl, they can try negotiating again by sending an apology with their request for another audience.

## STONESON

The young dwarves will not seek out the characters; they have too much pride to initiate a deal with humans (Stoneson would forbid it in any case). But the party may approach them. The party might choose to do this after the incident at the baths or the feast, the result will be the same in either case. Stoneson will consider helping, however. Like Karl, he will be put off if the party assumes a demanding demeanor, or offers a simple bribe. In this case he will refuse to talk further.

If the characters appeal to the young dwarves' desire to be free of the sword, Stoneson will offer to neutralize the shrine guards, leaving the way clear for the characters to get the sword. If the party accepts this offer, Stoneson tells the party to go to the Shrine between midnight and one o'clock. They are to arrive no sooner than midnight and no later than one o'clock. Stoneson also tells the party that they will not see or speak with him again, he has no wish to be implicated in a theft.

## THE SHRINE

The shrine is a roofed wooden box with a door on its eastern side. The ice block nearly fills the interior, with maybe one inch of open space surrounding it. The guards are arrayed one on each side. They will not leave their positions, and will attack any who approach within 10 feet, except dwarves they recognize.

If Karl is with the party, the guards will, of course, stand aside at his order.

If Stoneson is helping the party, things will be normal unless the party follows his instructions and comes to the shrine between midnight and one o'clock. Stoneson has the guards drugged just before midnight (on Karl's birthday this is easy, the guards are offered a toast to Karl, to be drunk before the final hour of his birthday passes) the guards fall unconscious before they realize what is hap-

## THE DWARVES OF GIRDA

pening, and remain that way until one o'clock.

The party may melee the guards, but if the fight lasts for ten rounds or more Karl and his guard will reinforce the shrine guard. Karl will try to arrest the party for theft. If he succeeds, the characters are imprisoned, and will stay there until they can prove that they are entitled to the sword. The only way for them to do this is by praying for a sign, or by demonstrating the effect of the amulet on the block (see below). If the fight with Karl and his guard goes ten rounds or more, Girda's militia turns out.

### Getting Mordvin out of the Block

There are four methods that could open the ice block 1. Pray for a sign from Ukko. 2. Use the amulet. 3. Blast it with *fireball* or *lightning bolt*. 4. batter it with weapons.

**Praying for a Sign:** Any cleric may pray, though the most appropriate choice is Eino since she is a cleric in the service of Ukko. Vaino may also pray, being a paladin devoted to Ukko. If the PCs are in the courtyard when they pray, read the following (they won't see it if they are in jail).

The appeal is answered by a ray of pure light that splits the darkness and strikes the shrine. The wooden outer structure is blasted to flinders, and the light caresses the ancient ice, much like a large hand. In but a few moments the ice is melted, the light slowly fades, and *Mordvin* lies gleaming in a pool of water.

There will be plenty of witnesses if the party prays in the courtyard. If the party is in jail, the guard will confirm that they were praying to Ukko when the ray struck. In either case, Karl gives the PCs *Mordvin* and sends them on their way.

**Using the Amulet:** The ruby sword portion of the magical amulet can easily cleave the block of ice in three rounds. If Karl sees the amulet used he takes this as a sign that the party's claim to the sword is legitimate.

**Using Spells:** A *fireball* or *lightning bolt* will damage the block to such an extent that it can easily be broken apart with weapons in one round. If the party fought the shrine guards, time spent attacking the block counts against the ten rounds it takes for Karl and his guard to arrive on the scene.

**Using Brute Force:** The ice block has 80 hit points, and an armor class of 10. Blunt weapons do full, and edged weapons half damage to it. The base damage is the maximum possible for the weapon type, adjusted for the wielder's strength. If the sword is not freed in five rounds, Karl and his guard will come out to see what all the banging is about, even if the party did not melee the guards. If the party did melee the guards, time spent attacking the block counts against the ten rounds before Karl and his guard arrive on the scene.

**MORDVIN:** *Mordvin* is a long sword of life stealing. While not intelligent, it has a neutral evil alignment and has four ego points. If a non-evil character touches any portion of the sword he suffers 4 points of damage (see DMG page 167). Non-evil characters can wield the sword, however. If a player states that his character is grabbing the sword and holding on no matter what; the character suffers damage and must save vs spells or drop the sword. Magical and racial bonuses do not apply to this save, but wisdom bonuses do. If the save is successful, the character will suffer additional damage as long as he maintains his grip. The sword also has two singular powers. When Urho wields it, the sword can *disintegrate* good creatures. But when the sword is used against Urho, it can *disintegrate* him, and Urho saves vs the effect at -4. If the sword *disintegrates* Urho, it breaks.

### LEAVING GIRDA

Once the characters have *Mordvin* or have given up, they are free to leave. If they negotiated successfully and obtained *Mordvin* with Karl's blessing, the parting will be amicable. If Stoneson helped by knocking the guards unconscious, the characters should be gone before the rest of the dwarves know what has happened. In any event Karl will not pursue the party if they flee Girda, their visit will have stirred things up so much that he will have to stay at home to keep an eye on Stoneson.

Description/ Number	Class/ Level	AC	hp	Wpns	Special
Karl/1	F/9	0	50	L Swd +2, F Pick, F Mace	Str 18/24, L Swd double specialist
Royal Guards:					
Lieutenant/1	F/6	2	33	L Swd, Hammer, Spear	Str 17, L Swd specialist
Lieutenant/1	F/4	2	25	B Swd, F Mace, Spear	Str 16, B Swd specialist
Guards/10	F/3	2	15	B Swd, F Mace, Spear	B Swd specialists
Shrine					
Guards/4	F/5	0	28	B Axe, Lt. Crossbow	Str 17, B Axe specialists
Stoneson/1	F/7	1	32	Spear +1, S Swd	Str 18/58, Spear double specialist
Renin/1	F3	2	16	B Swd, S Swd	Str 16
Karka/1	F3	2	14	B Swd, F Mace, Spear	None
Gate Guards/					
8	F2	3	9	B Axe, Spear, Lt. Crossbow	None
Militia/50					
	NA*	4	6	B Axe, Spear, Lt Crossbow	None

\*Normal 1 hit die dwarves.

### Encounter #2: Ice Dwarves of the Frozen Peaks

This encounter takes place in a narrow defile high in the mountains. Hidden in the rocks on either side of the characters are psionically *invisible* duergar, as noted on the map. Their leader, Grym, and the two ice dwarves with him are visible.

Unbeknownst to any of the dwarves of Girda, one of their number was a spy for the duergar. This dwarf, upon learning of the party's intentions, reported to his masters that they now possess *Mordvin*, whether they actually do. The duergar plan to take the sword and deliver it to Doloria in Encounter #5.

You have left Girda and are now following a mountain pass that will take you into the Frozen Peaks, and hopefully to Urho's tomb. Until recently, you have been able to look back and see Girda in the valley below, but now the village has been obscured by a cold mist pouring down from the mountain tops. The track descends, diving between two shoulders of granite. As you descend you hear excited dwarven voices from ahead, coming closer.

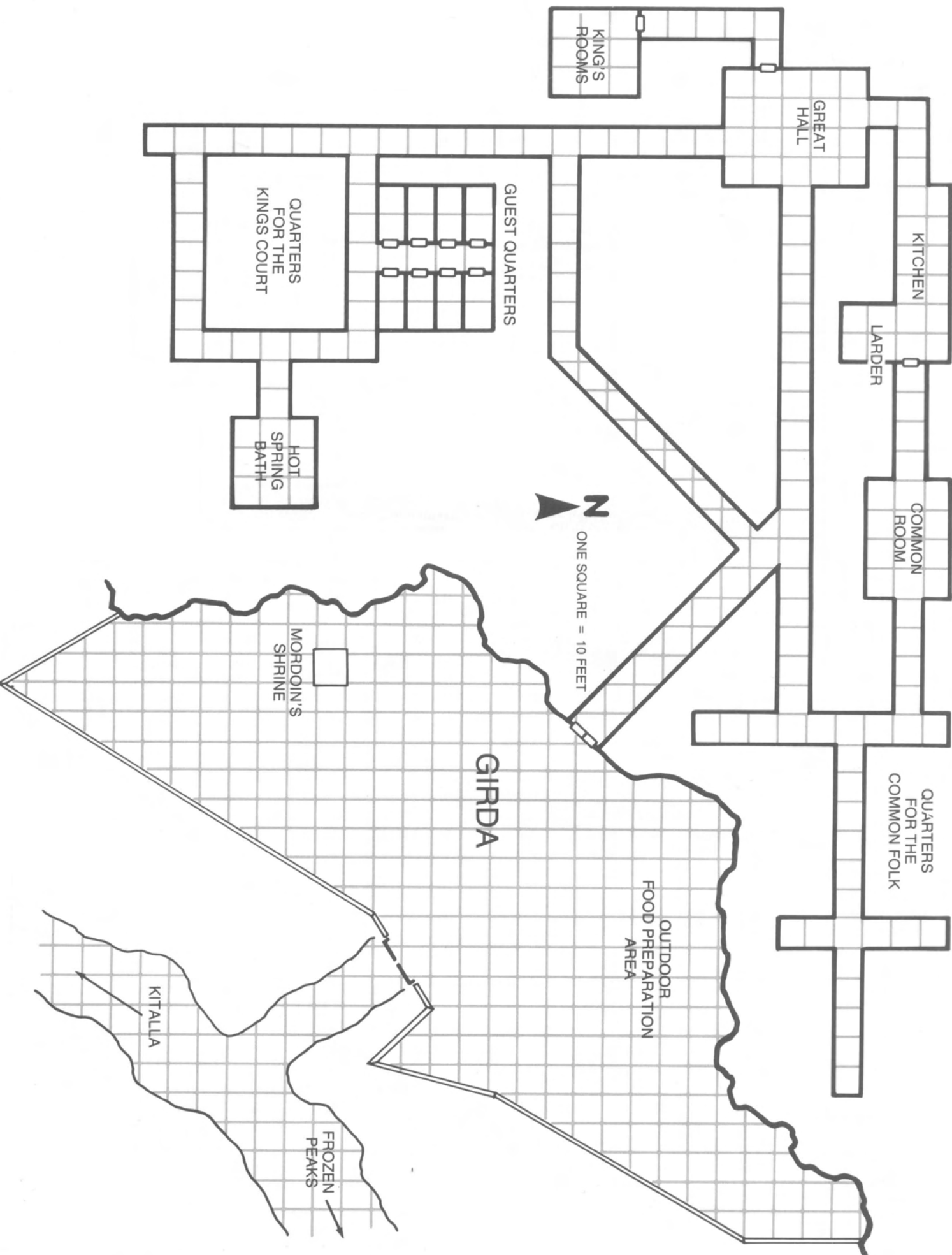
Three rather thin-looking dwarves stride into view, upon seeing you they stop abruptly about 30 feet away. After conferring briefly among themselves, one of the dwarves, making gestures of peace, takes a step forward.

This is Grym. He will attempt to divert the party with the following tale of woe:

"Hail, travelers. Well met are we, for surely the gods answered my prayers for some aid against the plague that has ravaged our clan. We no longer have the strength to fight, yet here you are, to save us from extinction. Ukko be praised!

"A bear, a gigantic creature with evil yellow eyes and long, pointy teeth, has repeatedly attacked our poor holding. We have tried our best, but can no longer fight him. Will you help us? Our small village is but a short distance up this road, and apparently on your way. We have little to offer, yet what gold we have is yours. Little good it will do us if we're dead!"

Grym plans to go on to threaten the party from here, but a party who is too quick to agree to help will throw him off. If the party breaks into his speech with an offer of help, Grym orders the attack immediately (see below). If the party questions Grym, or simply





## Eliel

7th Level Dwarf Female Fighter

### Ability Scores

**STR:** 17 +1 hit/+1 dam, +50#wt, Drs 1-3, BB-LG 13%  
**INT:** 10  
**WIS:** 9  
**DEX:** 15 -1 AC bonus  
**CON:** 16 +2 hp/die SS 95, RES 96  
**CHA:** 12  
**COM:** 9 homely

### Description

Age: 58  
Height: 4'  
Weight: 130#  
Hair/Eyes: Black/brown  
Alignment: NG  
Deity: Ahto

### Combat Data

THAC0: 14  
AC normal: 1  
AC rear: 3  
Armor type: *Splint +1 & Shield*  
Hit Points: 62

Weapon Proficiencies: falchion (specialist), battle axe, hand axe, dagger  
NPP: -2

## Mika

6th-Level Male Half-Elf Ranger

### Ability Scores

**STR:** 18/55 +2hit/+3 dam, +125#wt, Drs 1-4, BB-LG 25%  
**INT:** 13  
**WIS:** 15 +1 ST bonus  
**DEX:** 17 +2 reactions/missiles, -3 AC bonus  
**CON:** 14 SS 88, RES 92  
**CHA:** 15 +15% reactions  
**COM:** 17 good-looking, +17% reactions, fascinate females WIS 8 or less

### Description

Age: 49  
Height: 5'9"  
Weight: 135#  
Hair/Eyes: Gold/violet  
Alignment: NG  
Deity: Mielikki

### Combat Data

THAC0: 16  
AC normal: 2  
AC rear: 5  
Armor type: *Leather +3*  
Hit Points: 41  
Weapon Proficiencies: Long sword, short bow (specialist)  
NPP: -2

## Eino

8th-Level Female Human Cleric

### Ability Scores

**STR:** 12 +10#wt, Drs 1-2, BB-LG 4  
**INT:** 14  
**WIS:** 17 +3 ST bonus, +2 each L1, L2 spells, +1 L3 spell  
**DEX:** 13  
**CON:** 16 +2 hp/die SS 95, RES 96  
**CHA:** 16 +25% reactions  
**COM:** 17 good-looking, +17% reactions, fascinate males WIS 8 or less

Age: 31  
Height: 5'7"  
Weight: 130#  
Hair/Eyes: Blond/green  
Alignment: LG  
Deity: Ukko

### Combat Data

THAC0: 16  
AC normal: 2  
AC rear: 4  
Armor type: *Chain +2 & Shield +1*  
Hit Points: 59

Weapon Proficiencies: mace, hammer, sling  
NPP: -3

### Saving Throws

Poison, paralysis, death	7
Petrifaction, polymorph	10
Rod, staff, wand	11
Breath Weapon	13
Spells	12

## Juhani

Female Human Thief/Magic-User (2/6)

### Ability Scores

**STR:** 10 Drs 1-2, BB-LG 4%  
**INT:** 17  
**WIS:** 9  
**DEX:** 16 +1 reactions/missiles, -2 AC bonus  
**CON:** 15 +1 hp/die SS 91, RES 94  
**CHA:** 18 +35% reactions  
**COM:** 20 beautiful, +30% reactions, fascinate males WIS 15 or less, fascinate females WIS 10 or less

### Description

Age: 29  
Height: 5'9"  
Weight: 130#  
Hair/Eyes: Black/brown  
Alignment: CN  
Deity: Tuoni

### Combat Data

THAC0: 19  
AC normal: 2  
AC rear: 4  
Armor type: *Bracers AC 4*  
Hit Points: 27

Weapon Proficiencies (as magic-user): staff  
NPP: -5  
Weapon Proficiencies (as thief): dagger, club  
NPP: -3

### Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	8

## Eemil

7th-Level Elven Male Magic-User

### Ability Scores

**STR:** 9 Drs 1-2, BB-LG 1%  
**INT:** 18  
**WIS:** 14  
**DEX:** 14  
**CON:** 17 +2 hp/die SS 97, RES 98  
**CHA:** 12  
**COM:** 10 average

### Description

Age: 280  
Height: 5'  
Weight: 98#  
Hair/Eyes: Silver/black  
Alignment: LG  
Deity: Ilmatar

### Combat Data

THAC0: 19  
AC normal: 7  
AC rear: 7  
Armor type: *ring of protection +3*  
Hit Points: 36  
Weapon Proficiencies: dagger, dart  
NPP: -5

### Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	10

## Toivo

7th-Level Male Gnome Thief

### Ability Scores

**STR:** 9 Drs 1-2, BB-LG 1%  
**INT:** 10  
**WIS:** 9  
**DEX:** 17 +2 reaction/missiles, -3 AC bonus  
**CON:** 9  
**CHA:** 9  
**COM:** 9 homely

### Description

Age: 90  
Height: 3'9"  
Weight: 80#  
Hair/Eyes: Brown/brown  
Alignment: CN  
Deity: Tuoni

### Combat Data

THAC0: 19  
AC normal: 4  
AC rear: 7  
Armor type: *Leather +1*  
Hit Points: 38

Weapon Proficiencies: dagger, short sword, club  
NPP: -3

### Saving Throws

Poison, paralysis, death	12
Petrifaction, polymorph	11
Rod, staff, wand	12
Breath Weapon	15
Spells	13

\*Add +2 race bonus where applicable  
\*Add +3 Dexterity bonus where applicable

## Racial & Professional Skills

Attacks: 1/1

Languages: common tongue, lawful good

Spells/day: 5 5 4 2

### Equipment

**Magic Items:** chain +2, shield +1, mace of disruption, potion of fire resistance

**Normal Equipment:** spell components, holy symbol, iron rations, leather backpack, waterskin, war hammer, tinderbox, 100sp, 2 small sacks, 15' rope, sling, 20 bullets, 3 vials holy water, 6 torches

## Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

\*Add +3 Dexterity bonus where applicable

## Racial & Professional Skills

Attacks: 1/1

**Special Abilities:** Normal half-elven abilities, +5 to damage vs. giant class creatures, normal ranger tracking abilities. Bow hit at point blank range (up to 30') inflicts double damage

Languages: Normal Half-Elven Languages

### Equipment

**Magic Items:** leather +3, long sword +1, 6 arrows +1, periapt of proof against poison +1

**Normal Equipment:** short bow, 35gp, spear, 50' rope, 10' pole, wine skin, 3 flasks of oil, leather backpack, large sack, silver mirror, club, tinderbox, 20 arrows (quiver), iron rations

## Saving Throws

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	12
Spells	13

\*Add +4 race bonus where applicable  
\*Add +1 Dexterity bonus where applicable

## Racial & Professional Skills

Attacks: 3/2 or 2/1

**Special Abilities:** Normal dwarven abilities

Languages: common tongue, normal dwarven languages

### Equipment

**Magic Items:** splint +1, ring of water breathing, battle axe +1, potion of heroism

**Normal Equipment:** 2 large sacks, 70gp, tinderbox, leather backpack, falchion, 3 hand axes, iron rations, wineskin, small pouch

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## Racial & Professional Skills

Attacks: 1/1

**Special Skills:** Normal gnomish skills

Languages: normal gnome languages

### Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
65	67	60	65	53	35	79	35

### Equipment

**Magic Items:** leather +1, dagger +2, potion of climbing, potion of healing, gloves of thievery

**Normal Equipment:** short sword, 12 caltrops, small wooden box, 6 daggers, 2 clubs, 6 iron spikes, hammer, leather backpack, 2 large sacks, 50' rope, grappling hook, 50 gp, waterskin, iron rations, tinderbox

## Racial & Professional Skills

Attacks: 1/1

Languages: common tongue

Spells/day: 4 2 2

### Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

### Equipment

**Magic Items:** bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking

**Normal Equipment:** 2 large pouches, leather backpack, 10' pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

### Spell Book

Level 1 Spells (Memorize 4)

Dancing Lights	Detect Magic
Feather Fall	Hold Portal
Magic Missile	Read Magic
Shield	Sleep

Level 2 Spells (Memorize 2)

Continual Light	Detect Invisibility
Invisibility	Knock
Levitate	

Level 3 Spells (Memorize 2)

Dispel Magic	Fireball
Hold Person	Hold Person
Lightning Bolt	

## Racial & Professional Skills

Attacks: 1/1

Languages: common tongue

Spells/day: 4 2 2

### Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

### Equipment

**Magic Items:** bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking

**Normal Equipment:** 2 large pouches, leather backpack, 10' pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

### Spell Book

Level 1 Spells (Memorize 4)

Dancing Lights	Detect Magic
Feather Fall	Hold Portal
Magic Missile	Read Magic
Shield	Sleep

Level 2 Spells (Memorize 2)

Continual Light	Detect Invisibility
Invisibility	Knock
Levitate	

Level 3 Spells (Memorize 2)

Dispel Magic	Fireball
Hold Person	Hold Person
Lightning Bolt	

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## Vaino

6th-Level Male Human Paladin

### Ability Scores

**STR:** 16 +1 *dam*, + 35#wt, Drs 1-3, BB-LG 10%  
**INT:** 12  
**WIS:** 16 +2 *ST bonus*  
**DEX:** 15 -1 *AC bonus*  
**CON:** 15 +1 *hp/die SS 91, RES 94*  
**CHA:** 18 +35% *reactions*  
**COM:** 15 *good-looking, +15% reactions, fascinate females WIS 7 or less*

**Age:** 38  
**Height:** 6'6"  
**Weight:** 245#  
**Hair/Eyes:** Black/gray  
**Alignment:** LG  
**Deity:** Ukko

### Combat Data

**THAC0:** 16  
**AC normal:** 1  
**AC rear:** 4  
**Armor type:** *Chain +1 & Shield +2*  
**Hit Points:** 42

**Weapon Proficiencies:** *lt. lance (choice), long sword (choice), horsemen's mace (choice), dagger, short sword*  
**NPP:** -2

## Minna

6th-Level Human Female Cleric

### Ability Scores

**STR:** 15 + 20#wt, Drs 1-2, BB-LG 7%  
**INT:** 9  
**WIS:** 18 +4 *ST bonus, +2 each L1, L2 spells, +1 each L3, L4 spells*  
**DEX:** 15 -1 *AC bonus*  
**CON:** 15 +1 *hp/die SS 91, RES 94*  
**CHA:** 17 +30% *reactions*  
**COM:** 16 *good-looking, +16% reactions, fascinate males WIS 8 or less*

### Description

**Age:** 25  
**Height:** 5'2"  
**Weight:** 105  
**Hair/Eyes:** Blonde/blue  
**Alignment:** LG  
**Deity:** Ilmatar

### Combat Data

**THAC0:** 18  
**AC normal:** 1  
**AC rear:** 3  
**Armor type:** *Chain +2 & Shield*  
**Hit Points:** 34

**Weapon Proficiencies:** *flail, hammer, staff*  
**NPP:** -3

### Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

\*Add +1 Wisdom bonus where applicable

## Aleksis

6th-Level Human Male Cleric

### Ability Scores

**STR:** 15 + 20#wt, Drs 1-2, BB-LG 7%  
**INT:** 10  
**WIS:** 14 +2 *L1 spells*  
**DEX:** 11  
**CON:** 17 +2 *hp/die SS 97, RES 99*  
**CHA:** 12  
**COM:** 14 *good-looking, +14% reactions, can fascinate females WIS 7 or less*

### Description

**Age:**  
**Height:** 6'  
**Weight:** 185#  
**Hair/Eyes:** Blonde/blue  
**Alignment:** NG  
**Deity:** Mielikki

### Combat Data

**THAC0:** 18  
**AC normal:** 2  
**AC rear:** 4  
**Armor type:** *Splint & Shield +1*  
**Hit Points:** 62

**Weapon Proficiencies:** *hammer, footmen's mace, staff*  
**NPP:** -3

## Alvar

5th-Level Human Female Cavalier

### Ability Scores

**STR:** 17 +1 *hit/dam*, + 50#wt, Drs 1-3, BB-LG 13%  
**INT:** 10  
**WIS:** 10  
**DEX:** 15 -1 *AC bonus*  
**CON:** 16 +2 *hp/die SS 95, RES 96*  
**CHA:** 14 +10% *reactions*  
**COM:** 19 *beautiful, +28% reactions, fascinate males WIS 14 or less, fascinate females WIS 9 or less*

### Description

**Age:** 39  
**Height:** 5'11"  
**Weight:** 140  
**Hair/Eyes:** Red/hazel  
**Alignment:** LG  
**Deity:** Ilmatar

### Combat Data

**THAC0:** 16  
**AC normal:** 1  
**AC rear:** 3  
**Armor type:** *Plate Mail & Shield*  
**Hit Points:** 65

**Weapon Proficiencies:** *med lance (choice), long sword (choice), horsemen's military pick (choice), horsemen's flail, broad sword*  
**NPP:** -3

## Players' Background

The adventure you are about to play is set in the Finnish Mythos from the LEGENDS & LORE Tome. A brief overview of the mythos is provided here for the benefit of those players not already familiar with it. All of your characters are assumed to understand it as well, so this should also be considered background material for each PC.

The mythos is based on the continuing battle of two lands, Kalevala (land of good) and Pohjola (land of evil). All Kalevalans know that Pohjola is constantly trying to impose its way of life on all of Finland. As it is, Finland is really two countries, divided more or less equally between the two factions. All your characters are Kalevalans, and reside in the capital city of Kitalla.

Kalevala's protector is a creature called the Great Bear. Each spring the king conducts a ceremony before a cave in the wilderness to awaken the creature from hibernation so it may resume its patrol of the border between Kalevala and Pohjola.

Of a more mystical importance to all of Finland are the Pilgrim's Pool, the Path of Purification, and the Great Tree. The Pool is a place not of any world, a link between the mortal and the immortal. The Path provides a means of understanding and improving oneself spiritually, though the process can prove deadly, even to the most devout. The Tree is an Astral link between the Prime Material Plane and the Outer Planes. Near its top is a shrine. The deity who controls it to a large extent dictates the fortunes of the warring factions of Finland. Needless to say, control of the Tree's shrine is often a bone of contention among Finland's deities.

The following is the common knowledge each PC has about the others.

**ELIEL** once met the Water Dwarf, a servant of the deity Ahto. She has become quite smitten with him and now makes her home in a cave near the sea in order to honor him. She has frequently adventured with Mika, and they are very close friends. Eliel went adventuring with Toivo in her younger days. They are still friends, though not as close as they used to be.

**MIKA** is the son of Eemil's sister, and he likes his uncle very much. He is also very close to Eliel, even though he cannot understand her obsession with the Water Dwarf. Being a ranger and worshipping Mielikki, he dislikes anything or anyone that would do harm to forests or forest creatures.

**EINO** and Juhani are half-sisters. Her father was slain and she and her mother were abducted by marauding bandits when Eino was two years old. Eino eventually escaped, but her mother did not. Effectively orphaned, she was reared by clerics of Ukko, and became one herself. Eino and Juhani have just recently been reunited. Eino is married to the valiant paladin Vaino, and enjoys a close relationship with her husband.

**JUHANI** is Eino's half-sister, the issue of their mother and the bandit chieftain who abducted her. Juhani's only family, until recently, has been Toivo, a kindly gnome who took the infant Juhani into his care and instructed her as best he could. A few months ago the two journeyed to Kittala, where the half-sisters were reunited.

**EEMIL**'s sister (Mika's mother) insisted that he keep a watch over her son. He does this, even though the boy is fully capable of taking care of himself.

**TOIVO** was a member of the raiding band that abducted Juhani's mother. Seeing that the young Juhani was considered a slave (even though the daughter of the bandit chief), Toivo took her into his care (his own ideas about personal freedom obviously weighing heavily in this decision) and trained her in the ways of thievery. Later, when she exhibited an aptitude for magic, he did not dissuade her; in fact, he encouraged her to pursue her talent. Toivo and Eliel adventured together in their younger days and were close friends. Eliel's infatuation with the Water Dwarf has caused the two to drift apart.

**VAINO** is wedded to Eino. He is a poor paladin, sworn to poverty and the service of Ukko, but a good husband. He often advises Alvar about her profession and her life.

**ALEKSIS** is a devout cleric who sees his service to his deity, Mielikki, as more important than adventure. He has, however, infrequently adventured with Mika and Eliel whenever his clerical duties have allowed. He feels especially close to Mika through their shared faith and love of the forest and its creatures.

**MINNA** and Alvar are sisters, cousins to Vaino. Minna gets along well with her sister and admires Vaino very much. She is altogether too proper a lady to allow her admiration to develop into anything serious. Minna wears a magic girdle that gives an indication of her general state of health and helps to heal her wounds.

**ALVAR** is Minna's sister. Like Vaino, she has taken a vow of poverty. Vaino is her mentor in many ways, he provides her with guidance about her profession and her way of life. Their relationship is strictly business, however.

### Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

\*Add +1 Wisdom bonus where applicable

### Racial & Professional Skills

**Attacks:** 1/1  
**Spells/day:** 5 5 2  
**Languages:** Common tongue, neutral good

### Equipment

**Magic Items:** shield +1, staff-mace, dust of appearance (x2)  
**Normal Equipment:** splint mail, iron rations, leather backpack, 2 flasks of oil, holy symbol, quarter staff, 6 torches, 2 vials of holy water, 2 war hammers, small pouch, 40sp, waterskin, tinderbox, spell, components

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### Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spells	14

\*Add +2 vs Illusions  
 \*Add +1 Dexterity bonus where applicable

### Racial & Professional Skills

**Attacks:** 3/2 or 1/1  
**Special Abilities:** Immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points  
**Languages:** common tongue

### Equipment

**Magic Items:** military pick +1, chime of interruption, potion of super-heroism (4 levels/20 hit points for 8 rounds)  
**Normal Equipment:** plate mail, shield, long sword, 2 large pouches, tinder box, 6 torches, wine skin, 2 iron rations, medium lance

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### Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

\*Add +2 vs illusions  
 \*Add +1 Dexterity bonus where applicable

### Racial & Professional Skills

**Attacks:** 3/2 or 1/1  
**Special Abilities:** Detect evil up to 6", immune to disease, affect undead as a 3rd level cleric, heal 10 points of damage once a day, cure disease once per week, protection from evil 10'r. immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points  
**Languages:** Common tongue, lawful good, elf

### Equipment

**Magic Items:** chain +1, shield +2, long sword +1 flametongue  
**Normal Equipment:** long sword, horseman's mace, light lance, 2 vials of holy water, holy symbol, tinder box, iron rations, large pouch, 2 cp, 6 torches

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### Racial & Professional Skills

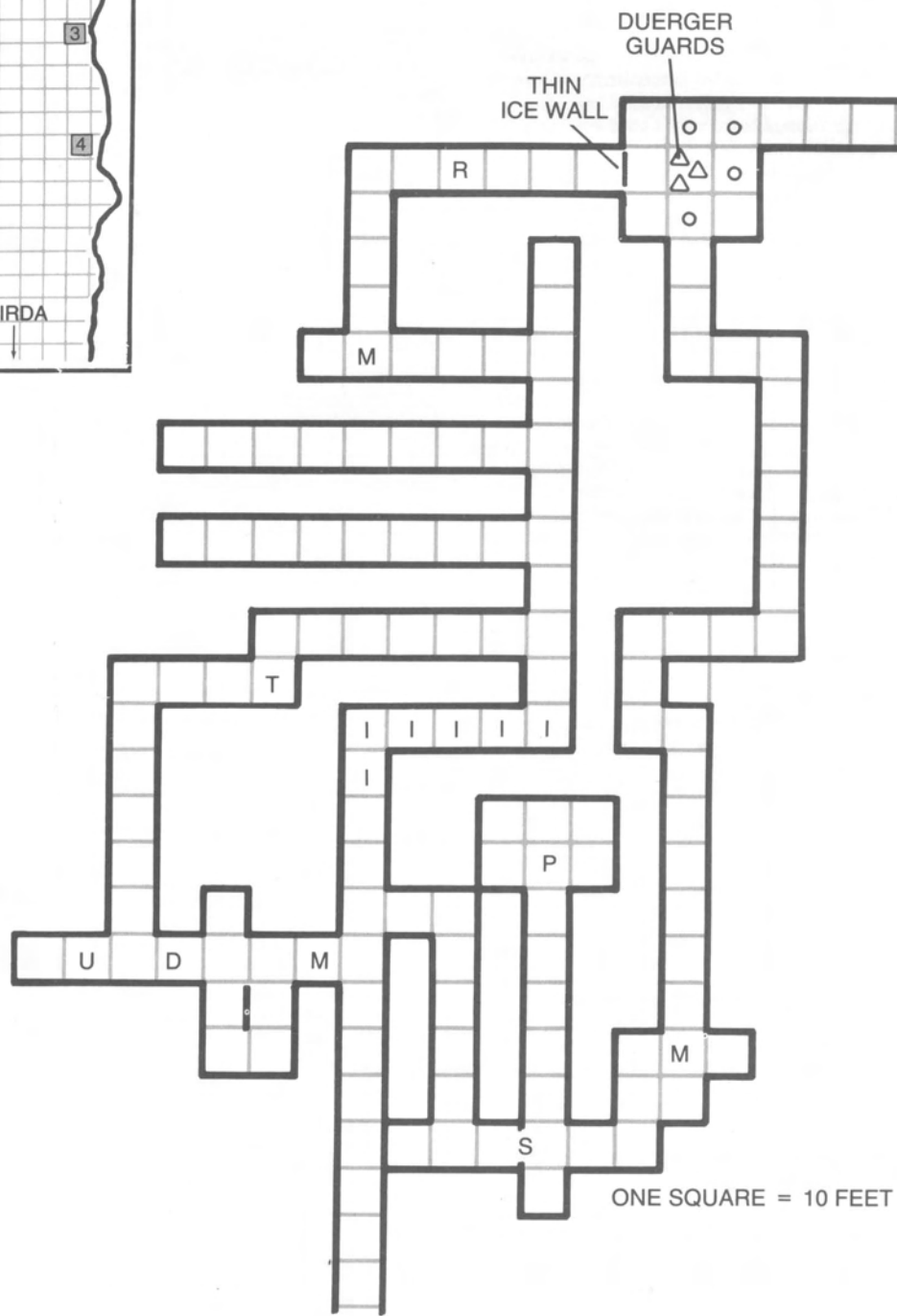
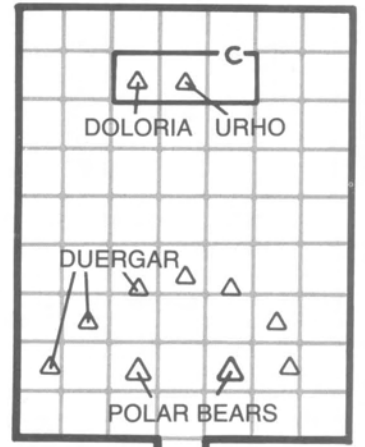
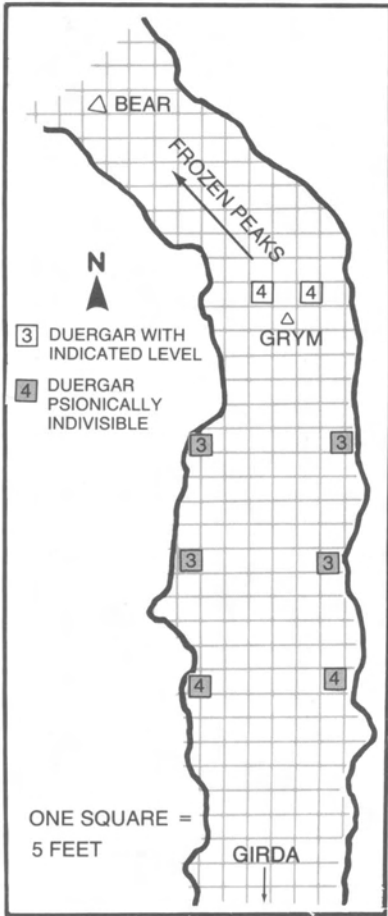
**Attacks:** 1/1  
**Spells/day:** 5 5 3  
**Languages:** common tongue

### Equipment

**Magic Items:** chain +2, staff of withering (21 charges, hammer +1, girdle of Ilmatar\*, boots of the north

\*The Girdle of Ilmatar indicates the wearer's health by appearing bright silver when worn by a healthy person, or varied shades of tarnish extending to black depending on how grievously injured or sick the wearer becomes. The girdle has the added ability of restoring 3 hit points per day to the wearer, provided he is damaged but still alive.  
**Normal Equipment:** holy symbol, spell components, 3 candles, 5 hammers, leather backpack, 6 torches, 3 vials of holy water, 60gp

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allows him to continue, read the following:

The gaunt dwarf's tone unexpectedly turns menacing, and his lips twist in a crafty smile. "On the other hand, we may not need your direct help, just the sword you got from those two-faced dwarves of Girda." Startlingly, the rocks of the defile seem to sprout more fully-armed dwarves on all sides. "As you can see, Tall Ones, we have the advantage and the surety of victory. But come. We can avoid the hot, sweaty work of butchery. Give me the sword and I'll grant you your freedom."

**PARTY OPTIONS** The characters may negotiate, stand and fight, or break through the encircling duergar and run up or down the trail. Fleeing characters are attacked vs. their rear armor class by as many duergar as can do so. If the characters have *Mordvin* and willingly relinquish it, the duergar will allow them to go free. If the party tries to pass off any sword as *Mordvin*, these duergar will be fooled and accept it as the real thing, unless *Mordvin* is in plain sight. The duergar don't know what the sword actually looks like, but they will know it if they see it.

**DUERGAR TACTICS** See the map for placement of the duergar force. The circled duergar are initially psionically *invisible*, standing motionless in the rocks. They cannot be seen by any means available to the party, due to their *invisibility* and the concealment afforded by the rocks.

If the characters refuse to negotiate, Grym will signal his force to attack. All the duergar will use their *expansion* ability, gaining the damage bonus listed in their stats. Once an individual duergar sustains half damage, he will assume his *invisibility* once again, causing his attackers to strike at -4 (unless the *invisibility* fails vs a PC, see the DM's notes).

If the party interrupted Grym's speech with an offer of help, he will be flustered. He will motion vaguely to one of his assistants and say that he is feverish from a wound, then he'll take the dwarf by the arm and approach the party, the third dwarf following the pair. When they get within melee range, Grym shouts "At them!" and attacks. The attack proceeds as above.

If a melee starts, a brown bear kept by the duergar clan will enter the fight at the beginning of the fourth round. The beast will charge into the front of the party.

If it is obvious to the duergar which character is carrying *Mordvin* (if the sword is in plain sight), they will attempt to separate him from the party and wrest the sword from him. If they are successful, the duergar carrying *Mordvin* will become *invisible* and withdraw from the fight, attempting to escape down the trail (in the direction from which Grym appeared to come). If feasible, the remaining duergar will attempt to physically seal off the road long enough for their comrade to escape.

Encounter #3 begins three turns after a successful negotiation, when only three duergar are left alive (if the party chooses to melee), or three turns after the party breaks through the duergar ring and runs either up or down the path.

**Duergar (Grym):** 1; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 5 + 2; hp 27; THAC0 15; #AT 1; D by weapon.

Special Abilities: Psionic ability 81, BCD/FGH; psionic disciplines at 5th level mastery: *expansion* (9', +5 damage), *invisibility* (IF 15), *molecular attraction*, *reduction*; +4 ST bonus .vs magic immune to paralysis and poison; weapons: hammer, short sword.

**Duergar:** 4; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 4 + 2; hp 22 each; THAC0 15; #AT 1; D by weapon.

Special Abilities: Psionic ability 79, BCD/FGH; psionic disciplines at 4th level mastery: *expansion* (8', +4 damage), *invisibility* (IF 10), *molecular attraction*, *reduction*; +4 ST bonus .vs magic immune to paralysis and poison; weapons: hammer, short sword.

**Duergar:** 4; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 3 + 2; hp 17 each; THAC0 16; #AT 1; D by weapon.

Special Abilities: Psionic ability 77, BCD/FGH; psionic disciplines at 3rd level mastery: *expansion* (7', +3 damage), *invisibility* (IF 6), *molecular attraction*, *reduction*; +4 ST bonus .vs magic immune to paralysis and poison.

**Brown Bear:** 1 AL N; INT Semi; SZ L; MV 12"; AC 6; HD 5 + 5; hp 28; THAC0 15; #AT 3; D 1-6/1-6/1-8.

Special Abilities: Paw hit 18 + = hug for extra 2d6 damage,

fight for 1-4 rounds after reaching 0 to -8 hp, -9 hp = death.

## Encounter #3: What a pain

This encounter takes place at the end of (or immediately after) encounter #2 (see above).

A sudden roar fills the air as an enormous column of flame pours down from the sky, enveloping most of the remaining duergar. Striding into battle from the direction you were heading is a female cleric, yelling battle cries and brandishing a rod. She rushes into the fray, smiting duergar and shouting Ukko's praises.

The woman is Doloria, a cleric of Loviator, sent to delay the party and then to resurrect Urho. Although she cannot cast a *resurrection* spell, she can perform the resurrection with a ritual similar to the one that the characters witnessed in the prologue. She has cast *obscure alignment* and *undetected lie* upon herself to better convince the party that she is indeed a cleric of Ukko sent to aid the party in their quest. Doloria will insist on helping the party and will NOT take no for an answer when she offers to help. The only way that the party can get rid of her is to slay her.

The column of flame is a *flame strike* that does 28 points of damage (save for half). Doloria targets this spell, if possible, to harm only duergar. If this is impossible, she hits as few PCs as possible. Doloria will continue to aid the party until the last of the duergar is defeated, and will continue to pose as the PCs' friend until she is discovered or until it is time to trigger the avalanche (see below).

When the last duergar falls, Doloria launches into her act, warmly embracing either Eino or Vaino and babbling joyously: "Sister (brother) in the service of Ukko, how fortunate it was that a most glorious air maiden did appear to me, telling me that some of our order were on a mission for Ukko himself and could use my aid. Was this not a most rousing battle? Come, allow me to heal your wounds, then let us celebrate the glory of Ukko and make our plans on how to best achieve his goals." Doloria will, of course, introduce herself.

The players may ask whatever they would like. Bear in mind Doloria's mission, and that while she is with the characters, she will play the role of a cleric of Ukko to the limit. The spells she has cast will conceal her true identity at this point in the adventure. Do not spend too much time here just talking. Doloria will encourage the resumption of the quest if more than 10 minutes of real time has passed. If anybody asks, she will tell them that she knows where Urho's tomb is, and will offer to lead them to it. She does indeed know where the tomb is, but she has no intention of allowing the party to get there alive. Doloria radiates evil, but the *obscure alignment* makes this undetectable as long as it lasts. If a character tries to detect evil on Doloria while the spell is running tell the player that there is *no* result.

Two hours after your encounter with the duergar the icy mist shrouding the trail up Girda's back has thickened to the point that visibility is reduced to 20 feet. Proceeding up the snow-covered incline is becoming even more difficult, as it twists and turns through a tangle of fallen trees and boulders. Large waves of frozen snow loom ominously high overhead, some having fallen and partially blocked the path. As you struggle along, you encounter an even more formidable obstacle. The mountain pass you have been following ends in a rocky cliff, obviously the source of all the boulders. A wide strip of snow and ice covers most of the cliff face, leaving very little bare rock showing. It is difficult to tell how high the cliff is, its summit is obscured by the fog.

Doloria turns to you and says, "Well my heroic companions, we have almost arrived. Great Urho's tomb lies at the top of this cliff. Time is of the essence, so we must press on. I have means to climb without danger of falling, I shall ascend and secure a rope so that we may all arrive safely at the summit."

Doloria intends to ascend the cliff using her *slippers of spider climbing*, then start an avalanche by striking the snow and ice with her *rod of smiting*. Her spells all have run out, and the party can determine her true alignment and intentions now. If the party tries to convince her not to go she will insist that her plan is the best. If the party tries to discuss the problem at length she will simply ignore them and start climbing.

The icy portion of the cliff face is unclimbable, the rocky portion is rough but slippery. Doloria can climb it with her slippers at 60' per round. The cliff is 80' high. When Doloria reaches the summit she starts the avalanche, using one charge from her rod.

Doloria climbs into the fog and disappears. Moments later you hear a low rumble. Huge chunks of rock and ice rain out of the fog, an avalanche is coming!

The characters have 3 melee rounds before the ice breaks away from the cliff and the avalanche strikes. If they wish to run back down the trail they postpone the inevitable by one more round.

The characters can take shelter behind the boulders along the path and ride out the avalanche. The debris will flow around the rocks, leaving anyone in the lee of them unscathed. *Levitation* or *fly* also will work.

Any character not sheltering behind a boulder when the avalanche strikes will take 2d8 points of damage and must make a dexterity check (roll dexterity or less on 1d20) or be swept away and buried, taking an additional 2d8 points of damage. Characters who are climbing are swept away automatically. The party may attempt to dig out buried characters, but this requires three turns and counts as triggered trap in Encounter #5.

Doloria will not reappear in this encounter, like all true villains, she thinks the good guys all have been slain by her brilliant plan.

If Doloria is slain in this encounter, her body slowly vaporizes, forming a mist that swirls upwards into the fog, trailed by mocking laughter. Tuoni (god of the underworld) will cast *resurrection* on her and return her to earth so that she may complete Urho's resurrection. The characters benefit, though, in that Doloria is delayed in starting the ceremony. Slaying her thus cancels out one trap they may trigger.

## Encounter #4: Slip-slidin' Away

The entrance to Urho's tomb is at the top of the cliff, just as Doloria said it was. As the party recovers from the avalanche, they can see it.

The avalanche nearly has filled this end of the pass with snow and ice, adding to the confusion of the fallen trees and boulders and reducing movement to a crawl. As they begin to move about, a cold wind springs up, ripping the fog to shreds and revealing the cliff face. The cliff is about 80 feet high, the covering of snow and ice has fallen away, leaving a huge pile at the base of the cliff. The pile is almost 60 feet high and looks like it can be climbed. A small cave mouth is visible in the cliff face, about 5 feet above the pile of snow and ice. The avalanche must have uncovered it. For a brief moment, there appears to be a human figure in the cave, but it quickly disappears.

According to the information you got in the capital, this is the most likely spot for Urho's tomb.

The figure was Doloria entering the portal (see below). The pile of snow and ice is not fully stable, but firm enough to climb.

If Doloria was slain before he could trigger the avalanche, an air maiden appears before the party, congratulates them on seeing through and foiling Lovitar's deception, and tells them the exact location of the cave. The party must find a way to remove the snow and ice blocking it. A *lightning bolt* or *fireball* will do the trick, but will cause an avalanche. Vaino's *flametongue* sword will easily chop a hole in the ice, but its wielder will have to *levitate*, *fly* or be suspended by a rope from the top of the cliff. Simply chopping through the ice also will work, but this takes time, and will negate the time gained by slaying Doloria.

When the cave mouth is finally uncovered, read the following when any character of good alignment comes within 10 feet:

The ice encrusting the cave mouth begins to crackle and hiss as a thick mist rolls out toward you. When the mist clears, many runes and wards carved around the stony portal are revealed, cautioning those of good alignment not to enter, as this is the tomb of one of great evil. No entrance is apparent, however, just a dead end cave.

The cave is approximately 10' x 10' x 10', there is a secret door at the back of the cave that leads into the ice maze beyond. The secret door can be found at the normal chances. Doloria located it with her *true seeing* spell.

## KEY TO THE ICE MAZE:

- M** A block of ice that can be pushed in any feasible direction by a combined strength of 28 or more. Spiking the blocks and pulling them is not practical. There is a two-inch clearance at the top of each block. Due to the reflectiveness of the ice walls, these blocks may be overlooked. One or more characters must stay they are examining the corridor surfaces to find them. The blocks can, however, be found in passing. A casual search is enough. Elves and half elves will see the blocks on a 2 in 6 chance just by passing within 10 feet of them.
- T** A pit trap covered by a thin sheet of ice. Any character stepping onto this drops into 10' deep pit, floored with sharp shards of ice that inflict an additional 2d4 of damage (falling damage is 1d6). This trap may be detected by a *find traps* spell or a thief's *find traps* ability. Probing will reveal that the space is hollow.
- I** A 60-foot long area with what appears to be small, sharp stalactites hanging from the ceiling. These are loosely embedded ice daggers. On the segment anyone enters this area they begin to drop at the rate of 3 per segment per character, attacking as a 3 HD monster (THACO 16,) shield bonus does not apply unless the player states that his character is holding his shield overhead. Each hit inflicts 1d4 points of damage. A character moving at a 12" rate takes 5 segments to pass through this area; a 9" rate 7 segments. A *web* spell cast on the ceiling can prevent the daggers from falling in the area covered by the *web*.
- S** A battered bronze shield, graven with the rippling-wave symbol of Ahto (god of water), has been frozen into the ice wall. This is the opening device for a secret door, pressing the center of the shield opens the door. A *knock* spell also will open the door, but other methods short of battering a hole in the wall will not.
- D** A block of ice will drop from the ceiling and slide towards the west if a character steps into **U**. The block stops when it reaches the square immediately east of area **U**, effectively blocking the north-bound path. It takes a combined strength of 45 to push the block up slope to allow access to the northern passage. If the characters push block **M** all the way to **U**, the weight will trigger this trap. Characters caught between the ice blocks must make a dexterity check (roll dexterity or less on 1d20) to escape. Failure results in 3d8 of points of damage and entrapment between the blocks. It takes 20 strength factors to pull a trapped character free.
- P** A 20' x 30' room with highly reflective surfaces. Any character entering or looking into this room with a lit torch or lantern will be blinded for 3 turns by the strong light. Anyone so affected will attack at -4 "to hit" for the duration of the effect. If the afflicted character is kept with the party, the group movement rate is slowed to 6".
- R** This steeply-pitched floor is bathed in running water so that it is unbelievably slippery. If the characters take no precautions (spiking a rope into the wall for a handhold, etc.), they will fall and slide down the ramp. Accelerating rapidly, they crash into what appears to be a solid wall of ice. But the wall is quite thin and will shatter harmlessly when struck. The sliding characters take 1d6 impact damage when they tumble into the room beyond.

The ramp empties into a room occupied by three duergar guards. If the characters slid through the ice wall, these guards have two segments of surprise while the characters regain their feet. Dexterity adjustments to surprise do not apply. The duergars' attacks during surprise are at +4 "to hit" due the characters' prone positions.

If the characters have approached via the hidden corridor, surprise chances are normal for both groups.

The circles are small, ice covered pits, similar to the pit in area **T**. Unwary characters will easily break through and fall into the pit taking 1d6 points of damage. The pits may be found with a *find traps* spell or with the thief ability.

Doloria has charged the duergar to get *Mordvin* if they can (if it wasn't taken in Encounter #2). If the sword is captured, one of the guards will hurriedly deliver it to Doloria in the last chamber. In melee, the duergar use their *invisibility* discipline first, then *expansion*.

**Duergar:** 3; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 4 + 2; hp 22 each; THACO 15; #AT 1; D by weapon.

Special Abilities: Psionic ability 79, BCD/FGH; psionic disciplines at 4th level mastery: *expansion* (8', +4 damage), *invisibility* (IF 10), *molecular attraction*, *reduction*; +4 ST bonus .vs magic immune to paralysis and poison; weapons: hammer, short sword.

## Encounter #5: Urho's Tomb

Urho's resurrection is in progress when the characters enter the final chamber. The resurrection is accomplished by a ritual in which Doloria drives six ice daggers into his heart, with appropriate prayers. The placement of each dagger requires one round, and Urho will be functional three rounds after the last dagger is plunged home. The number of rounds left until Urho is on his feet (from when the party enters) is given in the table (see below).

The party accrued time penalties for having to dig someone out of the avalanche, chopping through the ice on the cliff (If they slew Doloria before she could trigger the avalanche), and being caught in the avoidable traps in the ice maze: the pit trap T, the S-U slide, and the Prism. The delay caused by each of these results in Doloria being able to place one more ice dagger in Urho's corpse (see below) before the party enters the crypt. If Doloria was killed in #3, subtract one from the accrued delays (this will result in a -1 if no delays were experienced).

The situation, then, when the party enters the crypt is one of the following (determine the value of x and y now and substitute those values in the player description that follows):

# Traps Triggered:	-1	0	1	2	3	4
# Shards in Urho (x):	1	2	3	4	5	6
# Shards in Doloria's Hand (y):	5	4	3	2	1	0
# Rounds Left until Urho Is Functional:	8	7	6	5	4	3

If all six ice shards have been placed, disregard the last sentence in the following description.

A twisting passage of rock and ice leads deeper into the mountain, disgorging finally into a large ice cavern. Seven especially nasty looking dwarves and two large white bears stand between you and a hut-like structure made of translucent ice. Though somewhat blurred, it is possible to see the body of a warrior lying supine on a wooden sleigh within the ice hut. (X) ice shards have been driven into his massive chest. A female figure that bears a marked resemblance to Doloria stands beside the byre, her upraised left hand holding (Y) more ice daggers. As the evil dwarves advance, she takes another dagger into her right hand, preparing to plunge the ice shard deep into the corpse's heart.

Doloria has ordered the seven duergar to protect her and the ice enclosure while she performs the resurrection ritual. They will use their psionic *expansion* discipline and attack the party, they will use *invisibility* when half damaged. The duergar will interpose themselves between the party and the hut, and will prevent the PCs from entering it if possible. The polar bears attack on the duergars' orders.

If the party still has *Mordvin*, these duergar will try to take it. They assume that the party has the sword if Doloria doesn't have it, and they can make a pretty good guess as to which character has it just by looking at the equipment each character is carrying (sword-sized objects aren't easy to hide). If successful in taking the sword, one of them will deliver it through the secret door in the rear of the hut (see below). If any character is watching this exchange, the location of the secret door is thus revealed.

## THE ICE HUT

The hut is impervious to spells. The walls can be broken by repeated weapon blows; treat it as AC -3, SZ M. Each 5-foot section of wall has 30 hit points. When reduced to zero hit points a wall section crumbles, leaving a 5-foot opening.

Doloria has cast *protection from good*, 10'r. Party attacks into the protected area are at -2 "to hit," and Doloria's and Urho's saving throws vs the party's spells are made at +2.

### DOLORIA'S TACTICS

Doloria's prime mission is to resurrect Urho. She will not interrupt the process until the last shard is in place. If interrupted, she will wait until the last possible moment, then use her *rod of smiting*, since she will be in melee and spell use would be impractical (icy walls of the hut are too slippery for *spider climbing*).

If not immediately threatened after completing the resurrection, she may leave the hut if the duergar are in trouble (three or fewer left, or one of the bears is slain). She will cast *silence* spells on magic-users and clerics, in that order, then *continual light* and *light* spells in the fighters' eyes in order to blind them. Her final spell attacks will be *hold person* on any spell casters still functional, and finally *sticks to snakes*, the snakes created, however, will become inactive after 1d4 + 2 rounds due to the cold in the chamber.

### URHO'S TACTICS

Urho is a fighting machine, and if resurrected in time to join the fray, he will concentrate his attacks on Vaino, Alvar, Mikar, and Eliel in that order. If *Mordvin* is available, he uses it, otherwise, he will use his two-handed sword.

If the party attacks Urho with *Mordvin* and successfully *disintegrate* him, the sword breaks, shattered by the magical energy used in the process. If Urho is slain, Doloria and any remaining duergar will attempt to flee.

**Duergar:** 7; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 4 + 2; hp 22 each; THAC0 15; #AT 1; D by weapon.

Special Abilities: Psionic ability 79, BCD/FGH; psionic disciplines at 4th level mastery: *expansion* (8', +4 damage), *invisibility* (IF 10), *molecular attraction*, *reduction*; +4 ST bonus vs magic immune to paralysis and poison; weapons: hammer, short sword.

**Polar Bears:** 2 AL N; INT Semi; SZ L; MV 12"//9"; AC 6; HD 8 + 8; hp 48 each; THAC0 15; #AT 3; D 1-6/1-6/1-8.

Special Abilities: Paw hit 18 + = hug for extra 3d6 damage, fight for 2-5 rounds after reaching 0 to -12 hp, -13 hp = death.



# NPCs

## Karl Ironsoul

9th Level Male Dwarf Fighter

**STR:** 18(24)  
**INT:** 10  
**WIS:** 15  
**DEX:** 14  
**CON:** 15  
**CHA:** 12  
**COM:** 12

**AC Normal:** 0  
**AC Rear:** 3  
**Hit Points:** 50  
**Alignment:** Neutral Good

**Weapon Proficiencies:** Long sword (double specialist), short bow, mace, spear

**Special Abilities:** Attacks 3/2 (2/1 with long sword), normal dwarven abilities.

**Languages:** Normal dwarven languages

**Equipment:** Chainmail +2, shield +2, long sword +2, mace, spear.

**Background:** Karl is a philosopher king with many years of adventuring and rule behind him. He understands that each race in Kalevala must do its part in order to keep Pohjola contained. He assumes that the dwarves of Girda were chosen to guard *Mordvin* for a very good reason, and he takes this duty very seriously. He will not give the sword up lightly. He thinks that Stoneson is bit of a fool. He believes that Stoneson's disdain for other races is a serious handicap that will eventually embarrass the younger dwarf and ruin his chances for political success. Stoneson's outburst at the feast bears this out. Karl, however, has underestimated Stoneson and is unaware of how dangerous he has become.

Karl will do his best to judge the PCs' request for the sword on its own merits. He will try to put his own views and Girda's politics aside, but he will not give *Mordvin* to the PCs unless they appear to be absolutely genuine.

## Karka

3rd Level Male Dwarf Fighter

**STR:** 14  
**INT:** 10  
**WIS:** 10  
**DEX:** 13  
**CON:** 14  
**CHA:** 9  
**COM:** 10

**AC Normal:** 2  
**AC Rear:** 3  
**Hit Points:** 14  
**Alignment:** Lawful Good

**Weapon Proficiencies:** Broad sword, short bow, mace, spear

**Special Abilities:** Normal dwarven abilities.

**Languages:** Normal dwarven languages

**Equipment:** Plate mail & shield, broad sword, short bow, 20 arrows.

**Background:** Karka is an old soldier who believes whatever his king says is right — period. He regards Stoneson's agitations as mere immaturity. He thinks of Stoneson's followers merely as boys playing a game. He does not tolerate any criticism of his king. He

believes the current fuss over *Mordvin* is none of the party's business, and will tell them so if they try to get any information out of him.

## Renin

3rd Level Male Dwarf Fighter

**STR:** 16  
**INT:** 9  
**WIS:** 11  
**DEX:** 12  
**CON:** 16  
**CHA:** 10  
**COM:** 12

**AC Normal:** 2  
**AC Rear:** 3  
**Hit Points:** 16  
**Alignment:** Chaotic Good

**Weapon Proficiencies:** Broad sword, short sword, mace, light crossbow

**Special Abilities:** Normal dwarven abilities.

**Languages:** Normal dwarven languages

**Equipment:** Plate mail & shield, broad sword, short sword.

**Background:** Renin is a discontented youth. Like young people in every time and place he thinks he has all the answers. He is unaware of Stoneson's extremism, and sees only a charismatic leader, who represents "modern" thinking. He will not talk to the party after the incident at the baths — he is too embarrassed. If approached about the sword, he takes the party to Stoneson and lets him do the talking.

## Stoneson

7th Level Male Dwarf Fighter

**STR:** 18(58)  
**INT:** 11  
**WIS:** 12  
**DEX:** 14  
**CON:** 15  
**CHA:** 16  
**COM:** 14

**AC Normal:** 2  
**AC Rear:** 3  
**Hit Points:** 39  
**Alignment:** Chaotic Good

**Weapon Proficiencies:** Spear (double specialist) short sword, mace, hammer.

**Special Abilities:** normal dwarven abilities.

**Languages:** Normal dwarven languages

**Equipment:** Plate mail & shield, spear +1, short sword

**Background:** Stoneson is the ringleader of a group of dwarves that wants to, among other things, oust Karl Ironsoul from his throne and end *Mordvin*'s guardianship. Stoneson believes that dwarves are the only hard working, honest race in the world. Other races, Stoneson believes, merely want to get rich off honest dwarven labor — especially humans. He has the normal dwarven dislike for elves, and he thinks that humans are just as bad. He treats the other "short races" (gnomes and halflings) with tolerance at best. Most of his followers are not aware of these attitudes, and remember only Stoneson's talk of higher prices for dwarven goods, bigger and deeper mines, and fewer "big folk" in Girda.

Stoneson would like to see all dwarves isolated from other races, and he believes that such isolation would protect dwarves from anything — even Pohjolan conquest of Kalevala. The guardianship of *Mordvin* in particular sticks in Stoneson's craw. He sees this as an example of dwarves doing the work that other races are too lazy to do themselves.

If the party approaches him, Stoneson will be wary and distant, suspicious of a trick. He knows from contacts in the capital that the party is trying to get *Mordvin* but he doesn't want to get involved with humans. He does want to use the party to get rid of *Mordvin* while keeping his own hands clean.

## Doloria

10th Level Female Human Cleric

**STR:** 14  
**INT:** 11  
**WIS:** 17  
**DEX:** 16  
**CON:** 15  
**CHA:** 13  
**COM:** 16

**AC Normal:** 2  
**AC Rear:** 5  
**Hit Points:** 60  
**Alignment:** Chaotic Evil

**Weapon Proficiencies:** Staff, mace, sling, hammer

**Spells/Day:** 6 6 4 3 2.

**Languages:** Chaotic Evil, common, duergar

**Equipment:** Chainmail & shield, *rod of smiting* (40 chgs), *slippers of spider climbing*, mace, 2 hammers.

**Spells Carried:** *Cure light wounds* (x2), *light* (x3), *protection from good*, *silence 15' radius* (x3), *resist fire*, *hold person*, *obscure alignment\**, *dispel magic*, *continual light* (x2), *flame walk*, *protection from good 10' radius*, *undetectable lie\**, *flame strike\**, *true seeing\**.

\*spell cast before final encounter, and not available in final encounter.

**Background:** Doloria is as cold hearted as her goddess (Lovitar). She does not appreciate humor, and she only laughs when she sees some creature or being in pain. She holds friendship, love, and honor in contempt, but she takes special pleasure in the agonies these emotions can cause in others.

When the party encounters her, however, she is playing the role of a good cleric. She overacts the part terribly. She will be sugary sweet to everyone, and fairly bubbles with feigned cheerfulness. She speaks in hyperbole about everything the party does or plans to do, and constantly sings praises to Ukko, but never calling him by name and never using the same name twice ("thank the all father, praise the great old one, glory to he who is most supreme...").

## Urho

13th Level Male Human Fighter

**STR:** 18(62)  
**INT:** 10  
**WIS:** 14  
**DEX:** 16  
**CON:** 16  
**CHA:** 14  
**COM:** 12

**AC Normal:** -3  
**AC Rear:** 0  
**Hit Points:** 99  
**Alignment:** Chaotic Evil

**Weapon Proficiencies:** Two-handed sword, long sword (specialist), short sword, mace, dagger, short bow.

**Special Abilities:** Attacks 2/1 (5/2 with long sword)

**Languages:** Chaotic evil, common, white dragon

**Equipment:** *Plate mail +3* & shield, *two-handed sword +2*.

**Background:** Urho is every bit as hard and cruel as Doloria, they could have a great time together making each other miserable. The last thing he remembers is dying 1500 years ago, and he is hopping mad. He will not talk to the characters, he just wants to kill them. One of Urho's favorite tricks when he has *Mordvin* is to grunt with pleasure when he successfully drains an energy level from an opponent, hoping to make the opponent believe that the sword transferred the level to him.



## THE BRENALETTE FAMILY & FRIENDS

by Andrew Ehrnstein

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"The New Rogues Gallery" is a continuing feature in POLYHEDRON™ Newszine through which members may share their most interesting characters with the rest of the Network. Referees may use some or all of the characters described here for random encounters, or even build a whole adventure around them. The Newszine welcomes all member contributions for this feature, particularly human or demi-human clans like this one.

Elves and Dwarves are strange, but I wanted to create a human character from a strange culture, so Bregnor Brenalette was born. Bregnor, along with a powerful paladin, and Ealserei, Bregnor's current wife, formed a team that became a renowned force in Adeendee, our game world. Ealserei is an NPC, and does not appear here. The paladin is a non-standard character and could not be presented here for various reasons (too numerous to list, Ed.).

Together this team recovered the Egg of the Phoenix,<sup>1</sup> defeated the wicked Heldfond and destroyed a copy of the Necronomicon. Bregnor and Ealserei basically have been retired (despite Bregnor's grumbling,) but the clans' younger members and their friends are still adventuring.

Yosemite and Laurus had to be included for reasons beyond the camaraderie inherent in most adventuring parties. Yosemite will likely be part of the Brenalette family within a year, if he and Aste-rei ever have time to get married. He hasn't even had time to buy her an engagement ring yet! And Laurus is inseparable (until combat strikes!) from Yosemite, regardless of the fact that Yosemite and his friends seem to attract superpowerful egomaniacs that scare Laurus half to death.

Reputation and renown are important to most of these characters in different ways. Bregnor fled his home to save his family pain, and to prevent a civil war. Cytwytever and Yosemite seek to further their renown, and so be accepted in the family. Aste-rei is secure enough that she hardly cares. Laurus, of course, has no reputation

outside his circle of friends.

With no further ado I present the Brenalettes and their friends, old and new.

### BREGNOR BRENALETTE

Player: Andrew Ehrnstein  
10th Level Male Human Fighter

STR: 18(60)  
INT: 13  
WIS: 13  
DEX: 15  
CON: 18  
CHA: 17  
COM: 9

AC Normal: 0

AC Rear: 1

Hit Points: 101

Alignment: Neutral Good

Deity: acknowledges most war and sea gods

Weapon Proficiencies: (7) battle axe, hand axe, javelin, long sword, two-handed sword, spear, lance

Special Abilities: attacks 3/2, prefers to fight with two weapons, ambidextrous.

Languages: Common, Frost Giant, Dwarf, Elf

Equipment: sword of dancing, Axe of the Lord (battle axe + 3, command 3/day, strength spell on wielder 1/day 8 turns duration,) 3 javelins + 2, other javelins, hand axe, lance if mounted - spear if not, full plate armor, headband of eyes (works as robe of eyes), pearl of the Sirines, ring of free action

Description: Bregnor Brenalette is 6'5" tall and weighs 257 lbs. He is broad-shouldered and heavily muscled. He has fair, freckled skin, and long hair (the mark of a warrior in his birthland.) His short, thick beard and hair are brown with only a few grey streaks. Bregnor's steely grey eyes have neither been tempered nor dimmed by his 59 years of life. In his opinion his many scars have only

improved his looks. He generally looks happy and ready for anything.

**History:** Bregnor Brenalette is the son of a violent baron of the Norther March, but is low in the line of succession. He led a number of successful attacks against the frost giants who raided his homeland. The local people wanted Bregnor to take the heir's right from his eldest brother, and Bregnor, never ambitious or selfish, left in confusion. He had many adventures and good times with his close friend Fredrick Galthoria and Ealserei (an elfmaid magic-user). However, when his reputation spread to his homeland he was forced to leave his friends for the same reasons he had originally left his home. He and Ealserei (who left with Bregnor) slew a dragon turtle in the port of Crantiven and were nearly worshipped by the liberated populace. Bregnor fell in love with the late lord's daughter, married her and was welcomed as the new Lord of Crantiven. His Lady died bearing Asterei. He looked to Ealserei for consolation at first, but this developed into a romance that neither had expected. Bregnor and Ealserei were not married until after Cytwytever was born. Bregnor grumbles that he's getting feeble in his old age, but he is still far from it. Some suspect Ealserei is responsible for this.

**Personality:** Bregnor draws people like a feast draws halflings with his good nature and courage. Often too trusting, his friends keep an eye out for him. Bregnor has friends in garrisons and taverns in many nations, but he is not accepted by the more arrogant of the nobility. He has never been ambitious, and intrigue frustrates and disgusts him. Bregnor prefers to fight things out toe-to-toe with his enemies. He often avoids the court life by strolling through his city, training warriors, spending time with his children and wife, or traveling abroad. Bregnor refuses to wear helmets and protective magics, preferring to take his lumps like any other soldier (and he is proud of the resulting scars).

**Current Residence:** Lord Bregnor Brenalette lives with his family in the royal palace of Crantiven. The palace is on a cliff on the edge of the seaport, overlooking both the prosperous city and the sea upon which it depends.

### ASTEREI BRENALETTE

*Player: Andrew Ehrnstein  
3rd Level Female Human Illusionist*

**STR:** 8  
**INT:** 17  
**WIS:** 10  
**DEX:** 17  
**CON:** 10  
**CHA:** 15  
**COM:** 15

**AC Normal:** 2  
**AC Rear:** 5  
**Hit Points:** 7  
**Alignment:** Chaotic Good  
**Deity:** none acknowledged

**Weapon Proficiency:** dagger

**Special Abilities:** ambidextrous; psionic ability 194, ACDE/FGH Disciplines (only *hypnosis* and *invisibility* learned as yet): *hypnosis*, *invisibility*, *clairvoyance*, *mass domination*, *mind bar*

**Languages:** Common, Elf, Dryad, Brownie, Bronze Dragon, Lamasu, Lizard Man

**Equipment:** 4 daggers (3 are concealed,) *bracers of defense* AC 5, potions of *healing* and *psionic boost* (10 Psi Str points, standard duration), material components, stone of *continual light*, spell books.

**Description:** Lady Asterei Brenalette is 32 years old, 5'6" tall and weighs 130 lbs. She has smooth, lightly tanned and freckled skin, and brown hair that falls in ringlets half-way down her back. Her eyes are dark grey, her lashes are long and her nose is small and pretty. She has a round face and a rather voluptuous figure. Wherever she travels she dresses appropriately and very well.

**History:** While 'Tever grew up without a surname, Asterei grew up without her true mother, for Asterei's mother died bearing her. Ealserei named her friend's child and tried to raise her while unwittingly growing closer and closer to Bregnor. She also introduced Asterei to the Art, which Asterei proved very adept at, quickly deciding on illusions and practicing her innate psionic talents. These pursuits were only barely interrupted by two marriages ending in her being widowed each time. Some whisper that she killed her husbands (she did not). Asterei allows these rumors to circulate — she likes her freedom.

Recently Asterei has acquitted herself amazingly well, using her limited powers impressively. Because of 'Tever's and Yosemite's physical protection she has yet to even *draw* a dagger. She has, however, almost knocked herself unconscious several times by straining her psionics to their limit. She and Yosemite work very well together. Asterei has finally found a man who won't lock her in a palace!

**Personality:** Lady Asterei Brenalette learned how to speak her mind from her father and the use of subtleties from her step-mother. The combination often amuses her. She teases 'Tever, trying to lighten up his usually somber mood. Asterei believes that appearances are very important, which is why she loves illusions: she gets to change appearances whenever she wants! She loves sailing, swimming, humor and intellectual debate. She is very creative in her use of illusions and has a very good and active sense of humor. She is also very aware of the mysterious sagecraft of psychology, probably due to her psionics, and she incorporates psychologically powerful symbols in her illusions. Her only prejudice is a learned aversion to insane and arrogant people.

**Current Residence:** Though presently unable to return home, Lady Asterei Brenalette lives in her personal suite in her father's palace.

### CYTWYTEVER

*PLAYER: Andrew Ehrnstein  
3rd Level Male Half-Elven Cavalier*

**STR:** 17  
**INT:** 12  
**WIS:** 12  
**DEX:** 16  
**CON:** 15  
**CHA:** 14  
**COM:** 13

**AC Normal:** -1

**AC Rear:** 2

**Hit Points:** 30

**Alignment:** Neutral Good

**Deity:** not devoted, but acknowledges many, especially Hanali Celanil

**Weapon Proficiencies:** (4) lance, long sword, short composite bow, javelin

**Special Abilities:** infravision (60'), detect secret doors, 30% resistant to sleep and charm, 90% resistant to mind-affecting magic, +2 to save vs. illusions, immune to fear, protection from fear aura 10' radius, consciousness retained to -14 hit points, +1 to hit with lance and long sword, skilled at hunting, ambidextrous.

**Languages:** Common, Elf, Gnome, Halfling, Goblin, Hobgoblin, Orc, Gnoll

**Equipment:** *trans-dimensional long sword* +1 (*light* once/day, retains its "plus" on any plane), field plate armor, shield, lance, short composite bow and arrows, 4 javelins, skinning knife for the hunt and heavy warhorse, Sithwelen, which wears plate barding.

**Description:** Cytwytever is young for a half-elf, only 30 years old and looking a human 17. He stands 5'6" tall and weighs 130 lbs. He has fair, freckled skin, shoulder length brown hair, and no facial hair. His eyes are almond-shaped and grey-green colored. 'Tever's ancestry is obvious to anyone, but the intensity of his gaze usually stops any questions about it.

**History:** Cytwytever is the son of Lord Bregnor Brenalette and his Lady Ealserei and was born out of wedlock. 'Tever learned early that the way to make other people forget his bastardy was to never back out of a fight. He has not forgotten, though, that Bregnor promised to officially recognize 'Tever when he makes knighthood, and 'Tever daily strives toward that end.

He trained under his father and a friend of the family, a skilled

cavalier. He only has been adventuring for a short time, but has done exceedingly well. 'Tever, his half-sister Lady Asterei, Reginold "Yosemite" Nole, Laurus "The Brave" and a few others have been encountering incredibly arrogant and incredibly powerful, beings and have survived.

**Personality:** Cytwytever is courteous and good-natured like his father, but a little touchy. He takes everything too seriously. He may well relax a bit and begin to enjoy life when he gains his spurs and his surname, but not until then. Insulting 'Tever, especially about his illegitimacy, is always taken as a challenge except from the very best of friends. He allows his friends to call him 'Tever, but not mere acquaintances. He truly has no fear, and he will attack any evil of any strength. 'Tever often lays his life on the line for his half-sister (something Yosemite always appreciates). Considering the foes his group has been encountering, this self-confidence has helped. He loves his family very much and respects his parents' love for each other. Despite this, he really does not understand love, nor — only discipline, — a point Asterei (and only Asterei) teases him about. He is beginning to lose his reserve toward Yosemite and he pities Laurus, but otherwise he always acts rather formally.

**Current Residence:** Presently unable to return home, 'Tever usually lives in the officers' quarters in his parents' palace.

### "YOSEMITE" REGINALD NOLE

*Player: Grayson R. Towler*  
4th Level Male Human Ranger

**STR:** 17  
**INT:** 13  
**WIS:** 14  
**DEX:** 15  
**CON:** 18  
**CHA:** 12  
**COM:** 14

**AC Normal:** 1

**AC Rear:** 3

**Hit Points:** 52

**Alignment:** Neutral Good

**Deity:** Mielikki, Finnish Mythos

**Weapon Proficiencies:** (3 of 4 used) Longsword, Longbow, Sabre

**Special Abilities:** Tracking, Surprise on 1-3, surprised only on a 1, +4 damage vs. Giant Class

**Languages:** Neutral Good, Common, Ogre, Bugbear, Hobgoblin

**Equipment:** Rope, 50', 5 flasks of oil, small mirror, pouch, backpack, Longsword, Longbow, Plate Mail, Large Shield, 16 Arrows, Sabre, +2, 4 arrows +3

**Description:** "Yosemite" Reggie is 22 years old, 6'1" tall, and weighs 197 pounds. He has blond hair and brown eyes, a fairly attractive (if already a bit battle-scarred) face, with striking but no outstanding features. He is well muscled, but not to the point of being overly bulky. Being a warrior obviously serves to put a rough edge on anybody's appearance, but Reggie is particularly fond of the roughness, and actively promotes it (although with Lady Asterei about, he attempts to keep himself from being offensive.) He does not smile very often, which usually gives him an air of intensity.

**History:** "Yosemite" Reggie had always enjoyed being in the woods and hunting, and at age 15 he decided that his calling was not in the class of fighter, as he was originally training for, but in that of ranger. He began his actual adventuring career close to his 21st birthday. Of his original companions, only Laurus is with him today. Although a friend of his, an illusionist, was killed on that first adventure, he survived long enough to impress upon Reggie the power and effectiveness of a properly-used illusion.

To replace the illusionist, the party took on his sister, a beautiful magic-user named Mestopha. At first, Reggie thought he was in love with her. She proved herself to be powerful, resourceful, and quite mysterious. Reggie had always been fascinated and infatuated with magic, and, while he still believed illusions to be the most powerful kind, he was nonetheless impressed with the power that Mestopha wielded in her spells. Unfortunately, Mestopha was also terminally strange. A paladin discovered faint traces of evil in Mestopha, and, eventually, she was taken away by a powerful devil. It was discovered later that she was, in fact, part demon. Fortunately,

he met Asterei. She was just as powerful (with her illusions), just as mysterious (with her psionics), just as beautiful, and didn't come complete with weirdness or demon blood. She and Reggie work well together, and he has found that he likes her better than Mestopha anyway. Whether or not this will get anywhere depends on their survival, of course, which is quite uncertain, considering the amount of superpowerful beings that the party has had to deal with lately. They have only survived by dint of luck, big talk, illusions, and utter duplicity. These tactics, while having worked well enough so far, are not the safest things to rely upon, and are extremely difficult to practice with a cavalier and a paladin looking over your shoulder. Reggie would much prefer to deal with things he at least has a chance of handling in a straight forward manner.

**Personality:** Laurus, "Yosemite" Reggie, oldest friend, has often described his comrade-in-arms as 'power-hungry.' This is, in a lot of ways, a wholly accurate assessment of Reginald Nole's tendencies. He has an unbridled desire to possess magic, or, if he can't use it himself, work with people who can. This near-obsession is further manifested in the fact that he always seems to seek out magic-using women. The reason for this power-hungriness, however, is his resentment of having been pushed around in the past by people who do have power. He is, however, neither rash nor stupid, and is willing to bide his time before he decides to take-on some of these superpowers that have plagued his life.

Other than that, Reggie is not a difficult person to get along with. Although he lacks the charisma of some of his companions, he nonetheless takes on the role of the leader, since he started out in that position and, although there has been a great deal of turnover in the party, nobody has ever bothered to contest his leadership. He gets along with almost everybody in the party, especially Asterei and Laurus. Cytwytever is a puzzle to him, though. While Reggie is often quite intense, he enjoys a good time as much as anybody and likes to take the time off to hang around with Laurus and just do silly things, but Cytwytever never lets up. What bothers Reggie the most is that, in order to keep him alive, the party has often had to steer Cytwytever clear of certain overwhelming encounters, and thus 'Tever has never been able to see any reason to believe Reggie's claim that some things are best not fought. He has finally resolved, however, not to let Cytwytever get between him and Asterei, although Asterei really is quite capable of handling her noble-minded half-brother if she really feels she needs to.

**Current Residence:** Reggie's family is in his hometown of Idemchile, but his true home is on the road. Certain events have taken him quite a distance from his birthplace, and indeed he is no longer sure if it still exists. He doesn't really foresee going back there anyway, but, then again, nothing else has happened that he has foreseen.

### LAURUS "THE BRAVE"

*Player: Grayson R. Towler*  
5th Level Male Halfling Thief

**STR:** 13  
**INT:** 14  
**WIS:** 12  
**DEX:** 18  
**CON:** 15  
**CHA:** 12  
**COM:** 10

**AC Normal:** 3

**AC Rear:** 7

**Hit Points:** 27

**Alignment:** Neutral Good

**Deity:** No specific attachment

**Weapon Proficiencies:** (2 of 3 used) Sling, Short Sword

**Special Abilities:** 30' infravision, invisible in foliage, surprise on 4 in 6 if alone, thief abilities.

PB	OL	FT	MS	HS	HN	CW	RL
65	62	50	60	56	25	75	15

**Languages:** Neutral Good, Common, Elf, Gnome, Goblin, Dwarf, Halfling, Orc, Thieve's Cant

**Equipment:** Thieve's tools, 50' rope, backpack, pouch, 3 flasks of oil, garlic, 2 iron spikes, sling, 12 bullets, short sword, leather armor, *amulet of water breathing*, *potion of improved invisibility*.

**Description:** Laurus is rather large for a halfling, standing 3'6" and weighing 57 pounds. His eyes are brown and large, and his skin is fairly dark. His hair is brown and curly, and he wears a thin beard. He is not particularly handsome to any race, but his looks are sufficient to get him by.

**History:** A year before he set out to recover a magical amulet with his good friend, "Yosemite" Reginald Nole and his party, Laurus never even dreamed that he would be going on adventures, except on the nights that he had nightmares. He was NOT a prime candidate for adventuring, to say the least. He was, however, quite poor, and on his own in the world, and eventually had to try his hand at thievery to support himself. Soon after he turned to this profession, he tried to pick the pocket of a young human by the name of Reginald Nole, who was training to be a ranger at the time. Instead of clobbering Laurus when he caught the halfling, Reggie told him where he could get professional training. This began his friendship with Reggie, as well as his thief training with the local guild. Several years later, under circumstances that he often wonders about, Reggie convinced him to go on a "little" quest with him. It was all uphill from there.

**Personality:** Reggie added "The Brave" to Laurus's name once he got to know him, and it was a teasing measure. Laurus prefers to be exactly the opposite of "Brave", and would much rather avoid a fight than to face one. He has shown in the past, as much to his surprise as to his friends', that he is actually capable of extreme bravery in a pinch. He has figured that, while the actual performing acts of bravery isn't so bad, getting yourself worked up for them is. He convinces himself that the only reason he keeps on adventuring in the first place is for the money, but in fact he is fully caught up in the adventuring lifestyle and couldn't untangle himself from it if he wanted to.

Laurus does not share Reggie's power-hungriness. In fact, he is frightened of most magic, especially what he terms the "flashy" kind. He feels no real need for power or respect, and is content with the idea that his life will probably be altogether inconsequential. As an adventurer, though, he may turn out to be important in spite of himself.

**Current Residence:** Laurus's hometown is Idemchile, but, at present, it doesn't look like he'll be seeing that place for a long time.

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#### (LETTERS)

like to run another Network sanctioned tournament. I will have a preliminary flyer ready in a month or so and will get you a copy. I would appreciate it if you could tell me who to contact at The Dragon, so that we don't get left out of their schedule again. Now to the interesting part...

I would like to be able to run the tourney using a new game system (developed here in Ft. Wayne) called Darkus Thel. There is a lot of interest in the game here (one of the reasons I was only able to fill 4 tables, is that Darkus Thel captured the interest of the Con goers to the point that in three sessions they managed to fill 15 tables and were still turning people away).

I have asked the authors of the game if they would be interested, and they have said that they would be willing to write the needed modules and submit them, with a copy of the rules, to HQ for approval. I have suggested a mid-March deadline to them. If this is not enough time, please let me know as soon as possible. I would also be happy to write a review of the game for the Newszine (or you could have someone from your staff review it, at your discretion).

I look forward to working with you on this, and hope you will be in touch soon. Thank you for all of your help.

Michael Durant  
NIGA, Pentacon Committee

*In reference to getting your modules sooner, we are making a GOOD effort on sending these out earlier. We realize there has been a problem, and we are making plans on rectifying this situation.*

*As to the memberships for the Pentacon '86, the winners of the Guild War scenario*

*were run in issue #32. This is an unofficial announcement but we believe it to be authentic, as we are waiting for the new system on the computer to be completed so we can do it there. If there should be any corrections then we will announce them in a later issue. The memberships (extensions, etc.) will be issued at that time. Also, your membership applications have been sent to you as of 1/14/87.*

*Read the DRAGON® Magazine — February, issue #118 — which will have guidelines for the Convention Calendar: Send to: DRAGON Magazine, c/o Robin Jenkins, P O Box 110, Lake Geneva, WI 53147, as soon as possible. (Editor's Note: announcements sent to DRAGON Magazine will not necessarily appear in POLYHEDRON Newszine even if you request publication in both, and vice versa. The staffs of these publications are often too busy to communicate with each other. If you want to make sure your convention is listed in both publications send an announcement to each.)*

*As to your desire to use Darkus Thel rules to create your own tournament, yes, this would be fine. You would have to get the approval of both the publisher and Network HQ to review and approve as official. (Editor's Note: this goes for all Network sanctioned events using non-TSR products.)*

*The mid-March deadline would be fine. The manuscript should be typed - double spaced with 1" margins on all sides. Every page should be numbered and the author's name or coordinator's name and number should appear on the left top corner and the scenario's name in the top right corner.*

# REVOLUTION!

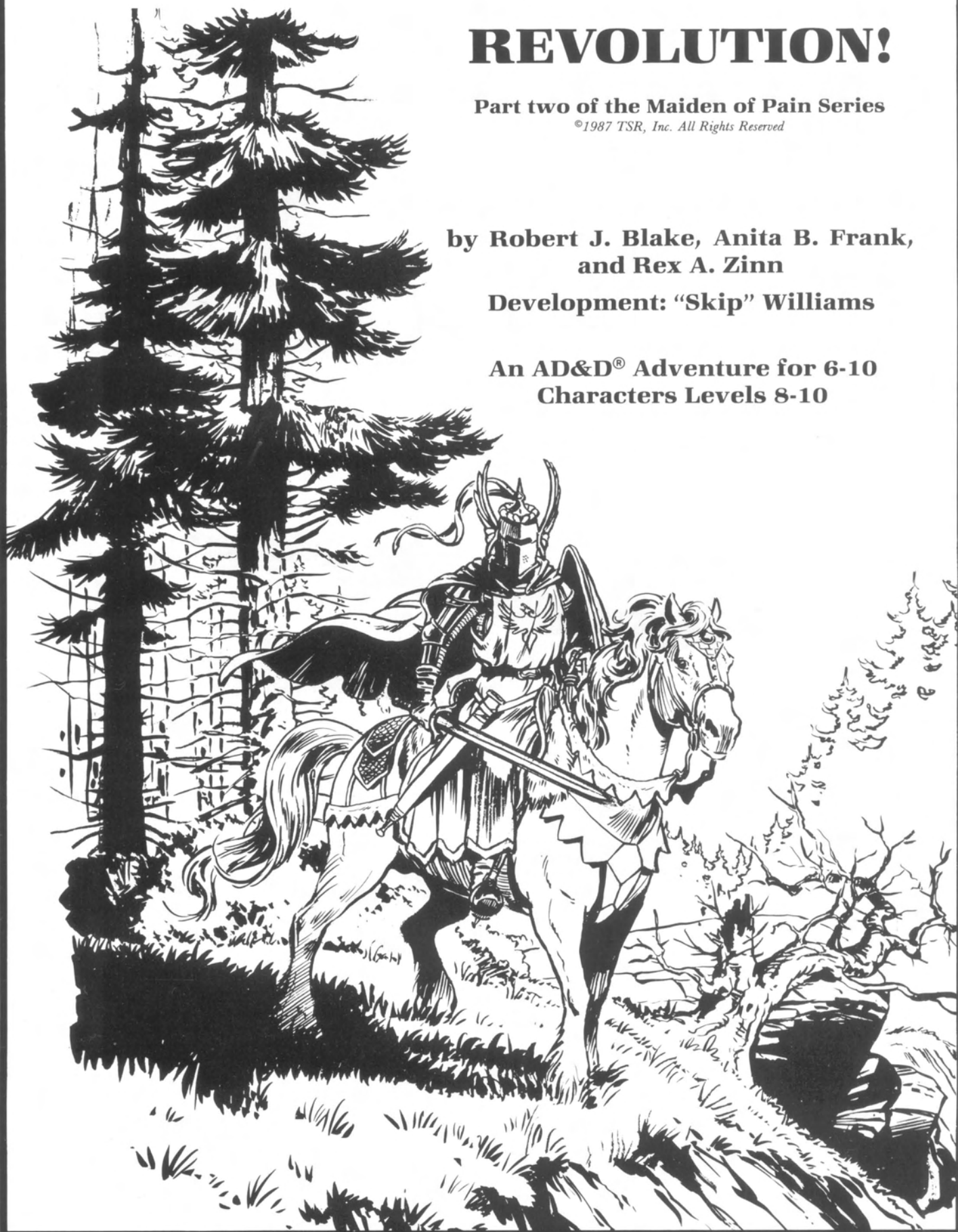
Part two of the Maiden of Pain Series

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by Robert J. Blake, Anita B. Frank,  
and Rex A. Zinn

Development: "Skip" Williams

An AD&D® Adventure for 6-10  
Characters Levels 8-10



## Players' Introduction

Your party has just returned to Kittala after completing a quest assigned to you by no less a personage than Ukko, the supreme deity of Kalevala. Your adventure began one night when a friend of yours, the cleric Bierk, was kidnapped. When you discovered Bierk missing you enlisted the aid of two of Eliel's colleagues, both thieves. You soon traced Bierk to a shrine thought to be dedicated to Ukko, but actually dedicated to the evil goddess Lovitar, Maiden of Pain. You sent the two thieves inside to reconnoiter, warning them to keep their eyes open and their hands to themselves. They ignored your warning, however, and opened an ancient tome they found inside the shrine. This caused an explosion which gutted the shrine and killed the thieves. It affected Bierk not at all for he was already dead.

As you examined the wreckage of the shrine, Uriel, one of Ukko's air maidens, appeared. She explained that the tome was the *Book of Fate*, an evil artifact that reveals half-truths and distortions about the future, and not in mere written words but in vivid illusions. Uriel explained that the opening of the *Book of Fate* precipitated a conflict the outcome of which will decide the supremacy of one nation, either yours of Kalevala or your enemy, Pohjola. She also helped you understand the visions you saw in the book's pages.

The first event depicted in the book was the resurrection of the evil hero Urho, destined to lead the Pohjolan armies. To thwart this, you recovered Mordvin, Urho's sword, from its dwarven guardians, dealt with murderous ice dwarves and a treacherous cleric, and solved the Ice Maze. In the end Urho was slain with his own weapon, the sword bursting from the evilness of its former master.

These things completed, you returned to your homes in the capital only to find the city abuzz with news of an impending revolt. You were able to discern very few facts from the web of rumor and speculation that entangled the city. You discovered that the hotbed of the revolt was a town called Vadya, and that the revolt's leader was a man named Torval. It was said that Torval had been murdered by his loyalist brother, Kerch, leaving the militant serfs leaderless and without restraint.

You had been in Kittala less than a day when you were summoned to the private chambers of Count Crispin, King Gerhart's chief adviser. Crispin told you that agents of Pohjola have convinced the serfs that they can overthrow the king and enjoy the benefits of self-rule. The serfs do not comprehend that once they have bled the country, their "benefactors" will move in and create a slave state.

Crispin then asked for your aid: "The peasant leader Torval is the key to this whole affair," Crispin said. "The rumors of his death could be true, but the only certainty is that he has disappeared, perhaps, as his followers believe, to consult with his pohjolan allies. We have Torval's alleged murderer, his brother Kerch, in custody here. Kerch's only defense against the charge of fratricide is bald denial; furthermore, he claims that his brother has come to distrust the pohjolans as truly evil men who seek to use the serfs to their own ends. According to Kerch, his brother threatened to expose the plot and the pohjolans kidnapped him in order to "persuade" him to continue with the revolt. Kerch adds that he has been framed for the murder. There is considerable circumstantial evidence against Kerch, and our clerics have been strangely unable to confirm or disprove his plea. Kerch says that someone called Filden, who usually can be found at the Bogside Inn in Vadya, will corroborate his story. If Torval is dead, we must keep the news quiet, if news of the murder becomes generally known, the revolt will begin in earnest, for the murder will be blamed on the king's agents. If Kerch speaks the truth Torval must be rescued so that he may stop the revolt. I must send someone trustworthy to Vadya to seek out this Filden and learn the truth about this matter. Also, there is a wise old woman, a hag really, name of Meave I think, who lives in the woods southwest of Vadya. She is nearly omnipotent, but is a neutral. We must learn where her loyalties lie, soon we must all choose sides and she will be a great boon to her allies."

After you had agreed to perform these two tasks Crispin gave you a pass-phrase, "Uneasy lies the crown..." , the response is "...but strong is the resolve." This will identify other loyalist agents. Crispin also gave you clothing of pohjolan manufacture, explaining that the peasants of Vadya will recognize it and assume that you are pohjolan agents. Loyalist agents are not welcome in Vadya right now.

After leaving Crispin, you quickly gathered your equipment and set out for Vadya, but the prologue of your present adventure was not over yet.

In the dawn of the second day on the road to Vadya, a gust of cold wind rose, then died revealing the brightly glowing figure of Uriel. Though still magnificent, closer scrutiny revealed that her garments were dusty and the hem of her battle skirt was caked with mud and dried blood. Her sword was nicked and her shield splattered with filth. Blood trickling from an unbound wound on her arm turned the snow at her feet crimson. "At Ukko's behest," she announced, "I have come to

charge you with another divine quest! Through the actions of your comrades, the gods of Kalevala and Pohjola do battle in the outer planes. Both sides pay dearly for mortal foolishness and greed, but until now it seemed that both were evenly matched in skill and numbers."

Uriel paused and looked about her as if she heard something you did not, then began speaking more quickly. "There is little time and much to tell. Ukko once loved a maid of the woods and went to her in mortal guise. The child they made grew strong and gifted in the casting of the runes and their interpretation. Because of this semi-divine parentage and the decision to live in the deep forest the grown child, Sikkar, was made the keeper and protector of one of the most powerful artifacts on the earthly plane: the *Dark Mirror*. Loviatar has discovered the location of the mirror. Even now her minions approach to slay the wise-one and claim the mirror. This must not happen! In the hands of the dark gods it has the power to tip the balance in their favor. It is your task to claim the mirror for Ukko, and rescue his child if that, too, is possible." Uriel paused again as faint sounds of a battle became apparent even to you. "The battle goes hard," said Uriel. "You are some distance from your goal and the ice dwarves are even now hurrying toward Sikkar's cottage. To help you reach your goal quickly, Ukko sends you this *Seeker Shard*. It is linked to the mirror you seek and will guide you as truly as a lodestone points to the north. It will enable you to go straight to the wise-one's cottage.

With that Uriel disappeared, leaving you with the shard, a chunk of stone roughly two inches long and one half inch wide, with an arrow scribed along its length. Now you stand on the roadside, wondering how to use the shard. You attribute Uriel's abrupt departure to the growing sounds of battle. She appears to have left you to learn the use of the shard on your own.

**Additional Equipment:** The party has eight light horses and two medium horses in addition to the equipment listed on the character sheets.

**Light Horses:** 8; AL N; IN Animal; SZ L; MV 24"; AC 7; HD 2; hp 9 each; THACO 16; #AT 2; Dmg 1d4/1d4

**Medium Horses:** 2; AL N; IN Animal; SZ L; MV 18"; AC 5; HD 2 + 2; hp 15 each; THACO 16; #AT 3; Dmg 1d6/1d6/1d3

## Notes for the DM

**Using the Shard:** The shard works like a compass needle, but instead of being magnetic, it is linked with the aura of the mirror and will always point directly to it. The proper method of use is to float the shard in a bowl of any type of liquid. An alternate method is to tie a string or thong around the balance point of the shard so that it may swing freely. Once the party has used one of these methods, the shard will point directly toward the mirror, where ever it is. It is not possible to walk around holding the shard out, taking constant headings. The liquid will spill or the string sway too much to make this ploy effective. The party must pause and check their bearings periodically.

Whichever method they choose, the shard will point off into the woods, away from the road, to the southeast. If the party leaves immediately, go to Encounter #1. If the party tries to locate the battle and join it, they will not be able to find it. It is taking place on another plane, although it can be heard here.

## DM INTRODUCTION

Kerch's story is true — the pohjolans did kidnap his brother. To hide the kidnapping, they staged Torval's murder and framed Kerch. The pohjolans have taken Torval to their citadel (encounter #8) in order to "persuade" him to change his mind.

Crispin's story is not true, he has not attempted to confirm Kerch's story with clerical help because he is vacillating. He is considering a pohjolan offer of a handsome payment, in money and titles, to assassinate King Gerhardt. He's trying to decide if he will gain more by turning traitor or staying loyal. He fears that the truth about the Torval affair might ruin his chances to negotiate with the pohjolans, or expose him as a traitor. In order to gain time, and to give observers at the capital the impression he is actually doing something about the present crisis, he has sent the party to Vadya ostensibly to investigate Kerch's story and question Meave. He is really sending the party into a trap. Crispin's agents are already trying to eliminate Filden, and await the party in Vadya in order to guide them to the lair of a nearby night hag where Crispin hopes the party will be destroyed. He purposely misdirected the party to the night hag (Encounter #7), naming her as the sage Meave (Encounter #4). The party's destruction will give Crispin an excuse to sit back and waste time while he waits for a "report" from them.



Crispin did not foresee Uriel's appearance, but it will not materially affect the plan. Other unforeseen circumstances will, however. The proprietors of the Bogside Inn are royal spies who know the pass-phrase. Crispin, even though he is chief adviser, does not have complete information about the royal spy system and does not know that there are royal spies in Vadya. The spies, however, are sharp-eyed and quick witted, they have a good chance of spotting the party and foiling Crispin's plan by giving the party the right information, even though they don't know about Crispin's agents or his plan. Finally, Crispin slipped when he said "soon we must all choose sides." Sharp players will catch this and be wary of him.

### Encounter #1: The Rune-reader's Cottage

In spite of the *Seeker Shard*, the duergar have arrived at the cottage ahead of the party. They have been here about a half hour; only their leaders, a human cleric, Capella, and her twin sister, Silvera, a mage, have been inside. Capella and Silvera tried to get the mirror through bluff, pretending to be Ukko's servants. Sikkar told the sisters that Ukko's servants would certainly be able to find the mirror on their own. Frustrated by this, Silvera *charmed* Sikkar and took him into the woods for interrogation while Capella stayed behind to look for the mirror. Two duergar remain in the cottage with Capella, *invisible*, the other five are with Silvera. Capella has located Sikkar's scrying device, a mirror with the powers of a *crystal ball with ESP*, hidden in a secret compartment in the mantelpiece, but she knows this is not the artifact for which she is looking. When the party arrives Capella will play the role of Sikkar and will offer the scrying mirror, trying to pass it off as the artifact. If this fails, she continues to play Sikkar and tells them to find the true mirror themselves. If they do find it, the sisters and their guards will try to take it from them.

The trip to the Rune-reader's cottage takes the entire day. The going has been hard. The *Seeker Shard* points steadily toward your destination, but it's impossible to maintain a straight line in the forest. You have to recheck your bearings frequently in order to stay on course. The weather is fair and calm but for the rustling of leaves and the movement of small game in the underbrush. During the last few hours, however, visibility has been getting worse. Although sunset is still two hours away, the thick forest has already become dark and gloomy. Your forced march is beginning to make you all weary and hungry.

A lighter patch of evening gloom ahead indicates a clearing. Soon the trees give way to a meadow that contains a small cottage with a thatched roof. Several sets of footprints leave the heavily trodden road that runs behind the cottage, go up to the door where the snow has been trampled into a muddy mess, and then go off to the north into the trees. The door to the cottage is ajar.

The *Seeker Shard* will point directly to the cottage. If the party searches the woods at the edge of the meadow they will find Silvera and Sikkar, the five duergar are hiding nearby, *invisible*. The party cannot surprise Silvera, because the duergar are watching for the party's approach. One duergar also watches the cottage, in case Capella needs help. If the party tries to approach Silvera and her prisoner she will flee into the woods, hoping to draw the party after her. If they follow, the duergar will fall on them from behind. Silvera will then tell Sikkar, still *charmed*, to hide from the "bad" people while she and her friends deal with them. Then she circles behind the party and begins using her spells (see **If a Fight Breaks Out** below). Unless she has to deal with the PCs herself, Capella will join the fight on the third melee round. If the PCs approach the cottage, Capella comes out to meet them.

The door swings fully open and a short, plump, rosy cheeked woman rushes out. She seems agitated as she speaks. "At last! Thank the gods you have come! Not half an hour ago a filthy little band of dwarves broke in my door and demanded I give them the mirror! I was able to deal with them, thanks to my father's gifts, but it was a near thing. What was left of them fled to the north. The runes say that they will be back, best you take the mirror and go quickly, you aren't protected as I am. Come in out of the cold." The woman holds the door open and motions you inside.

If anyone checks the door, they will see that the simple latch mechanism has indeed been broken off. Capella did it in order to lend credence to her story.

The interior of the cottage is neat and tidy, but the furnishings are crude. There is only one room, about 30' by 20', divided into a living

area and, you assume, a sleeping area by a curtain hung between two free-standing closets. The living area contains a large fireplace with a stone mantle and hearth, a long trestle table with mismatched chairs and a crude wooden bench, a cushioned chair, and a thick woven rug. A large flat object wrapped in a black velvet cloth lies on the mantelpiece. The sleeping area is hidden behind the curtain.

The object on the mantle is Sikkar's scrying mirror, it is normally hidden in a secret compartment in the stonework. The two duergar are standing in the sleeping area, behind the closets. They are psionically *invisible* and observe the party by peeking from behind the curtain. A character who is watching the curtain carefully will see it move occasionally. If the character spots the movement and points it out, Capella dismisses it, explaining that the cottage is drafty.

Capella is evil, but does not radiate evil. A *know alignment* spell will reveal her true alignment (lawful evil). If confronted with this she will stall, act indignant, and tell the party that her alignment has nothing whatsoever to do with the successful reading of runes. If anyone challenges her claim and asks for a reading, she will agree, but have a bit of "trouble" locating the rune stones. ("Now let's see, they were right here, hmmm...") when she does find them, she will do a very good job faking a reading. This woman is a consummate actress and not easily caught off guard (see **Reading** below). If anyone asks what her father's gifts are Capella gives a sidelong glance and says, "Some things are best left unexplained, it is sufficient for you to know that I am not without protection."

If the party attacks, Capella uses her *word of recall* to escape. The two duergar remain where they are in order to observe the party. If the duergar are discovered, they use their *expansion* ability and attack. With their extra height, they can shake the thatch roof, warning their comrades outside that something is amiss.

Whether the party comes right out and asks for the mirror, Capella will tell them she must give them a reading to make sure that all is in order before giving it up (see **Reading**), then hands over the scrying mirror. This mirror is large, about nine by twelve inches, and has a frame carved with charms and mystical symbols. With the proper command words, it functions as a *crystal ball with ESP*. When it is not operating as a scrying device it gives a normal reflection. It radiates a *dweomer*, but is NOT the artifact. The party can determine this by testing it with the *Seeker Shard*. The shard will not point to this mirror. If the party discovers the deception, Capella smiles and says apologetically, "Ah, you are indeed the All Father's chosen. Only true servants can identify the true mirror. You have passed the first test. Your second is to locate the true mirror. These tests are necessary, the runes are accurate in their own fashion, but cannot see into the hearts of mortals."

**Reading:** Capella will locate the runestones and scatter them on the table in front of the characters. She will carefully arrange them and consider them, moving them in different patterns. When she finally speaks, she makes the following statements, pausing after each:

"The gods are locked in mortal combat."  
"(hmm, yesss,) You have faced many dangers to reach me!"  
"You have already lost three friends."  
"The Lady of Pain grows stronger."  
"One of you is a traitor!"  
"Ukko demands much from you, Lovitar's minions will inflict more death upon you."

**Finding the mirror:** The actual dark mirror is in a lead box, buried ten feet beneath the stones of the hearth. The entire cottage was built on top of the mirror to make it impossible to find with *detect magic* or by searching for secret doors. The only way to find it is by using the *Seeker Shard* or with a *ring of X-ray vision*.

If the shard is employed by the flotation method, it will point at the fireplace if held further than five feet away. If the shard is within five feet of the fireplace, it will tip down into the liquid indicating the hearth.

If the shard is suspended on a string, however, a downward tilt will be evident if the shard is within ten feet of the fireplace, but it will be oscillating so much that it will take at least five minutes to get a true reading.

Do not volunteer information about where the shard is pointing. Wait for the players to ask. As noted above, the shard can be used to test the decoy mirror; the true mirror can be used to move the shard, much as a magnet influences a compass needle. Sikkar's scrying mirror has no such effect.

It takes one turn to pry up the hearthstones, and two more to dig up the mirror. The mirror is kept in a lead box which is in turn kept in a very old, ornately carved wooden box. The wood is so rotten with age the act of

removing it causes it to crumble away, revealing the plain lead box underneath. The mirror itself is wrapped in a large, red velvet cloth.

Unwrapping the cloth reveals a round, dish-like object; absolutely black, showing no reflection at all, bearing the closed eyes symbol of Untamo on its back. If anyone decides to look into it, there will be no reflection; in fact no effect of any kind. The character will not be able to see his reflection from any angle. This is the *Dark Mirror*. It has the power to restore souls lost to the *Pilgrim's Pool*, and when used in conjunction with a *cure serious wounds* it can cure insanity (including *feblemind*) once per day.

If Capella's charade hasn't been discovered by the time the party finds the mirror, she will try to get it from them. If the party is in a hurry to be on their way, Capella's job is easy, she simply sees them to the door and waves them off. This puts Capella and her two duergar behind the party. The duergar outside will see the party leaving and attack. If the party is inclined to spend the night at the cottage, Capella tells them that they are welcome, and offers them a meal. She asks one character to go and cut her some firewood. If the character goes, the duergar outside will jump him. If the character has the presence of mind to shout when he is attacked, the fight should be on. If not, Capella will wait for twenty minutes or so, then send someone out to look for the missing character. She will keep this up for as long as she can get away with it.

If the party accepted the decoy mirror and did not check its authenticity, Capella lets them go. She will eventually locate the mirror. She takes it and Sikkar to the citadel (Encounter #8).

**If a Fight Breaks Out:** The evil forces will try to fight outside where the duergar can use their *expansion* ability to the best advantage. Capella will cast *protection from good*, *resist fire* and *spell immunity (magic missile)* on herself. Her guards will place themselves between Capella and the party, using *expansion* at the first opportunity. Thereafter, Capella casts *silence 15' r.*, trying to catch the largest group of spell casters, then her *hold person* spells at any spell casters not effected by *silence*, or, if they are all effected, at two randomly determined, non-cavalier characters. Next she casts *spiritual hammer* and uses it to disrupt any spell casting. When the *hammer* runs out or is disrupted, she casts *command (die)* on the nearest PC, or *paralyzation* if no PC is in range. If meeled, she will cast *command* or *paralyzation*, depending on what she has left at the time, then uses her *fail +2*. If reduced to 15 hp or less, she will use her *word of recall* to escape. If the party has the true mirror and the character carrying it is killed or incapacitated Capella will try to get it either personally, or by directing a duergar to get it for her. Once Capella has the mirror she uses her *word of recall* and escapes to the citadel.

Silvera casts *stoneskin* and *protection from normal missiles* upon herself, and *haste* on herself and her five duergar. Thereafter she casts *mirror image*, then *Evard's black tentacles*, in the midst of the party. Next she casts *shout*, placing the cone where it will miss Capella and cover the most PCs and the fewest duergar. Next she casts *feblemind* on a magic-user (or cleric if the MUs are out of action). Then she casts her *magic missile* spells wherever she thinks they will hurt the party the most. If meeled she will cast *whip*, trying to disarm a fighter, then uses her *staff of striking*, expending 3 charges per attack. If reduced to 10 hp or less she *teleports* to the citadel, arriving safely.

**The Rune Reader:** Sikkar remains hidden in the woods during the melee, following Silvera's instructions. If the party loses, the duergar will take him and the mirror to the citadel. If the party wins, Sikkar remains in hiding for several hours, then returns to his cottage. The party will find him if they search the woods. If the party simply leaves the area, they'll never meet Sikkar. If they stay in the area overnight, they might meet him, depending on where they are. When and if the party meets Sikkar he will be in a daze, his thinking fogged by the *charm*. If Silvera has been slain he will be distraught, but not hostile since he knows, in his wisdom, that she was evil. If questioned about his whereabouts during the encounter, he will tell the party what happened to him before the party arrived at the cottage (see the background material for this encounter). If the party doubts his identity, he will point out that the *Seeker Shard* led them to the cottage, which proves that this is the Rune Reader's cottage since the Rune Reader is the guardian of the *Dark Mirror*. Then he demonstrates that all the clothing stored in the cottage fits him, proving that he is indeed the resident. If this fails to convince the party he suggests that the party clerics study the appropriate spells and question him in the morning.

If the party suggests that Sikkar join the party he will refuse, pointing out that now that the PCs have the mirror it is they who are in danger. No amount of persuasion will make him change his mind.

Sikkar will ask that the party return his scrying mirror, if they have it.

If the players ask for information or advice, he will probably not be

able to help them much. A rune reading will take far too much time (2d6 weeks for any question that the party asks). He has only a 20% chance of locating Torval, Meave, or Fildin with his mirror. If he is successful, he will show the party what the characters look like and each character's general condition. Each character can be viewed only once, for ten minutes. This is not enough time for the mirror's *ESP* function to reveal anything useful (the characters viewed will not have any interesting random thoughts). See the appropriate encounter for details on the characters: Torval, #8, level 4; Meave, #4; Fildin, #3B. Sikkar can tell the party what the *Dark Mirror* does, if they think to ask. If one of the PCs has been *feble-minded*, he offers the information about the mirror's ability to cure insanity

**Duergar:** 7; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 4 + 2; hp 22 each; THAC0 15; #AT 1; D by weapon.

Special Abilities: Psionic ability 79, BCD/FGH; psionic disciplines at 4th level mastery: *expansion* (8', +4 damage), *invisibility* (IF 10), *molecular attraction*, *reduction*; +4 ST bonus vs. magic, immune to paralysis and poison; weapons: hammer, short sword.

**Special Note on Duergar Abilities:** The duergar in this module all have the psionic discipline of *invisibility*, this ability is to be handled in a fashion different from the discipline's description in the PLAYERS HANDBOOK® Tome. The SA section of the duergar's monster description includes an *invisibility factor* (IF). If the IF is equal to or greater than an opponent's level, the opponent cannot see the duergar when it is using the discipline, and all of that opponent's attacks against that duergar are made at -4. If the opponent's level is higher than the IA, subtract the IA from the level and multiply the remainder by ten — this is the percentage chance that the opponent has to see the duergar. Thus an 8th level character has only a 20% chance to see a duergar with an IA of six (8 - 6 = 2 × 10 = 20). Each use of the discipline lasts one turn, and may be used once per turn at most. A character has one chance to see a duergar per use of the discipline. Note that when the encounter begins you must determine which characters can see which duergar. The *invisibility* discipline otherwise functions exactly as described on page 113 of the PHB. Each duergar also has the *expansion* discipline, the height increases and damage bonuses bestowed by this discipline are given in the monster description.

**Capella:** AL LE; S 13; I 12; W 17; D 17; C 16; Ch 16; Co 12; AC 0; C7; hp 53; THAC0 16; #AT 1; Dmg by weapon.

Equipment: *Flail +2*, *ring of spell storing (word of recall)*.

Spells Carried: *command*, *protection from good*, *cause light wounds*, *cure light wounds* (x2), *silence 15' radius*, *hold person* (x2), *spiritual hammer*, *resist fire*, *paralyzation*, *dispel magic*, *locate object* (cast), *spell immunity*.

**Silvera:** AL LE; S 13; I 18; W 17; D 16; C 12; Ch 17; Co 13; AC 2; MU11; hp 34; THAC0 13; #AT 1; Dmg by weapon.

Equipment: *Staff of striking* (21 chgs), *bracers of defense AC 4*

Spells Carried: *magic missile* (x3), *charm person* (cast), *mirror image* (x2), *whip*, *ESP* (cast), *protection from normal missiles*, *haste*, *dispel magic* (x2), *stoneskin*, *Evard's black tentacles*, *shout*, *feblemind*, *teleport*, *dismissal*.

**Sikkar:** AL N (G); INT Genius; SZ M; MV 12"; AC 10; HD 8; hp 22; THAC0 19; #AT 1; D Knife.

Special Abilities: Can use scrying devices as 10th level ranger; rune casting (like *legend lore* except any question can be asked) at will but a second casting cannot be started until the first is finished.

## Encounter #2: The Fork

The road from Kitalla has led east and slightly south. Just ahead the way splits, one branch leading to the southwest and the other southeast. A weathered signpost at the junction wobbles in the breeze. Its crosspiece, bearing the lettering "Vadya," points southeast.

If a ranger or thief closely inspects the post, he can see that the earth has been recently disturbed, though the tampering was quite skillful and almost unnoticeable. It looks like the post has been turned in its hole.

The sign now points down the road that leads to the southeast. Crispin's assassins (encounter #3B) did this to misdirect the characters into the bog, and eventually to the night hag's cottage (encounter #7).

## Encounter #2A: The Second Fork

You have traveled more than 40 miles from the fork and its sign. Now you've found a second fork and another sign. One branch leads

almost due west, the other to the southeast. The sign is new, but its lettering is crude. The sign reads “Vadya,” and points to the southeast

This new sign was placed to direct the characters away from Vadya and toward the night hag.

### Encounter #3A: The Streets of Vadya

Vadya, though a small place, is the meeting area for serfs from the surrounding baronial lands. It is enclosed by a 15-foot high wooden wall, a recent addition. The only entrance or exit to Vadya is by way of the three gates (north, south, and east). The characters should head for the inn as quickly as possible, for Crispin was quite correct: a band of armed men not attired as pohjolans or serfs will be looked upon as kingsmen and attacked.

If the characters are so disguised, they will have the run of Vadya, though they will learn nothing of import. Groups of serfs will pester them about when the revolution will begin, etc. Unless the characters say something stupid, the serfs will never catch on to the deception.

If not disguised, the party has ten rounds to reach the inn after entering the village; if they do so, go to Encounter #3B. If they are undisguised and still on the streets after that, a mob will begin to form and turn ugly, shouting threats and other nasty things; go to encounter #3C.

In either case, the characters will not be delayed at the gate; it is wide open and no guards are to be seen. It is likely they will want directions to the Bogside Inn, and a townsman will always be nearby if they wish to inquire. Otherwise, they will have to ride around until they find it.

### Encounter #3B: Bogside Inn

The Bogside is a busy little tavern, located near the east gate and close to the large area of swamp just outside the walls. The common room is very crowded, the clientele mostly serfs and other common folk. A group of five men in dark cloaks sit brooding at a corner table, oblivious to the surrounding hubbub, one of them is carefully cleaning the rust off an old dagger. A burly man and a nondescript woman tend the bar, practically hurling mugs of brew at several serving wenches in an effort to keep up with the demand.

The couple behind the bar is Fildin, the innkeeper, and his “wife,” Marta. They are royal spies and will give the proper response if given the pass-phrase. Fildin is not the man’s real name, just his code name. That’s why Crispin’s assassins (see below) have not found him yet. If the PCs begin talking to the assassins, Fildin and Marta will become suspicious. If Sikkar was able to locate Fildin for the PCs in encounter #1, they will recognize him immediately.

The five dark-clothed men are assassins who Crispin has hired to eliminate Fildin and to make sure that party is misdirected to the night hag. These assassins have failed miserably in their first task; there is no person named Fildin in Vadya, and there never has been (Fildin is using the name Lanark for his identity as the proprietor of the Bogside). The five are now mulling over their failure, cursing their misfortune, and drinking heavily. They are trying to keep an eye peeled for the party, but the drink has dulled their wits. (They’re not intoxicated, but they’re not as sharp as they should be.) They are also hopeful that their trick with the signposts will suffice to misdirect the party, since they don’t want to tangle with a group twice their number. This also serves to dull their wits. The dagger is rusty because it’s made from iron. Each assassin keeps two of these weapons for use against the night hag if necessary.

What happens next depends upon how the characters are dressed. If they are wearing the pohjolan garments that Crispin gave them, Fildin and Marta will watch them surreptitiously, trying to determine their business and intent. The assassins, on the other hand, will recognize them immediately (Crispin told them what the party would be wearing) and one of them will rise and quietly greet the PCs with the first half of the pass-phrase. Fildin and Marta will miss this exchange, it’s lost in the general hubbub of the tavern.

Most of the patrons in this busy tavern don’t even give you a second glance as you enter, but you seem to have drawn the attention of the five men in the corner. They appear to have begun a quick discussion as soon as they spotted you, and now one of them has risen and is approaching. When he gets within earshot he whispers softly, “Uneasy lies the crown...” He waits tensely for a reply.

If the party is wearing their own garments an immediate hush falls over

the inn when the PCs enter. The hostility they encountered on the street is echoed in the tavern. Everyone in the tavern will stare angrily at the PCs except Fildin and Marta, who wear nervous smiles, and the five assassins, who are totally at a loss and will simply gape.

The noisy joviality of the tavern vanishes as you enter. In a moment the low roar subsides and you could hear a pin drop as most of the crowd stares belligerently at you. The five men in the corner seem more amazed than annoyed, and the couple at the bar smile nervously, “Belly up to the bar my lords and ladies,” says the man. “The door of the Bogside is open to all, here there you louts! Make space for the newcomers, their silver’s as good as yours.” A space at the bar large enough for all of you slowly clears. The barman beckons you to come and fill it. The tavern’s patrons shrug off their resentment and go back to drinking and talking. The five men at the table gallantly vacate their table in order to accommodate these displaced drinkers, then leave through the back door.

When and if the PCs approach the bar, Fildin greets them as any good bartender would; “What are you drinking today?” he asks with genuine cheerfulness. When he has the party’s orders he and Marta hustle to fill them, making a considerable clatter, as he serves the drinks he quietly gives the pass phrase.

If the PCs have donned their own disguises, neither Fildin nor the assassins will recognize them, and nothing will happen until the PCs start something. If the PCs simply begin asking questions, Fildin and Marta will be quick to realize who the PCs really are, the assassins, who are getting farther into their cups, will be oblivious unless the PCs approach them directly.

If the party contacts Fildin and Marta they will get the following information as soon as they complete the pass phrase:

1. The pohjolans have established a base in a naked tower on the far side of the Great Spruce Bog. An assault now should catch them by surprise. A quick blow struck there will probably disrupt their military plans long enough to delay the revolt and allow the king to regain control. Fildin and Marta can direct the party to the tower (Encounter #8).
2. A group of heavily armed pohjolans passed through Vadya four days ago. Fildin recognized Torval in the center of the van, securely bound hand and foot to his mount. The troop rode hurriedly through the south gate. Thus Kerch did not kill Torval. Fildin does not know exactly were Torval was taken, but guesses the citadel.
3. The way to the citadel is guarded by a nearly undefeatable pohjolan agent, a night hag. The only way to avoid the hag is to detour through the swamp, along a secret path (encounter #6). Fildin and Marta tell the PCs how to find the path. The only way to defeat the hag is with some sort of special weapon. The spies don’t know what kind of weapon.
4. The dark-cloaked men have been in Vadya for more than a week, they know the pass-phrase, but don’t seem to have been doing anything useful.

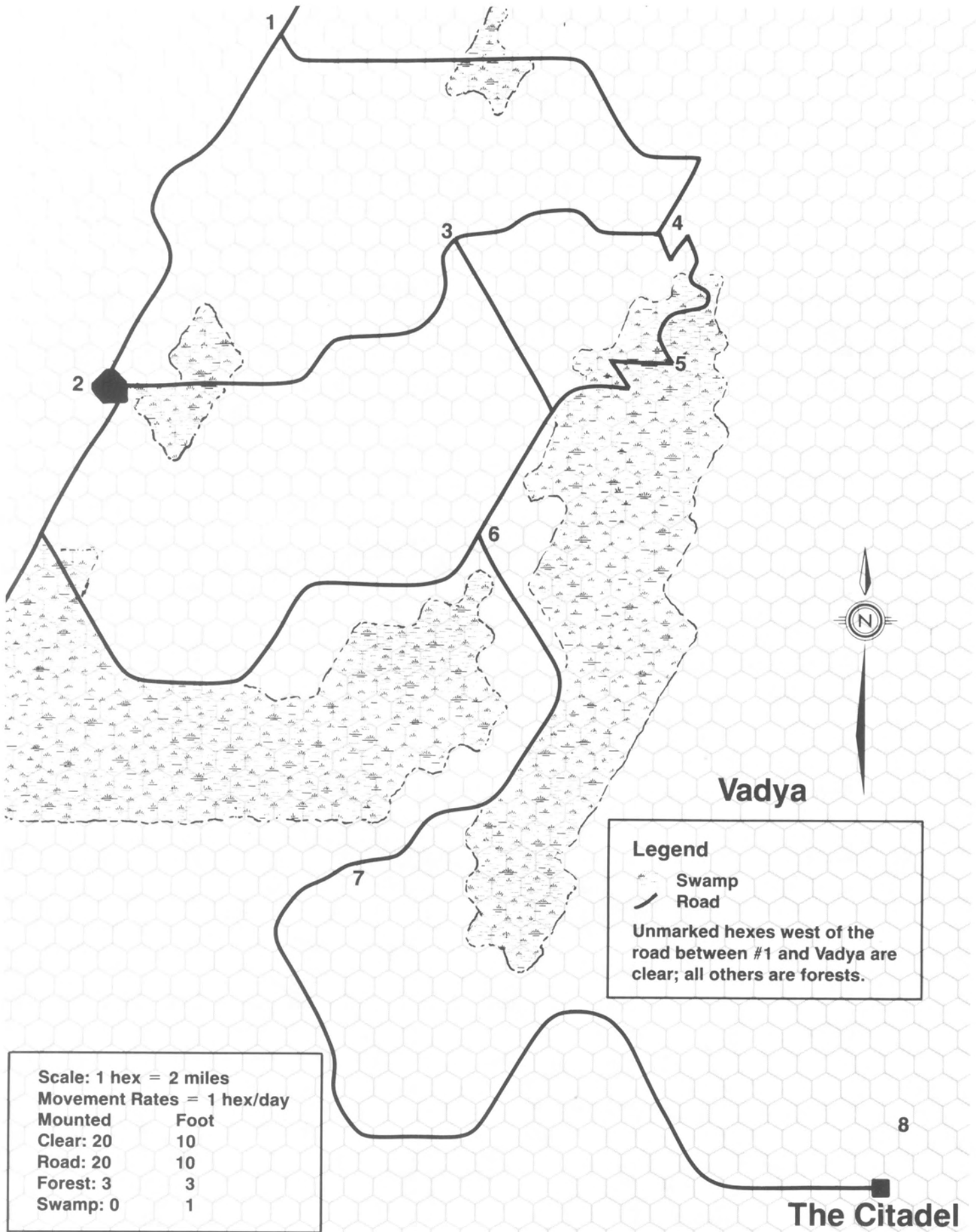
If the PCs ask about Meave, Fildin and Marta say that she is a wise-woman who lives to the east. She knows a great deal about history and lore, but has little knowledge of current events. She is no loyalist, but knows enough about Pohjola to be against the pohjolans.

If the party contacts the assassins they get the following story as soon as they complete the pass-phrase:

These members of Crispin’s personal cadre of spies were sent to Vadya two weeks ago in order to locate the mysterious Fildin, apparently a very important person. This they have done, but they have been instructed to await a team of royal agents from Kittala who have the ability to confirm Fildin’s identity and question him carefully. They have Fildin in the keeping of a local wise-woman named Meave, a neutral, but loyal enough when paid well. The assassins suggest immediate departure from Vadya, since the village is a dangerous place for loyalists.

If the players know who Fildin is and point out that Fildin is standing behind the bar, the assassins simply contradict them. “Naw, that’s Lanark, the guy who owns this joint!” If the players reveal how they know that this is Fildin, the assassins simply point out that it’s all the more important that the PCs question their Fildin and discover his true identity. If Fildin and the assassins are brought face-to-face, Fildin will not be able to disprove the assassin’s story (part of it is true). The assassins are evil, but only a *know alignment* or *true seeing* will reveal this. If the PCs are in doubt, Fildin will suggest that the party stay the night and see what the party’s clerical spells will reveal in the morning. The assassins will readily agree to this, but will quietly leave during the night.

If the characters agree to go with the assassins, they will be led out the south gate toward encounter #7. If the PCs know that Meave lives to the east and point this out the assassins say that the east road tends north, the south road actually goes farther east than the east road. This



## Eliel

7th Level Dwarf Female Fighter

### Ability Scores

**STR:** 17 +1 hit/+1 dam, +50#wt, Drs 1-3, BB-LG 13%  
**INT:** 10  
**WIS:** 9  
**DEX:** 15 -1 AC bonus  
**CON:** 16 +2 hp/die SS 95, RES 96  
**CHA:** 12  
**COM:** 9 homely

### Description

**Age:** 58  
**Height:** 4'  
**Weight:** 130#  
**Hair/Eyes:** Black/brown  
**Alignment:** NG  
**Deity:** Ahto

### Combat Data

**THAC0:** 14  
**AC normal:** 1  
**AC rear:** 3  
**Armor type:** Splint +1 & Shield  
**Hit Points:** 62

**Weapon Proficiencies:** falchion (specialist), battle axe, hand axe, dagger  
**NPP:** -2

## Mika

6th-Level Male Half-Elf Ranger

### Ability Scores

**STR:** 18/55 +2hit/+3 dam, +125#wt, Drs 1-4, BB-LG 25%  
**INT:** 13  
**WIS:** 15 +1 ST bonus  
**DEX:** 17 +2 reactions/missiles, -3 AC bonus  
**CON:** 14 SS 88, RES 92  
**CHA:** 15 +15% reactions  
**COM:** 17 good-looking, +17% reactions, fascinate females WIS 8 or less

### Description

**Age:** 49  
**Height:** 5'9"  
**Weight:** 135#  
**Hair/Eyes:** Gold/violet  
**Alignment:** NG  
**Deity:** Mielikki

### Combat Data

**THAC0:** 16  
**AC normal:** 2  
**AC rear:** 5  
**Armor type:** Leather +3  
**Hit Points:** 41  
**Weapon Proficiencies:** Long sword, short bow (specialist)  
**NPP:** -2

## Eino

8th-Level Female Human Cleric

### Ability Scores

**STR:** 12 +10#wt, Drs 1-2, BB-LG 4  
**INT:** 14  
**WIS:** 17 +3 ST bonus, +2 each L1, L2 spells, +1 L3 spell  
**DEX:** 13  
**CON:** 16 +2 hp/die SS 95, RES 96  
**CHA:** 16 +25% reactions  
**COM:** 17 good-looking, +17% reactions, fascinate males WIS 8 or less

**Age:** 31  
**Height:** 5'7"  
**Weight:** 130#  
**Hair/Eyes:** Blond/green  
**Alignment:** LG  
**Deity:** Ukko

### Combat Data

**THAC0:** 16  
**AC normal:** 2  
**AC rear:** 4  
**Armor type:** Chain +2 & Shield +1  
**Hit Points:** 59  
**Weapon Proficiencies:** mace, hammer, sling  
**NPP:** -3

### Saving Throws

Poison, paralysis, death	7
Petrifaction, polymorph	10
Rod, staff, wand	11
Breath Weapon	13
Spells	12

## Juhani

Female Human Thief/Magic-User (2/6)

### Ability Scores

**STR:** 10 Drs 1-2, BB-LG 4%  
**INT:** 17  
**WIS:** 9  
**DEX:** 16 +1 reactions/missiles, -2 AC bonus  
**CON:** 15 +1 hp/die SS 91, RES 94  
**CHA:** 18 +35% reactions  
**COM:** 20 beautiful, +30% reactions, fascinate males WIS 15 or less, fascinate females WIS 10 or less

### Description

**Age:** 29  
**Height:** 5'9"  
**Weight:** 130#  
**Hair/Eyes:** Black/brown  
**Alignment:** CN  
**Deity:** Tuoni

### Combat Data

**THAC0:** 19  
**AC normal:** 2  
**AC rear:** 4  
**Armor type:** Bracers AC 4  
**Hit Points:** 27

**Weapon Proficiencies (as magic-user):** staff  
**NPP:** -5  
**Weapon Proficiencies (as thief):** dagger, club  
**NPP:** -3

### Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	8

## Eemil

7th-Level Elven Male Magic-User

### Ability Scores

**STR:** 9 Drs 1-2, BB-LG 1%  
**INT:** 18  
**WIS:** 14  
**DEX:** 14  
**CON:** 17 +2 hp/die SS 97, RES 98  
**CHA:** 12  
**COM:** 10 average

### Description

**Age:** 280  
**Height:** 5'  
**Weight:** 98#  
**Hair/Eyes:** Silver/black  
**Alignment:** LG  
**Deity:** Ilmatar

### Combat Data

**THAC0:** 19  
**AC normal:** 7  
**AC rear:** 7  
**Armor type:** ring of protection +3  
**Hit Points:** 36  
**Weapon Proficiencies:** dagger, dart  
**NPP:** -5

### Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	10

## Toivo

7th-Level Male Gnome Thief

### Ability Scores

**STR:** 9 Drs 1-2, BB-LG 1%  
**INT:** 10  
**WIS:** 9  
**DEX:** 17 +2 reaction/missiles, -3 AC bonus  
**CON:** 9  
**CHA:** 9  
**COM:** 9 homely

### Description

**Age:** 90  
**Height:** 3'9"  
**Weight:** 80#  
**Hair/Eyes:** Brown/brown  
**Alignment:** CN  
**Deity:** Tuoni

### Combat Data

**THAC0:** 19  
**AC normal:** 4  
**AC rear:** 7  
**Armor type:** Leather +1  
**Hit Points:** 38  
**Weapon Proficiencies:** dagger, short sword, club  
**NPP:** -3

### Saving Throws

Poison, paralysis, death	12
Petrifaction, polymorph	11
Rod, staff, wand	12
Breath Weapon	15
Spells	13

\*Add +2 race bonus where applicable  
\*Add +3 Dexterity bonus where applicable

## Racial & Professional Skills

**Attacks:** 1/1

**Languages:** common tongue, lawful good

**Spells/day:** 5 5 4 2

### Equipment

**Magic Items:** chain +2, shield +1, mace of disruption, potion of fire resistance

**Normal Equipment:** spell components, holy symbol, iron rations, leather backpack, waterskin, war hammer, tinderbox, 100sp, 2 small sacks, 15' rope, sling, 20 bullets, 3 vials holy water, 6 torches

## Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

\*Add +3 Dexterity bonus where applicable

## Racial & Professional Skills

**Attacks:** 1/1

**Special Abilities:** Normal half-elven abilities, +5 to damage vs. giant class creatures, normal ranger tracking abilities. Bow hit at point blank range (up to 30') inflicts double damage

**Languages:** Normal Half-Elven Languages

### Equipment

**Magic Items:** leather +3, long sword +1, 6 arrows +1, periapt of proof against poison +1

**Normal Equipment:** short bow, 35gp, spear, 50' rope, 10' pole, wine skin, 3 flasks of oil, leather backpack, large sack, silver mirror, club, tinderbox, 20 arrows (quiver), iron rations

## Saving Throws

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	12
Spells	13

\*Add +4 race bonus where applicable  
\*Add +1 Dexterity bonus where applicable

## Racial & Professional Skills

**Attacks:** 3/2 or 2/1

**Special Abilities:** Normal dwarven abilities

**Languages:** common tongue, normal dwarven languages

### Equipment

**Magic Items:** splint +1, ring of water breathing, battle axe +1, potion of heroism

**Normal Equipment:** 2 large sacks, 70gp, tinderbox, leather backpack, falchion, 3 hand axes, iron rations, wineskin, small pouch

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## Racial & Professional Skills

**Attacks:** 1/1

**Special Skills:** Normal gnomish skills

**Languages:** normal gnome languages

### Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
65	67	60	65	53	35	79	35

### Equipment

**Magic Items:** leather +1, dagger +2, potion of climbing, potion of healing, gloves of thievery

**Normal Equipment:** short sword, 12 caltrops, small wooden box, 6 daggers, 2 clubs, 6 iron spikes, hammer, leather backpack, 2 large sacks, 50' rope, grappling hook, 50 gp, waterskin, iron rations, tinderbox

## Racial & Professional Skills

**Attacks:** 1/1

**Languages:** common tongue

**Spells/day:** 4 2 1

### Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

### Equipment

**Magic Items:** bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking

**Normal Equipment:** 2 large pouches, leather backpack, 10' pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

### Spell Book

#### Level 1 Spells (Memorize 4)

Dancing Lights	Detect Magic
Feather Fall	Hold Portal
Magic Missile	Read Magic
Shield	Sleep

#### Level 2 Spells (Memorize 2)

Continual Light	Detect Invisibility
Invisibility	Knock
Levitate	

#### Level 3 Spells (Memorize 1)

Dispel Magic	Fireball
Hold Person	Hold Person
Lightning Bolt	

## Racial & Professional Skills

**Attacks:** 1/1

**Languages:** common tongue

**Spells/day:** 4 2 2

### Equipment

**Magic Items:** ring of protection, +3, Cloak of Elvenkind, Scroll: Otiluke's Freezing Sphere

**Normal Equipment:** 6 daggers, 12 iron spikes, waterskin, spell book, leather backpack, 20 darts, spell components, tinderbox, 60gp, silver mirror, iron rations, 2-large pouches

### Spell Book

#### Level 1 Spells (Memorize 4)

Dancing Lights	Detect Magic
Feather Fall	Hold Portal
Magic Missile	Read Magic
Shield	Sleep

#### Level 2 Spells (Memorize 2)

Continual Light	Detect Invisibility
Invisibility	Knock
Levitate	

#### Level 3 Spells (Memorize 2)

Dispel Magic	Fireball
Hold Person	Hold Person
Lightning Bolt	

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## Vaino

6th-Level Male Human Paladin

### Ability Scores

**STR:** 16 +1 *dam*, +35#*wt*, *Drs* 1-3, *BB-LG* 10%  
**INT:** 12  
**WIS:** 16 +2 *ST* bonus  
**DEX:** 15 -1 *AC* bonus  
**CON:** 15 +1 *hp/die* *SS* 91, *RES* 94  
**CHA:** 18 +35% reactions  
**COM:** 15 *good-looking*, +15% reactions, fascinate females *WIS* 7 or less

**Age:** 38  
**Height:** 6'6"  
**Weight:** 245#  
**Hair/Eyes:** Black/gray  
**Alignment:** LG  
**Deity:** Ukko

### Combat Data

**THACO:** 16  
**AC normal:** 1  
**AC rear:** 4  
**Armor type:** *Chain* +1 & *Shield* +2  
**Hit Points:** 42

**Weapon Proficiencies:** *lt. lance* (choice), *long sword* (choice), *horsemen's mace* (choice), *dagger*, *short sword*  
**NPP:** -2

## Minna

6th-Level Human Female Cleric

### Ability Scores

**STR:** 15 +20#*wt*, *Drs* 1-2, *BB-LG* 7%  
**INT:** 9  
**WIS:** 18 +4 *ST* bonus, +2 each *L1*, *L2* spells, +1 each *L3*, *L4* spells  
**DEX:** 15 -1 *AC* bonus  
**CON:** 15 +1 *hp/die* *SS* 91, *RES* 94  
**CHA:** 17 +30% reactions  
**COM:** 16 *good-looking*, +16% reactions, fascinate males *WIS* 8 or less

### Description

**Age:** 25  
**Height:** 5'2"  
**Weight:** 105  
**Hair/Eyes:** Blonde/blue  
**Alignment:** LG  
**Deity:** Ilmatar

### Combat Data

**THACO:** 18  
**AC normal:** 1  
**AC rear:** 3  
**Armor type:** *Chain* +2 & *Shield*  
**Hit Points:** 34

**Weapon Proficiencies:** *flail*, *hammer*, *staff*  
**NPP:** -3

### Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

\*Add +1 Wisdom bonus where applicable

## Aleksis

6th-Level Human Male Cleric

### Ability Scores

**STR:** 15 +20#*wt*, *Drs* 1-2, *BB-LG* 7%  
**INT:** 10  
**WIS:** 14 +2 *L1* spells  
**DEX:** 11  
**CON:** 17 +2 *hp/die* *SS* 97, *RES* 99  
**CHA:** 12  
**COM:** 14 *good-looking*, +14% reactions, can fascinate females *WIS* 7 or less

### Description

**Age:**  
**Height:** 6'  
**Weight:** 185#  
**Hair/Eyes:** Blonde/blue  
**Alignment:** NG  
**Deity:** Mielikki

### Combat Data

**THACO:** 18  
**AC normal:** 2  
**AC rear:** 4  
**Armor type:** *Splint* & *Shield* +1  
**Hit Points:** 62

**Weapon Proficiencies:** *hammer*, *footmen's mace*, *staff*  
**NPP:** -3

## Alvar

5th-Level Human Female Cavalier

### Ability Scores

**STR:** 17 +1 *hit/dam*, +50#*wt*, *Drs* 1-3, *BB-LG* 13%  
**INT:** 10  
**WIS:** 10  
**DEX:** 15 -1 *AC* bonus  
**CON:** 16 +2 *hp/die* *SS* 95, *RES* 96  
**CHA:** 14 +10% reactions  
**COM:** 19 *beautiful*, +28% reactions, fascinate males *WIS* 14 or less, fascinate females *WIS* 9 or less

### Description

**Age:** 39  
**Height:** 5'11"  
**Weight:** 140  
**Hair/Eyes:** Red/hazel  
**Alignment:** LG  
**Deity:** Ilmatar

### Combat Data

**THACO:** 16  
**AC normal:** 1  
**AC rear:** 3  
**Armor type:** *Plate Mail* & *Shield*  
**Hit Points:** 65

**Weapon Proficiencies:** *med lance* (choice), *long sword* (choice), *horsemen's military pick* (choice), *horsemen's flail*, *broad sword*  
**NPP:** -3

## Players' Background

The adventure you are about to play is set in the Finnish Mythos from the LEGENDS & LORE Tome. A brief overview of the mythos is provided here for the benefit of those players not already familiar with it. All of your characters are assumed to understand it as well, so this should also be considered background material for each PC.

The mythos is based on the continuing battle of two lands, Kalevala (land of good) and Pohjola (land of evil). All Kalevalans know that Pohjola is constantly trying to impose its way of life on all of Finland. As it is, Finland is really two countries, divided more or less equally between the two factions. All your characters are Kalevalans, and reside in the capital city of Kittala.

Kalevala's protector is a creature called the Great Bear. Each spring the king conducts a ceremony before a cave in the wilderness to awaken the creature from hibernation so it may resume its patrol of the border between Kalevala and Pohjola.

Of a more mystical importance to all of Finland are the Pilgrim's Pool, the Path of Purification, and the Great Tree. The Pool is a place not of any world, a link between the mortal and the immortal. The Path provides a means of understanding and improving oneself spiritually, though the process can prove deadly, even to the most devout. The Tree is an Astral link between the Prime Material Plane and the Outer Planes. Near its top is a shrine. The deity who controls it to a large extent dictates the fortunes of the warring factions of Finland. Needless to say, control of the Tree's shrine is often a bone of contention among Finland's deities.

The following is the common knowledge each PC has about the others.

**ELIEL** once met the Water Dwarf, a servant of the deity Ahto. She has become quite smitten with him and know makes her home in a cave near the sea in order to honor him. She has frequently adventured with Mika, and they are very close friends. Eliel went adventuring with Toivo in her younger days. They are still friends, though not as close as they used to be.

**MIKA** is the son of Eemil's sister, and he likes his uncle very much. He is also very close to Eliel, even though he cannot understand her obsession with the Water Dwarf. Being a ranger and worshipping Mielikki, he dislikes anything or anyone that would do harm to forests or forest creatures.

**EINO** and **JUHANI** are half-sisters. Her father was slain and she and her mother were abducted by marauding bandits when Eino was two years old. Eino eventually escaped, but her mother did not. Effectively orphaned, she was reared by clerics of Ukko, and became one herself. Eino and Juhani have just recently been reunited. Eino is married to the valiant paladin Vaino, and enjoys a close relationship with her husband.

**JUHANI** is Eino's half-sister, the issue of their mother and the bandit chieftain who abducted her. Juhani's only family, until recently, has been Toivo, a kindly gnome who took the infant Juhani into his care and instructed her as best he could. A few months ago the two journeyed to Kittala, where the half-sisters were reunited.

**EEMIL**'s sister (Mika's mother) insisted that he keep a watch over her son. He does this, even though the boy is fully capable of taking care of himself.

**TOIVO** was a member of the raiding band that abducted Juhani's mother. Seeing that the young Juhani was considered a slave (even though the daughter of the bandit chief), Toivo took her into his care (his own ideas about personal freedom obviously weighing heavily in this decision) and trained her in the ways of thievery. Later, when she exhibited an aptitude for magic, he did not dissuade her; in fact, he encouraged her to pursue her talent. Toivo and Eliel adventured together in their younger days and were close friends. Eliel's infatuation with the Water Dwarf has caused the two to drift apart.

**VAINO** is wedded to Eino. He is a poor paladin, sworn to poverty and the service of Ukko, but a good husband. He often advises Alvar about her profession and her life.

**ALEKSIS** is a devout cleric who sees his service to his deity, Mielikki, as more important than adventure. He has, however, infrequently adventured with Mika and Eliel whenever his clerical duties have allowed. He feels especially close to Mika through their shared faith and love of the forest and its creatures.

**MINNA** and Alvar are sisters, cousins to Vaino. Minna gets along well with her sister and admires Vaino very much. She is altogether too proper a lady to allow her admiration to develop into anything serious. Minna wears a magic girdle that gives an indication of her general state of health and helps to heal her wounds.

**ALVAR** is Minna's sister. Like Vaino, she has taken a vow of poverty. Vaino is her mentor in many ways, he provides her with guidance about her profession and her way of life. Their relationship is strictly business, however.

### Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

\*Add +1 Wisdom bonus where applicable

### Racial & Professional Skills

**Attacks:** 1/1  
**Spells/day:** 5 5 2  
**Languages:** Common tongue, neutral good

### Equipment

**Magic Items:** *shield +1, staff-mace, dust of appearance (x2)*  
**Normal Equipment:** splint mail, iron rations, leather backpack, 2 flasks of oil, holy symbol, quarter staff, 6 torches, 2 vials of holy water, 2 war hammers, small pouch, 40sp, waterskin, tinderbox, spell, components

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### Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

\*Add +2 vs illusions  
 \*Add +1 Dexterity bonus where applicable

### Racial & Professional Skills

**Attacks:** 3/2 or 1/1  
**Special Abilities:** Detect evil up to 6", immune to disease, affect undead as a 3rd level cleric, heal 10 points of damage once a day, cure disease once per week, protection from evil 10'r. immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points  
**Languages:** Common tongue, lawful good, elf

### Equipment

**Magic Items:** *chain +1, shield +2, long sword +1 flametongue*  
**Normal Equipment:** long sword, horseman's mace, light lance, 2 vials of holy water, holy symbol, tinder box, iron rations, large pouch, 2 cp, 6 torches

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### Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spells	14

\*Add +2 vs Illusions  
 \*Add +1 Dexterity bonus where applicable

### Racial & Professional Skills

**Attacks:** 3/2 or 1/1  
**Special Abilities:** Immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points  
**Languages:** common tongue

### Equipment

**Magic Items:** *military pick +1, chime of interruption, potion of super-heroism (4 levels/20 hit points for 8 rounds)*  
**Normal Equipment:** plate mail, shield, long sword, 2 large pouches, tinder box, 6 torches, wine skin, 2 iron rations, medium lance

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### Racial & Professional Skills

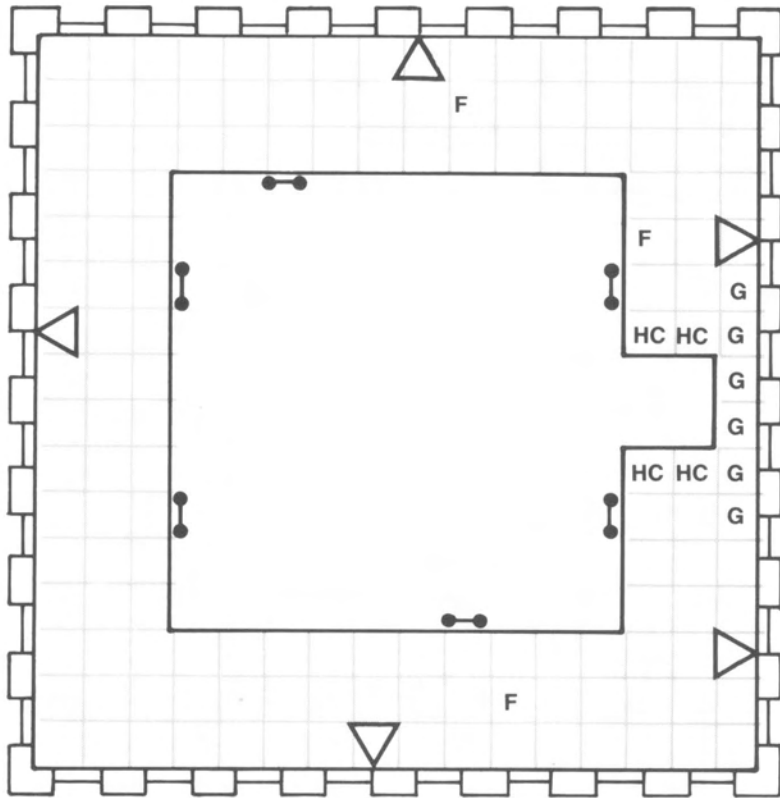
**Attacks:** 1/1  
**Spells/day:** 5 5 3  
**Languages:** common tongue

### Equipment

**Magic Items:** *chain +2, staff of withering (21 charges, hammer +1, girdle of Ilmatar\*, boots of the north)*  
 \*The *Girdle of Ilmatar* indicates the wearer's health by appearing bright silver when worn by a healthy person, or varied shades of tarnish extending to black depending on how grievously injured or sick the wearer becomes. The girdle has the added ability of restoring 3 hit points per day to the wearer, provided he is damaged but still alive.  
**Normal Equipment:** holy symbol, spell components, 3 candles, 5 hammers, leather backpack, 6 torches, 3 vials of holy water, 60gp

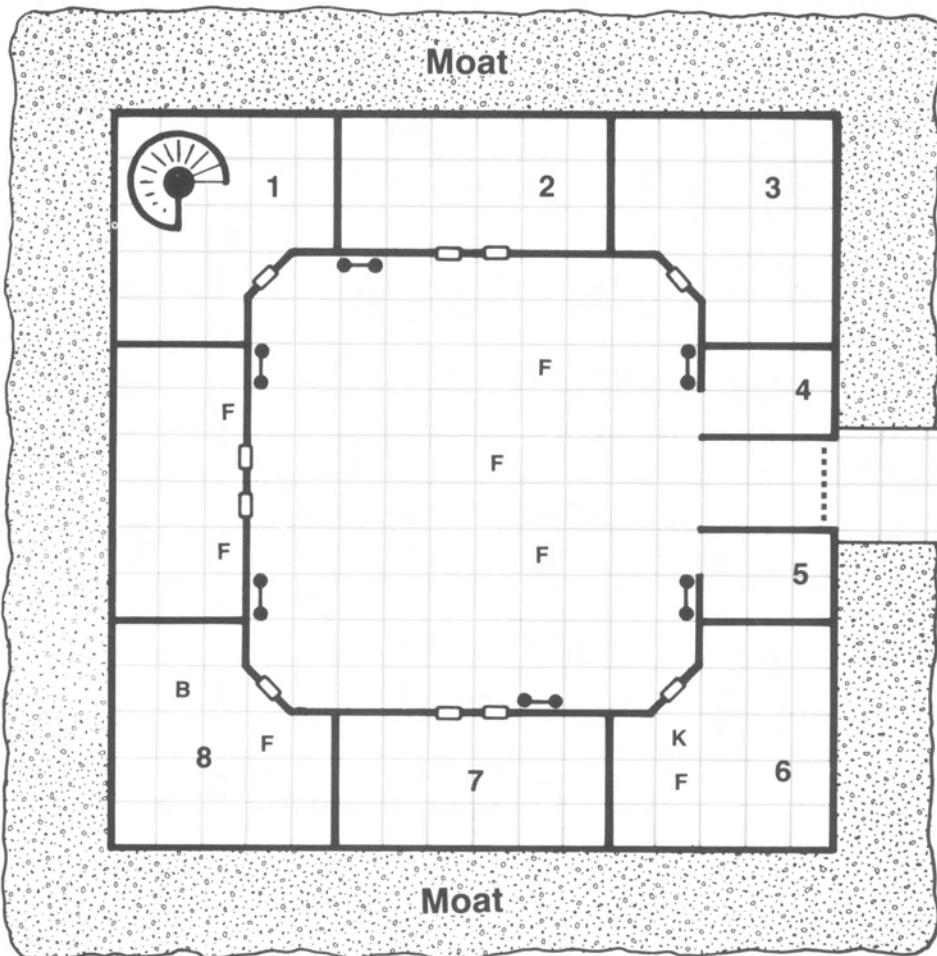
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## Level 1 Tower Roof

G = Greek Fire  
 HC = Hot Coals  
 F = Level 2 Fighter  
 Scale: 1 Square = 5'  
 All Ceilings = 15'

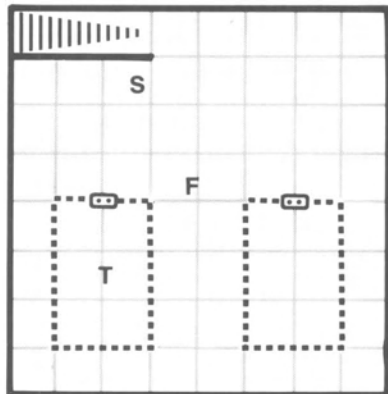
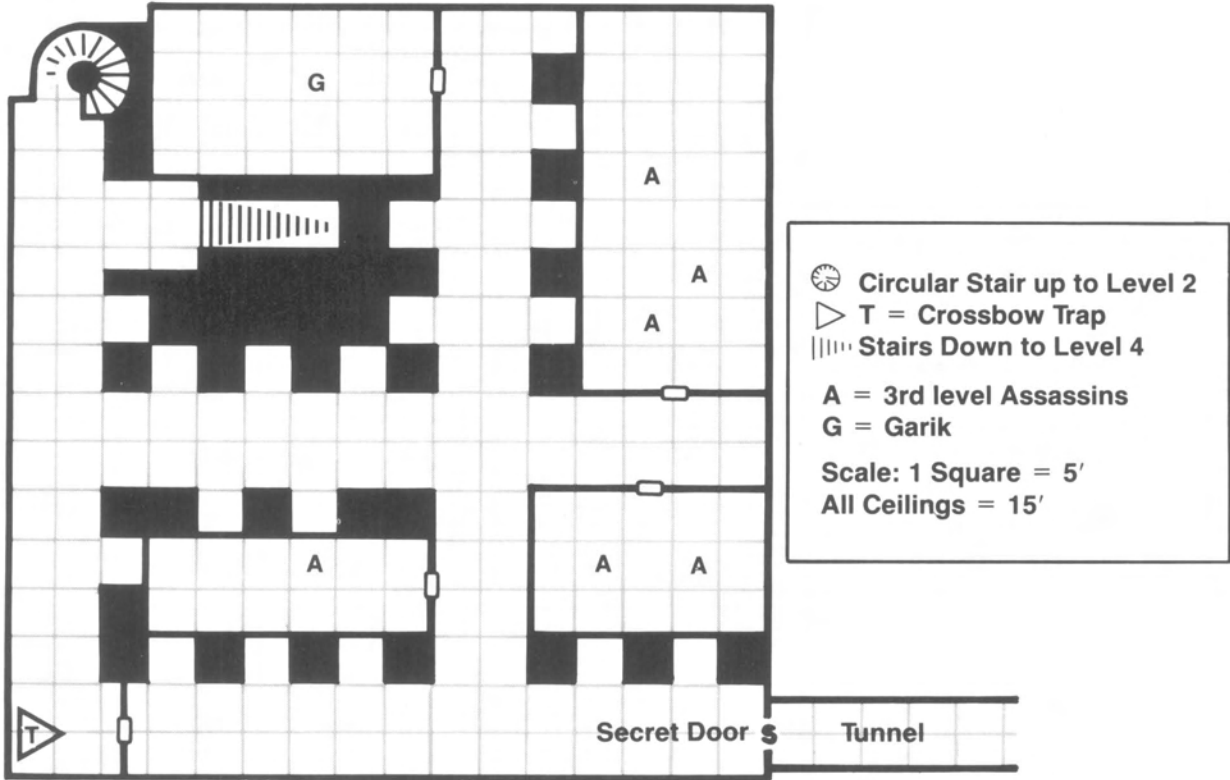


## Level 2 Ground Level

☯ Circular Stairs Down  
 ↕ Ladder to Roof  
 ⋮ Portcullis  
 F = Level 2 Fighter  
 B = Brindle  
 K = Kolan

Drawbridge

# Level 3 1st Dungeon Level



# Level 4 - 2nd Dungeon Level

- T = Torval
- F = Fighter
- S = Shrieker Alarm

statement is true. The assassins allow the party to set the group's marching order, and set the watches on any overnight stops. They do nothing hostile until reaching the night hag's cottage. If party discovers the assassin's subterfuge and attacks, they will try to flee, their light horses giving them a good chance to do so. Any assassin unable to flee will fight to the death (see encounter #7 for the assassins' stats).

If the party is undisguised when they leave the inn they are still under the ten round limit (see encounter #3A).

The party cannot buy adventuring supplies of any sort in Vadya, they've all been sold to peasants who are anticipating the revolt.

### Encounter #3C: The Mob

If the PCs are undisguised while they are on Vadya's streets, a crowd begins to gather as they approach the ten round limit.

The residents of Vadya have been giving you the cold shoulder, but now they seem to be taking an ominous interest in your wanderings, and a crowd of townspeople has begun following you. All are carrying farm implements or clubs, and quite a few have picked up large rocks. Evidently Crispin was right about the welcome you'd be getting in Vadya if you didn't disguise yourselves.

Over the next five rounds a total of 100 club and rake wielding serfs will have gathered, and the eastern road will be blocked. The characters should not attack the serfs, no matter how many they kill there always will be more. If they move quickly and get off the streets or out of town they'll have no trouble. As long as they're mounted they can easily outdistance the serfs. If they are on foot they'll probably get caught. Mounted or on foot, however, they must act quickly. On the 19th round the southern road will be likewise blocked. On the 23rd round the village will be sealed off and the characters automatically overwhelmed. Their horses will be taken away, but they will be allowed to retain all other equipment. They will then be unceremoniously booted out the northern gate. They may not enter the village again. If the PCs try to fight they will likewise be overpowered.

**Serfs:** 200 +; AL N; IN Low-Average; SZ M; MV 12"; AC 9; HD 0; hp 5 each; THAC0 20\*; #AT 1; Dmg 1-4.

**Special Attacks:** Automatically overpower after 1d4 rounds due to weight of numbers, damage 2d12 + rear AC.

### Encounter #4: Meave

You see a small hut nestled amongst the great firs to the north of the road. No one can be seen, though a wisp of smoke climbs lazily into the pines from a stone chimney.

The hut is a simple wattle and daub affair with one door and no windows. It is in excellent repair. If the PCs make their presence known (by shouting, knocking, or simply examining the hut carefully), a woman calls from inside the hut. "Be ye friend or foe?" This is Meave, wondering aloud who has come calling. Regardless of the answer, Meave invites the party inside. "Then enter Meave's house if it be knowledge you seek, I've little else to offer."

If the party does not enter the hut, Meave ignores them. If for some reason the party answers "foe," Meave will be ready to use her *staff of power*. The party can enter any time, the door is not locked. If the party just walks up to the hut and opens the door Meave will be on her guard and more than a little offended, but will greet the PCs with her friend or foe question.

Meave is a bent old woman who leans on a staff as she shuffles forward. She appears to be fragile and decrepit, but her eyes betoken wisdom and understanding. The hut's interior is cluttered with books and scrolls, household items, and a haphazard heap of cloaks. Three tabby cats stretch lazily by the hearth.

If the characters announced themselves as foes, are dressed as pohjolans or serfs, or simply entered unannounced Meave will allow them to enter the hut, then calmly point the staff at them and ask them to identify themselves and state their business. Her cats scurry to hide under the hem of her robe. Meave will wait up to three rounds for an acceptable answer before she blasts the characters. Any reasonable answer will do, Meave is not in the mood for a fight. Meave does not know the pass-phrase, but will recognize its purpose and will surmise that the characters are on the king's business. If the party has difficulty understanding Meave's hostility, she asks them to explain their actions or garments (or both).

If attacked, Meave will try to defend herself and drive the intruders away. If proper identification is not forthcoming in three rounds, she will fire a *cone of cold* from the staff. If meleed, she will attack using the

staff as a melee weapon. When she has taken 10 points of damage, she will break the staff in a retributive strike. Meave (and her cats) will be blown to another plane by the explosive energy. If the characters wish to break off the fight and resume negotiations, Meave will do so.

If the characters are undisguised, or answered "friend" to her query, the players are free to pose questions as they would to a sage. It would be difficult to describe exactly what Meave will say, as that is dependent on what the characters ask. Meave will answer sage questions for anyone. She is also familiar with the countryside, but will not reveal this information unless she is sure that the PCs are not pohjolans. She can warn them about the bog ("...a swampy expanse rife with dangerous creatures and terrain..."), and the night hag (... a minion of evil who can only be defeated with magic -- when the magic works -- or with iron or silver weapons..."), she knows that the hag can be avoided by taking the swamp path ("... a hidden footpath that winds even deeper into the bog..."), and she knows where the citadel is ("... Pohjola's foothold in Kalevala..."). She adds that she once overheard some pohjolan agent talk about using "the star", apparently a secret entrance to the citadel, she does not know where the star is.

Meave is conversant with all the legends and heroes of both Kalevala and Pohjola; if the players want such information, consult the Finnish mythos in the LEGENDS & LORE Tome. If they ask about the cosmic ramifications of the current conflict, she will look very troubled and only say that the situation is very serious, and the cause already may be lost.

Meave has no material aid to offer.

If the players show Meave the *Dark Mirror* she will become very excited. She will reach out to touch it, but will restrain herself with visible effort. To someone like Meave who is interested in legends, the actual sight of a legendary artifact is a rare privilege. After getting herself under control she will politely ask to be allowed to examine it. In any event once she sees the mirror her mind will be on one track only. She will want to hold or at least touch the mirror. If allowed, she will handle it with reverence. She will want to know how it came into the characters' possession, and will demand the full story in minute detail. Once she is satisfied, she will consider answering the party's questions.

If Meave thinks the PCs are pohjolans, she'll try to get hold of the mirror, then break her staff -- she knows that the mirror cannot be allowed to fall into pohjolan hands. If the PCs won't give it to her she'll try to snatch it. If she believes the party to be loyal to Kalevala she tells them the mirror's functions (see encounter #1).

**Meave:** AL N (G); S 11; I 18; W 17; D 10; C 10; Ch 9; Co 11; AC 10; HD 8; hp 20; THAC0 19; #AT 1; Dmg by weapon.

**Equipment:** *Staff of Power* (19 chgs)

**Sage Abilities:**

**Major Field:** The Supernatural and The Unusual

**Special Categories:** Divination, Metaphysics, Inner Planes

**Minor Fields:** Legends and Folklore of Kalevala and Pohjola, Philosophy and Ethics of Pohjola (as related to the conflict with Kalevala)

### Encounter #5: Spruce Bog

This is a fairly likely campsite regardless of the direction from which the party approaches it. Three black willows have gathered here, hoping to catch unwary travelers.

The road has degenerated to a twisty, boggy trace, requiring some care to avoid sinkholes and the like. There have been many stands of willows along the path, these trees and thick stands of spruce thrive in the soggy ground. When you entered the bog you occasionally heard large creatures grunting and wallowing in the undergrowth. Now the sounds have increased. You hear more wallowings, now accompanied by a chorus of bellowings. When these sounds diminish somewhat you can hear quieter, slurpy, slithering sounds. Just ahead is a particularly nice stand of three willows, ringing a slight rise of ground, their roots disappearing into the water. The rise looks defensible, and promises dry wood.

Normal bog creatures are making the noises, the party has disturbed them. The creatures are not hostile, and if the party simply ignores them and moves on there is no encounter here.

If the party enters the rise the trees do nothing at first. They wait for the characters to rest against their trunks or climb them. If any characters do so, the trees will use their *drowsiness* auras, putting those characters to sleep (no saving throw), even in the middle of the day -- the trip through the bog has been tiring. Once they have sleeping victims, the willows take them inside (see monster description) and attack any remaining characters with their limbs. If no characters climb or rest

against the tress, they simply lash out, gaining surprise on a 1-4 on 1d6.

If the party defeats the trees and opens them up they will find five 100 gp emeralds in a partially digested leather bag and two rusty iron broad swords. A dwarf or a character with a weapon-making proficiency will recognize these as iron weapons.

**Black Willows:** 3; AL N(E); INT Low-Very; SZ L; (8' diameter); MV 1/4"; AC 2; HD 15; hp 70 each; THAC0 8; #AT 9 (within 30' of trunk); Dmg 1-4 each.

Special Attacks/Defenses: Aura of drowsiness puts tired creatures to sleep, no save (20' r); sleeping victims resting on trunk or in branches are taken inside trunk, digestive juices fill trunk at rate of 1'/round until trunk is full (Dmg 1-4 hp/round if immersed), victims inside trunk may only use short, sharp weapons; regenerate 1 hp/turn; 90% undistinguishable from normal trees.

### Encounter #6: The Hidden Path

The entrance to this path through the depths of the spruce bog is hidden in thick undergrowth. The party can find it only if Meave or Fildin told them about it. The party must go on foot in order to use this path, but they can travel at the "road" rate of ten hexes per day.

### Encounter #7: Forest Hag

Ahead of you a small vine-covered stone cottage stands at a three-way intersection in the road. From the intersection the road branches southwest, northeast, and southeast. The cottage's door is closed and its windows shuttered. There is no smoke coming from the chimney, but the pudent smell of woodsmoke bites your nostrils, suggesting that a fire is still smoldering on the hearth.

A lean, ancient hound, its fur coal black, sits near the intersection. The dog's tail wags once or twice as you approach.

The dog is the night hag, *polymorphed*. Only *true seeing* will reveal it to be anything but a normal dog, it does radiate evil, however. The hag sits near the road, using its *know alignment* ability on passers-by, looking for Kalevalans to attack. The paladin's *protection from evil* will keep the hag from approaching within ten feet, even in dog-form. If the paladin willingly comes within ten feet of the hag, however, the barrier is broken and the hag can attack anyone inside (still at -2 "to hit") until she moves out again. The paladin, however, might break the barrier again, voluntarily or otherwise. If the paladin does get within ten feet, the hag will try to stay in range (the dog seems to have taken a shine to the paladin).

If the party has not confronted the five assassins in Vadya, they will be here, waiting outside the cottage. They will explain that they are waiting for the wise-woman Meave to return, they seek her advice. They tell the PCs that they think the dog is Meave's, and act surprised that the dog seems to like a party member (they are).

Once the hag has checked each character with *know alignment* she changes into the form of an elderly woman, and introduces herself as Meave. She apologizes for appearing in disguise, but explains that one can't be too careful these days. Then she invites the PCs into the cottage. If the assassins are present, she instructs them to wait outside, saying that the party's business with her is more important. The assassins obligingly stand back and allow "Meave" and the party to pass. As "Meave" opens to door to the cottage, she turns and looses a *magic missile* at the closest fighter or cavalier, and the assassins attack. The hag and assassins have normal chances to surprise to party. If the assassins aren't present "Meave" explains that her cottage won't comfortably hold the entire party, and she invites one character inside for consultation. When she gets the character inside she shuts the door and attacks. If the party balks at the suggestion she puts her back to the cottage and attacks; she doesn't want the party to surround her.

If the party attacks while the hag is in dog form she is capable of delivering full damage with the "dog's" fangs and teeth, and still has use of her "at will" abilities.

The party will have difficulty hurting the night hag, as she is effected only by silver, iron, or +3 or better weapons and the party isn't equipped with any. The assassins' daggers, or the two broadswords from the bog will work. Some of the party's spells might work (remember to adjust the hag's magic resistance upwards 5% for each level the caster is below 11th), and *holy water* will inflict 1d6 + 1 hp if a vial hits. Otherwise the hag can be turned as a special, or grappled or overborne. If turned, she flees ethereally and will not return for 3d4x2 rounds (3-12 rounds running away and a like time returning). If successfully grappled or overborne she will turn ethereal to escape, then return 1d4 rounds later. If the party reduces her hit points to 20 or less, the hag flees to the ethereal plane, but stays only long enough to regain her hit points using her *polymorph* ability (see *polymorph self* spell. If, at any time,

the hag is meleed by a fighter who can harm her, she uses *ray of enfeeblement*. If prevented from harming the PCs by the paladin's *protection from evil* she casts her remaining *magic-missiles*, then goes ethereal and does not return.

The assassins are not so well protected as the hag, and the party should make short work of them. As soon as three of them are killed the remaining two flee, dropping their iron daggers in an attempt to distract pursuers.

If the party tries to simply ride past the cottage, the "dog" attacks the paladin, or the paladin's horse if he is mounted.

Read the following if the party enters the cottage:

The interior of the cottage is very dim, the only light provided by a banked fire. Furnishings are sparse, and include two chests and a large leather satchel.

The chests contain some noisome substances, unrecognizable to any of the characters, along with some clothing and three iron weapons: a long sword, a hammer, and a dagger. (remnants from some unfortunate travelers). The satchel contains a map detailing the grounds around the tower (Encounter #8), including the secret entrance.

**Assassins:** 5; AL LE; INT Average; SZ M; MV 12"; AC 4; HD 3; hp 15 each; THAC0 20; #AT 1; Dmg by weapon.

Special Attacks/Defenses: HS 10%; MS 15%; backstab for double damage.

Weapons/Equipment: Short sword, dagger, iron dagger (x2); short swords coated with type B insinuating poison (onset time 2 rounds, save vs, poison at +1 or take 25 points of damage); extra dose of poison; light horse.

**Night Hag:** 1; AL NE; IN Exc; SZ M; MV 9"; MR 65%; AC 9; HD 8; hp 40; THAC0 12; #AT 1; Dmg 2-12.

Special Attacks/Defenses: Immune to *fear, sleep, charm, fire, cold, normal weapons*; silver, iron, or +3 weapon to hit; at will: go *ethereal, know alignment, polymorph self; gate* (50% chance of success) type I demon or barbed devil, but must reward responder; 3x/day *magic missile* (Dmg 2d8), *ray of enfeeblement*.

### Encounter #8: The Tower

As you push farther south, the forest deepens. You seem to be leaving civilization behind. The road appears to meander as though it is going nowhere in particular, then plunges into a clearing. Well, mostly clear anyway. Stands of fir trees and clumps of brush dot a plain surrounding a moated tower 200 yards away.

The tower's drawbridge is down and the portcullis is open. Two armored men stand guard on the drawbridge. Atop the tower three armored men keep lookout and tend several nasty looking war engines. The men in the tower don't appear to have seen you, yet.

The tower is a pohjolan foothold in Kalevala, garrisoned by fighters and assassins. If Capella or Silvera survived encounter #1 they will be here too. If Sikkar was captured he will be imprisoned in the dungeon (level 4). If the party failed to get the *Dark Mirror* Capella will have it with her. The tower is two stories tall, with two dungeon levels (four levels total). They are numbered from the top down.

Bear in mind as you run this encounter that, though they are not really expecting anything, the fighters and assassins are not stupid, and they are certainly aware that Torval's presence here might inspire a rescue attempt. They are watchful and ready to react to any sign of intrusion.

It is best if you give the players a copy of map #2. This will save time-consuming descriptions and explanations. The characters' first task is to get inside with as little commotion as possible. There are two ways to enter: across the clearing and over the drawbridge into the fighters' quarters on Level 2 (see Level 1 and Level 2), or through the tunnel which cuts under the moat (see Level 3 and **Finding the Tunnel**).

**Finding the Tunnel:** The tunnel entrance is located in the star-shaped stand of ten trees 30 yards to the right of where the path enters the clearing. If the players have the night hag's map, mark the entrance to the tunnel on the players' map of the clearing. The tunnel cuts under the moat and enters the tower on Level 3. If Meave told the party about the star they may spot this feature and find the entrance. If they have the night hag's map, they will have no difficulty in finding the tunnel. If they do not, they can find the entrance by going to the star and conducting a successful search for secret doors or shifting walls. If either is successful, the party finds the entrance. An elf might spot the entrance accidentally, but only if he actually enters the star.

If the characters can sneak in via Level 3, avoid the trap there, and go directly to Level 4 without being seen, they may retrace their route and exit before anyone knows what has happened.

If the party does not find the tunnel they must cross the clearing. If they cross while mounted they will be seen. If they are disguised as pohjolans, however, the garrison will sound the alarm, but let them approach unharmed.

The party can cross the clearing unseen by going on foot and using the available cover (see boxed text above), and taking other precautions such as waiting for the guards to turn their backs to the parapets, which they do for one round out of every three. The party must watch for two turns to establish the pattern. Hidden movement is very slow, one third the normal rate.

#### Level 1 — Tower Roof Guards: 3 level 2 fighters.

This area serves as a lookout and a platform for repulsing invaders. It is actually an elevated wooden walkway reached from ground level by ladders. The three fighters here are in charge of the ballistae, vats of greek fire, and braziers filled with hot coals in addition to keeping a watch on the surrounding terrain. They spot any non-hidden movement in the clearing, and will open fire with the ballistae upon any suspicious characters. The roof is surrounded by a wooden parapet that gives these guards 50% cover.

**Ballistae:** The edge of the clearing is 20' away, and well within ballista range. The rate of fire is one bolt every four rounds, so it is likely that each will only make one shot, and then only if the party is seen approaching. The ballistae need to roll an 11 to hit a PC, regardless of the character's armor class. Damage is 2d6.

**Greek Fire:** Greek fire can be dropped over the outside of the walls, on intruders coming through the portcullis, or carried into the tower and poured down the stairs (see **Getting Out - Tower Alerted**). Treat it as flaming oil (direct hit 2d6 points plus 1d6 points the following round, splash hit (3-foot diameter) 1d3 points). Whether a target suffers direct or splash hit, the affected character must roll a saving throw vs. normal fire for clothing (16), modified by armor worn (leather, +2; chain, +4; or plate, +8) If this save fails, the cloth ignites, causing an additional 2d6 points the next round.

**Hot Coals:** Coals can be dumped over the outside of the wall, or on the inside of the wall if invaders breach the portcullis. Potential targets must roll their dexterity or less on 1d20 to avoid the missiles. Hot coals do 1d6 points of damage (save vs. breath weapon for half damage). Any character hit must make an additional save vs. poison, failure indicates that the coals have lodged in clothing or armor and will inflict another 1d6 points the next round. The character may do nothing the following round except try to remove the coals (save vs. poison at +2). If he is again a target, the hit is automatic.

#### Level 2 — Ground Level Guards: 9 Level 2 fighters, Kolan, and Brindle

This section of the tower serves as quarters for the fighter garrison. The main and only visible entrance to the tower is over the drawbridge and through the portcullis. The starting positions for the guards are noted on map #3.

If the lookouts spot the party approaching, they will call for the portcullis to be dropped. While this is being done, Kolan will detail two more fighters to guard the gate, then take the rest of them, including Brindle, to the walkway (Level 1) to help with the greek fire and hot coals.

If the characters are disguised as pohjolans, they will be allowed to cross the bridge, but the portcullis will still be closed. They may bluff their way past the fighters if they can be convincing enough. Assuming an authoritative manner and acting as if under orders to take Torval from the tower is adequate. The pohjolans command through arrogance, power and threat. If the PCs act important, the garrison will think that they are. Kolan, however, will come down to the courtyard on the second round after the party enters and will demand to know what is going on. A glib tongue will not be enough to convince Kolan to hand Torval over.

If the party has approached unseen, they can simply rush across the bridge and into the courtyard. The three guards attack, shouting for help. On the second round the three guards from Level 1 will clamber down the ladders and Kolan will emerge from room 6 and bellow, "They're trying to rescue Torval! Get to the dungeon and kill him!" This order will cause two guards to break off melee and run to room 1, thus revealing to the characters the way down. Brindle and the remaining three fighters will enter the melee on the third round. The off-duty guards join the melee on the 6th round.

The garrison will make every attempt to position themselves between

the characters and room 1 to prevent them from going into the dungeon.

**Rooms 1-9** These rooms contain only normal items appropriate to the type of room.

Room 1: empty except for the stairway down.

Rooms 2-3: weapon storage for the rebellion (normal melee and missile weapons).

Rooms 4-5: empty (Portcullis winch in #4; Capella and Silvera in #5 if present at the citadel; the sisters join Kolan if an alarm is raised).

Room 6: Kolan's quarters, with a strongbox containing the tower's pay chest. It is locked (Kolan has the key), and holds 1,273gp.

Room 7: garrison larder.

Room 8: Brindle's quarters.

Room 9: guards' barracks (seven off-duty guards).

#### Level 3 — First Dungeon Level: Guards: 6 level 3 assassins, Garik

This level has been taken by the assassin teams as their quarters, the rooms contain only normal items.

The door at the end of the south corridor is the trigger for a crossbow trap (point "T"). A thief stating he is checking the door for traps, or a *find traps* spell on the door will reveal the triggering mechanism. If it is triggered (the door opened), the party's first rank is fired upon by three crossbows at the end of the corridor (point-blank range, THACO 10, D 2d4 + 2). The quarrels are also poisoned with a Type B insinuating poison (onset 2 rounds, save vs. poison at +2 or take 25 points of damage).

The assassins' starting positions are noted on map #4. If the characters enter this level by the stairs and no fight has broken out above, Garik will move to the stairs AFTER they have passed (attracted by the footsteps) wondering what is going on. Thus he and the rest of the assassins will be waiting for the characters on their way up.

If a fight has broken out in the courtyard and no fighter has been allowed to get downstairs, Garik and his men will not be in the hallways until the seventh round. If he has been warned of the trouble the assassins will take positions in the many niches shown on the map and be lying in wait. Not knowing which way the party may go, the assassins will occupy niches along the west and south walls, in an effort to protect the secret door. They will not attack until the characters come back up the stairs, attacking from behind with their poisoned daggers.

#### LEVEL 4 — Second Dungeon Level Guard: one 2nd level fighter

This is a large, open area with two cages for prisoners. Torval occupies one cage (marked with a "T"), Sikkar occupies the other if he is here. The usual torture chamber accouterments (chains, whips, irons, braziers, etc.) are visible.

The characters may still trigger an alarm. The small box at the foot of the stairs contains a shrieker. If it is kicked or opened, the creature will shriek in alarm, thus alerting the entire tower. The guard will not go for the box until he hears the characters' footsteps on the stairs.

**Getting Out — Tower Alerted:** If the fighters and assassins are aware of a rescue attempt in progress, three assassins and Garik will lie in wait in the niches on the south wall on Level 3 to jump the party on their return, while the remaining assassins join the fighters on Level 2. If it becomes apparent that the intruders are leaving through the secret entrance, the assassins and all but four veterans will run to the star to intercept them as they come out.

If the party tries to go up to Level 2, cauldrons of greek fire will be dumped down the two stairways. Figure hits on characters, if such are possible, as before. There is some flammable material in the stairwells. The resulting blaze is just like a *wall of fire* that burns for 10 rounds. Beginning on the 5th round, the wooden supports (beams, etc.) will ignite, and by the 8th round the stonework will begin collapsing, any character on the stairs might be hit (treat as an attack vs. AC 10, modified by dexterity bonus and magical armor pluses, THACO 20). Falling stonework does 3d4 points of damage per hit. If a target remains within 10 feet of the same location and suffers four hits, he is assumed to be buried by the rubble.

**If They Try a Second Time:** Even if the characters withdraw, everyone will remain on alert, watching not only the portcullis but the secret entrance as well; Brindle and three of the fighters will be waiting just next to the trap on Level 3, while Kolan and the rest of the fighters guard the drawbridge.

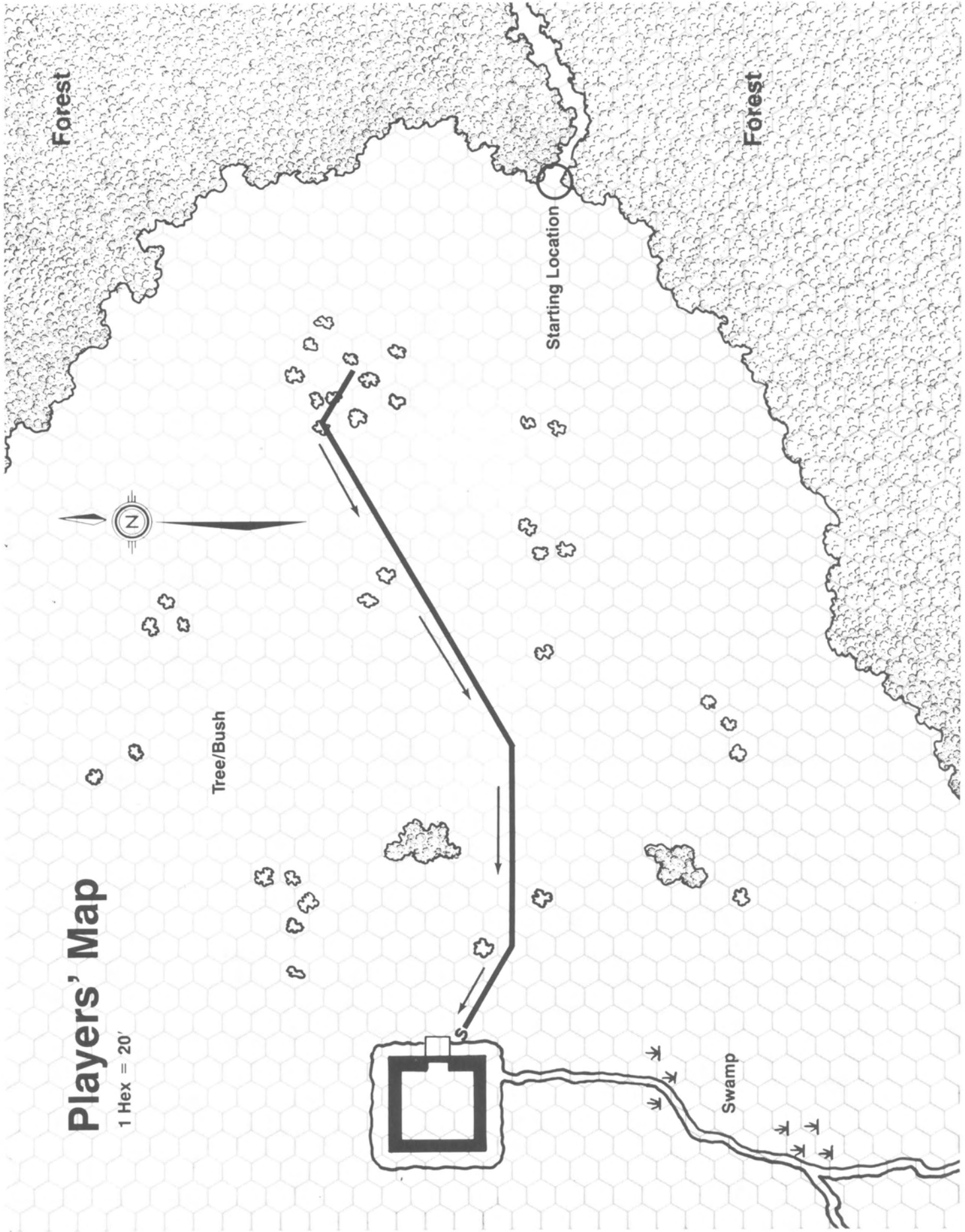
When the party escapes from the citadel, with or without Torval, they are free to return to Kittala, the garrison will not pursue, as they will either be unaware of the party, or will have done their best to keep the party from escaping.

## DENIZENS OF THE CITADEL

Description/Number	Class/Level	AC	hp	Wpns	THACO
Kolan/1 Ability Scores: <b>S</b> 18/80; <b>I</b> 10; <b>D</b> 16; <b>C</b> 16; <b>Ch</b> 8; <b>Co</b> 9 Equipment/Special Abilities: <i>Field plate</i> +2	F/8	-2	55	2H Sword	12
Brindle/1 Ability Scores: <b>S</b> 18/55; <b>I</b> 9; <b>D</b> 17; <b>C</b> 14; <b>Ch</b> 12; <b>Co</b> 12 Equipment/Special Abilities: <i>Chainmail</i> +1; L Swd double specialist	F/6	0	44	L Swd +3	8
Garik/1 Ability Scores: <b>S</b> 12; <b>I</b> 13; <b>D</b> 18; <b>C</b> 14; <b>Ch</b> 10; <b>Co</b> 10 Equipment/Special Abilities: MS 40%; HS 31%; backstab for 3x Dmg; 3 doses type C ins. poison (onset 1 round, save +1, Dmg 35)	A/7	-2	30	dagger, S Swd	19
Roof Guards/3 Equipment/Special Abilities: B Swd, Lt Cr Bow. See Text	F/2	2	12 each	B Swd	20
Gate Guards/9 Equipment/Special Abilities: N/A	F/2	2	12 each	B Swd, Lt Cr Bow	20
Ground-Level Guards/4 Equipment/Special Abilities: N/A	F/2	2	12 each	B Swd, Lt Cr Bow	20
Off-Duty Guards/7 Equipment/Special Abilities: N/A	F/2	2	12 each	B Swd, Lt Cr Bow	20
Assassins/6 Equipment/Special Abilities: MS 15%; HS 10%; backstab for 2x Dmg; 3 doses type B ins. poison (onset 2 rounds, save +1, Dmg 25)	A/3	4	14 each	dagger	20
Dungeon Guard/1 Equipment/Special Abilities: N/A	F/2	2	12 each	B Swd, Lt Cr Bow	20
Capella/1 Ability Scores: <b>S</b> 13; <b>I</b> 12; <b>W</b> 17; <b>D</b> 17; <b>C</b> 16; <b>Ch</b> 16; <b>Co</b> 12 Equipment/Special abilities: <i>ring of spell storing (word of recall, not recharged if used in encounter #1).</i> <i>Spells Carried: command, protection from good, cause light wounds, cure light wounds (x2), silence 15' radius, hold person (x2), spiritual hammer, resist fire, paralyzation, dispel magic, locate object, detect lie.</i>	C/7	0	53	Flail +2	16
Silvera/1 Ability Scores: <b>S</b> 13; <b>I</b> 18; <b>W</b> 17; <b>D</b> 16; <b>C</b> 12; <b>Ch</b> 17; <b>Co</b> 13 Equipment/Special Abilities: <i>bracers of defense AC 4</i> <i>Spells Carried: magic missile (x4), mirror image (x2), whip, ESP, protection from normal missiles, haste, dispel magic (x2), stonesskin, Evard's black tentacles, shout, feeblemind, teleport, dismissal.</i>	MU/11	2	34	Staff of Striking	13

# Players' Map

1 Hex = 20'







# PILGRIM'S POOL

## The Conclusion of the Maiden of Pain Series

by Robert J Blake, Anita B Frank  
and Rex A Zinn

An AD&D® Adventure for 6-10 Characters Levels 8-10

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## Prologue:

The opening of the Book of Fate precipitated a conflict whose outcome will decide the supremacy of one nation, either yours of Kalevala or your enemy, Pohjola. The first event depicted in the Book was the resurrection of the evil hero, Urho, who was destined to lead the Pohjolan armies. To thwart this, you recovered Mordvin, Urho's sword, from its dwarven guardians, dealt with murderous ice dwarves and a treacherous cleric, and solved the Ice Maze. In the end Urho was slain with his own weapon, the sword bursting from the evilness of its former master.

The situation worsened as the conflict spread to the outer planes. Dispatched by Ukko himself to save his son and the artifact he guarded, you discovered the teleport was wide of the mark and had placed you in the midst of a wintery wilderness. Aided by a mysterious metallic shard, you raced to beat an army of pohjolan ice dwarves bent on stealing the artifact. Overcoming the many obstacles the dwarves put in your way, you did manage to rescue the god's son and precious relic.

Your land of Kalevala is beset on many fronts, the latest a revolt of the serfs tormented by pohjolan agents. Journeying to the hot bed of the revolution to rescue Torval, the missing serf leader, you uncovered layer after layer of treachery, but finally effected his rescue at a lonely tower, guarded not only by warriors, but assassins.

The discovery of assassins in Kalevala increased the fear that the nation would be hurled into further turmoil by the loss of its king, and the annual public ceremony to awaken the Great Bear from his winter's sleep would make the king a very vulnerable target. Quick thinking and the realization that treachery extended to the highest levels saved the king from the poisoned cup prepared by the king's chief advisor.

Ever since the opening of the Book of Fate the weather has been anything but normal. With only occasional breaks of sunshine, rain and snow, even hail, have been the norm, yet the temperature has stayed abnormally high. Flooding caused by melting in the snow-capped mountains has washed away many a river village. Even now the roiling clouds look as if they are preparing to vent themselves upon the hapless earth.

One of the clouds detaches itself from the maelstrom and begins a slow descent to earth. From out of its mists comes the familiar, weary form of Uriel, Air Maiden of Ukko, who has warned you of the past evils predicted by the Book of Fate. "Look once again upon the evil of the Book and observe what is fated to happen unless you can prevent it!"

The whirling mists slowly coalesce into an image from the Book, revealing a cavern, its walls covered with a luminescent slime. In the center of the cavern is the Pilgrim's Pool, its once clear waters pitch black, polluted and corrupted, poisoning the roots of the Great Tree itself. Your vacant eyed, unmoving bodies lie scattered about its shore.

She speaks again as the image blows away upon the mists: "You must travel down the River of Truth, through the Frozen Mountains, to the Pilgrim's Pool. Once there, the Pool must be purified using the means you have at hand before it will be safe to enter and proceed to the Path of Purification."

Remember, no one can drown in the depths of its clear waters. Your bodies must be cleansed of the aura of evil you acquired through the actions of the undead-bole before your souls can be upon the path. Hurry, for it is two days journey to the Pool and the changes will soon be irreversible!" Finished, she enters the cloud and rises once again into the sky.

### Notes for the DM

The pohjolan forces have been greatly aided in their attempt to overthrow Kalevala by an act committed by two thieves who were originally part of the party. While on a rescue mission to save a comrade being held hostage, these thieves inadvertently opened an evil artifact of great power: the Book of Fate.

Opening the Book set certain events into motion, the least of which was the deaths of the thieves. Each page shows an evil event

which is fated to happen. It is only through Ukko's intervention, via his Air Maiden, Uriel, that the party has been able to gain enough information to try to prevent these disasters from happening, or at least modifying them so that any deleterious effects are not catastrophic.

Now the players must journey to the Pilgrim's Pool and purify it using the water in the vial from the undead-bole. They will be hampered along the way by climatic conditions and a series of illusions cast by the pohjolans.

In their previous adventures, the players acquired an aura of evil by being sprinkled with water from the undead-bole. *Know Alignment* spells cast upon them will show them as being evil. They must bathe in the pure waters of the pool to remove it and halt the change of their alignments to evil. They must then proceed through the pool to the Path of Purification.

The party has two items from previous adventures: a wooden vial bearing the crested wave symbol of Ahto, which contains purified water from the undead-bole; and a black, non-reflective mirror bearing the closed eyes symbol of Untama, obtained from the Rune Reader.

The skiff the party will be using is 16" long by 5' wide, allowing the party to sit in four rows. It is steered by a rear tiller, and may be poled along using the two stout poles on board.

### Encounter #1 Illusions

Having obtained a small skiff, you are now ready to begin your journey. The high priest of Ukko's temple has told you that while the river winds, it does not branch. One must only follow the river to reach the pool.

The early-morning sun tries to burn through the mists revealing a swollen river, rushing to the southern sea. The morning starts with no unusual occurrences, but later branches in the river channel appear. These lead off from the main body of water, but the central waterway is readily apparent.

As the sun finally burns through the clouds, a piercing cry accompanied by the sounds of splashing fills the air. The eerie cry of a cavorting loon is a familiar addition to the day. The river curves abruptly to the southwest, passing a log-jam and a pool on the southeastern bank.

This is the first of a series of illusions cast by evil forces to obscure the true path of the river and prevent anyone from making their way to the path of purification. The main body of the river originally continued down the southeastern fork. The direction of the flow was changed by the ice trolls in Encounter #2, under the direction of Kiska, a 12th level illusionist. Rocks, boulders and debris have been rolled into the river creating a dam which has diverted the body of the river to the southwest. In addition, Kiska has cast a *Permanent Illusion* creating the image of the log-jam and pool.

If any member of the party states they are looking for the loon, he will notice it passing through the log-jam as it swims down the river. It will be obvious to whoever is looking that the loon is passing through the logs; not merely swimming around them. If the party does not notice the loon and discover the illusion, proceed to Encounter #1B, Ice Illusion. Otherwise, continue below.

There is still a small channel open which flows down the original path, however, this path is not large enough to allow the safe passage of the skiff. It is possible for the party to portage the skiff past the dam by using the rocks of the dam as stepping stones. Any character walking on the stones must make a dexterity check or fall onto the rocks, then into the water. A character will suffer 1d6 damage from the fall, and, if wearing metal armor, risk drowning. It takes a combined strength of 70 to carry the skiff and supplies. If half of the characters carrying the skiff fail their dexterity saves, they will fall and the skiff will be dropped. Those characters carrying the skiff who made their save must save again or fall as the skiff is dropped.

The skiff will float to the shore just a few yards ahead of the portage point and can be retrieved easily.

## Encounter #1B Ice Illusion

The river slows somewhat after rounding the bend. Reflected sunlight gleams off the snow-covered hills, creating mini-rainbows over the spring falls. Pieces of ice of assorted sizes float aimlessly alongside the skiff.

Up ahead, three larger blocks of ice appear to be circling in an eddy just beneath the sloping mouth of a snow-covered cave. Bits of Flotsam, washed into the river by the flooding, flow through the pool and continue down river.

Suddenly, a dull thud is felt and heard as the skiff enters the pool, followed quickly by the lifting of the bow from the water. All forward motion ceases as heads raise from the water, limbs uncoil from the floating blocks and icy hands drag the skiff toward shore. Coming out of the cave mouth are three large, near-transparent creatures, who begin throwing large balls of ice.

The creatures in the pool and on the shore are ice trolls, living in the cave and preying on unwary travelers. The three trolls in the water will pull the skiff out of the current, trying to tilt and rock it to cause characters to fall into the water. The water only is three and a half feet deep, which will cause any character in it to fight at -2 to hit. The dwarf and gnome will be unable to melee while in the water.

The trolls in the water will attack the nearest party members, trying to drag all of them into the river (succeeding on an unmodified "to hit" roll of 20). Each troll on shore will throw one ice ball (1d8) per round for three rounds. Then they will move into the water and enter melee, attacking any characters in the water in preference to those in the skiff.

**Ice Trolls:** 6; AC 8; MV 9"; HD 2; Hp 9, 11, 12, 14, 14, 15; THACO 16; #AT 2; D 1d8/1d8.

## Encounter #2 Otters' Delight

The morning's problems behind you, the journey continues. The warmth of the noonday sun is partially offset by the breeze created by your progress down the swiftly-flowing river. Lunch has passed uneventfully, and it seems as if little will break the afternoon quiet. This proves not to be the case, however, as great, furred creatures surge through the waters ahead, creating a disturbance in the previously calm river. Several of the creatures have separated from the group and are now swimming toward the skiff.

The creatures are a family of five giant otters playing in the river near their den. Three of the otters are now swimming up the river to investigate the party. The remaining two otters will climb on shore and watch the party's actions.

The largest otter is a reincarnated cleric of Ahto named Sergi, who serves as both guide for pilgrims and guardian of the river. As is his normal practice, he cast *Detect Evil* as the party approached. Detecting the party's evil aura, he sent his children ahead to observe their actions. While they check out the party, he will cast *Spell Immunity* on himself, giving himself immunity to *Speak With Animals*.

Once the party is within range, he will cast *Cloudburst*, centered over the skiff in order to momentarily distract the party.

As if out of nowhere a sudden storm appears over the skiff, drenching everyone.

The otters will swim around the skiff, but they will not attack the party unless attacked first. One of the younger, smaller otters will try to climb into the boat, but can be easily rebuffed by a smack on the nose or any such action. These creatures are investigating the party's intentions under the pretense of playing.

If attacked, these three otters will try to capsize the skiff. If all

three otters hit AC 5 or better on the same round, the skiff will capsize and the party will be dumped into the river. They will then try to drag any players they catch underwater. Any player characters wearing armor risk drowning. All characters will be subject to the otter's normal attack. A character in the water melees at -2 to hit.

The severity of this attack will be mitigated by the intervention of Sergi, who will drag any unconscious characters to the safety of the shore, relieving them of their weapons and belongings in the process.

If the party attempts any spell casting, Sergi will cast *Silence 15' Radius* in the center of the skiff. He will then cast *Hold Person* on three characters, avoiding the cavalier or paladin as targets. This will be followed by *Spiritual Hammer* at the cavalier types. His next action will be the *Command* "Sleep" on a character. The otters will keep attempting to capsize the skiff until they are successful.

If the party insists on attacking the otters, the otters will melee the party as best they can. However, Sergi will have his family retreat before they suffer serious damage. Any otter down to 50 percent of his total hit points will retreat.

**Giant Otter 1;** AC 5; MV 9"//18"; HD 5 Hp 28; THACO 15; #AT 1; D 3d6.

**Young Otters 3;** AC 5; MV 9"//18"; HD 3; Hp 15 each; THACO 16; #AT 1; D 1d6 + 2.

Once the characters are safely ashore, the otters will surround them and keep them pinned down. Any character attempting to move, gesture or take any physical action will be knocked down by one of the otters. Sergi will ask in common why the party is traveling down the river. He talks while he searches their belongings. Sergi reluctantly will allow the party to leave and continue down the river when he discovers the vial or mirror. He will not provide them with any useful information because of their evil aura.

If the party does not panic and attack the otters, these three will follow the skiff down river to the point where the other two otters are waiting. When the party reaches this point, the largest otter will swim out alongside the skiff. he will hail the party in common and order them to beach on the skiff on the shore.

If the party refuses to come to shore, all the otters will try to capsize the raft and melee as above. If one of the larger otters and any one of the smaller hit AC 5 or better on the same round, the skiff will capsize.

If the party comes to shore peacefully and talks with Sergi, he will tell them that he is the guardian of the river and must know the purpose of their journey. He will mention his disbelief of any professed good intentions.

If the party freely tells Sergi of the evil aura they acquired and shows him one of the items bearing the gods' symbols, he will cast *Detect Lie* and have them repeat their story. If he determines they are telling the truth, Sergi will tell them he is a reincarnated cleric of Ahto who has been living as an otter for the past five years. This is his family, and they have been acting as guardians and trying to keep the river open to aid pilgrims on their way to walk the Path of Purification. During the last few months many evil creatures and people have been in this area, while the number of pilgrims has dropped to almost nothing.

He also will tell them that, due to the flooding, the path of the river has changed and that he suspects that magic is somehow involved in these changes. He is not sure of the details of these magic changes. he will not agree to join the party under any circumstances, nor will any other members of his family, claiming that even though the party has told the truth, he has an obligation here. He will allow them to leave after returning their gear, telling them as they go that he will commune with Ahto for guidance in this matter.

## Encounter #3 Calm Waters

Here, the party should realize they are confronted by a *Permanent Illusion* spell. The spell was cast by Kiska, obscuring the rapids and

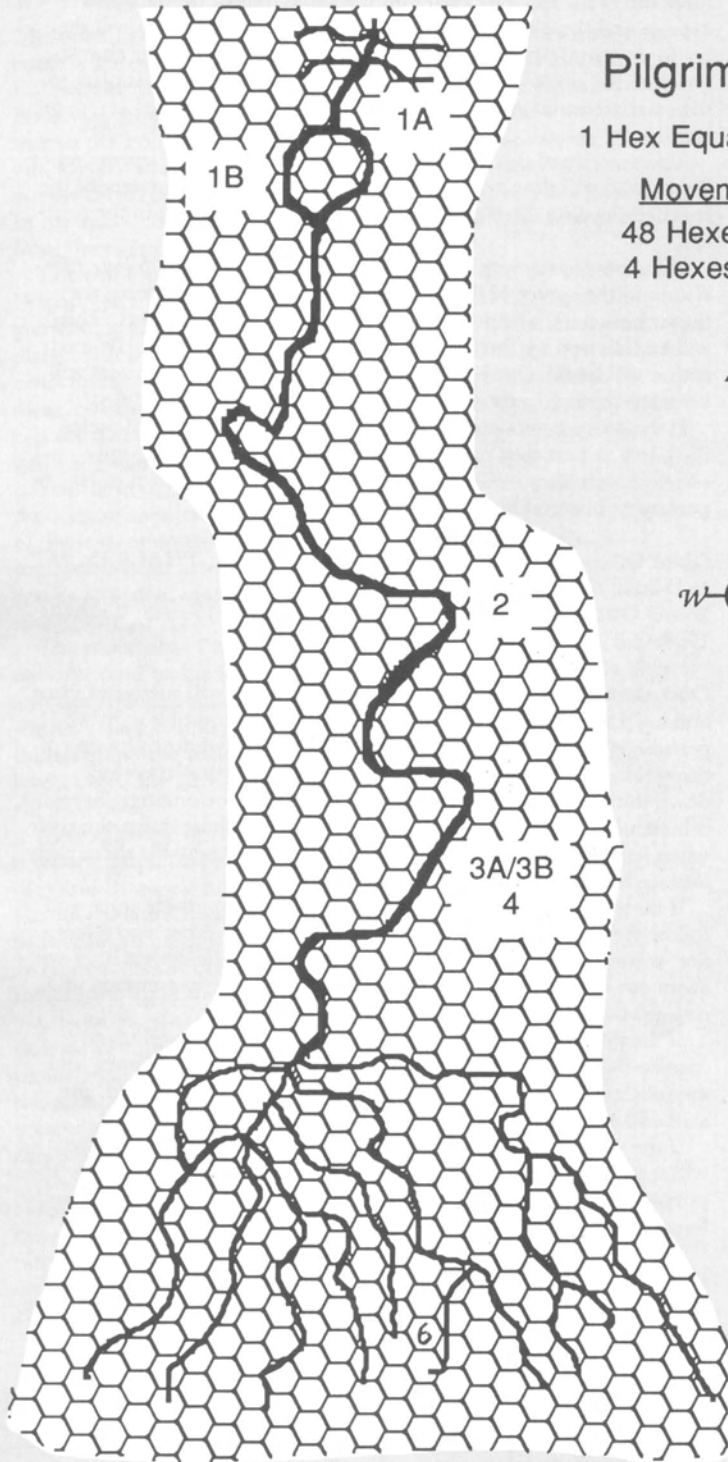
# Pilgrim's Pool

1 Hex Equals 1.25 Miles

## Movement Rate

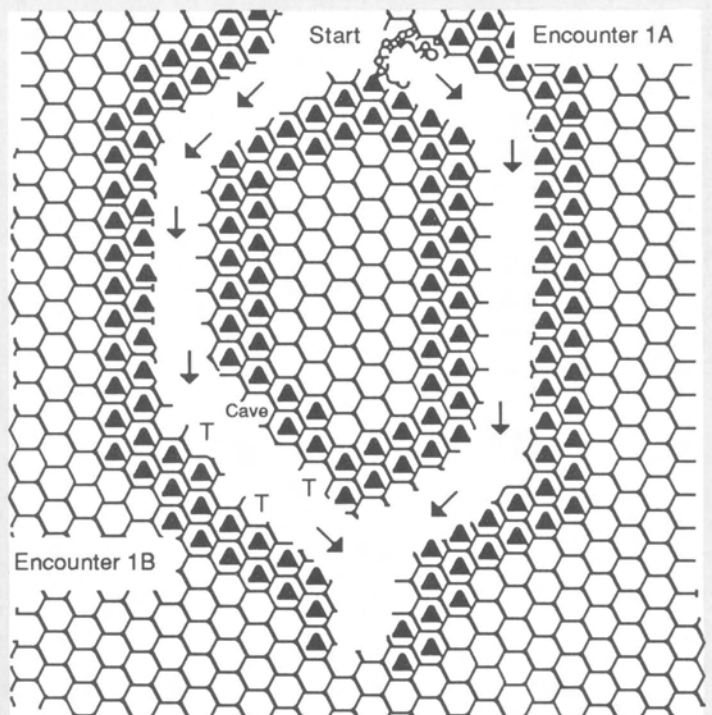
48 Hexes Per Day

4 Hexes Per Hour



- Mountain
- Troll
- Rocks/Logs

Arrows Indicate Current Flow  
1 Hex = 60'



falls from view. This illusion creates the appearance of calm, placid water without the roar of the rapids. The effectiveness of this illusion is enhanced by the fog which rises every evening.

The evening fog has begun to make its nightly appearance. While the surrounding waters look no different than they have on the rest of your journey, the skiff has begun to move swiftly. Soon, it is being dragged along at an almost uncontrollable pace, yet the river appears calm and placid.

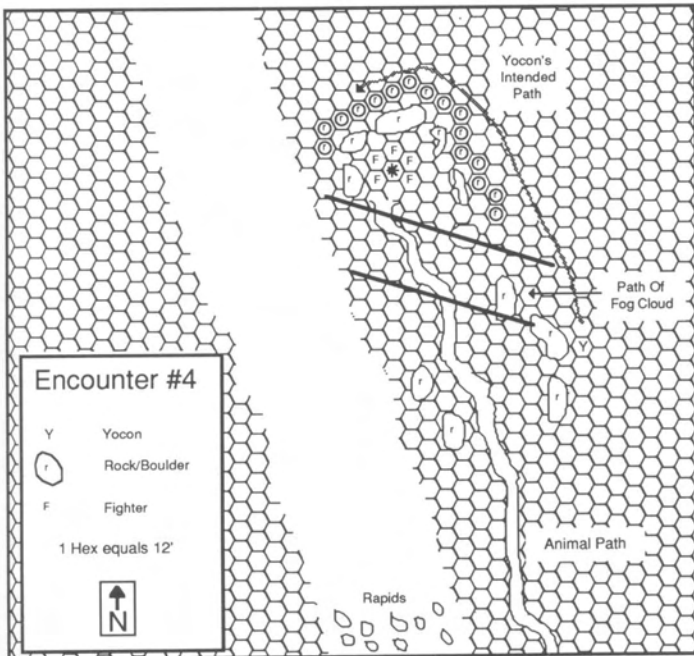
If the party tries to make its way to shore, allow it, but describe it as a very arduous and tiring process. Then proceed to Encounter #3B. Otherwise, continue below.

The world seems to reel as the relatively smooth river transforms to the reality of surging rapids! Torrents of water wash over the skiff as it races through the rapids. Boulders loom ahead and to either side as a resounding crack fills the air. All hope seems lost as the tiller breaks against one of the many river rocks.

The hapless skiff is buffeted mercilessly by the seething waters, its sides groaning ominously as it crashed from rock to rock. Ahead the river crashes over a 10' fall.

The skiff seems to drop out from under you as it passes over the falls, and you find yourselves momentarily airborne before plunging into icy waters. The raging waters buffet you before washing you, somewhat the worse for wear, ashore.

Characters who go over the falls and fail a save vs. petrification lose 10 percent of their remaining hit points. Those who save lose 5 percent. In addition, characters are subject to drowning. The skiff will continue down the river the better part of an hour's walk before being washed ashore. It will be relatively undamaged.



## Encounter #3B Revelations

Any party that walks or sends a scout ahead along the shore before the skiff proceeds too far into the rapids will be able to discover the illusion. The character at the head of the party will tumble down a rocky incline paralleling the rapids, taking 1d6 damage unless he has successfully disbelieved (+4 to saving throw).

The illusion also can be revealed by *Detect Magic* or *Detect Illusion*. If the attempt at disbelieving is successful or the illusion dispelled, the river will be revealed in its true form, a violently rushing river and rapids.

If the party returns to the river without discovering the illusion, they will be caught by it. If they successfully discover the illusion but try to ride the rapids anyway, they will be unable to successfully navigate the rapids.

## Encounter #4 Around the Campfire

Having passed the illusion at the rapids, the river is revealed once again in the faint moonlight. About 300 yards distant a faint glow, as if from a campfire, may be seen.

The glow is from the campfire of Yocon, a 7th level gnome illusionist, and his party of five female fighters. They have been sent out by Kiska to check the integrity of the illusions and traps set for unwary pilgrims.

Yocon and his group were alerted to the party's presence by the noise they made while crossing the rapids. Yocon has cast *Phantom Armor* and *Wraithform* upon himself. He will observe the party while in *Wraithform* and will stay upwind of the characters as they approach his camp. The five fighters are sitting around the campfire, acting as if nothing is wrong.

If the party moves to attack the fighters, Yocon will wait until the party has started their attack, at which point he will return to normal form and cast *Fog Cloud* 10' behind the party. If they try to sneak up on the fighters and observe them, he will cast *Fog Cloud* 10' behind them once they seem to have settled in place to watch. The cloud will begin to move toward the party.

Whatever circumstances have lead to the casting of the cloud, one of the fighters will yell, "Lookout! It's *Cloudkill!*" The fighters will then pretend to try to hold the party in the path of the cloud, while actually allowing the party to move out of its path. They will try to keep the party away from Yocon's hiding place and will fight to the death.

While the party is in melee with the fighters, Yocon will sneak around to the southern end of the campsite and will take cover behind the boulders there. He will then cast *Improved Phantasmal Force*, creating the illusion of *Bigby's Clenched Fist* which he will have strike random party members, hitting as a glancing blow, doing 1d6 damage. Spell casters in the midst of casting or fighters using missile weapons will be the preferred targets. He will maintain the illusion until it is dispelled or disbelieved by 50 percent of the party. *Blindness* will be cast next with a fighter as its target. This will be followed by a *Continual Light* on the eyes of another fighter. His next ploy will be to cast two sapphire *Chromatic Orb* spells. His final spell will be *Color Spray* cast at a random character looking in his direction. He will then enter melee using a dagger and will fight until killed.

**Yocon** AC 4; MV 9"; Level 7; Hp 17; THAC0 19; #AT 1; D 1-4  
**Female Fighters** 5; AC 6; MV 9"; Level 5; Hp 27, 30, 33, 33, 36; THAC0 16; #AT 1; D 1d8.

## Encounter #5 Help From A Friend

Time is running out. Only one day remains before the changes in the Pilgrim's Pool and yourselves become irreversible! Yet another hazard presents itself as the flooded river turns into sluggish marsh. Though the high priest mentioned no such bog, here it is nonetheless. No longer is the path clear and easy to follow, it now meanders through countless rivulets and streams among the weeds. It seems as if all will be lost.

If the party observes the flow of the water for at least two turns, the characters will notice one of the rivulets seems to flow a bit more rapidly than the others. If they follow this rivulet it will lead them to the entrance to the Pilgrim's Pool.

If the party manages to find the entrance to the pool by this or a similar method, go to the pool encounter. If the players spend too long trying to solve this puzzle, read the following.

It is late afternoon and the path to the pool has yet to present itself. There is so little time left before the changes become irreversible.

A great splashing noise can be heard in the distance, rapidly moving toward the skiff. A sleek, dark furred shape is racing through the water, headed in your direction.

The creature is Sergi, the reincarnated cleric they met earlier. He will explain to the party that he has been trying to find them. Sergi has been sent by the Water Dwarf to help guide the party through the swamp. The dwarf explained to him that even though this party falsely detects as evil, they are actually the best hope for Kalevala and should receive his aid. Sergi knows the way through the marsh and will escort the party as far as the entrance. He will not accompany them into the pool complex.

## Encounter #6 The Pool

The rivulet meanders through the weed-choked swamp, winding around gnarled, twisted trees. All goes well until the skiff comes to a sudden stop, run aground in the shallow waters.

Any character who enters the water and attempts to pull the skiff along will suffer two points of damage a round because of the icy water.

As you continue onward, you notice a foul odor pervading the still air. The watery trail leads to a small cave, the source of what is now a virtually overpowering stench. Yet, this must be the entrance to the Pilgrim's Pool; inscribed around the opening are the symbols of all the Kalevalan gods, barely visible beneath an algal slime.

Water trickles down the floor of the cave's slightly sloping passageway. A faint glow emanates from the thick slime which covers floor, ceiling and walls. Foul, heavy air restricts both visibility and breathing, while the presence of an almost palpable evil can be felt by all.

Finally, the narrow tunnel begins to level off and widens slightly. It leads into a large, high-domed cavern with stalactites and stalagmites scattered throughout, all covered by this luminescent slime. Visible ahead is a blackness so devoid of reflection as to appear as nothingness. Can this abomination be the Pilgrim's Pool?

This is indeed the Pilgrim's Pool, corrupted to such an extent that it now radiates an almost overpowering, magical evil. The slime covering the walls also detects as evil and magical. This sense of evil will grow stronger the farther into the pool complex the party penetrates.

The cavern and pool are roughly circular, about 100' in diameter, while the pool itself is 80' across. The dome of the ceiling is 60' above the center of the pool. There is only one opening into the cavern. The slime covering all the surfaces in the cavern will give off enough light that humans will be able to see without an additional light source.

Any character looking directly into the pool for more than a moment will have their spirit sucked out, leaving him or her an empty shell. A character is allowed a save vs. spell at -3. Any character affected will bolt into a stiff, upright position, a look of total shock on his face. The character will then collapse on the ground, "...his eyes as much a void as the pool or the dark mirror, wide open and unseeing."

If other characters look at the pool, they will see the horror-stricken image of the trapped character sinking into the pool. The only way to restore a character is to hold the black mirror in front of the face of the effected character.

The party must pour the magically pure water, which they are carrying in a wooden vial bearing Ahto's symbol, into the pool in order to purify it. This effect will be only temporary, but it will last long enough that the party may enter the pool and swim through the tunnel leading to the Path of Purification. If the characters dither for more than five rounds, the corrupted pool will attack. If the party pours in the magically pure water, read the following:

As the contents of the vial touch the surface of the pool, the water begins to writhe and churn violently. Suddenly, a great spout of pitch black water erupts from the center of the pool showering everything in the chamber. Amazingly, the water that falls is not the dead black water that was in the pool, but pure, clear water. Where it touches the floor and walls of the cavern, the slime washes away and is replaced by healthy, green lichen. The atmosphere changes from one of corruption to one of vibrant health.

On the third round after the pool is cleared it will begin to redarken, at a rate of 10' every other round, starting at the bottom and outer perimeter of the pool and then leading toward the center. The pool will be black again on the 12th round after the vial is emptied into the pool

The feeling of ecstasy that came with the purification of the pool is short-lived. Not long after the waters cleared a faint circle of black water begins to reappear around the perimeter of the pool. As the blackness returns, the slime begins to reassert itself upon the cavern walls. It does not appear as if there is much time left before the pool is once again completely black.

Anyone entering the pool is able to breath and move freely as if above water. There is no danger of sinking due to armor or any risk of being trapped underwater and drowning. If the characters enter the pool, proceed to Encounter #7. Otherwise, continue with the following.

Jets of black water begin to shoot throughout the cavern. The jets seem to have a life of their own, striking and grabbing at your clothes and body, trying to pull you into the pool. At the same time, the slime starts to grow at a phenomenal rate, soon filling the only entrance into the cavern.

The pool will try to draw the characters into its depths. All party members must save vs. spell at -1 or be dragged into the pool by one of the water jets. The penalty to their save increases by one with each round until all of the party is pulled into the pool. As the party members are pulled into the pool, they will have to face the Vodyanoi in its waters.

**Vodyanoi** 3; AC 2; MV 6"; HD 8; Hp 47, 56, 62; THAC0 7 to 16; #AT 3; D 3d4(X2)/1d10.

## Encounter #7 Taking the Plunge

The shift from breathing air to breathing water is so smooth as to be unnoticeable. Movement is almost as free as on dry land, and visibility is good. The darkness of approaching taint is moving inexorably toward the center of the pool from the sides. It is only a matter of minutes before all will be corrupted once again.

Swimming on, several large shapes can be seen moving through the black waters. Just as the tunnel mouth is reached, three huge shapes begin to swim toward you. Without hesitation they attack.

If the characters retreat to the surface and get out of the water, they are only postponing the inevitable. These are the Vodyanoi. Refer to their statistics above.

## Eliel

7th Level Dwarf Female Fighter

### Ability Scores

**STR:** 17 +1 hit/+1 dam, +50#wt, Drs 1-3, BB-LG 13%  
**INT:** 10  
**WIS:** 9  
**DEX:** 15 -1 AC bonus  
**CON:** 16 +2 hp/die SS 95, RES 96  
**CHA:** 12  
**COM:** 9 homely

### Description

**Age:** 58  
**Height:** 4'  
**Weight:** 130#  
**Hair/Eyes:** Black/brown  
**Alignment:** NG  
**Deity:** Ahto

### Combat Data

**THAC0:** 14  
**AC normal:** 1  
**AC rear:** 3  
**Armor type:** Splint +1 & Shield  
**Hit Points:** 62

**Weapon Proficiencies:** falchion (specialist), battle axe, hand axe, dagger  
**NPP:** -2

## Mika

6th-Level Male Half-Elf Ranger

### Ability Scores

**STR:** 18/55 +2hit/+3 dam, +125#wt, Drs 1-4, BB-LG 25%  
**INT:** 13  
**WIS:** 15 +1 ST bonus  
**DEX:** 17 +2 reactions/missiles, -3 AC bonus  
**CON:** 14 SS 88, RES 92  
**CHA:** 15 +15% reactions  
**COM:** 17 good-looking, +17% reactions, fascinate females WIS 8 or less

### Description

**Age:** 49  
**Height:** 5'9"  
**Weight:** 135#  
**Hair/Eyes:** Gold/violet  
**Alignment:** NG  
**Deity:** Mielikki

### Combat Data

**THAC0:** 16  
**AC normal:** 2  
**AC rear:** 5  
**Armor type:** Leather +3  
**Hit Points:** 41  
**Weapon Proficiencies:** Long sword, short bow (specialist)  
**NPP:** -2

## Eino

8th-Level Female Human Cleric

### Ability Scores

**STR:** 12 +10#wt, Drs 1-2, BB-LG 4  
**INT:** 14  
**WIS:** 17 +3 ST bonus, +2 each L1, L2 spells, +1 L3 spell  
**DEX:** 13  
**CON:** 16 +2 hp/die SS 95, RES 96  
**CHA:** 16 +25% reactions  
**COM:** 17 good-looking, +17% reactions, fascinate males WIS 8 or less

**Age:** 31  
**Height:** 5'7"  
**Weight:** 130#  
**Hair/Eyes:** Blond/green  
**Alignment:** LG  
**Deity:** Ukko

### Combat Data

**THAC0:** 16  
**AC normal:** 2  
**AC rear:** 4  
**Armor type:** Chain +2 & Shield +1  
**Hit Points:** 59  
**Weapon Proficiencies:** mace, hammer, sling  
**NPP:** -3

### Saving Throws

Poison, paralysis, death	7
Petrification, polymorph	10
Rod, staff, wand	11
Breath Weapon	13
Spells	12

## Juhani

Female Human Thief/Magic-User (2/6)

### Ability Scores

**STR:** 10 Drs 1-2, BB-LG 4%  
**INT:** 17  
**WIS:** 9  
**DEX:** 16 +1 reactions/missiles, -2 AC bonus  
**CON:** 15 +1 hp/die SS 91, RES 94  
**CHA:** 18 +35% reactions  
**COM:** 20 beautiful, +30% reactions, fascinate males WIS 15 or less, fascinate females WIS 10 or less

### Description

**Age:** 29  
**Height:** 5'9"  
**Weight:** 130#  
**Hair/Eyes:** Black/brown  
**Alignment:** CN  
**Deity:** Tuoni

### Combat Data

**THAC0:** 19  
**AC normal:** 2  
**AC rear:** 4  
**Armor type:** Bracers AC 4  
**Hit Points:** 27

**Weapon Proficiencies (as magic-user):** staff  
**NPP:** -5  
**Weapon Proficiencies (as thief):** dagger, club  
**NPP:** -3

### Saving Throws

Poison, paralysis, death	13
Petrification, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	8

## Eemil

7th-Level Elven Male Magic-User

### Ability Scores

**STR:** 9 Drs 1-2, BB-LG 1%  
**INT:** 18  
**WIS:** 14  
**DEX:** 14  
**CON:** 17 +2 hp/die SS 97, RES 98  
**CHA:** 12  
**COM:** 10 average

### Description

**Age:** 280  
**Height:** 5'  
**Weight:** 98#  
**Hair/Eyes:** Silver/black  
**Alignment:** LG  
**Deity:** Ilmatar

### Combat Data

**THAC0:** 19  
**AC normal:** 7  
**AC rear:** 7  
**Armor type:** ring of protection +3  
**Hit Points:** 36

**Weapon Proficiencies:** dagger, dart  
**NPP:** -5

### Saving Throws

Poison, paralysis, death	13
Petrification, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	10

## Toivo

7th-Level Male Gnome Thief

### Ability Scores

**STR:** 9 Drs 1-2, BB-LG 1%  
**INT:** 10  
**WIS:** 9  
**DEX:** 17 +2 reaction/missiles, -3 AC bonus  
**CON:** 9  
**CHA:** 9  
**COM:** 9 homely

### Description

**Age:** 90  
**Height:** 3'9"  
**Weight:** 80#  
**Hair/Eyes:** Brown/brown  
**Alignment:** CN  
**Deity:** Tuoni

### Combat Data

**THAC0:** 19  
**AC normal:** 4  
**AC rear:** 7  
**Armor type:** Leather +1  
**Hit Points:** 38

**Weapon Proficiencies:** dagger, short sword, club  
**NPP:** -3

### Saving Throws

Poison, paralysis, death	12
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	15
Spells	13

\*Add +2 race bonus where applicable  
\*Add +3 Dexterity bonus where applicable

## Racial & Professional Skills

**Attacks:** 1/1  
**Languages:** common tongue, lawful good  
**Spells/day:** 5 5 4 2

### Equipment

**Magic Items:** chain +2, shield +1, mace of disruption, potion of fire resistance  
**Normal Equipment:** spell components, holy symbol, iron rations, leather backpack, waterskin, war hammer, tinderbox, 100sp, 2 small sacks, 15' rope, sling, 20 bullets, 3 vials holy water, 6 torches

## Saving Throws

Poison, paralysis, death 11  
 Petrification, polymorph 12  
 Rod, staff, wand 13  
 Breath Weapon 13  
 Spells 14  
 \*Add +3 Dexterity bonus where applicable

## Racial & Professional Skills

**Attacks:** 1/1  
**Special Abilities:** Normal half-elven abilities, +5 to damage vs. giant class creatures, normal ranger tracking abilities. Bow hit at point blank range (up to 30') inflicts double damage  
**Languages:** Normal Half-Elven Languages

### Equipment

**Magic Items:** leather +3, long sword +1, 6 arrows +1, periapt of proof against poison +1  
**Normal Equipment:** short bow, 35gp, spear, 50' rope, 10' pole, wine skin, 3 flasks of oil, leather backpack, large sack, silver mirror, club, tinderbox, 20 arrows (quiver), iron rations

## Saving Throws

Poison, paralysis, death 10  
 Petrification, polymorph 11  
 Rod, staff, wand 12  
 Breath Weapon 12  
 Spells 13  
 \*Add +4 race bonus where applicable  
 \*Add +1 Dexterity bonus where applicable

## Racial & Professional Skills

**Attacks:** 3/2 or 2/1  
**Special Abilities:** Normal dwarven abilities  
**Languages:** common tongue, normal dwarven languages

### Equipment

**Magic Items:** splint +1, ring of water breathing, battle axe +1, potion of heroism  
**Normal Equipment:** 2 large sacks, 70gp, tinderbox, leather backpack, falchion, 3 hand axes, iron rations, wineskin, small pouch

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## Racial & Professional Skills

**Attacks:** 1/1  
**Special Skills:** Normal gnomish skills  
**Languages:** normal gnome languages

### Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
65	67	60	65	53	35	79	35

### Equipment

**Magic Items:** leather +1, dagger +2, potion of climbing, potion of healing, gloves of thievery  
**Normal Equipment:** short sword, 12 caltrops, small wooden box, 6 daggers, 2 clubs, 6 iron spikes, hammer, leather backpack, 2 large sacks, 50' rope, grapple hook, 50 gp, waterskin, iron rations, tinderbox

## Racial & Professional Skills

**Attacks:** 1/1  
**Languages:** common tongue  
**Spells/day:** 4 2 2

### Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

### Equipment

**Magic Items:** bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking  
**Normal Equipment:** 2 large pouches, leather backpack, 10' pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

### Spell Book

#### Level 1 Spells (Memorize 4)

Dancing Lights	Detect Magic
Feather Fall	Hold Portal
Magic Missile	Read Magic
Shield	Sleep

#### Level 2 Spells (Memorize 2)

Continual Light	Detect Invisibility
Invisibility	Knock
Levitate	

#### Level 3 Spells (Memorize 2)

Dispel Magic	Fireball
Hold Person	Hold Person
Lightning Bolt	

## Racial & Professional Skills

**Attacks:** 1/1  
**Languages:** common tongue  
**Spells/day:** 4 2 2

### Equipment

**Magic Items:** ring of protection, +3, Cloak of Elvenkind, Scroll: Otiluke's Freezing Sphere  
**Normal Equipment:** 6 daggers, 12 iron spikes, waterskin, spell book, leather backpack, 20 darts, spell components, tinderbox, 60gp, silver mirror, iron rations, 2-large pouches

### Spell Book

#### Level 1 Spells (Memorize 4)

Dancing Lights	Detect Magic
Feather Fall	Hold Portal
Magic Missile	Read Magic
Shield	Sleep

#### Level 2 Spells (Memorize 2)

Continual Light	Detect Invisibility
Invisibility	Knock
Levitate	

#### Level 3 Spells (Memorize 2)

Dispel Magic	Fireball
Hold Person	Hold Person
Lightning Bolt	

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## Vaino

6th-Level Male Human Paladin

### Ability Scores

**STR:** 16 +1 *dam*, +35#wt, Drs 1-3, BB-LG 10%  
**INT:** 12  
**WIS:** 16 +2 *ST bonus*  
**DEX:** 15 -1 *AC bonus*  
**CON:** 15 +1 *hp/die SS 91, RES 94*  
**CHA:** 18 +35% *reactions*  
**COM:** 15 *good-looking, +15% reactions, fascinate females WIS 7 or less*

**Age:** 38  
**Height:** 6'6"  
**Weight:** 245#  
**Hair/Eyes:** Black/gray  
**Alignment:** LG  
**Deity:** Ukko

### Combat Data

**THAC0:** 16  
**AC normal:** 1  
**AC rear:** 4  
**Armor type:** Chain +1 & Shield +2  
**Hit Points:** 42

**Weapon Proficiencies:** lt. lance (choice), long sword (choice), horsemen's mace (choice), dagger, short sword  
**NPP:** -2

## Minna

6th-Level Human Female Cleric

### Ability Scores

**STR:** 15 +20#wt, Drs 1-2, BB-LG 7%  
**INT:** 9  
**WIS:** 18 +4 *ST bonus, +2 each L1, L2 spells, +1 each L3, L4 spells*  
**DEX:** 15 -1 *AC bonus*  
**CON:** 15 +1 *hp/die SS 91, RES 94*  
**CHA:** 17 +30% *reactions*  
**COM:** 16 *good-looking, +16% reactions, fascinate males WIS 8 or less*

### Description

**Age:** 25  
**Height:** 5'2"  
**Weight:** 105  
**Hair/Eyes:** Blonde/blue  
**Alignment:** LG  
**Deity:** Ilmatar

### Combat Data

**THAC0:** 18  
**AC normal:** 1  
**AC rear:** 3  
**Armor type:** Chain +2 & Shield  
**Hit Points:** 34

**Weapon Proficiencies:** flail, hammer, staff  
**NPP:** -3

### Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

\*Add +1 Wisdom bonus where applicable

## Aleksis

6th-Level Human Male Cleric

### Ability Scores

**STR:** 15 +20#wt, Drs 1-2, BB-LG 7%  
**INT:** 10  
**WIS:** 14 +2 *L1 spells*  
**DEX:** 11  
**CON:** 17 +2 *hp/die SS 97, RES 99*  
**CHA:** 12  
**COM:** 14 *good-looking, +14% reactions, can fascinate females WIS 7 or less*

### Description

**Age:**  
**Height:** 6'  
**Weight:** 185#  
**Hair/Eyes:** Blonde/blue  
**Alignment:** NG  
**Deity:** Mielikki

### Combat Data

**THAC0:** 18  
**AC normal:** 2  
**AC rear:** 4  
**Armor type:** Splint & Shield +1  
**Hit Points:** 62

**Weapon Proficiencies:** hammer, footmen's mace, staff  
**NPP:** -3

## Alvar

5th-Level Human Female Cavalier

### Ability Scores

**STR:** 17 +1 *hit/dam, +50#wt, Drs 1-3, BB-LG 13%*  
**INT:** 10  
**WIS:** 10  
**DEX:** 15 -1 *AC bonus*  
**CON:** 16 +2 *hp/die SS 95, RES 96*  
**CHA:** 14 +10% *reactions*  
**COM:** 19 *beautiful, +28% reactions, fascinate males WIS 14 or less, fascinate females WIS 9 or less*

### Description

**Age:** 39  
**Height:** 5'11"  
**Weight:** 140  
**Hair/Eyes:** Red/hazel  
**Alignment:** LG  
**Deity:** Ilmatar

### Combat Data

**THAC0:** 16  
**AC normal:** 1  
**AC rear:** 3  
**Armor type:** Plate Mail & Shield  
**Hit Points:** 65

**Weapon Proficiencies:** med lance (choice), long sword (choice), horsemen's military pick (choice), horsemen's flail, broad sword  
**NPP:** -3

## Players' Background

The adventure you are about to play is set in the Finnish Mythos from the LEGENDS & LORE Tome. A brief overview of the mythos is provided here for the benefit of those players not already familiar with it. All of your characters are assumed to understand it as well, so this should also be considered background material for each PC.

The mythos is based on the continuing battle of two lands, Kalevala (land of good) and Pohjola (land of evil). All Kalevalans know that Pohjola is constantly trying to impose its way of life on all of Finland. As it is, Finland is really two countries, divided more or less equally between the two factions. All your characters are Kalevalans, and reside in the capital city of Kitalla.

Kalevala's protector is a creature called the Great Bear. Each spring the king conducts a ceremony before a cave in the wilderness to awaken the creature from hibernation so it may resume its patrol of the border between Kalevala and Pohjola.

Of a more mystical importance to all of Finland are the Pilgrim's Pool, the Path of Purification, and the Great Tree. The Pool is a place not of any world, a link between the mortal and the immortal. The Path provides a means of understanding and improving oneself spiritually, though the process can prove deadly, even to the most devout. The Tree is an Astral link between the Prime Material Plane and the Outer Planes. Near its top is a shrine. The deity who controls it to a large extent dictates the fortunes of the warring factions of Finland. Needless to say, control of the Tree's shrine is often a bone of contention among Finland's deities.

The following is the common knowledge each PC has about the others.

**ELIEL** once met the Water Dwarf, a servant of the deity Ahto. She has become quite smitten with him and now makes her home in a cave near the sea in order to honor him. She has frequently adventured with Mika, and they are very close friends. Eliel went adventuring with Toivo in her younger days. They are still friends, though not as close as they used to be.

**MIKA** is the son of Emil's sister, and he likes his uncle very much. He is also very close to Eliel, even though he cannot understand her obsession with the Water Dwarf. Being a ranger and worshipping Mielikki, he dislikes anything or anyone that would do harm to forests or forest creatures.

**EINO** and **JUHANI** are half-sisters. Her father was slain and she and her mother were abducted by marauding bandits when Eino was two years old. Eino eventually escaped, but her mother did not. Effectively orphaned, she was reared by clerics of Ukko, and became one herself. Eino and Juhani have just recently been reunited. Eino is married to the valiant paladin Vaino, and enjoys a close relationship with her husband.

**JUHANI** is Eino's half-sister, the issue of their mother and the bandit chieftain who abducted her. Juhani's only family, until recently, has been Toivo, a kindly gnome who took the infant Juhani into his care and instructed her as best he could. A few months ago the two journeyed to Kittala, where the half-sisters were reunited.

**EEMIL's** sister (Mika's mother) insisted that he keep a watch over her son. He does this, even though the boy is fully capable of taking care of himself.

**TOIVO** was a member of the raiding band that abducted Juhani's mother. Seeing that the young Juhani was considered a slave (even though the daughter of the bandit chief), Toivo took her into his care (his own ideas about personal freedom obviously weighing heavily in this decision) and trained her in the ways of thievery. Later, when she exhibited an aptitude for magic, he did not dissuade her; in fact, he encouraged her to pursue her talent. Toivo and Eliel adventured together in their younger days and were close friends. Eliel's infatuation with the Water Dwarf has caused the two to drift apart.

**VAINO** is wedded to Eino. He is a poor paladin, sworn to poverty and the service of Ukko, but a good husband. He often advises Alvar about her profession and her life.

**ALEKSIS** is a devout cleric who sees his service to his deity, Mielikki, as more important than adventure. He has, however, infrequently adventured with Mika and Eliel whenever his clerical duties have allowed. He feels especially close to Mika through their shared faith and love of the forest and its creatures.

**MINNA** and Alvar are sisters, cousins to Vaino. Minna gets along well with her sister and admires Vaino very much. She is altogether too proper a lady to allow her admiration to develop into anything serious. Minna wears a magic girdle that gives an indication of her general state of health and helps to heal her wounds.

**ALVAR** is Minna's sister. Like Vaino, she has taken a vow of poverty. Vaino is her mentor in many ways, he provides her with guidance about her profession and her way of life. Their relationship is strictly business, however.

### Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

\*Add +1 Wisdom bonus where applicable

### Racial & Professional Skills

Attacks: 1/1

Spells/day: 5 5 2

Languages: Common tongue, neutral good

### Equipment

**Magic Items:** shield +1, staff-mace, dust of appearance (x2)

**Normal Equipment:** splint mail, iron rations, leather backpack, 2 flasks of oil, holy symbol, quarter staff, 6 torches, 2 vials of holy water, 2 war hammers, small pouch, 40sp, waterskin, tinderbox, spell, components

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### Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spells	14

\*Add +2 vs Illusions

\*Add +1 Dexterity bonus where applicable

### Racial & Professional Skills

Attacks: 3/2 or 1/1

**Special Abilities:** Immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points

Languages: common tongue

### Equipment

**Magic Items:** military pick +1, chime of interruption, potion of super-heroism (4 levels/20 hit points for 8 rounds)

**Normal Equipment:** plate mail, shield, long sword, 2 large pouches, tinder box, 6 torches, wine skin, 2 iron rations, medium lance

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### Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

\*Add +2 vs illusions

\*Add +1 Dexterity bonus where applicable

### Racial & Professional Skills

Attacks: 3/2 or 1/1

**Special Abilities:** Detect evil up to 6", immune to disease, affect undead as a 3rd level cleric, heal 10 points of damage once a day, cure disease once per week, protection from evil 10' r. immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points

Languages: Common tongue, lawful good, elf

### Equipment

**Magic Items:** chain +1, shield +2, long sword +1 flametongue

**Normal Equipment:** long sword, horseman's mace, light lance, 2 vials of holy water, holy symbol, tinder box, iron rations, large pouch, 2 cp, 6 torches

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### Racial & Professional Skills

Attacks: 1/1

Spells/day: 5 5 3

Languages: common tongue

### Equipment

**Magic Items:** chain +2, staff of withering (21 charges, hammer +1, girdle of Ilmatar\*, boots of the north

\*The Girdle of Ilmatar indicates the wearer's health by appearing bright silver when worn by a healthy person, or varied shades of tarnish extending to black depending on how grievously injured or sick the wearer becomes. The girdle has the added ability of restoring 3 hit points per day to the wearer, provided he is damaged but still alive.

**Normal Equipment:** holy symbol, spell components, 3 candles, 5 hammers, leather backpack, 6 torches, 3 vials of holy water, 60gp

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If the characters continue to swim down into the pool, it will take them five rounds to reach the tunnel.

The tunnel seems to extend for miles, twisting and turning through a tangle of roots and rock. Finally, the tunnel begins to take an upward turn and you soon find yourselves surfacing in a mist-filled area. A strange light is dimly visible, glowing eerily in the distance. Where ever you are, you know that you're no longer on the prime material plane. You've made it to the entrance to the Path of Purification!

The opening to the path appears to be the gaping mouth of a giant bear. It is impossible to decide whether the bear yawns in sleepy contentment or snarls in fury. Its paws extend and curve around glowing bushes.

Passing over the tongue of the bear, the throat gradually becomes a normal passageway of stone. The floor, walls and ceiling are smooth and dry. A shallow depression runs along it as if worn away by the scores of pilgrims who have come here in the past. A glance behind reveals a solid wall of mist, completely blocking the passage out.

Further investigation reveals that the corridor continues up ahead. The furrow in the floor deepens. An inscription can be seen in the wall: WELCOME PILGRIM! HOPES AND FEARS, DESPAIR AND DREAMS AWAIT YOU HERE. ALL IS NOT AS IT MAY SEEM HERE. YOU MUST ACCEPT YOUR FAULTS AS WELL AS YOUR STRENGTHS. BUT HEED THAT ACCEPTANCE NOT LEAD TO CARELESSNESS. THUS THE BATTLE TO CONQUER ONESELF CAN TAKE MANY FORMS.

## Encounter #8 Feline Fury

The monotony of travel down this path is broken as you round the bend. A loud snarl and hiss is heard, as a large dully-glowing, wraith-like feline with glowing red eyes leaps through the mists and vanishes.

The feline is a Hellcat, serving Loviatar by guarding this path. It is invisible in the presence of light. All attacks against it will be at -4 if any light source is present. It will attack the rear of the party and fight until killed.

If the party attempts to force the Hellcat back into the mist by moving toward the cat, they will succeed and the outline of the cat will become visible. Subsequent attacks will then be made normally.

**Hellcat** AC 6; MV 12"; HD 7 + 2; Hp 44; THAC0 13; #AT 3; D 1d4 + 1/1d4 + 1/2d6; SD invisibility, 20 percent magic resistance, immune to *Charm*, *Sleep* and similar spells.

## Encounter #9 Behold!

The corridor continues as before, except that now there is an iron portcullis barring the passageway. Floating in the air, behind the portcullis, is a beholder, which speaks as you approach the gate. "To pass beyond this point you must pay my price! A magical item from each who would pass is my fee for safe passage. Death is your alternative."

The beholder and the portcullis are illusions being created by an aboleth, that has caused itself to appear to be invisible. If the party agrees to the "beholder's" demands and pays the fee of a magic item per character, they will be allowed safe passage down the corridor. The aboleth will then gather the loot, drop the illusion of the beholder and portcullis and allow the party to pass.

If the party refuses to pay and retreats, the aboleth will not attack or cause the beholder to pursue them. However, if the party attacks the beholder, it will respond by stating the magical attack it will make, and name the characters to be affected - "Vaino, your flesh will turn to stone." This will be accompanied by all the appropriate

audio and visual effects.

The "beholder's" attacks will be as follows:

1. Anti-magic ray.
2. *Slow* at the first six characters.
3. *Flesh to Stone* at a prominent fighter.
4. *Cause Serious Wounds* to a fighter.
5. *Death Ray* at a magic user or cleric.

If the party continues to attack, the aboleth will cause the "beholder" to float away, calling out to the party, "You will pay for this assault!"

If the party manages to dispel or successfully disbelieves the illusions, the aboleth will melee to the death using its tentacles and slime.

**Aboleth** AC 4; MV 3"; HD 8; Hp 56; THAC0 12; #AT 4; D 1d6(X4); Special Defense - slime.

You have continued on, exhausted, coming to a large room with five tunnels leading from it. Off against the far wall, near one of the tunnels, something lies crumpled.

If the characters investigate the entrances to the tunnels, they will feel breezes blowing through four of them...but not the one by which the crumpled skeleton lies.

As the characters progress down the correct tunnel, read the following.

Once again, Uriel, air maiden of Ukko, appears before you and tells you of more revelations from the Book of Fate. She says its final page depicts the Great Tree rising through the Ethereal Plane, its top mingling with the outer planes while the base disappears into a swirl of fog. Earth and Kalevala are vaguely discernable through a heavy mist encasing the roots.

The Great Bear, she says, can clearly be seen entangled in the roots. The huge creature is apparently trapped in a magical sleep as well, evidenced by its fitful, but ineffectual strugglings. Water from the Black Pool can be seen feeding the tree's roots, clearly illustrating why Pohjola has gained so much power: those that control the Tree control Earth's destiny.

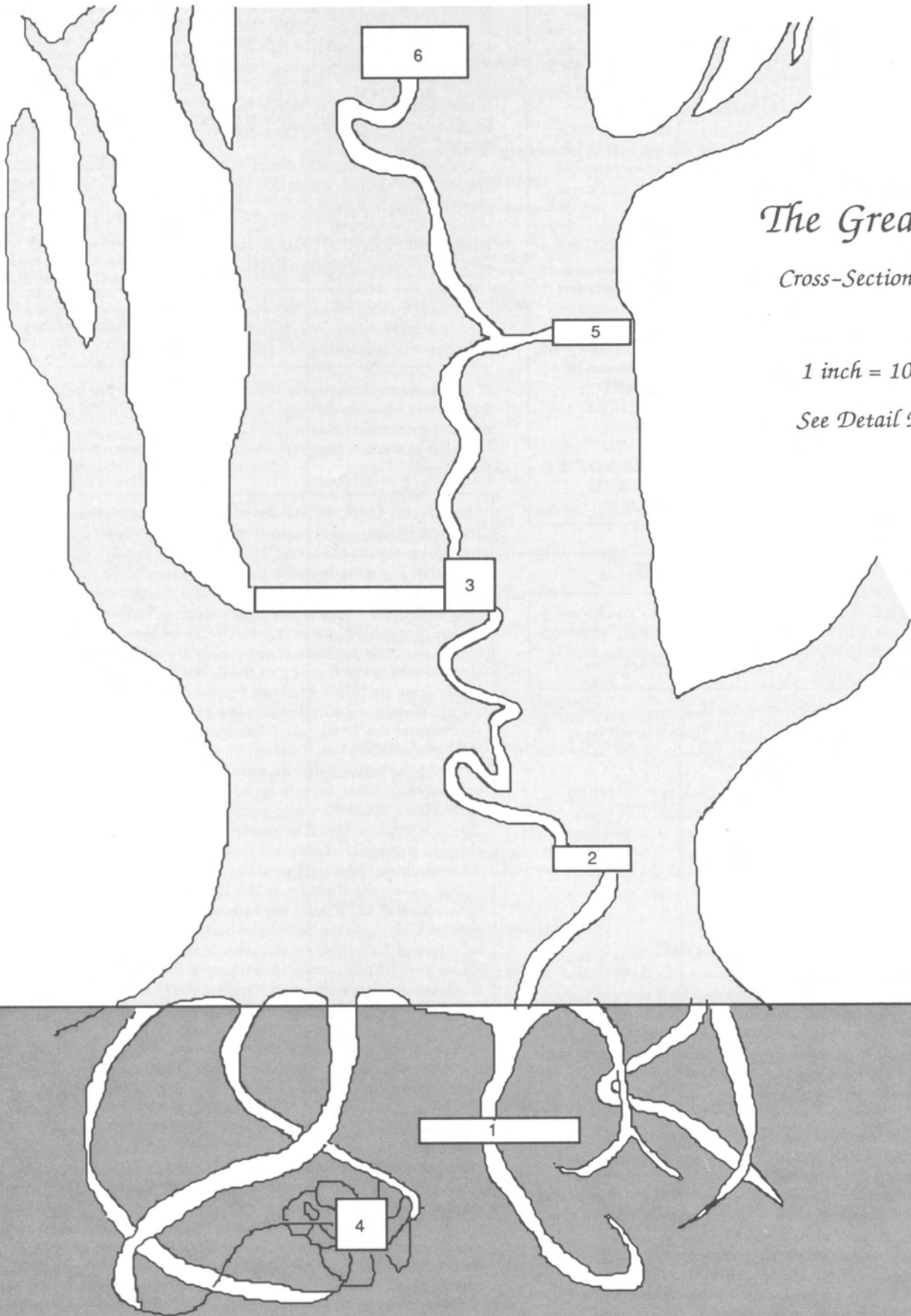
Now she shows you a vision, an inner view of the trunk of the Tree. At the base is what appears to be a workshop. Drow, turning their elvish knowledge of wood to the service of evil, work pieces of the Tree into weapon shafts. Farther up the trunk, a forge, manned by duergar smiths, fumes smoke through a ragged hole blasted through the side of the Tree. The dwarves forge black iron weapons for the final battle with good.

Still within the trunk, near the leafy canopy, is the greatest desecration of all. Priests have counseled for ages that the existence of Ukko's shrine within the body of the Great Tree is the salvation of Kalevala, yet the grim, dark scene spread before you shows that Ukko's clerics are no longer there. Fires, chains, implements of torture and the ivory-robed females in attendance serve notice that Loviatar, the Maiden of Pain, controls Kalevala's most precious artifact.

After a time the scene shifts, the structure of the Tree dissolving into a seething maelstrom of colors, then coalescing into a vision that exudes an air of finality and doom. You see yourselves lying slain upon a bloody battlefield, your broken bodies trampled beneath the feet of a phalanx of drow and duergar. The horde marches implacably onward to the gates of Kitalla, brandishing weapons which flame black and red in their evilness. So the thread shall run. The end of your lives, the vanquishing of good, the demise of Kalevala.

"Brave adventurers," Uriel says, "behold the pain and bondage of your gods, for the vitality and life of the Tree is no longer theirs. Ill-chosen for the trial ahead you may be, but you are the best hope, the only hope, of my Master and your people.

"Therefore, enter the body of the Tree and destroy the drow



# *The Great Tree*

*Cross-Sectional View*

*1 inch = 100 feet*

*See Detail Maps*

and duergar and their evil works, collecting the means by which they labor so that their knowledge may be destroyed forever. Free the Bear with gentle Mielikki's hidden sweetness and lift the evil bindings, that He may once again guard the border with Pohjola. And finally confront Loviatar's Ladies and drive them from the shrine so that it may once again serve Ukko and Kalevala. Do not allow the final scene to become reality. The hopes of the gods and the prayers of the people ride with you. Fare thee well!"

## Encounter #9 Stoney Acid

As the characters continue down this tunnel they will see a dim portal ahead. The air is cold with a touch of winter in it, and they can see an icy area beyond. The tunnel opens into a roughly circular area 130 feet in diameter and 10 feet high. The chamber is frozen. And a door is visible on the far wall. The walls are honey-combed with small holes at irregular intervals two feet above the floor. A two foot high, six inch thick stone wall circles a large bonfire 70 feet in diameter in the center of the cavern. However, the fire is frozen in mid-blaze. The ceiling is composed of individual stones. From the nitrous smell, and the occasional plop, sizzle, hiss of droplets striking the floor, it is apparent the stones are precariously mortared in place by barely-frozen acid.

The temperature here is about -40 degrees. The characters may move freely about the area. They have one round of action before they discover what the holes are. They players may recognize this as a trap and may want to trigger it before entering the room. A dwarf or gnome could easily determine what the outcome of such action would be.

The visible door is a false door. The characters must find the real exit—hidden behind a secret door. However, Ebon and Graylock, the drow magic users from the next encounter will complicate this by casting *Flaming Spheres* into the chamber through the holes and directing them toward the bonfire. These attacks begin on the second round. The spheres are six feet in diameter and move at a rate of 10 feet per round and can be extinguished by the same means as any normal fire of its size. Each drow may cast a total of three spheres. After each is cast, the magic user must point at the destination to keep the sphere moving. Both drow will point to the frozen bonfire until the trap is triggered or the sphere is extinguished. When a sphere is doused or smothered, the caster will move to the next location and cast another. Once the trap is triggered the remaining spheres will be directed at individual characters for 2d4 points of damage if contact is made.

### SPHERE RELEASE POINTS

Ebon	Graylock
2	14
1	9
6	16

If one of the spheres crosses the wall, a *Dispel Magic* is cast in the room, or any character crosses or walks atop the wall, the bonfire will become a real flame and will quickly melt the acid mortar above. The characters then will be showered with a mixture of stones and acid. Lit torches and the like are safe to use as long as they do not cross the wall. Any magical fire used within the wall will break the spell on the fire.

Falling stones do 2d4 points of damage and fall at the rate of 6 per round. Determine targets randomly. A saving throw vs. death is allowed, which can be modified by dexterity and shield, to avoid suffering damage from the stones. When the acid shower starts, each character must make a saving throw vs. poison each round or take 2d4 points of damage.

## Encounter #10 Drowish Woodshop

The secret door opens into a wooden tunnel, a passage which appears to have been made by some large insect, as its course meanders aimlessly and the walls look roughly chewed.

The shaft empties into an open area. Its exact size is enigmatic due to the dim and fitful light, but your senses tell you it is large. This is the workshop seen in the Book, but it appears work has ceased, as all the tools and work-in-progress are lying about the place. Apparently, there is an alcove in the left rear of the chamber, for a dim light can be seen there through an opening. Barely visible about 90 feet away are three drow.

The drow are alert to the party's presence due to Ebon and Graylock's involvement in the previous encounter. They have sensed that this invasion is a serious threat to Pohjola's domination of the Tree, and are leaving to join forces with the clerics who will be encountered later. However, the drow are being delayed because they first must pack the scrolls from which they work. To buy some time, they have devised the following tactics: Ebon will lure the characters into the chamber, retreating to Area B, which Gwendolyn has illuminated with a light spell as an additional lure. Once the characters reach the alcove entrance, the spell will be cancelled by darkness. Then, four fighters and Ebon will engage the party at the entrance to the alcove. Once the party is engaged, Graylock, two more fighters, and two weasels will attack the party from behind.

**EBON:** AC 4; MV 12"; F6/MU6; Hp 30; #AT 1; THAC0 13; D 1d6 + 4; MR 62%; Sv/wand 7; Sv/spell 8 Spells: first level - *Grease, Taunt, Magic Missile, Magic Missile*; second level - *Web, Acid Arrow*; third level - *Dispel Magic, Lightning Bolt*

**GWENDOLYN:** AC 4; MV 15"; F8/C7; Hp 41; #AT 1; THAC0 12; D 1d6 + 1; MR 66%; Sv/wand 9; Sv/spell 10 Spells: first level - *Command, Command, Cure Light Wounds, Protection from Good, Light*; second level - *Hold Person, Resist Fire, Silence, Speak With Animals, Spiritual Hammer*; third level - *Dispel Magic, Prayer*; fourth level - *Sticks to Snakes*

**VADA:** AC 4; MV 15"; F5/C6; Hp 25; #AT 1; THAC0 13; D 1d6 + 4; MR 62%; Sv/wand 11; Sv/spell 12 Spells: first level - *Command, Command, Command, Sanctuary*; second level - *Hold Person, Resist Fire, Silence*; third level - *Prayer, Dispel Magic*

**GRAYLOCK:** AC 4; MV 12"; F5/MU5; Hp 20; #AT 1; THAC0 16; D 1d1 + 1; MR 56%; Sv/wand 9; Sv/spells 10 Spells: first level - *Magic Missile, Magic Missile, Magic Missile, Magic Missile*; second level - *Web, Web*; third level - *Haste*

**6 FIGHTERS:** AC 4; MV 15"; F6; Hp 27 each; #AT 1; THAC0 13; D 1d6 + 1; MR 60%; Sv/wand 11; Sv/spell 12

**2 WEASELS:** AC 6; MV 15"; HD 3 + 3; Hp 24 each; #AT 1; THAC0 15; D 2d6; SA drain blood for 2d6 per round

**7 VIPERS:** AC 5; MV 15"; HD 1 + 3; Hp 7 each; #AT 1; THAC0 18; D 1d3; SA poison for 1d8

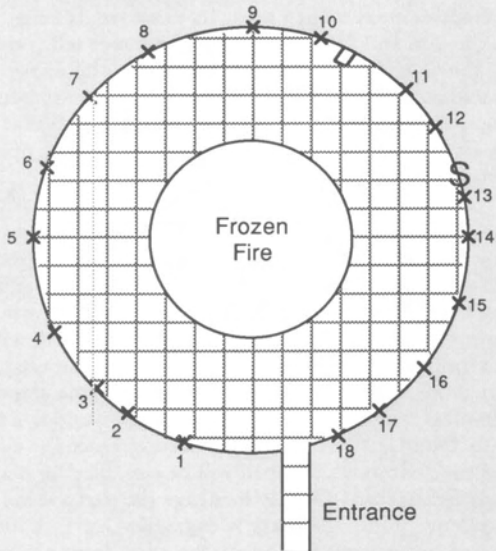
Innate drow abilities for the above NPCs are *Levitate, Faerie Fire, Darkness* and *Dispel Magic*.

As a general rule, the drow will use *Darkness* or *Dispel Magic* to douse any light source the party produces, *Faerie Fire* to gain a +2 to hit bonus, and *Levitate* to lift an opponent to the ceiling, then drop him for 2d6 points of damage, plus a one round delay in that character returning to combat. Any drow's action may be replaced by use of an innate ability if circumstances warrant it.

Due to the poor lighting, the small alcoves and the exit are not apparent to the player characters unless a *Light* or *Continual Light* spell is cast in the area. The light from Area B at the beginning of this encounter is not strong enough to reveal any other openings. In either case, the characters may note the position of visible openings before darkness descends again. Those characters without infravision will melee at -4 to hit. Any drow fighting in light are -2 to hit. Drow within an area of darkness are 80% invisible to infravision.

Gwendolyn and Vada are busily packing the nine instructional scrolls while two of the fighters stand guard. They will continue until they have finished the task (nine rounds, one scroll per round), preferring not to fight as long as others can protect them. The characters will want these scrolls, but cannot get to them before dealing with the drow.

If either Ebon or Graylock and three of the fighters are dead, Vada will finish the preparations while Gwendolyn joins the fray.

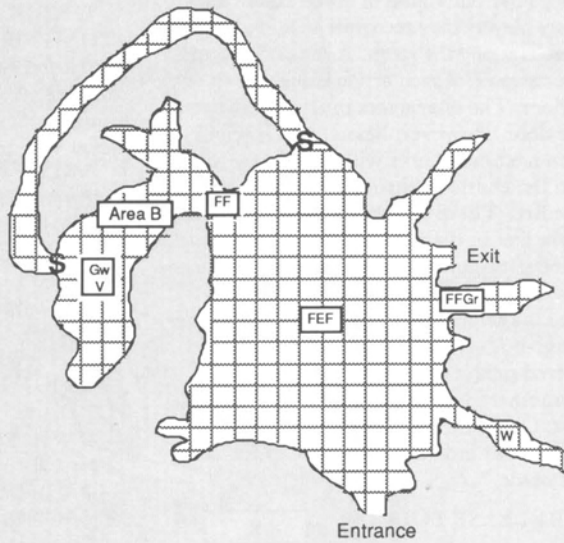


### Encounter #1



- X Hole In Wall
- S Secret Door Exit
- False Door

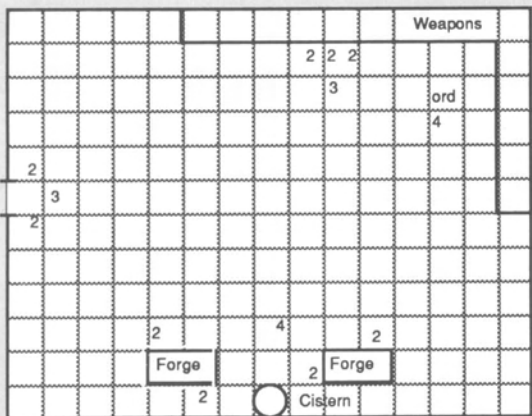
### Encounter #2



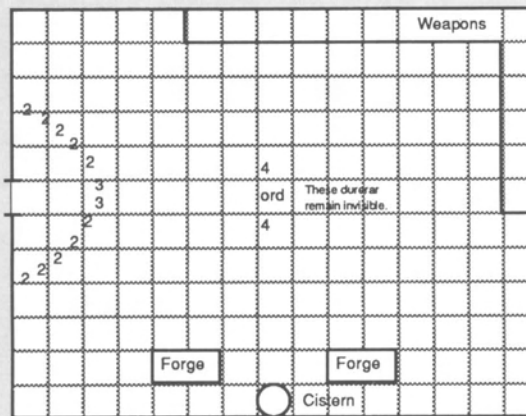
- Gw Gwendolyn
  - E Ebon
  - V Vada
  - Gr Graylock
  - F Fighter
  - W Weasel
- 1 square = 10'

### Encounter #5

1 square equals 10' A number is a duergar of that level



Work Positions



Battle Positions



Once the scrolls are secured, Vada will strap on the pack and exit through the secret door, follow the passage around to the other secret door (which should be behind the party now), and flee through the exit. Vada will only enter the fight if the party breaks through before the packing is completed. Her attacks are strictly melee with her mace.

After the preliminary actions are completed, Ebon and his two fighters will go to Area B to join the two fighters already there. The four fighters take a position across the mouth of the alcove, while Ebon positions himself just behind them, awaiting the characters' approach.

The storage procedures for the scrolls are very elaborate, providing protection during travel as well as against tampering. Each scroll must be inserted into its proper case, then warded with an electrical *Glyph Of Warding* (14 points of damage, 7 if save vs. Spells is made). The cases are then stowed in a specially partitioned pack which is sealed with an energy draining *Glyph Of Warding* (lose one energy level if save vs. Spell is failed). This glyph cannot be placed until all the scrolls are packed, so if the characters are able to defeat the drow in less than nine rounds, the pack will not be sealed and contains only those scrolls (sealed with electrical glyphs) packed before the interruption.

Recovering these scrolls is part of the victory conditions, as mentioned in Uriel's speech (...collecting the means by which they labor so that their knowledge may be destroyed forever.), therefore it is imperative that the characters get to the clerics before they can escape with them. The characters need not go through the packing procedure, nor open the sealed case or individual tubes.

Eight of the scrolls and all nine of the containers are in plain view on a table to start with; the ninth scroll is hidden behind the concealed panel, and will not be removed until time for its packing.

If the characters vanquish the drow, determine how many scrolls are left unpacked (nine minus the number of rounds that have passed). If the players ask for a description, tell them how many scrolls and tubes still lie on the table (there will be one more scroll case than visible scrolls).

If they inquire of visible clue as to the correct scroll/tube combination, they may learn that each scroll bears a unique symbol that is repeated on one of the cases. If they attempt to open the sealed pack (assuming they caught the clerics after the packing was completed) or any sealed tube without speaking the name of the appropriate glyph (if a cleric asks, he recognizes it), they suffer the damage or effect indicated above.

## Encounter #11 Honey For The Gods

A loud humming is soon evident upon leaving the shavings of the woodshop behind, a deep vibration that throbs through boot soles and into the body so that even the hands tingle. That this wooden tunnel is leading to the source is obvious, as the volume of sound steadily increases.

The passage widens a bit, then abruptly ends at the start of, of all things, a gigantic honey comb. Honey drips freely from exposed chambers, and a mass of a jelly-like substance is also evident. Massed at the hive entrance are six giant bees, but not the normal amber and black you may be familiar with. No, these are marked with bands of light and dark green. They are studying you, not attacking.

To the left is another chewed tunnel which shortly exits the trunk onto a bough. Through this opening another sound makes itself known: the grunts, growls, and snarls of a bear.

The bee hive is home to a colony of Mielikki's bees, marked as such by their coloration. While belonging to her, they (like the Great Bear and the Great Tree) are neutral beings, freely dealing with adherents to all alignments if they have the ability to communicate.

If either Gwendolyn or Vada escaped from the woodshop, they and any other drow will be allowed to pass through the hive by using *Speak With Animals*. In this way the remaining drow will make their way to the shrine area. If both the drow clerics were killed in a

fight with the player characters, any fleeing drow would be killed here by the bees.

If the characters desire, they may freely collect some honey and royal jelly. Any character eating any of either may talk directly with the bees. The royal jelly may also be used as a *Potion of Extra-Healing* 3d8 + 3 if all is taken at once, or 1d8 if taken in thirds. Enough may be collected for two doses. The honey and royal jelly will be quite useful later, so it is wise if the characters use little, if any, on themselves.

The exit to the outside and the snarls of the sleeping Bear are readily evident here. If the characters choose to ignore this and desire to continue on through the hive, they may. If they do so now, the bees will not allow them to go back through the hive later. Thus, this is the characters' only chance to free the Bear.

The only way a fight can occur here is if the characters insist on attacking the bees. The six bees at the entrance are soldiers. If a melee develops, they will be joined on the next round by the remaining six soldiers, then the workers will swarm, 10 per round for the next four rounds. The area is quite large (40 foot cube), and there is plenty of room to fill the air with angry bees. They can only sting once, therefore they only have one attack.

40 Workers: AC 6; MV 9"/30"; HD 3 + 1; hp 18 each; #AT 1; THACO 16; D 1d3; SA poison (save or take 2d4 points additional damage)

12 Soldiers: AC 5; MV 12"/30"; HD 4 + 2; hp 25 each; #AT 1; THACO 15; D 1d4; SA poison (save or take 5d4 + 1 points additional damage)

## Encounter #12 The Great Bear

The opening in the trunk is natural, like a limb broken away. Not far below is another limb, and far below that, in the ethereal fog, is the Great Bear, snarling and struggling, even in his sleep, against the grip of the massive roots and rootlets of the Tree.

It is clear the space amidst the roots is the Bear's natural den, but any notion he is just hibernating is foolish since it is long past time for him to be patrolling the border with Pohjola. Also, the roots seem too tight in their embrace, straining almost.

Climbing down the trunk of the Tree is quite easy, as the bark is tremendously rough, with countless nooks and crannies large enough to hide a man-sized being. The Great Bear can be clearly seen now, held helpless in the grasp of the Tree's roots. It is also quite evident, from its growling and thrashing, that the creature is very angry, even though it is asleep.

The characters should free the Bear and awaken him, but they must determine some way to do this at a distance if they are not to be severely injured by the creature after he is freed. Casting a *Remove curse* or feeding the bear some of the bees' honey or royal jelly will break the sleep spell in two rounds. *Speak With Plants* or *Remove Curse* will allow the roots to straighten and release the creature. Note that one *Remove Curse* cannot perform both tasks. Cutting or burning the roots is not allowed.

If the characters are within 120 feet of the bear and not hidden from view in some manner when he is freed, he will attack them. The Bear is enraged at being trussed up, and will view these puny humans as his tormentors. Ukko will summon the Bear at the beginning of the third round after it is freed or after two characters are slain. The characters will hear a booming, thunderous voice, then see the bear charging toward them, but vanishing just before making contact.

There is no where to go from here but up, back up to the hole leading to the bee hive. So the players must either climb back up the tree and continue, or end the adventure here. The bees will allow them to pass through the hive whether or not the Bear was freed in this attempt.

The Great Bear: AC 0; MV 36"; HD 20; hp 165; #AT 3; THACO 7; D 5d12/5d12/8d12; SA hugs for 10d12 additional damage on a paw hit of 18 + .

## Encounter #13 The Smithy

The destruction of the evil dwarves and their weapons is a necessity, not only because of Uriel's decree but also the fact that the duergar have no place to go except to the shrine where they will join forces with the clerics.

Of particular interest is the cistern into which sap from the Tree is draining through a decorative, black metal tube. Inside the tube is a scroll, and as the sap flows over and through it, the sap is evilly magicked. The enchanted sap is used to quench the weapons during forging, passing the enchantment into the weapons. This scroll can be found through examination or *Detect Magic* and should be recovered to remove the threat of these weapons being made again.

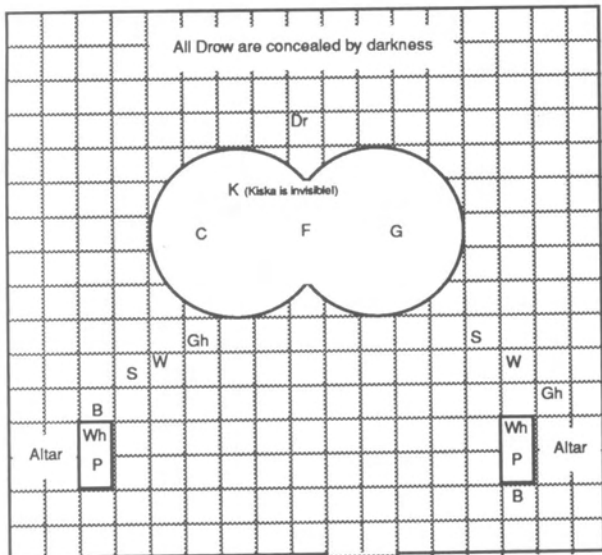
Sound travels very well through this wooden world. The drone of the bees has been overwhelmed by a rhythmic clanging punctuated by the hiss of quenching metal, with deep pitched, dwarven voices providing a sinister counterpoint.

The red glow of forge fires dances on the corridor walls, casting sharp bands of light and shadow. The smithy is very near.

The duergar have not been warned of the characters' presence; the fleeing drow (if any) did not take time to chat. The duergar are going about their work, with one third level and two second levels keeping watch. The characters have the opportunity to observe the situation if they can surprise the guards.

To do this, a thief must successfully hide in the abundant shadows or any character be concealed by spells or items and move very slowly and carefully. The surprise advantage is two segments, thus the characters may close and get a free attack before the duergar can react. If they simply charge in there is no advantage, and in addition Ord and the two 4th levels will immediately become invisible before the characters see them.

Whether the first view is done surreptitiously, the following description portrays the scene.



Remember: only Capella, Falafel, and Gwyven are visible due to the vacancy

## Encounter #6

F	Falafel	S	Spectre	B	Braizer
C	Capella	W	Wraith	Wh	Whip
G	Gwyven	Gh	Ghast	P	Pincers
K	Kiska	Dr	Drow (if any)		
		Du	Duergar (if any)		

It's as if a gate has opened into the bowels of Hell. The sweating bodies of laboring duergar glisten in the pulsing red light of the forge fires as huge bellows pump oxygen to the greedy coals. The clanging of hammers on hot iron raises a deafening din.

Two of the smiths carry glowing, newly forged weapons from their anvils to a large cistern on the right side of the chamber. A large black pipe has been driven into the trunk of the Tree above this tank, providing a steady drip, drip of liquid. The red hot iron hisses menacingly as it is plunged into the sap, quenched in the lifeblood of the Great Tree. White steam mingles with black forge smoke, escaping through a ragged hole carelessly blasted through the trunk, 40 feet above the floor.

Rack after rack of finished short swords, long swords, hand axes, battle axes, iron-rimmed wheels, and spears line the walls. More duergar are at work near piles of the drow's finished handiwork, busily affixing blade to handle, head to shaft. One of them brings a completed axe close to his face, and he and his companions guffaw as the black metal bursts into red and black flames.

All the weapons do the ordinary damage of weapons of their type, but in addition, if an evil character breathes on them, they begin to flame. Flaming weapons are +2 "to hit," and do double damage. The flame will last through three hits, then it must be reactivated by another evil breath. In addition, characters of evil alignment are unharmed by the flames, though normal damage is inflicted if they are struck by one in melee.

The wheels are a bit more special. They are rolled toward their target (much like a hoop), and flame as the other weapons, doing 2d6 points of damage. As the wheel closes with its target, tongues of flame, in the shape of gnarled, duergar hands, reach out from the wheel and attempt to grapple the character and throw him to the ground. If the wheel misses by 4 or more it returns to its wielder. If a hit is scored (doing 2d6 points of damage), or the "to hit" roll misses by only 1 to 3, the target must save vs. Spell (modified by dexterity bonus). If the save is failed (indicating a successful grapple), the wheel gets an attack at +4 the next round; if a hit is scored on this attack, the wheel falls on the chest of the victim and bursts into a gout of searing flame for triple damage (3d6). The flame then goes out, but the wheel is unharmed and can be reactivated by another evil breath.

**DUERGAR TACTICS:** This encounter showcases the weapons, so to this end the duergar will melee with them exclusively, the wheels coming frequently into play. As a general note, the duergar will use psionic invisibility to maneuver undetected, then use psionic expansion in melee. While invisible they will use the wheels; if a character succeeds in closing, even with an invisible target, the duergar will then alternate between *Invisibility* and *Expansion*.

Ord and the two 4th levels will try to remain invisible for the entire encounter and avoid direct melee by rolling flaming wheels into combat. As the 2nd and 3rd levels perish, they will gradually withdraw from attacking so their presence is not apparent.

Once the lower levels are slain, then there will still be three invisible duergar standing motionless in the rear of the chamber. If the characters decide no other enemies are present, they may attend to whatever else they wish to do here, then leave. The duergar will quietly move out of the way if a character gets too close, thus contact and further fighting is only possible if the characters are actively searching for more invisible creatures. Once the characters leave, any undiscovered duergar will follow at a distance to enter the combat later.

	2-4th Lvl	2-3rd Lvl	9-2nd Lvl	
Ord				
AC	0	1	2	3
MV	6"	6"	6"	6"
HD 9	4	3	2	
hp	50	18,22	19,20	10 each
#AT	3/2	1	1	1
THACO	10	13	14	14
D	2d6	2d6	2d6	2d6
Sv/wand	6	11	11	12
Sv/spell	7	12	12	13



## Encounter #14 The Final Desecration

The familiar rough hewn passage has changed to one of finished work. The smoothed walls are inset with panels representing pain and cruelty, the essence of Loviatar. Surely these panels once depicted the good works of Ukko, but no longer.

An ornate portal is visible ahead. The decorative scroll work surrounding the entrance should represent clouds and birds, but instead features a tortured male figure stretched and bent backwards over the keystone so that his hands touch the floor on one side and his feet the other.

The shrine itself has fallen into disgraceful repair. None of the expected religious furniture is here, the floor is covered with a thick layer of dust, and great masses of cobwebs serve as macabre tapestries and hangings.

But standing in a semi-circle 40 feet away are three women clad in ivory robes. Their heads are bowed as if in meditation, and they take no notice of you. NOTE: statistics for this encounter are at the end of the adventure.

The evil forces consist of three clerics, an illusionist, a group of undead, and any drow who may have escaped.

**THE ENTRANCE:** A *Glyph Of Warding* (pain) has been cast on the threshold, cast by Loviatar herself from a giftscroll written by Tuoni. A *Detect Traps* or *Detect Magic* will show tracery in shape of a dagger held in a woman's hand (Loviatar's symbol). The area affected extends from the glyph 40 feet back down the corridor, but this is only apparent if it is triggered.

The password is "Loviatar," and if this is said by each character when passing over the glyph it will not discharge. If even one does not, however, the glyph transforms into a huge area of vapor in the shape of the tracery. The apparition then slices through the area of effect, and all those within it must save vs. spell or lose 2 points of dexterity and be -4 on "to hit" rolls for the next 10 rounds due to wracking pains.

**AREAS OF PROTECTION:** Falafel has cast two *Protection From Good* spells, marked on the map as two circles. Since the characters are from another plane, they are considered creatures summoned to the aid of Good, and hence cannot enter these areas. Thus the NPC's have a convenient haven from which to attack.

**THINGS UNSEEN:** A *Vacancy* spell was cast on the shrine one turn before the party appeared, therefore it will last for 10 more turns if not canceled. All the braziers, torture implements, and undead are thus cloaked, as the spell conceals non-living things. If forceful contact (not a mere brush) is made with at least three concealed objects, the character must save vs. spell or believe they are merely invisible. Note that *Dispel Illusion* and *Dispel Magic* will cancel the spell, and *True Seeing* will allow the area to be seen as it really is. If the *Vacancy* spell is not dispelled, undead summoned to attack will apparently appear out of thin air.

Kiska has also cast *Improved Invisibility* on herself, so she is within the protected area but cannot be seen.

**TURNING UNDEAD:** One of the evil clerics will attempt to counter-affect all turned undead on the following round. Turned undead will retreat into the protected area if possible. Roll a "turn" attempt for the evil cleric; if successful for that type of undead, the cleric has regained control, if not, the affected undead are subject to whatever the good cleric's result indicated. This counter affect replaces any planned action.

**SPELLS CAST PRIOR TO THE ENCOUNTER:** Falafel has cast two *Protection From Good 10'*, a *Resist Cold* and *Resist Fire* on herself, a *Resist Fire* on Kiska, and a *Flame Walk* on all the undead.

Capella has cast *Resist Cold*, *Resist Fire*, and *Dispel Good* on herself.

Gwyven has cast *Resist Cold* and *Resist Fire* on herself and *Prayer* on all creatures in the room.

Kiska has cast *Vacancy* on the shrine and *Improved Invisibility* on herself.

## Epilogue - Ending the Adventure

Pure, clean light floods the shrine as Uriel appears once again. "Our hope and trust were not misplaced, for you have dealt the Pohjolans a mighty blow that will keep them at bay for centuries. Try again they will, for such is their role in the order of things, and perhaps your children's children will be called to serve Ukko as you have done. Our thanks, brave adventurers. May you enjoy a long and fruitful life."

Uriel bows her head, then speaks once more, only this time in a deep, melodic voice reminiscent of the souging of the wind through vast pine forests. "In thanks for your derring and sacrifices, Ukko grants you one boon. Speak your reward!"

Ukko is allowing the characters to make a wish, so act on their request as appropriate. When finished, Ukko says, "It is done!" and they may have no further communication with him or Uriel.

### Loviatar's Ladies

	Falafel	Capella	Gwyven	Kiska
Cls/Lvl	C15	C10	C8	I12
AC	-2	0	1	1
MV	12"	12"	12"	12"
hp	89	64	44	36
#AT	1	1	1	1
THACO	12	14	16	16
D	2d6 + 2	2d6 + 2	2d6	2d3
S	14	13	16	9
I	11	12	11	17
W	18	17	17	11
D	10	17	15	17
C	16	16	16	15
Ch	15	16	15	18
Co	15	18	15	20
Sv/wand	9	10	11	7
Sv/spell	10	11	12	8

All are under protection of [resist fire] (+3 to saves, damage 1/2 or 1/4) Falafel has a wisdom bonus of +4, Capella and Gwyven +3

### THE UNDEAD

	2 Spectres	4 Wraiths	3 Ghasts
AC	2	4	4
MV	15"/30"	12"/24"	15"
HD	7 + 3	5 + 3	4
hp	30,38	28 each	15,18,21
#AT	1	1	3
THACO	12	13	15
D	1d8	1d6	1d4/1d4/1d8
Sv/wand	12	13	15
Sv/spell	13	14	16

**SPECIAL TACTICS:** Falafel will cast *Animate Object* on the torture implements. If the *Vacancy* is still in place, these things start moving, appearing out of thin air. The attacks are directed at magic users, clerics, then fighters. The objects created are as follows:

	2 Braziers	3 Whips	3 Hot Pincers
AC	2	8	2
MV	6"	6"	6"
hp	12,12	6 each	8 each
#AT	1	1	1
THACO	16	16	16
D	1d8	1d4	1d4
SA	heat	trip	heat
1d6 additional	1d4 additional		

# AND ALL THE KING'S MEN

By Robert J. Blake, Anita B. Frank, and Rex A. Zinn

## Round Four of the GENCON® 19 AD&D® Open Tournament

### DM INTRODUCTION

The Pohjolan forces in the nation of Pohjola have been greatly aided in their attempt to overthrow Kalevala by an act committed by two thieves who were originally part of the party. While on a rescue mission to save a comrade being held hostage by the evil forces, these thieves inadvertently opened an evil artifact of great power—the Book of Fate.

Opening the Book set certain events into motion, the least of which was the deaths of the thieves. Each page of the book shows an evil event which is fated to happen. It is only through the intervention of Ukko (a god), via his air maiden Uriel, that the party has been able to gain enough information to try to prevent these disasters from happening, or at least modifying them such that any harmful effects are not catastrophic.

In concert with the serf rebellion, pohjolan assassins have made several attempts on King Gerhardt Fjord's life. He has avoided death so far through his innate clumsiness; he has tripped, or stumbled at the precise moment, foiling the fatal blow. Now, he must attend the annual Awakening of the Great Bear ceremony to maintain his kingship, and there is no way to avoid the danger such public exposure entails.

Crispin, King Fjord's most influential advisor, is a leader in the rebellion and will do everything in his power to keep the party from succeeding in their mission.

In this scenario the players must prevent the assassination of King Gerhardt Fjord. This can only be accomplished by eliminating two groups of assassins and the corrupt advisor, Crispin.

### PLAYER INTRODUCTION

The weight of the fate of your world sits heavily upon your shoulders. Why did your late companions have to open the Book of Fate? Why couldn't they have rescued the cleric Borak as planned and left things in the temple alone? Now all three are dead, victims of the horrible evil unleashed upon the world by the two thieves who opened the book. All this runs through your minds as you sit and reflect on the events of the past few weeks, trying hopelessly to rest in the driving snow and hail.

The opening of the Book of Fate precipitated a conflict whose outcome will decide the supremacy of one nation, either yours of Kalevala or your enemy, Pohjola. The first event depicted in the Book was the resurrection of the evil hero Urho, destined to lead the Pohjolan armies. To thwart this, you recovered Mordvin, Urho's sword, from its dwarven guardians, dealt with murderous ice dwarves and a treacherous cleric, and solved the puzzle of the Ice Maze. In the end, Urho was slain with his own weapon, the sword bursting from the evilness of its former master.

The situation worsened as the conflict spread to the outer planes. Dispatched by the god, Ukko, Himself to save his son Sikkar the Rune Reader, and the artifact he guarded (The Black Mirror), you discovered the teleport was wide of the mark and had placed you in the midst of a wintry wilderness. Aided by a mysterious metallic shard, you raced to beat an army of Pohjolan ice dwarves bent on stealing the artifact. Overcoming the many obstacles the dwarves put in your way, you managed to rescue the god's son and the precious relic.

Kalevala is beset on many fronts, the latest a revolt of the serfs fomented by Pohjolan agents. Journeying to the hot-bed of the revolution to rescue Torval, the missing serf leader and the key figure in preventing the conflict, you uncovered layer after layer of treachery, but finally effected his rescue at a lonely tower, guarded not only by warriors, but assassins.

What more can the gods ask of mere mortals? As if in answer, the now all too familiar form of Uriel, air maiden of Ukko, appears before you, with dawn's first light. "You have done well, much better than was expected. There may yet be hope for Kalevala. Look once again into the Book of Fate, for all is not done with the rebellion!" She lifts a hailstone, much larger than the rest, and holds it before you.

Looking into the stone, the veils of time and distance are parted; the scene is before a cave mouth, the site of the annual Awakening Ceremony (when the Great Bear, guardian of Kalevala, is summoned forth from his winter's sleep). Before the cave lies the still body of King Gerhardt Fjord, beloved ruler of Kalevala. King Fjord, who had previously escaped several assassination attempts through his innate clumsiness, is now riddled with darts. Steaming, blood red wine mars the snow, spilled from the ceremonial goblet still clutched in his unmoving hand.

The vision fades as Uriel continues. "Go now and seek out this earthly king, for much hangs from the thread of his life, a thread the still-hidden leaders of the rebels wish to cut. Go quickly now, for time is short. The Awakening Ceremony is tomorrow and all is not as it seems. But be warned, you may not be welcome at the palace!" With that she drifts away with the blowing winds.

### ENCOUNTER #1

The mood is as somber and dark as the weather during the three hour march to the castle. Progress has been slow because of Torval's poor condition. It is only with the aid of his staff that he has been able to walk through the falling snow at all.

Bare trees give way to open expanse as the road crests a small hill. Less than 20 minutes away, faintly visible in the swirling snow, lies the castle of King Fjord and hopes of a hot meal.

But all such hopes are driven from the mind by a hideous baying, emanating from the snowy shadows.

The baying is from a pack of six shadow mastiffs, sent by the clerics of Loviatar at Crispin's request. These mastiffs are to prevent the party from bringing Torval to the castle. Their primary purpose is to kill Torval, not the party.

The mastiffs' first attack is the baying which announced their arrival. Any character failing a save vs. Spells (at +1) will drop whatever he has in hand and run away in fear from the sound (back the way he just came) for 2 rounds. Torval makes his save and does not run.

The dogs use their ability to hide in shadows to leap out and attack any character between them and Torval. Attacks are spread throughout the party with no one character losing more than 25% of his hit points.

At the beginning of the third round read the following.

The dark dogs seem to appear from nowhere, striking, then retreating into the shadows. Anticipating the next attack is nearly impossible. With a roaring growl the largest of the dogs launches himself at Torval's throat, but Torval blocks the attack by bringing his staff up to protect himself. There is a hollow crunch as the staff is crushed and split in two in the dog's mighty jaws. Howling in pain, the dog bounds away, half of the staff jammed into the roof of its mouth.

In the fourth round, all the remaining dogs attack Torval and kill him. The mastiffs then retreat, their mission accomplished.

If the party examines the remaining half of the staff they find it is hollow and contains a torn piece of paper that reads, "Admit this man to my private chamber at any time. C..." Whatever was written on the right half of the page is gone.

This paper is a pass to admit Torval into Crispin's private chambers. It was used by Torval so that he and Crispin could discuss their plans for the rebellion.

If the party casts *Speak with Dead*, Torval only speaks of his role in organizing the serfs and his personal dream of freedom. He denies that Crispin or any of the king's advisors are traitors.

When the party is ready to proceed, read the following.

The long, arduous journey to the castle of King Gerhardt Fjord is at its end. Just ahead stands the ancestral home of the

kings of Kalevala. Guards armed with sword and pike stand ready on each side of the massive wooden doors.

The party is asked the purpose of their visit, then led inside and told to wait in an antechamber.

After a short wait, a portly man of middle-age, engaged in the final portion of a conversation with a thinner man, opens the doors to the antechamber and enters. "I am Crispin, chief advisor to the king. What is this news of such great importance that it could not wait?"

Crispin meets with the party, discusses whatever the party cares to tell him, expresses his concern, then excuses himself so that he may bring this news to the king. He returns after a half hour and informs the party that they will be granted an audience with the king late that afternoon. They can rest in these chambers and will be fed if they so desire. They can leave the chambers only to go outside the castle.

## ENCOUNTER #2

A steward comes to lead your party into the king's meeting chamber. The Great Hall in which the king confers with his advisors is richly furnished. Tapestries depicting the history and past victories of the Fjord line adorn the walls. A roaring fire burns in a fireplace in the center of the hall.

Seated on his throne on a raised dais at the head of a long wooden table is King Gerhardt Fjord. He, Crispin, and his other advisors are carrying on a rather animated discussion, the sounds of their voices ringing throughout the hall. The steward bids you wait near the door until called for by the king.

The king rises from his throne and begins pacing back and forth, gesturing and shouting at his advisors the whole time. The air rings with even louder shouts as a black garbed man appears next to the king in the middle of the dais.

The party is surprised for 5 rounds. During this time the man uses the *wand of illumination* he is carrying to produce a sunburst. Anyone within, or facing, the burst area must save vs. Wand or be blinded for 7 rounds. Any character who has not stated he is doing otherwise is assumed to be looking toward the man.

Everyone (with the exception of Crispin, one guard, the king, and characters as noted) are blinded by the burst. The king stumbles blindly about the dais, tripping and staggering at just the right times to foil the dagger attacks of the would-be assassin.

The party can take whatever action, if any, they wish to stop the assassin. If the party does not kill the assassin in the process of stopping him, the guard who was not blinded, who is also in the employ of Crispin, kills the assassin in a fit of rage.

If the party stopped the attempt, they have time to search the body, as others in

the room are stunned into inaction by the unexpected violence. Crispin feigns surprise and shock because he wants the characters to search the body, but he searches the body if the characters don't.

If the party search the assassins' pockets they find sealed papers which give the impression that a warehouse in town is the headquarters of the remaining rebels. These papers are actually a red herring. This entire attempt was arranged by Crispin, who expected it to fail. He had given these papers to the assassin, telling him that they were his next orders, expecting them to be found by the party. The warehouse mentioned in the papers is actually the headquarters of a group of smugglers.

If the party uses *speak with dead*, they find that the assassin did not know who sent him. He only knew that he was to open his sealed orders after killing the king and teleporting away. He was then to report to his superior at the warehouse.

None of the items the assassin was carrying are of any use. The wand is now empty of charges and the ring that the assassin thought carried a second *teleport*, carries nothing more than *Nystul's Magic Aura*.

If the characters recover the paper, Crispin insists on reading it. Upon doing so he exclaims, "Aha! So this is where they're hiding. The clue we've been looking for, come to us almost too late, but there may still be time."

After conferring with the other advisors, Crispin rushes to your side. "You must hurry! Suspicion will fall on those new to the castle and the king's service. If you would aid the king, go now to this warehouse and find the true villains. Time is short, for the king must awaken the Great Bear tomorrow morn. This must be resolved before then. Farewell and good luck."

Crispin ushers the party out of the castle despite any protests they may make. If necessary, guards help him move the party out. He insists that they go to this warehouse and catch the rebels if they wish to prove their loyalty to the king. Under no circumstances does he allow the party to remain in, or re-enter, the castle until this is done.

## ENCOUNTER #3

The dilapidated warehouse stands 100 feet away from its nearest neighbor, a tannery. Overlooking the ocean from its perch, high on a stone bluff, the warehouse has a commanding view of the entire area.

Weathered wooden siding does little to enhance the general air of disrepair. Large doors in the west wall, now closed, open onto the street. A smaller door, also closed, is in the north wall.

If the party examines the larger set of doors they find that they are locked (also *wizard locked* and barred from the inside, but that is not readily apparent). The northern door is also locked, but has an exposed lock mechanism. A thief would be able to pick this lock. If an attempt at trap finding is not made before picking the lock, a trip

wire is triggered causing a weighted arm, with a sword imbedded in the end, to swing down when the door is opened, striking any person standing in the doorway. This sword thrust causes 10 points of damage.

The skittering sounds of startled rodents and a stuffy, musty odor rush forth as the door is opened. Dust and cobwebs are everywhere, overturned barrels, boxes and empty buckets litter the floor. There are no signs of recent activity.

This entire area is actually a dummy setup intended to confuse anyone entering the warehouse. Only the 20-foot-square area in front of the door has barrels and boxes, dust and cobwebs. The rest is an illusion. A *permanent illusion* has been cast on canvas screens bordering this area, giving the impression of the entire warehouse being filled with nothing but trash and empty boxes. The remainder of the warehouse is very well organized and neat.

Immediately in front of the screens is a seven-foot-wide, 15-foot-deep, L-shaped pit-trap. Any character stepping on the floor plate triggers the trap, falling into the pit and receiving 2d6 points of damage. A separate plate covering each five-foot section of the trap. The sides and bottom of the pit are coated with foul smelling grease making it impossible for anyone in the pit to climb out unaided.

The above ground portion of the warehouse is used for storage of supplies and inexpensive items. Barrels of wine and ale line the walls. Crates filled with cloth, axe handles, and other goods stand in neat rows throughout the warehouse. Moving one of these barrels (noted on the map) reveals the entrance to the lower level. Not all the barrels need be moved until this one is found. It is sufficient for the players to say they are checking the barrels. A wooden ladder leads down into a 10-foot by 10-foot stone room.

Unless some form of trap detection is used and the trap disarmed, a lever is depressed when someone steps on the ladder. This causes the lower door to seal shut. If the barrel was not secured by spiking, *hold portal*, or *wizard lock*, it swings back into place 3 rounds later, trapping anyone who is in the room. At the same time, water begins to flood the room, raising the water level one foot per round.

This trap may be disarmed by characters with a combined strength of 33 lifting up on the ladder, thereby raising the lever. Any number of magical means may be used to escape from this trap, such as *lower water*, *hold portal*, or *knock*.

## ENCOUNTER #4A

Exiting through the door of the trapped room reveals the following.

A veritable fortune lies scattered about—furs, jewels, gems and coins overflow chests and boxes. Rare and valuable items are everywhere. Tapestries of silk and golden thread adorn the walls.

Just to the east of a wooden door in the northwest corner of the large room is a large, ornate desk. Papers and an open ledger are strewn over the desk top.

If a thief searches the desk, he finds a key in a secret compartment in the lower left hand drawer. This key unlocks the door hidden behind the tapestries on the southwest wall. The lock on this door is so complex that the chances of picking the lock are -20%. If the first attempt at picking the lock fails, the second thief to make a lock picking attempt succeeds. A *knock* spell works in any event. The visible door is unlocked.

The value of the treasure in this room is approximately 75,000 gp. It is not readily portable.

If the party reads the papers on the desk they find that they are shipping schedules, inventories, and descriptions of the armaments of various ships. They also find a letter stating:

“The activities of these rebels are causing us harm. Many ships are now under heavier guard than before. We must take every opportunity to foil the rebels whenever possible!  
(signed) Malekki.”

If the party goes back up the way they came, or goes through the concealed door to the tanners, proceed to Encounter #5; if they go through the visible door and proceed down the stairs, read the following.

## ENCOUNTER #4B

The dull sound of crashing waves echoes softly through the dank, dark cavern. Cool salt air rushes past as the tunnel winds deeper into the earth. A faint shuffling sound is heard occasionally in the darkness.

From out of the darkness rush several giant crabs, claws snapping as they move to attack.

There are six giant crabs here. The pirates keep them as guardians of the lower entrance to their complex. The crabs are fed items coated with the foul smelling grease from Encounter #3. They attack any character who has fallen into the grease pit in preference to the others. No more than two crabs attack any one character, and they fight until killed or until they are given food (one iron ration per crab, preferably coated with grease). If any of the party members has brought a bucket or container of grease from Encounter #3, it can be used to lure the crabs away from the party by throwing it, or items coated in it, behind the crabs.

Following the tunnel down leads to the sea caves used by the pirates to unload their treasure. There is no one here, nor any booty lying about, but it is apparent that this is an unloading point.

## ENCOUNTER #5

If the party is coming from the tunnel from the warehouse read the following; otherwise go to the second player paragraph.

The tunnel winds for about 100 feet, then takes an abrupt turn upward. A wooden trap door is within reach overhead.

A combined strength of 18 is required to open the door because of the amount of skins and furs piled upon it. Once the door is open, the party may freely explore the tannery, but they find nothing exceptional. The smugglers are very careful to leave no evidence of anything unusual as this is their emergency escape route.

Once the party has finished exploring the warehouse and tannery and/or decided to return to town, read the following.

The light of false dawn has begun to brighten the sky during the walk back toward the castle. Traffic has been light—only small groups of visitors coming to witness the Awakening Ceremony, and locals going about their business. Several small groups of travelers have begun to walk in the same general direction as your group.

One family group, husband, wife and young daughter, dressed in their finest traveling cloaks follows about 20 feet behind. A trio of female pilgrims, dressed in heavy woolen cloaks is 30 feet to the left. Up ahead, about 50 feet away, two castle guards head toward your party.

When the party has traveled another 20 feet, the two guards hail the party in a friendly fashion, getting the party's attention while the family group and the pilgrims prepare to attack. The “daughter” is a halfling cleric, while her “parents” and the three pilgrims are swordsmen. They were sent by Crispin to ambush the party, inflict whatever damage they can, then retreat.

The overzealous cleric fails to follow this rule. She attacks the party and fights until killed. Her first action is to cast *dust devil*, trying to catch the largest number of spell casters in the spell's area of effect. This is the signal for the two guards to attack. There is enough loose snow on the road to cause a 30-foot diameter cloud as per the spell description. She manipulates this cloud so as to contain as many spell casters as possible, while essentially dividing the party in half. She does *not* intentionally cause the *dust devil* to contact a demi-human.

She casts *silence, 15'* into the midst of the party, followed by *continual darkness* on the eyes of a cavalier if possible; if not, a spell caster will be the target. *Light* will be cast in a similar fashion on a remaining character. This is followed by four *hold person* spells on any available characters. *Command* “run” is cast on the character closest to her.

If forced into combat, she casts *cause paralysis* followed by *cause light wounds*. She then melees using her club.

The two fighters that are with the cleric at the party's rear attack those party members closest to them. They do their best to defend the cleric, taking advantage of any increased vulnerability caused by the cleric's spell casting.

The five fighters (two guards and three pilgrims) at the front of the party move to melee with the party once the *dust devil* appears. All the fighters fight until the cleric is killed, or until four of their number have been slain. When this occurs, the remaining fighters attempt to retreat. Under no circumstances does the cleric retreat; she fights

until killed.

If the party searches the cleric's body, they find papers directing this party to meet the others at the Awakening Ceremony.

If any of the attackers are caught and questioned, or if *speak with dead* is cast, the only information they are able to provide is that they were to rendezvous with other groups at the ceremony.

## ENCOUNTER #6

Weary from the exertions of the early dawn and sleepless night, you make your way once again to the castle. The guards, especially alert since the assassination attempt against the king, refuse to allow you into the castle. It is not until Crispin is summoned that entrance is finally gained.

As Crispin opens the door into an empty chamber to hear your report privately, a dull thud, followed by an exclamation of pain, is heard from within the room.

Dagger drawn, Crispin leads the way into the chamber, only to find King Fjord sprawled on the floor, his foot caught behind the open door. Rising with a grimace, the king greets your party and exclaims, “Crispin, are these not the braves souls who not only helped crush the rebellion, but saved my life just yesterday? Please, join me and tell me what you have found and how I may thank you.”

Crispin had no intention of taking the party to see the king. His plan was to take the party to a place in the castle where they would be out of the way until after the king had departed for the ceremony. It is only by accident that he chose the chamber where the king had stopped to reflect on the events of the coming day. Crispin can do nothing now that the king has granted an audience.

Once the party begins talking to the king and relaying their story, the king has the “brilliant” idea of having the party serve as his honor guard on the way to the Awakening Ceremony. Crispin does his best to discourage this, but not wanting to tip his hand too early, he agrees with the king, then asks to be excused in order to finish preparing for the journey. He then goes to talk to Nikolai, another advisor to the king, and make arrangements for dealing with this meddling party.

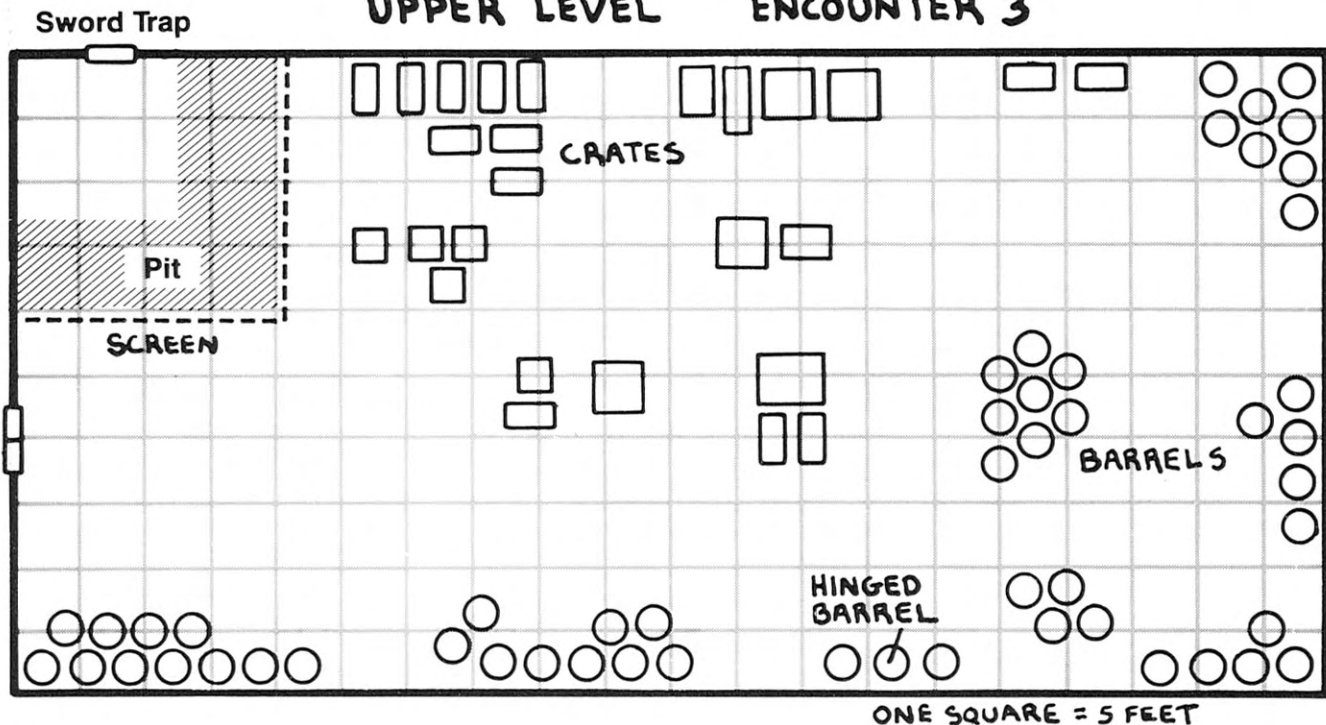
If any party members are dead, or unable to travel at this time, the king fills out his party with low level advisors.

Crispin returns after 10 minutes and reminds the king that all must depart for the ceremony in 30 minutes. He then asks to speak to the king privately. After a brief conference outside the room, Crispin re-enters and tells the party the marching order for the walk to the ceremony.

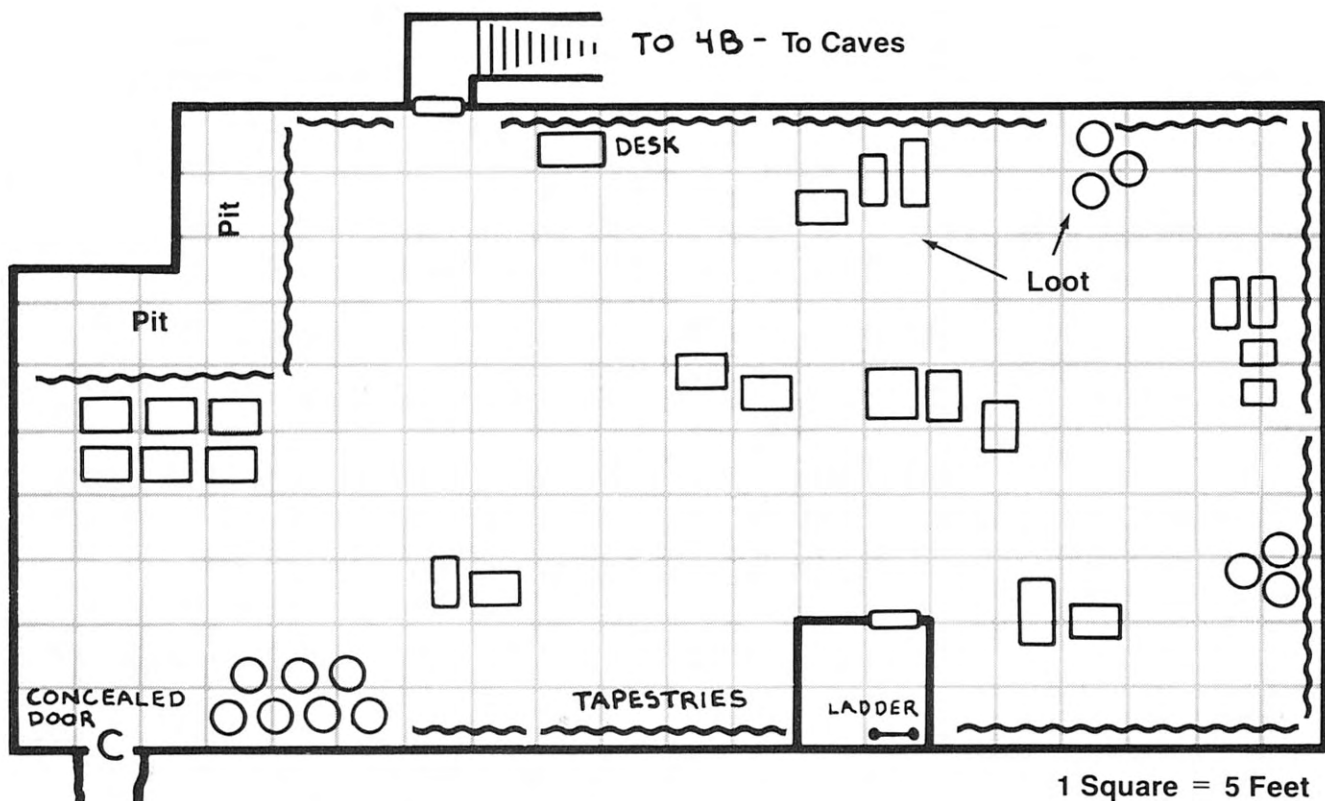
If the party disagrees with the assigned order, Crispin reminds them that, “this is the order selected personally by his highness.” Actually, this order was selected by Crispin and Nikolai in order to leave the king and the party in the most vulnerable formation. King Fjord agreed to this and all other security plans out of his trust for Crispin and Nikolai.

# All the King's Men Map 1

## UPPER LEVEL ENCOUNTER 3



All ceiling heights are 10 feet.



## LOWER LEVEL ENCOUNTERS 3 AND 4A

TO TANNERY

As the final preparations are being made, the king confers with Crispin and Nikolai. Eventually, King Gerhardt turns toward the party and announces, "The route has been chosen. While tradition dictates that 12 only must travel to the Cave of the Bear, nothing precludes our sending an advance scout. Nikolai, head of my palace guard, will go ahead to ensure our safety."

Using a scout and not announcing the route he will take to the ceremony site are the only concessions the king has been willing to make to security.

Finnish tradition holds that the king's party is composed of exactly 12 members. It has been decided that in order to provide maximum security for the king, the path he takes to the cave of the bear will not be chosen or announced until the last possible minute. In order to circumvent these precautions, Nikolai has convinced the king to allow him to go ahead of the party to make sure the way is clear. His true intention is to warn a small group of assassins of the king's intended path so they can prepare an ambush.

The morning sun shines brightly upon a light blanket of snow that lays like a shroud upon the land. The path to the cave leads through a lightly wooded hillside, marred only by the tracks of Nikolai's horse in the fresh snow. Pines line the way, as if providing an honor guard for King Fjord and your party. The quiet of this pastoral scene is broken by the shrill cry from the rear of the party.

If the party has stated that they have a character specifically watching their rear, the cry is one of warning; if not, the cry is one of pain. This character is attacked by one of the three assassins waiting here for the party. This back stabbing attack is made by an invisible, 5th level assassin, wearing both a *ring of invisibility* and a *cloak of displacement*. The only thing that can reveal her presence are her footprints, though as everyone is afoot, an extra set of prints in the snow is not that noticeable (hence the lookout must be very specific!). She appears momentarily when attacking, then disappears and moves to engage another opponent. Each time she turns invisible then reappears, the full effect of the cloak's protective abilities are in force (the first attack upon her when she turns visible will miss).

The second assassin (4th lvl), who is wearing *boots of striding and springing* and *bracers of defense* (AC 4), springs into the middle of the party, attempting to attack the king. This attack fails as King Fjord is startled and falls backward in shock. The assassin continues to jump in and out of the party's midst while attacking.

The third assassin (4th level), who is under the influence of a *potion of speed* for 10 rounds, engages the party in melee if need be, but all the while trying to work his way to the king.

King Fjord stumbles, falls, and rolls whenever he tries to stand, thereby avoiding the assassins if the party fails to protect him.

## ENCOUNTER #7

It is a shaken, yet fortunate, King Fjord who stands before all those assembled. The stress of the last few weeks, in particular the last two days, has taken its toll. This latest assassination attempt in the woods has unnerved the king greatly. It is only his deep sense of responsibility to his people that allows him to continue.

It is now time when he must proceed through the narrow pass at the base of the Three Hills, to stand in the valley before the mouth of the Cave of the Bear and perform the awakening ritual. Only his advisor, Crispin, can accompany him as far as the pass; the rest of the way he must go alone.

As in seasons past, people from all over the country, indeed from all over the world, have traveled here for the ceremony. Strange garb is in greater evidence than that which is familiar; brightly colored capes stand out among the many furs. Even stranger are the people; pale skinned, red-haired men mingle with men in kilts and nubians carrying peculiar, thin walking sticks. Tall, dark women warriors gather in small groups, all waiting for the king.

The sun is at its zenith. It is time for the ceremony to begin. You have been given a place of honor on a natural stone dais. Crispin fills the ceremonial goblet with wine and hands it to the king. King Fjord must pour an offering for the Great Bear onto the snow, then drink from the goblet.

The crowd pushes against the protective railing around the area, all trying to get a better view as King Fjord begins his solemn march. The nubians stand out at the front of the crowd, heads towering above the others, while holding their walking sticks, watching the king.

As the king and Crispin clear the mouth of the pass, a dull rumble fills the air. A great cloud of dust rises as logs and rocks roll down from the hillside to block the pass, trapping the two men inside. The king turns and moves toward the pile of debris, then stops in full view of all watching, dumbfounded from shock.

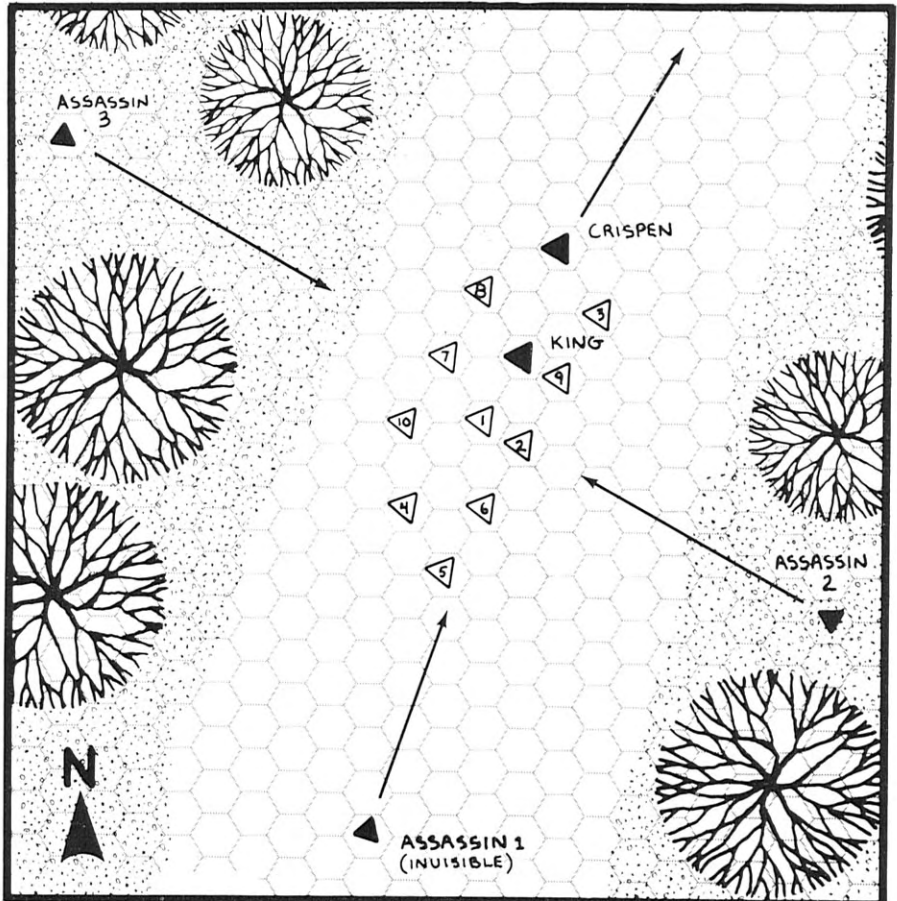
The narrow pass is completely blocked by a loose rubble which fills the gap to a height of 8 feet and a width of 15 feet. The debris is so loosely packed that it will take 2 rounds for a character to scale the side and another two rounds to cross and climb down.

If one of the characters has the *boots of striding and springing* he is able to cross the rubble in one jump.

If the characters look between the crowd and the pass toward the nubians, they see them raise their walking sticks to their mouths and aim them toward the king. These are the three remaining assassins, preparing to use their blowguns to shoot the king with darts. Because of the dust obscuring the king, the first volley misses, after which the nubians continue firing at long range.

The darts are tipped with a type B insinuatative poison (onset in 2 rounds, save at +3 or take 25 points of damage). King Fjord

### All the King's Men Map 2



Encounter #6

1 Hex = 10 Feet

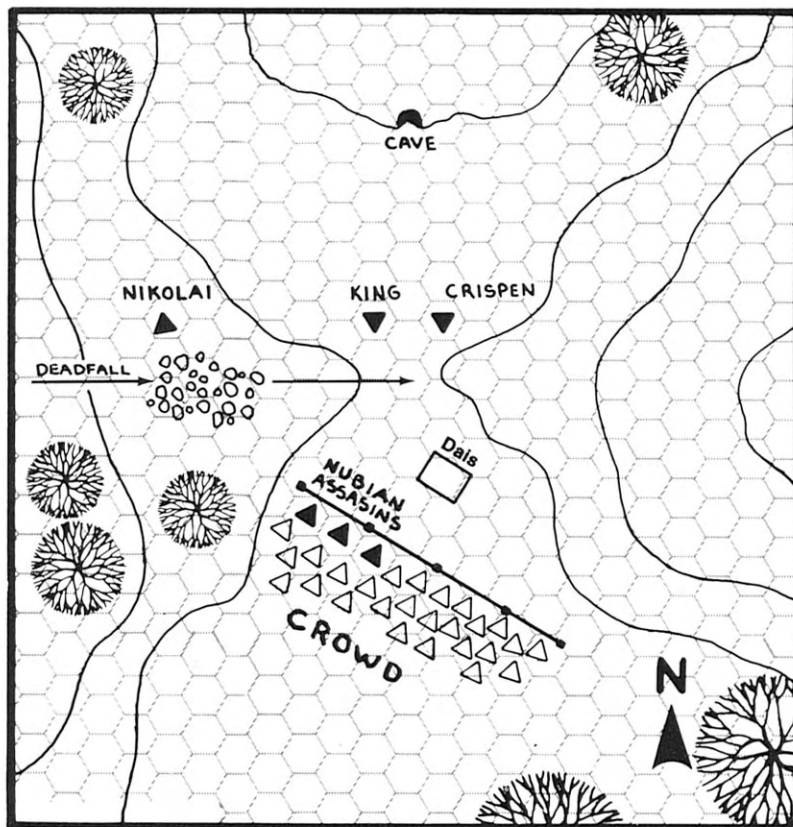
makes all his saving throws if hit. If the party engages the nubians, the tall men begin to fire at the party, but taking shots at King Fjord whenever possible.

As the last nubian is eliminated, a shout is heard from the hillside. "Die fool, so that we, who were so close to you, may rule!" Nikolai rushes down the hillside toward the king. He was obviously waiting there after triggering the deadfall. With sword drawn, he attacks Gerhardt, forcing him to the ground. As he raises his sword for the killing blow, Crispin stabs him from behind. Nikolai turns toward him, a look of total astonishment on his face, then falls to the ground, dead.

A very anxious Crispin leads the king over the rocks and back to the dais. "Your majesty, perhaps we should calm ourselves before continuing. Indeed, the offering of wine for the Great Bear has been spilled. Allow me to pour you another."

Crispin retrieves the ceremonial goblet from where it has fallen, and with shaking hands fills it with wine from a decanter on the dais. Handing it to the king he says, "Go now and complete that which was begun."

Once again King Fjord proceeds through the pass to stand before the mouth of the cave. He begins the ritual of awakening, praying slowly in a clear, steady voice. Before he makes the offering which he will share with the Bear, he pauses and kneels in silent prayer.



Encounter #7

1 Hex = 10 Feet

The party can interrupt the ceremony at this point if they choose. If there is no interruption, continue with the following description; otherwise proceed to **THEY FIGURED IT OUT**.

The king rises slowly, looks toward the cave opening and calls out, "Arise Great One! Once more watch over our troubled land." He then pours an offering to the Bear from the goblet, drinks himself, turns toward the crowd, and falls to the ground.

Fjord has been poisoned by Crispin, who is a high ranking member of the rebellion. Crispin killed Nikolai because he was afraid he would reveal Crispin's secret involvement in the rebellion while raving at the king. The poison is instantly fatal.

One or more of the characters can make an attempt to Neutralize Poison which would require a successful save vs. Poison. If that is successful, a character can try a Resurrection/Shock roll at -10%. If that roll is successful, the king is saved. If all the attempts at saving the king fail, the king's brother, a General with the Kalevalan army, steps in to fill the position. The General, Aren, instructs the former king's advisors to bring the body back to the castle to prepare it for burial in one week. Aren is not a particularly effective ruler, but is strong enough to help quell the chaos in the kingdom.

## THEY FIGURED IT OUT

If the party stops King Fjord from drinking the wine, Crispin cries out and tries to escape. If captured, he does not fight, rather he confesses his involvement in the revolution and begs the king for mercy. King Fjord grants this request by "allowing" Crispin to drink from the goblet.

Fjord then calls for a new goblet and fresh wine to repeat the ceremony.

As the king finishes the ritual, all pause, waiting for the roar which signals that the Great Bear has awakened. The crowd becomes increasingly nervous as several minutes pass with no sound. Finally, they can contain themselves no longer and begin to cry out in fear. For the first time in history the Great Bear has not awakened!

A great silence falls among the crowd as they quietly disperse, uncertain of the consequences of this incredible event, and uncertain of their futures.

### Encounters

	Enc #1	Enc #4B	Enc #5	Enc #5	Enc #5	Enc #6	Enc #6	Enc #6	Enc #7
	Shadow Mastiffs	Giant Crabs	Halfling Cleric	Guards	Swordsmen	Assassin #1	Assassin #2	Assassin #3	Nubians
#APP	6	6	1	2	5	1	1	1	3
AC	6	3	8	4	8	8	3	8	8
MV	18" (9")	9"	12"	9"	12"	12"	12"	24"	12"
HD	4	3	6	3	3	5	4	4	3
hp	27 each	19 each	35	19,22	18 each	28	23	19	13,15,17
#AT	1	2	1	1	1	1	1	2	2
THACO	15	16	16	16	16	15	15	15	16
D	1d6 + 2	2d4/2d4	1d6 (club)	1d6 + 2 (brdswd)	1d8 (lngswd)	1d4	1d8	1d8/1d8	1
SV/wand	15	15	13	15	15	12	14	14	14
SV/spell	16	16	14	16	16	13	15	15	15

### Halfling Cleric's Spells

#### Level 1

command  
cause lw (x3)  
light

#### Level 2

dust devil  
hold person (x4)  
silence, 15'r.

#### Level 3

continual darkness  
cause paralysis (x2)

Assassin #1 is wearing a *ring of invisibility* and a *cloak of displacement*. Assassin #2 is wearing *bracers of defense AC4* and *boots of striding and springing*. Assassin #3 is under the influence of a *potion of speed* for 10 rounds.

## THE UNDEAD BOLE

By Robert J. Blake, Anita B. Frank, and Rex A. Zinn

### Round Five of the GEN CON® 19 AD&D® Open Tournament

#### PLAYER INTRODUCTION

Your land of Kalevala is beset on many fronts, the latest a revolt of the serfs fomented by pohjolan agents. Journeying to the hot bed of the revolution to rescue Torval, the missing serf leader, you uncovered layer after layer of treachery, but finally effected his rescue at a lonely tower, guarded not only by warriors but assassins.

The discovery of assassins in Kalevala increased the fear that the nation would be hurled into further turmoil by the loss of its king, and the annual public ceremony to awaken the Great Bear from his winter's sleep would make the king a very vulnerable target. Frantic actions to eliminate the assassin groups prior to the ritual were fruitless, but the several attempts at the ceremony itself were foiled.

If the party saved the king from the poisoned wine, read the following paragraph.

Quick thinking and the realization that treachery extended to the highest levels saved the king from the poisoned cup prepared by Crispin, the king's chief advisor.

With a clap of thunder and a brilliant flash of light, the now familiar figure of Uriel, air maiden of Ukko, stands before you. "Behold the next result of your companions' folly! This, too, shall come to pass unless you stem the tide they so foolishly loosed upon our world!"

The air itself begins to shimmer until finally the image of the Book of Fate appears before you. It now displays a cavern containing a great wooden cauldron, made from the bole of a mighty tree, simmering over a single log. This bole is steeped in a steamy mist, surrounded by undead guardians, yourselves among them.

"There is but a slim chance that this fate may be prevented," intones the air maiden. "You must travel to the Grove of Mielikki to consult with the clerics

there. Hopefully they will be able to provide you with the means or information with which the cauldron may be purified to produce life-giving waters. Hurry now, for the events you have seen will have reached their conclusion in seven days! What help I can give, I give you now."

The same flash and wind that heralded her arrival do so for her departure. All that remains are her words ringing in your ears and a small object on the ground.

The object is an empty wooden vial and stopper inscribed with the crested wave symbol of Ahto.

#### DM INTRODUCTION

In this scenario, drow woodworkers have manufactured a cauldron from a bole of the Great Tree, which has the power to generate undead from any corpse placed within it. The players must capture this item and purify it, using the items given them by Uriel, to allow its use in the cause of Good.



## PROPERTIES OF BOLE-UNDEAD

The skeletons, zombies and wights born of the cauldron differ in some respects from their standard undead counterparts. Skeletons have 4 hit dice, zombies have 5 hit dice, and wights have 7 + 3 hit dice, attacking and saving at those levels. Skeletons and zombies have low intelligence, allowing them to react rather than mindlessly following an order. Zombies have limited speech ability, akin to a *magic mouth* spell—they can parrot anything their commander says, up to 25 words.

Bole-undead take the same damage as the normal types (skeletons take half damage from sharp and edged weapons). They take double damage (4d4) from each vial of holy water that hits them. Clerics attempting to turn bole-undead function three levels below their actual level (a 6th level cleric becomes a 3rd level for turning purposes). Use the following table to determine when a bole is turned.

	Actual Level of Cleric						
	1	2	3	4	5	6	7
Bole-skeleton	19	16	13	10	7	4	T
Bole-zombie	20	19	16	13	10	7	T
Bole-wight	—	—	—	20	19	16	10

All bole-undead radiate an unnatural odor which affects animals only, causing them to panic. Horses will buck and try to throw their riders, then retreat unless the rider makes a successful save vs. *breath weapon*.

When killed, or when the bole is purified, bole-undead decay into dust instantly.

In each group of bole-undead, no more than four will be automatically turned. Turned bole-undead return to melee 3 rounds after the original turning.

## ADDITIONAL EQUIPMENT TO BE USED

The party will need the black, non-reflective mirror engraved with the closed-eyes symbol of Untamo, obtained from Sikkar the Rune Reader in Round Two. Any character may be delegated to carry this item.

8 light horses: AC 7; MV 24"; HD 2; hp 9 each; #AT 2; THACO 16; D 1d4/1d4

2 medium horses: AC 5 (chain barding); MV 18"; HD 2 + 2; hp 15 each; #AT 3; THACO 16; D 1d6/1d6/1d3

The medium horses are meant for the cavalier and the paladin.

## ENCOUNTER #1

A journey of five days has brought you to the outskirts of Turanien's Wood, the heart of which is home to the clerics of Mielikki's grove. The chill of winter is still present in the crisp spring air, evidenced by the clouds of vapor, barely visible in the twilight, that form from your and your mounts' breaths as you climb the last small hill before this fabled forest. Just over the crest of the rise, the

forest stands 300 yards in the distance.

The snorting of your mounts precedes a sudden eruption of soil and snow that sends debris flying as cold chills run down your spines. Springing from the earth around you are several zombies, among them Borak and two thieves, the three companions who were lost when the Book was originally opened.

The bole-zombies will have two rounds of surprise during which time the party's former companions begin to call out in unison, "Join us. This is the way to fulfillment of your purpose. Fear not!" At the same time the other creatures move to attack. Consult the table at the end of the scenario for the statistics for 10 bole-zombies.

While the party is distracted, a figure, who appears to be a darkly garbed drow, uses his ability to *shadow walk* to appear 10 feet above the party. He has cast both *levitate* and *minor globe of invulnerability* on himself prior to entering this melee. He is not noticed until after he takes the following action.

The figure, named Malikinen, begins a chant while waving an aspergillum in a ritualistic manner, sprinkling all in a 15-foot radius beneath him with its contents. He contaminates the party with the unholy water, then casts *shadow walk* and returns to his lair in the village of undead halflings. His magic resistance automatically protects him against any spell, as it is imperative he escape. He appears later in Encounter #7.

Malikinen is actually a shade who was a drow magic user/cleric in the service of Loviatar, the goddess of pain. It is through his efforts, under the direction of Loviatar, that the evil forces have been able to warp the wood of the Great Tree of the universe to their evil purpose. He has been warned by Loviatar that a party has been sent to seek aid from Mielikki's clerics. This ambush was set up to prevent the party from gaining that aid.

The aspergillum contains a modified type of unholy water which fills the cauldron made from a bole of the Great Tree. This water detects as magical and only faintly evil if the party checks. The evil aura seems to disappear as the liquid dries, as far as the party members are concerned. In reality, the residue from this dried liquid leaves anything it touches radiating a very strong aura of evil which is undetectable to anyone affected by its magic. This liquid also causes the alignment of those it touches to begin to change to evil after a period of one week. This change is permanent and complete after 14 days unless it is somehow countered by a powerful magic, such as *limited wish*, or water from the Pilgrim's Pool.

The other creatures (including the former party members) are *bole-zombies*. They are under the control of Malikinen and have been ordered to attack the party until they are destroyed. They implore the party to join them, but fight until killed.

These zombies try to circle the party using their innate odor to frighten the horses into throwing their riders. Characters, other than cavaliers, must save vs. Dexterity at -5 (roll 1d20) or be thrown from their horse. While a horse is bucking,

its rider is unable to cast any spells or fire any missiles. If a character attempts melee from a bucking horse he must save vs. Dexterity at an additional -5 (cumulative -10).

All characters who have been thrown from their horses are stunned by the fall and unable to take any action other than dodging attacks and have lost initiative for that melee round. Any horse that has thrown its rider can run away.

As long as Malikinen is above the party, Eino will be under constant attack, even if she has killed the zombie that attacked her last.

## ENCOUNTER #2

Scrub gives way to a forest of beautiful pines, the warm sun melting the last snows from the boughs. Songbirds fill the air with their joyful melodies as small animals frolic on the forest floor. The Grove of Mielikki must be quite near! As if to confirm that fact, five clerics appear from the brush, blocking further passage. One of the clerics presents her holy symbol and in a commanding voice shouts, "Turn away! Come no further, the sacred grove is closed to such as thee."

This group of clerics serve as guardians of Mielikki's grove and have been observing the approach of the party. They have cast *detect evil* on the party. Detecting an evil aura, and perceiving the party as some of the bole-undead, they are determined not to let them enter the grove. They do not attack unless they are attacked first, but they will bar the party's passage into the grove.

Each cleric presents his or her holy symbol to the party, in turn stating that "Evil cannot enter this holy place. Begone!" Flustered because the party is not turned, the clerics are uncertain enough that it is possible for the party to gain a modicum of trust by convincing the clerics of the characters' good intent (DM: role-play the doubting clerics!), and gain admittance to the grove by divesting themselves of all weaponry and armor, allowing themselves to be bound at the wrists, and escorted into the grove by the clerics, or the lawful characters among them can pledge their word (verified by player request for *know alignment*) that they and their companions will not desecrate the sanctity of the shrine through evil or violence. This is eventually suggested by the leader of the clerics.

Once in the grove, the clerics offer the party a chance to prove themselves by performing a task suggested by the clerics: the party must allow one of their number, Toivo (or Juhani, if Toivo is dead), to be held as a hostage. When this person is safely removed from the group, the party is told to rest for the night and that they will be called for in the morning. A guard is posted and they are told that any attempt to leave their sleeping quarters will cause them to be expelled from the grove.

In the morning they are led to an altar beneath a huge pine before a crystal clear spring. Standing on a huge pile of gems, coins, and magical items, a noose about his neck, is Toivo (or Juhani).

The party is told that this person is greatly evil and must be sacrificed in order for

the rest of the party to be purified. They are also told that they can take all that they see of use on the altar once this is done.

They are then told to "Get on with it! Prove yourselves." Obviously the clerics have no intention of allowing the character to be harmed. They continue this charade only until the party makes a decision as to what to do. If any party member attempts to remove any of the treasure from under the hanging party member to continue the sacrifice or attacks the clerics, the party is judged as evil and banished from the grove by the clerics. They are given a chance to redeem themselves by completing a task that the clerics give them. Proceed to the section *THE TASK*.

All of the party's gear is returned to them when they leave the grove whether or not they pass the test.

Any attacks on the clerics are met with force. The clerics are all 12th level and tolerate no trouble-making on the party's part. *Blade barrier* is cast by two of the clerics. The spell forms a corridor that the party is told they must follow when leaving. If necessary, *flame strike* is cast behind the party to get them moving out of the grove. The only reason the clerics do not try to kill the party outright is that they are puzzled why their attempts at turning failed and are unsure of how to deal with the party. The party is given a chance to redeem themselves by completing a task that the clerics give them. Proceed to the section *THE TASK* in this case.

If the party refuses to participate in this sacrifice and reminds the clerics that they (the clerics) are supposed to be good and this is surely an evil act, the clerics congratulate them on successfully passing the test and offer whatever assistance they can. Any other logical reasons or actions which would prove the party's goodness are acceptable.

The party is then told of the evil aura they have acquired. The clerics explain that it is only because they were told to expect a group of 10 adventurers seeking aid that they allowed them to approach at all.

If the players ask, one of the clerics will *commune* to determine how to remove the aura of evil contracted in Encounter #1. The answer is to bathe in the waters of the Pilgrim's Pool (the next scenario).

The clerics give the characters a rock from the clear spring, inscribed with the crested wave symbol of Ahto, god of the seas and waters, telling them that, "we were told to give this to those seeking our aid" and directions to the village of Sprucedown.

They are also told of a great evil that has grown in the halfling village of Sprucedown, two hours ride to the northwest. Many types of strange undead have been terrorizing the countryside, as have drow raiding parties. One of these parties has been spotted by some of the forest animals, returning from a raid on a village three hours distant. Proceed to Encounter #3.

## THE TASK

Read the previous paragraph to the party. As their task of redemption they must eliminate the entire drow patrol. Stress the disbelief the clerics have in the party's goodness. If the party eliminates the drow patrol, the clerics of the Grove will give them the previously mentioned stone. The clerics are covering them-

selves just in case this really is the appropriate party. Proceed to Encounter #3.

## ENCOUNTER #3

Following the directions given you by the clerics, you soon come to a clearing where the path the drow raiding party is taking joins the path to the northwest, toward Sprucedown. The northwestern fork shows evidence of much traffic. Tracks of many creatures make their way through the moss-covered rocks and boulders in and alongside the path. Felled trees line the base of the gentle slope to the north.

If the ranger examines the tracks, he finds that there has been no traffic on this path for at least a day (the drow have not been by here yet). It is possible for the party to set up an ambush for the drow here. There is plenty of natural cover and enough raw material in the form of rocks and felled trees that they can use to build a deadfall. If the party decides not to wait for the drow, proceed to Encounter #4. If they set an ambush or wait here for more than 1 turn, read the following.

The stillness of the air of the overcast day is disturbed by the sudden appearance of five drow entering the clearing. They seem to be unconcerned as they walk along. A lumpy, cloth-covered object floats behind one of the drow.

The drow have been on a raid to gather more bodies to reanimate in the cauldron, the bodies being transported on *Tenser's floating disc*. They are unaware of anything amiss in the clearing. It is only the drow ability for silent movement that allowed them to approach undetected.

Consult the tables at the end of the scenario for the statistics for four drow fighters and Kielikan, a drow leader.

If the drow are ambushed, they lose initiative on the round following the ambush. They begin melee with one of the fighters casting *darkness* into the center of the party. Kielikan casts *slow* on the party, trying to catch the largest group of fighters. The fighters then move into the dark area and engage the party, attacking non-slowed characters first. Kielikan then casts *Tasha's uncontrollable hideous laughter* on a spellcaster. His next action is to cast *enlarge* on one of the drow fighters. Kielikan then enters melee using a *dagger +1*.

The drow melee until killed except for Kielikan, who offers to trade information for his life. He tells them that the source of the evil is a cauldron kept in Sprucedown. Kielikan does not warn the party of the trapped ferry or about all of the undead in the village. The only information he gives the party is about the cauldron.

If the party examines the bodies in the cart they find that they are all halflings.

## ENCOUNTER #4

The road to Sprucedown is strangely empty, yet the tracks would indicate a large volume of traffic. This lack of

people continues until the road comes to a ferry station crossing the rapidly flowing river. Two guards can be seen pacing woodenly back and forth before the log raft in the light of the setting sun.

The guards are zombies, freshly raised by *Turisian*, a female drow. They do not yet exhibit the decay normally associated with their kind. Their instructions are simple: no one who is alive is to pass unless in the company of a drow or bole-undead.

Consult the tables at the end of the scenario for the statistics for two normal zombies.

If the party observes the zombies for more than a few minutes they are able to tell what they are. They may be dispatched quickly without much problem. The purpose of this encounter with the zombies is to lull the party into a false sense of security as far as undead are concerned.

If the drow from Encounter #3 were not eliminated, they attack the party from the rear while the party is in melee with the zombies. Use the attack pattern from Encounter #3.

After the zombies are eliminated, read the following.

A simple utilitarian raft bobs in the rushing river. A stout line runs across the river and through guide posts on the raft.

The raft is of sufficient size to carry the party but any horses must be left behind. The river is flowing too swiftly for the horses to swim across.

If a thief examines the ferry setup, he notices a second, very fine string running along the length of the rope. Pulling this string, as would happen in pulling the ferry across, causes an alarm to be triggered on the opposite shore, alerting the halfling village. If a thief makes a successful Find Traps roll, he knows that this is a trip wire and should not be pulled. He can carefully move and hold the string away from the rope allowing the raft to be pulled across. *Find Traps* also discovers the string but does not reveal the proper method of dealing with it.

## ENCOUNTER #5

The entire village is populated by bole-zombies and bole-skeletons of its original inhabitants. These are under the control of *Turisian*, and have been given instructions to attack any living being, except drow, that they encounter.

The village consists of a group of 12 simple huts with thatch roofs, lining a central dirt road. Anything of use has been removed from the huts by the drow long ago, nothing but dust and debris remains.

The village may be alerted by sounding the alarm at the ferry crossing, by making much noise, or by casting light spells. If the party has not alerted the village go to Encounter #5A, otherwise go to Encounter #5B.

## ENCOUNTER #5A:

### VILLAGE NOT ALERTED

The path from the ferry landing leads to a small village consisting of several simple huts. The village itself is dark and

quiet, lit only by the full moon overhead. Small humanoid silhouettes, moving silently through the streets toward a dimly lit cave mouth.

If the party comes within 20 yards of the cave continue with the following; if they wait or explore the town for two turns, skip to the second paragraph of the player description under Encounter #5B.

Stealthy movement toward the cave reveals an amazing sight; glassy eyed halflings carry bones and bodies into the cave! Exiting from the cave is a group of two halfling skeletons and one zombie which is headed down the road and out of the village. They will pass by you as they leave the village.

If the party tries to hide, read the following; if they move to engage the patrol skip to the second player paragraph.

Consult the tables at the end of the scenario for the statistics for the five patrols encountered here. Each patrol consists of one bole-zombie and two bole-skeletons.

The undead pass by, apparently taking no notice of you. Just as all seems clear, a voice, void of all emotion, calls out, "die!" Another patrol, swords raised, rushes in to attack from behind.

The attacking patrol had been returning toward the cave and saw the party attempting to hide. The original patrol then turns toward the sound and moves to join the melee. They are joined two rounds later by a third patrol coming from behind the huts on the opposite side of the road. Two more patrols join the melee in another two rounds, coming from behind the huts at the other end of the village.

The undead pause momentarily, then proceed to the attack. With the first blow, an empty voice calls out, "die!"

This patrol is joined two rounds later by another two patrols. They come from behind the huts and attack the party's rear. Two more patrols join the melee in another two rounds, coming from behind the huts at the other end of the village.

All five groups of undead attack until destroyed. They try to surround the party and keep them pinned down. With each thrust it takes, each bole-zombie repeats its cry.

It is possible for the party to defeat these attackers without alarming the rest of the village if they do not use any flashy or noisy spells such as *fireball* or *lightning bolt*. If they do attract attention to themselves they are attacked by the rest of the village.

Turned undead retreat into the forest, returning in three rounds.

If the party defeats these groups without undue noise, proceed to Encounter #6A. Otherwise proceed to Encounter #6B.

## ENCOUNTER 5B: VILLAGE ALERTED

Consult the tables at the end of the scenario for the denizens of the village—two

bole-wights, 14 bole-zombies, and 30 bole-skeletons.

The path from the ferry landing leads to a small village consisting of several simple huts. The village itself is dark and quiet, lit only by the full moon overhead. An eerie silence hangs in the still night air like a cloud. Nothing seems to move through the empty streets. A dim light is visible 20 yards ahead.

As the party moves down the path toward the cave, groups of bole-undead spring out of each hut after the party has passed it. A group of bole-undead also come up behind the party on the ferry path. The net effect is that the party is herded away from the cave mouth.

If the party decides to explore the huts, the undead inside move to attack. The following round, the undead that are following on the ferry path attack the party from the rear. They try to herd the party past the huts, at which time the remaining undead spring from the huts to attack.

The stillness is broken by the appearance of groups of small, humanoid silhouettes swarming out of the thatched huts. This attack is followed shortly by another group of undead coming up the main road.

Each group in a hut consists of two bole-skeletons and one bole-zombie, except for the last hut on the west side which conceals two bole-skeletons and a bole-wight. Con-

sider the undead in the huts as one group, and those on the path as a second group.

Any successful turning attempt causes the turned undead to retreat into the cave, thereby alerting the drow. Once the drow and undead in the cave are alerted, use Encounter #6B and Encounter #7B.

The group approaching from the rear consists of six bole-skeletons, three bole-zombies, and a bole-wight.

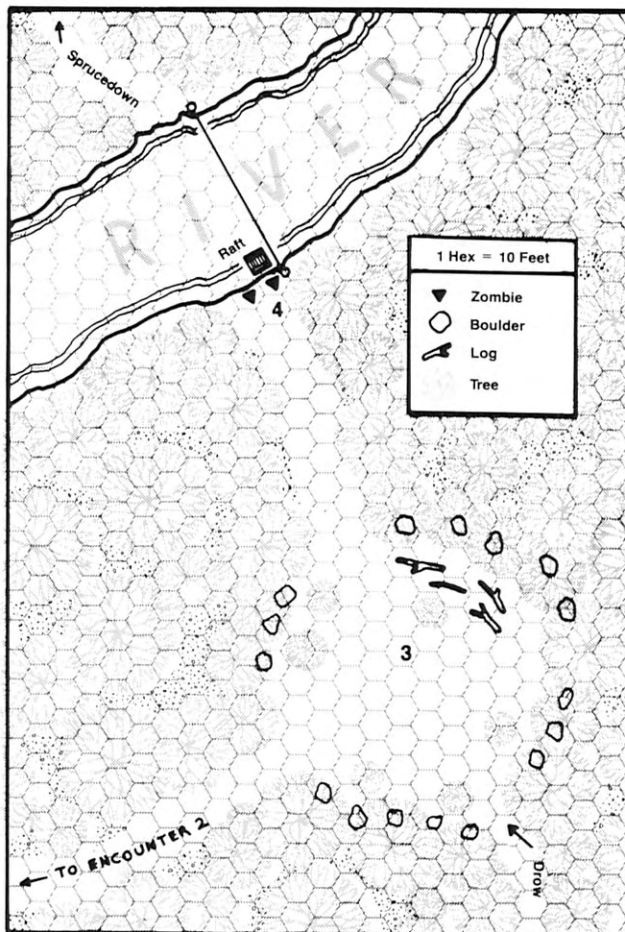
The path to the cave, and then to the cauldron, is a constant battle. The bole-undead try to herd the party away from the cave mouth. The skeletons and zombies strike at the nearest party members, while the two wights attack the clerics.

## ENCOUNTER #6

Starting now, keep track of game time in rounds. Each five rounds that pass mean that two bole-zombies and one bole-skeleton have been created and added to the force of undead to be faced in Encounter #7. Every tenth round, a bole-wight is created in place of the zombies. Use the following table:

Table for Undead Generation

Round #	Bole-undead produced
5	2 skeletons, 1 zombie
10	1 wight, 1 skeleton
15	2 skeletons, 1 zombie
20	1 wight, 1 skeleton
25	2 skeletons, 1 zombie
30	1 wight, 1 skeleton



## ENCOUNTER #6A: UNDEAD NOT ALERTED

Two bole-wights, one bole-zombie, and two bole-skeletons may be encountered here. Their statistics are listed in the tables at the end of the scenario.

Read this description only if the party is coming from Encounter #5A. Exercising caution and avoiding discovery allows the party to notice that there is constant activity through the mouth of the cave.

The rising sun seems to lessen the horror of the previous evening. It is only the sight of the constant stream of undead halflings carrying bodies and bones into the cave mouth that serves to bring the reality of the situation to the fore.

A thief (or invisible character) may hide in the abundant shadows all around the approach to the cave mouth and work his way to the entrance. This allows him to see a faint shaft of light which is shining down into the cave 100 feet from the entrance.

Two small undead stand guard just inside the cave, one on either side of the cave mouth. Teams of one zombie and two skeletons enter the cave at regular intervals (every 10 rounds), returning again, empty-handed.

The two guards are bole-wights. They attack anyone trying to enter the cave. One set of undead workers enters melee after five rounds, meleeing with bones and body parts (damage as club). This is followed five rounds later by a group of armed undead leaving the cave. This cycle repeats until the party manages to defeat all undead that are fighting at one time, before another group arrives to join melee.

If any of this group are turned they run into the cave and alert the drow. Use Encounter #7B when the cave is entered.

If the party chooses to work their way around the hill in order to find the source of the light, read the following; otherwise go to Encounter #6C.

The trail leads to a small opening, partially concealed by a rock slide. A gentle breeze whistles through the rocks bringing forth a foul stench.

This is a better entrance, as the flow of traffic within the corridor branches may be observed without detection, thus allowing time to prepare a plan of attack.

This opening can be enlarged to allow passage of the party. However, if the dwarf or gnome does not examine the rockslide before any attempt is made to remove it, rocks crash into the cave, alerting the undead. Use Encounter #7B.

If proper precautions are taken, the rocks may be removed with no problem. It would then be possible for the party to enter. Proceed to Encounter #6C.

## ENCOUNTER #6B: UNDEAD ALERTED

This encounter is an extension of Encounter #5B, a continuing battle to the mouth of the cave. Two more groups of undead (six bole-skeletons and three bole-zombies each) come out of the woods sur-

rounding the village to attack the characters, five rounds apart.

One group of bole-undead, consisting of one bole-zombie and two bole-skeletons, attack the party from inside the cave. The two bole-wights who were standing guard just inside the cave mouth attack the clerics first. If any of this group are turned they run into the cave and alert the drow. Read the following and then go to Encounter #7B.

## ENCOUNTER #6C

The rough-walled cave is about 100 feet long by about 50 feet wide. Dim light is provided by small globes scattered about the cave walls. At the northern end of the cave are two passageways; one heading northeast, the other northwest.

If the party is coming from Encounter #6B, also describe a shaft of light visible through the roof of the cave.

Beginning 40 feet down the left fork are five glyphs of warding (10 points electrical damage each) which can only be detected by magical means. Triggering a glyph alerts the drow in the bole chamber.

The following applies only if the party has come here from Encounter #6A, otherwise proceed to Encounter #7.

A thief would be able to use his climbing abilities (or a character could be lowered by rope or other suitable means) to climb down the shaft and scout ahead. If he does so and waits and watches for at least two turns, he notices that most of the traffic in the cave is

down the right fork, while the left is relatively untraveled. Taking this path allows the party to make their way to the bole chamber without combat, however they must avoid the glyphs.

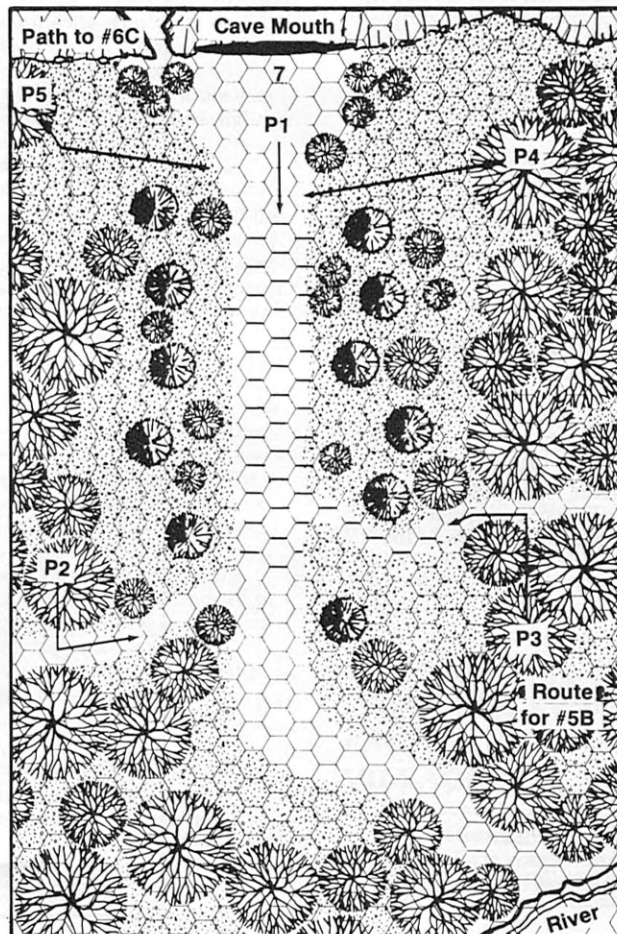
Standing just inside the cave mouth, watching the entrance, are two small figures (bole-wights). There is also an undead patrol (two bole-zombies) which walks up and down both corridors, in a clockwise loop, at regular intervals (every two turns). The undead who are dropping off bodies and returning from the cavern use the east corridor. There is one of these parties in the corridor every five rounds. If the party observes the corridor for a sufficient time *and the undead have not been alerted*, they are able to hear one of the undead in the patrol speak the command word ("Ahkiht") which allows safe passage past the glyph.

If the party encounters the patrol while they are in the corridor, the patrol attacks the party and fights until destroyed. The laborers also fight, however they automatically lose initiative. Any successful turning causes the undead to retreat to the main cavern and warn the drow.

## ENCOUNTER #7

Consult the tables at the end of the scenario for statistics for Turisian and Malikinen (drow leaders), two drow fighters, four bole-zombies, and five bole-skeletons, plus any more undead that may have been created to this point.

The main chamber is roughly 50 feet across with a 30-foot-high domed ceiling. A small opening in the center of the southern wall is hidden from the party's view by the



steam from the cauldron in the middle of the room. The cave has shadowy light, giving Malikinen maximum special abilities.

The second chamber is the lair of Malikinen who supervises the activities of the drow.

The bole in the main chamber is from the wood of the Great Tree and is filled with water from the Pilgrim's Pool, twisted to the evil purposes of Pohjola by the god Hiisi. The lone log burning beneath the cauldron is a branch of the Great Tree, magically ignited by Malikinen with the aid of Hiisi, which produces flame without itself being consumed.

If, at any time during this encounter, the party places the stone bearing Ahto's symbol into the bole, all of the undead will instantly decay into dust. Read PURIFYING THE BOLE, then continue the melee.

Check how many rounds have passed and determine the total number of bole-undead that have been created. The bole-wights attack the clerics in preference to other characters.

Passage through the corridor is relatively easy. All obstacles which could trip the clumsy undead have been cleared from the path. Ahead, a greenish light pulsates from an opening in the rock wall.

If the party has alerted the complex, skip to Encounter #7B; otherwise read the following.

## ENCOUNTER #7A: COMPLEX NOT ALERTED

If the party chooses to approach cautiously read the following; otherwise skip to the second player paragraph.

Looking into the large chamber reveals a strange and horrifying sight. Several skeletons and halflings drag small bodies and bones into the chamber. Three drow labor over a large bole, being heated by a roaring fire which gives off an unnerving green flame from only a single log.

The drow take one of the bodies and lower it slowly into the seething miasma which emanates from the rough-hewn cauldron. Flashes of purple light shoot through the mist as the drow utter incantations in an incomprehensible language. Languorously, the previously inanimate corpse rises from the putrid fluid and climbs down to the chamber floor, taking a sword from the pile there, then awaiting the commands of its masters. This process is repeated several times with bones from a nearby pile; each bone generating a complete skeleton!

While the party watches the complete scenario of undead generation, the drow produce one zombie and two skeletons. Every tenth round the cauldron produces one skeleton and a wight. The first group produced contains a wight. This process takes five rounds to produce undead in this quantity. It is repeated every five rounds until the party intervenes, producing undead in these proportions. The undead thus produced are combat ready and will take up swords from a pile next to the bole

and enter combat once it begins.

There are two zombies and two skeletons in the chamber at any given time carrying in the bodies and bones used in their generation. These leave and replacements arrive with new bodies and bones every five rounds. This does not include any undead produced while the party watches. In addition to the undead there are three drow, one a female fighter/cleric, the other two male fighters.

If the party attacks the drow or undead, the drow cast *darkness* in the entrance of each of the two tunnels leading into the chamber. They then order the undead to attack the party while the drow continue spell casting.

The male drow first casts violet *faerie fire* on randomly determined characters (four characters per drow). The drow then move into the darkness and melees the party, attacking any character with *faerie fire* first. They use their javelins (coated with poison which renders victim unconscious for 4 rounds (save at -4)).

Turisian casts *protection from good* upon herself when the party begins their attack. She next casts *levitate* upon herself and rises to the top of the chamber. Then she casts *silence 15' radius* 15 feet in front of the tunnel entrance the party used to enter the chamber. Her next actions are to attempt to cast two *hold person* spells on spell casters if possible. When the bulk of the party is within range she casts *dust devil*, ordering it to circle the party and create a dust cloud around the party. She has the *dust devil* avoid any demi-humans, but has it attack any other party member if possible. When Malikinen makes his appearance, she drops to the floor and casts *cause paralysis*, then enters melee. This is followed by casting both *cause light wounds*. She then melees using her *mace +3*.

Malikinen enters the fight three rounds after the party's initial attack. He stands just to the west of his private cave. He uses his ability to hide in shadows to avoid being seen (49% chance). Prior to entering combat, Malikinen has cast *minor globe of invulnerability* upon himself. His first action is to create five *shadow images* of himself which gesticulate as if casting spells while moving about the cave. Read the following.

While the combat rages, another five drow males appear, moving around the bole while gesturing and murmuring softly to themselves.

Malikinen's next action is to cast *Melf's acid arrow* at a fighter or cavalier class character. He then tries to *web* as many characters as possible. This is followed by the casting of *Melf's minute meteor*, the first being used to ignite the web (causing 2d4 damage to webbed characters), the rest being discharged at the rate of one per round until gone. His next action is to cast *grease* underneath a random character engaged in combat. He then casts both *magic missiles* at random characters. Casting the command "die" to another random character is next. He then enters melee using a *dagger +1*. Malikinen uses his ability to *shadow walk* to escape if he is reduced to 15 hit points.

## ENCOUNTER #7B: COMPLEX ALERTED

Looking into the large chamber reveals a strange and horrible sight—several skeletons and halflings drag small bodies and bones into the chamber. A large bole, being heated by a roaring fire which gives off an unnerving green flame from only a single log, is steaming in the center of the chamber. As you watch, a dripping skeleton crawls over the lip of the cauldron and drops to the floor, joining the others.

Having been alerted to the party's presence, Malikinen has cast *minor globe of invulnerability* upon himself and is now levitating above the entrance of the west fork leading into the chamber. He is hiding in shadow at this time and has a 49% chance of not being seen by anyone looking up in his direction.

If he has been warned by turned undead, Malikinen has cast *grease* directly in front of the tunnel mouth that the party is using. Otherwise he casts it in front of the west tunnel. This causes the first two characters entering the chamber to slip and fall if they fail a save vs. Petrification. He then waits for the party to enter the chamber before joining the combat any further.

Malikinen has also cast *invisibility* upon Turisian, who is levitating near the ceiling above the entrance of the east fork. When the party has entered the room, Turisian, who has already cast *protection from good* upon herself, casts *silence 15' radius* on the floor in the center of the largest possible group of party members. She then drops down to the floor and casts *dust devil* behind the party. Because of the loose sand on the floor, this creates a cloud which blinds anyone caught inside of it. She has the *dust devil* attempt to herd the party into the chamber.

This is the signal for Malikinen to cast *shadow images*, creating five images of himself surrounding the party and beginning to gesture as if casting spells. While the party's attention is on the dust devil and the shadow images, Malikinen casts *web* on the largest possible group of party members. He then casts *Melf's minute meteor* trying to ignite the web (causing 2d4 points of damage to webbed characters). The balance of the meteors are discharged at random characters, one per round. After the last of the meteors is discharged he uses his ability to *shadow walk* to move out of sight behind the cauldron, west of the entrance to his private cave. He then casts *Melf's acid arrow* at a cavalier or fighter class character. This is followed by both *magic missile* spells at random characters.

The undead have been ordered to attack the party as soon as the dust devil appears, as have the two drow fighters who have been hiding behind the bole. The male drow first casts *darkness* into the midst of the greatest number of characters. They then cast violet *faerie fire* on randomly determined characters (four characters per drow). The male drow then moves into the darkness to melee the party, attacking any character with *faerie fire* first. They use

their javelins (coated with poison which renders victim unconscious (save at -4) for 4 rounds.

Turisian moves to the partial cover of the bole and casts *hold person*, twice if possible, one person per spell, on spell casters. She then casts *command "die"* on a remaining fighter or cavalier type. If she has to enter melee, she tries to cast *cause paralysis* prior to entering melee and makes a fighter or cavalier her primary target. She then melees with her *mace +3*.

Malikinen has moved to the opposite side of the bole from Turisian and casts *Melf's acid arrow* at a fighter or cavalier type. He then casts *charm person* on a magic user, telling him that he must defend Malikinen from these intruders. *Magic missile* spells follow before he joins the melee. Malikinen

uses his ability to *shadow walk* to escape if he is reduced to 15 hit points.

## Epilogue

The still fuming bole is all that remains in the chamber aside from the bodies littering the floor. Somehow the bole must be cleansed of this evil.

make all that is evil pure once more. Listen to the urgings of Ahto." When they place the stone in the water, read the following.

A golden mist rises from the bole, bubbling and steaming onto the burning log below. With a near blinding flash the burning log ceases to flame, while the waters of the bole turn crystal clear.

If the party checks the bole, water, and log, all detect as good. All are highly magical in addition. The party should think to take a small sample of this water in the wooden vial given them by Uriel. Any character drinking from this bole is healed of all damage.

## PURIFYING THE BOLE

The party must determine how to purify the bole. The correct solution is to place the stone given them by Mielikki's clerics into the water. If they do not figure this out quickly, Uriel speaks to them in a strangely haunting voice. "You have the means to

	Bole-Skeleton	Bole-Zombie	Bole-Wight	ENC #3 Drow	ENC #4 Zombies	ENC #7 Drow
#APP	..as many as required—see text			4	2	2
AC	7	8	5	3	6	1 or 3
MV	12"	6"	12"	12"	6"	12"
HD	4	5	7 + 3	4	2	3
hp	26	31	42	22,24,26,28	10 each	18,22
#AT	1	1	1	1 or 2	1	1 or 2
THACO	15	15	1d4	15	16	16
D	1d6 (sht swd)	1d8 (lng swd)	1d4(dgr)	1d8	1d8 + 1 (lngswd)	(lngswd + 1)
Mag Res	—	—	—	58%	—	56%
Sv/wand	15	13	12	13	16	13
Sv/spell	16	14	13	14	17	14

	ENC #3 KIELIKAN	Spells	NPCs
Cl/Lvl	M6	First	enlarge (grease)
AC	1		(mag mis)
MV	12"		(Tens FD)
hp	34		
#AT	1		
THACO	19	Second	(flam sph)
D	1d3 + 1 (dgr + 1)		Tash UHL
Mag Res	62%	Third	(fireball)
Sv/wand	7		slow
Sv/spell	8		

	ENC #7 TURISIAN	Spells	ENC #7 MALIKINEN	Magic User Spells
Cl/Lvl	F5/C6	First	C2/M8	First
AC	-2 or 0		0	chrn pers
MV	12"		12"	grease
hp	34		59	hold pers
#AT	1		1	hold pers
THACO	16		1d3 + 1	
D	1d6 + 4 (mace + 3)	Second	(dgr + 1)	Second
S	12		11	Third
I	14		18	invis
W	18		12	Melf's AA
D	14	Third	14	web
Co	11		13	hold pers
Ch	17		12	lghtng blt
Mag Res	62%		40%	Melf's MM
Sv/wand	11		9	
Sv/spell	12		10	Fourth
				Clerical Spells
				First
				command
				command

## Eliel

7th Level Dwarf Female Fighter

### Ability Scores

**STR:** 17 +1 hit/+1 dam, +50#wt, Drs 1-3, BB-LG 13%  
**INT:** 10  
**WIS:** 9  
**DEX:** 15 -1 AC bonus  
**CON:** 16 +2 hp/die SS 95, RES 96  
**CHA:** 12  
**COM:** 9 homely

### Description

Age: 58  
 Height: 4'  
 Weight: 130#  
 Hair/Eyes: Black/brown  
 Alignment: NG  
 Deity: Ahto

### Combat Data

THAC0: 14  
 AC normal: 1  
 AC rear: 3  
 Armor type: Splint +1 & Shield  
 Hit Points: 62

Weapon Proficiencies: falchion (specialist), battle axe, hand axe, dagger  
 NPP: -2

## Mika

6th-Level Male Half-Elf Ranger

### Ability Scores

**STR:** 18/55 +2hit/+3 dam, +125#wt, Drs 1-4, BB-LG 25%  
**INT:** 13  
**WIS:** 15 +1 ST bonus  
**DEX:** 17 +2 reactions/missiles, -3 AC bonus  
**CON:** 14 SS 88, RES 92  
**CHA:** 15 +15% reactions  
**COM:** 17 good-looking, +17% reactions, fascinate females WIS 8 or less

### Description

Age: 49  
 Height: 5'9"  
 Weight: 135#  
 Hair/Eyes: Gold/violet  
 Alignment: NG  
 Deity: Mielikki

### Combat Data

THAC0: 16  
 AC normal: 2  
 AC rear: 5  
 Armor type: Leather +3  
 Hit Points: 41  
 Weapon Proficiencies: Long sword, short bow (specialist)  
 NPP: -2

## Eino

8th-Level Female Human Cleric

### Ability Scores

**STR:** 12 +10#wt, Drs 1-2, BB-LG 4  
**INT:** 14  
**WIS:** 17 +3 ST bonus, +2 each L1, L2 spells, +1 L3 spell  
**DEX:** 13  
**CON:** 16 +2 hp/die SS 95, RES 96  
**CHA:** 16 +25% reactions  
**COM:** 17 good-looking, +17% reactions, fascinate males WIS 8 or less

Age: 31  
 Height: 5'7"  
 Weight: 130#  
 Hair/Eyes: Blond/green  
 Alignment: LG  
 Deity: Ukko

### Combat Data

THAC0: 16  
 AC normal: 2  
 AC rear: 4  
 Armor type: Chain +2 & Shield +1  
 Hit Points: 59

Weapon Proficiencies: mace, hammer, sling  
 NPP: -3

### Saving Throws

Poison, paralysis, death	7
Petrifaction, polymorph	10
Rod, staff, wand	11
Breath Weapon	13
Spells	12

## Juhani

Female Human Thief/Magic-User (2/6)

### Ability Scores

**STR:** 10 Drs 1-2, BB-LG 4%  
**INT:** 17  
**WIS:** 9  
**DEX:** 16 +1 reactions/missiles, -2 AC bonus  
**CON:** 15 +1 hp/die SS 91, RES 94  
**CHA:** 18 +35% reactions  
**COM:** 20 beautiful, +30% reactions, fascinate males WIS 15 or less, fascinate females WIS 10 or less

### Description

Age: 29  
 Height: 5'9"  
 Weight: 130#  
 Hair/Eyes: Black/brown  
 Alignment: CN  
 Deity: Tuoni

### Combat Data

THAC0: 19  
 AC normal: 2  
 AC rear: 4  
 Armor type: Bracers AC 4  
 Hit Points: 27

Weapon Proficiencies (as magic-user): staff  
 NPP: -5  
 Weapon Proficiencies (as thief): dagger, club  
 NPP: -3

### Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	8

## Eemil

7th-Level Elven Male Magic-User

### Ability Scores

**STR:** 9 Drs 1-2, BB-LG 1%  
**INT:** 18  
**WIS:** 14  
**DEX:** 14  
**CON:** 17 +2 hp/die SS 97, RES 98  
**CHA:** 12  
**COM:** 10 average

### Description

Age: 280  
 Height: 5'  
 Weight: 98#  
 Hair/Eyes: Silver/black  
 Alignment: LG  
 Deity: Ilmatar

### Combat Data

THAC0: 19  
 AC normal: 7  
 AC rear: 7  
 Armor type: ring of protection +3  
 Hit Points: 36

Weapon Proficiencies: dagger, dart  
 NPP: -5

### Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	10

## Toivo

7th-Level Male Gnome Thief

### Ability Scores

**STR:** 9 Drs 1-2, BB-LG 1%  
**INT:** 10  
**WIS:** 9  
**DEX:** 17 +2 reaction/missiles, -3 AC bonus  
**CON:** 9  
**CHA:** 9  
**COM:** 9 homely

### Description

Age: 90  
 Height: 3'9"  
 Weight: 80#  
 Hair/Eyes: Brown/brown  
 Alignment: CN  
 Deity: Tuoni

### Combat Data

THAC0: 19  
 AC normal: 4  
 AC rear: 7  
 Armor type: Leather +1  
 Hit Points: 38

Weapon Proficiencies: dagger, short sword, club  
 NPP: -3

### Saving Throws

Poison, paralysis, death	12
Petrifaction, polymorph	11
Rod, staff, wand	12
Breath Weapon	15
Spells	13

\*Add +2 race bonus where applicable  
 \*Add +3 Dexterity bonus where applicable

## Racial & Professional Skills

Attacks: 1/1

Languages: common tongue, lawful good

Spells/day: 5 5 4 2

### Equipment

**Magic Items:** chain +2, shield +1, mace of disruption, potion of fire resistance

**Normal Equipment:** spell components, holy symbol, iron rations, leather backpack, waterskin, war hammer, tinderbox, 100sp, 2 small sacks, 15' rope, sling, 20 bullets, 3 vials of holy water, 6 torches

## Saving Throws

Poison, paralysis, death 11

Petrification, polymorph 12

Rod, staff, wand 13

Breath Weapon 13

Spells 14

\*Add +3 Dexterity bonus where applicable

## Racial & Professional Skills

Attacks: 1/1

**Special Abilities:** Normal half-elven abilities, +5 to damage vs. giant class creatures, normal ranger tracking abilities. Bow hit at point blank range (up to 30') inflicts double damage

Languages: Normal Half-Elven Languages

### Equipment

**Magic Items:** leather +3, long sword +1, 6

arrows +1, periapt of proof against poison +1

**Normal Equipment:** short bow, 35gp, spear, 50' rope, 10' pole, wine skin, 3 flasks of oil, leather backpack, large sack, silver mirror, club, tinderbox, 20 arrows (quiver), iron rations

## Saving Throws

Poison, paralysis, death 10

Petrification, polymorph 11

Rod, staff, wand 12

Breath Weapon 12

Spells 13

\*Add +4 race bonus where applicable

\*Add +1 Dexterity bonus where applicable

## Racial & Professional Skills

Attacks: 3/2 or 2/1

**Special Abilities:** Normal dwarven abilities

Languages: common tongue, normal dwarven languages

### Equipment

**Magic Items:** splint +1, ring of water breathing, battle axe +1, potion of heroism

**Normal Equipment:** 2 large sacks, 70gp, tinderbox, leather backpack, falchion, 3 hand axes, iron rations, wineskin, small pouch

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## Racial & Professional Skills

Attacks: 1/1

Special Skills: Normal gnomish skills

Languages: normal gnome languages

### Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
65	67	60	65	53	35	79	35

### Equipment

**Magic Items:** leather +1, dagger +2, potion of climbing, potion of healing, gloves of thievery

**Normal Equipment:** short sword, 12 caltrops, small wooden box, 6 daggers, 2 clubs, 6 iron spikes, hammer, leather backpack, 2 large sacks, 50' rope, grappling hook, 50 gp, waterskin, iron rations, tinderbox

## Racial & Professional Skills

Attacks: 1/1

Languages: common tongue

Spells/day: 4 2 2

### Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

### Equipment

**Magic Items:** bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking

**Normal Equipment:** 2 large pouches, leather backpack, 10' pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

### Spell Book

#### Level 1 Spells (Memorize 4)

Dancing Lights	Detect Magic
Feather Fall	Hold Portal
Magic Missile	Read Magic
Shield	Sleep

#### Level 2 Spells (Memorize 2)

Continual Light	Detect Invisibility
Invisibility	Knock
Levitate	

#### Level 3 Spells (Memorize 2)

Dispel Magic	Fireball
Hold Person	Hold Person
Lightning Bolt	

## Racial & Professional Skills

Attacks: 1/1

Languages: common tongue

Spells/day: 4 2 2

### Equipment

**Magic Items:** ring of protection, +3, Cloak of Elvenkind, Scroll: Otuluke's Freezing Sphere

**Normal Equipment:** 6 daggers, 12 iron spikes, waterskin, spell book, leather backpack, 20 darts, spell components, tinderbox, 60gp, silver mirror, iron rations, 2-large pouches

### Spell Book

#### Level 1 Spells (Memorize 4)

Dancing Lights	Detect Magic
Feather Fall	Hold Portal
Magic Missile	Read Magic
Shield	Sleep

#### Level 2 Spells (Memorize 2)

Continual Light	Detect Invisibility
Invisibility	Knock
Levitate	

#### Level 3 Spells (Memorize 2)

Dispel Magic	Fireball
Hold Person	Hold Person
Lightning Bolt	

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## Vaino

6th-Level Male Human Paladin

### Ability Scores

**STR:** 16 +1 *dam*, +35#wt, Drs 1-3, BB-LG 10%  
**INT:** 12  
**WIS:** 16 +2 *ST bonus*  
**DEX:** 15 -1 *AC bonus*  
**CON:** 15 +1 *hp/die SS 91, RES 94*  
**CHA:** 18 +35% *reactions*  
**COM:** 15 *good-looking, +15% reactions, fascinate females WIS 7 or less*

**Age:** 38  
**Height:** 6'6"  
**Weight:** 245#  
**Hair/Eyes:** Black/gray  
**Alignment:** LG  
**Deity:** Ukko

### Combat Data

**THAC0:** 16  
**AC normal:** 1  
**AC rear:** 4  
**Armor type:** *Chain +1 & Shield +2*  
**Hit Points:** 42

**Weapon Proficiencies:** *lt. lance (choice), long sword (choice), horsemen's mace (choice), dagger, short sword*  
**NPP:** -2

## Minna

6th-Level Human Female Cleric

### Ability Scores

**STR:** 15 +20#wt, Drs 1-2, BB-LG 7%  
**INT:** 9  
**WIS:** 18 +4 *ST bonus, +2 each L1, L2 spells, +1 each L3, L4 spells*  
**DEX:** 15 -1 *AC bonus*  
**CON:** 15 +1 *hp/die SS 91, RES 94*  
**CHA:** 17 +30% *reactions*  
**COM:** 16 *good-looking, +16% reactions, fascinate males WIS 8 or less*

### Description

**Age:** 25  
**Height:** 5'2"  
**Weight:** 105  
**Hair/Eyes:** Blonde/blue  
**Alignment:** LG  
**Deity:** Ilmatar

### Combat Data

**THAC0:** 18  
**AC normal:** 1  
**AC rear:** 3  
**Armor type:** *Chain +2 & Shield*  
**Hit Points:** 34

**Weapon Proficiencies:** *flail, hammer, staff*  
**NPP:** -3

### Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

\*Add +1 Wisdom bonus where applicable

## Aleksis

6th-Level Human Male Cleric

### Ability Scores

**STR:** 15 +20#wt, Drs 1-2, BB-LG 7%  
**INT:** 10  
**WIS:** 14 +2 *L1 spells*  
**DEX:** 11  
**CON:** 17 +2 *hp/die SS 97, RES 99*  
**CHA:** 12  
**COM:** 14 *good-looking, +14% reactions, can fascinate females WIS 7 or less*

### Description

**Age:**  
**Height:** 6'  
**Weight:** 185#  
**Hair/Eyes:** Blonde/blue  
**Alignment:** NG  
**Deity:** Mielikki

### Combat Data

**THAC0:** 18  
**AC normal:** 2  
**AC rear:** 4  
**Armor type:** *Splint & Shield +1*  
**Hit Points:** 62

**Weapon Proficiencies:** *hammer, footmen's mace, staff*  
**NPP:** -3

## Alvar

5th-Level Human Female Cavalier

### Ability Scores

**STR:** 17 +1 *hit/dam, +50#wt, Drs 1-3, BB-LG 13%*  
**INT:** 10  
**WIS:** 10  
**DEX:** 15 -1 *AC bonus*  
**CON:** 16 +2 *hp/die SS 95, RES 96*  
**CHA:** 14 +10% *reactions*  
**COM:** 19 *beautiful, +28% reactions, fascinate males WIS 14 or less, fascinate females WIS 9 or less*

### Description

**Age:** 39  
**Height:** 5'11"  
**Weight:** 140  
**Hair/Eyes:** Red/hazel  
**Alignment:** LG  
**Deity:** Ilmatar

### Combat Data

**THAC0:** 16  
**AC normal:** 1  
**AC rear:** 3  
**Armor type:** *Plate Mail & Shield*  
**Hit Points:** 65

**Weapon Proficiencies:** *med lance (choice), long sword (choice), horsemen's military pick (choice), horsemen's flail, broad sword*  
**NPP:** -3

## Players' Background

The adventure you are about to play is set in the Finnish Mythos from the LEGENDS & LORE Tome. A brief overview of the mythos is provided here for the benefit of those players not already familiar with it. All of your characters are assumed to understand it as well, so this should also be considered background material for each PC.

The mythos is based on the continuing battle of two lands, Kalevala (land of good) and Pohjola (land of evil). All Kalevalans know that Pohjola is constantly trying to impose its way of life on all of Finland. As it is, Finland is really two countries, divided more or less equally between the two factions. All your characters are Kalevalans, and reside in the capital city of Kittala.

Kalevala's protector is a creature called the Great Bear. Each spring the king conducts a ceremony before a cave in the wilderness to awaken the creature from hibernation so it may resume its patrol of the border between Kalevala and Pohjola.

Of a more mystical importance to all of Finland are the Pilgrim's Pool, the Path of Purification, and the Great Tree. The Pool is a place not of any world, a link between the mortal and the immortal. The Path provides a means of understanding and improving oneself spiritually, though the process can prove deadly, even to the most devout. The Tree is an Astral link between the Prime Material Plane and the Outer Planes. Near its top is a shrine. The deity who controls it to a large extent dictates the fortunes of the warring factions of Finland. Needless to say, control of the Tree's shrine is often a bone of contention among Finland's deities.

The following is the common knowledge each PC has about the others.

**ELIEL** once met the Water Dwarf, a servant of the deity Ahto. She has become quite smitten with him and now makes her home in a cave near the sea in order to honor him. She has frequently adventured with Mika, and they are very close friends. Eliel went adventuring with Toivo in her younger days. They are still friends, though not as close as they used to be.

**MIKA** is the son of Eemil's sister, and he likes his uncle very much. He is also very close to Eliel, even though he cannot understand her obsession with the Water Dwarf. Being a ranger and worshipping Mielikki, he dislikes anything or anyone that would do harm to forests or forest creatures.

**EINO** and Juhani are half-sisters. Her father was slain and she and her mother were abducted by marauding bandits when Eino was two years old. Eino eventually escaped, but her mother did not. Effectively orphaned, she was reared by clerics of Ukko, and became one herself. Eino and Juhani have just recently been reunited. Eino is married to the valiant paladin Vaino, and enjoys a close relationship with her husband.

**JUHANI** is Eino's half-sister, the issue of their mother and the bandit chieftain who abducted her. Juhani's only family, until recently, has been Toivo, a kindly gnome who took the infant Juhani into his care and instructed her as best he could. A few months ago the two journeyed to Kittala, where the half-sisters were reunited.

**EEMIL**'s sister (Mika's mother) insisted that he keep a watch over her son. He does this, even though the boy is fully capable of taking care of himself.

**TOIVO** was a member of the raiding band that abducted Juhani's mother. Seeing that the young Juhani was considered a slave (even though the daughter of the bandit chief), Toivo took her into his care (his own ideas about personal freedom obviously weighing heavily in this decision) and trained her in the ways of thievery. Later, when she exhibited an aptitude for magic, he did not dissuade her; in fact, he encouraged her to pursue her talent. Toivo and Eliel adventured together in their younger days and were close friends. Eliel's infatuation with the Water Dwarf has caused the two to drift apart.

**VAINO** is wedded to Eino. He is a poor paladin, sworn to poverty and the service of Ukko, but a good husband. He often advises Alvar about her profession and her life.

**ALEKSIS** is a devout cleric who sees his service to his deity, Mielikki, as more important than adventure. He has, however, infrequently adventured with Mika and Eliel whenever his clerical duties have allowed. He feels especially close to Mika through their shared faith and love of the forest and its creatures.

**MINNA** and Alvar are sisters, cousins to Vaino. Minna gets along well with her sister and admires Vaino very much. She is altogether too proper a lady to allow her admiration to develop into anything serious. Minna wears a magic girdle that gives an indication of her general state of health and helps to heal her wounds.

**ALVAR** is Minna's sister. Like Vaino, she has taken a vow of poverty. Vaino is her mentor in many ways, he provides her with guidance about her profession and her way of life. Their relationship is strictly business, however.

### Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

\*Add +1 Wisdom bonus where applicable

### Racial & Professional Skills

**Attacks:** 1/1  
**Spells/day:** 5 5 2  
**Languages:** Common tongue, neutral good

### Equipment

**Magic Items:** *shield +1, staff-mace, dust of appearance (x2)*  
**Normal Equipment:** splint mail, iron rations, leather backpack, 2 flasks of oil, holy symbol, quarter staff, 6 torches, 2 vials of holy water, 2 war hammers, small pouch, 40sp, waterskin, tinderbox, spell, components

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### Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

\*Add +2 vs illusions  
 \*Add +1 Dexterity bonus where applicable

### Racial & Professional Skills

**Attacks:** 3/2 or 1/1  
**Special Abilities:** Detect evil up to 6", immune to disease, affect undead as a 3rd level cleric, heal 10 points of damage once a day, cure disease once per week, protection from evil 10'. immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points  
**Languages:** Common tongue, lawful good, elf

### Equipment

**Magic Items:** *chain +1, shield +2, long sword +1 flametongue*  
**Normal Equipment:** long sword, horseman's mace, light lance, 2 vials of holy water, holy symbol, tinder box, iron rations, large pouch, 2 cp, 6 torches

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### Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spells	14

\*Add +2 vs Illusions  
 \*Add +1 Dexterity bonus where applicable

### Racial & Professional Skills

**Attacks:** 3/2 or 1/1  
**Special Abilities:** Immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points  
**Languages:** common tongue

### Equipment

**Magic Items:** *military pick +1, chime of interruption, potion of super-heroism (4 levels/20 hit points for 8 rounds)*  
**Normal Equipment:** plate mail, shield, long sword, 2 large pouches, tinder box, 6 torches, wine skin, 2 iron rations, medium lance

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### Racial & Professional Skills

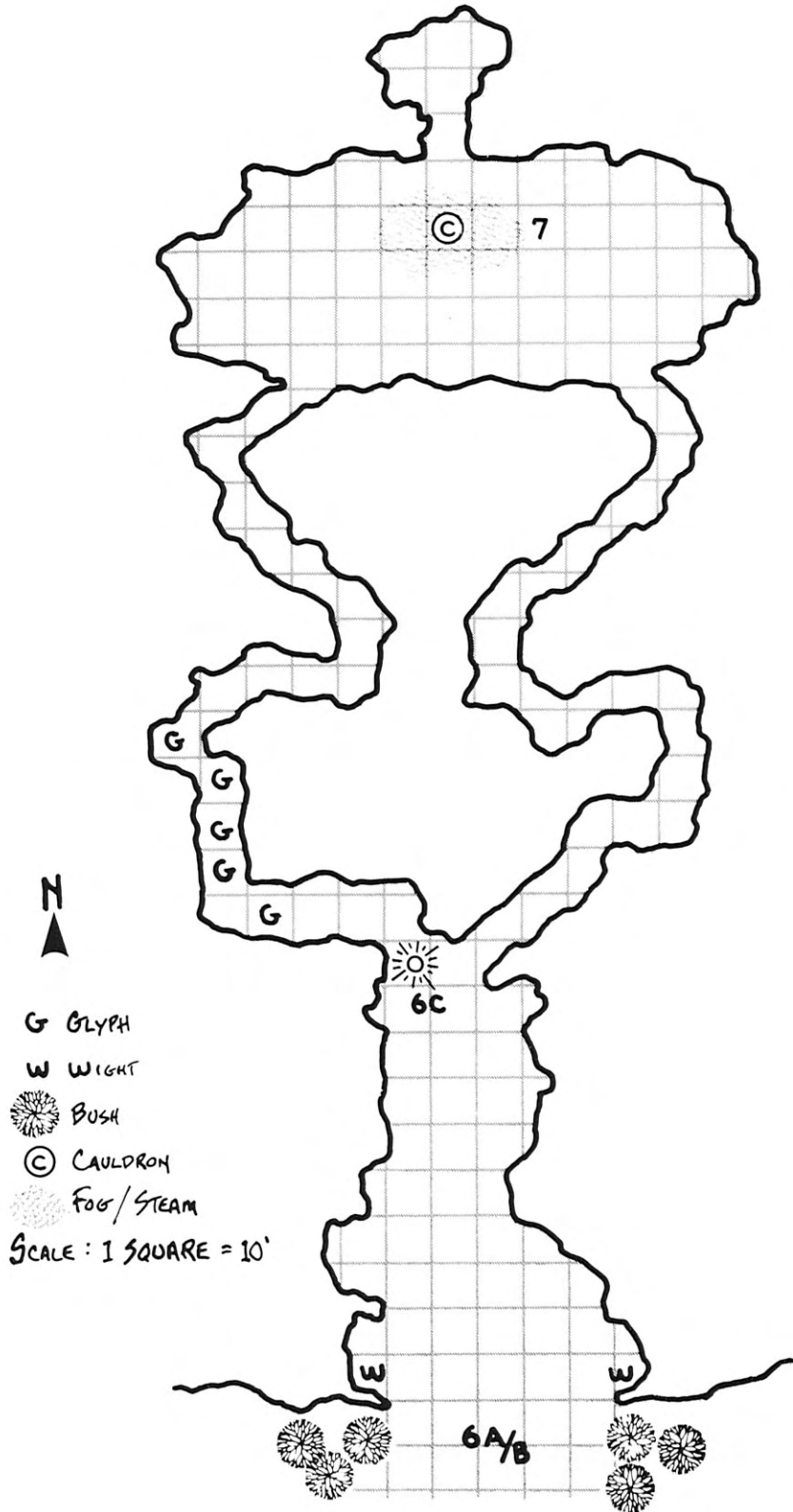
**Attacks:** 1/1  
**Spells/day:** 5 5 3  
**Languages:** common tongue

### Equipment

**Magic Items:** *chain +2, staff of withering (21 charges, hammer +1, girdle of Ilmatar\*, boots of the north*

\*The *Girdle of Ilmatar* indicates the wearer's health by appearing bright silver when worn by a healthy person, or varied shades of tarnish extending to black depending on how grievously injured or sick the wearer becomes. The girdle has the added ability of restoring 3 hit points per day to the wearer, provided he is damaged but still alive.  
**Normal Equipment:** holy symbol, spell components, 3 candles, 5 hammers, leather backpack, 6 torches, 3 vials of holy water, 60gp

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# ESCAPE FROM DEMONCOOMB MOUNTAIN

By Jay Tummelson and Lew Wright

An AD&D® Adventure for Six Characters, Levels 2-14

## Prefatory Note

This was the first RPGA™ Network Grand Masters Tournament. It was held in Evansville, IN, at Glathricon, in June, 1987. It was shortly after “Spring Fever,” the first AD&D® Masters Tournament, that a certain player (who shall go nameless for his/her protection) commented on the unusual characters in that event, and asked, “What will they have us play next? Sentient weapons?” To this player, the authors offer their hearty thanks for the suggestion. It is to this player that *Escape From Demoncomb Mountain* is dedicated.

## Dungeon Master Background

Five of the six player characters in this adventure are sentient magical items; the sixth is the poor adventurer who possesses (and is possessed by) them. Because of the emphasis on the characterizations and the nature of the PCs, it is essential that the DM is familiar with all the information on the character sheets. In doing this, it is suggested that the DM photocopy the character sheets provided for the players and keep the copies for reference.

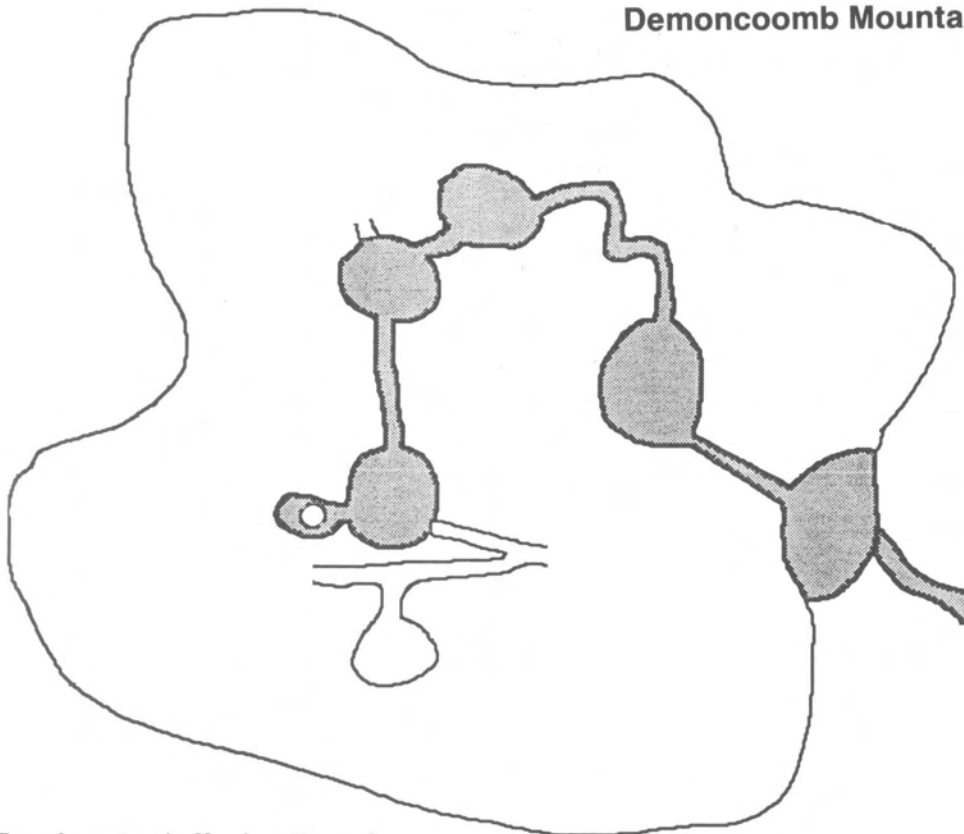
## Character Overview

Hugo the Hapless	Human FTR/MU/CL/TH, Level 2/2/2/2 (NG)
Electra	<i>Wand of Wonder</i> (CN)
Kenny	<i>Ring of Telekinesis</i> (LN)
Hurdles	<i>Boots of Striding and Springing</i> (CG)
Skizzo	<i>Sword, +4 Defender</i> (LG)
Sharko/Rangie	<i>Gauntlets of Climbing and Swimming</i> (CN)

The overall task for the characters is quite simple: Hugo must get out of Demoncomb Mountain with all of his magic intact and in hand. A player’s map is included (drawn by Galen, the FTR/TH), along with the DM’s maps. The players’ map should be given to the six players at the beginning of the adventure.

The egos, levels, intelligences, and charismas of all PCs have been designed so that no character has an edge in any personality conflict that may (and certainly will) arise. (A simple method for dealing with these personality conflicts is described later.) The PCs are designed to have minor conflicts, but must find a way to cooperate or they may never leave the room, much less escape from the mountain.

## Player’s Map 1 Demoncomb Mountain



For reference only. Map is not to scale.

Map courtesy of Michael Lach

The enchantment and personality of each item is such that Hugo probably cannot leave it behind for any reason. For purposes of this tournament, no item can be destroyed, and Hugo should be kept alive if at all possible. Entropia can (and will) come to the players’ aid if the need arises — if only to keep them alive to watch them stumble at the next obstacle. This module is designed to emphasize role-playing, so try to keep all the players in the game.

## A Resolution for Personality Conflicts

Since all six characters have been designed to be equal in any personality conflict, the following simplified method for quickly resolving these inevitable disagreements is offered. Each time a conflict arises, have each player indicate his choice in the matter and roll 1d20. Players who have no opinion do not roll the die, as they will not have an influence in the matter. The rolls for each choice are totaled. The choice with the highest score is the one that carries the conflict and determines the action the party takes. Thus, if the decision is the use of one of the magic items, Hugo must use the appropriate command word to initiate the action; the action will not occur until Hugo does so. Of course, Hugo will act as requested because he is compelled by the combined wills of his magic items.

Because of the strong wills of each character, no PC (not even Hugo) is capable of independent action. When conflicts arise, allow a short period for discussion (no more than five minutes of real time), then request a decision on what action is desired. If the players cannot or will not come to a decision when asked, they do nothing during that round.

The authors acknowledge the high degree of rules variance in this system (a variance characterized throughout this module), but feel it promotes more interesting play by simplifying the conflict resolution process. Apologies are made for any inconveniences that result.

## Notes For Player Character Descriptions

Hand out the character sheets randomly without describing the characters in any way other than by name. Ask the players to keep their sheets face down until you’ve finished reading each PC’s background to the group. When you reach the point in the text where the characters are first mentioned, inform the players that they may then turn over their sheets. This method is similar to the approach used for “Spring Fever”; it should add to the players’s suspense as they wonder and then discover what characters they are playing.

It is important to note at this early point that although the magic items have no senses of their own, they borrow from Hugo’s perception of his surroundings.

Hence, all of the magic items are as capable of feeling, hearing, smelling, tasting, and seeing as Hugo (since it is through Hugo that these experiences are related). Like-wise, though the magic items have no mouths, they are nevertheless able to magi-cally speak directly to Hugo and thus to each other. As a consequence of this ability, none of the items can be silenced in any normal manner.

## Player Background

Hugo the Hapless is a human fighter/ cleric/magic-user/thief. He did not plan to pursue all these professions, but acquired them primarily through trial and error. Hugo started out as a magic-user. Later, he acquired skills as a fighter to guard his magical skills. Later still, Hugo was invited to "join" a local thieves' guild, where he picked up a few skills as a thief. Along the way (and through his association with Entropy, the Goddess of Change and Perversity), Hugo also developed skills as a cleric. In spite of his well-rounded character and wealth of abilities, Hugo the Hapless often has been known as Hugo the Penniless. It is for this reason that Hugo came to Demon-coomb Mountain.

Recently, Hugo joined an experienced group whose goal was to loot the treasures of the infamous Demoncoomb Mountain. For the first time in a long time, Hugo felt safe and confident. This group would surely be successful and rich — two traits Hugo longed to possess. With a little luck, Hugo believed he would gain both wealth and success far beneath Demoncoomb Mountain, where he and his new acquaintances would discover a hoard of treasure.

The party Hugo joined consisted of five adventurers: Galen, a human fighter/thief; Hector, an elven fighter/magic-user; Lankler, a human thief; Myrna, an elven magic-user; and Kathryn, a human cleric. The party had an intense interest in finding a chest allegedly hidden in the mountain, for some purpose which they refused to disclose. The group did, however, promise a substantial reward if Hugo cast his lot with their party. Until now, Hugo had mostly just tagged along, occasionally contributing muscle, but mostly just trying to keep up with the party as they slogged their way up the endless waterfalls. After that initial climb (which took Hugo's breath away), our hapless hero swore that he could deal with any situation which would come along. He probably shouldn't have said that, because the mad swim across the barracuda-infested pool was a simple matter of luck and timing.

Working their way up to the next pool was fairly easy. The thief climbed the falls, carrying a rope, and the rest of the party followed. That next cavern glowed blue from something on the walls. But that wasn't as exciting as the run from whatever those amphibious manlike things were. The next falls and pool provided little danger, except for Hugo slipping in the passage and the subsequent wild ride-for-life

over the falls, which Hugo had to do again. The next pool was very hot and misty. It seemed as if something were watching the party through the steam. However, they made their way to the Fountainhead, and discovered a passage leading farther into the mountain.

Following this, the party had an unfortunate run-in with the ape-creature. Myrna did a good job of dealing with the monster by pointing her wand at it. Out of nowhere, a rhinoceros appeared, charging at both the ape-like creature and the party. It chased the ape away while the party escaped over the old rope bridge which spanned that fiery gorge. Escape, however, was too good to be true. The rhino came looking for Myrna, and its weight broke the bridge. Fortunately, only the thief was on the bridge at the time, and he managed to hang on and climb his way up to the party (after smashing into the wall). Though angry, the thief was otherwise intact.

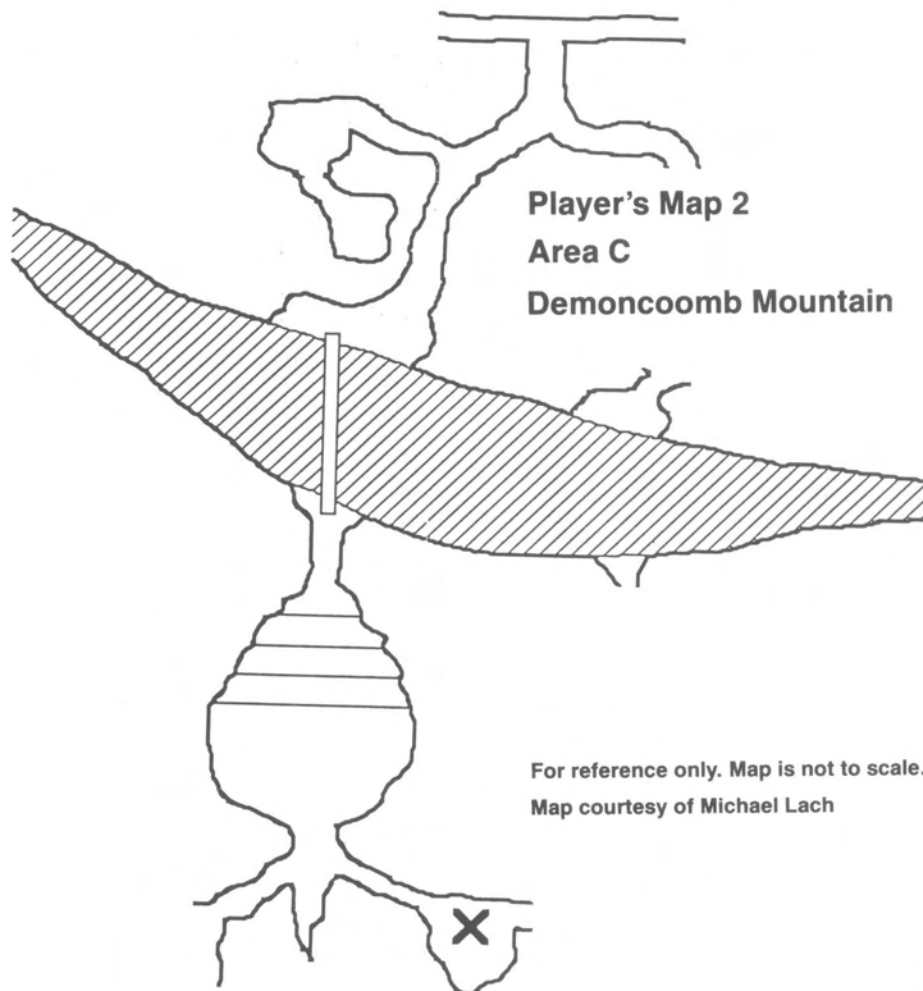
Next, the party had to work their way up those infernal ledges (the ones with the lousy poetry on them), then past those lurking shadows in the cavern with the stone mushrooms. The group didn't seem interested in the storeroom or the haystack; instead, they headed directly for the room they (or what is left of them) now occupy. This is where they found the chest that gassed them.

Now, all of Hugo's compatriots are dead, felled by the poison trap he failed to locate. Hugo has been spared for the moment, but

that may be short-lived if he cannot find a safe way out of the mountain. Remembering how dangerous the trip inside was, Hugo expects the worst. In order to bolster his sagging hopes and confidence, Hugo has elected to salvage some of the more powerful magical items from his dead comrades' bodies.

From Myrna the Magic-User, Hugo has taken the powerful wand she used to perform all kinds of strange actions — actions which were always accompanied by a shout of "Wow!" From Hector the Fighter/Magic-User, Hugo has taken a bejeweled sword — one which glowed blue and which Hector spoke to while fighting, reciting numbers such as "3-1", "2-2", and "0-4". From Kathryn the Cleric, Hugo has salvaged a golden ring which shone whenever the cleric said, "motivate," and which seemed to move small objects wherever she wanted without visible effort. From Galen the Fighter/Thief, Hugo has taken an elegant pair of boots which Galen claimed gave him his ability to run fast (one of his favorite ploys) and jump high. Finally, from Lankler the Thief, Hugo has taken a pair of gauntlets which enhanced the footpad's swimming and climbing abilities.

Hugo also "salvaged" Ragasnazafraam, Myrna's owl familiar, which (like Hugo) managed to escape the poison trap. Ragasnazafraam has found a comfortable spot on Hugo's shoulder. The owl is unable to fly due to a broken wing it received early on in the adventure (an injury which cannot be cured within the confines of Demoncoomb Mountain).



**Player's Map 2  
Area C  
Demoncoomb Mountain**

For reference only. Map is not to scale.  
Map courtesy of Michael Lach

tain).

Grabbing a few extra provisions and two pouches full of gemstones, Hugo has just finished his preparations for heading to the surface. Before he can leave the room, however, he begins to hear voices. Just this side of utter panic, Hugo recognizes them to be the voices of the enchanted items he just stole — uh, salvaged. It is at this point that the adventure begins.

## Demoncoomb Mountain Encounter Setting

Demoncoomb Mountain got its name from local legends which hold that if one follows the hot waters of the River Thrax to their source within the Mountain, one will find a city of Demons guarding a vast treasure horde. Along the way are said to be other, smaller caches protected by weaker creatures. The mountain contains a hot, continuous geyser which flows through several pools via a number of waterfalls before issuing forth as the River Thrax. Each pool harbors a variety of life-forms, all of which are challenging to the average adventurer. There are also several “dry” areas, some of which are accessed via the waterways. For this module, only area “C” has been developed.

This adventure differs slightly from most in that the PCs are already in the mountain, having followed a documented path, and wish to get back out again. A description of the adventure on the way in will be provided to each PC. Note that there will be differences of how a particular encounter is remembered, based on the particular biases of the PC. Therefore, you should be familiar with the information provided to the characters.

Ragasnazafasam is an NPC for the DM to play. The owl was always fond of Hugo and considers the fighter its only means of escape from underground. The owl is a little paranoid of the magic items, which it often saw the former party members use frequently. Ragasnazafasam will be uncooperative with Hugo most of the time. The owl is unable to communicate with Hugo in any manner, and is provided merely as comic relief for the DM to use against his players at the most inopportune times.

Ragasnazafasam (AC 5; MV 1"/27" (unable to use flight); HD 1; hp 5; #AT 3; Dmg 1-2/1-2/1; SA nil; SD nil; AL N).

It should be noted that the spells activated by the *wand of wonder* are sometimes under the control of the person playing Electra (at other times, the effects are randomized). Any time the *wand of wonder* is used, the DM should roll percentile dice and consult the following table to determine which spell is activated:

### Die Roll Result

01-25	Spell occurs as party requests
26-75	Spell occurs as Electra requests
76-00	Roll 1d20 to select spell at random

## The Water Areas (A'-E')

Area A': The Warding Lake

This lake is approximately 600' × 800', and spreads across the face of the mountain. A 30'-high earthen dike contains the warm (90° F.) waters which pour over a dam. These waters eventually become the River Thrax. The lake is fed by a waterfall which emerges from a hole 180' up the side of the mountain. The mountain can be scaled on either side of the falls by using normal climbing techniques. In addition to normal fish, the lake is home to a couple of barracuda and a giant octopus, all of which react hostilely to anyone entering the water. The passageway leading from the top of the falls to area B' is 6' high and only 3' deep in water. It can be waded: roll 1d20 vs. dexterity to avoid a fall.

1 Giant Octopus (AC 7; MV 3"/12"; HD 8; hp 48; #AT 7; Dmg 1-4 (X6)/2-12; SA constriction; SD nil; AL NE).

3 Barracuda (AC 6; MV 30"; HD 2; hp 13 (X3); #AT 1; Dmg 2-8; SA nil; SD nil; AL N).

Area B': The Lower Grotto

This area is approximately 500' × 600' in dimensions. The water is much warmer than in area A' (110° F.). There are stalactites hanging from the ceiling, and a soft bluish glow emanates from a strange moss which covers the cave. The moss is poisonous to humans and half-humans (insinuating poison type A, takes effect if touched; see *Dungeon Masters Guide*, page 20), but it is a major foodstuff of the nixies living at the bottom of the lake 60' down. Near the waterline, are carved handholds for people to pull themselves over to the base of the next set of falls. These falls fill this area from a hole 60' up the side.

20 Nixies (AC 7; MV 6"/12"; hp 4 (X20); #AT 1; Dmg by weapon type; SA charm; SD nil; AL N).

Area C': The Lower Step

This 400' × 400' shallow (10' deep) pond is reached via the low-roofed (4' high, 2' deep with water) passage from area B'. The water flows at a fairly high velocity; a roll on 1d20 vs. Dexterity must be made at -4 to prevent slipping. This area is devoid of monsters. The water, however, is even hotter (130° F.) than in the two previous areas.

Area D': The Upper Step

This 400' × 400' pond is reached by the short connecting passage from area C'. Another waterfall leads on toward area E', while a dry passage about 5' above the waterline slopes up toward area F. A small rockslide part way in bars this path (it hasn't been developed for play yet). The water here is very hot (150° F.), and even short exposure will cause damage. This pool is also home to a steam elemental.

1 Water Elemental (AC 2; MV 6"/18"; HD 8; hp 36; #AT 1; Dmg 5-30; SA nil; SD +2 or better weapon to hit; AL N).

Area E': The Upper Grotto

This 600' × 600' cavern is reached by the passage from area D'. The water here is 170° F., and will immediately scald unprotected flesh (i.e., flesh not protected by *resist fire* or a similar spell). Off to one side is the constant hot-water geyser which feeds the entire water system. There are no nasties here. A dry passage leads on to areas A through E. The passages to areas A and B, as well as D and E, are blocked by rock slides. These passages have not been developed for this tournament module.

Area C — Forever Chasm

### 1. The Gauntlet

This “Y” of 10'-wide rough passageway extends southward. The walls, ceiling, and floor are damp, uneven, and moss-covered. There are stalactites along the length of all three passageways. Unusual warmth can be felt coming from both the southwest and east legs. Bits and pieces of metal litter the floor.

Some of the stalactites are actually piercers. The metal is all that is left of the armor and incidental hardware of previous, unfortunate parties. The moss provides no note of caution, although PCs must roll 1d20 under their dexterity to avoid slipping and falling on the slippery surface. They are also at -2 to avoid a piercer attack.

10 Piercers (AC 3; MV 1"; HD 3 (X10); hp 18 (X10); #AT 1; Dmg 3-18; SA 95% likely to surprise; SD nil; AL N).

### 2. The King Kong Room

This 30' × 30' cavern is drier than the passageway, but otherwise offers little of note. The floor has been disturbed by something — probably by the large carnivorous ape encountered earlier by Hugo and his former companions.

When the party passed by here before, a large carnivorous ape chased them out and across the Old Bridge. The *wand of wonder* was used to create a rhinoceros, which chased the ape away. As the rhinoceros tried to return to the party via the Old Bridge, its great weight caused the structure to break, thus sending the hapless creature to an early demise. The ape later returned to its lair.

### 2b. King Kong's Bedroom

This 20' × 20' cavern is the sleeping room of the large carnivorous ape. The room is furnished with only the most primitive of items.



This is the actual lair of the ape. The creature spends most of its time here, hence the party will most likely encounter it if they return this way. The ape will be hesitant to attack, however, remembering its earlier encounter with the rhino. Nevertheless, it is still angry. If the party doesn't act boldly, the ape will attack.

1 Ape, Carnivorous (AC 6; MV 12"; HD 5; hp 25; #AT 3; Dmg 1-4/1-4/1-8; SA rending; SD nil; AL N).

3. The Spider's Lair

This 25' x 20' cavern is full of old and rather large spider webs.

This is also the home of a giant spider which the orcs in room 5 have adopted as a watchdog. The southern passage empties out about 7' above the floor of room 4.

1 Spider, Giant (AC 4; MV 3" \* 12"; HD 4 + 4; hp 20; #AT 1; Dmg 2-8; SA webs, poison; SD nil; AL CE).

4. The Crystal Cave (a.k.a. the Doorbell)

This 30' x 40' cave is completely lined with rainbow-colored shards of delicate crystal, which gleam in the light like a myriad of diamonds, emeralds, rubies, and other gems.

The crystal shards cover the cave floor. Although they are only worth about 10 gp per handful, the crystals are very sensitive to vibration, and are thus very resonant. Anyone entering the cave or speaking above a whisper within 15' of an entrance will start the crystals chiming and ringing. This will only stop one turn after absolute silence has been restored. The orcs in room 5 immediately investigate any sustained disturbance.

5a. The Orc Den

This 50' x 50' cavern is filled with lean-to's made of various hides. Each lean-to is furnished with numerous furs piled up for sleeping pallets, stone-banked cooking fires, and, of course, a bevy of orc inhabitants. A narrow passage at the top of a ladder leads off to the south. The passage to room 4 has been walled-off.

The passage to Room 4 is blocked by a 7'-high stone wall. The top of the wall does not reach the top of the passage, leaving a 3'-high x 3'-wide opening. An orc guard is posted here at all times. On the orcs's side the wall is a stone platform which is used to scale the wall (one at a time) and allow access to the outer passage. The wall prevents the spider in room 3 from entering the orc lair. This small orc community consists of 25 adult males, 15 adult females, and 10 young. The males wear leather armor, and use both spears and spiked clubs in combat.



49 Orcs (AC 6; MV 9"; HD 1; hp 8 (X3 males), 7 (X22 males), 5 (X15 females), 3 (X10 young); #AT 1; Dmg 1-8 or by weapon type; SA nil; SD nil; AL LE).

1 Orc Leader (AC 6; MV 9"; HD 1; hp 8; #AT 1; Dmg 1-8 or by weapon type; SA nil; SD nil; AL NE; sword, battle axe, shield).

#### 5b. The Orc Temple

This 20' × 30' cavern is a shrine to Grumsh, the patron deity of the Orcs. The cavern walls and ceiling are adorned with images of the One Red Eye. In the northwest corner of the shrine is the sleeping pallet of the orc shaman — a 5th-level cleric by game reckoning. He is the actual leader of the tribe, but often "defers" to the orc chief (who, in turn, does what the shaman advises).

1 Orc Shaman (AC 6; MV 9"; HD 5; hp 23; #AT 1; Dmg 1-8 or by weapon type; SA spell use; SD spell use; S 10, I 12, W 15, D 12, C 9, Ch 7, Co 5; AL LE; *ring of protection +1*, holy symbol, mace; Spells: *cause light wounds* (X2), *remove fear*, *detect life*, *hold person*, *snake charm*, *death's door*).

#### 6. Forever Chasm

This rift in the mountain is roughly 350' long and 80' across at its widest point. Whether or not the chasm has a bottom is uncertain; this feature is obscured by white-hot fire about 100' down. Occasional jets of flame lick up to within 10' of the level of the path. As a result, the temperature is very high on the path. To the west, the remnants of an old bridge made of thick rope and heavy, wooden slats dangles into the chasm. (This is the very same bridge which the rhinoceros in room 2a destroyed.) To the east, another set of passages can be seen; these are slightly higher than the path of the Old Bridge. Overhead, a thin line stretches across the chasm.

The thin line is actually a metal-reinforced rope, which was fashioned to withstand the effects of the chasm's heat. Any normal rope subjected to a flare-up (25% chance per turn) will burn, dumping anyone relying on it into the chasm (Roll 1d20 on the unfortunate character's dexterity to avoid falling into the chasm. In such an event, the character is able to swing to the side of the chasm, taking 1d10 points of damage, and having to scramble back up the rope.

#### 6a. The Stairs: Step 1

This smooth, 10'-high wall has words scrawled on the side facing you. Written in the common tongue, the words read, "Wouldn't you rather. . ."

There is nothing special about this step other than the warning given by the myconids.

#### 6b. The Stairs: Step 2

Climbing up onto the next level of this large staircase, you see another smooth, 10'-high wall with more words scrawled on the face of it. The words read, ". . . pause here for breath. . ."

Again, there is nothing of interest here aside from the warning provided by the myconids.

#### 6c. The Stairs: Step 3

Climbing up onto this next level, you see yet another smooth, 10'-high wall with words scrawled on the face of it. The words read ". . . than keep on pursuing. . ."

Once again, there is nothing of interest here other than the warning provided by the myconids.

#### 6d. The Stairs: Step 4

Last but not least, there is another smooth, 10'-high wall with words scrawled on the face of it. The words read, ". . . your untimely death?"

As before, there is nothing of interest here other than the final words of the warning given by the myconids.

#### 7. The Garden

This large 50' X 70' cavern has a high, arched ceiling. Several large, stone mushrooms (towering between 6' and 10' in height) are scattered about the floor. A number of toadstools ranging from 4' to 8' in height can be seen in the dark near the edges of the cavern. Around the bases of the stone mushrooms are tilled patches of earth and decomposing debris covered with fungi.

The moving shapes are myconids, or fungi-men. There is a colony of 12 such creatures residing here; they will most likely have been disturbed during their work period. These creatures generally avoid contact with any humanoids who accidentally stumble across their lair. However, if their mushroom gardens are disturbed or if one of the myconids is directly attacked, the entire group will attack. All but one of these creatures employ their standard method of attack: using their pseudo-arms in hand-to-hand melee. This last myconid (the group leader) attacks by releasing hallucinatory spores.

11 Myconids (AC 10; MV 9"; HD 6, 5(X2), 4 (X2), 3 (X2), 2 (X2), 1 (X2); hp 26, 20 (X2), 18, 17, 13, 12, 8, 7, 5, 4; #AT 1; Dmg 1d4 X HD; SA nil; SD poisonous skin; AL LN).

1 Myconid Leader (AC 10; MV 9"; HD 6; hp 30; #AT 1; Dmg 6-24; SA spore clouds; SD poisonous skin; AL LN).

#### 8. The Fork

This 10'-wide passage looks out over Forever Chasm. On the right, a metal-reinforced rope is spiked into the rock. This rope stretches out over the chasm to the passage leading to room 4. Near the junction of the side passage, a silver fork lies on the stone floor.

The silver fork is actually a magical item which, when held in hand, will point toward the nearest food supply.

#### 9. The Mist of the Mind

This cavern is filled with a gray, swirling mist which limits visibility to about 1'. Stalactites and stalagmites line both the ceiling and floor of the cavern.

A hemp rope is strung between stalagmites; this is used by the orcs for guidance through the mists. Because of the nature of the rope, tugging on it gives the misleading sensation of someone tugging on the other end. Without the rope, Hugo must save vs. spells each round to avoid wandering about the room in a state of confusion. If Hugo makes this roll, and is not holding onto the rope, he has a 20% chance per round of bumping into a stalagmite and taking 1 HP of damage. If he is confused, the chances go to 50%. Other than this, there is nothing else of interest in the cavern.

#### 10. The Treasury

The walls in this cavern gleam with a brilliant, golden sheen.

The gold is nothing more than the color of the rock; consequently, it has no real monetary value, although it will take two turns of close inspection to determine this. With or without a light source, the walls of the cavern exude a golden glow; this is due to a bioluminescent, parasitic mold that covers the walls. This mold is harmless in spite of Hugo's fears.

#### 11. The Sanctum Sanctorum

This large, 40' × 40' cavern is the private sanctuary of the orc tribe's shaman. There is a 10'-wide × 15'-deep trench which runs the width of the room. On the far side of the trench (and bordering it) are iron bars which block off the east end of the room. There is a gate in the bars, but it is locked with a padlock. Beyond the bars, a stone statue of Grumsh clearly can be seen. A large, red stone gleams from the statue's lone eye.

Careful observation of this room reveals a

rope bridge coiled up near the outside of the gate. From the gateside of the trench, it is possible to see an extra set of keys hanging on the side of the statue. *Télékinesis* can effectively bring the bridge to Hugo. From here, the bridge can be fastened across the trench. It is then possible for Hugo to retrieve the keys on the side of the statue. As for the red "gem" in Grummsh's eye, it is actually nothing more than colored glass.

#### 12. The Storeroom

This 40' × 40' room is filled with boxes, barrels, and crates.

This room is a storeroom for items taken from hapless adventurers by the myconids. The most prized possessions consist of shovels, axes, pitchforks, swords (for hoeing), spiked clubs, and so forth. Heaped into one crate are nonessential things like leather armor, clothing, pouches, and so forth. Scattered among the clothing is 1,000 gp in various semi-precious gems and another 2,000 gp in various coins. The PCs can retrieve these items at a rate of 500 gp per turn. There is a 25% chance per turn that a myconid will be encountered at this point. In such an event, the myconid releases distress spores, and tries to retreat back toward room 7.

#### 13. The Needle

This narrow passage gradually tapers away to nothing. In the middle of the passage is a large pile of moldy hay.

This room offers the classic case of a needle in a haystack. There is nothing of particular interest here, but the PCs can sure waste a lot of time looking.

#### 14. The Hoard (also the Start)

This 25' × 25' room is the scene of the unfortunate accident with the chest. There are five mottled corpses here, an open wooden chest bound with iron, and a slightly acrid smell in the air.

The five corpses are the remains of Hugo's party, and are worth nothing except a slow, rotting death if Hugo messes with them. In the chest is a bag which holds two dozen gemstones, all varying in worth between 100 gp and 1,000 gp. There is also a bone scroll case which contains a scroll with three *cure light wounds* spells.

#### 15. The Chasm

This 30' × 80' crescent-shaped cavern is split down the middle by a deep rift. There are narrow walkways on either side of the gorge, but these virtually disappear near the exits to the north and to the southeast. The rift is about 50' deep, and is heavily littered with bones.

Other than the skeletons, there is nothing more of interest in this room (that is, unless the PCs wish to leap or climb across the chasm).

#### 16a. The Mudroom

This large 30' × 30' cave is full of mud. Another passage opens into the southeast corner of the room.

This pool of mud is actually the home of three mud-men. As described in *Monster Manual II*, these creatures will remain dormant until a PC enters the mud. At this point, they will attack in force, throwing mud blobs in the first round of combat, and hurling themselves at the PCs in the second and subsequent rounds. If the PCs successfully flee the mud, the mud-men will not follow.

3 Mud-men (AC 10; MV 3"; HD 2; hp 10, 8, 6; #AT 1; Dmg nil; SA mud-throwing; SD need magical weapons to hit, immune to certain spells; AL N).

#### 16b. The Chimney

This small chamber has a large hole in the center leading downward.

The hole is the top of a natural rock chimney, which leads down to another passage. This passage leads off first to the east, then cuts to north, leading directly into room 17. Normally, there is virtually no chance of falling while climbing down this easily scaled chimney. If, however, the players get into an argument while doing

so, there is a 25% chance of falling due to a lack of concentration on the part of Hugo.

#### 17. The Swiss Cheese Room

This long, narrow cavern is perforated by numerous holes leading off in all directions. These portals vary in size from about 2' to about 5' in diameter. The portals are crowded together in the walls, floor, and ceiling of this room.

All but two of the holes are blind alleys. One of the portals in the east wall leads through the narrow, rock chimney from the passage below. The other portal is opposite this one in the west wall; it leads toward room 9. If the PCs mark the entrance hole, they can locate it later automatically. If not, then searching either end (east or west) renders a 25% chance per turn of locating an exit. Without markings, the exit located is random (roll 1d100; 01-50% east and 51-100% west) due to the confusing nature of the room. If the PCs do not locate an exit, they will probably enter one of the other holes. Roll 1d12 on the table below to determine what the PCs find. If the item found is marked "One time only," mark it off; if it comes up again, the PCs find nothing. Even if the PCs mark specific holes, roll randomly. This is a *very* confusing place.

The edges of the holes in the floor look solid, but are actually loose and crumbly. Moving across the floor gives a PC a 25% chance per turn of falling into one of the holes, giving poor Hugo 2 hp of falling damage. (We're not trying to kill Hugo; we merely wish to shake him up a bit).

**Table 1**  
Contents of Holes

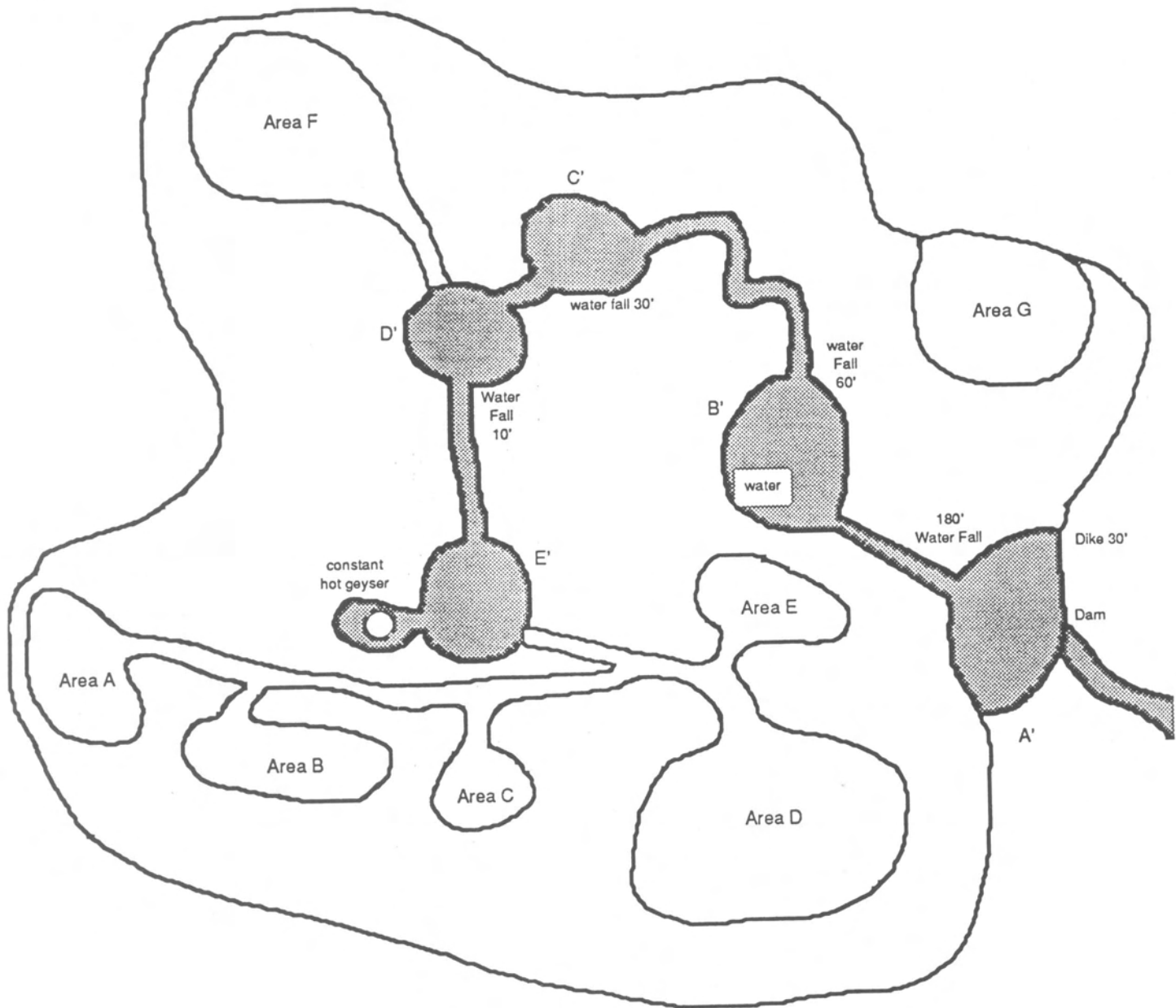
Die roll	Contents	Other notes
1	Orange mist	PC must save vs. breath or be overcome by a fit of giggling lasting for 1d6 rounds
2	Small metal chest	Contains a silver chalice and a 12" wooden rod (nothing special)
3	5 human skulls	Planted on stakes, these skulls block the passage
4	Glowing sword	The sword is jammed into the rock halfway to the hilt, glows with a faint yellow light, and cannot be moved.
5	Giant sumatran rat	This creature attacks with great ferocity
6	Dinner time	The walls of the tunnel move, followed by the sound of swallowing (no harm though)
7	Treasure	A small iron chest (locked) contains 500 sp (one time only)
8	The tar pit	The tunnel is full of harmless, but very sticky goop, which slows Hugo down and makes handling items very difficult
9	The haunting	This portal issues a loud, weird moaning
10	Dwarven skeleton	The remains are accoutered with a pick, shovel, length of rope, a dozen spikes, and a hammer
11	The howling	Nothing more than a loud, threatening growl
12	Empty	—

# Dungeon Master's Map 1

## Demoncoomb Mountain

Scale: 1/4" = 200'

Map courtesy of Michael Lach



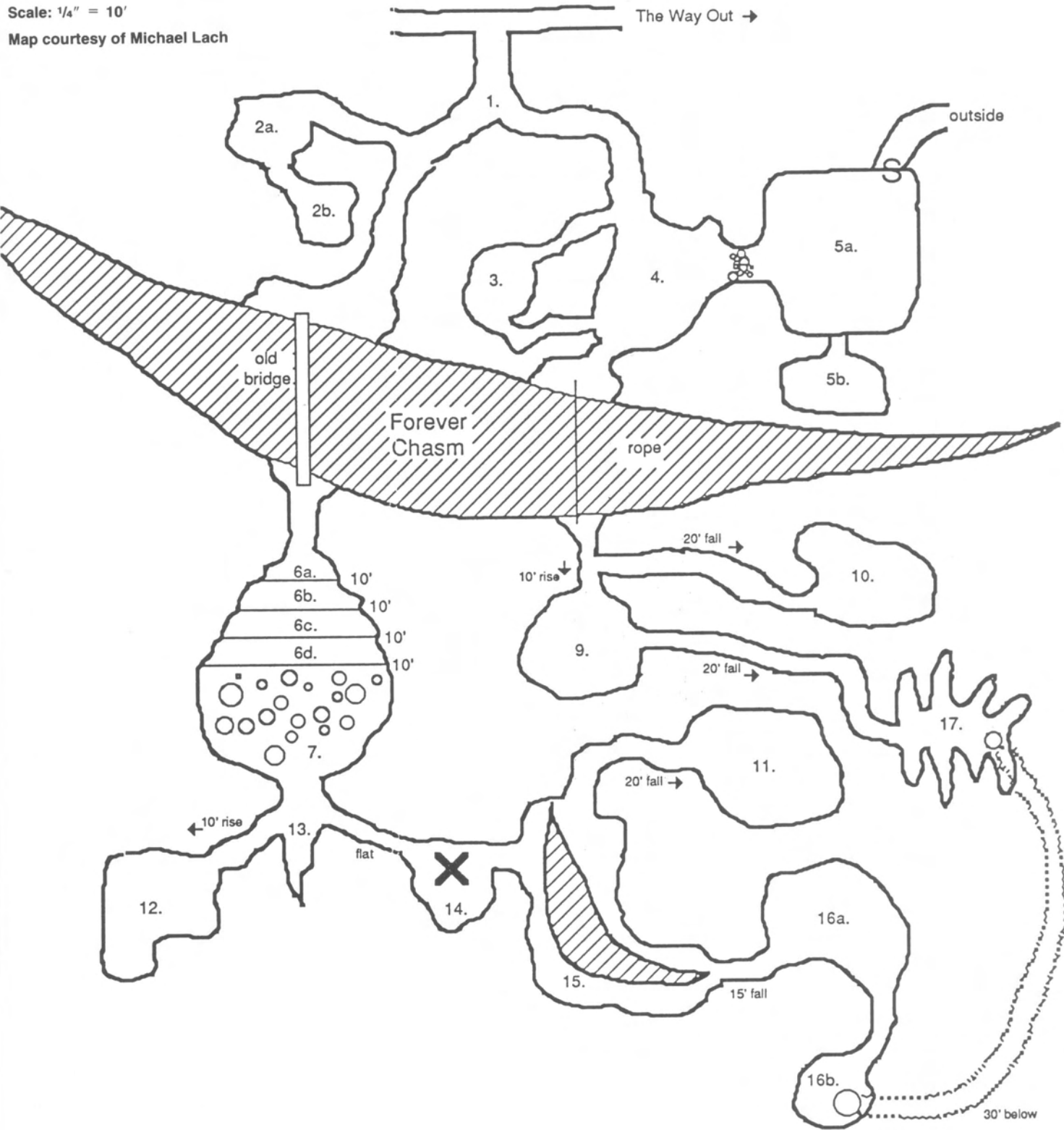
# Dungeon Master's Map 2

## Demoncoomb Mountain

### Area C

Scale: 1/4" = 10'

Map courtesy of Michael Lach



## Prerolled PCs



### Hugo the Hapless (2nd-level human FTR/CLR/MU/THF)

Neutral good

Strength	11	1-2 open doors 2% bend bars/lift gat:s
Intelligence	15	
Wisdom	10	15% chance of spell failure
Dexterity	9	
Constitution	16	+2 hp adjustment 95% SS/96% resurrection
Charisma	18	+15% loyalty +15% reaction
Comeliness	15	
THACO:	20	(16-20 with Schizzo)

#### Saving Throws

Poison/Paralyzation/Death	10
Petrification/Polymorph	12
Rod/Staff/Wand	11
Breath	15
Spell	12
AC:	6
Rear AC:	8
Armor worn:	leather +2
Hp:	11

#### Magical Items

Leather armor +2, sword +4, defender, ring of telekinesis gauntlets of climbing and swimming, boots of striding and springing, and wand of wonder.

#### Other Personal Possessions

Cloak, two small belt pouches, leather backpack, four hematite, two vials of holy water, three wooden beads, holy symbol, six lapis lazuli, four candles, one amethyst, tinder box, two torches, 3 gp, 25' heavy rope, eleven sp, three days' worth of iron rations, 13 cp, leather belt, thieves' tool kit, traveling spell book, and a dagger (in boot).

You did not plan to pursue all these professions, but acquired them primarily through trial and error. You started out as a magic user. Although you weren't the brightest apprentice, you managed to pass and set out to show everyone what a grand wizard you were. It wasn't long before you

found yourself short of the funds you needed to continue your study of the arcane arts. Because of your limited ability as a mage, you often had to defend yourself with only your dagger. After nearly being killed for the fourth time, you set aside magic for a short while to receive training as a fighter.

You managed to learn the basics of long sword and flail, though you realized that you lacked the innate ability to even become very effective with either. In fact, the training program only reminded you of the main reason you had always avoided fights when you could; you cannot stand the sight of blood (your own, not others) being spilled. Armed (so to speak) with your newly acquired skills, you returned to the gathering of funds to support your magical training.

You quickly discovered that fighter training had no effect on the cowardice you had nurtured since you were a wee lad and you soon learned that you could be much more effective as a fighter by attacking your opponents quickly from behind. When these methods came to the attention of the local thieves' guild, they "invited" you to join them and become an apprentice thief. Not wanting to throw your life away over a technicality, you promptly accepted their offer, paid the initiation fee (plus penalties), and joined the guild. Your training in the expected skills of lock-picking, pocket-picking, and trap-finding began immediately; you also received formalized training in your self-taught skills of hiding in shadows and back stabbing.

With classes behind you, you once again found yourself with the time, but not the funds to continue your magical training. The funds you had acquired were nearly depleted by various guild fees and penalties. You had acquired new skills and you set about using them to replace your lost funds. All went well for several months until you found yourself alone and somewhat outnumbered with no escape available. You were on a ledge overlooking a 2000' drop into a very active volcano with 120 angry hobgoblins approaching from one side, but only 75 bloodthirsty gnolls moving in rapidly from the other (what an obvious choice you had there: only 75!). As your short life began to rapidly scroll past your eyes, you interrupted the performance by dropping to your knees (but not over the edge) and crying desperately, "Hey, God, if you're listening: *Get me outta here!*" To which a voice replied, "Which God or Goddess did you want?" With your usual aplomb you responded, "Uh, who am I talking to?" After a short chat (very short; the hobgoblins and gnolls had not slowed their pace), you found yourself safely elsewhere, and Entropia, the Goddess of Change and Perversity, had a new, loyal (that is, quested) novitiate for her next class, which began less than two weeks from this incident. You applied yourself to the training (spending most of the gold you had accumulated) with surprising zeal and were soon graduated.

Without funds again, you joined an

experienced group whose goal was to loot the treasures of the infamous Demoncoomb Mountain. For the first time in a long time you felt safe and confident. This group surely would be successful and rich, and you longed to be part of that. As fate would have it, you found yourself alone again — this time far beneath Demoncoomb Mountain, where your group had come looking for the treasure rumored to be hidden in its mysterious caves.

Now they are all dead, felled by the poison trap you failed to locate. You have been spared, for the moment, but that will be short-lived if you cannot find a safe way out of this place. Remembering how dangerous the trip in was, you are expecting the worse. In order to bolster your sagging hopes and confidence, you have elected to salvage some of the more powerful items from your dead friends: from Myrna the MU, you took the powerful wand she used to do all kinds of things, always accompanied by her saying, "Wow!"; from Hector the FTR/MU, you took a bejeweled sword, which glowed blue and which Hector spoke to while fighting, reciting numbers like "1-3", "2-2", and "0-4"; from Kathryn the CLR, you took a gold ring which shone when she said, "motivate," and seemed able to move small objects wherever she wanted without visible effort; from Galen the FTR/TH, you took an elegant pair of boots which Galen claimed gave him his ability to run fast (one of your favorite ploys) and jump high; and from Lankler the thief, you took a pair of gauntlets which enhanced the footpad's swimming and climbing abilities.

Grabbing a few extra provisions and two pouches of gem stones, you finished your preparation for heading to the surface. As you ready to leave this room, however, you begin to hear voices. Just this side of utter panic, you recognize them to be the voices of the enchanted items you just stole — uh, salvaged. You now remember each of the weapon's flaws.

#### Hurdles (Galen's boots)

Command words: "Zip" for striding, "yo-yo" for springing, and "wackies" for stopping either function.

These boots complained a lot on the way in. Perhaps it was all the time the party spent in hot water coming in that bothered them; you found it certainly unpleasant and are hoping to find a way out that avoids the steaming river, pools, and falls.

#### Schizzo (Hector's sword)

Command words: "Let's see," followed by attack number and defense number, both of which must add up to 4 and must be whole numbers between 0 and 4.

This sword could never seem to come to a decision and stick with it. You suspect that Hector considered death a reprieve and is now relaxing while he laughs at the situation you have just walked into.

### Sharko/Rangie (Lankler's gauntlets)

Command words: "Everest" for climbing, "spitz" for swimming, and "mercy" to stop either function.

These gauntlets seemed to be constantly chatting with each other. Fortunately, they seemed to get along. These gauntlets are soft and comfortable on your hands; you hope they are as helpful in climbing as Lankler claimed.

### Electra (Myrna's wand)

Command word: "Wow."

This wand is too good to be true! You wanted the wand since you first saw its power; now it is yours. If you can only figure out how to use it. The command word must be "wow;" you remember that Myrna always said that when she used it. You also remember that the wand talks funny, but you care more for what it does than for what it says.

### Kenny (Kathryn's ring)

Command word: "Motivate."

This ring could move things, but you don't remember it ever saying anything. To wear something that belonged to Kathryn will give you something to remember her by. Although you had just met, you know the two of you were meant for each other. If only she hadn't been taken from you so soon. . . .

You have often felt that your life has been spent "on display"; since you "teamed up" with Entropia, this feeling has become much stronger. You are convinced that Entropia has been arranging all of your recent hardship simply for her own amusement. You have resigned yourself to this fate, but are not happy with the thought. In fact, it makes your life seem out of your control, making you feel useless and incompetent. Since entering Demoncoomb Mountain, you have lost even the most minute shred of control over your life to a menagerie of pushy (and argumentative) magic items. You find yourself going with the flow frequently to avoid confrontation, and you're getting accustomed to being treated as a puppet by these items. You do take some solace in the knowledge that no matter what these enchanted items force you to do, Entropia is ultimately at the control of your strings. If worse comes to worse, you can always count on her to come to your rescue — if only to keep you alive to provide her with further entertainment.



### Hurdles (Boots of striding and springing)

Chaotic good

Ego	21
Intelligence	14
Wisdom	9
Charisma	15

THACO: —

#### Saving Throws

Acid	5
Crushing blow	-1
Normal blow	-3
Disintegrate	15
Fall	-4
Fireball	8
Magical fire	1
Normal fire	-1
Frost	-2
Lightning	8
Electricity	-4

AC: —

Rear AC: —

Armor worn: —

Hp: —

#### Magical Items

Two *bags of holding* hidden in each boot (25 gp capacity, 1/4 square feet) and *Koeghtom's ointment* hidden in the left boot (three doses).

#### Other Personal Possessions

One diamond hidden in right boot, one lock pick hidden in right boot, one 8' coil of wire hidden in right boot, and three darts in a leather pouch in left boot.

You impart to the wearer a base movement rate of 12", regardless of the wearer's size or weight. This speed can be maintained tirelessly for up to 12 hours per day; thereafter, you must rest for 12 consecutive hours. In addition to this striding function, you and your companion can spring as well. You are capable of forward jumps of 30', backward leaps of 9', and vertical springs of 15'. If circumstances permit, your companion can strike with initiative and spring away to avoid being hit in combat. Unfortunately, there is a 20% chance of falling when this is tried. This chance is modified downward by 3% per point of dexterity your companion has above 12. Your companion will also gain +1 on his AC due to the quickness of movement you impart.

You were crafted just a few years ago by Armeria for your previous companion, Galen. You remember Galen as being kind, but overbearing (he was in control). Hugo seems less strong-willed, and you look forward to having more control; unfortunately, Hugo has acquired a number of other bossy, enchanted items who seem to share your desire. Armeria used a combination of kangaroo and gazelle leather in your creation. As might be expected, each boot contains a small, secret pouch which acts as a small *bag of holding*. If Hugo treats you right, you will probably let him in on the secret, and give him access to the useful and valuable items contained therein.

You don't remember much about the trip into this mountain because of the inordinate amount of time you spent submerged in water! Galen knew of your hatred of that foul liquid, but ignored your complaints and splashed merrily on. Hugo will certainly be more considerate: you will see to that!

### Reactions to Other Magical Items

#### Electra

You have enjoyed listening to her voice, but most of all, you love all the fancy things she can do. She never fails to surprise and amaze you with her multi-faceted talent.

#### Kenny

He may be the strong and silent type; you just think he's boring.

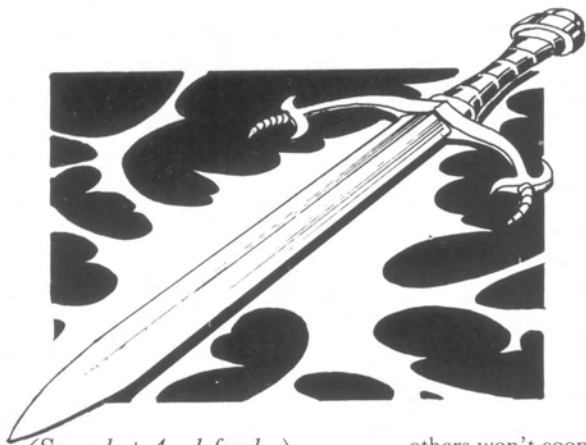
#### Schizzo

Another surprising one! You never know what he is going to do. One minute he slashes away at your opponents and the next minute, he uses his blade to cast aside the attacks.

#### Sharko/Rangie

These two actually enjoy water! Ugh! (Actually, Sharko is the one with the water fixation.) What madness! You can't imagine ever cozying up to that damp pair.





### Schizzo (*Sword + 4, defender*)

Lawful good

Ego	21
Intelligence	14
Wisdom	9
Charisma	12

THACO: —

#### Saving Throws

Acid	2
Crushing blow	1
Normal blow	-3
Disintegrate	12
Fall	-3
Fireball	1
Magical fire	-3
Normal fire	-4
Frost	-4
Lightning	6
Electricity	-4

AC: —

Rear AC: —

Armor Worn: —

Hp: —

#### Magical Items

None

#### Other Personal Possessions

None

You give your companion the option of using your bonuses either in offense, defense (against hand-held weapons), or both. Each round, the allotment may be changed, but you prefer it to remain the same throughout a sequence of combat. Once set, you will remain as set until changed. Such changes are requested by your companion by clicking his tongue and giving the number for offense, followed by the number for defense.

You were enchanted by Molfanse ages ago, and you remember better times — times when your life was more stable than it has been of late. Hector; he could never seem to make up his mind whether he wanted to attack or defend. Attack! Defend! Smash! Parry! It was enough to drive a sword crazy. With this Hugo, things will be different. You have no intention of letting him boss you around. You'll decide when to fight and when to back off. If Hugo and the

others won't cooperate, you might just continue with Hector's style and switch every round or so.

You are particularly proud of your elegantly shaped mithril blade and bejeweled pommel. That ingrate Hector never understood how important those jewels were to you. In fact, he never added or replaced a single one during the entire time you spent together. Come to think of it, a pretty new (and expensive) jewel for your pommel will be your first priority; you'll mention that to Hugo at your first opportunity. . . .

#### Reactions to Other Magical Items

##### Electra

She is just too wild and unpredictable for you. You did like the butterflies; no one else seemed to, though.

##### Kenny

He's just too scared all the time. Certainly, some caution is healthy, but he carries it too far.

##### Hurdles

You can already imagine how the two of you can work together to move quickly to attack or defend as the need presents itself. This could be the beginning of a wonderful relationship.

##### Sharko/Rangie

Too noisy! They seem to be constantly talking to each other. Problem is they rarely say anything useful. Instead, they argue nearly nonstop.

#### Sharko/Rangie (*Gauntlets of swimming and climbing*)

Chaotic neutral

Ego	20
Intelligence	15
Wisdom	11
Charisma	13

THACO: —

#### Saving Throws

Acid	5
Crushing blow	-1
Normal blow	-3
Disintegrate	15
Fall	-4
Fireball	8

Magical fire	1
Normal fire	-1
Frost	-2
Lightning	8
Electricity	-4

AC: —

Rear AC: —

Armor worn: —

Hp: —

#### Magical Items

None

#### Other Personal Possessions

None

You can easily fit hands from human-size down to halfling-size, altering to fit any pair of hands in this range. You can enable your companion to swim as fast as a triton (15" underwater and as fast as a merman (18" on the surface. You do not impart the ability to breathe water, however; that is your companion's responsibility. You also give your companion a very strong and effective gripping and holding ability with respect to climbing. This ability is such that your companion can climb vertical or nearly vertical surfaces with relative ease (upwards or downwards with a 95% probability of not slipping or falling). If your companion is a trained thief, this probability increases to 99.5%.

You were crafted by the brothers Keri and Moussaf ages ago when times were simpler and magic held greater sway in the world. You have been passed through many hands since then, as most of your compan-





ions tend to be bothered by the dual personality that is the result of your parentage. You have even had complaints about the feel of the shark skin and orangutan fur that your makers blended into each gauntlet. You have found that most who see you find the blend both striking and attractive.

You had only been with Lankler a few months, and already he was getting on your nerves. He didn't like the two of you chatting all the time and would never agree to a full partnership. He was always in control! Hugo appears to be more pliable, and you look forward to regaining some measure of control over your destiny. Of course, the others may not be as willing to go along. Only time will tell for certain.

### Reactions to Other Magical Items

#### Electra

You have always enjoyed her displays of power. Recently, you discovered that her texture was somewhat coarse, but appropriate to her personality. You hope that Hugo works it out so that the four of you can spend some time together.

#### Kenny

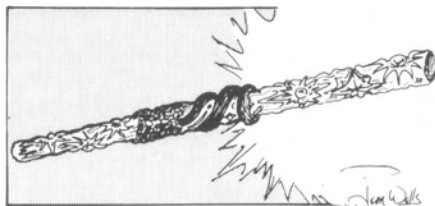
What can one say about a plain gold band? It's gold and plain and boring, and has very little texture at all. Fortunately, there are no sharp edges to bite or tickle; that would be horrible.

#### Hurdles

You are looking forward to the time when you can touch that strange combination of leathers that is Hurdles. If they feel as good as they look, it will be a pleasant experience. You certainly expect them to be a big boost to Rangie.

#### Schizzo

Though you would have expected it of Hurdles, you find it odd to discover kindred spirits in Schizzo. How boring it must be to be alone in the world. It probably explains Electra's fluffiness, Kenny's somberness, and Hugo's hugeness. You like the strength and expensive feel of the hilt, but hope to avoid contact with Schizzo's business end.



### Electra (*Wand of wonder*)

Chaotic neutral

Ego	19
Intelligence	16
Wisdom	13
Charisma	16

THACO: —

#### Saving Throws

Acid	4
Crushing blow	8
Normal blow	1
Disintegrate	15
Fall	-3
Fireball	10
Magical fire	6
Normal fire	4
Frost	-4
Lightning	5
Electricity	-4

AC: —  
Rear AC: —  
Armor worn: —  
Hp: —

#### Magical Items

None

#### Other Personal Possessions

None

You are strange and unpredictable (sometimes surprising even yourself). Each time your companion activates your power, you select from one of the numerous functions that Fallatius taught you. Sometimes you select the function your companion requests; more often, though, you make your own choice based either on whim or on knowledge of the need at hand. Occasionally, you find that even you have no control over the outcome. You thrill at the suspense and surprise of each possible outcome. You have been taught 19 functions. These functions are:

1. *Slow* creature for one turn.
2. *Delude* companion into believing you have provided some other function either known or not (duration of one round).
3. *Gust of wind* at double the force of the spell.
4. *Stinking cloud* at 30" range.
5. *Snow* falls for one round in a 9" radius of your companion.
6. *Summon* rhinoceros, turkey, shark, or alligator.
7. *Lightning bolt* with area of effect equal to 7" × 1/2" (as a wand).
8. *Summon* 200 butterflies, which flutter about in a 3" radius of your companion for three rounds, blinding everyone within range.
9. *Enlarge* target if within 6" of your companion.
10. *Darkness* covers a 3" diameter circle at 3" range of your companion.
11. *Grape vines* sprout in a 3"-diameter area at 1/2" range of your companion, growing to harvest size in three rounds.
12. *Diminish* companion to 1" of height for four rounds.
13. *Fireball* which renders 4d8 points of damage (as a wand).
14. *Invisibility* covers companion.
15. *Leaves grow* from target for five rounds if it is within 6" range.
16. *50 gems* of 1 gp value shoot forth in a 3" stream for four rounds, doing three hp of damage to the target creature each round.
17. *Create wine* equal to three wineskins full, which appear at your companion's feet.
18. *Sneeze*, which causes all within 3" of your companion to sneeze for two rounds.
19. *Create hole* 3' in diameter × 3' deep, at a random location in the floor, wall, or ceiling within 6" of your companion.
20. *Raisin rain* falls for two rounds in a 3" diameter centered on your companion.

You were crafted of grape vines by Yandrol over a millenium ago. Although it is unusual to use such material for making wands, you find that the twisting curves of the vines suit you well. Even after a thousand years, you are constantly amazed at the newness of everything! Face it: The world is a wonderful place filled with wondrous things to see and experience.

Recently, your access to the world was limited by Myrna's cautious nature. Hugo, you feel, is more adventurous, and will give you more freedom to enjoy your surroundings. Your other new companions seem particularly interesting; you can't wait to get to know them better.

## Reactions to Other Magical Items

### Sharko/Rangie

These two may prove to be the best company of all. You have enjoyed listening to their chatter, and with your recently acquired proximity, you hope to join in on the conversations.

### Kenny

He is quiet, but you suspect there is depth to be found there, if you can break through his shell. Perhaps now that you can work more of your wonders, he will also be able to learn how wonderful life is!

### Hurdles

You know what he can do, and can just imagine speeding like a yo-yo through the world. What a gas!

### Schizzo

Change, wonderful change. Here's another who enjoys change as much as you do. Slash! Defend! Counter! Parry! Stab! *Wow!* The combinations seem endless. What a great group to get hooked up with!



### Kenny (*Ring of telekinesis*)

Lawful neutral

Ego	20
Intelligence	15
Wisdom	11
Charisma	11

THACO: —

#### Saving Throws

Acid	8
Crushing blow	9
Normal blow	4
Disintegrate	14
Fall	-1
Fireball	13
Magical fire	8
Normal fire	0
Frost	-4
Lightning	11
Electricity	-4

AC: —

Rear AC: —

Armor worn: —

Hp: —

#### Magical Items

None

#### Other Personal Possessions

None

You can move objects at the command of your companion as per the 5th-level magic-user spell, *telekinesis*. You can effect any number of objects (no living creatures) within a 3" radius at a 7" range, as long as the total weight of all affected objects does not exceed 1,000 gp. Objects move at a speed of 1" the first round, doubling that speed until the maximum speed of 8" is reached. The speed can be controlled within the 1"-8" range. The duration of the effect is one turn. Affected objects fall directly to the ground at the end of that time, with no further movement in the direction they had been moving. Multiple objects move together, and cannot be affected independently. An object which is moved out of the range of effect (7"), also falls as described above for end of effect.

You were crafted of gold, of course. Unfortunately, the slob who enchanted you forgot to include a trademark, and got rid of you immediately so that you remain an

orphan after several centuries. You don't know why you're here. You are often depressed by this and you envy those who know their roots; it seems to make their lives fuller and appears to give them purpose and drive. Without such knowledge, your very existence seems without purpose. Nevertheless, someone did give you life, and you will continue to search for that person. Until then, this purpose will be your main reason for existence.

You had finally gotten to know and trust Kathryn when you were ripped from her to join Hugo. He seems brutish by comparison. Your lot seems to be to suffer as deeply and as often as possible. In view of that, this latest alteration is just one more burden that must be borne. You are withdrawn and are a stoic planner as a result, reserving your comments for times when you have something truly useful to say. Even though others rarely listen to you, you stubbornly offer your advice in spite of their ignorance. Others will have the benefit of your wisdom — even if they choose not to act upon it. You do hope that this group will be more willing to plan their actions instead of just blundering ahead. Unfortunately, that is most likely too much to ask for. Sigh!

## Reactions to Other Magical Items

### Sharko/Rangie

Gibber, gibber, gibber: That's all these two ever do. It's a wonder they haven't been strangled by someone.

### Electra

Give me strength! This one can tire you out with her constant jabbering. Worse yet, she's irresponsible and a bit looney. And whoever heard of a wand made of grape vines. The mage probably wanted more wine, but couldn't spell because he was too drunk. That would explain how this one came into being.

### Hurdles

Sometimes, you just want to scream, "*Stand still!*" Up and down, and zip and zap. Whew! Doesn't anyone ever slow down to think and plan before they act?

### Schizzo

Here's an unstable character if you ever met one. He can't even seem to decide who or what he wants to be. He would disappear if anyone asked; unfortunately, no one will. You don't imagine they'd listen to you anyway; they rarely do.

# Wedding Party



AN AD&D® ORIENTAL  
GAME ADVENTURE

by Robert Farnsworth

## Player's Notes on Shou Lung

Read this section to the players before handing out the character sheets.

According to long-standing Shou Lung tradition, only the first four children inherit a family's wealth. The remaining children are encouraged to go their own ways when they grow up. The best way to find someplace to go when a child leaves is to take an Imperial examination. The empire routinely tests young people to find the best talent for the Imperial bureaucracy. A high score virtually guarantees a good position in government service, and a very high score brings much honor to the applicant.

Children who inherit are expected to marry according to their family's wishes. Families of all ranks try to improve their power, influence, and wealth through advantageous marriages. Sons and daughters are expected to marry for the family's benefit. Members of secret societies marry within the society to increase their ranks. Even the Imperial family uses marriages to seal treaties with neighboring countries and to promote their own welfare.

For the past two years the empire has been suffering from stinging raids led by the powerful new khan of the steppe barbarians. The Torgul Khan has united the steppe tribes into a mighty military force that could batter the empire.

The emperor does not wish to raise an army to fight the barbarians. This would be expensive and would put too much power in the hands of several generals whose ambition makes their loyalty questionable. It is much cheaper and safer to marry off a daughter and gain a powerful son-in-law.

You have been recruited to escort the princess to her wedding with the khan. Chai Duc Ming, a samurai, is nominally your leader. She has your orders.

## DM's Notes

Shou Lung has rigid rules of etiquette; if the characters act impolite toward each other, or toward an NPC of a higher class, the offended character should seek reparation. Shou Lung society requires the insulted person to at least ask for a public apology. NPCs, having nothing in common with the PCs, might request a duel.

Characters who make insults auto-

matically lose one point of honor. An insulted character loses one point of honor if he does nothing about it. Demanding an apology and not getting one is the same as not doing anything. Well-delivered apologies can gain a character honor (one point).

A character of a higher class can make condescending remarks without being insulting. The people of Shou Lung are well known for the ability to talk down to others not fortunate enough to be born a Shou Lung without insulting them. To really be insulting to someone less fortunate is to lose honor (one honor point). The emperor and empress will not talk down to the barbarians (at least for the moment) because of their earnest desire for peace between the empire and horse nomads.

The steppe barbarians have raided the empire's borders for centuries. Their new leader, the Torgul Khan, is the brother of one of the PCs. Torgul is more a politician than a fighter. Since he has gained the khanhood, he has almost retired from fighting. His brother, Targon, and his best friend, Nook, are helping him by going along to protect his bride. Marriage to the princess is not the only bribe from the emperor, she also comes with a large dowry.

Shou Lung's minister of war opposes the marriage. He would like to see more trouble with the barbarians. If the party succeeds in getting the princess to the wedding in one piece, there no longer will be a need for a powerful army. And without the army, the minister of war would lose his biggest source of money and influence.

The minister of war, Bo Lei Ping, has friends in high and low places. One of the most powerful is the patriarch of a ninja family. The minister wants to stop the wedding by getting the princess out of the way, dead or alive. However, the patriarch does not want to bring Imperial wrath on his family. He wishes to take the princess alive at all costs, even if it means the loss of a few ninja.

### Encounter 1: The Grilled Mutton Inn in Kangpei

The people of Kangpei are friendly to anyone who enters the city, whether they are barbarians or native to the empire. This town is the only place that the nomads will not see the normal prejudice common against foreigners.

Targon, Nook, and Kani are already at the inn. Thong, Chung, and Chai will arrive together. They have been travel-

ing hard and are hungry.

From the inn, the party is to proceed to the source of the Ch'ing Tung River. Then they must journey to the capital and pick up the princess.

The Grilled Mutton Inn's restaurant is crowded with nomads, merchants, and Shou Lung noisily eating bowls of steaming hot food. Targon, Nook, and Kani have been seated at a table for over an hour, waiting for the rest of the party to arrive. Perhaps they won't come today. The inn isn't an unpleasant place. The chairs are comfortable, and the walls and floors are pleasingly decorated with many rugs. Still, the large, smoky griddle in the room's center makes it hard to see clearly.

Finally you see the waiter, an elderly Shou Lung gentleman with worn features, escorting a monk, a priest, and a samurai into the restaurant.

There are bowls filled with meat, vegetables, and three oily sauces of different colors on a table next to the griddle. The bowls in the front contain shredded lamb, beef, chicken and fish. Behind them are bowls of sliced water chestnuts, bamboo shoots, and other vegetables. The sauces are labeled with small placards reading mild, hot, and demonic.

As you watch, diners fill bowls with vegetables, meat, and oil, then they hand them to the cook. The cook, a fierce nomad armed with a razor sharp parang, walks around griddle madly flipping and stirring the food. When he finishes his circuit, the food is hot and steaming, ready for eating.

Waiter: AL N; MV 12"; Bu 1; hp 5; AC 9; THAC0 20; #AT 1; Dmg gunsen; Size M; In Average; Sts 17; Stw 16.

Cook: AL N; MV 9"; Bu 4; hp 26; AC 8; THAC0 18; #AT 1; Dmg parang +3; Size M; In average; STs 17; STW 16; SA swing parang overhead it to produce a howling causing temporary deafness and stunning all within 30', except the welder, for 1d6 rounds, save vs. paralyzation negates effect.

After the PCs have been seated and settle down to eat, a group of four steppe barbarians force their way up to the party's table, dragging the waiter with them.

Four burly men, steppe barbarians still dusty from riding, swagger up to your table with the waiter helplessly in tow. Their leader points angrily at Kani. "Waiter! She could be eating with the khan's brother, for all I care! She isn't going to eat in the same restaurant with any of the horse people. I'm going to kick her out even if you don't have the backbone for it."

Steppe Barbarians (4) AL N; NV 12"; HD 4; hp 32, 31, 38 and 37; AC 7; THAC0 16; #AT 1; Dmg long sword; Size M; In Average; Sts 14; Stw 13

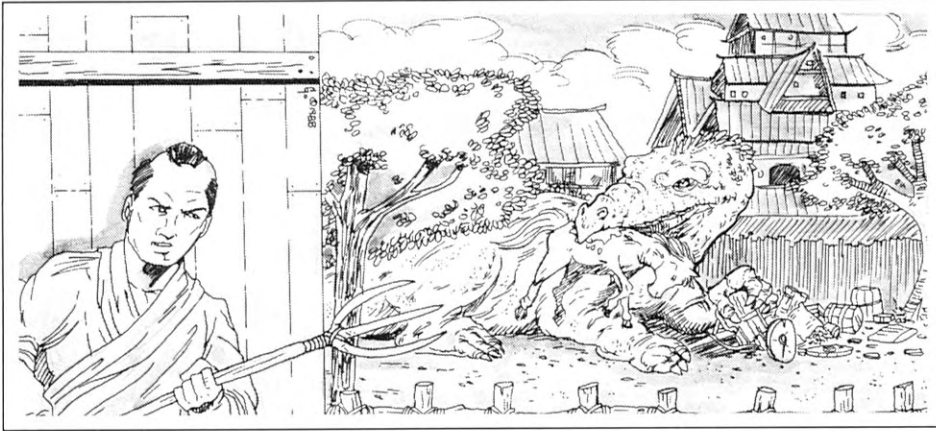
The other patrons will ignore anything short of a fight. If the PCs tell the barbarians that Targon really is the khan's brother, the barbarians back down. If the PCs act cowardly or unsure, the barbarians will notice, and trouble will start. If a fight starts, the cook will swing his parang around his head, causing everyone in the restaurant to become deaf for 1d6 rounds and save vs. paralyzation or be stunned. Stunned characters cannot move, and attack and defend at -4.

When everyone can hear again, the cook will shout:

"Now everyone will stop fighting and settle down. The ringing in your ears will go away, but I will have no fighting in my establishment, you hear! If anyone wants to fight it will be elsewhere or you will answer to me!"

When the nomads finally realize they are actually fighting the khan's brother, they will apologize. It is one thing to brag about fighting Targon, and another to really see him in person. As if that wasn't bad enough, the khan's right hand man, Nook, is staring them in the face. If the barbarians can leave the inn without losing their freedom, they will pledge their undying allegiance to the khan.

After the meal is done the party should be ready to leave. The time is now midday. The river is a day and a half away.



## Encounter 2: The Attack of the Giant Lizard

You reach the river quickly and follow the bank toward the port of Koi where you are to meet Master Ho. You round a bend and get your first look at the peaceful river city. Fishing boats and houseboats crowd the docks at the river. The town is bustling with activity and commerce, for such a small town it's quite busy.

As you draw nearer, you notice that the docks are deserted in spite of the crowd of boats. The streets are empty, too, but there is plenty of frenzied activity in the hills overlooking the town. In fact, the citizens appear to be fleeing in panic!

Another glance at the docks reveals a lizard at least 50 feet long climbing out of the river. The only people left in town are a small band of nervous soldiers and the fire brigade. The soldiers' weapons look puny when compared to the lizard's gigantic horns.

**Gargantuan Lizard:** AL CN; MV 18"//12"; HD 50; hp 350; AC 2; THAC0 7; #AT 3; Dmg 3-30/3-30/6-60; Size L; In low; Sts 6; Stw 6; SA: 10d10 damage for a trample. Tail sweep causes save vs. death or suffer 8d10 damage.

The lizard is young and very confused. It will be easy to scare. When below 200 hp, the monster will run away. It will also run away from any display of showy magic (loud sounds, bright light, heat, etc.).

**Fire Fighters (20):** AL N; MV 12"; HD 1-1; AC 10; THAC0 20; #AT 1; Dmg

spear; Size M; In Average; Sts 10; Stw 18

The fire fighters are from every walk of life and are prepared to extinguish any fires that break out when the lizard tramples the town. They will fight only if cornered.

**Soldiers (15 groups of five)** AL N; MV 12"; HD 20/group; hp 75 per group; AC 5; THAC0 20; #AT 2; Dmg 10d6/group; Size M; In Average; Sts 17; Stw 16

The soldiers are 1st level bushi, they fight in groups of five. When any group's hit points fall to 38 or less roll 2d10. The group fights on if the roll is 11 or more. They run on a score of 10 or less. If one of the party lends their help to the fight, the bushi nearby will get a +1 bonus to morale.

If the party drives away the lizard, the citizens will return, accompanied by their priests. The priests will heal any damage the PCs have suffered, and they will offer to *raise* any slain characters. They even have a *wish* available if a slain PC fails a resurrection roll.

## Encounter 3: Master Ho's Sampan

When the party reaches the sampan, they are greeted by the Master Ho. He will congratulate them on their heroism.

The ship in front of you is worth the income of a small city. You see a gleaming palace of the water. The ship is crewed by men and women fitted in the finest silk naval uniforms. The captain wears the robes of one who was born to nobility.

The captain greets you heartily. "I am glad you could make it, distinguished ones. The emperor will hear the tales of what you did today. There are not many who could have accomplished as much as you have."

There is plenty of room in the hold of the sampan for the characters' horses.

**Chiang Lung (Master Ho):** AL LN; MV 12"/18"//24"; HD 23; hp 132; AC 2; THAC0 9; #AT 3/1; Dmg 1-8 (+5 magical sword); Size M; In Genius; Sts 10; Stw 9

**Nature Spirit, lesser (5)** AL LG; MV 12"; HD 5; hp 40; AC 7; THAC0 15; #At 1; Dmg 1-8; Size M; In Very; Sts 13; Stw 12; SA once per round *invisibility*, *polymorph self*, *detect evil*, *detect magic*, *detect harmony*.

Master Ho is the dragon for the Ch'ing Tung River. He and his five lesser nature spirits know the PCs by reputation and want to meet them.

When the PCs have settled aboard the sampan, Master Ho will question them about their exploits. He is well acquainted with their histories and will ask the PCs to elaborate on the stories he has heard. The nature spirits gather round to hear the PCs' answers.

As the characters are spinning their tales, the nature spirits serve them wine and food. The PCs will get any kind of food or drink they ask for (courtesy of the dragon's *major creation* ability). All the food and beverages have been drugged — the dragon and his servants want to leave quietly after meeting the PCs. Characters who eat or drink will slowly fall asleep. If a character refuses to eat or drink, a nature spirit will try to *fascinate* the character into drinking or eating, discreetly *polymorphing* into a character of the opposite sex to do so. If this fails, the dragon and the spirits do their best to leave the sampan unnoticed.

## Encounter 4: The Docks, South of the Spring Palace

You awake in the morning and find yourselves alone on a deserted ship. The ship, guided by some unseen force, floats down river toward docks overflowing with brightly clad people. In the crowd, you see a large group of guards and members of the

Imperial court.

When the sampan touches the dock, many servants surge forward in a swarm and hurry on board. They bow, greet you politely, and begin to unload your horses and goods before you can stop them. An elderly man in court robes steps forth and addresses you.

“Greetings, I am Minister Lo Chi Chung. We are pressed for time, there already have been delays. There are still preparations to be made for the wedding. There have been enough delays as it is. Let us go to the Spring Palace immediately and settle you into your apartments. You will be introduced to the princess soon.”

Chung, Lo Chi: AL N; MV 12"; Bu 2; hp 12; AC 6; THAC0 20; #AT 1, Dmg bo stick; Size M; In Above Average; Sts 12; Stw 11

The minister is abrupt, but only until the party starts on their way. He is concerned that his plans are falling behind schedule. When he feels that things are proceeding smoothly, he will become friendlier and talk more freely.

Also in the crowd are the minister of the treasury, the minister of extinct creatures and the minister of war. The empress is also present, accompanied a large entourage of court followers. The DM can arrange the following conversations in any order.

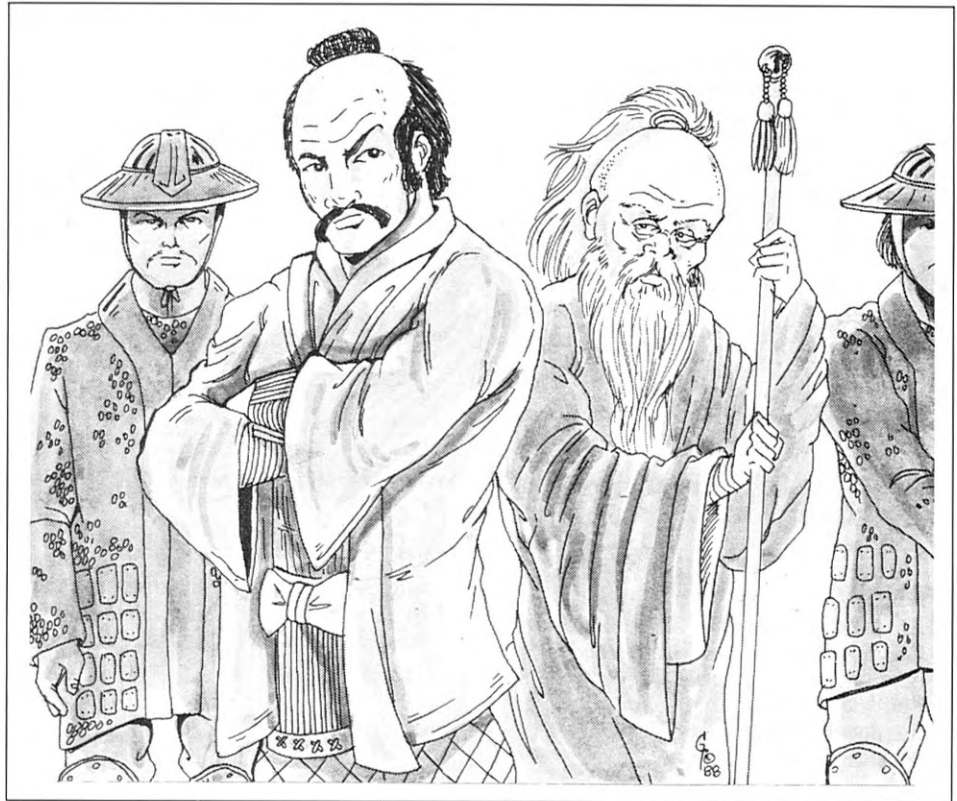
Li Chu Ching: AL N; MV 12"; Wj 8; hp 30; AC 7; THAC0 16; #AT 1; Dmg bo stick; Size M; In Above Average; Sts 12; Stw 11

Spells carried: *detect magic, hypnotism, message, unseen servant, ESP (x2), protection from charm, detect shape-changer, scry, suggestion, improved invisibility, transfix*

The minister of the treasury is concerned with the dowry. He will ask probing questions about the characters' abilities.

“Greetings, I am Li Chu Ching, the minister of the treasury. I understand you are to escort the princess and her large dowry.”

The minister is doubtful about trusting such a large sum to a few people. He



is not sure everyone involved is to be trusted.

“The dowry you guard is a big responsibility. I hope you are going to guard it well. You will be traveling through dangerous country and it will take a strong group to guard it. Will you be able to take care of it?”

Bo Lei Ping: AL CG; MV 12"; Bu 7; hp 57; AC 3 (bracers); THAC0 14; #AT 2/1; Dmg katana +3; Size M; In Above Average; Sts 12; Stw 11

The minister of war is a corrupt man who depends on the border wars to give him his chance to skim large sums of money from the war budget. If the emperor succeeds with this marriage, the minister will lose his main source of money. When he talks to the characters his voice will drip with sarcasm.

“Hello. I am the Minister of War, Bo Lei Ping. I am happy that you were able to make it to the capital. I recommended to the emperor that he let me use my own people for this job, but I guess he will have to settle for you.”

Pao Lang: AL LN; MV 12"; Wj 8; hp 30; AC 7; THAC0 19; #AT 1; Dmg bo stick +4; Size M; In Very; Sts 11; Stw 10

Spells carried: *know history, message, unseen servant, elemental burst, hypnotic pattern, detect evil, protection from charm, commune with lesser spirit, dispel magic, hold person, confusion, polymorph self.*

The minister of extinct creatures is here to pump the characters for information about the gargantuan lizard. He asks about the monster's size, special attacks, etc.

Empress Mai Long: AL NG; MV 12"; HD 1-1; hp 4; AC 10; THAC0 20; #AT 1; Size M; In Average; Sts 19; Stw 18

The empress is here to see for herself if her daughter will be in safe and strong hands. She distrusts Bo Lei and will be secretly delighted if the PCs attack or insult him. She will introduce herself to the PCs, and will talk with them to find what kind of people they are. She tries to make her questions seem like idle chatter.

Guardsmen (50): AL N; MV 12"; Bu 2; hp 18; AC 5; THAC0 19; #AT 3/2; Dmg Katana; Size M; In Average; Sts 11; Stw 10

The guardsmen are from the Yellow Banner Brigade. They are loyal to the empress. They know Chai Duc by reputation. Use Chai's family reaction modifier when she deals with the guards.

Court followers (20): AL CN; MV 12"; HD 1-1; AC 10; THAC0 20; #AT 1; Dmg N/A; Size M; In Low; Sts 19; Stw 18

The court followers will echo anything the empress says or does. They will run from any violence. If the characters talk to them, the followers ask stupid questions and waste the party's time. They will also give useless advice.

When the group gets to the Palace of Spring Blossoms, the PCs and VIPs are separated, the PCs will be shown to rooms set aside for them at the palace. Two servants wait inside each room. When characters enter their rooms the servants will insist that the characters bathe. After they bathe, the characters are massaged, perfumed, and dressed in court clothing.

When you reach your suite and enter your private bedrooms you are greeted by two servants. The first time they see you, they wrinkle their noses, making it obvious that you are dirty and smelly from your trip. All of your servants say the same thing. "Please, take off those filthy things and put on these robes."

After you undress, the servants hand you robes made of the finest silk, embroidered with dragons of silver and gold. After you don the robes, your servants will take you through a doorway into a courtyard dominated by a pool 40 yards in diameter. You see other party members appearing from similar doorways. Your servants lead you to the pool and "invite" you to enter. The water is chest deep, and it boils and foams. It has a faintly sulfurous scent.

The water is only hot mineral water from a spring at one end of the pool. The servants will assure the PCs that the water is perfectly safe and will enter the water to prove it. When all the PCs have slipped into the pool, and have gotten comfortable and relaxed, there is a disturbance.

The bath feels wonderful. Soon you are completely relaxed, the tensions from your trip have melted away.

You are jarred out of your contentment when you hear the flapping of many sandals. Twenty men dressed in plain brigandine armor rush into the courtyard. This is the same armor used by the Imperial guard, but undyed. There is no way to tell which regiment they come from. They quickly surround the pool, cutting you off from your rooms and your weapons. Their leader steps forward to speak to you. Your servants seen unusually calm.

If the characters were watching for an attack, they may have one round's worth of actions before the soldiers appear in the courtyard.

"Hello Chai. It's nice to see you again. General Ming's not here to protect you this time, so don't try anything foolish."

Chai Duc Ming recognizes the man as her enemy, Ping Lo Lei.

"If you come quietly, you and your associates might have a chance of leaving this courtyard alive. My men and I would like to take you to someone who is interested in talking you out of your foolish mission. So, if you'll peacefully dress and follow me, no one will get hurt."

Soldiers: AL CN; MV 12"; Bu 2; hp 18; AC 6; THAC0 18; #AT 3/2; Dmg spear; Size M; In Average; Sts 11; Stw 10

These men belong to the White Regiment of the guard, a unit known for its corruption; they have been bribed to bring the characters to a place where they can be persuaded to give up their mission. Only Ping Lo knows that their employer is the minister of war.

Ping Lo Lei (Ronin): AL CN; MV 12"; Sa 3; hp 22; AC 5 (+1 brigandine); THAC0 18; #AT 3/2; Dmg katana; Size M; In Average; Sts 11; Stw 10

Your servants dutifully press your robes onto your shoulders. You immediately notice that shuriken are pinned to the inside of the garments. As you finish dressing, the servants tie up your hair in the current fash-

ion favored by the court. The hairpins are 18 inches long, and even though they look normal, they are strong enough to be used as daggers.

Servants (12): AL LN; MV 17"; Mo 2; hp 8; AC 8; THAC0 20; #AT 3/1; Dmg karate; Size M; In Average; Sts 15; Stw 14

The servants are really monks acting as bodyguards for the characters. They will try not to give themselves away unless they have to defend themselves or the characters.

The guards watch carefully as the characters put their clothes on. When they are ready, the guards will try to separate the servants and the characters.

When the guards try to separate your group from the servants, one of the guards tries to strike one of the female servants, only to have his blow knocked away. When the other guards see this happen, they chuckle.

This infuriates the guard. When he tires to hit the servant a second time, she blocks his hand and strikes him three times. He crumples to the ground with his head bent at an odd angle.

Another guard checks the body. "Hey, if she could kill him, she isn't a servant."

The monks take on most of the guards, leaving eight guards to the PCs. If the party takes any prisoners, the soldiers will readily admit that they are from the White Regiment. They explain that they were only doing what they were ordered to do. They did not know what they were doing or why. If Ping Lo is captured, he defiantly sneers at the PCs and refuses to answer any questions. He is confident that the minister will get him out of trouble.

A few moments after the fighting ends, a squad of guardsmen in blue brigandine arrive to help with the bodies and prisoners. After cleaning up the remnants of the battle, the captain of these guards will ask: "Excuse me, Captain Chai, but do any of you have any enemies who might want you dead?"

The party will be unable to get any useful information out of their prisoners. Eventually, the commander of the palace guard will arrive to take

charge and trot the prisoners off to jail. The commander, noting the party's wounds, offers the services of the palace shukenja. The priest will heal all the PCs' damage.

### Encounter 5: Dinner with the Emperor

That evening, after your wounds have been healed, a servant enters the suite.

"Excuse me please, I have a message from the emperor, it is addressed to all of you." He hands you a scroll bound in gold wire.

The note says: "We would like to have the presence of your party for a small dinner given in your honor. Dinner will be a small affair with only your group and the immediate Imperial family attending."

When PCs enter their rooms to change for dinner, they find their armor, weapons, and equipment missing.

If the PCs ask where their things are, each servant will give a different answer. They will be told that their things are out being cleaned, mended, or repaired. They assure the PCs that they have not been robbed. (Their things have been borrowed, but no one will admit it.)

In place of equipment, there is a complete set of clothing in the latest court style for each character.

The servants explain that the court costumes are gifts from the emperor himself. The robes are decorated in dragons made of gems and precious metals, they are made of the lightest silks, but are so bejeweled that they weigh as much as 600 coins each. The robes are tailored to fit exactly. When you put them on they feel as heavy as armor.

The servants escort you to the Imperial apartments, where they show you into a large dining room. Servants wait along two walls watching for the opportunity to serve you. As you enter the room, a gong sounds. A slender woman steps through an archway and introduces the Imperial family as they enter the room.

"The Empress Mai Long Chin."

A handsome, middle-aged woman, the empress still shows the beauty and grace that has made her a stand-

ard of beauty for the women of the court, and the empire.

"Prince Ling Chun."

A handsome young man strides through the archway. His regal bearing makes it obvious that he is the heir apparent to the throne. He sweeps the you with an arrogant gaze, then ignores you."

"Princess Lo Hoi."

The Princess, whom you will guard, is a beautiful maiden in her late teens. She gives you a polite nod, eyelids demurely lowered.

After the kowtowing, the woman announces the emperor.

"His excellency, the eighth Emperor of the Kuo Dynasty, the Gatherer of Pearls, and the Friend to all Nations: Emperor Chiao Chin."

After he enters the room, the emperor idly motions for everyone to stand and says:

"Dinner will be ready soon. While my family sits down, it would be nice if Captain Ming introduces the rest of her party."

After the dinner is finished, the emperor rises from the table and motions for the party to follow him. He takes them down a corridor and into a room.

You follow the emperor into the depths of the Imperial apartments and into a small room. Here, laid out neatly, is your missing armor, weapons, and equipment. Your things have been expertly cleaned and mended. You also notice some additions and changes to your equipment.

The emperor smiles benignly. "These gifts are your reward for the valor and honor you showed when you fought the giant lizard in the city of Koi. The gifts should also be useful on the dangerous journey ahead of you."

The items are:

Targon	chain mail +1
Nook	hand axe +2
Chung	bag of holding (500#)
Chai	o-yori +2
Thong	nunchaku of dancing +2
Kani	ring of protection +1

### Encounter 6: Outside the Spring Palace, the Next Morning

When you awaken the next morning you are given some time for prayer, study, or simple meditation. Soon, your servants appear and tell you it is time for you to be on your way. They quietly lead you to the palace's main courtyard.

The courtyard is filled with soldiers from the Rainbow Guard Brigade. Phalanxes of guards clad in red, blue, yellow, orange, black, green, white, and violet, create a true rainbow.

The princess's party stands at the head of this honor guard. There are 20 soldiers in the blue brigandine armor of Chai's regiment, 30 sohei dressed in the maroon armor of Chung and Chani's temple. Ten maids and 50 bearers also attend the princess.

The ministers of war and religion stand near the royal party, watching your approach. The emperor watches from a balcony. As you mount your horses and prepare to leave, the minister of religion steps forward to say a blessing.

"Your journey is a gesture of friendship from our lord, the emperor. With this gesture, we want the khan to know that our people would like to have peace. It is important that you meet the khan's party at the border in twenty days. From there you will journey to the wedding. I wish you a happy and safe journey."

When the minister finishes, the emperor gives signals you to begin. The assembled guards give three raucous cheers and fireworks erupt from all parts of the palace.

Chun Mei: AL LG; MV 12"; Sh 14; hp 57; AC 3 (bracers); THAC0 14; #AT 2/1; Dmg 1-6/1-6; Size M; In Above Average; Sts 12; Stw 11

The minister of religion is a very calm man. His training has made him patient and understanding. He has never been known to show the least bit of a temper.



# Targon

7th Level Human Male Steppe  
Barbarian

**STR:** 16 +1 Dmg, 700 coins,  
Doors: 1-3, bb/lg 10%  
**DEX:** 18 +3 React/Attack, -4 AC  
**INT:** 14  
**WIS:** 14  
**CON:** 17 SS: 97%, RES: 98%  
**CHA:** 12  
**COM:** 16 +16% reactions, fascinate  
females WIS 8 or less

**Age:** 26  
**Height:** 6'2"  
**Weight:** 195#  
**Family honor:** 49  
**Personal honor:** 61  
**NPC reaction modifier:** 0%  
**Family reaction modifier:** +5%  
**Alignment:** NG  
**THAC0:** 14  
**AC normal:** 0  
**AC rear:** 5  
**Armor type:** Chain, Large Shield  
**Hit Points:** 88  
**Attacks:** 3/2

**Languages:** Steppe, Trade, Forest,  
Shou Lung  
**Weapon proficiencies:** Broad Sword,  
Horse Bow, Dagger, Lt Lance  
**Weapons carried:** Broad Sword +2,  
Horse Bow, Dagger, Lance  
**Non Weapon proficiencies:** Horse-  
manship, Running, Tracking, Hunting,  
Bowyer, Iaijutsu (sword), Swimming

## Barbarian Skills

**Climb** **Hide** **BP** **DI** **DM** **Leap**  
91% 63% 35% 35% 60% 15+1d6'  
**Magic Items:** *potion of fire resistance*,  
*potion of healing* (x2)  
**Money:** 50 ch'ao, 30 yuan, 2 gems (100  
tael each)

Your father, Tormac the bold, was the leader of your tribe. When he died your older brother, Torgul, took his place as Khan. In the years after Tormac's death you have adventured in your brother's service and on your own. You've seen war, famine, and plagues strike your people. The life of a horse nomad never has been easy.

Torgul has been a good leader, especially in war; the other horse tribes started to follow him, one by one, until today he is known as the Great Torgul Khan.

When a missionary relayed the emperor's offer of a marriage between Torgul and his daughter you sensed a possible trap and insisted on going to the capital yourself to pick up the princess and escort her to the wedding.

# Thong

6th Level Human Female Monk

**STR:** 17 850 coins, Doors: 1-3, bb/  
lg 13%  
**DEX:** 15  
**CON:** 15 SS: 91%, RES: 94%  
**INT:** 17  
**WIS:** 15  
**CHA:** 12  
**COM:** 17 +17% reactions fascinate  
males WIS 9 or less

**Age:** 25  
**Height:** 5'3"  
**Weight:** 120#  
**Family honor:** 15  
**Personal honor:** 47  
**NPC reaction modifier:** 0%  
**Family reaction modifier:** +15%  
**Alignment:** LG  
**THAC0:** 18  
**AC normal:** 5  
**AC rear:** 5  
**Armor type:** none  
**Hit Points:** 28  
**Attacks:** 1 or 3/2

**Languages:** Shou Lung, Trade, Koza-  
kura, Steppe  
**Weapon proficiencies:** Tae-kwon-do,  
Missile Deflection, Shuriken, Flying  
Kick, Backward Kick, Great Throw,  
Leap, Weapon Catch  
**Weapons carried:** Nunchaku  
**Non Weapon proficiencies:** Religion,  
Calligraphy, Swimming  
**Ki Abilities:** (6/day) Reduce magic  
damage to 1/2 with successful save.  
**Special Abilities:** *Speak with animals*  
Immune to disease, *haste* or *slow* spells.  
Can *feign death* for 12 turns, *ESP* works  
26% of the time, fall up to 20' with no  
damage if within 1' of a wall.

## Thief Abilities

OL F/RT MS HS HN CW Surprise  
47% 45% 47% 37% 20% 90% 24%  
**Magic Items:** *Everproducing Rice Mor-*  
*tar* (common)  
**Money:** 8 ch'ao, 12 yuan

When you were growing up there seemed to be no point to your life. You were the first daughter of a diplomat, destined either to marry or to be a bureaucrat just like your father. You always liked sports and did well at your lessons. When you talked to a monk one day, you found something that might let you continue your interest in self-improvement. Some people may think you have gone overboard in your pursuit of perfection. But being a monk makes you feel more alive than ever before.

# Took Nook

6th Level Male Korobokuru Forest  
Barbarian

**STR:** 19 +3 Hit, +7 Dmg, 4,580  
coins, Doors: 7/8, bb: 50%  
**DEX:** 17 +2 React/Attack, -3 AC  
**INT:** 12  
**WIS:** 14  
**CON:** 16 SS: 95%, RES: 96%  
**CHA:** 13  
**COM:** 14

**Age:** 24  
**Height:** 4'2"  
**Weight:** 245#  
**Family honor:** 29  
**Personal honor:** 54  
**NPC reaction modifier:** 0%  
**Family reaction modifier:** 20%  
**Alignment:** NG  
**THAC0:** 16  
**AC normal:** 1  
**AC rear:** 4  
**Armor type:** Haramaki-do of quality  
+1, Suneate, Kote, Haidate, Haniburi  
**Hit Points:** 76  
**Attacks:** 1

**Languages:** Forest, Trade, Steppe  
**Weapon proficiencies:** No-dachi (two-  
handed sword), Horse Bow, Hand Axe,  
Harpoon  
**Weapons carried:** No-dachi +1, two  
hand axes, horse bow, harpoon  
**Non Weapon proficiencies:** Horse-  
manship, Tracking, Winter Survival,  
Fishing, Chanting (X2), Music (Flute)

## Barbarian Skills

**Climb** **Hide** **BP** **DI** **DM** **Leap**  
90% 56% 30% 30% 55% 15+1d6'  
**Magic Items:** *oil of slipperiness*  
**Money:** 3 gems (300 tael each), 100  
yuan

Your village's tradition requires all children, upon reaching adulthood, to leave for one year to live independently. At the end of your year, you returned to find your village gone. A few villagers had survived to tell of a terrible typhoon that struck in the night just a few months before your return.

With no family or village left, you set off for the one place that might still welcome you. Your parents had a friend, Tormac, who lived on the steppes. When you were small you spent a summer with Targon and Torgul, Tormac's sons. You had become good friends with Torgul and his brother. You are now one of Torgul's trusted lieutenants.

**Targon:** When you found the horse nomads, Targon helped you adapt and learn the skills of the steppe people.

**Chai Duc Ming:** The Ming family has produced famous leaders for years, and Chai Duc's no exception. Long a captain in the Imperial Guard, she is said to be very brave in battle and fair to her prisoners.

**Kani:** Stories describe Kani as a grim, older woman with immense power. True, she may have immense power, but after talking with her a while, she doesn't seem to be much older than you are. Her bald head and her intense manner may be why she seems older than she really is.

**Chung:** Chung was a missionary to the Khan for three years and is his choice as the Shukenja to perform the wedding ceremony. During the short time he spent on the plains Chung proved to be a very holy man and a great healer. But, he spent most of his time with Torgul, so you never got a chance to talk to him before now.

**Thong:** The tales you have heard about Thong tell of a woman obsessed with pushing herself to her limits. You have heard of her running days without rest, even leaping up the side of mount Maji. Thong is unusual, but you have seen worse behavior.

When you were given this mission you were warned there would be many enemies both native and foreign. This doesn't bother you. You were sent to protect the priest and the princess from anything that might harm them. If any harm came to them, the reputation of your monastery would suffer and you would lose honor before the emperor.

**Targon and Nook:** Leaders of the steppe raids on the border, these fellows have gained a reputation for brilliant leadership and elusiveness. Their talents and bravery have earned them the respect of many leaders in the emperor's armies.

**Chai:** General Chai Duc Ming scored the highest marks for military ability in her qualification exams. The Ming family adopted her to replace a son who had died in battle. That adoption allowed her to join the Imperial Guard. Once there, she advanced until she reached the rank of captain over the Blue Banner Regiment.

**Chung:** Chung is a priest of The Way of Enlightenment and is respected in religious circles for his wisdom and powers. While Chung was a missionary to the Khan, the emperor sent his proposal for the wedding through him. This involvement has gained him enemies inside the empire and out. That's why they picked you, to insure that he is alive to perform the wedding.

**Kani:** The wu jen, Kani Mukei, is a maverick and a hermit. Some say she travels to far Gajin lands to get her powers. This might be true. Her height and thinness make her seem Gajin, but her manner and honor quickly dispel any suspicions.

**Nook:** You asked to take Nook along. He is your faithful friend and Torgul's lieutenant.

After his village was destroyed by a typhoon, Nook came to join your tribe. His parents and your's had been friends for years, and Nook had already spent a summer with your family. Nook was at a disadvantage when he first arrived. Although fully grown, he did not have the skills necessary to survive on the steppes. You helped teach him those skills.

**Kani:** You met Kani when you were young. She was wandering the plains alone, on some pilgrimage. Since you had no idea what a wu jen was, let alone what one did, you spent a long afternoon with her discussing the local wildlife.

When you first saw magic used, you felt that it was a great evil. Since then you've realized that it's not magic, but the wielder who is the source of evil. If you have to travel with a wu jen it's nice that it's Kani.

**Chai Duc Ming:** The Ming family has produced famous leaders for years, and Chai Duc is no exception. A captain in the Imperial Guard, she is said to be brave in battle and fair to her prisoners.

**Chung:** Missionary to the Khan for three years, Chung is the Khan's choice to perform the coming wedding. He relayed the marriage offer and has carried other messages for the emperor. He has spent hours debating religion with your brother, trying to convert him. You think Chung is a very holy man and a great healer.

**Thong:** Thong is a woman driven by the need to improve herself. You've heard tales of Thong standing alone in a raging typhoon, wearing only a loin-cloth, and running for days across the steppe without rest.

## Chai Duc Ming

8th Level Human Female Samurai

**STR:** 17 +1 Hit, +1 Dmg, 850 coins, Doors: 1-3, bb/lg 13%  
**DEX:** 15  
**CON:** 14 SS: 88%, RES: 92%  
**INT:** 15  
**WIS:** 15  
**CHA:** 15 +15% reactions  
**COM:** 17 +17% reactions, fascinate males WIS 9 or less

**Age:** 29  
**Height:** 5'7"  
**Weight:** 145#  
**Family honor:** 56  
**Personal honor:** 78  
**Alignment:** LN  
**NPC reaction modifier:** 80%  
**Family reaction modifier:** 10%  
**THAC0:** 13  
**AC normal:** 0  
**AC rear:** 1  
**Armor type:** O-yori of quality +1  
**Hit Points:** 46  
**Attacks:** 3/2

**Languages:** Shou Lung, Trade, Kazakuran  
**Weapon proficiencies:** Katana (specialist), Daikyu (specialist), Wakazashi, Dagger  
**Weapons carried:** Katana, Wakazashi, Dagger, Daikyu of Quality  
**Non Weapon proficiencies:** Horsemanship, Etiquette, Calligraphy, Painting, Poetry, Noh, Music (Biwa)  
**Ki Abilities:** Raise STR to 18/00 for 1 round (8/day)

**Magic Items:** *Wonderous writing set, potion of extra healing, potion of speed*  
**Money:** 40 ch'ao, 30 yuan

Your original family members were powerful merchants in the logging village of Shingtei. But, since you were born the youngest of 9 children in your family, it was decided that once you were old enough you would leave the family and go into whatever career the Imperial Examination System recommended.

When you took your examinations, you were very surprised when you found out that you were well suited for the military. When the famous samurai General Chou Ming saw how highly you scored on your exams, he adopted you into his family. But adoption is just like ying and yang, you gain the bad with the good, enemies as well as allies.

One enemy is Bo Lei Ping, the minister of war. He is an evil man, and has given your adopted father political trouble for years.

## Chung

8th Level Human Male Shukenja

**STR:** 15 550 coins, Doors: 1-2, bb/lg 7%  
**DEX:** 11  
**INT:** 16  
**WIS:** 18 +3 ST adjustment  
**CON:** 15 SS: 91%, RES: 94%  
**CHA:** 15  
**COM:** 15

**Age:** 45  
**Height:** 5'2"  
**Weight:** 140#  
**Family honor:** 20  
**Personal honor:** 45  
**NPC reaction modifier:** 0%  
**Family reaction modifier:** +10%  
**Alignment:** LG  
**THAC0:** 16  
**AC normal:** 6  
**AC rear:** 6  
**Armor type:** Jingasa  
**Hit Points:** 46  
**Attacks:** 1  
**Spells/day:** 6,5,2,1  
**Languages:** Steppe, Trade  
**Weapon proficiencies:** Pale Wind (martial art, #At 2/1), Weapon Catch, Instant Stand, Mental Resistance, Missile Deflection, Ironskin  
**Weapons carried:** Jitte  
**Non Weapon proficiencies:** Religion, Calligraphy, Gaming, Heraldry  
**Ki Abilities:** +3 saving throw (8/day)  
**Magic Items:** *Mirror of curing (4 heals), Mallet of Luck, scrolls: resist, pacify, cure serious wounds (x3), cure disease (x2), detect disease, potion of invisibility*  
**Money:** 25 ch'ao, 200 fen

It was your idea to be a missionary to the Torgul Khan. The three years spent discussing the tenets of your religion may not have converted the Khan yet. But it has helped to bring peace on the border. When you were told of the wedding, you were more than happy to accept the mission to go back to the steppe people and marry the princess to the Khan.

## Kani Mukei

8th Level Human Female Wu Jen

**STR:** 13 450 coins, Doors: 1-2, bb/lg 4%  
**DEX:** 16 +1 React/Attack, -2 AC  
**CON:** 12 SS: 80%, RES: 85%  
**INT:** 18  
**WIS:** 18 +3 ST bonus  
**CHA:** 14 +10% reaction adj.  
**COM:** 16 +16% reactions, fascinate males WIS 8 or less

**Age:** 38  
**Height:** 5'10"  
**Weight:** 130#  
**Family honor:** 15  
**Personal honor:** 37  
**NPC reaction modifier:** 0%  
**Family reaction modifier:** +10%  
**Alignment:** NG  
**THAC0:** 19  
**AC normal:** 2  
**AC rear:** 4  
**Armor type:** bracers of defense AC 4  
**Hit Points:** 25  
**Attacks:** 1  
**Spells/day:** 6,5,2,1  
**Languages:** Shou Lung, Trade  
**Weapon proficiencies:** Shuriken, Kau sin ke  
**Weapons carried:** Kau sin ke, Spike Shuriken  
**Taboos:** cannot eat meat, cannot have hair on head  
**Non Weapon proficiencies:** Calligraphy, Origami, Etiquette, Noh, Jeweler, Poetry, Read/Write; Yuan-ti, Kozakura  
**Ki Abilities:** +3 to reaction roll or lvl 1-5 spells can be cast at their maximum (eight/day)  
**Magic Items:** *Paper of forms (5), seal of vigor, scrolls: comprehend languages, prestidigitation, wall of fog, disguise, memory, potions: invisibility, extra healing, sweet water, oil of etherealness*  
**Money:** 280 ch'ao, 300 yuan

### Spell List

#### First Level Spells

Chameleon	Cloud Ladder
Detect Magic	Elemental Burst
Hail of Stone	Hypnotism
Magic Missile	Prestidigitation
Read Magic	Secret Signs
Shield	Ventriloquism
Wall of Fog	Water Protection

## Second Level Spells

Apparition	Bind
Detect Evil	Detect Invisibility
Enchanted Blade	Fire Shuriken
Hypnotic Pattern	Ice Knife
Knock	Phantasmal Force
Stinking Cloud	Wind Breath

## Third Level Spells

Cloudburst	Disguise
Dispel Magic	Face
Fire Rain	Haste
Improved Phantas- mal Force	Steam Breath
Statue	Wood Shape

## Fourth Level Spells

Confusion	Dimension Door
Elemental Turning	Minor Creation
Shout	Transfix
Wall of Bones	

You were performing research into the magical properties of gold when you found the title of a book that might have what you are looking for. After a short search, you found that the Ministry of Lost Magic had the only surviving copy of the book. They promised to let you look at it — if you help guard the princess as she travels to her wedding.

**Targon:** Some time ago, while on a pilgrimage, you stopped to talk to a young male barbarian about the plants and animals of the steppes. You were surprised when he didn't show the usual barbarian hatred of spellcasters. You thought you would never see him again, but he's the groom's brother.

**Nook:** When you greeted Targon you thought he had a bear with him. When the pair came closer, and you spoke to your old friend, you noted that the "bear" was a korobokuru.

**Thong:** Most monks spend years locked in their monasteries. Thong has always strived for new ways to test her physical limits. Thong has also studied with some of the finest philosophers for a mental challenge.

**Chung:** Chung is famous for both starting and stopping a religious war in Yangchee province. He was visiting a temple in Yangchee when a religious argument quickly escalated to a full scale war. It took years to resolve the conflict. After that he devoted himself to stopping wars. His latest effort was persuading the Torgul Khan into a marriage of peace between the empire and the Horse Nomads.

**Chai:** Chai Duc Ming is a brave leader who does as well in the Imperial court as she does in battle. When she was young she took the Imperial exams and did well enough in the military tests to be adopted by General Ming.

**Targon:** The Kahn's brother, Targon, is level headed and serious. He does not boast of his prowess in battle or take advantage of others less fortunate than himself. Targon is a good aide to his brother. Where the Khan Torgul likes politics, Targon prefers to lead men into battle.

**Nook:** Nook is built like the whales his village hunted for food. You are not really sure if he is as dumb as he appears. You have seen him best others in many debates with his earthy manners.

**Chai:** Chai Duc Ming is a brave leader, she does well in the Imperial court and in battle. At a young age she took the Imperial exams and did so well in the military tests that she was adopted by General Ming.

**Thong:** Thong is a good example of the perfection of body and mind that monks strive so hard to achieve. While her way of life seems extreme to you, you respect her goals and the lengths she has traveled to reach those goals.

**Kani:** The wu jen, Kani Mukei, is a maverick and a hermit. She disappears from public view so often that some say she must travel to far Gajin lands to get her powers.

The other enemy is Ping Lo, one of the general's sons. When you were adopted Ping Lo felt threatened. To get rid of you, Ping Lo shot a humming bulb arrow over your patrol, giving you away. The enemy saw your patrol and attacked. Luckily, General Ming attacked and routed the enemy from the field before you were killed or captured. Later, Ping's humming bulb arrow was found. Dishonored, Ping lost his samurai rank and his father disowned him. Blaming you for his troubles, he swore to be your enemy for life.

Recently, the general called you to his home and told you of the wedding between the Kahn and the emperor's daughter. He personally asked the emperor if you could head the bride's escort. The emperor happily granted you the honor.

General Ming told you to meet your comrades at the Grilled Mutton Inn. From there, you are to travel to the Ch'ing Tung River and board the sampan of Master Ho. Master Ho will take you down river to the capital. From there, you are to escort the princess and her dowry to the border.

**Targon:** Who hasn't heard of Targon, the steppe barbarian? He is the Khan's younger brother, and has lead some raids into the empire. He is an experienced and fearless warrior, and you are glad to have him on your side.

**Nook:** Tales say that Nook was originally from the forest coast north of the empire. He is a veteran of many raids and battles, and his strength is legendary. Though he may lack social graces, his strength and battle experience will be useful if you run into trouble.

**Thong:** The tales you have heard about Thong speak of a woman driven to improve herself. She has stood alone through typhoons and run for days without rest. She also has debated with the sages of the empire. You are looking forward to meeting her.

**Chung:** Chung is famous for both starting and stopping a war in Yangchee province. When he visited a Yangchee temple, a religious argument quickly escalated to a full scale war. It took him two hard years to restore peace. Since then he has devoted himself to peace. He was involved in persuading the Torgul Kahn to accept a marriage of peace between the empire and the steppe people.

**Kani:** The wu jen, Kani Mukei, is a maverick and a hermit. Some say she travels to far Gajin lands to gain knowledge and power. Others say she gets her powers from great spirits. Her unusual looks give her an air of mystery and make her stand out in a crowd.

Blue Banner Guardsmen (20): AL LN; Move 12"; Bu 1; hp 9 each; AC 5; THAC0 20; #AT 1; Dmg by weapon; Size M; Int Average; Sts 13; Stw 12

The Bushi are armed with spears and bows. They are completely loyal to Chai, who is popular and well known for her leadership ability.

Sohei (30): AL LN; MV 12"; HD 1; hp 7 each; AC 5; THAC0 20; #AT 1; Dmg by weapon; Size M; Int Average; Sts 15; Stw 14

The sohei are quiet and serious fighters armed with long swords and naginatas. They have been in many battles together, and are fiercely loyal to each other and proud to serve with the PCs.

Maids (10): AL N; MV 12"; HD 0; hp 3 each; AC 10; THAC0 20+; #AT 1; Dmg gunsen; Size M; Int Avg; Sts 19; Stw 18

The maids were picked from the most beautiful women in the empire, and are from the most influential families in Shou Lung. They are not used to hardships or violence. They will panic in any emergency and make general nuisances of themselves. The princess has statistics identical to her maids, and her temperament is similar.

Bearers (50): AL N; MV 12"; HD 0; hp 5 each; AC 10; THAC0 20\*; #AT 0; Dmg None; Size M, Int Avg to Low; Sts 19; Stw 18

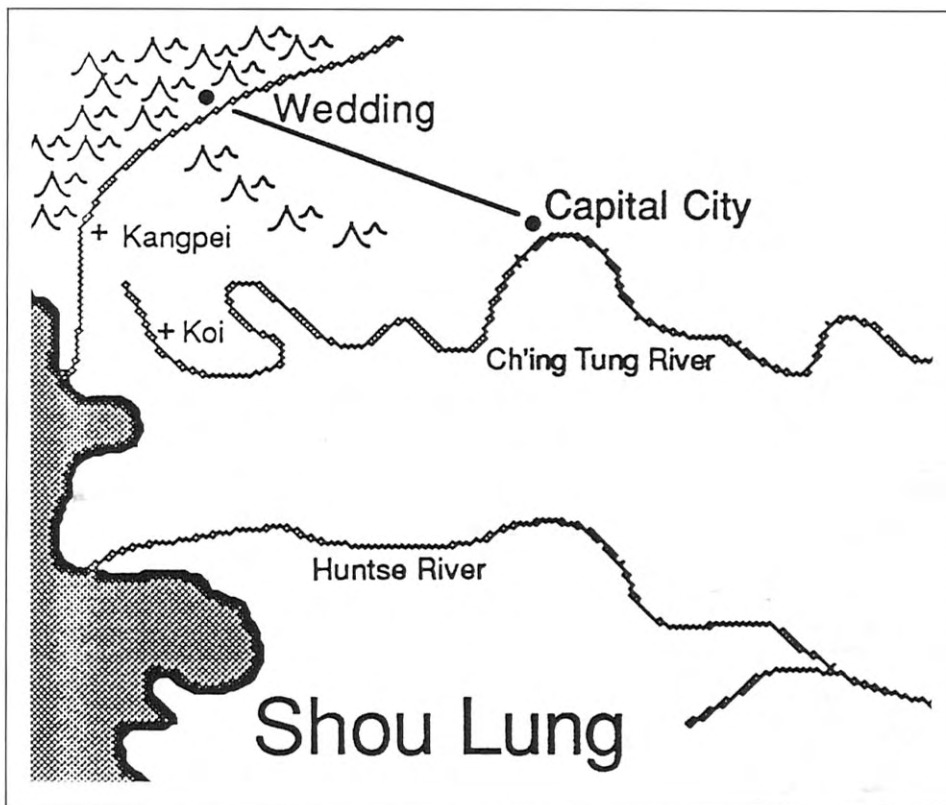
The bearers will carry litters for the princess, her maids, and the supplies. They also do the cooking other chores as needed. The bearers can travel 10 miles a day (unless force marched, see DMG page 49). It is 200 miles to the border and the rendezvous with the khan.

Get a marching order from the players. They must account for the PCs, the princess and her maids, all the bearers, and the bushi and sohei. The road is wide enough for five people to march side by side.

### Encounter 7: On the Road to the Border

Roll for random outdoor encounters twice per day during the trip.

You are eight days out from the capital, you have passed a few cities and towns. The towns are starting to



turn to villages and even these are getting farther apart as you proceed. Each day mounted messengers from the capital have overtaken you, picking up reports and delivering messages from the emperor. Today's message from the emperor is disturbing:

"Be careful, my sources have told me that the minister of war may be involved in a plot to stop you. I have not been able to confirm or disprove this, nor do I know when or where you will be attacked, if you are to be attacked at all. Be on your guard."

On the twelfth day from the capital, you find yourselves in flat farmland with scattered villages, a few stretches of rolling hills, and small clumps of trees. You have been making good time.

Just before dusk you see a small group of horsemen riding toward you over the fields to the north. There seems to be about 50 of them. As they ride closer, you can see that they are wearing the untidy armor of bandits. Other than a clump of trees 50 yards to your south, there is no cover anywhere. It looks like you'll have to fight.

Bandits (50): AL CE; MV 18"; Bu 1; hp 7 each; AC 6; THAC0 20; #AT 1; Dmg by weapon; Size M; Int Average; Sts 13; Stw 12

The bandits have been hired by the minister of war's ally, the ninja patriarch. The bandits' orders are to create a diversion so the ninja can kidnap the princess. Unbeknownst to the ninja, however, one of the bandits is actually a yuan ti who has joined the bandits in order to get sacrifices for its deity. If the ninja successfully steal the princess, the yuan ti and its allies will ambush the ninja and take the princess.

The bandits are armed with daikyu and battle axes. The ride toward the wedding party until they are within medium range for their bows. They fire, then turn and ride away. They repeat this maneuver as many times as they can get away with it. Ten bandits fire humming bulb arrows to frighten the bearers and maids. The bandits avoid melee with the vastly superior wedding party. They panic and flee if Chai charges them.

The first volley of arrows is enough to cause panic. The bearers drop their litters and flop onto their bellies to escape the arrows. The princess and her maids

scramble out of the litters and scurry into the woods where the ninja and the yuan-ti are waiting. A bushi rushes to Chai's side, asking for instructions.

Ninja (26): AL LN; MV 12"; Ni 5; hp 18 each; AC 8; THAC0 13; #AT 2; Dmg by weapon; Size M; Int Average; Sts 13; Stw 12

The ninja are armed with ninja-tos and blowguns. The blowgun darts are coated with a sleeping drug (save vs. poison at -3 or sleep for 1d8 turns). When the princess and her maids enter the trees the ninja rise out of the underbrush and surprise them. The darts quickly put the women to sleep. Two ninja grab the princess and escape on light horses, leaving the maids behind. The remaining ninja stay behind to delay pursuers. They fight to the death.

### Encounter 8: Tracking the Kidnappers

The mounted ninja leave a clear trail through the woods, but it ends abruptly in a clearing. There you see two frightened horses and three dead bodies. Only two of these are ninja. The third appears to be a dead bushi. When you take a closer look at the body, you see that it's not entirely human. Its features have a strangely reptilian cast.

If the PCs search the body they will find a note. The writing is not like the pictograph characters of the oriental language, but a strange flowing and connected writing not used in Kara-Tur. If Kani studies the note, she can read it, though with some difficulty:

I, Hissst Sthpit, charge you, Nisstt Ti Pissst, to find a victim for the upcoming sacrifice at the Spring Solstice. You are to find a female of the highest ranking for our sacrifice to the snake gods. We are all depending on you to help our people regain some of our lost power.

### Encounter 9: The Shrine of the Snake God

While studying the carnage, you hear a screaming roar booming through the trees. It sounds like some gargantuan gate swinging on rusty hinges.

The sound comes from a magical gate

opened by the yuan ti. The party can easily trace the sound to its source.

Following the sound, you quickly find an amphitheater hollowed out of a hillside. An altar at the bottom of the hill has a large oval ring of blue-gray metal standing on edge. Looking through the ring, you see a wall of blackness darker than night. As you ponder this phenomenon, it winks out, letting you see the wall behind the altar. Behind the ring, you see a huge blue-gray bowl with the last wisps of orange smoke drifting out. Before long that, too, is gone. When you look inside bowl, you see broken shards from a glass vial faintly glowing orange. As you watch, the glass shards slowly dim, leaving the glass black and brittle to the touch.

The ring and bowl are a gateway created by the yuan ti ages ago when they ruled the world. Both are made of a strange, dense metal that is impossibly heavy and defies damage. The bowl and ring can be moved with a successful bend bars/lift gates roll. This does not affect the gate, even if it is operating, as long as both objects remain on the altar.

The gate consumes minor magic items for power. A potion, scroll or a +1 dagger is sufficient to start the gate. When the gate is operating, the view through the ring collapses toward the center like a deflating balloon. The void left by the collapse is filled with utter blackness. The collapse is accompanied by a screeching roar that builds until speech between the viewers is impossible.

Creatures using the gate must have a clear mental picture of their destination. Since the PCs have an earnest desire follow the princess they can use the gate to pursue the kidnappers. In future adventures, however, they will not be able to find the valley of the yuan ti (see below), as they do not know its true location.

### Encounter 10: The Valley of the Yuan ti

You have arrived in what appears to be a temple. There is a small altar similar to the one in the amphitheater. Just behind the altar, a large fire smolders in a huge pit. Most of the smoke escapes up a chimney. After a few moments you start to shiver with cold and realize that there is a freez-

ing draft coming from an open doorway, furthermore, the air is thin and difficult to breathe. A glance out the door reveals a snow-covered mountainside. You also notice a row of hooks next to the door. Most are empty, but there is a large fur parka hanging from one of them.

The shrine is thousands of miles to the southeast of the amphitheater, high in the mountains. The mountains are impassable all year round, isolating the valley below. The only way in or out is the gate at the main temple in the valley.

When you step out into the thin, bitter mountain air you spot a trail beaten through the snow. It leads down the mountain toward a lush, tropical jungle far below.

The jungle stretches as far as your eyes can see. In the distance you see the tops of several large pyramids in various stages of repair sticking up through the treetops.

When the PCs follow the trail, clouds roll in, obscuring the temple and reducing visibility to 120 yards. Two yeti lurk below, lying in wait for anything unfortunate enough to stumble into them. They are invisible in the cloud and automatically surprise the party.

Yeti (2): AL N; MV 15"; HD 4+4; hp 26, 32; AC 6; THAC0 15; #AT 2; Dmg 1-6/1-6; Size Large; In Average; Sts 14; Stw 13 SA a roll 20 on a claw hit causes 2-16 points additional damage from chilling squeeze, gaze causes save vs. paralysis or held rigid with fright for 3 rounds.

### Encounter 11: The Trail

It takes the party a day to reach the base of the mountain. As they descend, they find the weather changing from bitter cold to hot and steamy. Their quarry's tracks lead them to a jungle trail heading toward the pyramids they saw from the mountainside.

The kidnappers' trail has led you to a village. Except for the architecture, it looks like any farming village back in Shou Lung.

A small 20-foot high pyramid rises from the village square. It has altar that looks just like the altar in the mountain shrine. A post near the altar has a document tacked to it.

The document says: "On the night of the full moon, at the stroke of midnight, the human will be sacrificed to the snake gods. This sacrifice will please the snake god, and his happiness will make us more powerful and help us in our fight against the heathens."

The village is deserted. Targon and Nook can tell that the villagers have gone down the road toward the center of the valley and the pyramids.

After an hour's walk down the road, the party comes to another village. There are still four yuan ti here.

A group of creatures, each with a snake tail and snake arms, challenges you.

"You there, better get a move on, the ceremony is in four days! Why aren't you dressed in your robes for the big sacrifice?"

Allow the PCs to respond.

"They aren't of the true people. They're all heathens. Kill them!"

Halfbreed Yuan ti (4): AL CE; MV 9"; HD 7; hp 35, 36, 33 and 39; AC 4/0; THAC0 13; #AT 3; Dmg 1-6/1-6/1-4; Size M; In Above Average; SD tails and arms AC 0.

After defeating the yuan ti the PCs can use the robes to disguise themselves.

## Encounter 12: Rescuing the Princess

Four days later, the trees thin out and you see a great city. Though there are still many trees, you can see the same pyramids you saw from the mountain side. You are running out of time, tonight is the full moon and the rendezvous is tomorrow.

Even before you enter the city, you encounter huge crowds of reptilian people on the road. They are all headed for the pyramids.

If the PCs are patient, they can ambush some stragglers and get enough robes to disguise everyone. A group of 1d4 halfbreed stragglers appears every 1d3 turns. Once disguised, the yuan ti will take the PCs for purebloods. If the party joins the crowd dressed in their normal clothing, they will draw suspi-

cious stares and angry comments. If they keep moving, however, they will avoid trouble.

After pushing through the crowds, you finally come to the center of the city. There you find a large, open plain baking in the equatorial sun. Five pyramids dominate the plain. One sits at each compass point, with a larger pyramid in the center. The crowds are gathering around the central pyramid, dressed in bright, festive garb. Several very human-looking priests in saffron robes and a number of completely snake-like creatures crawl over the pyramid. As you arrive, the princess is carried up a ramp to the altar atop the pyramid.

Colorful street robes are available from street vendors if the players are looking for yuan ti clothing. Even if they are not, a vendor approaches them. He speaks in an ancient, barely understandable dialect of trade: "It seems some of you have left your homes in such a hurry you forgot to bring along your best robes. Well, on such an important occasion as the sacrificing of a heathen, you must look your best. Otherwise you will not be allowed up to see the victim. Step right over to my shop and we'll see what we can do for you. Hey you. The tall one. I think I have something that might fit you."

If the party hesitates, the vendor will start to treat them like country bumpkins. He will charge at least quadruple book price for his wares (his normal prices are double book value, see OA page 39) and will add charges for special tithes and taxes and anything else he can make up. If the party objects the extra charges, the threatens to call the guards and report the party for heresy and tax evasion.

The chaos associated with the ceremony will be the PCs' greatest ally. They can snoop about as much as they like. When challenged by the guards, they will be able to shake any suspicion by just acting peacefully. Yuan ti guards are interested in keeping the crowd peaceful. They are not looking for heathen humans, but are looking for drunk and disorderly yuan ti.

Yuan ti guards (4) AL CE; MV 9"; HD 8; hp 48, 50, 43 and 42; AC 4/0; THAC0 13; #AT 2; Dmg mancatcher; Size M; In Above Average; Sts 13; Stw 12

The guards do not appreciate loiterers, especially near the main pyramid: "Hey, you folks stop gawking and keep moving along. You are blocking the way." If the PCs move along there will be no trouble and the guards will go on their way. If the PCs are still dressed in their own clothing the guards are even more irritated: "Where is your respect? By both forks of your grandmothers' tongue, get some proper clothes!"

If the party tries to fight or cause trouble the guards will threaten them with arrest. If that doesn't send the PCs on their way the guards will arrest them. If a fight starts, one additional group of guards will arrive up every even numbered round until the PCs are captured or killed. If arrested, the party can buy its way out for 200 tael, provided there has been no fighting.

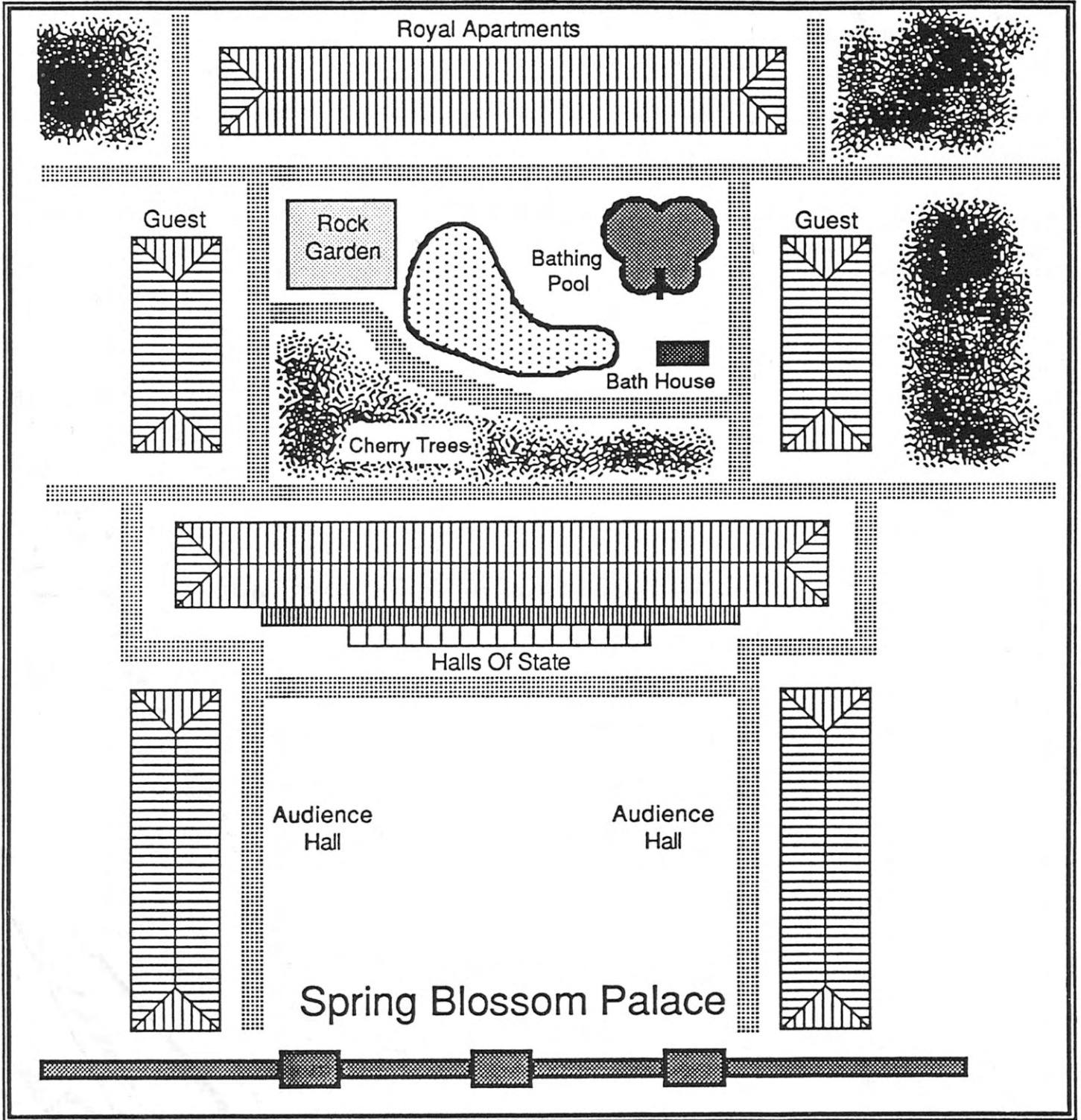
When the party gets closer to the central pyramid, they see a queue up the side of the pyramid. The line is for the faithful to see the victim before the sacrifice. If they join the line they will eventually get to the top of the pyramid. From there the party can see there are easily a hundred thousand yuan ti in the valley. They also get a good look at the princess and her guards.

The princess is tied to a large, familiar-looking altar with a tether. She has passed out. The yuan ti hiss and make insulting gestures as they walk by. Fortunately, there is a larger version of the teleporter gate you used to get to this valley not far from the altar. Four human-headed, snake bodied creatures guard it. Three groups of similar snake headed creatures patrol the pyramid's summit.

Gate guards, Abomination Yuan ti (4): AL CE; MV 9"; HD 8; hp 34, 38, 20, 22; AC 0; THAC0 12; #AT 3; Dmg 1-6/1-6/1-4; Size M; In Genius; Sts 13; Stw 12; SA once per day *cause fear, darkness 15' radius, snake charm, sticks to snakes, neutralize poison, suggestion, and polymorph other*.

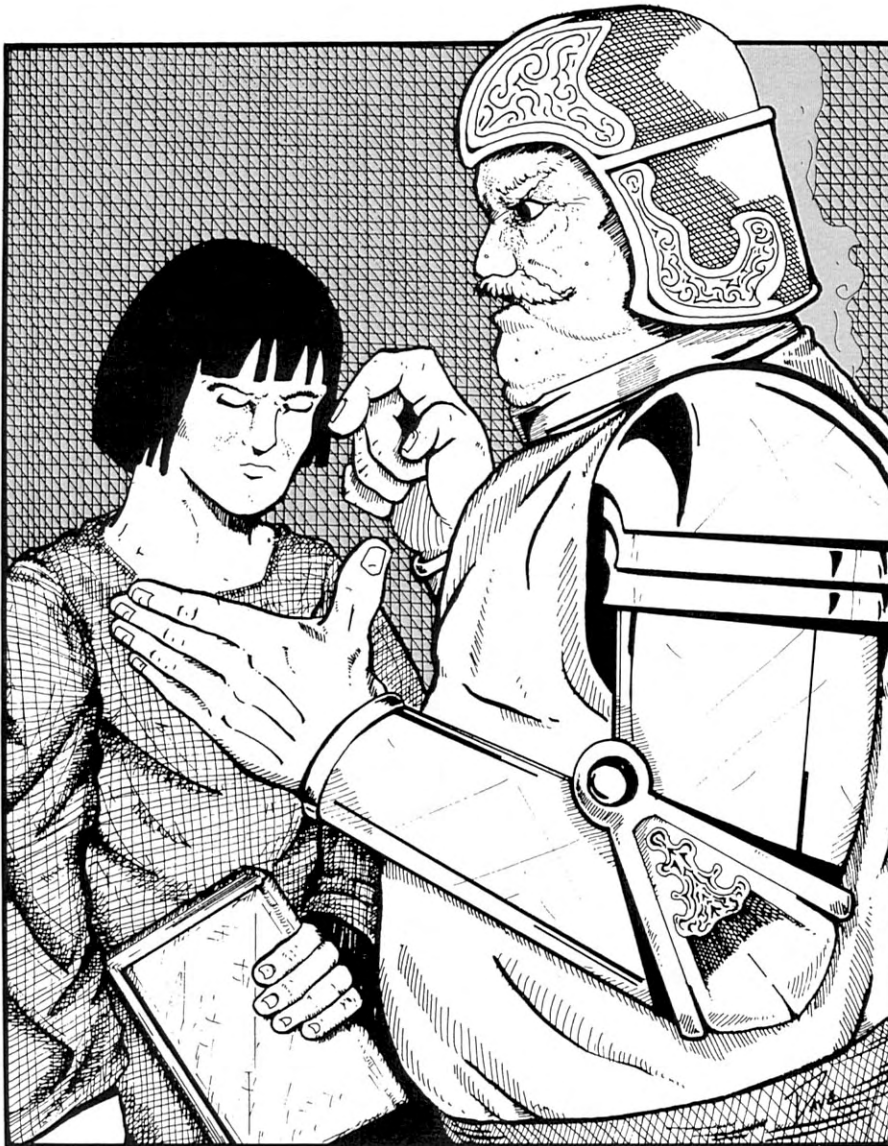
Summit guards, Abomination Yuan ti (12): AL CE; MV 9"; HD 8; hp 36 each; AC 0; THAC0 12; #AT 3; Dmg 1-10/1-4/1-8 Size M; In Genius; Sts 13; Stw 12

When the PCs use the gate, ask them where they want to go. They must have a clear mental picture of their destination or the gate will not function.





# The Charleston Academy



AN AD&D® GAME ADVENTURE

by Rembert Parker

developed by Skip Williams

Background for the DM

Something is very wrong at the Charleston Academy for Future Leaders. The school, a private institution which claims to teach young men the rudiments of civility and leadership, has (as do all schools) a group of incorrigible bullies among its students. Unfortunately for the well-behaved students, the bullies have located the grave of a semi-lich in an abandoned cemetery adjoining the school grounds. The undead creature hopes to use the bullies as its agents when they graduate, and has inspired them to act in a manner even more disreputable than is normally their wont. Under the semi-lich's guidance, the bullies have been able to conceal their transgressions from the Academy staff. However, one student, Randall Bingham, has taken enough abuse from the bullies. Unable to convince his teachers that the bullies are going too far, Randall has fled the Academy and returned to his father's home in Martinburgh, pausing only to visit his girlfriend, Selina, in the town of Coalhist. Unfortunately for Randall, his father, the mayor of Martinburgh, is also unsympathetic and insists that his son return to school posthaste. To insure the truant's return to school he hires the PCs to escort Randall back to the Academy. He also asks the PCs to question the headmaster about his son's academic progress.

At the beginning of the adventure the party is gathered at the Unseen Inn in Martinburgh to decide which members should receive the magic potions they acquired on their last adventure.

Note: Smooth's magic dagger is a *dagger of venom*, now empty. The +4 bonus Smooth thought he noticed was merely the effect of the poison injected into opponents.

## The Adventure Begins

You are gathered at your usual watering hole, the Unseen Inn in Martinburgh. Like most places in Martinburgh, it's not a very exciting place, just a small-town inn that serves decent drinks and food because its customers, mostly adven-

turers and traveling merchants, demand it. Its only unusual feature is the enchanted mirror that hangs over the bar. Its reflection does not show the person looking into it, only the room and its contents. The mirror, unusual as it is, has become so familiar that it no longer holds any fascination for you.

The business at hand, however, promises to be more interesting — there are magic items to distribute, two potions. After a small payment to the local adventurers' guild, you have determined that the potions are *oil of fiery burning* and three applications of *oil of sharpness* +3. You must decide who will get the potions.

After the party has bickered for awhile; in walks Clyde. Clyde is a local with an appalling country bumpkin accent. But he is the mayor's nephew and he carries a magic sword. Clyde is the sheriff, and thus, Gareth's boss.

Your negotiations have been interrupted by the unwelcome appearance of the town sheriff, a bumpkin named Clyde. You remember three things about Clyde: he has a potent magic sword that likes him even though it's obviously smarter than he is, he's the mayor's nephew, and he's Gareth's boss. "Gawwly, Gareth," draws the bumpkin. "The mayor shore is upset — he said fer you and some of your friends to.... Hey, what's with the new potions?" You wince inwardly, magic fascinates Clyde. Now you'll never be rid of the bumpkin until you tell him exactly what each potion does.

Clyde will insist on knowing what the potions do, and will want proof that they do what the PCs say. If the party lies about what the potions do, he will detect the lie (via his sheriff badge) and become even more insistent. Until he finds out what the potions do, he will not say why the mayor is so upset. "It's mah job to make sure nothing dangerous is allowed to wander around in the city limits — ah gotta make sure y'all can handle what y'all got and y'all fer shure can't do that unless ya knows what it is."

Clyde will be satisfied with a simple demonstration of the potions' effects, or an assurance that the adventurers' guild has identified the potions. Clyde warns

the party not to use the *oil of fiery burning* within the city limits. Once satisfied, Clyde gets back to the mayor.

"The mayor wants fer you and your friends to do some travelin' for him; said fer you to high-tail it over to his office right away."

Gareth, being a town guardsman, must obey the summons. If the rest of the party wants to remain behind and stay bored, they may. Needless to say, by the time the party gets to the mayor he will be quite annoyed at the delay.

Clyde AL LG; MV 9"; F9; hp 81; AC 2; THAC0 12; #AT 2; Dmg long sword, +7 "to hit" +9 damage; Size M; In low; Sts 11; Stw 10; Sheriff badge (*detect lie* for 1 turn 4x/day), *long sword*, *vornal blade*, *ring of protection* +2; SA Long sword double specialist.

Mayor Bingham's office is the second nicest building in the village (his home is the nicest). Stepping inside, you are greeted by his blonde receptionist, Ginnie.

Ginnie has an Intelligence of 6 and a comeliness of 19. She will make a fuss over one of the men in the party (probably Gareth) and will eventually escort the party into the mayor's office.

You enter a room that most of you have never seen before; it is furnished in some of the darkest mahogany and cherrywood that any normal tree could supply. There is a large liquor cabinet to the right, several sofas and chairs directly ahead, and a squirming 14-year-old boy to your left. Sitting behind his 10-foot desk is a very angry looking mayor.

"It's about time you got here," he growls. "What took you so long?"

The mayor will listen to the answers and dismiss them as lame excuses.

The mayor dismisses your conversation with an imperious gesture. "The business at hand concerns that young man over there. He is, I'm sorry to admit, my son Randall. It seems that after only two weeks at school he decided he was tired of it, and ran away to come back here. Harumph."

The young man looks decidedly

gloomy.

"I want you to take him back to school, and see to it that he stays there this time. He insists he isn't learning much. Balderdash! The Charleston Academy is famous for producing leaders; I only regret that I was unable to attend there as a lad. I want you people to get to the root of his problems and see to it that there are no recurrences of this behavior. Interview the headmaster, attend classes with him. Do what you have to."

The mayor tosses a small brown sack to Gareth. "I trust that 1,000 pieces of gold will be sufficient to cover your expenses; if any remains after your return, feel free to keep it."

He tosses a piece of parchment on the desk. "Here's a map showing the route to the Academy; it's about one and a half day's march beyond Coalst; shouldn't take you more than a week to get there and back. See to it that nothing happens to the little adventurer on the way (this last is added very sarcastically). Any questions? Good."

The Mayor turns to Randall and grimaces. "No more allowance until I get a good report on your progress, young man. Is that understood? Well, speak up, I can't hear you!"

"Yes, sir," the boy replies sullenly.

The sack contains ten 100 gp gems.

Randall: AL NG; MV 12"; HD 1; hp 3; AC 1 (cloak and dexterity); THAC0 20\*; #AT 1; Dmg by weapon; Size M; In high; Sts 19; Stw 18; SA as a budding thief, Randall has 30% chance to pick pockets.

Unbeknownst to the mayor, Randall has been into his father's collection of magical goodies and equipped himself with the following: an invisible *ring of invisibility*, a *cloak of protection* +5, *boots of striding and springing*, and an *amulet of proof against detection and location*.

Note: Since the last item is a barrier to detect magic, it is unlikely that the party will learn that any of Randall's equipment is magical.

If the party questions Randall, the boy will insist that he was merely homesick. If they try to get information about the Academy, Randall will be evasive. "It's just a school." The most that can be gotten out of Randall is his roommate's

name (Winston), and his daily class schedule (see The Academy). If asked what he thinks of the school, his roommates, or his classes, Randall answers with an unenthusiastic, "They're okay."

## On the Road

### Day One

The journey the first day is uneventful until about 3:30 in the afternoon. The road runs through a wooded area, and when the party comes around a sharp bend they come face to face with a band of eight ophidians, who attack.

Ophidians: 8; AL CE; MV 9"/18"; HD 4; hp 28 each; AC 5; THAC0 15; #AT 2; Dmg short sword, 1-3; Size M; In average; Sts 16; Stw 15; SA bite causes save vs. poison or be afflicted with a lycanthropic condition which will turn the victim into an ophidian, onset time is 2-5 days, duration is 8-16 days, cure disease negates.

When the melee begins, Randall will wait until he is not being observed, turn invisible, and jump up into a nearby tree. When the party starts winning the melee, he will become visible and start rooting for the PCs.

The ophidians carry no treasure; if the party follows their tracks they will be led back to a hole in the ground. This leads to the lair of a spirit naga who originally sent the ophidians to bring back human prey. The hole has an unpleasant smell, and Randall will refuse to enter it.

Spirit Naga: 1; AL CE; MV 12"; HD 10; hp 53; AC 4; THAC0 10; #AT 1; Dmg 1-3; Size L; In high; Sts 10; Stw 9; SA Spells; bite causes save vs. poison or die; can permanently charm a creature which meets its gaze unless a save vs. paralyzation is made

Spells: *magic missile* (three missiles) (x3), *sleep*, *melf's acid arrow*, *invisibility*, *lightning bolt* (5d6), *command*, *cure light wounds*, *hold person*

The naga waits in her lair invisibly, looking for a chance to catch the entire party with the lightning bolt. She will continue throwing spells when appropriate, biting and using her gaze weapon when she can't think of anything better to do. The lair contains a stunning (to the PCs) treasure consisting of 320 cp, 1,116 sp, 480 gp, three gems (1 gp each), and a horn. The latter is a magical *horn*

*of fog*.

The party may camp in peace that night if they have destroyed the naga; if not, the naga will attack while most of the party is asleep. She tries to charm one of the guards first. If the party is caught unawares, Randall will wake up, go invisible, and try to alert the PCs to their danger.

Note: If questioned, Randall will deny having any magical items. If pressed, he will insist that he had a *potion of invisibility* that he swallowed at an appropriate time.

### The Village of Coalfist

At about dusk on the second day, the party will come over a rise and see the village of Coalfist in the distance. As they get closer, Randall will insist that they follow him off the trail to see a beautiful view. He leads them east up some hills, following a well-beaten path, and they come to a pastoral view of a bubbling river.

Anybody watching Randall closely will notice that he is eyeing a tree. Inspecting the tree will reveal a large number of initials carved in the trunk. If anybody asks what the initials are, make up any number of pairs. Any character specifically looking for initials RB (Randall Bingham), finds a heart with the initials RB and SD in it.

If Randall is questioned about the tree, he will claim not to have seen it before. If anybody asks about the initials SD, he will deny knowing anything about them (but will turn very red).

When the party enters the village, they find it to be much like any other they ever have seen. Randall explains that he and his father always stay at the biggest inn in the village, the Duncanson Inn.

The Duncanson is quite large; the first floor has a dining room, a bar, and a spacious area for gaming, contests, and meetings. Rooms cost 2 gp per night plus 1 gp per additional person; this cost includes food but not drink.

That night, while dinner is winding up, the party will encounter any number of distractions:

A dealer in fine jewelry approaches Anastasia. He has some pieces that he thinks match Anastasia's fine looking set. His wares include a ring worth 120 gp, two bracelets worth 50 gp each, a pendant worth 300 gp, a headband worth 200 gp, and two sets of earrings,

one worth 100 gp, and one worth 500 gp.

Two locals approach the party looking for a dart-throwing contest. Each is willing to wager 5 gp that he can best any party member two throws out of three. Each has 20 gp to squander on betting. If a PC accepts the wager, treat each throw as an attack. The thrower who hits the best armor class wins. The locals have a THAC0 of 18 for purposes of dart-throwing.

A dwarf offers to appraise or buy gems. He smirks if the characters produce the gems from the naga's lair. He's too polite to come right out and say they're junk, instead he makes a grand show of examining the stones and pointing out their many flaws: "Not much color for quartz, big chunk though, too cloudy to be much good for anything. Let's look at this tiger eye. Hmmm, a bit jaundiced, ha! A little joke there. Ah ha! this agate looks interesting, oops bit of a crack there. Okay, three pieces of gold for the lot." If the party demurs, the dwarf will throw in a round of drinks, but will go no higher.

Several men launch a discussion about whether of the use of force is justified in cases where a man is suspected of a crime but no definite proof is available.

Two men argue over which of their wines tastes better.

The owner asks Gareth to help "escort" some rowdy barbarians back to their rooms.

The distractions should happen simultaneously or in rapid succession. The idea is to get everybody preoccupied with some piece of minor business. While the PCs are occupied, Randall disappears — he can simply crawl under the table and go invisible, or go to the bathroom and go invisible, or slip away in a similar fashion. Before he goes, Randall lifts Smooth's magic dagger; even if Smooth notices that it is gone, he will have a difficult time finding it.

The characters will eventually notice that Randall is missing; there will be no sign of him anywhere. If anybody thinks to ask the innkeeper if he has a daughter whose first name begins with S (or about age 14 or etc.), he will explain that he has a 14-year-old daughter named Selina. Further investigation reveals that Selina is also missing.

Anyone asking a local (not a visitor) about the strange tree, will be told that legend has it that two people who willingly carve their initials in the tree together will be true loves for life.

If the party can't figure out what happened to Randall, the innkeeper's wife will come in looking for her daughter Selina after about an hour. If the party still needs to be hit over the head, about ten minutes later a drunk will come in offering to tell a secret in return for a glass of wine — he tells the party that he saw the innkeeper's daughter walking down main street with some stranger from out of town.

When the party gets close to the scenic area they saw earlier in the day, they will hear a woman screaming. When they get to the tree, they see a battle in progress.

Randall and a pretty girl about his age stand with their backs to the tree. The boy is armed with a gleaming dagger, the girl with a staff. They have killed one bugbear; but eight more circle the tree.

Bugbears: 8; AL CE; MV 9"; HD 3 + 1; hp 18 each; AC 5; THAC0 16; #AT 1; Dmg spear; Size L; In low: Sts 16; Stw 15;

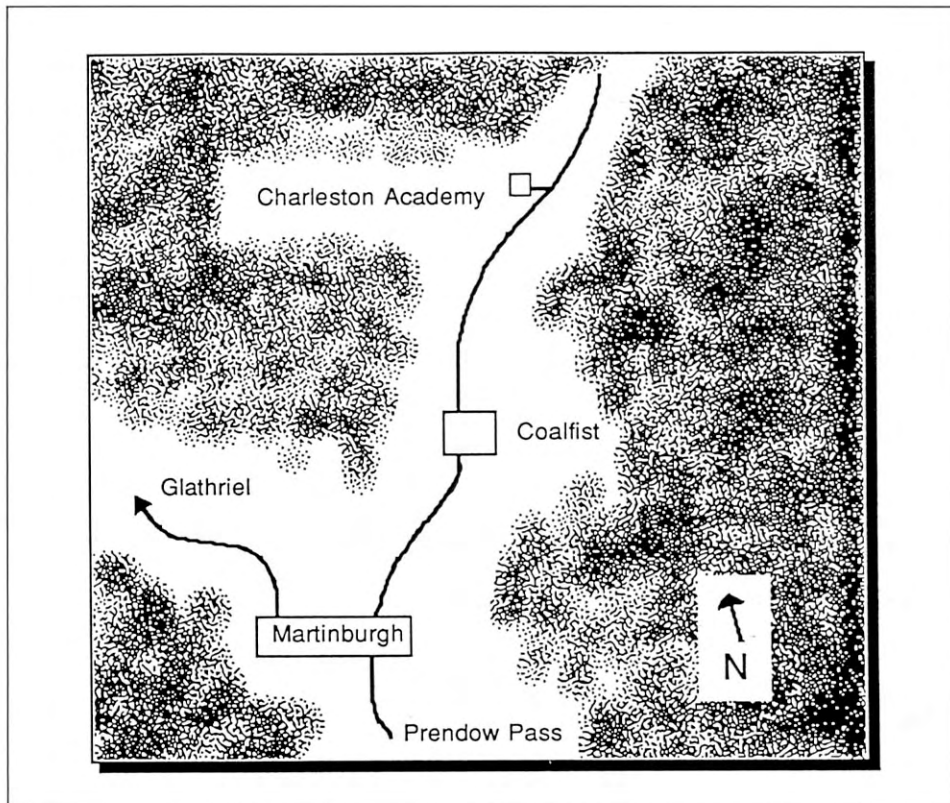
Collectively, the bugbears have 5d6 cp, 4d6 sp and 3d6 gp. Both youngsters are badly shaken by the encounter, but Randall will try to appear unaffected and will comfort Selina. He thanks the PCs for their assistance. Once he gets back to the inn and into his own room, he will collapse into tears, sob for awhile, then quickly fall asleep.

### Day Three

The next day Randall is more communicative; he will start dropping hints about having some trouble at school. Little by little (let the party drag it out of him) he will relate how some of the boys at school are picking on his friends. And him. He will explain that he talked to the head of the Academy, but was told to toughen up and act like a man. He will add that he is convinced that something is wrong with the other boys at school.

When the party makes camp at the end of the day, Randall notices a visitor, "Hey Thrassupt, can't you talk to animals? There's a cat over here." The cat looks like a black panther; but it's really a nonafel. Once Randall calls the party's attention to it, it separates and attacks.

Nonafel: 1; AL CE; MV 9"; HD 9 (parent), 2 (children); hp 72 (parent) 9 each



(children); AC 5 (parent), 6 (children); THAC0 12 (parent), 16 (children); #AT 1; Dmg 2-20 (parent), 1-8 (children); Size L; In low: Sts 11; Stw 10; SA Can divide into nine "children" within one segment, if one or more children are damaged, 25% chance to re-associate and regenerate 1 hit point/round per surviving "child," division and re-association does not prevent combat.

After this encounter, Randall is even more impressed with the PCs, and will freely offer details about the Academy — maps, names, etc.

### The Academy

The next morning, you reach the Academy after traveling about three hours. A long stone wall stands to your left, between the road and the grounds. After a few hundred yards it opens to a path leading west. Over the entrance the stones form an arch which has a built-in sign reading: The Charleston Academy for Future Leaders. Randall heaves a sigh when he sees the entrance, but gamely leads the party onto the path.

Immediately to your right you see

sports fields, to your left, a large ring of stones surrounds a scorched area — clearly a campfire ring. The path leads to the center of a U-sided building. A sign on the door instructs visitors to knock; there is a large wooden ring on the door.

Knocking with the ring produces a dull booming noise; several minutes later Headmaster Charleston appears.

### Inhabitants

**Charleston:** This retired paladin has decided that he can best serve the forces of law and goodness by getting hold of the sons of leaders and trying to direct their growth to an alignment that he feels is more acceptable. He tells each parent that he normally charges several thousand gold pieces tuition, but that in their son's case he is granting a complete scholarship because of the boy's potential. He makes up for this in subsequent donations. He has become very gruff in his old age, and more lawful than good. He is totally unaware of the evil in the back yard, and truly believes that the problems are the normal problems with school bullies. He will be cordial to the party, but doubt anything

they say about something being wrong. (“Boys come here with these problems every year; they need to grow to learn how to fight their own battles.”) He will not let on that he is a paladin.

Charleston: AL L(G); MV 12”; Pa 6; hp 60; AC 9; THAC0 16; #AT 1; Dmg staff; Size M; In average; Sts 14; Stw 13; SA paladin/cavalier abilities.

**Borgultandish:** This fighter teaches physical education, horsemanship, and fencing. He is aging, gruff, and brooks no misbehavior in his classes. Like Charleston, he believes there is nothing wrong at the school. He thinks all the boys need is some discipline.

Borgultandish: AL LN; MV 12”; F6; hp 52; AC 2 (bracers, Dexterity bonus); THAC0 16; #AT 1; Dmg pummel, or long sword; Size M; In average; Sts 14; Stw 13; SA pummeling double specialist.

Equipment: *bracers of defense AC 4, long sword +1, potion of healing*

**Trandellia:** This 52-year-old woman does the cooking and cleaning; she was Charleston’s nanny. The old paladin adores her, and she can therefore get away with almost anything. She has seen the boys fighting and feels it is a natural result of being in a military atmosphere — too much discipline and harsh treatment. She thinks it’s too bad they can’t all act as well as that nice young man Cody.

Trandellia: AL CG; 12”; HD 1; hp 6; AC 10; THAC0 20\*; #AT 1; Dmg pummel; Size M; In average; Sts 19; Stw 18

**Kangalt:** Here is a real rarity — a half-orc scholar. His treatise on the dwarven occupation of Glathriel is considered the standard by which all other history books are measured. He is convinced that some form of evil is subverting the students; he will talk at great length about how the situation here is similar to what happened in the court of Jassiplean when that accursed gem was returned as part of the loot after the sacking of Prendow. Unfortunately, only his theory is correct, and that is flawed, there is no *item* subverting the students.

Kangalt: AL NG; MV 12”; HD 1; hp 6; AC 8 (Dexterity); THAC0 20\*; #AT 1; Dmg pummel; Size M; In genius; Sts 19; Stw 18

**Dramastine:** This druid teaches nature and farming, but is uncomfortable about the way Charleston uses the boys’ farming plots to teach the principles of Law, however subtly he does it. He sees the problems at the school as a natural result of Charleston’s attempts to force alignment changes (it all balances out eventually).

Dramastine: AL N; MV 12”; D3; hp 19; AC 6; THAC0 20; #AT 1; Dmg scimitar; Size M; In high; Sts 15; Stw 14

Spells: *animal friendship, detect magic, speak with animals, create water, locate plants, cloudburst*

**Students:** The boys are paired off in rooms (see map). Except for Cody and Randall, they have identical statistics.

Boys: AL varies; MV 12”; 1; hp 4 each; AC 10; THAC0 20\*; #AT 1; Dmg pummel; Size M; In average to high; Sts 19; Stw 18

#### The Baddies:

**Cody and Klint.** Cody is the real leader of the baddies; he is the oldest student at the school and is nominally in charge of the dormitory. This effectively gives the baddies the ability to come and go as they please. The semi-lich often imbues Cody with a *cure light wounds* spell, which Cody uses when the baddies get carried away and really hurt somebody. This allows Cody to claim that the victim was never hurt badly. Because he is the oldest, and has a peculiar ability to make things “right,” all the boys respect him. He is obsequious to a fault when adults are around, but he has no true respect for anyone except his mentor, the semi-lich. Cody has formed the baddies into a secret society that venerates the semi-lich. Cody periodically leads small groups of baddies to meet the creature in the dead of the night. Klint is the school bully; he instigates most of the baddies’ pranks, practical jokes, and especially the “hazings” of younger students. He never misses an opportunity to torment other students, particularly those he considers to be “goodie-two shoes.” Klint is a chaotic neutral human.

Cody: AL CN; MV 12”; F1; hp 10; AC 9 (Dexterity); THAC0 20; #AT 1; Dmg pummel or knife; Size M; In high; Sts 17; Stw 16

Spells: *cure light wounds*

**Downen and Brusstel:** Downen is chaotic neutral and a stereotypical half-orc. He dislikes “soft” humans, and particularly likes pushing around Scoltin. He used to antagonize Traors but stopped when the dwarf rearranged his face. Brusstel is a chaotic neutral human; he is Cody’s second in command and the semi-lich’s devoted servant. It was he who stole the materials from the stable (see below).

**Georgewain and Stanzel.** Georgewain is a lawful neutral half-elf; he feels that all non-elves are dirt under his feet. He considers Ernvalt to be a traitor to his race for fraternizing with the enemy (ignoring the fact that most of his colleagues are non-elves). Stanzel is a chaotic neutral human; he is Klint’s shadow, and always eager to execute some new cruelty or prank.

#### The Goodies:

**Randall and Winston.** Randall is the neutral good human who got the party involved in this affair. Winston is a neutral good human; he is small for his age, and very scared of the baddies. He was frightened and restless while Randall was gone, so much so that he was awakened by Cody’s nocturnal shenanigans two days ago. He saw Cody, Stanzel, and Georgewain leave the dormitory, but does not know where they went. He hasn’t told anyone, fearing reprisals from the baddies.

**Scoltin and Ernalt:** Scoltin is a neutral good halfling; he is rightly running scared, and would like to find a nice, comfortable hole to hide in. Ernalt is a lawful neutral half-elf; he considers Georgewain a traitor to his race because of the way he allows a human (Cody) to run his life. He is quick to back up any of the good students who are threatened.

**Traors and Bristow.** Traors is a chaotic good dwarf; he has had enough of this, and would gladly pound the baddies into the ground if he could just get a few staunch allies to stand their ground. Bristow is a neutral good human who is convinced that if the boys could just get to know each other better they could all be friends. Fat chance.

#### At the Academy

When he sees Randall, the headmaster will immediately put on a stern visage; he will order Randall to go upstairs and

get dressed for lunch. He will then invite the party inside to talk with him in his private office.

The office is decorated in early military academy; along one side of the room are bookcases full of unread books. Along the other side of the room are plaques bearing the names of students from previous years.

Charleston patiently listens while the PCs tell their story or speculate about problems at the school, but doesn't really pay attention. He explains that each class has a period where the boys must get accustomed to each other, and it is common for one or more of them to feel picked on. Nothing the party tells him will change his mind. After the discussion is over (or at the appropriate time), he invites the party to spend the rest of the day and that night visiting the Academy and observing its activities.

The first event will be lunch; the boys are all present and dressed in navy blue uniforms. Before lunch begins, the headmaster will introduce the various party members to the staff, and to Cody. Then, one party member will notice a boy (Klint) pouring pepper on Randall's food when he goes back to the kitchen. When Randall returns, another boy (Brusstel) tries to trip Randall. Charleston misses both incidents. If the party calls the headmaster's attention to either incident, he dismisses it. If the party presses the point, the headmaster will ask Cody what he saw. Cody replies that Randall has been a bit of a trial. "When young Mr. Bingham sat down he managed to produce quite a cloud of pepper, much to the consternation of those seated next to him. But since most of it eventually settled onto his own plate, I think he's learned his lesson. When returning to the table after conveying an empty dish to the kitchen, he walked right into another student."

After lunch, the boys return to class; Charleston asks the party to wait behind. After the boys are out of earshot, he explains that one of the Academy's earliest graduates has made possible a room that allows observation of the classes. He leads the party up to a set of rooms that they will be allowed to use that evening (just in case they want to leave any of their equipment; he will explain that nobody except himself, Trandellia, and the guests can enter the top wing of the northern wing — he will not elaborate except to insist that it is not possible. He then will lead them to a room which contains a tub of water

surrounded by a number of chairs. He picks up a long stick of wood, runs it through the water, and then points out the new view — the party can see the class from a vantage point above and behind the students. As Charleston is putting away the stick, the party will see Klint punch Randall in the arm as he goes by (Charleston will be dubious of what they saw.) "It will take your eyes a while to adjust to the depth of the water."

The teacher, Kangalt, proceeds to give a lecture which explains how the large success of the mining efforts of dwarven immigrants led to rapid inflation in their dealings with the elves of Glathriel, "Increased gold supplies chasing static food supplies." And how later diminishing returns impoverished the dwarves and was one of the underlying causes of the occupation. Charleston will fall asleep during the class and misses Stanzel stealing Scoltin's notes at the end of the lecture.

There is a break before the next class. As the break ends, the boys troop back in; Georgewain and Ernalt have bloody noses, and Stanzel is limping — Traors is beaming. Randall's shirt is ripped.

Dramastine teaches the next class. He lectures on the importance of understanding the food chain, and explains how destroying the wolf population may destroy an agricultural society when the rabbit and rat populations formerly kept in line by the wolves are allowed to grow unchecked. During the lecture, Charleston leaves to check on the menu for dinner; while he is gone Downen hits Winston on the back of the head with a book and nearly knocks him out (he covers by knocking his own books on the floor and yelling at Randall to leave his stuff alone). Charleston reenters just in time to hear the teacher telling Randall to stop making trouble during his class.

After this class, the students go out back for exercises and martial arts training. The party is led to a room at the back of the building that has a one-way window (from outside it appears to be stone). They watch the students going through their paces; whenever somebody starts to make trouble, the teacher, Borgultandish, immediately steps in and allows the offender to "volunteer" to act as the victim as he demonstrates a new move.

After this, Charleston explains that the students will go swimming and invites the party members to join them. The PCs are free to decline. The stu-

dents are each assigned a buddy, and there are frequent buddy checks. The swimming session starts with some work on specific strokes, and then the students are allowed a free swim time. During this time, there are any number of incidents that look like aborted attempts to drown one another. At least once, it will appear that Randall "disappears" underwater just as several baddies have him surrounded.

After this, the students are escorted back up the hill to the academy, and the party is told that the students have about two hours of free time to "kill."

The teachers retire to their rooms, except for Borgultandish — he tends the horses. If any PCs talk to him, he will suggest that some of the students are keeping a wild horse out in the woods. In the last week he has been missing some of the straw he uses in the stalls, some of the leather tack, and some of the lead ropes.

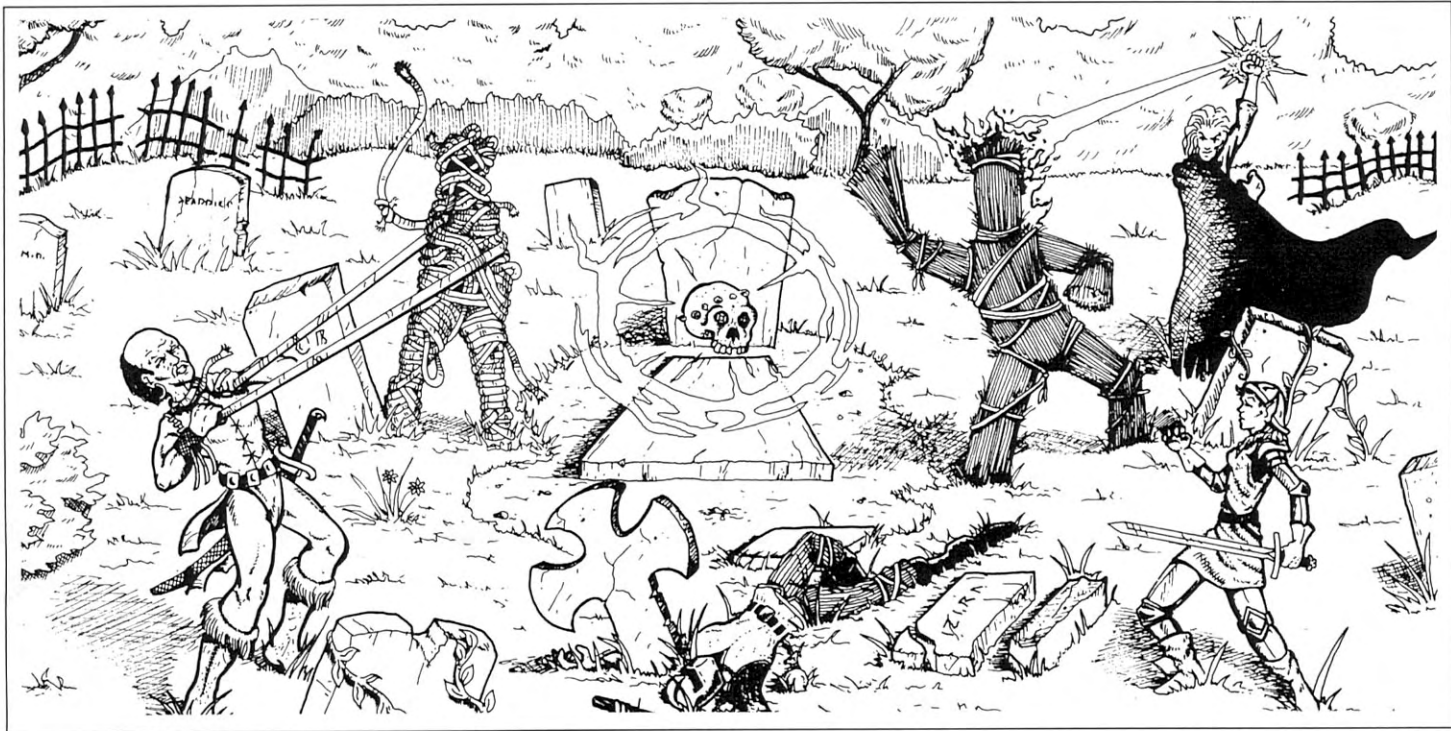
This is the party's opportunity to investigate; they will be allowed to split up, stay together, or whatever — the students will tend to move around, but eventually the party will notice that some of them seem to be drifting back down the hill toward the boat area. In fact, the baddies will be headed for the semi-lich's lair; Cody is wary of the party, and wants some advice. The PCs can interview each student if they wish, Charleston will not allow for any formal interrogations, but he expects each student to be polite to the guests.

### The Lair of the Semi-Lich

The semi-lich lies in an abandoned cemetery, no trees grow here, but the place is overgrown with nasty-looking briars and thickets of burrs. The baddies have cleared the vegetation from the semi-lich's grave, and reset the toppled headstone.

If the party tracks the baddies, they will be able to hear the boys talking to the semi-lich before they reach the cemetery.

Nobody would walk through these woods for enjoyment, there's too much undergrowth. Still, boys will be boys, perhaps they are playing at some school game. You can hear their voices floating down from a nearby hilltop, they seem to be chanting something. There is a pause, followed by a single, rasping voice, one of the older boys, perhaps.



When you reach the hilltop you see a clearing filled with brambles and toppled headstones. Eight boys stand in a semicircle around the one decently preserved grave. The oldest boy, Cody, is not pleased to see you. There is a rustling in the undergrowth behind you, and you find yourselves under attack.

If Gareth does a detect evil, he will get an immediate response from only one source, the grave. The attackers are the missing straw and rope and leather.

Straw Golems: 2; AL N; MV 12"; HD 2+4; hp 20 each; AC 10; THAC0 16; #AT 2; Dmg 1-2,1-2; Size M; In non; Sts 10; Stw 9; SD immune to bladed weapons; half damage from blunt weapons; double damage from fire; immune to mind-affecting magic

Rope Golems: 2; AL N; MV 9"; HD 3+6; hp 30 each; AC 8; THAC0 13; #AT 2; Dmg 1-6,1-6; Size M; In non; Sts 10; Stw 9; SA successful hit causes strangulation, 6 points/round; SD immune to blunt weapons; half damage from piercing weapons; immune to mind-affecting magic

Leather Golems: 4; AL N; MV 6"; HD 4+8; hp 40 each; AC 6, THAC0 12; #AT 2; Dmg 1-6/1-6; Size M; In non; Sts 10;

Stw 9; SD hit only by +1 or better weapons, half damage from blunt weapons; immune to mind-affecting magic

The students will run away as soon as the melee starts. The semi-lich will immediately cast his two *wyvern watch* spells, then *spike stones* on the area surrounding the grave. He continues using his spells as intelligently as possible thereafter.

### Semi-Lich (new creature)

This is a demi-lich that hasn't made it yet. Its appearance is similar to a demi-lich, a gem encrusted skull and a few scattered bones. Although its body has rotted away, its original lifeforce is still strong, and the creature does not need to accumulate energy as does a demi-lich. When approached to within 10 feet, the skull rises into the air, supported by a column of dust. The creature can use any spell it could use as a lich, but has no physical attacks (except touch-delivered spells). The creature cannot be turned. Even if reduced to 0 hit points or less, a semi-lich is not destroyed until holy water is poured on the site and a *consecrate* spell is cast to *consecrate* the ground. If these steps are not taken, the creature will reform in 1d6 months.

This particular specimen is a 13th level cleric with a wisdom of 12.

Semi-lich: AL CE; MV 0; Cl 13; hp 60; AC -3; THAC0 12; #AT 1; Dmg N/A; Size 3; In genius; Sts 9; Stw 8; SD hit only by +3 or better weapons

Spells: *cure light wounds* (bestowed on Cody), *darkness*, *cause light wounds* (x2), *protection from good*, *cause fear* (x2), *command*, *wyvern watch* (x2), *dust devil*, *silence 15' radius* (x2), *know alignment*, *hold person* (x2), *cause paralysis* (x2), *curse*, *dispel magic* (x2), *prayer*, *spike stones*, *spell immunity*, *cause serious wounds*, *imbue with spell ability* (cast), *golem* (x2) (cast)

When Charleston learns of the semi-lich he will hurry to the grave and detect evil to determine the monster's status. If the creature has not been slain, a strong evil aura will remain, and Charleston will announce that the creature is powerless, but not destroyed. It is up to the party to figure out how to slay it.

If the creature is slain, the boys will return to normal, and Charleston's teachings will begin to take hold; except for Cody, who is expelled. (Discipline must be maintained after all.) The headmaster is so pleased he writes a glowing account of the PCs' heroic actions and sends it to each PC's superiors. This clears the blots various PCs have on their records and brings the party a measure of renown throughout the realm. □

# Thrassupt Tree-Friend

6th Level Elven Male Druid

**STR:** 12 +100#wt, Drs 1-2, BB-LG 4%

**INT:** 14 +4 languages

**WIS:** 18 +3 ST bonus

**DEX:** 14

**CON:** 13 SS 85, RES 90

**CHA:** 18 +35% reactions, 15  
henchmen/+40% loyalty

**COM:** 12

**Age:** 468

**Height:** 5' 3"

**Weight:** 110#

**Hair/Eyes:** Brown/Green

**Alignment:** N

**AC normal:** 5

**AC rear:** 6

**Armor type:** leather & shield, ring of protection +2

**Hit points:** 34

**THACO:** 18

**Spells/day:** 6,5,3,2

**Attacks:** 1/1

**Weapon proficiencies:** staff, scimitar, whip

**Special abilities:** identify plants, animals, pure water; pass through undergrowth without trace; speak hill giant, pixie, lizardman, sprite

**Non-weapon proficiencies:** alertness, tracking, weather sense, animal noise

**Magic items:** staff of the woodlands +2; 12 goodberries; ring of protection +2; Keoghtom's Ointment (5 applications); ioun stone, pearly white spindle

**Money:** 31 gp, 14 sp, 8 cp, one 150 gp gem

You have been operating out of Martinburgh with the rest your party ever since you first became a druid. Your first superior unceremoniously dumped you there after an embarrassing episode in which you mistook a giant skunk for a large cat (he refused to believe that tomato juice would help).

Your party is enough to try anyone's patience — they insist on investigating everything in as chaotic a fashion as possible. In order to balance things out it has fallen on you to try and force the party members to work together to solve problems instead of barging straight in. There are other adventurers in town, but most of them are out chasing rumors of an entrance to a lost dungeon — nothing you wanted to get involved in.

As the adventure opens, you and the others are in the Unseen Inn trying to decide who will get the two potions that were found on your last adventure. One

# Gareth Gon-Groyne

5th Level Human Male Paladin

**STR:** 18/62 +2 to Hit, +3 damage, +1250#wt, Drs 1-4, BB-LG 25%

**INT:** 9 +1 language

**WIS:** 15 +1 ST bonus

**DEX:** 8

**CON:** 16 +2 hp per hit die, SS 95, RES 96

**CHA:** 17 +30% reactions, 10  
henchmen, +30% loyalty  
**COM:** 8  
homely

**Age:** 24

**Height:** 5'9"

**Weight:** 130#

**Hair/Eyes:** Brown/Green

**Alignment:** LG

**AC normal:** 2

**AC rear:** 2

**Armor type:** plate mail +1

**Hit points:** 42

**THACO:** 16

**Attacks:** 1/1 or 3/2

**Weapon proficiencies:** lance (choice), long sword (choice), horseman's mace (choice), dagger, footman's mace

**Special abilities:** detect evil 60', immune to all disease, lay-on hands once per day to heal 10 hp, cure disease once per week, protection from evil 10' radius, +1 "to hit" and attacks 3/2 with weapons of choice, stays conscious to -8 hp, immune to fear, protection from fear 10' radius, 90% resistant to mind-effecting spells

**Non-weapon proficiencies:** endurance, cold survival, blind fighting

## Turn Undead

Skeleton	4
Zombie	7
Ghoul	10
Shadow	13
Wight	16
Ghast	19
Wraith	20

**Magic items:** long sword +2; deputy badge (detect lie for 5 rounds/3x per day); potion of extra healing

**Normal Equipment:** footman's mace, backpack, 1 week's iron rations, 6 torches, flint and steel and tinder box

**Money:** 11 gp, 24 sp, 15 cp

You have been stranded in the small town of Martinburgh for the last few years, ever since you tried to explain to one of your church's clerics that it was his job to keep the paladins comfortable. (How were you to know the head cleric was listening from behind the door?)

# Borne Reiden

7th Level Human Male Cleric

**STR:** 16 +1 damage, +350#wt, Drs 1-3, BB-LG 10%

**INT:** 15 +4 languages,

**WIS:** 18 +3 ST bonus

**DEX:** 10

**CON:** 16 +2 hp per hit die, SS 95, RES 96%

**CHA:** 16 +25% reactions, 8 henchmen/+20% loyalty

**COM:** 5  
ugly

**Age:** 27

**Height:** 5' 5"

**Weight:** 165#

**Hair/Eyes:** Brown/Green

**Alignment:** NG

**AC normal:** 2

**AC rear:** 3

**Armor type:** plate mail & shield

**Hit points:** 41

**THACO:** 16

**Spells/day:** 5,5,3,2

**Weapon proficiencies:** staff, horseman's mace, footman's flail

**Non-weapon proficiencies:** healing, blind fighting

## Turn Undead

Skeleton	D
Zombie	D
Ghoul	D
Shadow	T
Wight	T
Ghast	4
Wraith	7
Mummy	10
Spectre	13
Vampire	16
Ghost	20

**Magic items:** necklace of prayer beads: karma, curing, heal (as 6th level cleric spell), resurrection (as 7th cleric spell), armband of curing (maximum result from cure spells 3x/day); scroll of protection vs. paralysis; elixir of health

**Normal Equipment:** horseman's mace, footman's flail, staff

**Money:** 64 gp, 37 sp, 29 cp, one 100 gp gem, one 200 gp gem

Sheesh — one little penmanship error, and here you are in a little backwater town in the middle of nowhere. Just because your letter to Mrs. McFig seemed to start out "Dear Mrs. McFig" she decided not to make the endowment to the church construction fund, and you suddenly found yourself on the road to nowhere. For years (it seems decades) you have been adventuring near Martinburgh, afraid to take on the perils of a trip back to civilization.

Fortunately, there are a large number



of fellow adventurers in town, so you have been able to keep busy keeping them alive (and finding yourself some important magical items along the way). If you can just convert enough of them to your way of thinking you can build up enough of a following to start a reasonable church branch here and maybe redeem yourself. Unfortunately, most of the adventurers in town are currently on an expedition looking for a lost dungeon entrance. (If you're lucky, it will turn out to be fable rather than fact.)

The rest of the party is currently arguing over who should get a potion of fire and something which sharpens blades, you don't really care who gets them as long as they get used properly.

Here's what you know about the others:

**Thrassupt:** This pagan elven druid is not to be believed — for some reason he thinks that he's in charge when there's a paladin around. Also, nothing you have said has been able to sway him from his strange beliefs about sacrifices to trees.

**Gareth:** There's something wrong with this paladin. He doesn't understand that paladins exist solely to do the bidding of clerics; no wonder his church sent him to this exile.

**Silane:** Just in case the enemy isn't doing enough damage to the party, this firebug is always around. Lately he has started burning party members (always by accident, or so he claims). Best to stay out of fireball range of him, of course, you can't always be sure just where he is.

**Smooth:** Now here is a success story; the man not only gave up his thieving ways, he joined your church. A lesson to be learned here: no soul is beyond redemption.

**Anastasia:** My, My, what a pretty lass, but a test of your faith. You simply must ignore the temptation she presents and hold to your vows of (groan!) virtue until marriage to (groan! again) a woman of the faith.

You have been sent here for some remedial humility training — you are forced to work as the deputy sheriff for a cretin (Clyde, the 19-year-old sheriff). If he didn't have that strange artifact of a sword you'd show him what's what. The only compensation is your deputy badge, which, when activated, announces "That's a Lie" when it hears one.

Most of the adventurers in town are currently out looking for an entrance to the great underground; you, because of your wonderful job, are stuck in town. At the moment, you and the rest of the party are trying to divide up a pair of potions — a fire potion which is obviously going to wind up in Silane's hands, and some *oil of sharpness* which is just the thing for your sword.

Here's what you know about the others:

**Thrassupt:** This old elven druid is a real pain, always trying to excuse neutralist behavior. His only redeeming quality is his realization that the party needs to operate together to succeed at anything.

**Borne:** Another bossy cleric. Don't they know that their job is to wait in the rear with their healing spells? He thinks his job is to be your boss.

**Silane:** A chaotic, magic-using elven thief — does anything else about this fellow matter? The fool has even burned several party members (yourself included) when throwing some of his spells during melee.

**Smooth:** This thief is on the road to recovery. Thanks to your patient help, he has come to understand that there is no future in thievery. He is now working on improving his acrobatic skills to make himself more useful.

**Anastasia:** This lass has a beauty that has grown on you. When you first met, you thought her rather plain, but she has come to have a certain air about her. It's about time she took some notice of you. If only she weren't so unpredictable.

of them is capable of making a weapon sharper — since you don't have a bladed magical weapon, it is only fitting that you get it. The other has something to do with fire (anybody but Silane can have that one).

Here's what you know about the others:

**Borne:** This ugly little priest is a typical human know-it-all, always trying to convert everyone to his funny beliefs. He packs a respectable number of healing spells, but he should be neither seen nor heard until your healing is used up.

**Gareth:** This overbearing paladin is another typical human, and a moral extremist to boot. Of course, he is useful in opposing evil (if only he didn't see it in places where it doesn't exist).

**Silane:** This elf is a firebug; he has caught you in his fireballs (always "by accident") no less than four times. He is not to be trusted, especially when out of sight (and he always seems to be out of sight).

**Smooth:** It's hard to believe, but this strange human appears to be a thief who has dedicated his life to helping others. In sharp contrast to Silane, he is always thinking of others, and never seems to steal anything. Equally curiously, he is usually able to figure out how to use the magical devices the party finds.

**Anastasia:** This poor half-breed has a few screws loose. Instead of staying home where she belongs, she is out swinging that sword of hers in the face of danger. True, she is getting very good at swinging it, but she needs to understand her place in the scheme of things.

# Silane Quindel

Elven Male Magic User/Thief (5/5)

**STR:** 12 +100wt, Drs 1-2, BB-LG 4%  
**INT:** 15 +4 languages, Ctk 65%  
**WIS:** 13  
**DEX:** 18 +3 reactions; -4 AC  
**CON:** 12 SS 80, RES 85  
**CHA:** 10 4 henchmen  
**COM:** 11  
**Age:** 375  
**Height:** 5'1"  
**Weight:** 128#  
**Hair/Eyes:** Black/Blue  
**Alignment:** CN  
**AC normal:** 3  
**AC rear:** 7  
**Armor type:** cloak of protection +3  
**Hit points:** 30 (26)  
**THAC0:** 20\*  
**Spells/day:** 3,2,1  
**Weapon proficiencies:** dagger, staff, darts, short bow

## Thief Abilities

**PP OL FT MS HS HN CW RL**  
65 52 45 55 51 25 90 25  
**Non-weapon proficiencies:** fire building, foraging, animal noises

**Magic items:** dagger +1, 8 goodberries, fire wand (see below)

**Normal Equipment:** backpack, staff, 8 darts, short bow, 8 arrows

**Money:** 274 gp, 184 sp, 38 cp

## Spell Book

### Cantrips

Firefinger Dry  
Warm Whistle

### Level 1 Spells

Burning Hands Feather Fall  
Sleep Unseen Servant

### Level 2 Spells

Flaming Sphere Invisibility  
Knock Pyrotechnics

### Level 3 Spells

Fireball Item  
Monster Summoning I

### Fire Wand

This device can produce the following: *faerie fire* (1 charge), *produce flame* (2 charges), a five-die *fireball* (3 charges), or *wall of fire* (4 charges). The user can safely expend six charges per day (non-cumulative); if this limit is exceeded, a five hit die *fireball*, immediately strikes the user. Fortunately, the *wand* also confers a +4 saving throw bonus against all fire attacks; if the user saves, he takes no damage, and failed saves reduce damage by half.

# Smooth

6th level Human Male Thief/Acrobat

**STR:** 17 +1 to hit, +1 Damage, +500#wt, Drs 1-3, BB-LG 13%  
**INT:** 13 +3 languages  
**WIS:** 7 -1 ST penalty  
**DEX:** 18 +3 to reaction rolls, -4 AC  
**CON:** 16 +2 hp per level, SS 95, RES 96%  
**CHA:** 9 4 henchmen  
**COM:** 13  
**Age:** 25  
**Height:** 5' 3"  
**Weight:** 110#  
**Hair/eyes:** Blonde/Blue  
**Alignment:** NG  
**AC normal:** 1  
**AC rear:** 5  
**Armor type:** bracers of defense AC 5  
**Hit points:** 36  
**Weapon proficiencies:** dagger, long sword, dart  
**Non-weapon proficiencies:** direction sense, healing, swimming

## Thief Abilities

**PP OL FT MS HS HN CW RL**  
60 57 45 57 47 20 92 30

## Acrobat Abilities

<b>TW</b>	<b>PV</b>	<b>HJ</b>	<b>SBJ</b>	<b>RBJ</b>
90%	10'	4'	5'	9'

<b>T:A</b>	<b>T:E</b>	<b>F</b>	<b>W/E (Body)</b>	<b>W/E (add)</b>
9%	15%;	25%, 15'	450 gp	100gp

**Magic items:** magic dagger, bag of tricks (rat), magic lockpicks (+10%), 2 darts of the hornet's nest, potion of invisibility, scroll of protection from any trap, longsword +1 (named Lamont), Bucknard's everful purse (gold)

**Normal Equipment:** nine-foot pole, backpack, one week's gourmet rations, bottle of good wine, skin of passable wine

**Money:** 246 gp, 18 sp, 33 cp, 1 50 gp gem, 50 pp

Life just isn't fair. One of the world's greatest wine experts, you found a small-town inn with an amazing selection to sample and went just one drink too far. The next morning you woke up nearly penniless and abandoned by the merchant you were supposed to be guarding. Though most of your was money gone, you still had your magical purse, which provides you with enough cash to get by, but not enough to buy your way out of this miserable little town (too risky to travel back to civilization alone).

During the past few years, you've kept company with a number of adventurers. Not wanting to work for a living, you specialized in certain, um, useful skills — sneaking, unlocking, listening,

# Anastasia

6th Level Half-Elven Female Fighter

**STR:** 17 +1 to hit, +1 damage, +500#wt, Drs 1-3, BB-LG 13%  
**INT:** 10 +2 languages  
**WIS:** 13  
**DEX:** 12  
**CON:** 13 SS 85, RES 90  
**CHA:** 14 +10% reactions, 6 henchmen, +5% loyalty  
**COM:** 16 good looking, +16% reactions fascinate males WIS 8 or less

**Age:** 234

**Height:** 5' 3"

**Weight:** 110#

**Hair/Eyes:** Brown/Brown

**Alignment:** CN

**AC normal:** 2

**AC rear:** 3

**Armor type:** plate mail & spiked buckler

**Hit points:** 48

**Weapon proficiencies:** bastard sword (double specialist), dagger, spiked buckler

**Non-weapon proficiencies:** blind fighting, alertness, running

**Magic items:** sunblade, incomplete set of jewelry of commanding presence (missing the earrings)

**Normal Equipment:** one week's normal rations, backpack, spiked buckler, dagger

**Money:** 631 gp, 214 sp, 53 cp, 1 256 gp gem

The powers that be deliver you from this male-dominated town. There isn't one of them worth having, and here you sit. During the years since your fiancée deserted you here in Martinburgh (poor man's ego couldn't handle your ability with a sword), you have gotten to be a much better fighter. You have acquired a really top-notch *sunblade* bastard sword, a comfortable set of plate mail, and a nearly complete a set of magical jewelry — you have the bracelets, ring and amulet of a set of *jewelry of commanding presence*, and if you can just find the earrings and wear the entire set for six months, your comeliness and charisma will both increase to 18 forever (even without the jewelry). Your stats have improved so much already that most of the men in the town have started hitting on you. You've also been practicing with your bastard sword, and are almost to the point where you get two swings per round.

Most of the adventurers in town are out looking for an entrance to a lost dungeon; the others here are arguing over who gets a pair of potions you got hurt earning. No doubt they'll all have reasons why they want them (probably never occur to them that a woman could

use them properly).

Here's what you know about the others:

**Thrassupt:** This elven druid is nothing but a dirty old man; you can't help but notice the way he looks at you, and you've heard rumors of his strange pagan practices.

**Gareth:** Ick. Is that kind of human rules-making contagious? Or does it only strike male chauvinists? This paladin always insists that people do what he thinks is right; yuk.

**Borne:** You never have seen a man this ugly. Although he is clearly attracted to you, he always seems to pull away. It might be fun to tease him a little.

**Smooth:** This guy is always trying to get you drunk with cheap wine; at least lately he's been buying you a better brand of drink; and he is Silane's friend.

**Silane:** This guy is the only other properly aligned member of the party at present. He's also fun to be around (always doing the unexpected). If only he could get some help for his addiction to fire (could that be the result of some kind of repression?)

and other, um, thieving skills. The deputy sheriff thinks he talked you into changing your ways, in fact, you discovered that it took a lot of practice to get any better, so lately you've spent your time becoming more nimble.

In order to avoid bringing trouble on yourselves, you believe, it is necessary that the party not do anything to harm any innocent bystanders. As a result, you have become the party's conscience. In addition, your purse keeps you wealthy, so you generously tip all those who help you in any way; this doesn't hurt your image.

Recently, you obtained a magical dagger, but you have never been able to figure out how it works; sometimes it seems to be +1, sometimes as much as +4, but there seems to be no discernable pattern. Sometimes it merely seems better to use that trusty long sword, Lamont.

You are intrigued by magical gadgets and try to figure out how to use any that the party comes across. At present, the adventurers in town are trying to split up a pair of potions; one that should go to Silane (it generates fire), and one that you could use to spiffy up Lamont's blade (after all, the fighters already are at all kinds of pluses due to their specialization).

Here's what you know about the others:

**Thrassupt:** That over-bearing druid is positively lawful — always trying to give orders to poor Silane (and everybody else as well). You have him convinced that you are a champion of the downtrodden, and are careful to avoid hurting trees when he's around.

**Gareth:** Poor, deluded paladin; he seemed so concerned that your skills are inherently evil that you finally told him you were going to reform and become an acrobat (how is he to know that you were just tired thief training?)

**Borne:** This is the party's major source of healing. He has resurrected you a few times, so you joined his church and started giving him a few coins in offerings every week.

**Silane:** This guy is great fun. You can never tell what he is going to do next. The two of you occasionally cook up some great jokes to pull on Thrassupt (but only when you won't get caught).

**Anastasia:** There is simply no hope for this lass. Perhaps the elven half of her is to blame, but she cannot tell the difference between wine and vinegar. You once bought a 100 gp bottle of wine to share with her, and she guzzled it and declared it to be a bit flat! Thereafter you started buying her the poorest wines you could find. She may be pretty, but she's no prize.

It's not really your fault you're stuck in this Martinburgh place; just because your teacher noticed when you tried to pick his pocket to get that neat looking rod.... You woke up in the stable with the horses the next morning, with no idea of where you were (except that there were way too many humans around).

So, okay, you go with the flow; yeah, that's right. You must be here for a reason; maybe the pickings are slim, but there's not much competition.

So what if you never mastered *magic missile*, now that you have the *fire wand* people are gonna respect you. You would never intentionally harm a friend or colleague, don't they understand that?

It's not your fault that you sometimes panic in melee and cast a *fireball* on the enemy and somehow get the party as well; it's not your fault that sometimes you forget how many charges you've used from your *wand* and you accidentally *fireball* yourself (and the party) instead of the enemy — that's not your intent. What you really want to do is go *invisible*, sneak up for a triple damage backstab, and end the fight right away. Independent action utilizing each individual's strengths is the only way to go.

The party is currently trying to decide who gets some kind of potion which makes blades sharper, and after that they will give you your fire potion — all you have to do is wait them out.

Here's what you know about the others:

**Thrassupt:** Who died and made this druid king? This guy is a real pain. It sure is fun playing practical jokes on him, though. You've have been secreting the goodberries he gives you in a jar to preserve them for emergencies (like when Borne is knocked unconscious).

**Gareth:** This guy is a real stuffed shirt; he doesn't ever seem to enjoy himself, but what can you expect from a paladin? He has, however, saved your life over and over and over again.

**Borne:** You have to humor this cleric — he has the healing. If only he would stop preaching.

**Smooth:** A fellow thief. Who says an elf and a human can't be friends? The way he handles everybody is nothing short of amazing. And some of the ideas he gets for practical jokes on Thrassupt are truly inspired.

**Anastasia:** Now this girl is more like it. This fetching lass is just the ticket. Granted, she doesn't seem to give you the time of day, and she is a bit young for your tastes, but that's okay, you can age her in a hurry. She is astonishing in melee. They don't call her the tank (behind her back) for no good reason.



# War's Tide Rising



An AD&D® Battle Scenario  
for 4-12 PCs, levels 4-7

by Thomas Kane

## DM's Adventure Synopsis

The adventure opens when the PCs meet a sponsor who explains that a tiny town called Berenquay is under siege by the two sons of the ambitious Duke Jayce. The party is asked to command Berenquay's defense. Plutarcus, the sponsor, is actually a spy who will betray the PCs later.

As the battle begins, the PCs might suspect that something is wrong. Some of Plutarcus' promises fail to come true, and the enemy armies seem reluctant to fight. Some of the invaders mutiny, attacking Berenquay when they were commanded not to. The PCs might also hear surprising stories from Lione, a girl who married one of Jayce's sons and is partially responsible for the war. The brothers are actually secretly plotting against each other. If the PCs discover this, they may be able to exploit the knowledge and get the brothers to turn their armies against each other rather than Berenquay.

Plutarcus will attempt to assassinate the PCs, and the invaders bring reinforcements into the fight. There will be a climactic battle in which Berenquay is won or lost.

## Player's Introduction

Horses and men trample the roads while nearby dukedoms prepare for war. The times become increasingly dangerous. Then you meet a messenger named Plutarcus, who requests your help. He explains that he is on a journey to a port called Berenquay with the "sad duty" of informing the people there that they are about to be attacked. Plutarcus says he is from a temple dedicated to Hermes, where a treaty to prevent the invasion was signed — and revoked. He also says he does not wish to bear only evil tidings, and hopes to offer Berenquay the service of a staff of excellent generals — yourselves. Plutarcus promises that Berenquay will reward its heroes well. When the party reaches Berenquay, the town commissioner will deliver a more complete briefing.

The commissioner's briefing is given below. Plutarcus stays with the party for most of this adventure for reasons

which have been described in the DM's introduction.

Plutarcus' statistics are: AC 3; MV 24"; A 10; hp 49; #AT 1; Dmg 1-6 +1; S 17, I 10, W 9, D 18, Co 11, Ch 10; AL LE. He is the son of a rich merchant, unused to the courtesy of the upper classes, but fond of luxury. When he requests favors, Plutarcus bends his nimble body into a wide variety of bows and kowtows. He wears *boots of speed* and a *ring of mind shielding*, and he carries a ring emblazoned with the crest of a flaming oak, hidden in his vest. This ring is worth 100 gp. The flaming oak is the symbol of Medes, a nobleman who is described below.

Read or paraphrase the following section aloud to the players when they get to Berenquay.

The old sailor who serves as Town Commissioner clanks about, unused to his armor, and addresses you. "What's happening here? Duke Jayce's warriors have come to conquer us, that's what's happening. We're a present for his youngest son, Podart, the little wizard who wants a dukedom just like Papa's. They had to make it legal of course, so Podart is now officially betrothed to one of our women, the daughter of a knight from this city. A knight? The man was called "Sir," but he didn't own a keg of rum, much less a manor. Old salts like me run this town, but that doesn't matter to Podart — now he's calling himself our time-honored Duke. We laughed. So now we've got those warlike flags flying out there, from Podart, and his big brother, Medes, although I've not seen Jayce himself yet."

The Commissioner removes one gauntlet to scratch his wrists, revealing the tattoo of an anchor. "Look. I've slugged some lubbers in my time, but what do I know about armies and strategy, tactics, and all that? I'm asking you to command those who are fit to fight. You folks. Generals. We can offer you magic from distant lands to use defending this town — and keep."

The commissioner will give each PC one item from this list: *sword +2*, *wand of magic missiles* (30 charges), a quiver of three *javelins of lightning*, *staff of curing* (25 charges), *wand of frost* (10 charges), *wand of force* (15 charges), *spear +3*, *horn of fog*, *wind fan*, ten

*vials of healing potions*, *wand of illumination* (20 charges), *long bow +1*, *shield +1*.

## Background for the DM

Plutarcus is a spy. Most of what he has said so far has been true, but he intends to betray Berenquay — and one of its invaders. Plutarcus serves Podart's elder brother, Medes, and Medes not only wants to overthrow Berenquay but to displace his younger sibling and rule Berenquay himself. Plutarcus willingly helps Berenquay defeat Podart's troops.

The current struggle began when Jayce, the aging Duke, realized that he had no lands to leave his younger son. Therefore, he betrothed Podart to the daughter of a poor knight living in Berenquay, making Podart a member of Berenquay's only noble family. Berenquay always has been governed by a council of ship captains, but Jayce considers the marriage justification for his son to rule the town. When Berenquay refused to submit willingly, Jayce prepared to attack.

Now Jayce lies abed, stricken with influenza. His sons command the armies. Medes, the elder son, wants Berenquay for himself, and he has developed a plan to snatch it from Podart. He will hold his personal troops back from the battle, allowing Podart's units to suffer casualties. Then, when the battle nearly has been won, Medes plans to capture Berenquay — aided by goblin mercenaries loyal to him alone.

To run this scenario, remember that both a role-playing adventure and a wargame are taking place at once. You may control Jayce's armies, or invite a group of friends to command them. If you use assistants, be sure that they remain true to the personal motives of Medes, Podart, and the other NPCs. A series of placed encounters describes important features of the battlefield, and a chronology shows when certain important events occur. Time has been measured in 10-minute game turns. Statistics for the armies and their NPC commanders are included at the end of this module.

The PCs must delay their enemies and exploit the split between Medes and Podart. They will have several chances to uncover Medes' treachery. PCs might witness the devious acts of Medes' army, discover his mercenaries in the woods, or speak with Podart's bride-to-be (who would have escaped from Berenquay if Plutarcus had not slain her rescuers). If

the PCs can prove absolutely that Medes is a traitor, Podart may switch sides and defend Berenquay. Even if Berenquay's defenders cannot prove treachery, the intrigue could allow the PCs to defeat their enemies piecemeal.

PCs may talk with Podart and Medes by waving a white flag of parley. Even Medes will not besmirch himself by openly killing an emissary. When the flag is waved, both brothers will come forward to negotiate. As DM, play the parts of the rival brothers carefully. Decide for yourself if the PCs have proved Medes' duplicity. Naturally, Plutarcus will use insinuation and backstabbing to protect his master.

## Placed Encounters

### 1. Canals

Water flows through these rock-lined channels, draining nearby flood plains, and letting barges sail to the ocean. The canals are Berenquay's best fortification. Since land troops cannot move through the canals, the invaders must fight for bridges, at least until Medes' goblins cross in turn 10. These bridges are stone, and are impossible to destroy even if Berenquay's Commissioner would permit it — and he will not. The town's seaborne skirmish troops can row through the canals and under bridges; they must go at half speed when traveling north (upstream), and gain an extra 3" of movement rate when floating back to the sea.

### 2. Northwoods

Until turn 10, Medes' goblin mercenaries skulk in these leafy woods, cutting trees for bridging the canals. By turn 10, they will be able to cross both canals on three-figure-wide log bridges. They desperately attack any intruders entering the woods before turn 10, hoping to avoid detection by either Berenquay or Podart. Statistics for the goblins appear on the Unit Roster below. PCs might use goblin prisoners to prove Medes' treachery to Podart.

### 3. Berenquay

The people here cower in their houses, hoarding buckets of water in case the invaders set fire to their town. Only one person can be seen on the gravel streets, a girl who dashes from alley to alley, huddled under her woolen shawl. This is Lione, Podart's bride-to-be. Podart

told her his scouts would sneak into the city, disguised as defenders of Berenquay — then snatch her to safety before any fighting began. She dashes eagerly to the PCs. They appear to be the promised rescuers.

When Lione learns that Podart did not send the PCs, she despairs and bemoans her fate, looking for sympathy. She is sure that Medes vetoed the plan. “He always resented me,” she moans; “And hated our plan. He went white as fishbellies when Podart told him about the disguise — that genuinely shook him.” True enough: Medes’ fear was that this rescue would interfere with Plutarcus’ mission, and it is indeed his fault that the scouts never arrived. Plutarcus slew them before this adventure began.

Lione’s father was killed in a riot when Berenquay’s people learned about Jayce’s plans for their town, but the mob spared Lione because of her youth. Her statistics are: AC 10; MV 12”; level 0; hp 4; #AT 1; Dmg unarmed; S 10, I 9, W 13, D 11, Co 15, Ch 16, Com 18; AL N. Lione does not know if she loves Podart, but she hates Podart’s elder brother, Medes, whom she considers lustful and malicious. Lione’s father arranged the marriage, and she does not feel that she can break the engagement.

Medes and Plutarcus hope that Lione will be killed, eradicating Podart’s claim to Berenquay. If the PCs try to use her as a hostage, Medes insists on negotiating for her alone, and Podart allows him to. Medes bargains by making insulting comments and vague threats. He hopes to maneuver the kidnapers into retaliating. Plutarcus cooperates, grimly suggesting that the hostage-takers kill Lione. “If you show that you fear that braggart’s threats, you have admitted defeat,” he suggests. “Our soldiers will notice and so will the enemy.” Needless to say, good-aligned PCs (or smart PCs of any alignment) should not harm Lione.

## Events

As the battle progresses, the following events will occur. Eliminate them whenever the actions of the PCs make them impossible. For example, if PCs root out and destroy the goblin unit, it will be unable to attack on turn 10.

### 1. Turn One: Approach

The trees in the Northwoods quiver and sway as some unseen army approaches

the battlefield. Plutarcus rubs his hands with glee, claiming that charioteers from his temple have arrived. He advises the PCs to make a quick counterattack on the foe’s west flank, so that the temple troops may charge from the other side. The approaching troops are actually Medes’ goblin wolf-rider mercenaries (see the Unit Roster Table), and they will not leave the forest until turn 10. If the PCs ask Plutarcus why his troops have not joined the battle, he responds that they are surveying the battlefield and waiting for the area in front of the woods to become completely vacant, so they can charge.

### 2. Turn Two: Confusion

This event should appear to be an accident, at least at first. Medes’ Vassals charge — but pass through the Valley Crossbowmen, Podart’s command unit. One figure from the Crossbowmen is trampled and must be removed. Medes is attempting to weaken his rival’s units. Medes’ Vassals themselves assume that the charge was a mistake. As DM, you might want to roll dice, pretend to consult a table, and chuckle, to make this event seem random. After this, Medes restrains his troops from battle for eight turns, pretending to be humiliated. He will defend himself vigorously if attacked, however.

### 3. Turn Three: Brave Men Flee

The grim lines of Medes’ Vassals shiver as horsemen break ranks and charge ahead, armor shining in the sun. One figure from the Medes Vassals unit breaks away from the rest, forming its own unit. This group rides toward the nearest unit of Berenquay’s army, shouting war cries. Characters who watch the soldiers who did not join the charge will hear Medes himself screaming, “Treason! Desertion!” but the rest of Medes’ Vassals are merely sullen.

Sir Achias, commander of these deserters, challenges a nearby PC to single combat. His statistics are: AC 0; MV 6”; CA 5; hp 40; #AT 1; Dmg 3-9; S 17, I 13, W 14, D 15, Co 15, Ch 10; AL LG; Command Radius 10”; field plate, shield, lance. He rides a war horse with the following statistics: AC 3; MV 12”; HD 3+3; hp 19; #AT 2; Dmg 1-6/1-6; AL N; plate barding. Achias is a clean-shaven man whose hair has been cropped nearly to the scalp. He and his followers seek honor above all things, but they will submit if defeated by a

chivalrous opponent. Sir Achias, like all of Medes’ Vassals, hates his cowardly orders. He complains that Medes is, “Hiding behind his brother’s troops, disgracing his stricken father.”

### 4. Turn Four: Unwilling Heroes

Medes and Plutarcus do not wish to leave Berenquay unchecked. Plutarcus attempts to slay PC commanders now, leaving Berenquay’s troops leaderless. He attempts his plan as soon as the PCs’ unit comes into contact with the enemy. When this occurs, Plutarcus shouts an order of “Retreat!” and if he rolls below his assassination percentage, the unit executes a withdrawl maneuver. The PCs, who did not expect this order, will be left in front of the unit to fight the enemy as lone heroes.

This leaves the unit out of command until the commander rejoins it or another PC successfully rallies the unit. If Plutarcus’ assassination roll fails, the unit ignores him. If a PC asks who gave the command, roll a d20; if the result is below the character’s Intelligence score, he realizes that Plutarcus ordered the retreat. If the PCs ask the troops, the soldiers must also roll to see if they noticed who gave the order. Treat ordinary soldiers as if they had an intelligence of 9 for purposes of this check.

### 5. Turn Ten: Drive on Berenquay

Until now, Medes has been letting his brother’s troops fight, while sparing his own. Now he charges with abandon, hurling his troops at Berenquay, fighting for the canal gates. Then the Northwoods rustle again. Troops pour onto the battlefield — but the sounds are not those of rattling chariots; wolves howl instead, rushing toward the fallen. The goblin unit charges across its new bridges and falls on the city. They indiscriminately attack whoever stands in their path, sparing only Medes and his Vassals. If Plutarcus still lives, he attempts to escape, using his *boots of speed*. As he goes, he will attempt to back stab PCs and other important people. The battle reaches its crescendo.

## NPC Commanders

Since these characters move with their units, they have been described here, rather than at any location or event. PCs should command Berenquay’s units, so no commanders have been provided for that side. When the PCs

choose units, you should modify morale ratings to account for their charisma scores and magic. The ship captains among Berenquay's marine skirmish units can be treated like any of the sailors. These captains are masters of the sea, but PCs will be asked to command their crews in land warfare.

**Medes (Army Commander, Personally commands Medes' Vassals)**

AC -2; MV 6"; CA 10; hp 82; #AT 3/2; Dmg weapon; S 17, I 14, W 10, D 16, Co 18, Ch 10; AL LE; Command Radius 13"; full plate, shield, lance, *sword of wounding*.

Medes conceals his cunning with rash words, and his blue eyes give him a dashing appearance. Being untrustworthy makes him suspicious, and he is terrified of Podart. Medes rides a heavy war horse with chain barding and carries his standard, a flaming oak. The horse's statistics are: AC 4; MV 12"; HD 3 + 3; hp 24; #AT 2; Dmg 1-6/1-6; AL N. PCs who capture Medes alive can redeem a ransom of 10,000 gp.

**Podart (Army Commander, stays with the Valley Crossbowmen)**

AC 8; MV 12"; MU 13; hp 42; #AT 1; Dmg weapon; S 10, I 18, W 15, D 16, Co 15, Ch 11; AL LE; Command Radius 12"; dagger.

Spells: *magic missile* (x5), *ray of enfeeblement* (x4), *mirror image*, *protection from normal missiles*, *gust of wind*, *fireball* (x2), *dispel magic*, *dimension door*, *ice storm* (x2), *minor globe of invulnerability*, *cloudkill* (x3), *cone of cold*, *death spell*, *disintegrate*.

Podart devoted most of his youth to magical research, since he saw no hope of inheriting land. Now he is delighted to be gaining a fief and remains completely unaware of his brother's plots. Podart strongly believes in family honor and will not stoop to deceit himself, although he will openly attack his brother if he learns of Medes' plot. In battle, Podart uses magic while being protected by the Valley Crossbowmen. He has a *wand of force* with thirty charges. The standard of Podart's forces is a large alembic. If Podart is captured alive, Jayce will pay 5,000 gp for his safe return.



**Prias (Unit Commander, Valley Crossbowmen)**

AC 4; MV 6"; F4; hp 18; #AT 1; Dmg 1-4; S 11, I 12, W 12, D 16, Co 11, Ch 17; AL LN; Command Radius 13".

Prias serves slavishly by Podart's side, letting his master cast spells while he directs the troops. He carries Podart's alembic standard, and can be held for 500 gp ransom.

**Gomer (Unit Commander, First Swordsmen)**

AC 2; MV 9"; F 7; hp 39; #AT 3/2; Dmg 1-8 + 1; S 17; I 10; W 12; D 14; Co 11; Ch 12; AL LN; Command Radius 13"; chain mail, *shield* +2.

Gomer bears Podart's alembic flag in one hand, while wielding a sword in the other. He can be ransomed for 1,000 gp, if captured alive.

**Doman (Unit Commander, Second Swordsmen)**

AC 2; MV 9"; F 6; hp 35; #AT 1; Dmg 1-8 + 3; S 18/01, I 11, W 9, D 16, Co 10, Ch 15; AL LN; Command Radius 13".

Doman is a strong man with many years of experience. He carries Podart's alembic standard. If PCs capture him alive, his family will pay a ransom of 1,000 gp to guarantee he returns safely.

**Snar (Unit Commander, Goblins)**

AC 1; MV 9"; HD 3 + 3; hp 27; #AT 1; Dmg 2-8 + 2; AL LE; Command Radius 12" (due to mount); *morning star* +2, *chain mail* +3, shield.

Snar is an exceptionally large goblin riding a huge worg (AC 6; MV 18"; HD 4 + 4; hp 36; #AT 1; Dmg 2-8; SA howl; AL N). Snar's tribe gave up raiding human fiefdoms for a more profitable career of fighting for them. He resents his haughty masters, but he will never turn against an employer. Snar carries no flag and can muster no ransom. The set-up areas for these units have been shown on the map (see back mailer cover). Morale and discipline scores of these units have been altered to reflect the conditions of the scenario, such as the disunity between Medes and Podart. Note that the renegades remain part of Medes Vassals until the third round. Units designated "Inf" are regular infantry, "Cav," are regular cavalry, "Mob" are mobs and "Skir" are skir-





mish troops. You can simulate these units with your own miniatures or with cardboard counters. If you use counters, substitute unused pieces for the more exotic troops here. For example, ordinary archers can represent crossbowmen or marine skirmishers.

The invaders have a mighty army of typical composition. Medes' Vassals wear chain mail, with shields, wield lances, and ride heavy warhorses with chain barding. The Renegades are elite cavaliers who begin the battle alongside Medes' Vassals, but break orders and attack Berenquay too soon (see event 3). They are armed like the rest of Medes' Vassals, but wear field plate and use plate-barded horses. Snar's goblin mercenaries ride dire wolves and wield short swords and short bows. Podart's Valley Crossbowmen wear scale armor and use light crossbows. They serve to keep enemies away from Podart so he can use magic. The First and Second Swordsmen do most of Podart's direct fighting, wearing chain mail and shields, while wielding long swords. The goblins enter from area 2; all other invaders may start anywhere on the map's north edge.

A random collection of volunteers defend Berenquay. The city's dock workers have formed a mob unit, which wields clubs. The city watch acts as regulars, wearing chain mail and wielding long swords. Crews of ships in

Berenquay's port have formed three effective skirmish battalions. The sailors can sail their ships into battle, attack behind enemy lines, then retreat across the water. These units have a movement rate of 6" in the water but must forfeit three inches of movement whenever they disembark or go from the land into their craft. Each unit has one ballista on its ship. If you have miniature ships, these could be used to simulate the skirmishers' galleys. The sailors wear studded leather armor and hurl javelins in battle. They carry two volleys at a time and can resupply themselves whenever they board their ships. These skirmish units can also rest on shipboard, recovering from a forced march for example. The PCs may set up their units anywhere on the board, but they must begin at least two feet from the north edge.

### After the Battle

A victor can be declared after (A) an entire army has been destroyed, (B) an invader has held Berenquay for at least five rounds, or (C) 15 rounds have passed and the defenders still control all Berenquay — and no melees are currently in progress. No matter who wins this fight, Medes will strive to conceal his treachery. If the PCs lose, the victors will pursue them over land and sea, hoping to blame the party for any

shameful deeds. PC winners still will have diplomatic intrigues to resolve, especially if they won with Podart's help. Jayce insists that the very fact that Podart defended Berenquay solidifies his claim to rule it — and he may muster forces for a second attack.

### Appendix: Conversion Notes

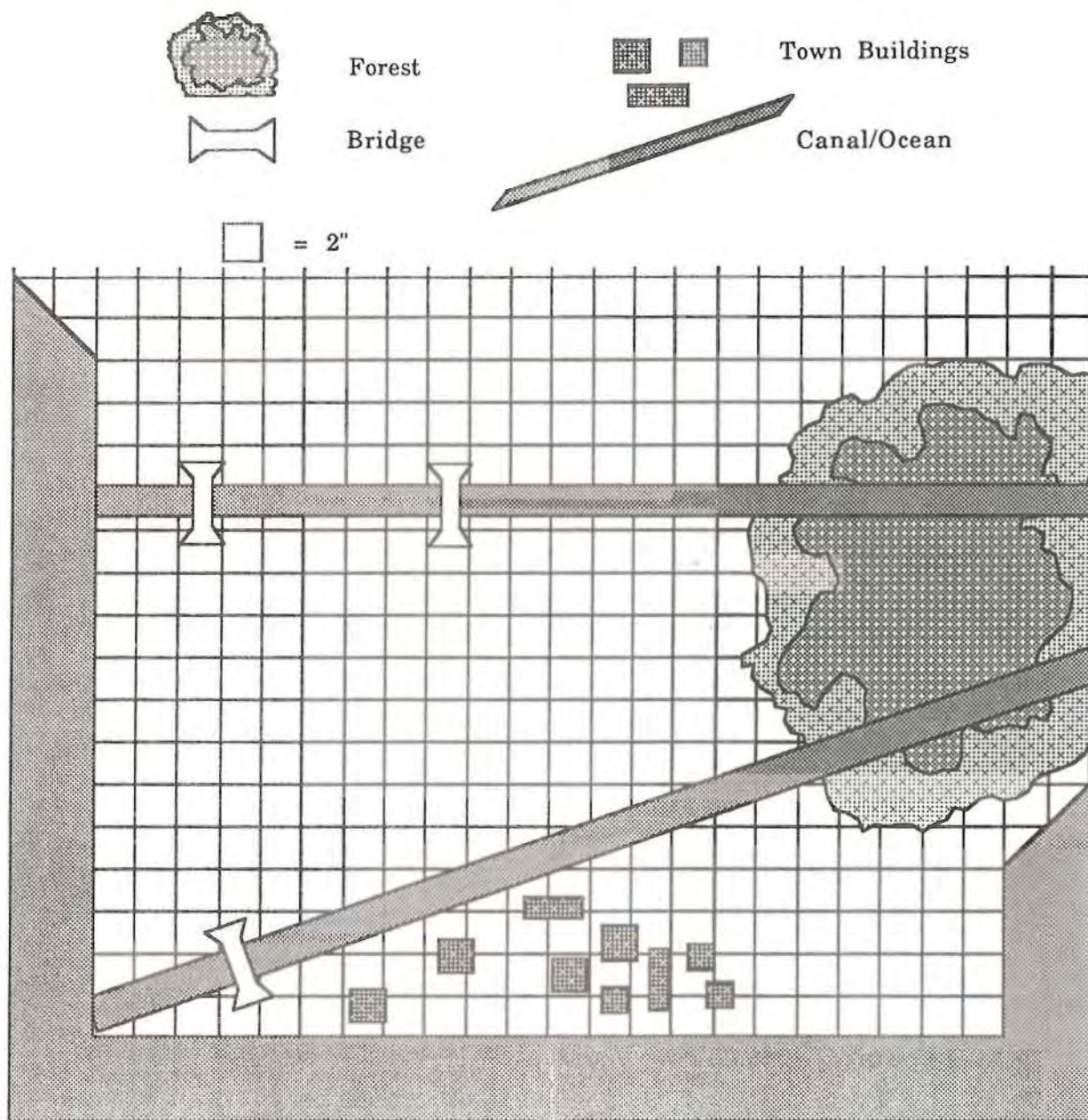
The Army Roster Table gives statistics for TSR, Inc.'s *BATTLESYSTEM™* Game. Mass wargame rules are often less interchangeable than role-playing systems. Here are alternative unit rosters. These statistics will work with *Ral Partha's The Rules According to Ral* and other mass combat games.

Name	A	M"	Melee Mod
Medes' Army			
Medes' Vassals	3	13	+1
Renegades	4	12	+2
Goblins	2	18	+2
Podart's Army			
Valley Crossbowmen	2	6	+1
First Swordsmen	3	9	+1
Second Swordsmen	3	9	+1
Berenquay's Army			
Dock Guards	2	9	+1
Longshoremen	2	12	0
Jolly Crew	2	12	+1
Fifty Seamen	2	12	+1
Men O' The Waves	2	12	+1

If you do not have rules for integrating wargames and role-playing, and do not feel inspired to invent them, you can still run this adventure. Treat each unit as a single character, with the amalgamated characteristics of all its members, and run combat normally. You can derive these statistics from the Army Roster Table. Armor Class (AC) and Movement (MV) remain the same. Figure out how many points damage a unit can take by multiplying the number of hit dice per figure (HD/Fig) by the number of figures (#Fig) and then multiplying this total by four.

The table already lists what level individual soldiers are, and you may use this to determine what number the unit needs to hit its enemy. When units hit, simply multiply the damage one attacker could cause (Dmg) by the number of attackers (this is the #Fig times 10). Check morale whenever the module tells you to, or a unit loses half its hit points, or the unit has obviously been frightened. Simply roll two 10-sided dice, and if the result is above the unit's morale score (ML), the troops fail. Discipline (DL) can be checked the same way. ■

# The Berenquay Salient



## Army Roster Tables

Name	Type	Level	AC	HD/Fig	MV	AR	ML	DL	#Fig	Dmg
<b>Medes' Units</b>										
Vassals	Cav	F2	4	30	13	20	13	9	12	1-6x2+3-9
Renegades	Cav	CA4	3	40	12	18	12	1	1	1-6x2+3-9
Goblins	Cav	1-1	6	20	18	20	13	13	16	2-8+1-6
<b>Podart's Troops</b>										
Valley Crossbowmen	Inf	1	6	10	6	20	15	15	12	1-4
First Swordsmen	Inf	1	4	10	9	20	13	13	12	1-8
Second Swordsmen	Inf	1	4	10	9	20	13	13	12	1-8
<b>Berenquay's Army</b>										
Dock Guards	Inf	1	5	10	9	20	12	12	9	1-8
Longshoremen	Mob	1	10	10	12	20	12	12	15	1-6
Jolly Crew	Skir	2	7	20	12	20	10	10	5	1-6
Fifty Seamen	Skir	2	7	20	12	20	10	10	5	1-6
Men O' The Waves	Sir	2	7	20	12	20	10	10	5	1-6

# Working for the Wizard



An AD&D® Game Adventure for  
5-7 characters of levels 6-8

by Dan Kramarsky

## Notes for the DM

This adventure centers around a dangerous, but important, scavenger hunt. The PCs will be teleported to three locations where they can find couatl feathers, the holy symbol of a long-dead cleric, and some scales from a gold dragon. There are three sections to this module. Each of these sections is preceded by a summary, which explains how the action should go. Each section's monsters are listed at the end of the section. The PCs will not be able to rest and regain spells between sections.

## Introduction

The arch mage Buarik is embroiled in a feud with the demon prince Graz'zt. The wizard has decided to *banish* the demon back to the abyss. To get the best possible chance for success, Buarik needs several exotic spell components: couatl feathers, a holy symbol from a dead patriarch, and gold dragon scales. To get these items quickly, and to conceal his intentions from Graz'zt, he has decided to hire the PCs to get them. To protect them from Graz'zt, however, he has decided to remain anonymous and to conceal his true goal. His agent, Kadifahl, approaches the PCs, greeting each by name.

A short, swarthy man approaches you. His clothing and equipment are besmirched and grimy from many long days spent on the road. "Greetings heroes. I am Kadifahl," chirps the stranger as he plops down a pair of heavily loaded saddlebags. One container clicks metallically; a musical, crystalline clink comes from the other. "I see I have the honor of addressing a most accomplished group," the man continues, naming each of you.

"Please do not be alarmed or offended by my familiarity. Adventurers such as yourselves cannot go unnoticed for long. I represent a certain gentleman who believes your talents will fit a task he has in mind. Here are a few complimentary samples of my employer's handiwork." The man reaches into the clinking saddlebag and produces one liquid-filled crystal vial for each of you. Each vial is clearly labeled "healing"

“As you know, elixirs such as these require exotic raw materials. My employer has urgent need of three rare components and would like you to obtain them on his behalf. Since this matter is delicate as well as urgent, I cannot tell you what these components are — if you accept the task the components’ names will be revealed in due course. In return for this service, which will take no more than three days, you are offered a modest sum of cash, any and all additional treasures you obtain while engaged in the search, and one additional elixir for each of you, to be chosen from my employer’s private stock.”

Pause for player response. Each vial contains a *potion of healing*.

### The Task

If the PCs want more information, or if they accept the task, Kadifahl reaches into the other saddlebag and produces four small platinum plaques, numbered one through four. He explains that these items will guide them through the task. When the PCs join hands and touch the first plaque, they will be *teleported* to the general location of the first item. Once there, the name of the first item will appear on the second plaque. When PCs find the item they can teleport to the next location by placing the item on the plaque. Once there, the name of the second item will appear on the third plaque. Once a plaque is activated (shows the name of an item), it will automatically *teleport* the holder after a variable number of hours. Failure to retrieve all three items might constitute failure to complete the task (see *Ending the Adventure*). The plaques become non magical after teleporting the PCs. Each plaque is worth 250 gp, and the PCs may keep them (this is the modest sum of cash mentioned above). Because of the need for secrecy, Kadifahl can give them no other information. But he will allow the party one full day to think about accepting. If the PCs hold out for a bigger payment, Kadifahl will bargain with them, but it is up to the DM to keep the payment within the bounds of reason for the campaign.

### Refusing the Task

If the PCs refuse the task, Kadifahl shakes his head sadly. He calmly recites one name for each PC. In each case, the

person named is a close friend or relative. Kadifahl explains that these people are currently “guests” of his employer, and that the “guests” and his employer will be terribly disappointed if the PCs do not accept the task. Kadifahl can produce short notes written by each “guest” (if the “guest” cannot write, the note was dictated and marked). Each note is short and to the point. “Please come,” “Wish you were here,” etc. This is a bluff (see *Ending the Adventure*), but the PCs will not be able to detect this. Kadifahl will play it to the hilt, but will use innuendos rather than direct threats. “Who knows how long they will linger at the castle; it can be a cold, lonely place, very bad for the health.”

### Part I: Afternoon in the Jungle

The PCs are teleported to a jungle. They hear sounds of battle and investigate, eventually rescuing a shaman and his son from a group of keches. The pair leads them to an abandoned temple where a couatl is rumored to live. There they meet an old man — the couatl in disguise. The couatl’s pyramid home has been taken over by a pair of demons. After doing battle with the demons, the couatl gives the party members a number of his feathers.

With a flash, you teleport into the unknown. There is a muffled thump and a vague, stomach-turning sensation of movement in an unknown direction. As you slowly recover your senses, you find yourselves sitting on damp earth. All around you are the moss-covered trunks of great trees. Sunlight filters down from the green canopy overhead. You are in the middle of an endless jungle! The heat is oppressive, and the sounds of birds and insects fill the air. The second teleport plaque is lying next to you. Inscribed on its surface are the words: “Couatl feathers. Four hours.”

As your eyes adjust to the semi-light of the jungle, you hear a sharp yell of pain and frustration, followed by much gibbering and screaming. The sound comes from the west, quite nearby.

### Encounter #1 — Shaman & Son

If the PCs approach the sounds of battle, they will find a local tribal shaman

and his son, who have been set upon by a group of keches. The keches have trapped the older man in a snare, and are attacking the son. Although the son is a fine fighter, he will not last long against the assault of all five keches.

Following the sounds of battle, you push through the dense undergrowth to an area where several trees grow close together. A young tribesman is standing with his back to one of the trees, swinging a broad sword and screaming in an unknown tongue. Three humanoids are attacking him. The humanoids are the color of the treetops and look wiry and strong. They have sharp claws and teeth and evil black eyes.

High above the battle, an old man is hanging from a vine by his left foot. He screams and curses at the humanoids as he struggles to escape the snare.

The party should make some attempt to help the tribesmen. If they do not, the keches will ignore them and continue the battle. It will take the keches three more rounds to kill the shaman’s son if he receives no aid. If the son is killed, the keches will take the body up into the trees, pull the old shaman up as well, and scuttle off. The party can follow and attempt a last minute rescue, but that would be difficult at best.

If the party intervenes, run the battle normally. There are three keches attacking the son, and another two hidden in the trees above (just waiting to surprise party spell casters).

If the party defeats the keches and frees the shaman, he will be extremely grateful. If the PCs use magic, the tribesmen will be in awe of this ability — obviously the PCs are mighty witch doctors.

The shaman and his son do not speak Common, so it might be difficult for the party to communicate with their new friends. If any PCs were injured, the old shaman will want to help with the healing. While his *cure light wounds* spells are effective, the method of his casting is different from the PCs’. To cast spells, the shaman must dance, chant, shake weird gourds (or perhaps even a shrunk-en head), and otherwise throw his body into a jerking fit. It could be hard for the PCs to understand they are being cured. Of course, like any spell caster, the witch doctor will react very badly to interruption while he is casting.

Although communication with this pair should be difficult, it should not be impossible. PC inventiveness should be rewarded. The shaman will want to give the PCs something for rescuing him. If they ask for feathers, he's got plenty. He has feathers in his pouches, on a belt, in his headdress, on arrow shafts, etc. Of course none of the feathers are from a couatl. The shaman knows what kind of bird each feather is from, and will try to describe each bird to the party — if they seem to want that information. But remember the language barrier. To get what they need, the PCs will have to make the concept of a couatl clear to him. Meanwhile — the son will be extremely bored (he doesn't want to be a shaman and finds all the chants and dances silly). He will make fun of the party's attempts to communicate with his father, who will chastise him for his disrespect.

Once the old man understands that the party wants something from a couatl, or that the party wants to meet the gods, he will escort them to Encounter 2.

Shaman: AL N; MV 12"; D4; hp 20; AC 7; THAC0 18; #AT 1; Dmg staff; Size M; In Above Average

Spells carried: *entangle* (x3), *detect poison*, *invisibility to animals*, *speak with animals*, *cure light wounds* (x2), *goodberry*, *slow poison*, *neutralize poison*, *snare*

Shaman's son: AL N; MV 12"; F3; hp 22; AC 7; THAC0 18; #AT 1; Dmg broad sword +1; Size M; In Average

Keches (5): AL NE; MV 15"; HD 5; hp 14, 23 (x2), 29, 22; AC 4; THAC0 15; #AT 3; Dmg 2-5/2-5/1-6; Size M; In Average; SA Surprise 5 in 6, climb trees at 60 feet/round, cannot be tracked 50% of the time, move silently 50% of the time.

## Encounter 2 — The Abandoned Temple

The Shaman and his son will lead the party through the jungle. They will travel for 30 minutes without any encounters and will eventually arrive at a vine-covered pyramid with three "steps." This site was sacred to a local tribe in the distant past, but the tribe was destroyed by the "evil spirits" conjured up. The old shaman will be happy to act out this story for the party. His son is very scared of the place, but is anxious to appear brave. He will

continually look over his shoulder and will walk very carefully. The closer the group gets to the pyramid, the more jumpy he gets.

You have followed the old shaman for half an hour. It is late afternoon and the jungle sun shines red and gold through the trees. Before you, you see a clearing. Undergrowth and vines are thick, but there are no trees. In the center of the cleared area is a stone structure. It is a step pyramid with three levels. The entire pyramid is covered with vines. A very old man is puttering about in a clump of weeds near the clearing's edge. He looks up suddenly, as if surprised by your presence.

The "very old man" is in fact Xapultec (Xap for short), a young couatl *polymorphed* to human form. He speaks perfect Common, but will pretend to understand only pidgin. He speaks without using prepositions or the word "the." Behind this disguise, the couatl is wise and cunning. He will not be fooled by lies, and he will take badly to being patronized by the party.

Xapultec used to live in the pyramid, which is left over from a centuries-old tribe. Their most powerful clerics used the pyramid as a base for their worship of evil gods. After the pyramid was abandoned, the couatl took up residence there partly for his own comfort and partly to keep the neighboring tribes from rediscovering the pyramid's secrets.

Unfortunately, Xapultec got careless and broke a sacred seal which released a pair of demons. The demons immediately took over the pyramid and threw Xapultec out. Since they are highly magic resistant, Xapultec does not feel he can defeat them easily, and does not want to risk his life. He suspects (correctly) that the demons cannot *teleport* outside of the pyramid. Still, because the demons have all of his treasure, Xap remains near the pyramid, doing his old wise Indian act and waiting for a party or monster that is strong enough to deal with the demons for him.

When the PCs approach Xapultec, he will speak with them in his halting Common. If asked about couatl feathers, he will mention that a feathered serpent used to live in the pyramid, but there are "big green monsters" in there now.

After talking with Xapultec, the party

probably will explore the pyramid. The only entrance is on the second step in the north face. Inside, stairs lead down into the main chamber. The demons are there, guarding Xap's treasure.

Most of the treasure is monetary: 2,000 gold pieces, four gems (250 gp each), and two rings (non-magical, jewelry value 1,200 gp). Xapultec also owned one magic item, a *wand of frost* with 22 charges. Unfortunately for the party, the demons have learned some of the workings of this item.

When the party descends the stairs they will run into the circle of *darkness* created by the demons. If the darkness is dispelled the party will see the demons against the far wall. In this case, one of the demons will fire an *ice storm* from the *wand of frost*, and the other will *teleport* to the top of the stairs so it can attack the party's rear. If the party tries to go around or through the *darkness*, one demon will fire a *cone of cold* at the party, and the other will use his *fear* ability.

Melee will ensue. The demons will try to surround the party by *teleporting*, and will use their *fear* when appropriate. The demons will not use the wand more than once, and cannot *gate* in other demons or *teleport* outside the pyramid.

If the demons kill more than one character, Xap will appear and use his powers to help. Also, Xap will try to cast *remove fear* on any characters who run blindly out of the pyramid after being hit by the demons' *fear* effect.

If the demons are defeated, Xapultec will reveal his true nature. He will become very grandiose — saying "Behold!" before he changes shape. He expects the party to be stunned and in awe of his magnificence. He will be quite cross with them if they are not. The shaman and his son will grovel and avert their eyes.

Xapultec will thank the party for freeing his home from the demons, and will be happy to help them in any way he can. Since he prefers human form, there are **no** feathers anywhere in the pyramid. If the party asks for feathers, Xap will explain that they are very precious and hard to grow back. However, he will consider giving the party some feathers, providing that they ask for no other reward. If the party tries to bargain they will get a cold reception, but they may be allowed a gem or a few hundred gold pieces. The party will not be able to get the feathers and the wand, or any large amount of money.

When the party gains the feathers (Xap will allow the old Shaman to pluck them — or any party member who has behaved suitably) the feathers must be placed on the teleport plaque.

Xapultec, Couatl: AL LG; MV 6"/18"; HD 9; hp 51; AC 5; THAC0 12; #AT 2; Dmg 1-3/2-8; Size M; In Genius; SA Poison, constriction, *polymorph self* at will, etherealness, psionics, spells.

Spells carried: *cure light wounds* (x2), *remove fear* (x2), *light*, *hold person*, *find traps*, *know alignment*, *silence 15' radius*, *speak with animals*, *cure disease*, *locate object*, *dispel magic*, *cure serious wounds* (x2)

Type II Demons (2): AL CE; MV 6"/12"; HD 9; hp 52, 36; AC -2; THAC0 12; #AT 3; Dmg 1-3/1-3/4-16; Size L; In Average; SA Magic resistance 55%, *darkness 15' radius*, *teleport* (limited, see text), *fear* (as wand), *levitate*, *detect invisibility*, *telekinese* 3,000 gp weight.

## Part II: Evening Underground

The party arrives in an huge area filled with coffins, and are given only one hour to find the one which contains the holy symbol of the high priest Georback. Georback is buried in a secret area, accessible only to those who know the location of the entrance and the password needed to open it. By using *speak with dead* and *speak with animals* spells, the party can discover this information. They find Georback's tomb. The coffin is very difficult to open, but help is available. Although there is a way out of this complex, the PCs will not be able to find it.

The teleport plaque glows briefly when you place Xapultec's feathers on it, taking you to your next destination. You suffer a queasy feeling in your stomachs and arrive in darkness.

Light reveals the following:

You are in a 20-foot corridor which stretches in front of you and behind you. The floor is gray stone. You look to one side and your eyes widen in surprise; you are standing next to a coffin. In fact, there are coffins all around you. There are two shelves built into the wall, and a coffin sits on each one. A third coffin lies on the

floor under the bottom shelf. The entire corridor is built in this fashion. There are coffins stacked along the walls of the corridor as far as the eye can see. In front of you, at the limits of your light, the corridor appears to open into a room. Behind you, it stretches away into the darkness. All is silent, except for some scuttling and high-pitched squeaking.

On the third teleport plaque is written: "Holy Symbol of Georback. One hour." There is also a diagram of a circle inscribed in a triangle.

The PCs are at the point marked with an X on map 2, in the Chambers of Advice deep in the dungeons of a Temple of Kalor. Kalor is pronounced "KAY-lore". The pronunciation is important, as it is the password for a secret door which the party must use to get at the symbol. The main temple complex is above the party, located in the middle of a city-state ruled by the Kalorist priesthood — but the PCs will never leave the dungeon, so the DM does not have to worry about this. When a wise or important citizen of the city-state dies, the priests take the body and entomb it under the temple. The burial chambers are vast. (If the PCs wander off the map, DMs should describe corridors after corridors of coffins — but the central room is the only chamber in the maze of corridors.)

The entire area is highly magical, and radiates such to *detect magic* spells. In this area bodies do not decompose and objects do not rust or rot. Therefore, the bodies in the coffins appear exactly as they did in life. The clerics have special *ceremony* spells which allow them to heal the wounds and scars of the dead, so that no wounds or traces of disease remain on the bodies entombed here.

The central chamber is 100' in diameter, and the walls are lined with coffins stacked three deep. In addition, the central chamber has one extraordinary feature. In the middle of the circular room is a huge monolith, rising eight feet toward a vaulted ceiling 25' high.

The monolith is a slab of white stone, a rectangle 8' high by 4' wide by 1' deep. Runes are engraved in the 4-foot sides of the monolith. The runes have been carved into the stone, and the carving filled with gold. This structure radiates powerful magic, even more than the ambient magic of the sur-

roundings.

The runes on one side of the monolith run from the top to the bottom. On the other side, there are a smaller number of runes, taking up only the center two feet of the stone. A cleric will be able to tell that the runes are clerical spells, carved into the rock as they would be written on a scroll. The smaller group of runes is a minor spell, while the larger group is something extremely powerful.

The lesser spell is *speak with dead*. It is a special version of the spell linked to the magic of the monolith. A cleric can "read" the spell directly off the monolith as he would from a scroll. The runes on the monolith will glow, but they will not fade away. Therefore, a cleric can cast *speak with dead* in this fashion as many times as he pleases. The duration of the spell depends on the cleric's level. A third level cleric can ask three questions, a sixth level six, etc. Furthermore, the dead in this area will respond to only one set of questions per week. Therefore, a cleric cannot read the spell many times and ask many questions of the same spirit; each reading must be used to communicate with a different body. The other special aspect of this spell is that it can be used to communicate with **any** person entombed in this area, no matter how long dead.

The greater spell is a special form of *animate dead*. The PCs will not be able to cast it. If they try, they fail. It only can be cast by high priests of Kalor. If the temple is ever attacked by a major force, the dead are enlisted to help with the defense.

The monolith holds one final secret. If anyone of good alignment touches the block with both hands and speaks the name "Kalor," the entire block, along with the central 20'x20' area of the floor, will begin to sink. The section (outlined on the map by a dotted line) will slowly move downward, eventually coming to rest on the floor of the second level, the High Priests' Chamber. This is the resting place of Georback (and others), and the party's final destination. Getting there is a major feat since nobody buried in the crypt knows the secret of the elevator.

The entire area is full of rats (normal rats, not the giant variety). It is **very important** that the DM make this clear to the party. Each time they open a coffin, one or two rats should run out from behind it and disappear into the darkness. Rats should run across party members' feet, scurry around outside the radius of the party's light, and oth-

erwise accompany the group as they wander in the crypt. The rats do not feed on the bodies (which are magically preserved). They get their food above, in the city, but this area is their home. The rats are everywhere.

The only way for the party to figure out the truth about the monolith elevator is by asking one of the rats. If the party talks to a rat, it will know of an old, old, grandfather rat who has lived here forever and knows all about the place. For a gift of food, the grandfather rat will show himself and talk with the party. He is very intelligent (for a rat) and knows about the elevator the priests use. He knows you must put your front paws on the big stone and then say the password. He does not know what the password is, but he knows it is one word, with two syllables; like "SQUEAK-squeak."

Once the PCs find their way into the central chamber, they might wish to use the inexhaustible *speak with dead* to communicate with some of the bodies. If and when the characters try this, they will find the dead an eclectic and interesting bunch. No matter which coffins the PCs open first, they will find the following occupants and traps:

#### Coffin #1

Anyone standing in front of this coffin when it is opened will be hit by a scything blade which swings out from the bottom of the coffin doing 2d12 points of damage (no save).

The occupant is Lord Grammican. The Lord wears his plate mail and a gold ring with a green enamel dragon embossed on it. (The ring is very tight, surrounded by the flesh of the finger, and is impossible to remove without cutting. It is worth 1,250 gp.) He is a big, muscular man, with a long brown moustache and heavy sideburns.

The Lord is surly, sarcastic, and rude. He is not pleased that the PCs have come along and disturbed his revels in Valhalla. A staunch warrior, Grammican knows very little about Georback or his burial site. He knows the history of this place, and that Georback was a famous Cleric of Kalor, but not much more. He will answer questions curtly, but cannot resist the chance to make a rude comment or tell the PCs how stupid they are. ("What are you gonna do, kill me?" is his attitude.)

#### Coffin #2

This coffin is the final resting place of Sister Marta, once a cleric of Kalor. It is not trapped. Marta is a plump and serious-looking woman, with brown hair and eyes. Marta was buried in her chain mail, with a silver-plated mace in her hand (200 gp). A silver holy symbol (a circle in a triangle) hangs around her neck on a thin chain.

Marta is willing to answer the party's questions at length. She likes to talk, but she is used to being in charge and is sometimes bossy. She knows the history and function of this place, and she knows that Georback is buried "with the High Priests," somewhere separate from all the other coffins. She is not sure where this is, however.

If Marta is asked about her holy symbol, she will realize that she is not being interrogated by a cleric of Kalor. She will say "I do not speak with unbelievers." From that moment on, no further information will be forthcoming from Marta.

#### Coffin #3

This coffin is trapped with a *glyph of warding* which creates *blade barrier*, in front of the coffin, inflicting 6d6 points of damage to anyone standing there and to anyone who tries to reach or look into the casket. (The PCs can speak with the occupant right through the *blade barrier*, but don't tell them that.)

Prince Blue Sky rests in this coffin. The Prince was three and a half years old when he died. He was as bright and friendly a child as anyone ever knew. He is still attentive, cute, and fun to talk to. His attention span is short, of course. If the party asks a complex question, Blue is likely to blow his answer by saying "What?" or "I don't get it." Blue knows that this place was used for "keeping dead people at with no worms!" He has never heard of Georback. Talking to Blue at length is a waste of time, but it sure is fun.

All of these people, even Blue, know that this is a temple of Kalor. Before the party finishes speaking with this group, they should know this. Kalor is the God of Truth, Trust, Loyalty, and Friendship.

If the PCs try more coffins, use the following tables to determine traps, occupants, and treasure. The PCs are, after all, wasting their single hour! Roll once on each of the four tables and have fun. None of the occupants will know more than Sister Marta.

#### Table 1: Traps

01-50	No Trap
51-60	Pit Trap in floor in front of coffin (1d6 damage).
61-70	Spiked pit trap (4d6 damage)
71-75	<i>fire trap</i> spell (1d4 + 12 damage)
76-88	<i>glyph of warding</i> (electricity, fire, or paralysis) (20 points damage)
89-92	Gas Trap ( <i>stinking cloud</i> or <i>cloudkill</i> spell)
93-98	Illusion trap. (Pit, rocks fall from ceiling, explosion, etc.) (Damage 20 pts. save for 1/2) or disbelieve for none.
99-00	Coffin is a mimic. (No occupant.)

Mimic: AL N; MV 3"; HD 9; hp 45; AC 7; THAC0 12; #AT 1; Dmg 3-12; Size L; In Semi; SA Glue.

#### Table 2: Occupants

01-30	Minor Cleric of Kalor
31-50	Minor Noble
51-70	Knight of Kalor (Fighter, Cavalier, or Paladin)
71-80	Cleric's or Noble's Spouse
81-85	Cleric's or Noble's Child
86-90	Wizard or Sage
91-93	Artist/Craftsman
94-00	Empty Coffin

#### Table 3: Personalities

01-30	Courteous, kind, and understanding.
31-40	Courteous, kind, and bone stupid.
41-55	Wise, but egotistical
56-65	Sullen and close-mouthed
66-75	Bad-tempered
76-88	Humorous and intelligent
89-00	Mysterious/inscrutable/ cryptic (adult occupants only, otherwise roll again)

#### Table 4: Treasures

01-20	Armor - chain (75%) or plate (25%)
21-40	Ceremonial weapon (10x normal weapon value)
41-50	Both of the above
51-65	One piece of jewelry (200-2,000 gp)
66-70	Two pieces of jewelry as above
71-85	Trinket of sentimental value only
86-90	Roll twice, ignoring rolls above 85
91-00	Normal clothes only

If the party has spoken with grandfather rat and with at least one of the

dead bodies, the group will know enough to set both hands on the monolith and speak the word "Kakor." When this happens, the elevator will activate and the party will be transported to the second level.

### Chamber of the High Priests

The second level of the burial crypt is very small. There is only one room, a star-shaped chamber. This room contains the bodies of Kakor's three most powerful priests. The positions of all three coffins are specified on map 3. Each coffin rests on a pedestal 3' high, and the name of the priest entombed inside is inscribed in the stone above each pedestal. The three priests are named Georback, Jesse, and Ayliena. Georback is the oldest.

### The Three Coffins

**Georback:** Georback's coffin is protected by a powerful warding spell; it is made of dull black stone, and the lid cannot be opened by anyone except a High Priest of Kakor. The spell is similar to a *wizard lock* spell. It has been cast at 12th level. Unless the party can *dispel* it, or has a *knock* spell on hand, they will not be able to open Georback's coffin. If the party tries to speak with Georback through his coffin (by reading the spell from the monolith) Georback will answer; he would be happy to give them his holy symbol. He knows how the warding spell on his coffin works, but cannot think of any way around it. Since Georback was one of the first clerics to be placed here, he does not know anything about Ayliena or Jesse.

Georback is an old but robust man with short-cropped silver hair. He is buried in white robes with a platinum holy symbol of Kakor (a triangle in a circle in a triangle) in his left hand. On his right hand he wears a platinum ring, engraved with the holy symbol. It is worth 5,000 gp.

**Ayliena:** Ayliena died five years ago. Her coffin is trapped with a *glyph of warding* which produces a *slay living* effect — save vs. death or die instantly, and suffer 2d8 + 1 points of damage even if the save is successful. Ayliena is a middle-aged woman with red hair and deep green eyes. Her lips are bright red, and she is smiling. Although past her prime, Ayliena looks quite beautiful. She has been buried in white robes, with a silver symbol of Kakor hanging

around her neck. This is the only adornment or treasure on her person. If the party speaks with Ayliena, she will know nothing of interest to the party, except that Georback is in his coffin.

**Jesse:** Jesse isn't dead. His coffin has a *glyph* just like Ayliena's, but he is in a state of suspended animation. Jesse is one of the most powerful clerics of Kakor, and he has decided to rest in this state until the church needs his services. In effect, he sleeps through the boring years, and is ceremoniously awakened by the clerics when times get tough and evil is rising in the world. He is a serious, no-nonsense adventurer.

Jesse has been interred with his armor, weapons, and magic items. Jesse will be awakened by any tampering with his person and will ask to know what the emergency is. Jesse is young, confident, and powerful. He is thin and wiry, with brown eyes and blond hair. If the PCs tell him the whole truth he will get Georback's holy symbol for them and send them on their way. (He is familiar with Bugarik and his unending projects.) If the PCs lie to Jesse, he will know. (He has an item that can *detect lie*.) He will get more and more annoyed at the characters who lie to him. If he cannot get the truth after 10 minutes of questioning (real time), he will become exasperated and will cast *word of recall*, returning 20 minutes later with a full complement of the Kakorist guard. If the party is still in the dungeon at that time, they will be taken prisoner.

When the PCs succeed in securing Georback's holy symbol (either by opening the coffin and taking it, or with help from Jesse) they can place it on the teleport plaque and be transported to Part III.

Jesse: AL LG; MV 9"; Cl 15; hp 86; AC -4; THAC0 12; #AT 1; Dmg footman's mace +3; Size M; In High

Spells carried: *cure light wounds* (x5), *command* (x2), *protection from evil*, *sanctuary*, *augury*, *find traps*, *hold person* (x3), *silence 15' radius*, *slow poison*, *withdraw* (x2), *continual light*, *dispel magic* (x3), *negative plane protection*, *prayer*, *remove curse*, *speak with dead*, *cloak of fear*, *cure serious wounds* (x3), *detect lie*, *spell immunity*, *dispel evil*, *flame strike*, *insect plague*, *true seeing*, *heal*, *word of recall*.

Magic items: *plate mail of etherealness* +4, *ring of free action*, *ring of spell turning*, *helm of detecting lies*, *footman's mace* +3, *scarab of protection*, *slippers*

*of spider climbing*, plus additional items at the DM's option.

### Part III: Night and the Dragon

This section is unlike most adventures. The PCs have been set down in the midst of a storyline, and may interfere however and whenever they like. The story takes place in the mountains, where an unusual party of adventurers is about to raid the lair of a gold dragon. The dragon, however, is waiting for them. The PCs have several options. They can side with the dragon against the party and ask for some scales for their help. They can side with the party and kill the dragon, taking the scales (smart parties and those with good alignment will reject this option). They can allow events to progress to the battle phase then step in and pick up the pieces.

As you recover from the shock of teleportation, you find that you have left your underground adventure far behind. It is night, and the sky above you is filled with stars. Wind whips about your group, chilling you all to the bone. The air is clear and crisp. You are in the mountains. The fourth teleport plaque lies nearby. It says: "Gold Dragon scales. Four hours." A map is also inscribed on the plaque.

The party has appeared at the point marked X on map 4. It is midnight. The dragon's lair is three hours travel away, across the slat bridge on a neighboring peak. The enemy party is currently camped across the bridge, making preparations for a nighttime sortie to the lair.

The party can see the slat bridge and the campfire opposite them. They cannot make out anything about the figures around the fire except that they are basically humanoid and that they number about half a dozen.

### The Enemy Party

The party camped on the other side of the bridge is a most unusual group. The leader is Cevna, a female drow cleric/thief. Her second-in-command is an aludemon called Gredch. They have been joined by Ko, a pureblood yuan ti, and his "friends," a collection of snakes. A couple of doppelgangers calling themselves Crit and Bisil, and a werewolf called Arfle round out the group.

All these characters look human



(except for Cevna). Gredch is shape-changed to human form, Ko looks completely human except for his yellow and black eyes, and Crit and Bisil look like a pair of identical twin fighters (chain mail, shield, and scimitar). Arfle has full control over his were-form, and shifts to wolf only when he wishes. When the PCs first see this group, they should be told they see five humans and a drow.

Cevna: AL CE; MV 15"; Cl/T 7/7; hp 38; AC 4; THAC0 19; #AT 2; Dmg sword and dagger +1; Size M; In High; SA Magic resistance 55%; once per day *darkness 5' radius, faerie fire, dancing lights, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion, and dispel magic*; 90% resistant to sleep and charm; +2 on all saves; fights with two weapons at no penalty; sensitive to light.

Spells carried: *protection from good, find traps, hold person (x2), silence 15' radius, slow poison, dispel magic, prayer, cure serious wounds*.

Magic items: *potion of speed, boots of elvenkind*.

#### Thief Skills

PP OL FT MS HS HN CW RL  
75 62 60 70 63 35 94 35

Gredch: AL CE; MV 12"/12"; HD 6 +4; hp 42; AC 5; THAC0 13; #AT 1; Dmg 1d8; Size M; In Genius; SA Magic resistance 30%; successful hit temporarily adds 1d4 to demon's hp total; three times per day *shape change* to humanoid form, *charm person, ESP, and suggestion*; once per day *dimension door*; hit only by +1 or better weapons.

Spells carried: *magic missile (4 missiles) (x3), invisibility (x2), sleep, mirror image, slow, lightning bolt, confusion*.

Ko, yuan-ti pureblood: AL CE; MV 12"; HD 6; hp 34; AC 4; THAC0 13; #AT 1; Dmg long sword; Size M; In Very; SA Once per day *cause fear, darkness 15' radius, snake charm, sticks to snakes, neutralize poison, suggestion, polymorph other*.

Crit and Bisil, dopplegangers: AL N; MV 9"; HD 4; hp 25 each; AC 5; THAC0 15; #AT 1; Dmg 1d12; Size M; In Very; SA Immune to *sleep and charm*; save as 10th level fighters; surprise on a 1-4; *ESP* with 90% accuracy; imitate humanoid creatures.

Arfle, Werewolf: AL CE; MV 15"; HD 4 +3; hp 28; AC 5; THAC0 15; #AT 1; Dmg 2d4; Size M; In Average; SA Hit only by magic or silver weapons; surprise on a 1-3.

Magic Items: *potion of speed, ring of free action*.

Giant Poisonous Snakes (3): AL N; MV 15"; HD 4; hp 24, 17, 13; AC 5; THAC0 15; #AT 1; Dmg 1d3 + poison; Size M; In Animal; SA Poison inflicts an additional 2d12 points of damage, save for none.

### The Slat Bridge

This is a rickety bridge made of ropes, with wood slats forming a walkway. It sways and rattles in the mountain wind. The bridge is actually much safer than it looks. When a crossing is attempted, a character rolls a save vs. death (just for thrills) adjusted for Dexterity. The save is made at -3 if the character is wearing *bulky* or *fairly bulky* armor. If the character fails the save he stumbles and has some sort of hairbreadth escape — slips but grabs a rope and hangs in mid-air for a while, etc. Be creative. If a 1 is rolled, the character will fall off the bridge and suffer 20d6 points of damage unless saved by magical means. If characters cross the bridge rope together, **all** the characters must fail their saves before there is any real trouble. The save will need to be attempted again if a character runs or tries any acrobatic feats while on the bridge.

The party on the other side is alert and ready for trouble. They have chosen to camp by the bridge because it offers a convenient avenue of escape, and because any foes coming from that direction can be halted by simply cutting the ropes. Of course, the bridge becomes much more dangerous when a hostile group on the other side is trying to collapse it.

The job of collapsing the bridge will be given to Crit and Bisil. They will move toward the bridge with their scimitars as soon as a character is seen approaching the halfway point of the bridge. It will take the dopplegangers two rounds to slash through the ropes. After the first round, however, the bridge will be so unstable that anyone on it will be forced to make a save (see above). The second round the structure will come apart on the far side. If there are any PCs still on the structure, they must make the same save again at -3 to hold

on as the structure collapses and swings down.

If the party allows this to happen, the PCs might have some difficulty getting across the chasm afterwards, but player ingenuity should be rewarded. Climbing down into the chasm and up the other side will take a very long time — longer than the party's four-hour time limit.

If the party simply waits before crossing the bridge, the party will break camp and head off toward the dragon's lair.

Cevna's group is very careful to avoid being followed. If the party tries, use your own judgment to decide if the PCs are spotted. Close followers probably will be noticed. If Cevna notices that her group is being followed she will set up an ambush somewhere on the mountain trail. Gredch will cast her *invisibility* spell on herself, Cevna will cast *protection from good* and *prayer*, and the entire party will attack in force when the PCs round a bend in the trail.

If there is no fighting, it will take Cevna's party three hours to reach the lair.

### The Dragon's Lair

Aurumorso, an adult gold dragon, lives alone in this bachelor pad high in the mountains. There are four keyed areas in the lair. These are shown on map 5.

#### 1. Entrance Cave

This cave looks like any other mountain cave. Pine needles and dirt line the floor, and there is an exit deep in the cave leading to the north. There is one trap in this area. Directly in front of the northern exit is a covered pit. The pit is cunningly designed and hidden, and is difficult to spot. (A *find traps* spell will discover it, as would a thief searching that particular area of the cave.) At least 100 lbs. of weight is required to collapse the covering, so the pit cannot be located by prodding with a spear or pole.

This trap is designed to keep large mountain beasts out of the lair proper. Bears, cougars, and even humanoids will be trapped in the pit — where Aurumorso can decide what to do with them later. If Cevna's party enters the lair, they will do so with a *find traps* spell up, and will avoid this pit. The adventurers might fall in if they're not careful. The pit is 30' × 30' × 30'. The bottom is cushioned by pine needles and loose earth. Anyone who falls into this

pit takes 5d6 points of damage, check Dexterity for half.

## 2. Pivot Wall

This is the lair's first defense against intelligent beings. In its normal state, the wall is pivoted so that the corridor seems to lead toward area 3. When the false door in area 3 or the door in area 4 is opened, the wall pivots. Touching the door in area 3 causes the wall to pivot and seal that area. The door in area 4 resets the trap. To move the stone without touching the appropriate door requires a *knock* spell or a total of 30 points of Strength (cumulative).

If Cevna's group arrives at this trap, they will fall right in (their *find traps* spell ran out) and will be trapped in area 3. The adventurers will free them, however, when they use the door at area 4. When freed, Cevna will position all of her party beyond the trapped area and send Gredch to the false door to spring it again. After springing the trap, Gredch will *dimension door* beyond the pivot wall. This will give Cevna's group access to the true lair, but probably also will bring them face to face with the party. A battle probably will ensue, since Cevna considers anything in this lair fair game.

If the PCs arrive at the lair before Cevna, they could fall into this trap and be freed by the arrival of the opposing group at area 4. It will be up to the party to find a way to spring the trap from a safe distance. An arrow fired at the false door will do the trick. There are plenty of other ways. In any event, the party will meet with Cevna's group at area 4. Again, Cevna will initiate combat.

This trap is guaranteed to bring the two parties into rough, hostile contact. Negotiation is a possibility, but only if the adventurers initiate it. During any negotiation it should be clear that Cevna's party is irredeemably evil and is in this to kill the gold dragon and take his treasure.

## 3. Prison Room

This is an empty room, lit by *continual light*, with a false door in the north wall. The door is the trigger to pivot the wall in area 2, trapping characters in this area. Otherwise, this room is featureless.

## 4. Entrance to the True Lair

This large chamber is the primary entrance hall to Aurumorso's lair — and it is as far as the dragon is going to allow anyone to get. Here the PCs must make their decision about which side to take in the attack on the dragon (if they haven't already). It is in this room that the dragon will at last reveal himself. If the party has defeated Cevna, Aurumorso will be well-disposed toward them. If the adventurers team up with Cevna, the dragon will do his best to destroy all the invaders in his lair.

## The Dragon

Aurumorso is a huge adult gold dragon. He is stern and noble, and dislikes violence. He realizes that it is sometimes necessary to kill evil beings, but he is saddened by death. Deep in his mountain lair, Aurumorso has stored numerous treasures and much wealth. Still, his lair is trapped with non-fatal tricks designed to discourage and confuse rather than slay intruders.

From the beginning of Part III, Aurumorso is aware of all the adventurers involved. He knows that Cevna's team is out to kill him, though he does not know the true natures of Gredch or Arfle. If he knew that he was being stalked by a group that included a semidemon and a were-creature, he would be less complacent. The arrival of the PCs has amused him, and he has decided to wait it out and see what happens.

Aurumorso has cast *invisibility*, and has *polymorphed* himself into a small bird. He will watch over the party and wait patiently. If the two groups fight, Aurumorso will not intervene. After the battle, his actions depend on where the fight took place and who won. If Cevna wins, Aurumorso's actions probably won't matter, since Cevna takes no prisoners. If the party wins, the dragon will reveal himself. He will be extremely pleased with the party. Not only will he give them a few scales, but he also will be happy to give each member a couple hundred gold pieces.

Aurumorso's lair contains 5,000 sp; 7,000 ep; 4,000 gp; 12 gems: 1,000 gp, 500 gp (x2), 250 gp (x4), 50 gp (x5); and a *scarab of insanity*.

Aurumorso, Gold Dragon: AL LG; MV 12"/12"; HD 12; hp 60; AC -2; THAC0 9; #AT 3; Dmg 1-8/1-8/6-36; Size L; In Genius; SA Breath weapon; *polymorph self* at will, detect hidden or invisible



creatures, saves as a 15 HD monster.

Spells carried: *magic missile* (4 missiles), *unseen servant*, *invisibility* (x2), *lightning bolt*, *haste*, *fire shield*, *minor globe of invulnerability*.

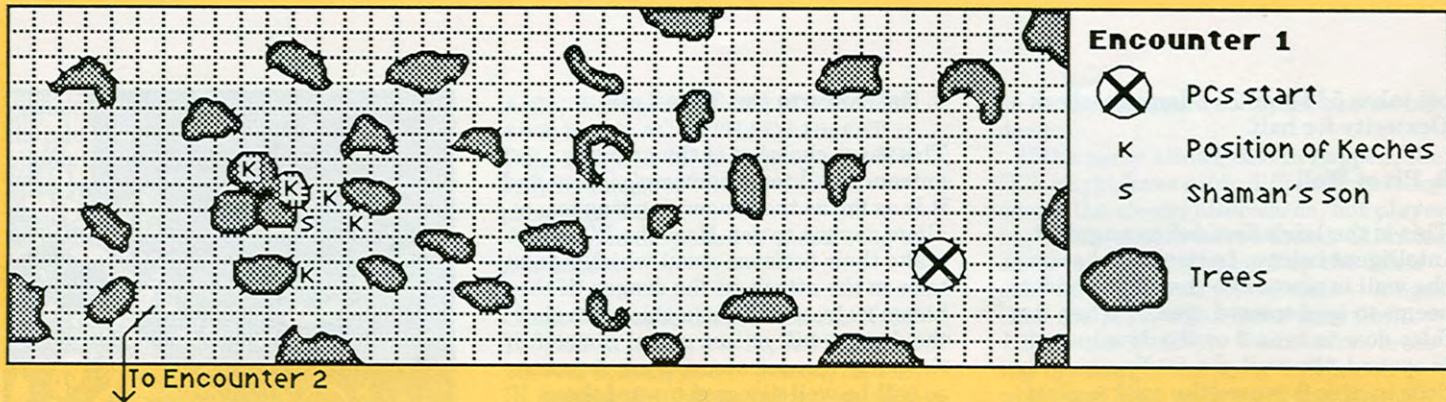
## Ending the Adventure

When the party gets the gold dragon scales, the PCs will be teleported to the castle of the Arch-Mage Bugarik. There, a feast will be in progress. Bugarik and a couple of assistant wizards (including Kadifah), are attending, along with a relative or friend of each PC.

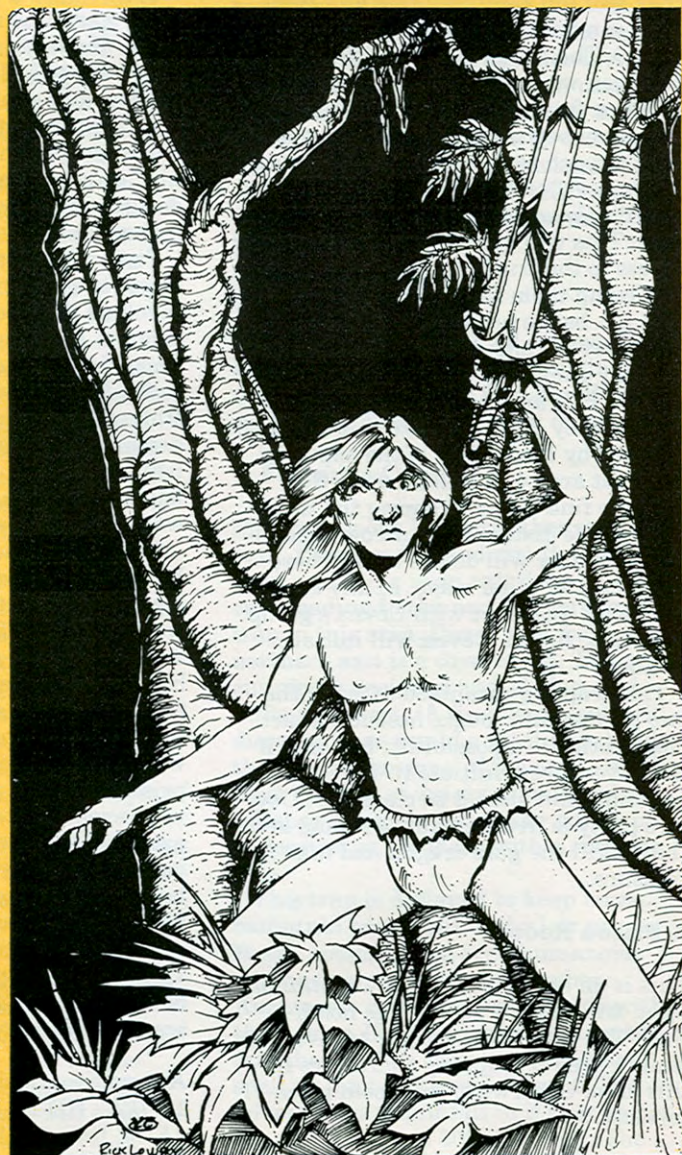
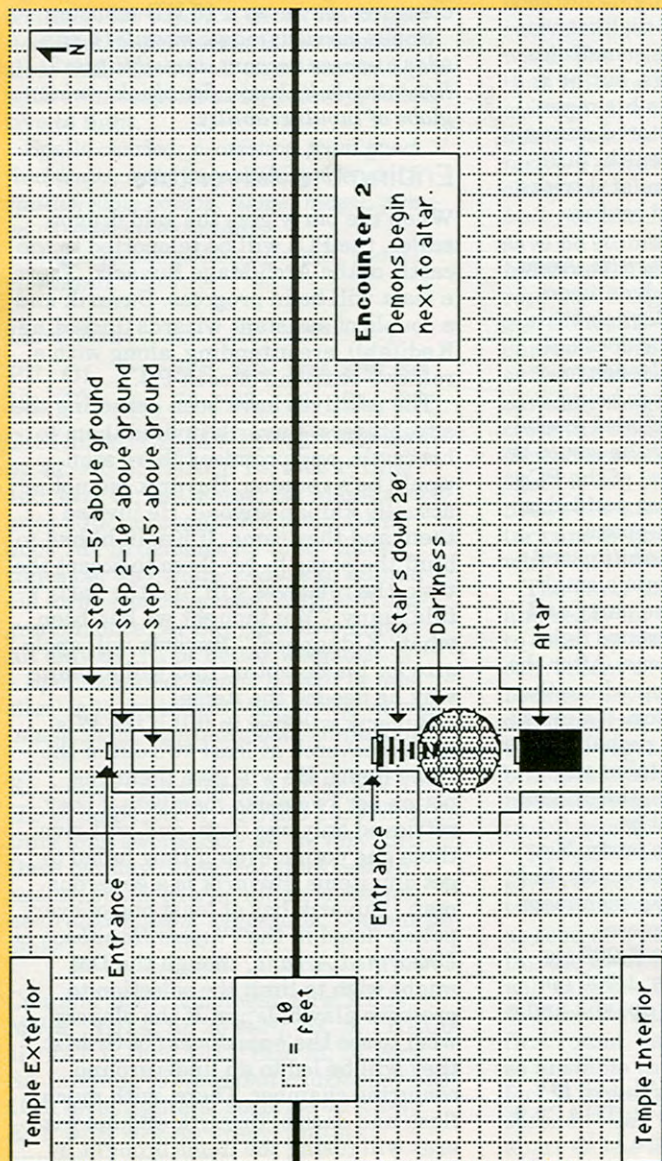
The relatives have been expecting the adventurers; Bugarik invited them to his castle, and promised there soon would be a reunion. Bugarik did not actually kidnap anyone. He invited them and they came. If Kadifah had to bluff the party to get them to accept the task, the relatives will find the party's tale funny. "You thought we had been what? Kidnapped?" Bugarik will apologize for his deception and will explain why he needed the items.

Bugarik will pay in full if the PCs have recovered at least two out of the three items. He will give them one potion per two party members if they retrieved only one item, and will give them one potion even if they failed to get any items (Bugarik is a generous man.) Bugarik has at least one of every potion listed in the *Players Handbook* or *Unearthed Arcana*, though the DM might wish to limit the selection to preserve play balance. If the players wish to see the *banishment* of Graz'zt, they will be led to an underground conjuring chamber. There, with much flash and dazzle, Bugarik and his wizards will (using the items brought by the PCs) summon and *banish* the Demon Prince. □

# Map 1a

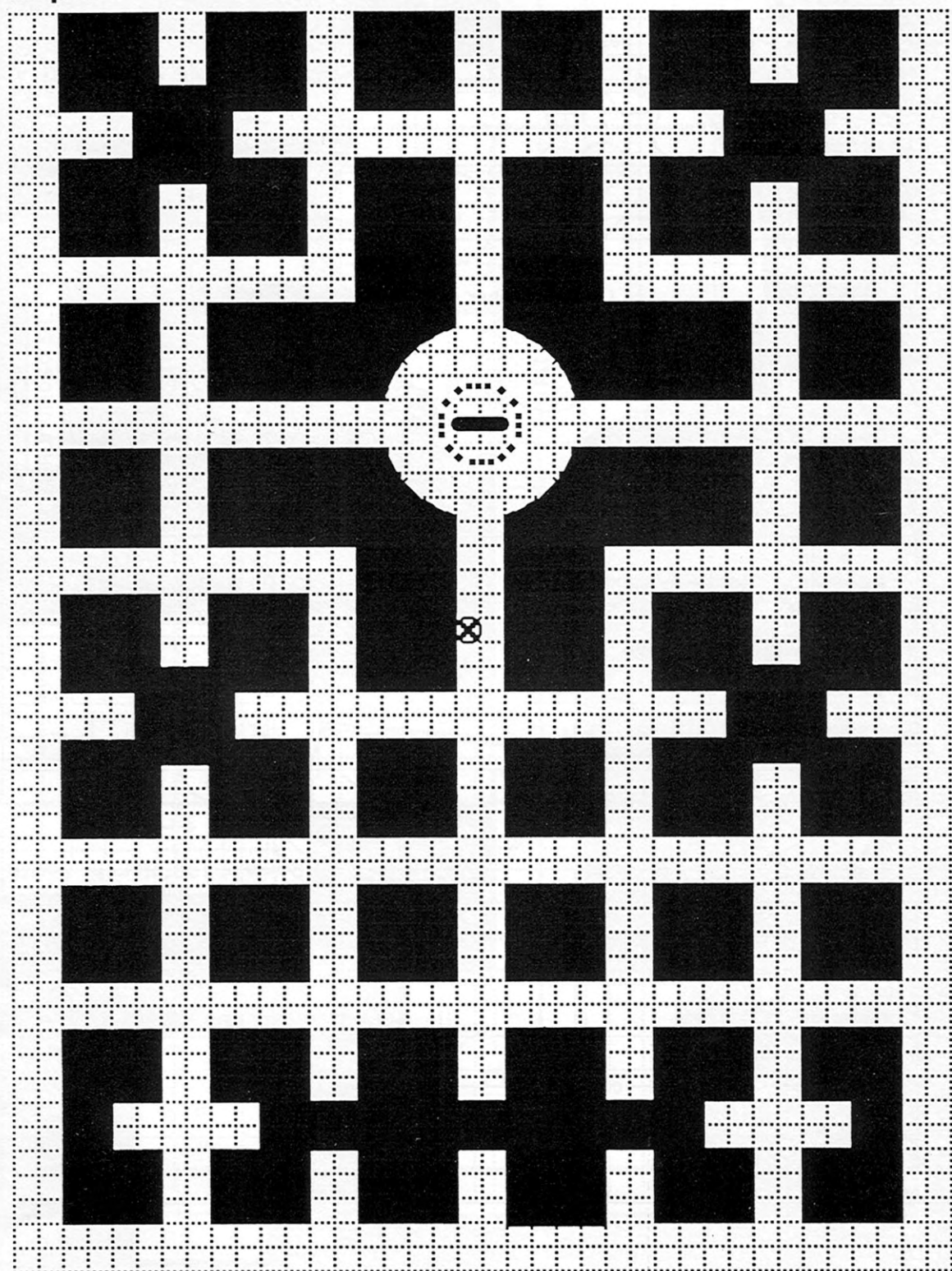


# Map 1b



# Crypt of Kalor

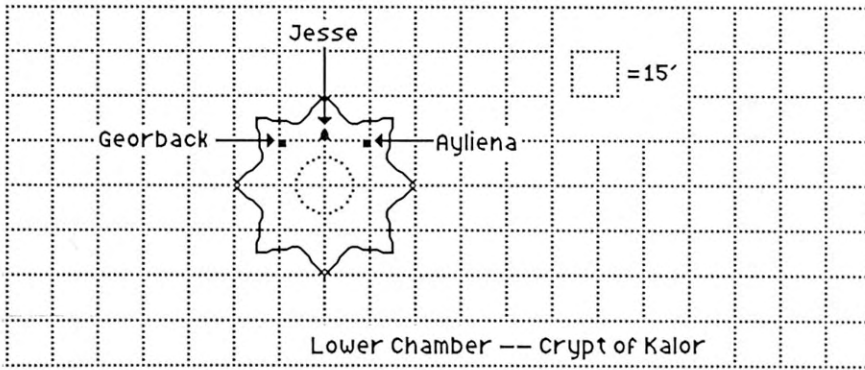
Map 2



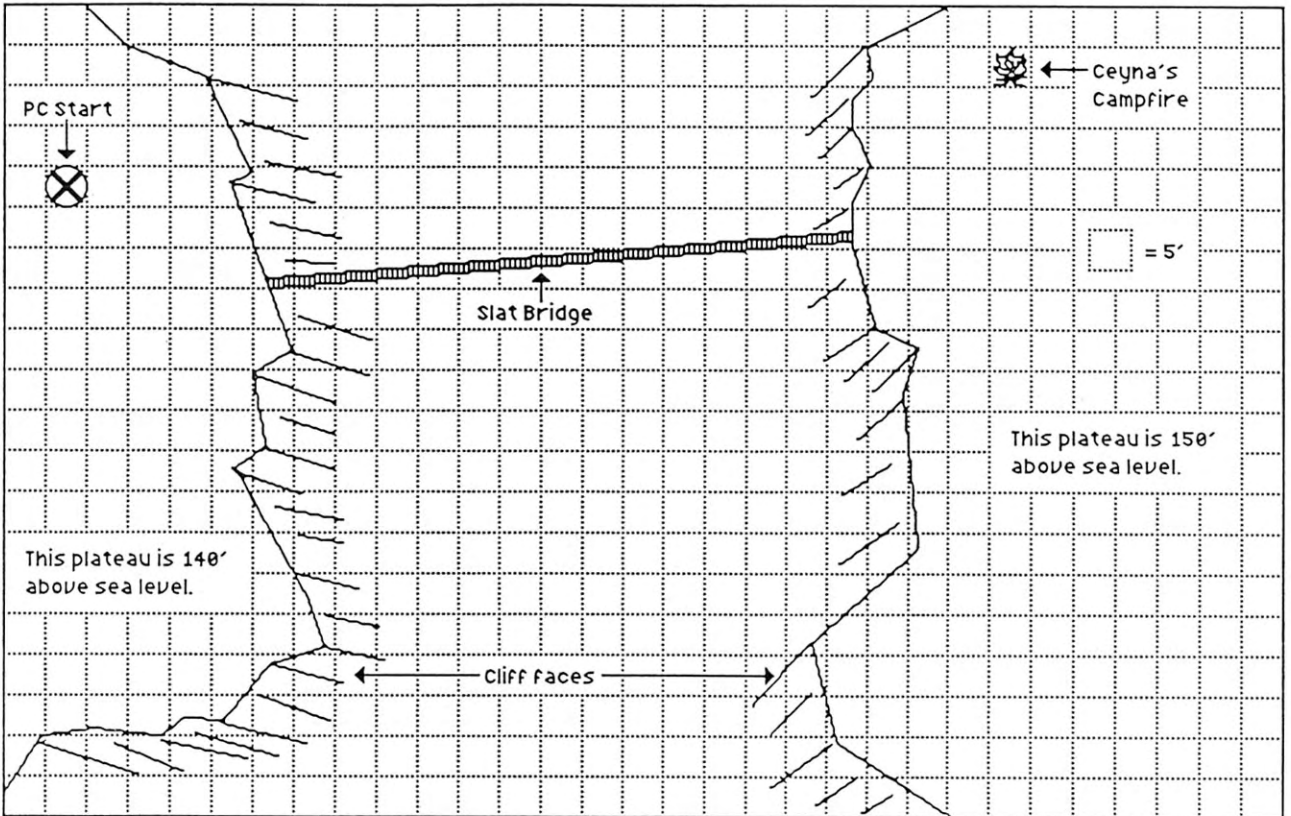
⊗ = PC start

□ = 10 feet

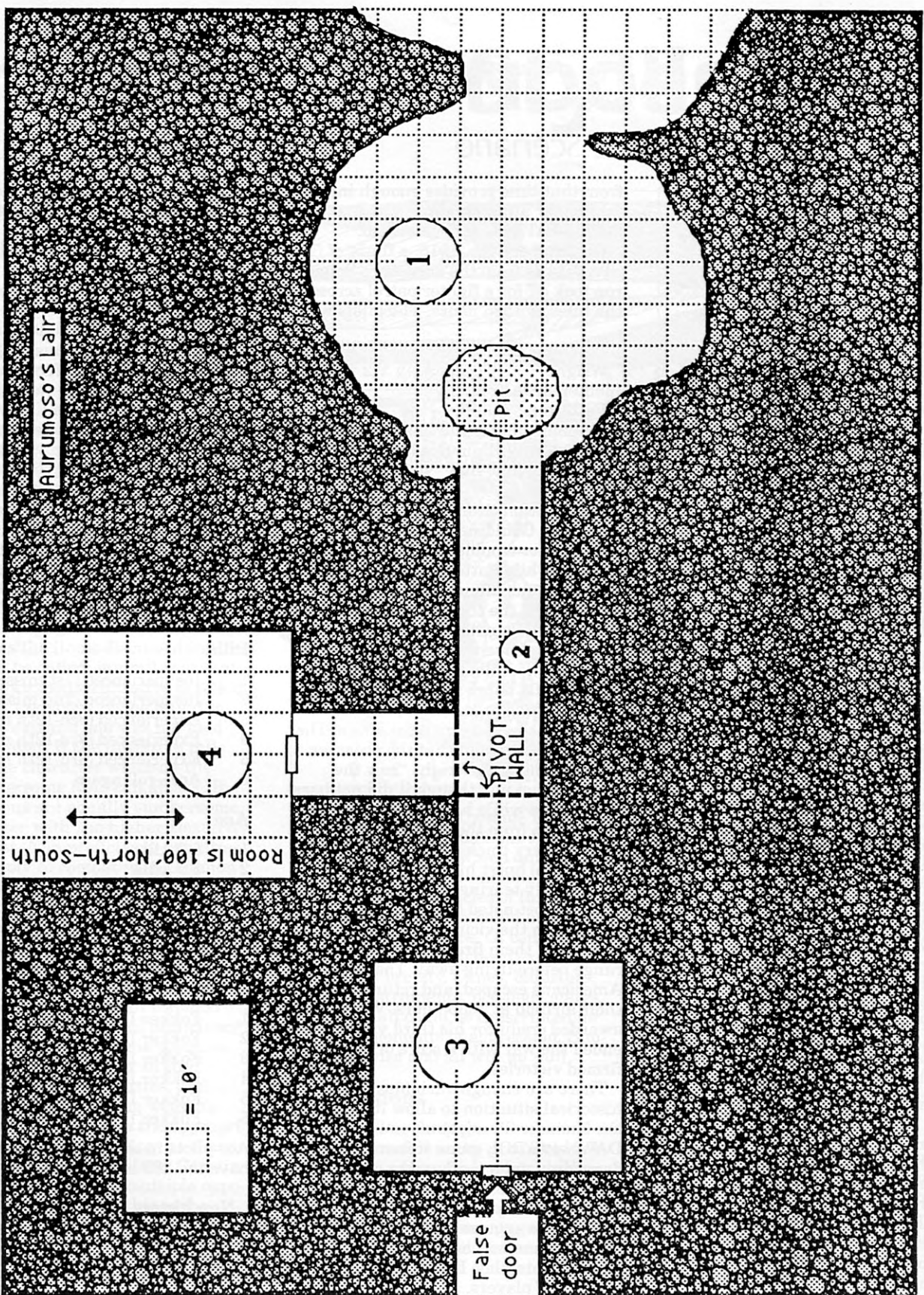
# Map 3



# Map 4



# Map 5



by Dave Schnur &  
the Circle of Swords

DM's Background

This adventure centers around the retrieval of a great relic, the Bell of Zetar, being sought by a group of clerics. It is an iron bell coated in pure gold. The relic has been lost for many centuries. However, tales of the Bell have recently surfaced which hint that it is hidden in the Guardhouse of Gothos. Decades ago the guardhouse served as a rest stop for weary clerics traveling from their temple to work in faraway lands. However, the guardhouse has not been used for at least 30 years, and nobody ever thought to look for the Bell there. Rumor has it that the guardhouse recently has been overrun by evil forces, which now supposedly have unearthed the Bell. It is assumed these evil forces plan to take over the country.

Legend says the Bell was forged by the god Apollo, and that the Bell hung in a high steeple in a land called Zetar. There, clerics regularly rung it to honor the deity and their proud country. The Bell is the oldest relic associated with the deity's cult, and therefore very, very valuable. The clerics believe their order could swell and become powerful if the Bell is returned.

Zetar, like many great cities that refused to progress with the rest of the world, withered long ago. The Bell is the only intact object from that ancient city. This makes the Bell also valuable to historians.

The clerics, desperate to gain the Bell before any historians can, have summoned the player characters and beseeched them to undertake this mission.

All the action in this adventure takes place at the guardhouse. The trip to the guardhouse will be uneventful, so this will be a good opportunity to let the PCs compare spells and equipment and prepare themselves for the assault.

The guardhouse is controlled by an evil magic-user, Cargaul, who has been collecting monsters to build an army. Eventually the mage plans to use the army to take over this part of the country. Fortunately for the PCs, the mage is out gathering more monsters and evil cohorts when they descend on the guardhouse. Still, they will have plenty to fight given the number and type of the mage's forces there.

# The Bell of Zetar



An AD&D® Game Adventure  
for 4-6 Characters Levels 3-5

Cargaul does not know about the Bell. There are several bells in the guardhouse, and he has no idea that a few of them are valuable and that one of them is a relic. He has allowed his monsters and evil cohorts to play with the bells and other furnishings. Because of this, the relic is in pieces. A small group of duergar is using the Bell as a cooling tub; a spriggan (when giant-sized) is using the clapper as a club; and a group of greedy verbeeg have melted the gold off it. The Bell will have to be assembled again for it to be of any value to the clerics or historians.

To be successful in their mission, the PCs should recover the parts of the Bell and bring them to the clerics. In addition, the clerics will look kindly on them if they also wiped out most of the monsters at the guardhouse.

## Players' Background

The Brotherhood of Apollo assembled you, asking that you combine your abilities to complete a most important mission. The Bell of Zetar, a relic from the ancient land of Zetar, has been lost for centuries. However, recently information has surfaced that the Bell's last known whereabouts was a place called the Guardhouse of Gothos, located in a sprawling valley.

The clerics explain that the Bell is the oldest relic associated with their order, and therefore vital to the temple. It also is the only intact object from Zetar, which vanished into history ages ago. Because of this they warn you that historians could be seeking the Bell also. But the clerics are quick to point out that the historians do not need the Bell.

The clerics described the Bell as large, incredibly heavy, and shining with the purest gold. The Bell makes a beautiful tintinnabulation when rung. However, the clerics warned you not to ring it, as the Bell has a crack in it. The Bell cracked when it was rung as a call to arms during Zetar's last great battle. The clerics promised you will each receive 3,000 gp when the Bell is returned to Apollo's temple. There will be a bonus if you can show proof that you also helped to defeat the evil forces at the guardhouse.

The clerics did not know what kind of evil creatures are there, although

their informants hint that they include malformed men and short men with knives.

To help you on your way, the clerics gave you each a *potion of extra healing*. In addition, they have given you the use of a large covered wagon and four strong horses so you can transport the Bell back to the temple.

They could give you no further information. And even though you recognized the danger, you accepted the mission and set off to retrieve the Bell. You have traveled two days. Your goal is near.

## The Guardhouse of Gothos

You have crested a hill and see the Guardhouse of Gothos in the valley below you. The valley, once green, is in the midst of a terrible drought. Trees are dying, the grass looks as if it has been scorched by the hot summer sun, and you see no animals. The only semblance of life in this landscape is the stagnant moat which surrounds the guardhouse and the few weeds that grow along its edge.

The guardhouse is in severe disrepair. Battlements circle the keep, with two multi-level towers on the south and west sides. The southern tower has collapsed and lays in ruins on both sides of the moat. All the keep's upper floors appear to have been destroyed.

A drawbridge extends over the moat. From this distance you think it is big enough to handle the wagon—if you want to take the wagon down there.

What happens next is up to the PCs. They will have no encounters in the valley. They cannot hide the wagon in the valley because of the lack of cover. If they want to hide the wagon, they will have to leave it outside the valley. If they decide to take the wagon inside the guardhouse walls, it likely will be taken apart by the monsters there.

### 1. Drawbridge

The drawbridge appears to be broken, with part of it hanging into the moat. Beyond the drawbridge is a gate, which is hanging halfway open. The moat

water is murky and smells bad, but is harmless. Despite appearances, the drawbridge is sturdy, but it will creak a lot if the PCs cross it. If a character with tracking ability checks the drawbridge for tracks, he will find traces of many men, horses, and wagons going in and out of the guardhouse.

### 2. Bell Tower

There is a hole and a door in the tower's first floor. Steps lead to the upper floors and to the belfry on the top floor. The bell is not visible from the ground. The upper floors are narrow, only staircases and landings where arrow slits pierce the walls. The belfry has a large brass bell here with a crack in it.

If the PCs enter this tower, they will hear a dull clanging noise, occasionally followed by a snort. This noise will persist until they start to climb the stairs. If the PCs take special precautions to be quiet while climbing, the clanging will continue.

You climb the stairs, carefully treading on the crumbling steps. Emerging at the top, you see a circular room in ruins. The roof is partially collapsed, but hanging from a thick wooden beam about 20 feet off the floor is a large brass bell. The bell has a big crack in it, and there seems to be an inscription on the outside. A rotting rope hangs from a bar above the bell. Obviously the rope is used to ring the bell.

This room also is occupied by Mawrgereth and Mourgerith, two ill-tempered margoyles in the service of Cargaul. They are stupid and bored.

They have been tossing rocks at the bell to see which one of them can get it to clang louder. So far, Mourgerith is winning. When they hear the PCs coming up the steps, the margoyles will temporarily suspend their game. Though chaotic evil, they will not attack the party, and stay hidden in the rafters, unless the party does anything other than look at the bell. The bell is cracked because the margoyles threw too many rocks at it.

If a PC tries to ring the bell, take the bell down, or gets up high enough to read the inscription, Mawrgereth and Mourgerith will get angry and will pelt the party with rocks (1d4 damage) while still trying to remain hidden. If the party does not leave the bell alone or is



persistent in trying to find out what is throwing the rocks, the gargoyles attack. This is their bell, and they will fight to the death to keep it.

The gargoyles each have a small treasure stashed under the debris in this room. Mawrgereth's: a six-piece set of silverware (worth 100 gp), a small bronze casting of a mindflayer (worth 30 gp), a jar of small, pickled fish, and a necklace of spoiled garlic (owned by a previous tower resident). Mourgerith's: 20 gp, an empty bottle of cologne, a dagger +1, and a set of wine glasses protected in padded box (worth 68 gp).

The inscription on the bell reads: "Presented to the Gothos Guards for extreme bravery and dedication may your pride outshine this bell."

**Margoyles (2):** AC 2; MV 6"/12" (MC C); HD 6; hp 27 each; #AT 4; D 1-6/1-6/2-8/2-8; THAC0 13; AL CE; SD Immune to normal weapons, *invisible* against stonework 80% of the time.

### 3. Tower

This tower has mostly collapsed. The first floor has folded bedding and appears to have been used as a shelter for men. The upper floors are non-existent.

### 4. Courtyard

The guardhouse's courtyard looks abandoned. There is no sign of life, and the entire area has fallen into disrepair. From your vantage point you can see stairs leading to the keep. One set of stairs leads to a door to the northwest. Another set leads to a door to the northeast. There are several hitching posts in the courtyard, but no horses. Four small wagons, in good repair, stand near the posts.

A successful tracking attempt will reveal that there has been traffic here recently: human, animal, and otherwise. Both stairways have been used recently, but the set to the west has had the most use.

The wagons contain many sets of large, heavy chains and manacles. They are used to hold monsters and other assorted creatures Cargaul acquires. The chains can be removed from the wagons, but they are heavy and make a lot of noise. There are traces of many more wagons in the courtyard. The PCs will lose their wagon and horses if they

leave them here. Curious monsters from the guardhouse will tear apart the wagon and take anything left in it (they know there is nothing in Cargaul's wagons, so they leave them alone). Hungry monsters will kill and eat the horses.

### 5. Empty Lair

This room used to be occupied by a troll Cargaul captured beyond the valley. The room is a shambles; the troll smashed everything it could reach. Cargaul gave up on the creature and had it killed. A thorough search will reveal a burned spot where the troll met its demise (along with some iron arrowheads from the flinds in area #10, who slew the beast), and a length of chain similar to the chains in the wagons outside.

### 6. Barracks

The furniture in this room is decayed and the place is a mess, but not a total wreck. If the PCs check this room carefully, they will find bedding for about a dozen men, several pairs of worn boots, a razor, lots old dirty socks, and a crumpled letter. The letter reads:

Deer Ma:

Werk has been pretty good lately. We go out an katch monsters and bring them bak. Boss is trying to asemble some kind of army and then is gonna take over. I'll send for ya after we're in control.

The food's lousy, but I'm used to it after yur cookin. Sometimes it's hard to sleep around hear, two. There's a few bells that some of the monsters play with. I'm not about to tell a monster to shut up. Larry tried that and Larry got eaten.

Well, gotta go. The boss is takin us out to get more monsters. Stay well.  
XXXXXX, Broose

### 7. Conference Room

This place shows no sign of recent use. Broken tables and chairs are thrown about. A fine, but non-magical, long sword is under some debris beneath a large table. At the head of the table, sitting atop several pieces of paper, is a bell approximately eight inches high. The bell was used to call meetings to order. It is dusty, but still functional. The bell is made of silver and worth 140 gp. If PCs take the bell, it will ding and

could alert monsters as the PCs approach various rooms—unless they do something to secure the clapper. Something vile has been spilled on the papers, and they are illegible.

### 8. Trophy Room

Stuffed heads of game animals and assorted monsters hang on every wall here. Like the others you have visited, this room has not been cleaned for a long time. Spider webs drape on the heads and cling to the large trophy cabinet opposite the doorway. Glints of metal shine through the cabinet's glass doors. Other cabinets are smashed on the floor, their contents perhaps taken by previous visitors.

The floor sports a large tiger skin rug and an even larger polar bear rug. Shards of broken furniture and glass from the shattered cabinets lay sparkling on the rugs.

There is nothing of value in the broken cabinets. However, the cabinet standing upright contains assorted hunting medals and silver cups. There are 12 pin-backed medals (worthless), 10 silver cups (each worth 200 gp), a golden arrow (worth 550 gp), and a small brass statue of an archer (worth 200 gp). However, it will take a little work to get to this treasure. The glass was ensorceled by a friend of the former resident, who used a *glassteel* spell, keeping this cabinet intact. The PCs will not be able to break the glass by normal means. In addition, the cabinet is bolted to the wall, so going in through the back of the cabinet only will work if the PCs are willing to make a lot of racket. The front of the cabinet is locked and trapped with a poison needle.

The heads (if the PCs ask about them) include a tiger, elephant, five assorted herd animals, cheetah, giant goat, a stench cow, yeth hound, giant porcupine, rock reptile, and a very large head barely visible through a thick mass of spider webs. It has a central eye with a few eye stalks above it. This is a spectator, which is guarding the tiger skin rug. The rug is actually a flying carpet, which the previous owner considered his most prized possession—his "flying tiger." The spectator, Lymbertun, killed several of Cargaul's minions, but the mage has not mounted any reprisals because he is hoping to recruit the monster. All of Cargaul's followers have

been ordered to leave Lymbertun and this room's contents strictly alone until the mage figures out what to do.

Lymbertun is lonely, and is willing to talk to the PCs if they are in the mood for a conversation. He will tell them to leave the flying tiger alone or he will be forced to kill them. However, the spectator does not care if they take the medals and objects in the case. He will even instruct them how to open the case—provided they are polite to him.

Lymbertun wants to know what the PCs are doing here and what has been going on for the past 89 years. He has not been able to leave this room, but he has heard all sorts of weird noises in the hallway outside. He knows some of the noises are made by monsters—he killed a few of the beasties who tried to take a nap on the flying tiger. He has also seen a few “short men” (spriggans in normal form) who smashed the cabinets. The men didn't seem very pleasant, so he didn't tell them how to break into the remaining cabinet.

Lymbertun was here when a group of Apollo's clerics came to inspect the guardhouse. He thought the clerics were an odd sort. They were afraid of him and didn't want to carry on a conversation. They were wrapped up in spreading the teachings of Apollo, which the spectator wasn't at all interested in. Some of them talked about the beautiful bells in this guardhouse. Lymbertun heard one of them talking about the Bell of Zetar, but he has no idea if it is here. And even if it is in the complex, he has no guesses about its whereabouts since he's never left this room.

Lymbertun will try to keep the PCs here as long as possible, drawing out the conversation and revealing his information a tidbit at a time.

**Spectator:** AC 4/6; MV 10"; HD 4 +4; hp 22; #AT 1; D 1; THAC0 15; AL LN; SA Small eyes project *create food and water*, *paralyzation* (5d4 rounds, range 90') *cause serious wounds* (range 90'), and *telepathy* (range 120', communication or *suggestion* to leave peacefully); SD MR 5%, central eye reflects one spell per round.

## 9. Bed Chamber

When the PCs open this door they will hear a faint ringing. There is a bell attached to the back of the door which rings every time the door is moved. There is nothing valuable here.

## 10. Guardroom

This room is the living quarters for six flinds. They are not happy with the arrangement they made with Cargaul. They were told there would be some action and lots of treasure for the taking. So far, they have lost what little treasure they had; the verbeeg in area #20 took all their gold.

Initially, the flinds will believe the PCs are some of Cargaul's men, and will not attack—but they will grumble a lot. However, if the PCs begin to ask questions about the complex, they will become suspicious. The flinds attack when they believe the PCs are not associated with Cargaul. They will be happy if they discover the PCs are not supposed to be here. The PCs might have treasure that will make up for what the verbeeg took. If the PCs fought the spectator in area #8, the flinds might have heard the battle (especially if it lasted a while), and will automatically suspect the PCs and pick a fight with them.

If the PCs stay on friendly terms with the flinds, the flinds will warn them about the verbeeg, “who are greedy and take other creatures' belongings.”

**Flinds (6):** AC 5; MV 12"; HD 2 +3; hp 12 each; #AT 2; D 1-4 +special or arrow; THAC0 15; AL LE; SA Hit causes save vs. wands or be disarmed, +1 “to hit” due to strength.

## 11-12. Guardroom

These rooms each contain three spriggans. They are accustomed to noise from the flinds and will not investigate any disturbances in area #10. However, if the PCs fought the spectator in area #8, they will be on the alert, and the three in area #12 will turn into giant form. The remaining three will try to hide in the shadows in their room, prepared to backstab any strangers who enter.

Even if the PCs did not fight the flinds or the spectator, the spriggans will not be friendly. They are suspicious of everyone and everything. However, if the PCs are able to get information out of them (posing as Cargaul's lieutenants is the best way), the PCs will learn there are a few large bells downstairs. The spriggans are not interested in the loud things. One of the spriggans even pulled the “noisemaker” out of one so there would be a little peace and quiet; now he's using it as a club.

If the PCs defeat the spriggans in a

fight and examine the bodies and weapons, they find 100 sp on each spriggan, and six weapons: five axes and one odd-looking iron club with a hole in the handle. The club is the clapper from the Bell of Zetar. It is iron because the gold has been melted off. The spriggans also have 1,000 gp and a 250 gp ruby hidden under a stone in room #12.

**Spriggans (6):** AC 3 (5); MV 9" (15"); HD 4 (8 +4); hp 18 (40) each; #AT 2; D 1-6 (2-8/2-8); THAC0 15 (12); AL CE; SA Assume giant form or return to small form at will, *affect normal fires*, *shatter*, *scare* (-2 to save), has gnome thief skills at level 8 and 18 Dexterity, including backstab for triple damage, cannot use magical or thief abilities in giant form.

## 13. Stairs

This room has stairs leading up and down. The stairs up are blocked by stone and rubble. The stairs down are littered with rubble, but are passable (do nothing to reassure the PCs).

Two rock reptiles on chain leashes are hiding in the rubble blocking the stairs up. The chains reach to the door. The reptiles will attack when the party enters. Their two large silver bowls (each worth 140 gp) are laying in the stairwell. Cargaul uses these as feeding bowls for the reptiles.

**Rock Reptiles (2):** AC 3; MV 6"; HD 5 +6; hp 29 each; #AT 1; D 1-4 +5; THAC0 14; AL N; SA Warty hide blends with rubble, surprise opponents on a 1-3.

When the PCs climb down the stairs, read the following:

As you descend, a high, annoyed voice rises to meet you. “I don't know what you're talking about. I'm not a spy or an infiltrator or whatever else you're trying to call me. I just got lost. Understand? I was wandering in this dead valley and I just got lost. Hey! quit poking me. That hurts. I saw this old building and went inside to get out of the sun. Oh, my bag. Well, I figured while I was here I might as well pick up a few things. I didn't know anybody was living here. Hey! cut that out!”

There are other voices filtering up from the bottom of the stairs. These voices are lower and gruffer and evidence a considerable amount of impatience. “Don't believe you,” one says. “No. You're a spy. Only spies

would tell a stupid story like that. The master will hurt you worse than we're hurting you, spy. So you better talk."

Following the reply, you hear the shuffling of several pairs of feet and an occasional "ouch" and "cut that out."

The noise is coming from area #14.

## Level One

### 14. Guardroom

Eight mongrelmen have captured Aloiwishius Lumthox, a historian who snuck into the guardhouse in search of the Bell. The mongrelmen are "interrogating" Aloiwishius by poking him with sticks. They know he is not supposed to be here—especially because he has a sack filled with small items he pilfered from the guardhouse. Most of these items are valuable, but also are of historical interest to Aloiwishius.

The mongrelmen aren't quite sure what to do with Aloiwishius since Cargaul isn't here. However, they hope to get a lot of information out of him, which they will relate to Cargaul. They hope this will get them a considerable bonus.

The mongrelmen will become upset if the PCs show themselves, because the PCs also obviously are not supposed to be here. Two of the mongrelmen will stay with Aloiwishius, and the remaining six will deal with the PCs. They will begin by ordering the PCs to surrender. They would prefer to catch them peacefully, because they are certain Cargaul would be more happy with intact prisoners. They will not attack unless the PCs obviously are going to fight.

The mongrelmen will not voluntarily relinquish their prisoner.

Aloiwishius snuck into the complex with the aid of a *potion of invisibility*. He has been here for several hours and has been gathering small items he plans to keep and study. He will not give the PCs his sack of "trinkets" under any circumstances. He will even fight to keep it; history and finding relics is his life. And being in this guardhouse, where the Bell of Zetar is rumored to be kept, is like being in paradise to him.

He will not willingly tell the PCs he is here looking for the Bell. He will say he



is a simple merchant gathering trinkets for his shop. Indeed, all the items in his bag are small, so they will back up his story. He will not tell the PCs he got in here with the aid of a potion, as he doesn't want them to find the other potions he has. Aloiwishius is carrying a *potion of healing* (in case he gets hurt) and a *potion of hill giant strength* (so he can carry the Bell out). In addition, he has one pack of *dust of disappearance*, which he plans to cover himself with when he sneaks out. (He didn't think about the Bell being visible.)

Aloiwishius is curious and will ask the PCs lots of questions about what they have uncovered. However, he is also sly, so he will ask his questions carefully to keep them off guard and to hide his intent.

He will be eager to accompany the PCs, since they are obviously exploring this place. He will even pay them 30 gp to allow him to come along. He will be concerned if they tell him they are after the Bell of Zetar. If they reveal this, he will ask what they plan to do with it (and probably will become visibly upset if they mention giving it to the clerics). Depending on the situation and the PCs' friendliness toward him, Aloiwishius will begin to talk about the historical significance of the Bell and

that it should be in a museum where historians can study it. "Mind you I'm not a historian. I just know about some of these things. My wife reads history books to me, you know."

If the PCs do not let Aloiwishius accompany them, he will go off on his own, destined to run into them again and again later in the complex. If the PCs try to force him to leave, Aloiwishius will pretend to leave by going up the stairs, but will return later to pester them.

If Aloiwishius is allowed to go with the PCs, he will be a continual annoyance, as he wants to look in every room and behind every crumbled rock to see if there is a "trinket" to add to his collection. He will occasionally make comments about the structure being at least 200 years old, noting the architectural style, and studying marks on the wall. If the PCs become suspicious of his behavior, he will credit his knowledge to the history books his wife reads to him. He would like stay with the PCs because they afford him extra protection. He plans to get the Bell, despite their presence, and is trying to formulate plans to ditch them and acquire it. He will avoid hurting the PCs, however.

The mongrelmen's treasure consists of 8 gp, 200 sp, 18,000 cp (which will over-

load the characters if they take it), two sets of brass sleigh bells on leather bands (which are old and will interest Aloiwishius), nine bells—each one larger than the last—which when rung in sequence sound like a handbell choir (worth 50 gp), and a carved statue of a parrot (worth 100 gp).

Aloiwishius' trinket bag holds two small wooden carvings of children (worth 30 gp, 130 gp to a collector), a quartz candle stick (worth 60 gp, 200 gp to a collector), a brass monkey paw (worth 40 gp, 180 to a collector), an ivory rose fastened to a small, carved wooden box (worth 50 gp, 300 gp to a collector), an old dagger with a copper-inlaid pommel (worth 25 gp, 250 gp to a collector), and a very old doll (worthless, 70 gp to a collector).

**Mongrelmen (8):** AC 5; MV 9"; HD 4@2, 4@3; hp 4@8, 4@19; #AT 1; D 4@1-6, 4@1-8; THAC0 16; AL LN; SD Camouflage, sound imitation.

**Aloiwishius Lumthox:** AC 8; MV 12"; L 0; hp 6; #AT 1; D knife; THAC0 20; AL NG

### 15. Storeroom

The door to this room has three visible locks. A thief must successfully open all three locks to open the door. Otherwise, it will take a combined strength of 40 and a lot of noise, or two *knock* spells, to get it open. The door is not trapped.

The walls here are lined with odd-shaped suits of leather armor and studded leather armor, over-large helmets, and a variety of weapons. There is enough weaponry and armor to equip a few dozen creatures.

The armor has been modified so it will fit flinds, mongrelmen, and whatever else Cargaul can find. The weapons are of poor quality, but usable. There are 10 short swords, 10 long swords, eight broad swords, 12 bastard swords, and three two-handed swords.

### 16. Storeroom

This room is secured like room #15. It is filled with 50 giant-sized spears (for the verbeeg and whatever else can use them). It is doubtful the PCs can use these because they are too large, heavy, and awkward.

### 17. Hallway

The "X" in this area indicates a pressure-sensitive trap that triggers an alarm in area #20. Five rounds after the PCs step there, armed verbeeg will arrive to investigate. If the PCs are still in the hallway when the verbeeg appear, a fight will ensue. The verbeeg know who is supposed to be in the complex, as Cargaul "introduces" newcomers to them. The verbeeg are the mage's best fighting force, as they follow his orders precisely and keep the others in the complex in line.

### 18. Cell Block

This area holds 38 human prisoners of various ages and sexes. These people are 0 level and have from 1 to 6 hit points each. Because they are tired and weak they cannot help the PCs. However, they will be grateful for being released. They will take some of the equipment in room #15 if the PCs allow it, and are confident they can escape safely. The prisoners do not want to remain in this complex. Most of them are wandering merchants and are anxious to get back to their families.

There is also a large sack moving in one of the cells. The other prisoners do not know what is inside. The door to this cell—and the majority of the others—is wood, with a small iron grating at eye level. Inside the sack is a rust monster, and the iron grating it smells is making it hungry and frustrated. If a PC enters the cell to open the sack—and that PC is wearing metal—the rust monster will turn its hunger on the PC.

**Rust Monster (1):** AC 2; MV 18"; HD 5; hp 31; #AT 2; D nil; THAC0 15; AL N; SA touch destroys metal.

### 19. Storeroom

Crates, boxes, and barrels line the walls of this room. Rats scurry over the boxes and skitter behind them when you step inside. The room smells musty, but is clean.

There are 25 normal rats here. They do not fight, but evade the PCs by hiding in some of the crates or slipping into cracks in the walls. The crates and boxes contain heavy material: metal plates (which could attract the rust monster from area #18 if it is running loose), large boots, and dried fruits and meats (some of which have eaten away

by the rats). There is enough food here to feed a lot of people for several weeks. The barrels contain cheap ale and watered wine.

If Aloiwishius is with the PCs he will want to check every crate to see if anything is old or valuable. He will even stay here for a while if the PCs abandon him. However, he will catch up to them later. When he does, he will be dejected because there is nothing of interest here.

### 20. Guardroom

Five Verbeeg live here. If the PCs come here before stepping on the alarm in area #17, or find a way to avoid the alarm, the giants will be engrossed in a game of dice. However, these giants are alert, and any reasonably loud noise or talking will cause them to gather up their weapons and prepare for a fight. The verbeeg will throw spears first, then close to melee. If the party does not come into the room, they will press the fight out into the hallway.

Each verbeeg carries 50 gp and has 200 gp in his footlocker. Two footlockers also contain sets of keys to the cells in area #18, and a third footlocker contains keys to the cells in area #23.

The secret door is so well used that the PCs can find it automatically if they search the south wall.

If any of the verbeeg are captured and questioned, they will be as evasive as possible. However, they are not stupid and would prefer to live and escape rather than die for Cargaul. They know the mage has been gathering creatures, such as mongrelmen and flinds, to build an army which he plans to use against some of the smaller towns around here. The verbeeg also know the current monster gathering trip is the mage's last, as he believes only a few more monsters will be enough to accomplish his task; the verbeeg agree. Any town being faced with spriggans, verbeeg, mongrelmen, margoyles, and fighters will quickly surrender. The verbeeg are aware that if the PCs defeat the forces here, they will wipe out Cargaul's plans. They will try not to reveal the nature of the creatures downstairs.

The verbeeg know there are quite a few bells in this place, and find them somewhat annoying. Only if the PCs ask the right questions and promise the captured verbeeg freedom will they learn the giants melted the gold off one of the bells. The gold is safe—all 24 bars—under a stone in this room. If the

PCs ask if there was anything left of the bell, the verbeeg will reply nothing of value, since it was cracked. They discarded the iron bell and kept the gold.

**Verbeeg (5):** AC 2; MV 18"; HD 5 + 5; hp 2@25, 3@36; #AT 2; D 2@1-6 + 3, 3@1-8 + 3; THAC0 14; AL N; SA throw spears for 1-6 + 3

## 21. Stairway

The stairs vanish into the darkness below. The steps lead 200 ft. down to level 2. There is grillwork on either side of the stairs with open space beyond. Hidden behind the grillwork are four boggles, two on each side. When the boggles see the PCs coming—they know the PCs are not supposed to be here—they will squirt black oil on the steps. A PC walking on the oil must make a Dexterity check at -2 or tumble 1d20 feet down the stairs (2d6 damage). The boggles will try to snatch exposed items from fallen PCs, the snatch is successful on a roll of 10 or better on a 1d20.

The PCs will not be able to reach the boggles unless they use spears or pry open the grills with a successful *bend bars* roll. If the PCs try to fight rather than quickly escape, the boggles will be pleased to have people to pick on. The cavities behind the grillwork are 20' square. The north cavity holds 30 gp, a *dagger* +1, 30 green marbles, and two flasks of black oil. The south cavity has a brass vase (worth 50 gp, 300 to a collector), four iron spikes, 30 feet of rope, and five blue candles.

**Boggles (4):** AC 5; MV 9"; HD 4 + 3; hp 23 each; #AT 3 or 5 D 1-4/1-4/1-4; THAC0 15; AL CN; SA Skin secretes slippery black oil, *dimension door* through any complete frame, drop from above and add rear claw attacks (1-4/1-4); SD *Fire resistant*, melee weapons inflict -1 hp per die of damage.

## Level Two

### 22. West Wing

**A.** This door opens outward toward the stairs. If the PCs open the door, two inanimate skeletons fall into the room. There are long scratch marks visible on the inside of the door as if something was trying to get out.

The character who opened the door will notice a huge manta-ray-shaped creature on the ceiling, apparently waiting to drop onto the party. This is a dead lurker above; it was placed here to

scare off any intruders. It looks alive, however, and the party cannot tell it is dead unless they actually poke it.

**B.** This whole area is choked with old dusty spider webs. The party can tear through them at normal dungeon movement rate, but this will send up clouds of blinding, choking dust. Burning the webs fills the whole area with acrid smoke, forcing the PCs back to area A.

**C.** The walls here are blackened from several *fireballs* cast long ago. The secret door is +2 to find because of the soot.

**D.** Opening these double doors causes a dart to spring out of the south wall. It automatically hits a PC, inflicting 1d4 points of damage.

**E.** Opening this false door causes rubble to fall from above. All PCs within a 5' radius of the door will take 2d6 damage.

### 23. Holding Area

**A.** This room is locked. PCs listening will hear hissing noises. There are six constrictor snakes inside. The mage caught them on his last trip.

**Constrictors (6):** AC 6; MV 9"; HD 3 + 2; hp 17 each; #AT 2; D 1/1-3; THAC0 16; AL N; SA Constriction.

**B.** This room is also locked. Inside are four huge pedipalps.

**Huge Pedipalps (4):** AC 4; MV 9"; HD 2 + 2; hp 10 each; #AT 3; D 1-6/1-6/1-8; THAC0 16; AL N; SA Grip.

**C.** This room is double-locked. There are two blindheims inside.

**Blindheims (2):** AC 1(3); MV 9"; HD 4 + 2; hp 22 each; #AT 1; D 1-6; THAC0 15; AL CE; SA Blinding stare.

**D.** This room has iron-reinforced doors sealed with two sturdy padlocks on each door. Inside are two hook horrors chained to the east wall. If the PCs listen at the door, they will hear clicking and chains rattling. The chains are long enough to allow the hook horrors to reach either door.

**Hook Horrors (2):** AC 3; MV 9"; HD 5; hp 27 each; #AT 2; D 1-8/1-8; THAC0 15; AL N; SD Surprised only 10% of the time.

### 24. East Wing

**A.** This door is trapped with a poison needle.

**B.** This 30' wall section will slide west (to the dotted line) when a PC steps on the floor in area D. The wall retracts when the secret door is opened. The door takes three rounds to open or close.

**C.** These indicate covered pit traps. Characters stepping on these sections will fall into a pit 10' deep and lined with broken pottery and metal (2d6 damage).

**D.** This is the trigger for the sliding wall at area B.

**E.** These doors are double locked and trapped with poison needles.

**F.** This area is trapped with a *glyph of warding*. PCs entering this area must Save vs. Spells or flee for 1d8 rounds.

**G.** This door has a special pick-resistant lock. Subtract 10% from open locks rolls.

**H.** There is a very large cast iron bell in this corner, but it is not the bell the PCs are looking for. It was never covered in gold, and it is not cracked. The clapper is missing (it is nowhere in the complex), but the the clapper from area #11-12 will fit it. This bell was hauled here by the mongrelmen in area #14.

### 25. Anteroom

**A.** This room has a polished marble floor that reflects the light cast by the lit torches that line its walls. There is nothing else here.

### 26. Unused Room

A chill breeze wafts through this room, probably coming from the many cracks in the west wall. The room is dirty and smells musty. It appears not to have been used for a long while.

There is nothing in here. However, the PCs may want to waste some more time here.



### 27. Hallway

The faint sound of hammers hitting metal (from area #28) is audible here.

### 28. For Whom The Bell Toils

Weapons and armor in various stages of completion line the walls and fill the benches in this large, smokey room. Two anvils sit on low, crowded work tables. Bits of chain and pieces of metal are strewn about the floor. A metal cooling tub is sunk into the floor between two burning furnaces. More than a dozen dark dwarves are hard at work with hammers, saws, and files.

The dark dwarves are duergar, hard at work making arms and armor. They were hired as blacksmiths, and would prefer not to fight. However, if the PCs start a fight, they vigorously will defend themselves. The tub is the Bell of Zetar, but the PCs will not discover this unless they pry it out and carefully inspect it. The duergar mended the crack so they could use it as a tub. The duergar will gladly let the party have the bell if this will prevent a fight, but they will not

confirm or deny that it is the one the PCs are looking for.

**Duergar (15):** AC 4; MV 6"; HD 1+2; hp 7 each; #AT 1; D 1-6; THAC0 18; AL LE; SA Psionic ability 71, BCD/FGH, psionic disciplines at 1st level mastery *expansion* (1', +1 damage), *invisibility*, *molecular agitation*, *reduction*; SD +4 to saving throws, immune to *illusion/phantasm* spells.

### 29. Storage

This room is filled with scrap metal for the duergar. A path to the north door has been cleared through the heaps of rusty scrap.

### 30. Barracks

This room is the sleeping quarters for the duergar. It is untidy and smells like sweaty, unwashed dwarves. There is a total of 2,000 gp and 13,000 sp hidden in the bedrolls.

### 31. Shrine of Apollo

The shrine is hidden behind the secret door. If Aloiwishius is still with the party, he will begin scampering about the room trying to pick up all the small

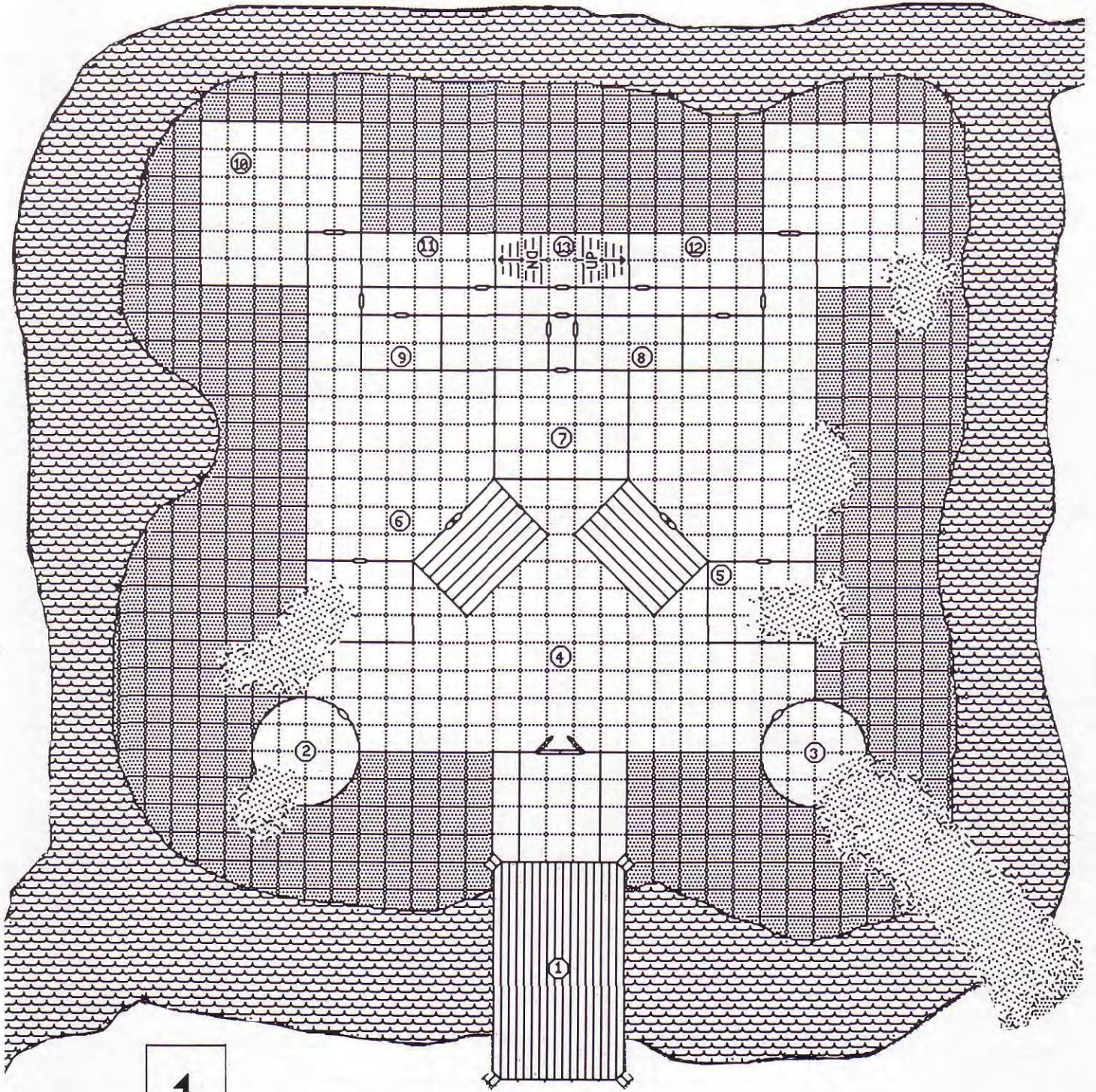
relics. There are old candle holders, brass plates, and assorted figurines.

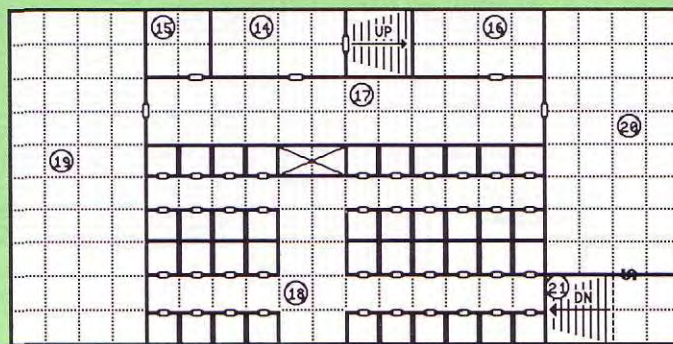
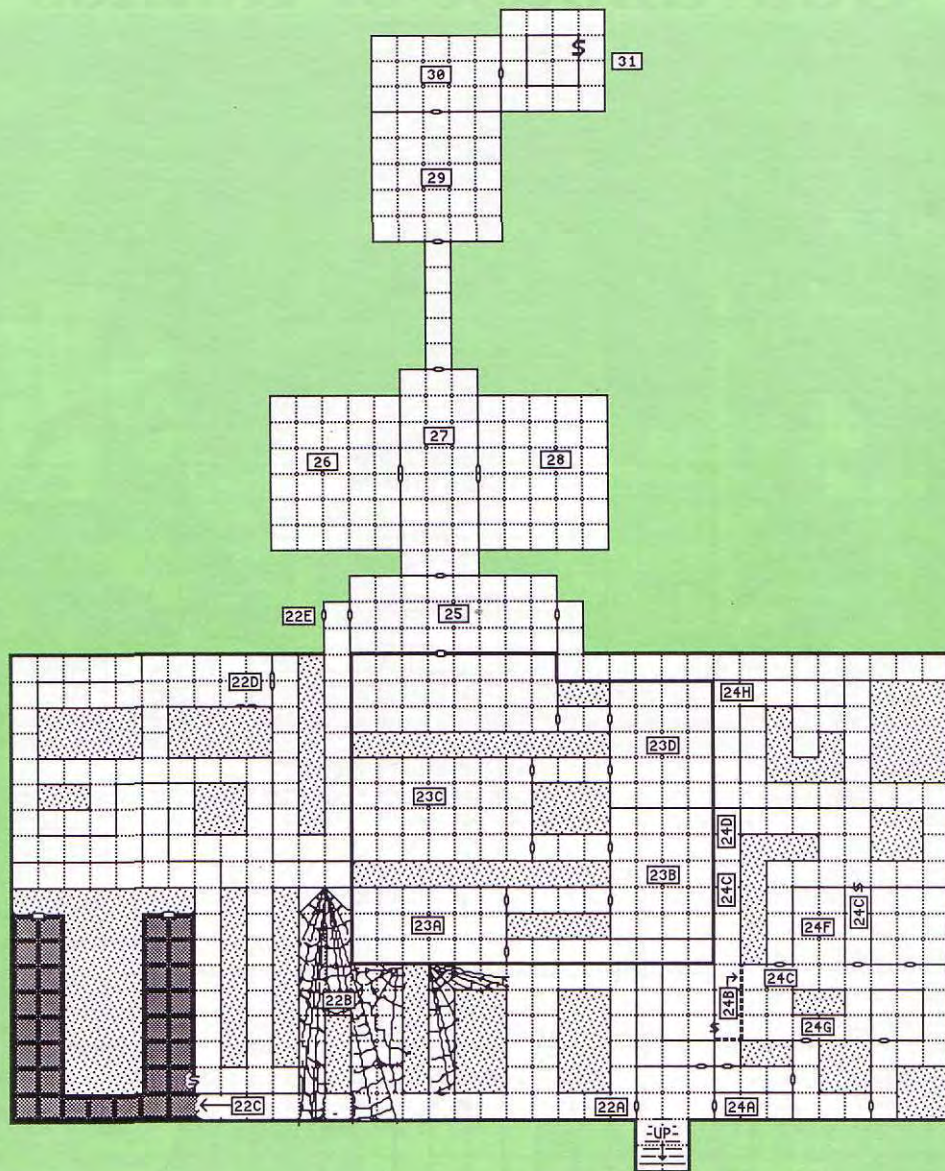
### Ending the Adventure

If the PCs return the pieces of the Bell to the clerics, they will be overjoyed, but a bit perplexed. They realize the Bell was more valuable with the crack in it. But they will take the Bell any way they can get it.

If for some reason the PCs let Aloiwishius take the Bell, he will be delighted. The Apollo clerics, of course, will promptly decide to hire another adventuring group to retrieve it from the historian. □

# Guardhouse of Gothos







by Michael Selinker

## Players' Introduction

There are cats all over Claxton. You cannot venture anywhere without encountering a pack of alleycats or a skittish Angora. Here an Archangel darts into an open window, there an Abyssinian corners a rat and closes for the kill. For each of the 250,000 human inhabitants of the largest city in the world, there seems to be a dozen or more wayward felines. No one knows what is drawing them, but they can be seen streaming into the city from the surrounding areas at all hours. Theories of why they are here, ranging from mating season to an upcoming feline revolution, have been bandied about in bars and council chambers.

Perhaps the most disturbing of all theories is that the cats are simply angry. The reason for their rage, according to one theory, is the antipathy of High Priest Grandest Dunsinaine of the Church of Harmony. The church, an antitheistic religious sect which welcomes all comers and stresses peace and regular worship, is the only legal religious entity in Claxton. More than three decades ago it used its influence and wealth to have the city council declare worship of other faiths illegal. All temples and idols are strictly forbidden, and idolatry, the symbolic or actual worship of a physical object as a deity, carries a large fine. Enforcement is sporadic yet firm, and is applied mostly in blatant cases. As a huge majority of the Claxtonites are well disposed toward the Church of Harmony, this is a welcome law, but recently it has been called into question. For Dunsinaine, who considers cats the most evil idols that exist, has turned from his regular sermons condemning idolatry to a concrete declaration that all cats should be killed. The city council has not pledged its support for this declaration, so it has not yet become law. But the council typically falls into line with the church. Accordingly, cat destruction has not been institutionalized, but if and when the council sponsors this action, it is certain to become common. Some Claxtonites

# Cataclysm

## Part 1: Felicide Decreed



**An AD&D Game Adventure  
for 4-6 Characters Levels 3-5**

Illustration by Angela Bostick

have guessed that the cats have come to protest the declaration. But most competent inhabitants pass that theory off as tommyrot. Nonetheless, the faith of the Harmony worshippers has been shaken in the face of the massive influx of cats into Claxton.

Despite this, Dunsinaine has maintained his edict calling for the execution of all cats. He has called you six, who work as semi-official champions and emissaries for the church, to his chambers on this early summer morning. You are presently wearing your white armbands in the foyer to Dunsinaine's audience chamber awaiting word that you may enter. You have not yet been informed about the purpose of this meeting, but you can only assume it has something to do with cats.

## Background for the DM

If the city council upholds Dunsinaine's edict, it will be making a terrible mistake. If Claxton's leaders knew their true predicament, they might rescind the order outright. The extermination of felines for religious purposes would lead to an overabundance of rats.

Unchecked, the rats would consume food stores and would attack the elderly and the very young. And there is an added danger; nested deep in the rodents' fur is a particularly aggravating variety of flea, which carries the most dangerous virus to span the continent. This virus, variously called Bubonic Plague, Black Plague, or, most colorfully, the Darkrot, could kill between one-third and one-half of the continental population. The fleas cannot survive on dead rats, but living rats are their favorite breeding ground.

Claxton has a chance to avoid this fate, but not if Devington Leither has anything to say about it. Leither, a bard of renown, is lying dead in his crypt. But he has no intention of letting that minor detail get in his way. When he was alive a few years ago, he was muzzled by the Church of Harmony because he sang praises to nature. Idolatry, said the Church. Deprived of his audience, Leither despaired, eventually seeking death at the hands of another who promised him the ability to sing forever. This other was a vampire; and Leither became a vampire also. Now corrupted

and evil, Leither plans to take a grand vengeance on Claxton. He knows the rats of Claxton carry the fleas with the potential for spreading the Darkrot. However, he knows that the rats must multiply to huge numbers for the virus to also multiply enough to infect the city. To get the rats he needs, he summons them from as far as 40 miles away by playing a tune on a set of magical pipes. He does not tire, and has been playing the tune for three weeks. Rats of all sizes have been filing into Claxton through the sewers and the slums. Leither predicts it will be only a few weeks before the virus mutates into its fatal form and really starts to spread. He knows that it will take years, perhaps as much as a century, for the plague to lay low the entire population, especially considering the abilities of the city priests. However, he has all the time in the world, and would like to see the city die slowly and in horrifying spasms.

This has all escaped the notice of High Priest Grandest Dunsinaine. He does not frequently visit the slums or the sewers, so his lack of awareness of the vampire's activities can be forgiven. Dunsinaine is an extreme ailurophobe (cat-hater), and wants to see all of them eradicated from his sight and his smell, for he is also allergic to cat fur. Even before the present influx, cats in Claxton have made Dunsinaine's life miserable, so much so that he went beyond his usual anti-idolatry sermons and issued the anti-cat edict.

The cat influx began when Manetho Khafre, the last remaining cleric of Bast in Claxton heard Dunsinaine's words against cats and called out to his goddess for succor. Bast listened to his plea and sent her ally, the Cat Lord, to investigate.

After hearing Manetho's tale of woe, the Cat Lord did some investigating of his own and discovered Devington Leither's plan. However, he knew the Darkrot kills only humans and dogs, and regarded the plan as a boon. He decided to impress Dunsinaine and the Claxtonites with a show of power by attracting hordes of cats and catlike creatures to the city. He vanished and reappeared a few minutes later with a huge bale of herbs. This was mint catnip, but of a divine sort, such that all cats and catlike creatures (including minimal lions, lammasu, and even water creatures with cat likenesses) within 50 miles are attracted by its subliminal odor. Most of them are nor-

mal wild and domestic cats, and so it appears to most of the townsfolk that the cat population has just increased several dozenfold. The Cat Lord remains in the hidden temple of Bast, revealing himself only to those cats that find the temple.

It is the combined effort of Devington Leither, High Priest Dunsinaine, Manetho Khafre, and the Cat Lord that may seal Claxton's doom. It will fall to the PCs to discover the Cat Lord and convince him to call off his cats, dissuade Dunsinaine from his anti-cat edict, halt the slaying of the cats so that they can prey on the deadly rats, and slay the vampire. However, at the start the PCs are cat exterminators. Some mental gymnastics will be required for the PCs to solve all of this and land on their feet.

## Claxton

The Blue Axton River runs through Claxton, emptying into Balington Bay fifteen miles southeast, which connects to the Iseander Ocean. There is no city wall, and most of the defenses are at the river bridges. Claxton has several hills, but they are low, the tallest being five hundred feet above the floor of the lowest valley. There are dozens of other towns nearby, but the nearest major city, Blankshire, is about fifty miles away. Claxton's climate is rainy and temperate. At the time of this scenario, it is a pleasant seventy degree summer.

Being so large, Claxton has dozens of adventuring humans, some quite powerful. There are less than a dozen demi-humans and humanoids living in the city, primarily because of the restrictive religious edicts.

A council of fourteen members manages the city's affairs, but much of the political influence is vested in the Church of Harmony. Fortunately for the underground worshippers of other faiths, the city's police force reports to the council, not the church.

Not surprisingly, most of the citizens are members of the Church of Harmony, though only about 10 percent of them attend services regularly. The Harmony clerics are spiritual leaders and advisors, as well as civic leaders and advisors, with three priests on the city council. Dunsinaine is not on the council, preferring to appear above politics, even though he is probably the most politically oriented official of the Church.

In Claxton, the rich are very rich, the middle class is gaining power, and the poor are very poor. The Church is the repository of a great deal of wealth, as the city collects a flat tithe of five percent of all citizens' income, regardless of declaration of faith. There are merchants of every staple and a thriving marketplace, although selling goes on everywhere. Magic is permitted within the city, but destruction of any kind is not tolerated. The city itself does not employ many adventurers other than fighters to lead the militia and police force, which are essentially the same branch of the municipal government. The Church itself employs sympathetic clerics and a number of other adventurers for various purposes.

### Claxtonites

The citizens of Claxton are xenophobic, conservative, and sometimes rabidly intolerant of change and difference. However, since the city is so large, it is difficult to pinpoint a single trait which applies to a majority of the citizens. Many citizens are fun loving and receptive to innovation, while others would report a midget to the watch. Many have never seen a monster, murder, or public display of magic, and the presence of such disturbances may cause riots; although the source must be singularly bizarre and lethal for a riot to occur. Despite all of this, the citizens of Claxton consider themselves the most cosmopolitan people in the world, and they are probably correct.

The issue on the tips of everyone's tongues right now is cats. The Claxtonites are puzzled by the feline population explosion and have developed a few explanations for it. These notions range from the rational (mating season) to the paranoid (some wizard is changing humans into cats, and have you seen Ferdie?) to the preposterous (the Cat Lord is in town and he brought a bale of catnip). The most commonly bartered theory is that the cats are angry because of the High Priest's edict and are breeding and calling their friends to help. While this is generally discounted by most sane folk, it is nevertheless a nagging concern in the what-if-it-might-be-true school.

In the meantime, Claxtonites are reacting to the cats in every conceivable way. The most common reaction is to claim things are in good hands and go about one's business, ignoring the cats. There are, however, what the church

calls idolators who are claiming that the cats should be worshipped rather than exterminated. On the flip side are the devout Harmony worshippers who are following the edict by bashing every cat they see, and those less devout citizens who are bashing cats for fun, or out of rage. Some have taken cats into their homes to protect them, while others have set cat traps.

### Cats and Rats

Like the humans, the cats' reactions are variable and dependent on personality. Some are likely to claw and hiss at any human who dares invade their defined territory, while others are inclined to cuddle and purr contentedly. None are able to ignore the divine catnip; although pinpointing the source is very difficult and frustrating. All want the catnip, and many have stories about how they left kind masters or traveled long distances to find it. If encountered above ground, no cat will know the Cat Lord is here. Intelligent cats and catlike creatures may be puzzled about why they came here, as they do not recognize the scent of catnip, but will know of a persistent need that they subconsciously felt could be satiated here; "Something in the air drew me here." Cat creatures with good senses of smell (caterwauls, for example) can recognize the smell as catnip, and can pinpoint the source in the temple of Bast. All of them want to find the source of the attraction. Intelligent creatures' reactions, of course, will depend on their temperaments. Given the strong independence of cats, few will mind the cat killing in Claxton unless it threatens them directly, although the good ones may abhor the needless taking of any life.

Very few people outside the slums and the sewers know about the huge increase in the rat population. It certainly has been noticed by most of the poor people in the slums. Although they are as hard-pressed to identify the source of either the infestation of rats or cats. All have seen many cats eating rats in the area, and some have been bitten by both. In the slums there are serious outbreaks of a weak flu and cholera infantum, an intestinal disease which affects primarily young children, and is characterized by pain, vomiting, fever and prostration. There have not been many deaths that would not otherwise occur due to the deplorable conditions in the slums, but the cholera is a

predecessor to the Darkrot which will come soon if steps are not taken to stop its spread.

The rats have been more able to pinpoint the source of their attraction, the vampire Devington Leither's crypt deep in the sewer conduits under the cemetery. They all know of a luring song which draws them to the crypt, and they are less inclined to question the source than the cats. With the exceptions of Leither's wererat assistants and the vapor rats, the rats are all of minimal intelligence, and know only that their master calls them with his song. Only those in the crypt know exactly who that master is. The wererats and vapor rats know all about the situation, including the presence of plague fleas.

### The Church of Harmony Offices—Starting The Adventure

After a few minutes of waiting, which the DM may allow to pass as real time to simulate boredom, a bell rings and a silent, lavishly headdressed valet enters the vestibule and beckons the PCs inside. This routine is familiar to the PCs, who have served the High Priest for at least several months, although they have not been called for a month. What will not be routine is the sight that awaits them within.

As the valet pushes open the massive double mahogany doors to the priest's chambers, the PCs hear a thundering "HAW-CHOOOOOO!" As the doors open all the way, the PCs see Dunsinaine bedecked in his white and gold finery, jewelry draped everywhere on his person. His headdress of clothboard and gold chains lies on the floor ten feet away from him, revealing the balding pate beneath. He sneezes again, his entire body convulsing. Then he shouts, "CATS!" Continuing in a more subdued but still loud mutter, he says, "Cats, cats, cats, cats! HAW-CHOOOOOO!" Now, the PCs notice that the entire room, which is generally festooned with jewelry and gold ornaments, has been stripped of everything of value except the arabesqued ivory and ironwood throne which is riveted to the floor. All of the tapestries, chalices, hanging chandeliers, burnishers, mosaic rugs, alabaster flasks, psalters, bells, colymbions, and everything else that could be removed, has been. Even the drapes from the open window have been pilfered.

“Well?” Dunsinaine demands in his regal wheeze as soon as he notices his servitors. “Don’t just do something, stand there! I mean, I . . . I . . . I-CHOOOOOO!” (A “God bless you” will not be favorably received, as the Church of Harmony acknowledges no gods. A cure disease will stave off one sneeze, but the catalyst—cat fur—still will be present to trigger the allergic reaction. The allergy cannot be removed without a *wish*.) As he recovers from the sneeze, Dunsinaine’s eyes begin to water, and he snuffles, “Can’t you see what has transpired here? Everything was stolen last night! And this isn’t the church’s property, oh no. They couldn’t be content with that, now could they? No, the thieves had to take my per . . . pers . . . per-CHOOOOOO! My personal inventory! Well, I want it back, do you hear me? All of it. I’ll bet it has something to do with those ca . . . ca . . . ca-CHOOOOO!” At this last eruption, he falls to his knees, and the valet rushes to his side and acts as a support cushion. Dunsinaine hardly notices the assistance while he clears his eyes. “Oh, nothing has gone right since I said those wretched hairballs needed to be gutted forever,” he cries, sniffing. “All those cats came into town, and won’t leave. Well, I won’t stand for it, do you hear me? I’m going to redouble my efforts on the city council to force through the anti-cat edict. Horatio, make a note of that.” The valet, whose name is not Horatio, hurries to make a note of that. Dunsinaine continues, “Oh, and you six. You will go find everything that was stolen from this room and bring it back here immediately! I want the thieves found and driven from the ci . . . ci . . . no, false alarm.” He takes a breath, and continues, “Like I . . . HAW-CHOOOOO!” He takes a long time to recover from that one, but then finally says, “Oh, I must get to bed! If you find out why these cats are plaguing me, tell me so I can sleep again! Now ge . . . ge-CHOOOOOOO!” He leaves the room thereafter, and goes straight to his bed chamber and his orange juice.

The PCs are left to their own devices. The audience chamber contains a lot of

furniture, but little else. There are plenty of clues to the identities of the thieves, however. For example, the floor has traces of tawny cat fur, the substance that re-awakened the priest’s devastating allergy. The throne’s gems have been pried out, apparently by claws. There are teethmarks on a cheap gem that has been tossed into a corner. There are claw marks on the windowsill and on the drape rod. The marks on the windowsill are heavier and more abundant than elsewhere. A careful examination will produce all of these clues. The thieves did not go beyond this room inside the church.

Examining the area below the third-story windowsill on the outside will not produce any clues. However, above the window frame on the outside are some claw marks, as if something had clung there. There is nothing in the alley between the church and the opposite building that would give any help, although there are a dozen domestic and wild cats down there which will protest intrusions into their territory. If asked via a *speak with animals* spell whether they saw anything during the night, most will say that they were either out roaming or were asleep—if they are inclined to tell the truth to the gullible humans. Two mangy cheshires saw some large mancats leap from the roof above to the window, but they will prefer to withhold the specifics of their information until they are fed, only alluding to knowing something that they would be willing to trade for something juicy and meaty. If any cat is fed, all the others will swarm the character offering the food.

The real trail of the thieves continues on the opposite roof, which is about six feet higher and twelve feet across the alley from the window to Dunsinaine’s chamber. The opposite building is the Church’s Grand Public Meeting Hall.

### The Grand Public Meeting Hall

This three-story building is vacant unless some public meeting or synod is in progress, which there currently is not. The ground level entrance is guarded by Hubert Onger, a zero-level man-at-arms who sports studded leather armor and carries a halberd. Hubert is a cat hater, and all the cats give him a wide berth. He is not too keen on people either, and tends to snap when he talks. He will only let the PCs into the hall if they are wearing their white armbands, but in that case he will leap to atten-

tion, bow his head, and smile his snaggletoothed grin as he tells of how he kept all of the filthy ratters away from the hall during the night. If the player characters ask to be let in, he will attempt to graciously accede (not succeeding) but will inform them that there is no one inside. He believes that to be true, and has not heard or seen anything out of the ordinary except for all of the cats. (If anyone casts a *detect charm* or similar spell on Hubert, he will test positive. He was charmed by Iris Duskblossom when she tailed the tabaxi here, thinking they might have some clues on the location of Morris, her cat familiar. Hubert has forgotten the entire experience, thanks to another of Iris’ spells.) He is facing into the street, however, and could not see into the alley or the High Priest’s window. He is about due to be relieved, and will be replaced by a young guard who the PCs will meet if they exit through the front.

The trail of the thieves continues on the roof. There are claw marks all over the place, although the heaviest concentrations are near the gutter on the side toward the church and the broken trap door to the inside. The door is still in place, but obviously has been torn from its hinges, perhaps with the aid of a crowbar. There is some cat fur here as well, although most of it has been blown into the rain gutters.

Inside, the three tabaxi who performed the burglary are holed up in one of the side chambers. If trailed from the roof, the tracks lead all through the upper story above the grand chamber to the stairs down to the entrance to the grand chamber, which takes up most of the 20’ of the lower two stories. The track leads through the grand chamber, as well as out a number of windows. They have never left through the inner foyer behind the front door, however, and persons entering through that portal will find only light human tracks in and out. Of the cat tracks, the most recent lead directly from the stairs to one of the side chambers. The door is closed and locked.

The three tabaxi are still terrified from the night’s activities. And they will cower in a corner, huddled together, if someone breaches their door. There are no other exits from that room. Two, Mwrrrr and Grrrrr, will hide their heads in their paws. The other, Tahrrrrr, cautiously bats at the air in a half-hearted effort to warn the PCs away. With the exception of three scattered semi-precious stones and half of a torn

tapestry, there is no sign of the high priest's possessions here. The tapestry, however, is instantly recognizable as coming from Dunsinaine's chamber.

If they are attacked, the tabaxi will not put up a fight, although they will try to escape. If it is insinuated or stated that they were responsible for the theft of Dunsinaine's possessions, they will cry, "Naw-tus! Naw-tus! Naw-tav! Naw-tav! Nose-lay!" ("Not us! Not us! Not have! Not have! No slay!") They speak a smidgin of Common tongue, enough to understand most of what is said to them and to respond with something vaguely intelligible. Tahrrrr will quickly confess their crime, with this admission: "Us teel! Us teel! But naw-tus! Naw-tav! Tigger-man! Tigger-woman!" ("Us steal! Us steal! But not us! Not have! Tiger-man! Tiger-woman!") They will all then break into cat tears. If asked to explain themselves, all three will attempt to do so at once, creating an incomprehensible cacophony. If they are calmed and some of their dignity is restored, Tahrrrr, the best speaker of the group, will try to explain in his halting Common, unless someone in the PCs' party uses a spell or device to understand the tabaxi language.

The tabaxi have had a bad night. They came down from their mountain home into Claxton undetected after scenting the "wildsmell" (as they call the catnip aroma). They tried to get as close to the source as they could. Confused and startled by the pandemonium of the city, they fled to avoid being sighted and skinned. Hiding in the hall, they steeled themselves when they saw the riches in the building across the alley, and made a quick expedition to that area to clean it out. After they had brought all of the valuables in the audience chamber to the hall roof, they were surprised by a rakshasa, or "tigger-man" (they mean "tiger-man," a description they do not apply to themselves), who smiled evilly and lulled them to sleep. When they awoke, they were still on the roof, but much of the treasure was gone. Shaken, they brought the rest of their treasure downstairs, where they were again confronted, this time by a human-looking woman, although their senses suggested she too was a tiger ("tigger-woman"). She was angry at them for not being "man-Morris" (they assume "Morris" is a man), and lulled them to sleep again. When they awoke for the second time, they found the rest of the treasure miss-

ing. Shattered, they scurried into the side chamber and locked themselves inside, afraid to go to sleep again. Despite the lure of the wildsmell, they want nothing more than to escape the terrifying city and go back to the mountains.

Also, despite their frightened tourist mentality, these tabaxi are quite worldly for cat men. They understand the concepts of valuables and trade, and have developed a love for bright, shiny things in their sporadic dealings with humans. If promised some of these, or safe passage out of the city, or merely threatened or asked politely, the tabaxi will show the spot where they met Iris Duskblossom, the "tigger-woman" mentioned above. That is in the front inner chamber. Human tracks can be traced into the street. After that, however, they commingle with others on the street, and are no longer traceable.

As for the rakshasa, no trace of its appearance on the roof remains. A *locate object* on the missing other half of the tapestry will not detect the tapestry until it is within range, which it currently is not.

If the PCs try to leave with the tabaxi via the front door, the young guard will stop them, saying that he will have to inform his superiors of the presence of nonhumans in the city. The PCs can avoid this by asserting that they are his superiors, for he folds easily. If the PCs take the tabaxi outdoors the tabaxi must be guarded or they will skitter back into the meeting hall and out through the roof door, escaping across the rooftops. They are likely to stay in the city despite their wishes, as the catnip lure is quite strong.

Regardless, after the PCs have learned what they can from the tabaxi and have left the meeting hall either by the front door, the roof, or any other exit, they suddenly will hear a number of tiger-like roars and deep whirring sounds. If they are on the roof, a flind war party will be in plain sight on the street two blocks away. If the tabaxi are with the PCs, they will scream, "Terror-men! Terror-men!" while pointing at the obvious disturbance. They will bolt if not restrained, for they do not want to tangle with flinds.

**Tabaxi** (3): AC 6; HD 2; hp 12, 11, 9; MV 15"; #AT 3; Dmg 1-3/1-3/1-3; THAC0 16; Int Avg (High cunning); SZ M; AL CN

## Bullroaring

Ten flinds and a captured hellcat have entered the city, drawn by the catnip. Finding the populace hostile to their presence, the leader, whose name is Jaraxer, ordered a show of strength in their tribe's distinctive fashion. They are barreling through the city streets roaring loudly and twirling their bullroarers. A bullroarer is a modified aklys made from a short hardwood tube attached to a long leather strap. When whirled about, a bullroarer creates a roaring noise. This requires seven feet of clear space, so the flinds are about 10 feet from each other. Most Claxtonites are giving this parade a wide berth, but some think it is a wonderful spectacle. The flinds are not harming anybody, as Jaraxer knows something about public relations. They start their run on a street corner two blocks east and 10 blocks south of the meeting hall, and will run until they tire. The hellcat is running between the flinds, and is invisible in the sunlight. The flinds' exact path is up to the DM, but it should take them past the PCs.

If the PCs or any other obstinate force of humans stand directly in their path, Jaraxer will call a halt with a sharp growl and demand, in Common, to know who challenges him. If Jaraxer is not diffused by a quick gift of treasure he will be very hostile to anyone who stops his bullroaring. He knows nothing of the burglary, but will proudly claim he has sacked many a church in his day. He will be indignant if asked to leave the city, and will list all the insults he and his men have suffered since they entered the city; no sacrifices for his good graces, no females of any species provided, and so forth. He feels he has every right to bullroar. If continually delayed, he will attack so he can get on with his show of strength. The hellcat telepathically pressures Jaraxer to attack, and he probably will eventually accede. He is not stupid, and does not believe that with nine troops he can bring Claxton to its knees. But he does demand proper respect, respect the city council would not be likely to grant.

If combat occurs, the hellcat will immediately pounce on the PC conversing with or attacking Jaraxer. In combat, some flinds will use their bullroarers as aklyses, while others use flindbars. Each has a dagger to use in extremis. The flinds have been told to leave alone any opponent that appears to be attacked by something invisible.

However, on the third round of combat, Helaitharoille the rakshasa appears in human form on the fringes of the crowd near the combat, and the hellcat will suddenly be attracted to him through Helaitharoille's *ESP* and the hellcat's *telepathy*. The hellcat abandons Jaraxer for the rakshasa, leaving any character it was attacking. The PCs may notice Helaitharoille and the hellcat disappear into a dark alley, the hellcat becoming visible as a wraithlike panther and Helaitharoille reverting to his tiger-man shape. They may be tailed back to Helaitharoille's impromptu lair in the warehouse basement.

When the hellcat detaches itself from Jaraxer, the flind will not notice the change until he looks for the cat. He begins to have second thoughts about the combat, but will still continue to fight to save his honor. The flinds, believing the humans will draw and quarter them after dipping them in boiling oil, will continue to fight for as long as they can, but will look to escape if possible.

If there is no combat, the hellcat still will find Helaitharoille and go with him. Jaraxer will demand to know what has happened to his cat (which no one else has ever seen), and will begin a door to door search, being disrespectful of the Claxtonites' property rights. If faced with a lynch mob, he will try to stage a graceful exit. If boxed in, he regretfully orders his flinds to attack.

The crowd also contains Iris Duskblossom. She has been looking for some trace of Morris, her cat familiar, and has been following any cat creature to find some lead. She will notice Helaitharoille and the hellcat enter the alley, and will follow, but behind the PCs if they pursue the pair.

**Jaraxer:** AC 5; HD 3 + 3; hp 26; MV 12"; #AT 1 or 2; Dmg by weapon +1; THACO 15; Int High; SZ M; AL LE; Weapons bullroarer, flindbar, dagger; SA 17 strength (+1 "to hit" and damage), 18 Charisma to flinds and gnolls

**Flinds** AC 5; HD 2 + 3; hp 13 each; MV 12"; #AT 1 or 2; Dmg by weapon; THACO 16; Int Avg; SZ M; AL LE; Weapons bullroarer, flindbar, dagger; SA 16 strength (+1 "to hit")

**Bullroarer:** works as aklys (Dmg 1-6, "to hit: roll of 20 entangles), makes roaring sound when twirled quickly

**Flindbar:** two attacks a round, chain-linked iron bars cause 1-4 points of

damage and cause opponent to save vs. wands or be disarmed

**Hellcat:** AC 6 (2 if invisible); HD 7 + 2; hp 36; MV 12"; #AT 3; Dmg 2-5/2-5/2-12; THACO 13; Int Avg; SZ L; AL LE; SA *telepathy* (range 9"); *SD invisible* in light, harmed only by magic weapons and magical damage bonuses do not apply, 20% MR, immune to mind control spells, wears a *collar of taming*, which has made it subservient to Jaraxer. If the PCs remove the collar, the cat will bolt from the flinds.

## The Warehouse Basement

If Helaitharoille and the hellcat are traced to the alley, the PCs will notice the trail leads to a basement window. In the alley there are five domestic and three wild cats, and one elfin cat named Eshalia who has *reduced* herself to normal cat size. Eshalia is hiding, as she is frightened of the commotion. She will *ESP* any creature who comes into the alley. She only will come forward if a character is very favorably disposed to cats or is using a *speak with animals* spell. If she reveals herself, she will attempt to communicate with a few words of Elvish, "I Eshalia. Who you?" If comprehensible communication is established, Eshalia can tell the PCs that the rakshasa and the hellcat entered the basement window, and both were very hostile. Eshalia will communicate with Iris Duskblossom, who enters the alley after the PCs enter the warehouse. Iris will question the cats and drink her *potion of clairaudience* to listen in on the transactions inside. Iris will enter the warehouse only if she hears a definite lead on Morris, or if the PCs are losing a battle. If she hears about the source of the goods she took from the tabaxi, she will be inclined to give them back to the PCs.

The warehouse can be entered either through the locked front door or the basement window. If the PCs go through the door, they will have to find the trap door behind one of the stacks of foodstuffs stored here. The rakshasa will hear anyone walking on the floor. He will also see anyone who comes through the basement window, as they will block off the only shaft of light that penetrates the darkness. If he notices the PCs, he will use his *ESP* to divine their identities, abilities, and intent. That done, he will disdain the use of illusions for the moment, preferring to stay in the darkness provided by the

black arm of Dunsinaine's *dicerion of light and darkness*, which envelops him and the hellcat in a 15-foot sphere of darkness. Both of the *dicerion's* candles are fully intact, and Helaitharoille has four spares, which he has every intention of using to full advantage if his lair is breached. Each candle normally burns for 10 turns.

Any PC entering the basement or looking in with or without a light source will see the white outline and blazing crimson eyes of the hellcat. It snarls and hisses, but will be calmed by Helaitharoille's soothing words from the darkness: "There, there, boy. I'm certain the fine champions of Harmony have a reason for being here. Perhaps they wish their high priest's precious riches returned, hmmm?" At that point he lights the candle in the bright arm, burning away all of the shadows in a blast of metallic light. The hookah-smoking rakshasa, who has draped his tiger-man form in Dunsinaine's spare white and gold robes will be visible. Also visible will be the *dicerion* he holds in his hand, the ornate rug he sits crosslegged upon, the tapestries upon the walls, the silver and platinum chalices arranged about the room, and many (but not all) of the possessions stolen from Dunsinaine's audience chamber. The hellcat is invisible.

Helaitharoille is counting upon his ability to talk up a storm to make the PCs forget about the hellcat, which will maneuver into position to charge. The rakshasa welcomes the PCs into his lair, claiming that he is bored with the surroundings and proffering his intention to return the possessions if only the PCs will grant him a boon. The boon he asks is the knowledge of why he was drawn to this bustling city against his better judgment. He honestly does not know this, but truly cares little, and is only trying to entice the PCs further into his lair so that he and the hellcat can feast upon their flesh. When his words have outlived their usefulness, he and the hellcat attack.

The hellcat will claw and bite. The rakshasa's tactics will depend on the situation. He will try to avoid melee so that he can use his spells to full effect, but will not be afraid of melee with mere humans unless faced with a particularly devastating weapon. He uses *ESP* to divine the PCs' intentions. Some of his spell tactics may include: casting *hold portal* on whichever portal the PCs came through; *binding* a PC in the strands of the rug; centering a *flaming*



sphere almost directly upon himself; casting *dispel magic* around himself; and so forth. If anyone begins casting a *bless* spell, he will immediately cancel what he is doing and cast *curse* on what he estimates is the blessed area or object. Note that none of his spells can affect his person, although he always can mask himself in an illusion. Helatharoille uses the *dicerion* to aid his vision (allowing him to see in all light conditions) and to make the hellcat invisible. But he also can change the light conditions to disorient the PCs by merely lighting or snuffing one candle or the other.

Iris will enter the combat from the alley if the fight is going against the PCs. She does so only after the rakshasa has asked the PCs if they know what drew him here—then she knows he could not possibly know Morris' location. Eshalia will be watching, but will not fight unless Iris is in extreme danger. When Iris enters combat, she is likely to use a spell as her first attack, probably *magic missile*, unless she heard something that would lead her to believe that the rakshasa was immune to most spells. After that spell fizzles, however, she will need no further coaching. She will use a magic item or a

weapon on either the rakshasa or the hellcat, or perhaps to aid the PCs.

When combat is over, Iris will speak with the PCs (see below).

**Elfin cat:** AC 4; HD 3 + 6; hp 19; MV 18"; #AT 3; Dmg 1-2/1-2/1-3; THAC0 16; Int Low; SZ S; Al N; SA: *pass without trace* at will, leap 20' +, move silently 99.9%, hide in natural surroundings 90%, surprise 5 in 6; SD MR 20%, surprised only 1 in 20, ESP to determine hostility

Spells (at 9th level): *enlarge*, *reduce* (x2), *tree* (limb only) (x2), *trip*

**Rakshasa:** AC -4; HD 7; hp 39; MV 15"; #AT 3; Dmg 1-3/1-3/2-5; THAC0 13; Int Very; SZ M; Al LE; SA ESP at will, *spectral force* at will; SD immune to non-magical weapons, magical weapons below +3 do half-damage, immune to all spells under 8th level, killed by *blessed* crossbow bolts

Spells, clerical (at 7th level): *curse* (x2), *detect magic*, *penetrate disguise*

Spells, mage (at 7th level) *friends*, *hold portal*, *message*, *taunt*, *bind*, *flaming sphere*, *dispel magic*, *tongues*

## The Regression of Iris Duskblossom

If she did not enter the combat with the rakshasa, Iris will slink into the warehouse basement when combat is over. Eshalia accompanies her, riding on Iris' shoulder. If Iris joined the combat, Eshalia will leap to her side.

If the PCs are friendly, this beautiful woman introduces herself and her new friend Eshalia. Iris wears a pert red and orange sundress, a crimson headband, and a fashionable white sash. She has small claws, heavily arched eyebrows, and fangs. If someone appears to notice these, she will try to hide the offending features and say, "Oh, you noticed. I apologize; I'm usually a lot prettier. I thought I'd kicked this habit when we went to the monastery. Looks like I was wrong, huh?" If asked to explain herself, she will tell her story:

"My name is Iris Duskblossom. A cousin of mine, a woman of some renown, had a problem with lycanthropy. Unfortunately, before Lily, that's my cousin, discovered she had this, ummm, disease, she spread it to



me. Well, I guess it's my fault. I got in an argument with her because I thought she was hiding Morris, my familiar. I got a little carried away. Well, like I said, at the time neither of us knew she had lycanthropy. I eventually found Morris, he was hiding under a chair. And sometime after that Lily and I made up, sort of. Anyway, I tried to get cured as soon as I found out, and I thought it worked, but when Morris and I were traveling recently, we were drawn here by an irresistible smell coming from this city. Since arriving in the city, I have been dismayed to discover a few of my tigrine traits returning, but so far I have not returned to my lycanthrope form. Now if I can only find Morris, my familiar, I can at least get some rest and stop worrying so much. This whole episode is going to give me gray hair."

Iris suspects that whatever has lured her here has reawakened a few of the traits of the weretiger, but will not cause a relapse. She has been searching for Morris, who has not contacted her since he bolted into Claxton yesterday. She would welcome any information on the whereabouts of Morris or the reason they were drawn here.

When Iris sees the furnishings in the basement or hears that the possessions came from a church, she will realize that the possessions she took from the tabaxi really belong to the Church of Harmony, which she does not wish to offend. Accordingly, since the PCs are likely to be wearing their white arm-bands that signify their attachment to

the church, she quickly confesses to having the rest of the loot and offers to hand it over to the PCs, apologizing for offending the church in any way.

Once she has pumped the PCs for all of the information she can, Iris bids them a gracious adieu and leaves. However, as she does, she suddenly will receive a benefit of four hit points, which will heal a wound she suffered in combat or will make her feel exceptionally healthy. She will be surprised at first, saying, "Folks, did you just cast a spell on me? I feel so. . ." She then realizes the source of the boon, and shouts joyfully, "Morris! He's here!" She scrambles through the basement window into the alley, with Eshalia close behind. She stands in the alley yelling for Morris, whistling as she does so. She entreats the PCs to help her call for Morris.

Morris, Iris' black cat familiar, has followed her trail of cat inquiries to this place. He hears her whistling and comes running, bounding into her open arms. They cuddle together for a minute, greeting each other in Common. During the reunion, Iris and Eshalia begin twitching their noses, as will any other cat creature in the area. Morris is pleased to be getting attention from the beautiful Eshalia. However, when Eshalia's *reduction* spell's duration suddenly lapses she instantly grows to the size of a german shepherd. Terrified, Morris yelps and cowers in Iris' arms.

Morris has come from a romp in paradise at the temple of Bast, culminating in a roll through the divine catnip. His fur still has hint of the mint, although only cat creatures will recognize it as the scent that lured them here. Iris hurriedly questions him:

"Morris, what have you been into? This is it, isn't it?" Morris responds, "Oh, Iris, you have to see this place. They've got this herb there and it's intoxicating. All of the cats were rolling in it, and I was able to get in a roll myself. You have to come. It's heaven. It's ecstasy. It's. . ." Iris cuts him off with, "It's hallucinogenic, obviously. Look at me, Morris. Look familiar?" She bares her fangs and extends the claws on one hand. Morris is startled. "Want me to go through that again?" Iris demands. "We've got to get as far away from here as we can." "But, Iris," Morris protests, "it can't be that bad, can it?"

"You look great with the eyebrows and the teeth, and. . . No, huh? Oh well, I like my milk too much to disagree. Much."

Iris praises Morris for his sacrifice and prepares to leave Claxton.

The PCs are free to ask Morris where he was and what he saw. Morris will tell what he knows if Iris asks him to, which she will if she is favorably disposed toward the PCs. He knows the temple was dedicated to Bast, the Egyptian cat goddess, but was disguised as a mausoleum tended by a man named Manetho Khafre. It is on the east bank of the Blue Axton, near a big yard and a smeltery. (Given this, the PCs can determine the location of the temple.) Morris' memories of the place are of huge numbers of cats (all normal, including some great cats) and of the maddening catnip. He did not see the Cat Lord there, and does not know of his presence. He did see Manetho Khafre, whom he will be able to describe only as a man in white who gave out milk. He is likely to dwell on the mint, although he does not know the word catnip.

Once they have decided to leave Claxton, Iris and Morris will bid farewell to the PCs and thank them for their help. They leave the PCs with all of Dunsinaine's treasure. Morris' mint-coated fur will protect him from the lure, as he is attracted to himself (a normal state for Morris). Every other cat in this area also will be attracted to him. He, Iris, and Eshalia will leave the city, but soon will be drawn back if the catnip remains. It is unlikely, however, that the PCs will meet them again.

**Iris Duskblossom:** AC 6; Lv 5; hp 18 (22 with Morris); MV 12"; #AT 1; Dmg staff; THAC0 20; Int High; SZ M; AL NG

Spells *magic missile*, *strength*, *web* (all others cast)

Magic Items *bracers of defense* AC 7, *ring of spell storing* (2 *magic missile* spells cast at 7th level), *staff +3*; *potion of ESP*; *potion of extra healing*

**Morris:** AC 6; HD 1/2; hp 4 MV 15"; #AT 2; Dmg 1-2/1; THAC0 20; Int Ave; SZ S; AL NG; SA speaks Common, if claw attack succeeds can make rear claw attack (D 1-2)

*This ends part one. Part two of Cataclysm will appear in POLYHEDRON™ Newszine #49.* □



## Caitlin Barristar

8th Level Female Human Cleric

**STR:** 14  
**INT:** 16  
**WIS:** 17  
**DEX:** 10  
**CON:** 15  
**CHR:** 16  
**COM:** 11  
**AC Normal:** 1  
**AC Rear:** 4  
**Hit Points:** 49  
**THAC0:** 16

**Height/Weight:** 5' 5"/115 lbs  
**Hair/Eyes:** Blond/brown  
**Alignment:** Neutral Good  
**Weapon Proficiencies:** Club, hammer, staff, mace  
**Special Abilities:** Healing, direction sense, riding (land)  
**Languages:** Common, Neutral Good  
**Spells/day:** 5 5 4 2

**Magic items:** *Mace +2, shield +2, ring of warmth, periapt of health, oil of impact* (3 applications)

**Equipment:** Banded mail, white robes, white armband, silver symbol of the Church of Harmony (crossed circle), hammer, belt pouch, hard boots, medium warhorse

**Wealth:** 18 gp, 17 sp, 26 cp, and four 20 gp gems

You are an undercleric of the Church of Harmony, a non-theistic church in Claxton, the largest city in the known world. The Church of Harmony established itself as the single legal religious entity in Claxton when you were a child, using its political influence to have all veneration of gods and idols declared illegal. The church welcomed all comers and was the most popular church in Claxton when this occurred, so the muzzle on religious freedom is generally well accepted. Your father was also an undercleric of the church, and you were welcomed into the church as a youngster. You are businesslike, and you teach peace so that everyone can get on with their lives. You have reservations about the official policy of non-tolerance, but you concede that this does eliminate most of the problems posed by evil religious fanaticism. You respect your ranking superior, High Priest Grandest Dunsinaine, although your close contact with him over the past few years has

## Rylian Locanter

7th Level Male Human Ranger

**STR:** 17  
**INT:** 16  
**WIS:** 15  
**DEX:** 14  
**CON:** 16  
**CHR:** 12  
**COM:** 10  
**AC Normal:** 3  
**AC Rear:** 4  
**Hit Points:** 58  
**THAC0:** 14

**Height/Weight:** 6"/175 lbs  
**Hair/Eyes:** Brown/green  
**Alignment:** Chaotic Good  
**Weapon Proficiencies:** Bow, knife, spear, long sword, garrot  
**Special Abilities:** Ranger abilities, alertness, fire building, hunting, animal noise  
**Languages:** Common, Elvish, Chaotic Good

**Magic items:** *Long sword +1/+3 vs. regenerating creatures, arrow of troll slaying, studded leather armor +3, bracers of archery, potion of ventriloquism*

**Equipment:** Long composite bow, 20 arrows, knife, garrot, hooded brown cloak, carved wooden shield, high soft boots, white armband, light warhorse

**Wealth:** 10 gp, 10 sp, 10 cp, and two 100 gp pearls

You only have been in Claxton, the most populous city in the world, for about three years, having come here from a small community about a hundred miles away. You only planned to visit, but were enchanted by all of the activity and sights in Claxton, and decided to stay on. Now that your initial awe has subsided, you still are amazed that many Claxtonites take their wealth for granted, often not even noticing that their needs are provided for while others in the world must struggle for bare necessities.

To earn a wage, you started working for an herbalist, but last year you took a position with the Church of Harmony, the only legal spiritual agency in the city. Other faiths, including your druidic creed, are illegal in the city, although the militia does not persecute believers of illegal faiths unless they are blatant about it. Though you do not proselytize,

## Aliathia Aquila

Male Half Elf Cleric/Fighter/Magic-user (6/6/6)

**STR:** 16  
**INT:** 16  
**WIS:** 16  
**DEX:** 15  
**CON:** 10  
**CHR:** 13  
**COM:** 15  
**AC Normal:** 2  
**AC Rear:** 5  
**Hit Points:** 30  
**THAC0:** 16

**Height/Weight:** 5' 2"/106  
**Hair/Eyes:** Copper/green  
**Alignment:** Chaotic Good  
**Weapon Proficiencies (cleric):** Mace, staff, lasso  
**Weapon Proficiencies (fighter):** Long sword, spear, sling, javelin, trident, short sword  
**Weapon Proficiencies (magic-user):** dagger, dart  
**Special Abilities:** boating, swimming, fishing, animal handling, riding (land), carpentry, weaving, potting, masonry, boat building  
**Languages:** Half elf languages, Common, Chaotic Good  
**Spells/day (cleric):** 5 5 2  
**Spells/day (magic-user):** 4 2 2

**Magic items:** *ring of faerie, elven chain mail +1, gloves of thievery, 4 sling bullets of impact, long sword +1, potion of extra healing*

**Equipment:** Studded leather armor, shield, sling, hooded green cloak, green and yellow soft boots, white armband, dagger, light warhorse

**Wealth:** 30 gp, 10 pp, and one 120 gp ruby

## Spell Book

## Level 1 Spells

<i>affect normal fires</i>	<i>armor</i>
<i>detect magic</i>	<i>enlarge</i>
<i>grease</i>	<i>light</i>
<i>magic missile</i>	<i>read magic</i>
<i>sleep</i>	<i>taunt</i>
<i>wizard mark</i>	

## Level 2 Spells

<i>alter self</i>	<i>ESP</i>
<i>irritation</i>	<i>knock</i>
<i>ray of enfeeblement</i>	<i>strength</i>
<i>whispering wind</i>	

**Level 3 Spells**

<i>clairvoyance</i>	<i>slow</i>
<i>fireball</i>	<i>gust of wind</i>
<i>tongues</i>	<i>feign death</i>

Though your absent father was a wood elf from a faraway forest, your life is in Claxton, the largest city in the world. There are probably less than a dozen demi-humans in the city, mostly because there is only one legal religion, the non-theistic Church of Harmony, in the city of 250,000. You work for the church as a paid agent. However, you don't take your work too seriously.

Part of the reason for your taking this position lies in your adaptability, which your comrades consider phenomenal. You can understand a situation based on a small amount of information, and train quickly at most skills. You do this by not worrying about details or complexities, and tend to rush into an action after making a snap, but usually accurate, decision. For most of your life you have wandered from job to job, never staying in any field for more than a few months.

**Caitlin Barristar**, a cleric of the Church of Harmony, is your instructor in all things clerical. She does not share your views on freedom. However, she is a fantastic leader, even if she would prefer to be in a more traditional clerical role.

**Rylian Locanter**, a ranger, comes from a faraway forest. He has told you of the forest, and it does not sound anywhere near as interesting as the city. Rylian shares your philosophies about freedom and about life in general, but he often needs help in such a big city.

**Jeanna Katali**, a mage, has taught you magic. She has also tried to teach you her greed, but the pursuit of money is entirely too boring for you.

**Rathias Balcaster**, an acrobat, has not responded well to your requests to be taught thievery, mostly because he doesn't admit to being a thief. You will eventually get him to admit he is a thief, as you are relentless in all pursuits.

**Macklan Moonstance**, the fighter who taught you swordplay, was born in the slums but was taken in by the Church after he rescued some kids. He is a devoted to charity, but thinks his opinions are always correct, assuming there is only one path to happiness.

you retain your worship of nature. You work for the Church as one of a group of paid agents. You are not involved in persecutions. The assignments thus far have been relatively easy to complete. And they have allowed you to see much of this great city. You really love the city, probably more than the woods you left behind. This has put you in something of a quandary. Your profession centers around nature, but you have gotten very used to cobblestones beneath your feet.

**Caitlin Barristar**, a cleric of the Church of Harmony, is the appointed leader of the group. Though you have no complaints about her leadership, you would prefer if she were not so resigned to what she believes is the necessity of the restrictions on worship in the city. Perhaps you could make her understand there is a need for other faiths and points of view.

**Aliathia Aquila**, a half-wood elf cleric/fighter/mage, is very adept at learning new things. You share a philosophy about religious freedom with him, although he, too, is a cleric of the Church of Harmony. He has spent all of his life in the city, away from the woods of his father, and is more accustomed to city life than you. His interests are divided among his various vocations. You hope those divided interests do not bring harm to the group.

**Jeanna Katali**, a mage, is one of the city's wealthy citizens, though she still works for more money. This is primarily because she is devoted to acquiring even more money. She cares little for the needs of others. You have little use for selfish snobs such as her, however you try to tolerate her because her skills benefit the group.

**Rathias Balcaster**, an acrobat, is also interested in money, but he does not have Jeanna's fortune. You suspect that he may have a criminal past, which was not frowned upon back home but is here. He is a man of mystery.

**Macklan Moonstance**, a fighter, was born to poverty but was taken into the church after selflessly rescuing two children. Though he seems to think that his values apply to everyone, and right and wrong are defined by him, he has a good heart. Of all the party members, you feel closest to him.

showed you that he is not infallible. He has noticed your leadership skills and, last year, assigned you to a paid group of agents for the church. You do not mind the assignment, although you would prefer a more traditional clerical post.

Until you get the post you want, you watch over your comrades, trying to keep them on a steady course and out of trouble. You provide what leadership and advice you can, since you know the church will credit you for the group's successes and blame you for any failures.

**Rylian Locanter**, a ranger, is a recent arrival to Claxton, and not entirely familiar with the city. He observes some nature faith, but still is easy to get along with. He dislikes the church's restrictions, believing in the freedom of all regardless of practical considerations. Noble words, but you have trouble agreeing. Perhaps you can convince him your beliefs are better.

**Aliathia Aquila** has some elven blood in him, and a natural adaptability which makes him able to understand problems and skills with very little teaching. You have instructed him in spell casting, but so has Jeanna. Macklan has taught him swordplay. Some of the others seem uncertain about Aliathia's abilities. You will champion him if necessary, defending his strong points. Everyone has some worth and value and should not be put down in front of others.

**Jeanna Katali**, a mage, is a wealthy heir to fortune, but this does not prevent her from devoting her energies to the acquisition of more wealth. She is cold and not at all interested in humanitarian causes. Perhaps her continued association with you will help improve her outlook on life. Greed is an unnecessary evil.

**Rathias Balcaster**, an acrobat, has not talked much about his past, but seems trustworthy. Like Jeanna, his main interest is making money. He has not balked at your advice, but you think he doesn't consider your motivations worthwhile.

**Macklan Moonstance**, a fighter, was born to poverty and worked in a coal mine until the church took him in after he heroically rescued two children trapped in the mine. He is devoted to the church and to helping others. You admire him.

## Jeanna Katali

8th Level Female Human Magic-user

**STR:** 12  
**INT:** 16  
**WIS:** 12  
**DEX:** 15  
**CON:** 10  
**CHR:** 11  
**COM:** 14  
**AC Normal:** 6  
**AC Rear:** 7  
**Hit Points:** 29  
**THAC0:** 19

**Height/Weight:** 5' 3"/100  
**Hair/Eyes:** Silver/blue  
**Alignment:** Lawful Neutral  
**Weapon Proficiencies:** dagger, dart  
**Special Abilities:** Riding (land), blind fighting, plant lore, swimming, animal lore  
**Languages:** Common, Lawful Neutral  
**Spells/day:** 4 3 3 2

**Magic items:** *Slippers of kicking*, *pouch of accessibility*, scroll of two spells (*flaming sphere*, *fireball*; both cast at 8th level), *cloak of protection* +3, *dagger* +2/+3 vs. creatures larger than man-sized

**Equipment:** White armband, 8 caltrops, 6 darts, black and white pants outfit, 3 belt purses, spell book, light riding horse

**Wealth:** 25 pp, 20 gp, 10 sp, 500 gp silver and moonstone necklace, and four 90 gp electrum bracelets

### Spell Book

#### Level 1 Spells

<i>affect normal fires</i>	<i>armor</i>
<i>detect magic</i>	<i>enlarge</i>
<i>grease</i>	<i>light</i>
<i>magic missile</i>	<i>read magic</i>
<i>sleep</i>	<i>taunt</i>
<i>wizard mark</i>	

#### Level 2 Spells

<i>alter self</i>	<i>ESP</i>
<i>irritation</i>	<i>knock</i>
<i>ray of enfeeblement</i>	<i>strength</i>
<i>whispering wind</i>	

#### Level 3 Spells

<i>clairvoyance</i>	<i>slow</i>
<i>fireball</i>	<i>gust of wind</i>
<i>tongues</i>	<i>feign death</i>

## Rathias Balcaster

9th Level Male Human thief-acrobat

**STR:** 15  
**INT:** 15  
**WIS:** 13  
**DEX:** 18  
**CON:** 12  
**CHR:** 13  
**COM:** 12  
**AC Normal:** 5  
**AC Rear:** 9  
**Hit Points:** 41  
**THAC0:** 16

**Height/Weight:** 5' 11"/160  
**Hair/Eyes:** Brown/hazel  
**Alignment:** Neutral (Chaotic)  
**Weapon Proficiencies:** short bow, lasso, shorts word, dagger  
**Special Abilities:** direction sense, rope use, running, slow respiration  
**Languages:** Common, Neutral, Thieves' Cant

### Thief Abilities

<b>PP</b>	<b>OL</b>	<b>FT</b>	<b>MS</b>	<b>HS</b>	<b>HN</b>	<b>CW</b>	<b>RL</b>
65	57	45	60	20	46	108	25

### Acrobat Abilities

<b>TW</b>	<b>PV</b>	<b>HJ</b>	<b>SBJ</b>
105	11 1/2'	4 3/4'	6 1/2'
<b>T (Att)</b>	<b>T (Eva)</b>	<b>Fall</b>	
12	30	30/30'	

**Magic items:** *Throwing dagger* +3, *12 arrows* +1, *boots of varied tracks*, *scroll of protection from fire*, *potion of extra-healing*, *ring of protection* +1

**Equipment:** Lasso, short sword, white armband, grappling hook and rope, brown shirt and trousers, low soft boots, thieves' tools, light riding horse

**Wealth:** 3 pp, 15 gp, 10 sp, 10 cp, three 20 gp gems, and 1 50 gp gem

Being the largest city on the planet, Claxton was a great place for a talented entrepreneur like you. You started as an entertainer, but soon found a way to tumble your way into a huge fortune. You performed in a circus act that visited the homes of Claxton's wealthy. While the others were earning performers' wages, you were casing the mansions and summer homes for burglaries. Unfortunately, the connection between the circus act and the burglaries was soon made.

## Macklan Moonstance

8th Level Male Human Fighter

**STR:** 18/50  
**INT:** 14  
**WIS:** 15  
**DEX:** 14  
**CON:** 17  
**CHR:** 14  
**COM:** 18  
**AC Normal:** 1  
**AC Rear:** 2  
**Hit Points:** 79  
**THAC0:** 14

**Height/Weight:** 6' 3"/215 lbs  
**Hair/Eyes:** Black/green  
**Alignment:** Lawful Good  
**Weapon Proficiencies:** Long sword, two-handed sword, military pick, dagger, crossbow  
**Special Abilities:** Swimming, endurance, miner  
**Languages:** Common, Lawful Good

**Magic items:** Long sword, +3 frostbrand, chain mail +3, rope of climbing, potion of plant control, ring of feather falling, potion of extra healing

**Equipment:** Light crossbow and 20 bolts, shield, white armband, military pick, dagger, metal-studded boots, medium warhorse with leather barding

**Wealth:** 10 gp, 20 sp, 30 cp

When you were a boy in a lower class neighborhood of Claxton, the world's largest city, you wanted to be a knight, but you had to work in a coal mine. You liked the work, as it was a job where the full effort of men was required in pursuit of a common goal. About two years ago, long after you forgot about becoming a knight, a failure in planning released a deadly flood in the mine, trapping two boys beneath the surface. You dived into the flood and swam against it with all your might, reaching the boys. Stretching your muscles beyond their normal ability, you were able to haul them to the surface.

This act came to the notice of a cleric of the Church of Harmony, a non-theistic church that is the only legal church in Claxton. The cleric asked you what you wanted in reward, and you said, "Nothing." But apparently someone told the priest that you wanted to be a knight. You were adopted into the ranks of the Church as a champion, knowing wealth and cleanliness for the

first time. The wealth meant little to you, but it did allow you to provide for your parents. You are now a member of a group of church agents, and use this position to spread wealth to many needy people. You champion every just cause, and try to aid anyone in need.

**Caitlin Barristar**, a cleric of the Church of Harmony, is the appointed leader of the agents, and you follow her every command. She is truly devoted to the Church, and is the epitome of goodness, although you think she would be more comfortable in a standard clerical position.

**Rylian Locanter**, a ranger, is a stranger to the city, having lived here only for a few years. He respects your philanthropic views, but apparently thinks your view of good and bad is unyielding. If only he knew there are black and white definitions to everything. He is a nature worshipper rather than a follower of Harmony. But he is strong and courageous, and you consider him a fine friend.

**Aliathia Aquila**, a cleric/fighter/mage, speaks of a long lost father who was a wood elf, however Aliathia doesn't look too much like what you've heard elves look like. Though he is a very good person, he balks at some of the Church's decrees, and you've never believed him to be in the right on this. Perhaps you can lead him down the correct path.

**Jeanna Katali**, a mage, is extremely rich, and you cannot understand why someone so intelligent and wealthy would be so resistant to your views on giving money away; she has so much of it. Still, she is friendly to you. Perhaps you can use this to her advantage, molding her into a better person who values things other than gold and silver.

**Rathias Balcaster**, an acrobat, doesn't have Jeanna's money, but seems to devote much of his energy to gaining his own. He obviously considers his needs paramount over those of others, and has no compunctions against telling you that. But there must be some good in him somewhere. And even though you are suspicious of him, you will help defend his honor when others in the group give him too much of a hard time.

Luckily, you escaped the resulting crackdown.

Since that close shave about four years ago, you have confined most of your activities to legal endeavors. You tried to reform the circus, but the burglary scandal had made this an unpopular form of entertainment. For a time you were a courier, a job with compensation far too low for your taste. But it did make you some valuable connections with the Church of Harmony, the single legal church in Claxton. You hold a position as one of a group of well-paid church agents, all of whom know you as an acrobat. You don't think they know of your criminal past. And you like it that way.

You aren't always truthful with the others. You don't want them to find out too much about yourself and your thieving abilities. It is none of their business, anyway.

**Caitlin Barristar**, a cleric of the Church of Harmony, is the group's appointed leader. There are times when she goes overboard with her good nature, but generally she is competent. If she finds out about your criminal record, you are sure she will have you dismissed, which you cannot afford.

**Rylian Locanter**, a ranger, is a foreigner, coming from a forest community. He is naive about city life sometimes, but he is improving. He might suspect you have been a thief, but seems not to care.

**Aliathia Aquila** claims an elfin heritage. He has an agile mind, and has taken up the professions of cleric, mage and fighter simultaneously. He boldly asked you if you would teach him thievery as well. You were so surprised that you hastily, and perhaps clumsily, denied your abilities.

**Jeanna Katali**, a mage, is the daughter of a merchant family, and a very rich person. She has shown some interest in employing you in some form, and has suggested she is looking for a way to make a huge amount of money.

**Macklan Moonstance**, a fighter, used to be very poor, but is now a ward of the Church. He assumes he knows the right way for everyone to behave, which apparently includes giving away all of one's money to needy people, as if need were so rigid a concept. Still, it is hard not to dislike someone like Macklan.

## Level 4 Spells

*ice storm*

*stoneskin*

*Rary's mnemonic enhancer*

You were born to a powerful and wealthy merchant family in Claxton, the world's largest city. Though you showed exceptional ability and zeal for making money, your older siblings were slated for control of the family business, the spice trade, and you chose magic as a profession. Still, you have never wanted for anything, at least nothing basic. You look out for yourself and do not try help others—after all, you can't help everybody.

Currently, you work for the Church of Harmony, the only legal religious body in Claxton. You do not have any religious background, and have never attended the Church of Harmony except in a professional capacity. Your position in the Church is as a paid agent. The Church is the richest body in the city, and you want your share.

**Caitlin Barristar**, a cleric, is the appointed leader of your group. You don't object to her, but you wish she would give up some of her unattainable charitable goals.

**Rylian Locanter**, a ranger, shares the cleric's outlook. He doesn't think you have the right to have so much money, but then he doesn't any of his own, does he?

**Aliathia Aquila**, a cleric/fighter/mage, has an elven parent. He has expressed an interest in magic, and you have taught him what he could learn, even allowing him use of your spell books. He owes you a great favor for this.

**Rathias Balcaster**, an acrobat, probably was a thief at one time, otherwise he couldn't do the things he does. He also seems to be in this thing for the money.

**Macklan Moonstance**, a fighter, is from the lower class, but was adopted into the Church after some heroic act. Instead of sensibly enjoying his wealth, however, he is content to spread it among others and then preach about the virtues of philanthropy. Obviously, he doesn't know what its like to have to work for it.

by Michael Selinker

*Part one of this adventure, Felicide Decreed, appeared in issue #48.*

In Part One, the PCs were charged by their superior, High Priest Dunsinaine, to recover several relics stolen from the Church of Harmony by tabaxi who had followed the scent of the divine catnip (see Part One) to Claxton. While recovering the treasure, the PCs discovered that more than normal cats are swarming through Claxton, and learned of the existence of the temple of Bast.

In Part Two, the PCs will invade the cat-infested temple of Bast and come face to face with Manetho Khafre and the Lord of Cats. There they will learn about the rat swarm and its source (the vampire Devington Leither) and about the negative facets of mass felicide. Afterward, the PCs must convince High Priest Dunsinaine to change his mind about cats, at least publicly, and then mount an attack on Devington Leither and his rats. When these tasks are successfully completed, Claxton will be safe from the Darkrot (see Part One).

### A New Mission

If the PCs defeated the rakshasa at the end of Part One, they recovered half of Dunsinaine's stolen treasure. If they also successfully negotiated with Iris Duskblossom and her familiar, Morris, they recovered the remaining stolen treasure and learned about the temple of Bast, which is located on the shores of the Blue Axton river. To complete their original mission, they must return the treasure to the Church of Harmony. The PCs easily can find people to help them return the treasure, if they use their authority as agents of the church. If they return the treasure personally (they should if they want to get credit for recovering it), they find Dunsinaine in bed. He sneezes even more when the treasure is brought to him, as it is covered in cat fur. Still, he notes the PCs' speedy service and commends them for it. He quickly orders them to investigate the temple of Bast (Dunsinaine's informants have located it already), to see if it should be shut down in accordance with the city's laws against idolatry (see Part One).

During the adventure, the PCs are free to return to the church for any reason. However, they are only in the mixed graces of High Priest Dunsinaine, because they still smell of cat fur.

# Cataclysm

## Part Two: The Last Bastion of Bast



An AD&D® Game Adventure

Illustrated by Angela Bostick

## The Trip to the Waterfront

Regardless of which path is taken to the waterfront, the trip will be uneventful except for the mountain lion in the alley, described below. Also, the PCs have become famous (or notorious). Quite a few people saw the flind war party's charge and their combat with the PCs. As they walk the streets, some Claxtonites will praise them for bashing those repulsive fuzzfaces, while others condemn them for bringing violence to Claxton's peaceful atmosphere. There are, of course, thousands of cats in the area, which will probably not have anything interesting to say at all.

As the PCs pass an alley about halfway to the waterfront, they hear a child's scream and a loud roar emanating from within. Suzie Copernicus, a twelve-year-old girl, has been cornered by a mountain lion. The lion considers Suzie a threat despite her inoffensiveness, but will not attack her if it can avoid it. It can be calmed with a *remove fear* spell or an offering of meat, but it still will not be favorably disposed to humans. It doesn't know where the maddening scent comes from, and the scent overpowers its desire to escape the chaos of the city, but not by much. If attacked, it will try to escape unless cornered. Suzie is too terrified to move, and will hyperventilate a few moments after she is cornered. A *remove fear* would do her wonders as well. Suzie's mother is looking for her, and may easily be found by the PCs.

**Mountain lion:** AC 6; HD 3 + 1; hp 15; MV 15" (spring 15' up or 20' + ahead); #AT 3; Dmg 1-3/1-3/1-6 (if both claws hit, two rear claws for 1-4 each); THAC0 16; Int Semi; SZ M; Al N; SA surprised only on a 1.

## The Temple of Bast

The temple of Bast is disguised as a shrine of the dead. Above ground, it is a small, nondescript building sandwiched between a shipyard and a smeltery on the east bank of the Blue Axton. The building is surrounded by a three-stair riser leading up to a single, open doorway where an apparently ordinary domestic cat rests. Adding to the disguise is an etched wooden sign which says, "Shrine of the Beloved and Departed." The PCs will be very hard pressed to discover anyone in Claxton who has interred or honored anyone at the shrine, however. Some locals may

attest to seeing Manetho Khafre, "the suntanned guy in white," bringing a coffin to the shrine every now and then. If the PCs stake out the place, they will see an occasional cat slink up to the doorway, sniff at the sleeping cat there, and then walk in. This will happen about once every half hour. There may be people in the area who have observed the same thing, and one or two may even have seen a great cat enter. Some people will lie about seeing great cats and will compound the lie by talking about some huge demon with a lion's head and a pink tail with purple blotches. Other false tales may be more believable.

There are two entrances to the temple of Bast. The first is through the front door (1), where a guardian familiar appears to sleep. The second is through an aqueduct (3) just above the river which leads into the antechamber (4) below the entrance chamber (2).

### 1. Front Door

Tabitha, a guardian familiar, guards the front door. She appears to be sleeping in the doorway. She has detached herself from her wizard's treasure chest, an unheard of act for one of her breed, and has come here to enforce the Cat Lord's will that no one who is not at least part cat should enter the temple. She has been doing just that, although no one that was not at least part cat has tried to enter the temple so far. If any PC tries to mount the steps, Tabitha quickly rises to attention and meows. She attack only if some non-feline tries to cross the threshold. She will not leave the doorway for any reason except to allow a large cat creature to pass by. She can be fought, of course, although her power will insure a long battle indeed. However, talking to Tabitha in her own language may provide two other ways to get through the doorway. The first is to convince her that the PCs really are cats, but just don't look it. This will be extremely difficult, as the familiar can sense most cat characteristics and is extremely skeptical for a creature with only animal intelligence. However, a second tactic which might prove more successful is playing upon her guilt for leaving her treasure. She feels only as much remorse as an animal can, but this may be enough to persuade her to abandon guard duty for the first oath she took.

**Guardian familiar:** AC 8 (+1/death); HD 1 (+1/death); hp 5 (+5/death); MV 12" (+2"/death); #AT 3; Dmg 1-6/1-4/1-4 (+1 each/death); THAC0 variable; Int Ani; SZ S (M after 7th death); Al LG; MR 75%; SA has nine lives (on round after each death it is reborn larger, with +1 cumulative on abilities listed until ninth, permanent death)

### 2. Entrance Chamber

No matter how long the PCs take to get through the front door, four creatures will be here, as they have been for hours. There is Euphrosyne, a gynosphinx; Heracles, an androsphinx; Mulciber, a criosphinx; and Carric, a wemic. The sphinxes are discussing in their unique fashion the problem of getting through the open trap door to the antechamber below. They are all too big for the door, which can easily accommodate a human-sized creature. Though not one of them actually has a solution to this particular dilemma, each sphinx maintains that its way is best. While they debate, the wemic sits on his haunches in the corner, desiring the catnip and bored to tears with the sphinxes. However, they are blocking the trap door, which is visible from the front entrance.

The argument is guided by each of the three sphinxes' peculiar manner of speaking. Euphrosyne always asks questions, but never speaks in statements. Conversely, Heracles always issues firm manifestos and declarations, but never asks a question. Mulciber always asks questions of Euphrosyne and produces statements to Heracles. The argument over the door might go something like this:

Euphrosyne: "Are you saying you have no idea how to get through the door without destroying the floor?"

Heracles: "Of course I do! We will simply shrink ourselves!"

Euphrosyne: "And how do you propose we will do that?"

Mulciber: "Begging your pardon, Euphrosyne, but why is it an impossibility to enlarge the opening somehow?"

Euphrosyne: "Heracles, will you please tell this snail-headed idiot that he should keep his worthless ideas to himself?"

Heracles: "Keep your ideas to yourself!"

Mulciber: "I was only trying to help!"

Heracles: "Help by keeping your ideas to yourself!"

Euphrosyne: "Are you boys finished yet?"

Meanwhile, Carric, the wemic, is waiting for them to solve the problem, which he fears, correctly, that they will never do. He joined the trio when coming down from the mountains, assuming that he had more in common with them than merely form. He soon discovered that they had nothing in common even with each other, except perhaps a communication barrier. However, he stayed with them because Euphrosyne was able to disguise them as riders on horses so they could pass through the city unmolested. Now that they are here, so close to the maddening scent's source, he is having second thoughts about ever joining them.

If Carric sees anyone enter the chamber who appears to have at least a smidgen of intelligence, he immediately entreats them in Common to help get him and, if possible and necessary, the sphinxes through the trap door. The sphinxes take no note of the PCs unless they do something which allows them to pass through the trap door. In that case, they immediately attempt to dismantle the solution or at least ignore it, for if there is one thing they agree upon, it is that they certainly do not need any help to get through the door.

The wemic is not so proud, and may accompany the PCs downstairs if this is made possible. None of the sphinxes are likely to attack because of their dependence upon each other for instructions, although they will certainly defend themselves. Heracles will never roar in so sacred a temple unless he is provoked. If the player characters become a nuisance, the androsphinx might be tempted to throw a *silence 15' radius* spell on one of the characters, or a *command* or *hold person*. The gynosphinx could use one of her *symbol* spells.

Also in this room are nine wooden sarcophagi. All nine contain fake mummies, crudely carved dummies wrapped in thin bandages. There also are shelves of embalming jars and urns containing ash (of wood).

The trap door leads to an eight-foot drop to the floor of the antechamber below.

**Androsphinx:** AC -2; HD 12 (Cleric 6); hp 68; MV 18"/30" (MC:D); #AT 2; Dmg 2-12/2-12; THAC0 9; Int Exc; SZ L; Al CG; SA three roars/day, first causes save vs. wands within 360 yards or feared for three turns, second causes save vs. petrification within 200 yards or paralyzed with fright for 1-4 rounds and deafens those smaller than ogres within

30 yards for 2-12 rounds, third saps 2-8 points of strength (save vs. magic) from creatures within 240 yards and those smaller than ogres within 30 yards (front only) are knocked over and stunned for 2-12 rounds (save vs. breath weapon), those not knocked over take 2-16 points of damage.

Cleric spells: *command* (x3), *hold person*, *silence 15' radius*, *speak with animals*, *bestow curse*, *speak with dead*

**Gynosphinx:** AC -1; HD 8 (M-U/Cleric 12); hp 56; MV 15"/24" (MC:D); #AT 2; Dmg 2-8/2-8; THAC0 12; Int Gen; SZ L; Al N; SA wand of illusion (17 charges)

Spells: *comprehend languages* (written only), *detect magic*, *read magic*, *detect invisibility*, *locate object*, *clairaudience*, *clairvoyance*, *dispel magic*, *remove curse*, *legend lore*, *symbol of death*, *symbol of discord*, *symbol of fear*, *symbol of hopelessness*, *symbol of insanity*, *symbol of pain*, *symbol of persuasion*, *symbol of sleep*, *symbol of stunning*

**Criosphinx:** AC 0; HD 10; hp 52; MV 12"/24" (MC:D); #AT 3 on land, 1 butt in air; Dmg 2-8/2-8/3-18; THAC0 10; Int Avg; SZ L; Al N

**Wemic:** AC 5; HD 5 + 8; hp 47; MV 12"; #AT 3; Dmg 1-4/1-4/by weapon; THAC0 13; Int Avg; SZ L; Al N; six javelins, spear, large shield

### 3. Aqueduct

This aqueduct (drainpipe) is six feet in diameter. It goes thirty feet into the antechamber, but it winnows very gradually to three feet in diameter before it enters the chamber. However, this is very difficult to determine from either end because of the dragonne stuck in the middle of the pipe. He is facing toward the antechamber, and will give a puppy dog look to anyone coming from that end. He will not be able to see anyone coming from the outside end, but he probably will hear them and get very skittish. He does not speak any languages except sphinx and brass dragon. He will not roar unless he is attacked, although his definition of an attack will depend on the circumstances. Any poking probably will remind him of a sword or spear and trigger the roar. Inside the pipe, the roar will reverberate with a metallic ring, limiting the area of effect to the pipe but also forcing saving throws to be made at -2. If it is extricated into the antechamber, it will make a beeline for the catnip.

**Dragonne:** AC 6 (head)/2 (body); HD 9; hp 45; MV 15"/9" (MC:D, can only fly 1-3 turns); #AT 3; Dmg 1-8/1-8/3-18; THAC0 12; Int Low; SZ L; Al N; roar causes save vs. paralysis within 120 yards or weakened to 50% strength for 2-12 rounds, those within 30 yards also deafened and attack at -1 for 2-12 rounds)

### 4. Antechamber

The aqueduct and the trap door from the entrance chamber both lead here. This room is not lit, and the only light comes in through the trap door. The room's occupants all are lurking well out of this shaft of weak light.

The evil cats lurking behind chairs and in the corners include: a displacer beast, a kamadan, a caterwaul, and a nonafel. However, the real catalyst for their actions is the luck eater curled up on a shelf. The luck eater is a small, golden-furred cat that has the evil creatures under its sway. Thus, they are laying in wait for prey. They attack as soon as they can, but all of their attack and damage rolls, and their saving throws, are at -2 as long as the luck eater continues to purr. All other creatures within 30 feet also incur this penalty unless they make saving throws vs. spell every round until the luck eater is killed.

NOTE: If either the androsphinx or the dragonne has roared, remember to apply any applicable effects to the cats in this room.

The kamadan leads the attack by blasting its sleep breath at anyone entering. Then the caterwaul drops from the ceiling, screeching, and the displacer beast leaps at any creature that enters. If two or more creatures enter together, the displacer attacks the strongest-looking creature. The nonafel tries to attack a weak-looking opponent with one tail lash during the first round, and will concentrate all of its attacks on that character until he or she is dead. It disassociates on the second round (or the first round after a surprise attack), swarming the PC with little panthers, and then reassociates on the next round. It shifts in or out of singular form every round, healing itself if applicable. The luck eater does not attack, but its purring will be noticeable even while all the evil cats are roaring.

If all the evil cats are killed before the luck eater is slain, it bonds itself to the

PCs, continuing to purr until it hooks at least one of them. If the luck eater is killed before the last of the evil cats, any survivors will regain their senses in three rounds, fleeing into the inner sanctum if still alive.

This chamber is the antechamber for the temple of Bast, and as such contains large numbers of idols, tapestries, altars, candles, thick rugs, and many other objects. The room also contains a folded cot and a heavy bead curtain (5).

**Luck eater:** AC 7; HD 4; hp 19; MV 15"; #AT 0; Dmg 0; THAC0 15; Int Low; SZ S; Al N; SA surprise 1-4; first purr causes those within 30' to save vs. spell or be attracted, affected creatures want to keep and protect luck eater for 2-5 hours, can alter purr to cause creatures to attack others or themselves; aura saps luck at -2 on combat an saving throws within 30' (save vs. spell)

**Displacer beast:** AC 4 (2 if displaced); HD 6; hp 30; MV 15"; #AT 2; Dmg 2-8/2-8; THAC0 13; Int Semi; SZ L; Al N; SA 3' displacement causes first attack on beast to miss, all other attacks suffer -2 to hit; saves as Fighter 12 +2

**Kamadan:** AC 4; HD 4 +2; hp 23; MV 18"; #AT 8; Dmg 1-3/1-3/1-6 + 1-4 per snake head; THAC0 15; Int Low; SZ L; Al N (CE); SA sleep breath in cone 30' long x 10' wide causes creatures to fall asleep (those above 4 HD or 3rd level save vs. breath to avoid effects); 4 snake heads

**Caterwaul:** AC 4; HD 4 +2; hp 27; MV 18" (24" bursts); #AT series of 3/2; Dmg 1-4/1-4/1-6; THAC0 15; Int Low; SZ M; Al CE; SA +2 dexterity bonus on saves; screech on first attack does 1-8 hp damage to all within 60' (save vs. breath negates damage); 95% climb walls; 75% move silently and hide in shadows

**Nonafel:** AC parent 5/children 6; HD parent 9/children 2; hp parent 54/children 6; MV parent 9"/children 12"; #AT 1 each; Dmg parent 2-20/children 1-8; THAC0 parent 12/children 16; Int Low; SZ parent L/children S; Al CE; SA parent disassociates into nine children and can reassociate (simultaneous blink) at will when children are within 50'; reassociation regenerates 1 hp per surviving child to parent and thus children on next disassociation, can coordinate all attacks of children, can attack when disassociating or reassociating

## 5. Entrance to the Inner Sanctum

This stairwell is fronted by a heavy bead curtain which sparkles in any light, casting a panoply of rainbow dots on the walls and anything in front of it. It is non-magical, but its thickness prevents the cat cacophony below from entering the antechamber unless it is partially opened. When the PCs open the curtain, they hear yowls, growls, and roars, and they notice a faint mint smell. The wooden stairs curve, ending on the 2' high ledge in the inner sanctum below.

## 6. Inner Sanctum

This large, rough chamber is a sight to behold, for it is here that the Cat Lord holds court. He is likely to be in cat form when the PCs enter, unless he has some reason to expect their arrival. If someone enters the room, he leaps from his position to the ornate throne on the risers in the far south end of the sanctum.

Manetho Kafre, who wears white robes and his cat mask, is constantly moving about the room, but his usual station is at three 10-foot vats of milk, which are getting low when the PCs enter. Manetho steadily fills bowls of milk for the more than 1,000 cats in the chamber.

The cats include the following: 982 domestic cats, 706 wild cats, 6 jaguars, 3 leopards, 2 black panthers (leopards), 1 mated pair of lions with 3 cubs, 1 female mountain lion looking for her mate, 1 spotted lion, 1 giant lynx, 2 tigers and 1 cub, 1 smilodon trading baffled glances with the spotted lion, 1 cheetah, and a group of minimal (a jaguar, a leopard, a male lion, a mountain lion, a lynx, and a tiger) who have staked out a spot in a box on a ledge. In addition, a guardian daemon in the form of a wild cat protects the catnip that has been spread all over the floor.

When humans enter the inner sanctum, a few of the cats begin a yowling wail that is taken up by every cat in the chamber except the daemon, the lynx, and the Cat Lord, who leaps to the throne. The wail is a deafening, infuriating sound which silences all conversation in the room.

Rexfelis allows this to continue for a minute, assuming no human attacks, any cat, and then hisses very loudly, silencing the cats. He silently glares at the PCs, but telepathically demands,

"Who are you to invade my sanctum while we dine?"

Regardless of the answer, the Cat Lord can determine the full truth, evasions do not work. He will not be pleased to learn that the PCs are representatives of the Church of Harmony.

He growls, "Sooooooo, you come from the man who wants all of my friends exterminated so his nose will not trouble him. Hmmm? You come to kill the cats yourself, yes? I do not think they will appreciate that sentiment, yes, my friends?" If the PCs make any threatening moves, they will be swarmed by cats, which pin them to the ground. If they kill a single cat, the Cat Lord will be merciless in allowing the cats to have them as an after-dinner treat.

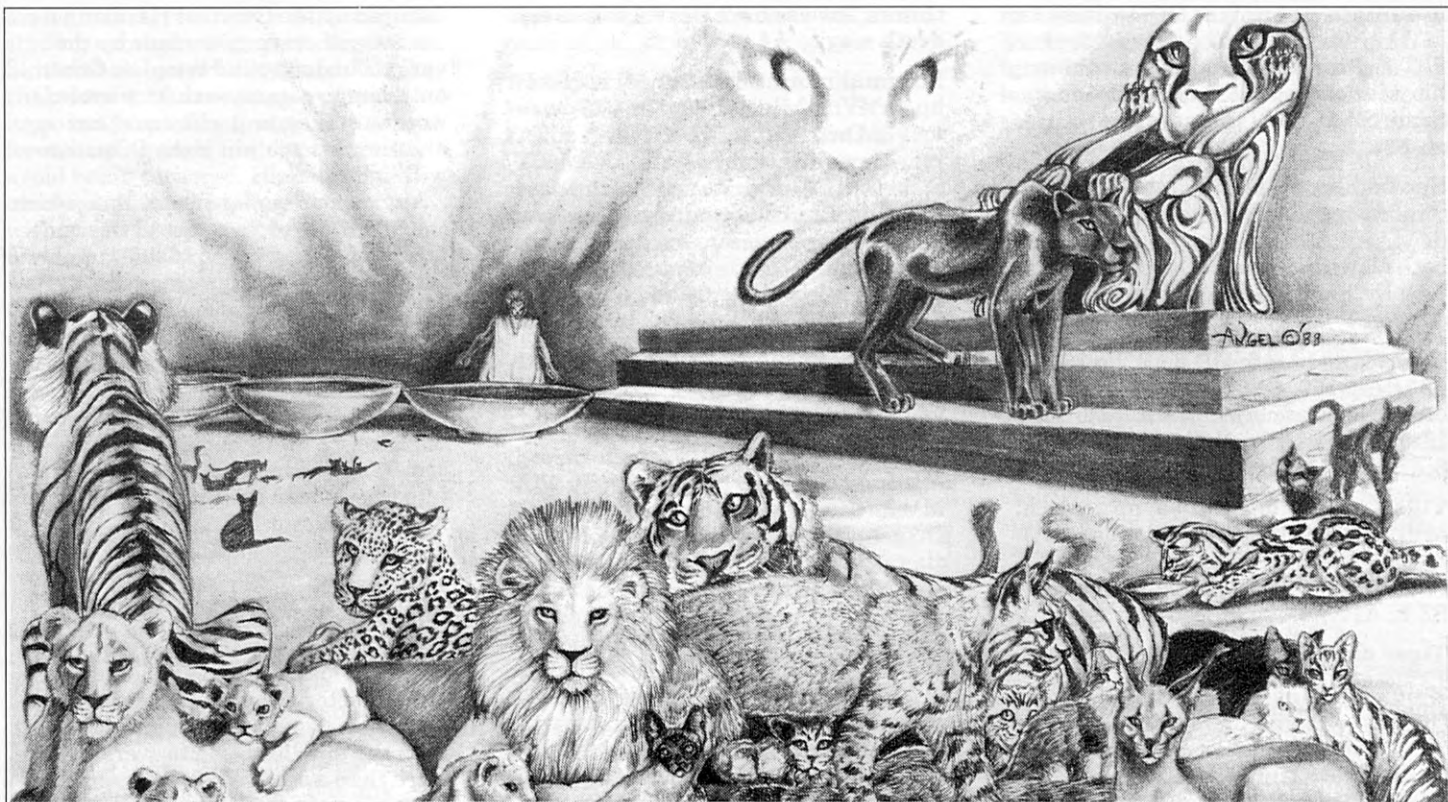
If, on the other hand, the PCs are polite, they may argue animal politics. The Cat Lord is not favorably disposed to the PCs, and is unlikely to change that opinion. Manetho Khafre, however, will see the PCs as a possible resource to slay the vampire that Rexfelis discovered.

Although the PCs may force it to go another course, the conversation will probably go something like this: the Cat Lord asks the PCs why he should let them leave his domain alive, as he expects that they will probably go back to their church and return with an army of exterminators. There is not likely to be a reasonable response to this, and any show of strength probably will get the PCs killed. However, Manetho Khafre intervenes for the PCs, saying, "My lord, perhaps you are overlooking the potential for a boon, no?"

Rexfelis replies, "You are jabbering, Manetho Khafre. Tend to your milk, yes?" Thus silenced, Manetho goes back to disbursing milk, but the PCs can take advantage of this situation by requesting from Manetho exactly what boon he refers to, perhaps sweetening the kitty by saying that they will do what the Cat Lord wants. If this is done, Manetho will say to Rexfelis, "Please, my lord, I beg of you. Tell them why your cats are so important to the city's survival."

Rexfelis snaps, "Priest of Bast, you will be silent, yes? They are agents of a hostile power, and will go scurrying back to their precious high priest rather than saving their city from the fate it deserves. See how they have tried to destroy the only possible salvation, my cats."





Rexfelis will tire of Manetho's pleas, and say, "Oh, very well, then, priest. If only for my confrere Bast, I will heed your words, yes? I will tell these wretched creatures what will happen, although they will not be able to halt the Darkrot. You know of what I speak, yes?" (They do not.) "The Darkrot, you fools! The kill inside, yes? The Black Plague, you have heard that name? It will sweep through your city and all the land, killing all of the humans and all of the dogs! Then my cats will be free to roam where they would! I have brought the divine catnip here, but there could be catnip for all! It would be glorious, do you not agree, yes? Oh, but you would be dead."

Before he can order his cats to attack the PCs, Manetho will again intervene, shouting, "Wait, wait! Do not misunderstand! The Cat Lord does not bring this fate to this land! It is the vampire who calls the rats with his sweet song! The rats carry the fleas which carry the plague! It is they who must be stopped, not we!"

The Cat Lord will confirm this, but still will not trust the PCs, asserting that will simply bring the Church down on him and doom all of his cats. "But better death for the thousands of humans in this city by my hand than

death for my cats!" he threatens.

The only way for the PCs to calm Rexfelis's rage is to tell him that they will personally go to Dunsinaine and try to convince him to call off the edict condemning cats. If the PCs do not suggest this, Manetho will do so for them.

"Very well, you may go to slay your vampire. His name is Devington Leither, the famous bard, and he lies in his mausoleum in the east side cemetery. If you do this, my cats will feast on the rats he has brought. But then you still must go to your priest and convince him to rescind his edict. If you tell anyone of my presence in the process, my revenge will be swift. You agree to these terms, yes?"

If the PCs agree, Rexfelis still will not trust them, but lets them go, with cats nipping at their heels.

**Domestic cats (982):** AC 6; HD 1-5 hp; hp 3 each; MV 15" @7"; #AT 2; Dmg 1-2/1 (if claw hits, rear claw attack for 1-2); Int Anl; SZ S; Al N; SA surprise 3 in 6; surprised only on 1

**Wild cats (706):** AC 5; HD 1; hp 5 each; MV 18" @9"; #AT 3; Dmg 1-2/1-2/1-2 (if

both claws hit, rear claws attack for 1-2/1-2); Int Anl; SZ S; Al N; SA surprise 3 in 6; surprised only on 1

**Jaguars (6):** AC 6; HD 4 + 1; hp 19 each; MV 15" (leap 30'); #AT 3; Dmg 1-3/1-3/1-8 (if both claws hit, rear claws attack for 2-5/2-5); Int Semi; SZ L; Al N; SA surprised only on 1

**Leopards (3):** AC 6; HD 3 + 2; hp 16 each; MV 12" (leap 20' up or 25' ahead); #AT 3; Dmg 1-3/1-3/1-6 (if both claws hit, rear claws attack for 1-4/1-4); Int Semi; SZ M; Al N; SA surprise 3 in 6; surprised only on 1

**Male lion:** AC 5 (forequarters)/6 (hind-quarters); HD 5 + 2; hp 26; MV 12" (leap 30'); #AT 3; Dmg 1-4/1-4/1-10 (if both claws hit, rear claws attack for 2-7/2-7); Int Semi; SZ L; Al N; SA surprised only on 1

**Female lion:** AC 6; HD 5 + 2; hp 26; MV 12" (leap 30'); #AT 3; Dmg 1-4/1-4/1-10 (if both claws hit, rear claws attack for 2-7/2-7); SZ L; Al N; SA surprised only on 1

**Lion cubs (3):** AC 6; HD 2 + 3; hp 12 each; MV 12"; #AT 0; Dmg 0; Int Semi; SZ M; Al N; SA surprised only on 1

**Mountain lion:** AC 6; HD 3+1; hp 15; MV 15" (leap 15' up or ahead 20'+); #AT 3; Dmg 1-3/1-3/1-6 (if both claws hit, rear claws attack for 1-4/1-4); Int Semi; SZ M; Al N; SA surprised only on 1

**Spotted lion:** ; AC 5 (forequarters)/6 (hindquarters); HD 6+2; hp 31; MV 12" (leap 30'); #AT 3; Dmg 1-4/1-4/1-12 (if both claws hit, rear claws attack for 2-8/2-8); Int Semi; SZ L; Al N; surprised only on 1

**Giant lynx:** AC 6; HD 2+2; hp 16; MV 12" (leap 15'); #AT 3; Dmg 1-2/1-2/1-4 (if claws hit, rear claws attack for 1-3/1-3); Int Very; SZ M; Al N; SA surprise 5 in 6; 75% find traps

**Tigers (2):** AC 6; HD 5+5; hp 28 each; MV 12" (leap 10' up or 50' ahead) #AT 3; Dmg 2-5/2-5/1-10 (if both claws hit, rear claws attack for 2-8/2-8); Int Semi; SZ L; Al N; SA surprised only on 1

**Tiger cub:** AC 6; HD 3+3; hp 17; MV 12" (leap 10' up or 50' ahead); #AT 0; Dmg 0; Int Semi; SZ M; Al N; SA surprised only on 1

**Sabre-tooth tiger (smilodon):** AC 6; HD 7+2; hp 34; MV 12" (leap 10' up or 50' ahead); #AT 3; Dmg 2-5/2-5/2-12 (if both claws hit, rear claws attack for 2-8/2-8); Int Anl; SZ L; Al N; SA surprised only on 1; +2 to hit with bite

**Cheetah:** AC 6; HD 3; hp 14; MV 15" (45" burst for 3 rounds, leap 10' up or 20' ahead); #AT 3; Dmg 1-2/1-2/2-8 (if both claws hit, rear claws attack for 1-2/1-2); Int Semi; SZ M; Al N; SA surprise 3 in 6; surprised only on 1

**Minimal jaguar:** AC 8; HD 1; hp 5; MV 10" (leap 20'); #AT 3; Dmg 1/1/1-2 (if both claws hit, rear claws attack for 1/1); Int Semi; SZ S; Al CN; SA surprise 3 in 6; surprised only 1 in 12; +2 to saving throws; save as 4+1 HD vs. poison and death magic; +4 vs. charm

**Minimal leopard:** AC 8; HD 1; hp 5; MV 8" (leap 13' up or 17' ahead); #AT 3; Dmg 1/1/1-2 (if both claws hit, rear claws attack for 1/1); Int Semi; Sz S; Al CN; SA surprise 3 in 6; surprised only 1 in 12; +2 to saving throws; save as 3+2 HD vs. poison and death magic; +4 vs. charm

**Minimal lion** AC 9 (forequarters)/8 (hindquarters); HD 1+3; hp 8; MV 8" (leap 20'); #AT 3; Dmg 1/1/1-3 (if both claws hit, rear claws for 1/1); Int Semi; SZ S; Al CN; SA surprise 3 in 6; surprised only 1 in 12; +2 to saving

throws; save as 5+2 HD vs. poison and death magic; +4 vs. charm

**Minimal mountain lion:** AC 8; HD 1-1; hp 4; MV 10" (leap 10' up or 13' ahead); #AT 3; Dmg 1/1/1-2 (if both claws hit, rear claws attack for 1/1); Int Semi; SZ S; Al CN; SA surprise 3 in 6; surprised only 1 in 12; +2 to saving throws, save as 3+1 HD vs. poison and death magic; +4 vs. charm

**Minimal lynx** AC 8; HD 1/4; hp 2; MV 8" (leap 10'); #AT 1; Dmg 1; Int Semi; SZ S; Al CN; surprise 5 in 6, surprised only 1 in 6; +2 to saving throws; save as 1 HD vs. poison and death magic; +4 vs. charm

**Minimal tiger** AC 8; HD 2+1; hp 10; MV 8" (leap 7' up or 30' ahead); #AT 3; Dmg 1-2/1-2/1-3 (if both claws hit, rear claws attack for 1-2/1-2); Int Semi; SZ S; Al CN; surprise 3 in 6; surprised only 1 in 12; +2 to saving throws; save as 5+5 HD vs. poison and death magic, +4 vs. charm

If the PCs survive their encounter with the Cat Lord and his minions, they will emerge from the Temple of Bast in time to see the setting sun reflected in the river.

## Part Three: Rats In The System

### To the Cemetery

Despite the setting sun, the PCs are not obligated to attack Devington Leither's mausoleum tonight. If they wait until morning, Leither will not change his tactics appreciably, although he will not be able to go outside in the daylight. Some of the wererats will be on watch regardless of what time the PCs come to the place.

The PCs can do several things before going to the cemetery. One option is to go straight to Dunsinaine with the news. If they go to the Church of Harmony office for any reason, see that section. The Cat Lord is monitoring the PCs' actions. If they tell of his presence in the temple, see the section on his revenge, below.

Another option is to stock up on the standard vampire-killing implements. However, the PCs may be hard pressed to locate everything they might want. Lawful good holy symbols are considered objects of idolatry, and it will be a rare Claxtonite who will admit to owning one, let alone selling one. What little holy water is available is manu-

factured by the Curch of Harmony for use in spell casting, or made by the various underground temples. Other anti-vampire items such as mirrors, wooden stakes, or garlic are common, and simple to obtain if the PCs are willing to search.

Any expedition into the slums, which the PCs could cross to get to the cemetery, may turn up an unusual number of rats.

The PCs easily can find the cemetery, as there is only one major burial site on the east side. Those who have heard of Devington Leither may know where he is buried, although they do know he is a vampire. Several people around the cemetery will have seen a griffon glide into the cemetery, but they did not see it leave.

### The Cemetery

The east side cemetery is the fifth largest within the city limits, although there are many larger ones outside. This cemetery contains a mixture of headstones and mausoleums, mostly from the middle class. It covers a little more than a square half mile, and contains a number of slight grades and hills, although the highest point is only fifty feet above the lowest.

The entire cemetery is surrounded by an eight-foot-high brick wall, which easily can be scaled. There are four main gates, at the north, east, south-east, and northwest corners. Devington Leither's mausoleum is at the southwest corner, immediately adjacent to a sewer tunnel. A paved path runs throughout the entire area.

The cemetery is swarming with rats; all are normal rats except five, which are wererats inhabiting the central watchman's house. They have taken over the cemetery on the vampire master's instructions, and one has assumed the role of the aged cemetery watchman, Mr. Pottersfield. It is unlikely that all of them will be awake at any time, but they have alerted all of the other rats in the cemetery to report any intruders.

The wererats work to destroy any intruders. They each have a special weapon or tactic to assist them.

Chakchak, the leader, carries a *philter of persuasiveness*, and has assumed the form of the old watchman. Twikchak is a master of distance combat, carrying a short composite bow, blowgun, atlatl and javelin, and an aklys. Twitterchak, a former knight, wears a full suit of

armor and carries heavy weapons, including a sword which projects silence. Skitterchak has *beads of force*. Tiktikchak does not have a magic or special item, but he prefers to stay in giant rat form, leaping from target to target to avoid being cornered. He hates being cornered. If this happens, he attacks with great ferocity (+2 to hit and on damage rolls). Note, however, that the wererats cannot summon any giant rats, because the vampire's pipesong cannot be overridden.

When the wererats learn about the intruding PCs or when someone calls for the front gate to be opened, Chakchak drinks his *philter* and goes, in his caretaker form, to wherever the PCs are. The rest of the rats slink toward the PCs, including Twitterchak, who will mask his clanking armor with his sword of silence.

While the rats surround the party, Chakchak calls out in his imitation elderly voice, "Who's that going here? Show yourself." If he sees them, he chuckles and says, "Well, then, I thought you were graverobbers or something like that." If they are wearing their armbands, he adds, "But any agents of the Church are welcome in Mr. Pottersfield's cemetery, of course." He seems extremely congenial, and uses the *philter's* power to suggest that the PCs accompany him on a tour through the cemetery to whatever loved one they have come to pay respects to. (Saves vs. this suggestion are at -2 because it is reasonable and plausible.) If the PCs accompany Chakchak, the wererats position themselves and attack at their leisure.

Before any attack, "Mr. Pottersfield" tries to chat with the PCs to find out what they are doing here, how much they know about everything going on in town, especially the plague of cats. He does not mention the rats, although if asked, he will say, "Yes, there is a slight increase in the rat population." He also tries to learn the party's strengths and weaknesses.

The wererats attack in unison, except for Chakchak, who will not attack if his comrades gain surprise (he plays the Pottersfield role to the hilt). Twikchak fires arrows from atop a mausoleum, switching to his blowgun when someone comes within range. Twitterchak attacks from behind with his sword of silence. Skitterchak throws beads from about 20' away. Only Tiktikchak leaps among the PCs, bouncing from one to the other. He will soon be joined by

Chakchak. All the wererats will attack until killed.

**Wererats (5):** AC 6; HD 3 + 1; hp see below; MV 12"//6" in giant rat form; #AT 1; Dmg 1-8; THAC0 16; Int Very; SZ S-M; Al LE; SA hit only by magical or silver weapons, surprise on 1-4, communicate lycanthropy, assume human or giant rat form at will, summon and control 2-12 giant rats

Chakchak: hp 20, *philter of persuasiveness*, broad sword

Twikchak: hp 16, short composite bow and 20 arrows, blowgun with 10 poisoned darts (save vs. poison or suffer 1-6 hp damage per round until constitution check is made), atlatl and one javelin, aklys, dagger

Twitterchak: hp 28, plate mail and large shield (AC 2), two handed sword of silence +3 (allows wielder to project *silence 15' radius* for 3 turns/day), battle axe, dagger

Skitterchak: hp 15, long sword, three beads of force

Tiktikchak: hp 19, dexterity 18 (AC 2)

## The Mausoleum of Devington Leither

The door to this modest mausoleum is open, and rats can be seen scampering into it. On the outside it is a normal monument 15 feet square. It bears the words, "RESTING HERE DEVINGTON LEITHER. HIS SONG IS STILLED BUT STILL LIVES." To the left of the mausoleum is a griffon skeleton, picked clean by the rats.

**Swarming rats:** To speed play, and scare the PCs, allow the rats to attack in swarms of 10-20. A swarm takes 1-3 melee rounds to form.

**Rat, normal:** HD 1/4; hp 1 each; MV 15"; #AT 1; Dmg 1 + 2% chance of passing early Darkrot symptoms (save vs. poison); THAC0 2nd 20; Int Anl; SZ S; Al N(E); SA swarm

**Rat swarm:** AC 5; HD N/A; hp 5 + 1 per rat (there can be no fewer than 10 and no more than 20 rats in a swarm); MV 12"; #AT 1; Dmg 1-12; THAC0 19; Int Ani; SZ M; AL N; SA piercing weapons do one point of damage, area attacks (flaming oil, *fireball*, etc.) affect individual rats; when reduced to 0 hp swarm dissolves and 5d4 rats are killed, survivors can join new swarms or attack individually; each round spent within 10' of a swarm causes a 5% chance to contract Darkrot (from jumping fleas), save vs. poison negates; each successful

hit causes a 10% chance to contact Darkrot, save vs. poison negates; can ignore the effects of weapons in non-lethal combat (if the swarm survives the attack).

**Giant rats:** HD 1/2; hp 3 each; MV 12"//6"; #AT 1; Dmg 1-3 + 5% chance of passing early plague symptoms (save vs. poison negates); Int Semi; SZ S; Al N(E)

### 1. Entrance Chamber

There are about about fifty normal rats here at any time. They are hungry, but not starved, and can be easily scared away. They are on their way down to the sewers, and others will come to take their place within minutes. There is a stairwell to the burial chamber below, where many rats and a faint pipe tune can be heard. There are many rats on their way down the stairs to the tomb.

### 2. Tomb

Every horizontal surface in this room is crammed with rats or giant rats. There are 212 normal rats, 18 giant rats, and one of Devington Leither's coffins packed into this 15' x 15' x 8' tomb. There is a gaping hole in the south wall that leads to the sewers. Pipesong emanates from the hole. The rats will swarm all over anything that walks through the room, attacking to kill. A *cloudkill* will kill all of the rats. A simple *fireball* will blast everything in the tomb and a huge number of rats in the sewers and perhaps creatures on the stairwell unless the door is closed.

### 3. Sewer Conduit

There are 356 rats and 29 giant rats here. They attack any non rat that enters the conduit, which is seven feet square and extends in both directions. The water and sludge mixture in the conduit runs sluggishly, but does count as running water. However, there are tens of millions of rats in the entire sewer system. They are drawn here by the pipe tune emanating from the crude door at #4 (see part one). The rats are especially thick around the door.

### 4. Devington Leither's Sewer Crypt

Leither notices any activity involving his rats in the sewer system, but will not stop playing even if the door is ripped off the hinges. He waits here in this dry chamber with 12 vapor rats, which are intelligent enough to understand his commands. When the cham-

ber is breached, Leither continues playing to attract more rats from outside. If any rats remain in the tomb or conduit, they swarm, and immediately move to the attack. If the tomb and conduit are empty, more rats will arrive every 1d4 rounds. The newcomers will be a swarm of normal rats, 1d10 + 10 rats, (75%) or 1d3 + 1 giant rats (25%).

Leither concentrates on playing his pipes until they are negated, destroyed, or taken away. Until deprived of his pipes, he attacks with his gaze only. The vapor rats shift in and out of vapor form, attacking from different positions each round. Remember the *stinking cloud* effect when vapor rats are hit in combat.

If Leither is deprived of the use of his pipes, he retains control over the vapor rats while the others skitter away. He assumes gaseous form, moving in and out of the vaporized rats so that his location will not be easily charted. Then he assumes normal form to attack with a blow to drain levels, and then shifts into gaseous form to appear the next round, perhaps to cast a spell. He keeps his sword securely lashed to his belt; he does not want it used upon him.

If Leither feels he must flee, he may read his *scroll of protection from water* and dive into the sewer, turning to gaseous form as he does so. When reduced to 10 hp or less, he summons 100 normal rats, which arrive in a single round. He uses these to keep the PCs away from at least one coffin. If he is reduced to 0 hp, he assumes gaseous form and tries to reach one of the coffins. If a PC guards the coffin, the 100 rats swarm him until they are killed or the PC gives up.

The vampire might take the fight outside if it is dark.

During any battle, he taunts the PCs, since they are obviously working for the Church of Harmony which ended his singing career. He also carefully directs the rats' attacks, such as having them swarm over PCs' weapon hands or swarm into their clothes (treat these as grappling attacks).

If the PCs escape the cemetery without defeating the vampire, and plan a second assault, all rat and giant rat casualties will be replaced when they return. During the second attempt, the normal rats will attack the PCs from the moment they step into the mausoleum.

**Vapor rats (12):** AC 6; HD 2; hp 9 each; MV 12"/18"/6"/(1") (MC: A); #AT 1; Dmg

1-2; THAC0 16; Int Low; SZ S; AL C ; SA turn to gaseous form; when gaseous immune to all attacks except magical fire and exceptionally strong winds; emits stinking cloud to 1 target 5'-8' away when wounded or killed

## The Church of Harmony Office

At some point, either before or after taking on the vampire, the player characters are likely to come back here, where High Priest Dunsinaine first gave them their assignment.

If the PCs come here directly from the temple of Bast, they reek of cat fur, although only Dunsinaine will notice this. He sneezes even more violently than before, and orders the PCs to be drawn and quartered. This will not happen, of course, but a few attendants try to usher the PCs out before Dunsinaine really gets angry. If the PCs take baths and clean out their possessions after this, or do so before they come to Dunsinaine, he will be considerably more disposed to them, but his attention still is focused on his malady.

If, in this case, the PCs tell him about the Cat Lord, Dunsinaine will be alarmed and calls for his robes. He immediately forgets his allergy, and dispatches messengers to all the city council members to roust them for an emergency session. Then he demands that the PCs accompany him by carriage to the grand public meeting hall and testify before the council about what they saw at the temple. Dunsinaine deftly uses this opportunity to pressure and terrify the council members to passing an emergency resolution supporting his ant-cat edict. Unless the PCs can out politic Dunsinaine, which is a tall order, the council will place the city militia at his disposal, and within two hours they will be hastily mobilized for an attack on the Temple of Bast. As the soldiers march on the temple, the Cat Lord takes his revenge, see below.

However, if the PCs tell Dunsinaine about the rats and the vampire, he is only halfheartedly interested; his current disease interests him far more than any potential one. He tells them to dispatch the threat if they feel so inclined.

When the PCs attempt to convince the High Priest to abandon his crusade against the cats, they will face the most difficult challenge of the adventure. The course of this action will have to be determined by the PCs and the outcome is left to the DM. However, the follow-

ing factors must be considered: Dunsinaine hates cats, he is violently allergic to them, is not capable of rational thought while having an allergic reaction. There is no cure for allergies short of a *wish*. Dunsinaine already has made a public proclamation and never reverses them; he thinks he would undermine the faith in the Church of Harmony's infallibility if he did so. Dunsinaine believes the city council will soon fall in line with him on the issue; he is a very charismatic man with a *ring of human influence* and spells like *enthrall* at his command. He has many responsibilities and cannot be kept long in any conversation. He does not like people dictating anything to him. He and others in the church can cast disease curing spells; he thinks church attendance might benefit from a plague, although the negative side effects (mass death) could decrease worship. And, probably most importantly, he thinks he is in command of the situation.

These defenses will be hard to breach, but the PCs must try if they are to save Claxton. In any confrontation before the council, Dunsinaine will use some of his spells, such as *silence* if the player characters become too much of a nuisance. However, he will not cast spells to harm them, unless they attack him.

## The Cat Lord's Revenge

Despite what he said, Rexfelis will not take revenge upon the PCs if they tell average citizens of his presence. They will have to tell someone who will inform the city council or officials of the Church of Harmony before he gets very angry. If Dunsinaine finds out about the Cat Lord, he will use the knowledge to great political advantage. If this occurs, the Cat Lord will take the following swift revenge:

While the armies are mobilizing for an attack on the temple, Rexfelis telepathically calls every cat in the city to come directly to him, regardless of interference. None can resist this call, and thousands of cats and cat creatures converge upon the temple within an hour.

Once all of the cats are assembled, he will, with Bast's assistance and in full view of any humans watching, teleport himself and every cat around him to a location thousands of miles away. This is his swift revenge.

While it may not seem so terrible at first, the DM and PCs must remember

that there are tens of millions of rats in the city, and the Darkrot will mutate to lethal stage in two weeks, vampire or no vampire. The cats were Claxton's only salvation from the plague, and they will not return.

## The End of the Cataclysm

If Devington Leither is slain and the anti-cat edict is rescinded, Dunsinaine will publicly call for an end to the slaying of cats, turning the occasion into a grand political triumph by explaining how Claxtonites have evolved beyond idolatry. The Cat Lord will be pleased with the PCs' success and turn his cats loose on the rats of Claxton. The cats will disperse to their normal homes within in a few weeks, with the cat-rat balance maintained and the Darkrot averted.

## Major NPCs

**High Priest Grandest Dunsaniane:** Cl 13; AC 3; hp 78; MV 12"; #AT 1; Dmg by weapon; THAC0 12; AL LN; S 13, I 13, W 15, D 10, C 18, CH 18, CM 16

Magic Items: *bracers of defense AC 3, necklace of prayer beads (atonement, blessing, curing, karma), ring of human influence, staff of striking (23 charges), amulet of life protection*, plus other items in the church

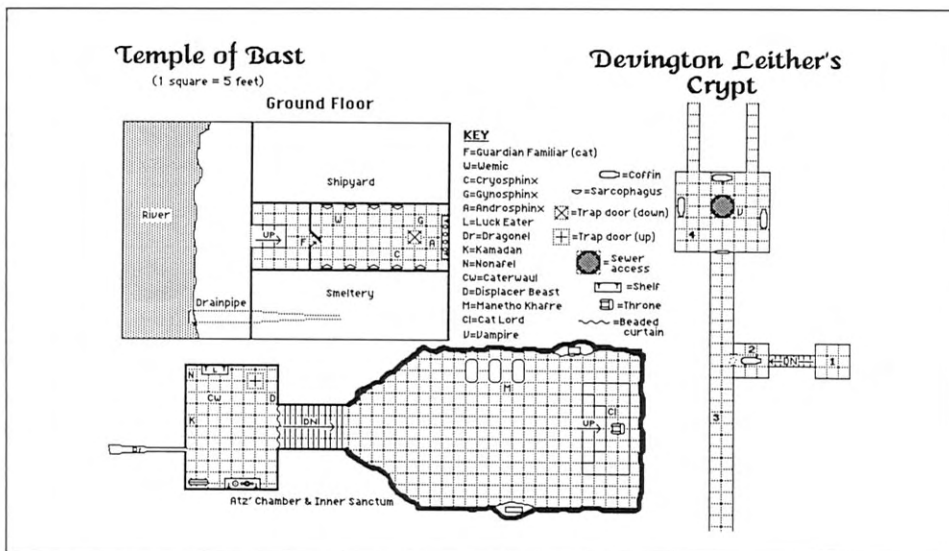
Spells: *bless, ceremony, command, cure light wounds, detect evil, light, penetrate disguise, protection from evil, augury, detect charm, detect life, enthrall, hold person, know alignment, silence 15' radius, continual light, cure disease, death's door, dispel magic, locate object, magical vestment, cloak of bravery, cure serious wounds, detect lie, tongues, quest, true seeing*

**Devington Leither, Vampire:** Bd 10; HD 10; AC 1; hp 65; MV 12"/18"; #AT 1; Dmg 5-10 + drain 2 levels or by weapon +4; THAC0 10; AL CE; S 18/76, I 16, W 16, D 15, C 18, CH 18, CM 18

Magic Items: *sword +1 flame tongue, pipes of the sewers, scroll of protection from water, ring of animal friendship*

Spells: *detect magic, shocking grasp, wall of fog, darkness 15' radius (x2), detect invisibility, hold person, non-detection, improved invisibility*

Bard abilities: PP 45, DN 60, CW 90, RL 60, influence reactions at -3 to the save, raise morale for 10 rounds, extraordinary effects with *pipes of the sewers*



Vampire abilities: melee hit drains 2 levels, hit only by magical weapons, regenerate 3 hp/round, assumes gaseous form at 0 hp, immunities (sleep, charm, hold, paralysis, poison), half-damage from cold and electricity, assume gaseous from at will, shapechange into large bat at will, gaze causes *charm* (save at -2), summon rats (enhanced by *pipes of the sewers* and bard ability), 10-100 bats or 3-18 wolves, create new vampires, holy water causes 2-7 hp damage, garlic causes hesitation for 1-4 rounds, cannot pass lawful good holy symbol or mirror, sunlight kills in 1 turn), running water removes 1/3 of full hit points lost per round, wooden stake makes helpless until removed, or until permanently slain by severing head and filling mouth with holy wafers.

**Manetho Khafre, Priest of Bast:** Cl 7; AC 5; hp 37; MV 24"; #AT 1; Dmg by weapon; AL CG; S 14, I 13, W 14, D 18, C 14, CH 6, CM 10

Magic Items: *boots of striding and springing, gauntlets of swimming and climbing, cat mask (allows infravision and excellent hearing), figurines of wondrous power (two golden lions), flail +1*

Spells: *create water, cure light wounds (x2), penetrate disguise, purify food & drink, messenger, snake charm, speak with animals, create food & water, meld into stone, snakes to sticks*

**Rexfelis, The Cat Lord:** T 19 or Mk 13; HD 19; AC -9; hp 81; MV 27"/9" (+30' spring); #AT 3 (special) or 1 or 5/2; Dmg 7-12/7-12/9-16 or by weapon +8 or 5-17 per open hand attack; Al N; S 20, I

19, W 17, D 23, C 16, CH 13 (25 to felines, 22 to werecats, 18 to partial felines and ailurophiles, 7 to ailurophobes), CM 20

Spell-like abilities: (at will) *blur, detect evil/good, hypnotism, improved invisibility, speed (as potion), and telepathy*; (9/day) *dimension door*; (2/day) *etherealness, haste*; (1/day); *astral travel, teleport without error*

Special Abilities: +4 to hit and quintuple damage on backstab, thief abilities (PP 165, OL 139, FT 129, MS 132, HS 127, DN 95, CW 109.7, RL 80), fall any distance for no damage when eight feet or less from a wall, +6 dmg with weapon (no strength bonuses), stun opponent on attack roll 5 over number needed to hit, automatic kill on stun if percentage roll is under opponent's AC, save vs. petrification to dodge normal missiles, save vs. any attack which allows save and take no damage, only 10% likely to be surprised, speak with animals and plants, 88% resistance to ESP, immune to disease, poison, haste, slow, geas, quest, self-induced catalepsy for 26 turns, heal 8-11 hp on self/day, 70% resistance to charm spells, quivering palm 1/week, *shape change* to black cat, panther or human, automatic initiative, always lands on feet, summon felines, spit in cat form (save vs. spells or permanently blinded), yowl causes all creatures within 19' except felines stunned for 1-4 rounds), lick wounds to heal 2d4 hp damage 9/day, hearing and vision 5 times human maximum, ultra-vision to 120', infravision 300', 99% move silently, speaks all feline languages, immune to psionics. □



# Counterfeit Dreams



An AD&D® Game Adventure for  
5-7 characters of levels 1-3

by Skip Williams and  
Jean Rabe

## Notes for the DM

Verity Overinn is a scheming fighter/thief who runs a fencing operation and safehouse out of The Overinn, a business she operates near the river. To the general public it appears to be a run-down eatery and inn that caters to few people because it is small, cluttered, and serves lousy food. Verity's clientele primarily consists of thieves who are not attached to a thieves' guild, thugs, and people on the run from the law.

Two months ago Verity expanded her operation. One of her borders, a thief who escaped from the Ravens Bluff prison, was especially skilled in jewelry-making and metalworking. The thief and Verity began a counterfeit operation in The Overinn's basement. Verity's cook, an ogre, supplies the muscle to operate the bellows. The counterfeit gold is made from lead and a shiny brass that resembles gold. Verity purchases the brass—in the form of candlesticks—from a nearby business, and melts it down in the basement.

Verity sells the counterfeit gold for real coins at a ratio of 5-to-1 or 10-to-1, depending on how hard she wants to bargain and how wealthy or shrewd her clients are. In other words, for every real gold piece paid, the clients receive five to 10 counterfeit pieces. Verity instructs her clients how to spend the gold; in small amounts spread out over the city. Unfortunately, one of her clients didn't follow her instructions.

Mortimer Mittlemer, one of Ravens Bluff's more notorious con artists, purchased 4,000 counterfeit gold coins from Verity. Mortimer is unconcerned about Verity's wrath, as he is confident his ability to disguise himself will keep Verity and practically anyone else from finding him. Mortimer, in the guise of a city noble, offers the PCs a "substantial payment"—3,000 of the counterfeit coins—if they travel to one of the spires northeast of town where they will pick up six coffers that they are to take to the Ravens Bluff harbor. The PCs perform the task, are caught with the counterfeit gold, and are forced to find the origin of the fake coins in exchange for their freedom.

## Introduction

### Ravens Bluff.

It is a city teeming with life, excitement, and festivals.

It took a long while to travel to the city. But the journey was worth it. The city's buildings stretch to the sky, and the roads lead from bustling marketplaces and intriguing neighborhoods to the harbor, where each day ships unload palatable delicacies and unique and wondrous items from faraway places.

There are thousands of people here, and they come from many walks of life. Although the majority of the population is obviously human, there are several dwarves, gnomes, halflings, half elves, and elves who travel the city streets. Some of the demi-humans have their own businesses, such as taverns which serve specialty foods and rare wines.

In the few weeks you have been in the city you have sampled much of the food and entertainment available near the wharfs, and you participated in one of the street festivals where acrobats, jugglers, actors, and expert pickpockets plied their trades. Of course, partaking of all these wonderful things has been costly, as has been staying in one of the city's better establishments, Volodar's Stardust Inn.

In need of some quick wealth, and not wanting to leave Ravens Bluff so soon, you began to look for work, inquiring in a few of the taverns along the wharf, and quickly finding a prospect.

A representative of Lord Merriwether Winston Sheffield-Trublood the Third, heir to the Sheffield-Trublood estate and shipping line, informed you that his lordship had need of a small group of roguish-looking people to perform an errand—to pick up a trifle for him. The agent looked you over carefully and determined your appearance fit the lord's requirements. He scrutinized the fighters' muscles, furrowed his brow, and speculated that you probably could handle any problems you might run into. The agent instructed you to meet Lord Merriwether Winston Sheffield-Trublood the Third shortly after dawn on the morrow on the docks near The Golden Goddess, a large merchant

vessel. The agent said you would be paid well for your trouble.

Pleased at the prospect of wealth, you agreed to the task and got a good night's sleep. It is now dawn, and the ships are only a few blocks away.

### Encounter #1—Mortimer Merriwether

Lord Merriwether Winston Sheffield-Trublood the Third is actually con artist Mortimer Mittlemer in one of his numerous disguises. (In this case, he has taken on the appearance of Lord Charles Frederik Laverne Blacktree the Fourth, speaker of the advisory council and well-known fop.) Mortimer, a wizard who specializes in illusory magic, is having a set of six clay cylinders flown in by griffon to the peak northeast of the city. (He refers to them as coffers when speaking to the PCs.) These cylinders' contents were stolen by one of Mortimer's associates, and Mortimer has agreed to sell the merchandise for a 50% share.

Mortimer is having the cylinders flown to the peak because it is not uncommon for flying mounts to land there and drop off important visitors or noblemen or to deliver valuable items for the city's merchants. Mortimer feared a flying mount arriving anywhere else near Ravens Bluff could attract suspicion, something he can't afford.

Mortimer cannot go to the peak himself, as he is a wanted man in Ravens Bluff, and he does not want to travel through a few neighborhoods which are monitored by seasoned city watch members—some of whom might be able to see through Mortimer's disguises or *invisibility* spells. Nor does he want to accidentally become involved with the city's tax collector—The Vulture—or his staff, as Mortimer knows this man has ways of seeing through lies and deception. He feels much safer by the docks or by other entrances into the city which could provide him a quick avenue for escape.

Mortimer has been looking for a young group of adventurers to pick up his cylinders for him. That group happens to be the PCs.

You reach the docks to find Lord Merriwether Winston Sheffield-Trublood the Third waiting. At his side is the agent who contacted you about the mission. The Lord is

dressed in a deep blue velvet cloak that falls in delicate folds to the dock planks. His dark purple tunic is also made of an expensive material, silk perhaps. It is decorated with gold braid and buttons. On his fair head is a broad-brimmed ink-black hat festooned with a long sky-blue feather. The lord's blond hair is short and curly, and his faint, blond mustache curls below his cheekbones. His dark brown eyes are piercing, but friendly. He smiles at your approach and extends a ring-encrusted hand.

"Good morning, kind sirs and gentle ladies," he says, removing his hat with his other hand and waving it before him as he bows. "I appreciate your promptness. My servant apparently has selected a fine group of young adventurers. I only hope that you are up to the task!"

The lord gestures at the newly-painted ship behind you. "This is the Golden Goddess, one of the many ships in my line. In four hours it sails for Ilipur, and I doubt my captain will want to wait for the coffers. You must get them here before sailing time. The coffers are being brought in by griffon early this morning, in an hour or so. I need you to retrieve them for me and bring them here. Your payment will be 500 gold pieces each, which is in this chest." Lord Merriwether indicates a chest sitting at his companion's feet. He holds up a key, uses it to unlock the chest, and reveals the golden contents. Locking the chest again, he hands you the key and waves to his companion who carries the chest onto the ship.

"When you bring the coffers to the captain, he will give you the chest. There, that should be simple enough. I cannot get the coffers myself, as traveling to and from the peak would require going through a poor section of town. I am well known in Ravens Bluff, and I do not want to be the target of every pickpocket, con man, or hoodlum within a one-mile radius. However, the pickpockets, con men, and hoodlums will not be looking for you. You must leave at once, as it is a good hour or so walk to the peak. Please be careful not to attract the attention of any low lifes or greedy peasants. I want the coffers intact."

If the PCs ask Lord Merriwether what is in the coffers, he shrugs, grins, and



replies, "A sad and precious thing, the residue of dreams. Handle them carefully lest your own dreams crumble away." He does not reveal anything else. Lord Merriwether becomes indignant if the PCs persist in their questioning; he storms onto the ship, with his companion following behind. The PCs will not be able to question the captain, as he is "somewhere in town picking up supplies." However, they can talk to the first mate or sailors.

The sailors are busy and don't have time to waste giving the PCs detailed—or accurate—answers. They say they have heard of Lord Merriwether. (They want to seem in-the-know about Ravens Bluff nobles.) If asked if Lord Merriwether is the owner of the Golden Goddess, the sailors reply yes. They heard the lord talking with the captain about purchasing the ship, a fact they won't reveal to the PCs, and they assume the captain is going to take the lord's offer. Mortimer/Merriwether had talked to the captain about buying this ship, for an incredibly large sum. This is just Mortimer's way of conning the captain into doing his bidding; waiting for the cylinders if the PCs are delayed in bringing them to the ship.

**Mortimer Mittlemer**, male human specialist mage, 8th level: STR 9, INT 16, WIS 16, CON 10, DEX 17, CHR 10; AL CN; MV 12; AC 2, AC Rear 5; hp 25; #AT 1; D staff; S M; THAC0 16

**Magic Items:** *Bracers of defense AC 5, hat of disguise, dagger +3, dust of disappearance, ring of animal friendship, potion of extra healing, potion of water breathing*

**Spells Carried:** *audible glamer, phantasmal force, ventriloquism, alter self (x2), hypnotic pattern, invisibility, non detection, fly, hold person, suggestion, improved invisibility, illusionary wall, emotion*

Mortimer Mittlemer is a notorious con artist who is ever developing new scams. Mortimer's present scam is posing as a Ravens Bluff noble. Mortimer is always convincing in his roles, as he chooses them carefully and practices them on his associates before trying them out in public. Mortimer is a specialist wizard, relying primarily on spells from the school of illusion.

**Elmerth Willowit**, male half elven thief, 5th level (Mortimer's assistant): STR 17, INT 7, WIS 6, DEX 18, CON 18, CHR 10; MV 12; hp 30; AC 3, AC rear 7;

#AT 1; D dagger; S M; THAC0 18

**Magic Items:** *Bracers of Defense AC 7, Dagger +2, Dust of Disappearance (2 uses)*

#### Thief Abilities:

PP OL FT MS HS DN CW RL BS  
95 55 40 50 50 25 60 — x3

Elmerth is Mortimer's assistant and considers the wizard his most trusted friend. Elmerth willingly participates in any scam Mortimer develops. In his current role, Elmerth is portraying an employee of Lord Merriwether.

#### Encounter #2—Coffering It Up

The walk to the peak will be uneventful. However, allow the player characters to take any precautions or discuss strategies for transporting the coffers. Neither will the PCs have any encounters on the return trip to the docks, unless they initiate them. This is explained in the **On The Street** section.

The city streets are beginning to come to life as you walk toward the peak. Bakeries are throwing their doors open for business, the scents of their fresh goods waft through the air, teasing your appetites. Dockhands pull carts loaded with imported merchandise to shops where workers are preparing to greet a new day's customers. In the background you hear the playful cries of children intermingled with yips of dogs and the scolding tones of impatient mothers. A city watchman tips his hat to you as you proceed up the street. You can see a few other watch members patrolling the neighborhood. Looking down side streets you see merchants boxing trash behind their shops and children playing catch against stucco walls.

Beneath your feet the cobblestones change from deep red to burnt orange as the sun peeks over the rooftops. In the sky ahead of you rises the peak where aerial mounts land. Something is landing there now, perhaps the griffon.

It's a long, tiring climb up the steps to the landing area, but the cool morning breeze helps keep you from breaking into a sweat. Large, dark birds, probably ravens, fly high above the summit. Ahead is the landing area. A griffon and rider await you. A large bag rests at the rider's feet.

The rider is dressed in a long forest green robe decorated with white embroidery. He wears a tall off-white turban with a silver and onyx brooch pinned to the front. Like Lord Merriwether, this man has a mustache, but his is long and waxed, extending in points a few inches on both sides of his face. His small brown eyes regard you coolly.

The rider, who is going by the name Sir Warden Jameson of the Crusade Society, does not initiate a conversation with the PCs; they must address him. He knows Mortimer/Merriwether was going to send a representative or two to pick up the cylinders. However, he was not expecting this many people. When the PCs begin talking to him he attempts to make certain they are indeed representatives of his partner. He asks them who hired them, what their employer looked like (even though he has no idea what Mortimer's current appearance is), and he asks to see the PCs' key. When he is satisfied, he gives the PCs the large sack at his feet and leaves. If they question him about the contents of the cylinders inside the sack, he becomes snobbish and tells them, "It is up to Lord Merriwether if he wishes the contents made public knowledge to rogues." If for any reason the PCs attack or threaten Jameson, he uses his *ring of invisibility* to cover his escape via the griffon; the cylinders are left behind.

Jameson, if he was not forced to escape, tells the PCs to be careful transporting the cylinders through town, as they are quite valuable, and thieves would be happy to relieve the PCs of them. He cautions the PCs not to mention Lord Merriwether, as there are bad factions within the city which seek to settle a score with the man. He will not elaborate.

The glossy black ceramic cylinders are each about 12 inches tall and weigh about eight pounds. They are sealed at one end with brass caps. The coffers are nearly identical, differing only slightly because each was handmade. Also, they are numbered, one through six, in plain white paint.

Only one of the cylinders contains treasure; it is filled with the priceless emerald collection of a wealthy lord who lives near Shadowdale. The emeralds are wrapped in leather and packed in sand. The remainder of the cylinders contain plain rocks and sand; each cylinder weighs the same. All of the cylin-

ders have had *glassteel* cast on them. The brass caps have mechanical locks. The locks have twin studs which must be depressed simultaneously to open them, and the caps have been sealed with wax on the inside and have been *wizard locked*. Furthermore, each cylinder has several *magic mouth* spells cast on it. If anyone begins casting a *knock* spell within 60 yards of a cylinder, or tries to break into a cylinder, that cylinder will begin screaming for help, sounding very much like a terrified young woman: "Help! Help! Help! No! Don't touch me! Noooo! Not that! Help! Oh please anybody! Hel. . ." The last word is cut off and accompanied by a strangled gasp. This performance will draw the attention of passersby even in Crow's End. The only way to open the cylinders, short of breaking them open, is to heat them until the wax melts, then cast a *knock* spell to temporarily negate the *wizard lock*, and then open the locked cap. Note that a single *knock* spell preforms only two functions. If the PCs cast a single *knock* spell on a cylinder they temporarily negate the *wizard lock* (for one turn), and depress the studs (which spring back after one round), but nothing else happens. There is no visible indication that the *wizard lock* is present or has been negated. Note also that if a PC tries to open a cylinder after it has been *knocked*, but before the wax has been melted, he is breaking into the cylinder and will trigger another *magic mouth*.

**Stealing the Cylinders:** Mortimer, being a con man himself, has left nothing to chance. As soon as the PCs left the ship, he had another associate go to the city watch headquarters to report the cylinders stolen. If the watch catches the PCs with the cylinders, or if the PCs try to sell them (or have them examined or identified), they will be arrested for theft, and the cylinders will be confiscated. If this happens, Mortimer's agent claims the cylinders and offers to drop all charges against the PCs in return for the cylinders' immediate return. Since the Living City courts tend to be over-worked, this offer is accepted, but the PCs still will be in hot water.

**Sir Warden Jameson**, male human, 5th level fighter: AC 4 (chain and Dex); MV 9"; hp 56; #AT 1; D 1-8 +2 (Str bonus); AL CN; S M; THAC0 16

**Griffon:** AC 3; MV 12/30; HD 7; hp 42; #AT 3; D 1-4/1-4/2-16; AL N; S L; THAC0 13

### Encounter #3—On The Street/ At The Docks

The following events are normal occurrences, which the PCs might mistake for potential trouble. If the PCs do not act on any of these situations, they will reach the docks quickly and without incident.

1. A drunken dock worker has just stumbled out of a tavern where he has spent most of his money and most of the night. In his present state he mistakes one of the PCs for a long-lost friend. He is accompanied by a fellow dock worker who also has had quite a bit to drink, but is not as many sheets to the wind.

"Hey! Heyyyyyy Phil!" The loud eruption is directed at your group. A man staggering out of a doorway shuffles toward you, bellowing and waving his arms. Another man in dark clothes follows. "Hey, Phil. Whatcha doin here, Phil? Howya doin pal? Ain't seen you for some time. Humphree, see I told you it was Phil. Hey, Phil!"

The drunk cannot be dissuaded through any rational attempt at conversation. He honestly believes one of the PCs is his friend, Phil. His companion has never met Phil, so he cannot vouch for the drunk or the PCs. The PCs can avoid too much of a scene if they: dispatch the drunk and his friend quickly in an alley, use spells such as *sleep* or *command*, or walk quickly away (the inebriated gentlemen can't keep up).

**Drunken Dock Worker:** AC 10; MV 6" (because of his drunkenness); HD 1 (0 level); hp 5; #AT nil; AL CG; S M; THAC0 nil

**Dock Worker's Friend:** AC 9; MV 9" (because of his half drunkenness); HD 1 (0 level); hp 6; #AT 1; D 1-4 (dagger); AL CG; S M; THAC0 20

2. An ox-drawn cart overturns in the middle of the street, scattering heads of cabbage everywhere and slowing pedestrian traffic. The accident draws quite a crowd, including a few peasants who are trying to make off with some of the cabbages. At the same time, three young rough-looking men come up behind the PCs. The young men are on their way to the docks to look for work, urged on by parents who are tired of supporting them. They are ill-

tempered and pushy, but they aren't looking for a fight.

**Rough-Looking Men:** AC 10; MV 12; HD 1 (0 level); hp 5 each; #AT 1; D 1-4 (knives); AL CG; S M; THAC0 20

3. A young man who dreams of being an adventurer has started following the PCs. He is scrutinizing their manner and their speech, as he is certain from their appearance they are adventurers. If the PCs turn to watch him or start to move back toward him, he pretends to study something in a store window. If a PC tries to talk to him or gets too close, he tries to run away.

**Curious Young Man:** AC 8; MV 12; HD 1 (0 level); hp 4; #AT 1; D 1-2 (fist); AL NG; S M; THAC0 20

When the PCs reach the docks, no matter how long they took traveling to or from the peak, the Golden Goddess will be preparing to leave port. The PCs cannot find Lord Merriwether or his associate, but they can speak with the captain. The captain instructs the PCs that Lord Merriwether is not on the ship, nor will he be riding on the ship to Ilipur. However, the captain will insist on taking the lord's cylinders, and if the PCs can produce their key, he will hand over the chest of gold. The captain was paid handsomely not to let the PCs ride on his ship, and he will not take kindly to the PCs' bothering him. He is the captain and demands respect. The captain has the chest carried to the dock and orders the crew to leave port.

If for some reason the PCs refuse to give up the cylinders, the captain threatens to call the city watch, as the cylinders belong to Lord Merriwether, and he knows the PCs were hired to bring them to the ship. If the PCs still refuse, enough city watch members appear to confiscate the cylinders, the chest, and the PCs. If this happens, proceed to Encounter #5.

Mortimer/Merriwether is invisibly watching the ship leave. After it is far out in the harbor, he casts a *fly* spell and flies out to meet it. There, he picks up the cylinder filled with emeralds and begins his journey to Procampur to sell the gems. If the PCs refused to hand over the coffers, and everything is confiscated by the city watch, Mortimer sends an agent to watch headquarters to recover the "stolen" cylinders. (See Stealing the Cylinders in Encounter #2). In any event, the PCs will not

encounter Mortimer again in this adventure.

If the PCs accept the chest as their payment, they must decide whether to open it on the docks, where sailors and dock workers are watching, or in another location, such as their room at the Stardust Inn.

The box, although it appears valuable and well-made, is shoddy and weak. However, the PCs will not notice this unless someone specifically states they are inspecting the workmanship of the box. Checking it for locks and traps will not suffice. If the PCs do not carry the box carefully or put it inside something else, such as a large sack, they will not have a choice where to open it; the box simply will fall apart, and the PCs will have to deal with scooping up the coins and keeping nosey sailors, dock workers, and begging urchins away. There is a total of 3,000 counterfeit gold coins in the box. To the PCs' untrained eyes, these will appear to be regular Ravens Bluff currency.

#### Encounter #4—All That Glitters Might Be Counterfeit

In this encounter the PCs are going to learn their payment is counterfeit. There are several ways this revelation can come crashing down upon them.

**Spending The Gold:** If the PCs stop along the way to buy something from a peddler, purchase something to eat, or stop to get equipment, the merchant, a burly sort with a loud voice, plays with the coin. The merchant does this as a force of habit, not because he has been plagued by counterfeit coins. The man simply picks up the money, casually twirls the coin between his fingers, and becomes immediately irate when he notices the lead core visible at the edge.

“What is this? What IS this? This is junk! This isn't real gold! There's lead inside this coin.” He gives the coin a furious twist and tears the coin in half. “What are you trying to pass off? Guards! Guards!”

Before you can recover from your surprise, several uniformed fighters move up and level swords at you. They bark at you to surrender.

**Paying The Inn Bill:** If the PCs spend some of the gold at the Stardust Inn to take care of their bill, they will not be caught as quickly. The worker at the desk will take their money, and the PCs will get to start up the stairs to their

rooms or head toward the door to the outside. A treasury representative who has been stationed at the Stardust Inn because counterfeit coins turned up in the gambling area will inspect the PCs' coinage as soon as they walk away from the desk. He will motion to a group of plainclothes guards and have the PCs apprehended.

**Doing Nothing:** If the player characters take the money upstairs to their room or go elsewhere and do not spend it, eventually the tax collector's men will come and apprehend them. The men have been following leads on the counterfeit coins and have traced some of the coins to the docks (where Mortimer paid out some money in his ruse as Lord Merriwether). They learned from dock hands the PCs received a large chest reputedly filled with gold from a wealthy ship's passenger, and they want to inspect the chest.

In any case, there will be too many men of too high of level for the PCs to argue with. The gold will be inspected, found to be phony, and the PCs will be taken into custody.

**City Watch:** The city watch is primarily comprised of 1st through 4th level fighters. The watch also employs mages and a few clerics. Members of the watch usually are posted in pairs throughout the city. Each member has a tin whistle with a distinct sound. When the whistle is blown, 4-16 additional watch members arrive in 1d4 rounds.

Depending on the circumstances, more members of the watch can be found together, such as a unit of 10 or 12, especially if watch members are investigating potentially dangerous situations.

The DM should select his watch members from the following, taking into account the strength of the PCs and the force needed to steer them to The Vulture, and further into the adventure. The easiest way to get the party to The Vulture is to have a mage, accompanied by a 4th level fighter for protection, arrive and hit them with a *sleep* spell.

**Typical first level fighter:** AC 4 (chain and shield); MV 9; HD 1; hp 10; #AT 1; D 1-8; AL varies, but good; S M; THAC0 20

**Typical second level fighter:** AC 4 (chain and shield); MV 9; HD 2; hp 20; #AT 1; D 1-8; AL varies, but good; S M; THAC0 19

**Typical third level fighter:** AC 3 (chain and shield, one of which is +1); MV 9; HD 3; hp 28; #AT 1; D 1-8; AL varies, but good; S M; THAC0 18

**Typical fourth level fighter:** AC 3 (chain and shield, one of which is +1); MV 9; HD 4; hp 35; #AT 1; D 1-8 +2 (Str bonus and or magic weapon); AL varies, but good; S M; THAC0 16 (adjusted for Str or magic weapon)

**Typical first level mage:** AC 7 (bracers and/or Dex); MV 12; HD 1; hp 4 #AT 1; D 1-4; AL varies, but good; S M; THAC0 20; Spells—*sleep*

**Typical second level mage:** AC 5 (bracers and Dex); MV 12; HD 2; hp 8; #AT 1; D 1-4; AL varies, but good; S M; THAC0 20; Items—*potion of flying, potion of healing*; Spells—*Charm Person, Sleep*

**Typical third level mage:** AC 4 (bracers and Dex); MV 12; HD 3; hp 12; #AT 1; D 1-4; AL varies, but good; S M; THAC0 20; Items—*potion of flying, potion of healing, boots of elvenkind*; Spells—*Charm Person, Sleep, Web*

**Typical fourth level mage:** AC 4 (bracers and Dex); MV 12; HD 3; hp 14; #AT 1; D 1-4; AL varies, but good; S M; THAC0 20; Items—*wand of magic missiles, potion of flying, potion of healing, boots of elvenkind*; Spells—*Charm Person, Sleep, Sleep, ESP, Web*

#### Encounter #5—The Vulture Strikes

If the PCs were arrested for not turning over Lord Merriwether's coffers, they eventually will be brought before The Vulture and asked to perform a task in exchange for their freedom.

They will be asked to perform this same task if they were caught by any of the methods in Encounter #4 for passing off or being in the possession of counterfeit coins.

The Vulture is in charge of Ravens Bluff's tax collection department. The three dozen tax collection agents and treasury marshals under him enforce The Vulture's policies and the city's tax laws. The agents and marshals hunt down tax evaders; investigate fraud, including counterfeiting; and assess property and records for tax purposes.

The Vulture, whose real name is Vernon Condor, is a stoop-shouldered bald-headed man with a long, crooked nose. His black beady eyes, small ears,

and deep, gravely voice make him seem almost malevolent. His skin is smooth, so it is difficult to guess his age. Vernon has come to accept his nickname, The Vulture, in part because he believes the moniker helps to strike fear in the public's heart. And like the carrion bird which is fast upon the injured and dying, The Vulture is quick to swoop down on those who break the tax laws. He has spells and magic items at his disposal which help him ascertain the truth about possible offenders.

You are taken into one of Ravens Bluff's several government buildings, herded like animals by your fast-walking guards. They lead you to a large door, which bears a sign reading: "Vernon Condor, regent of the exchequer." You've heard of him. The man is called The Vulture, the head of Ravens Bluff's tax collection department. You know you are in trouble to be brought before this man instead of one of his lackeys.

A guard pushes open the door, revealing a large room rimmed with shelves. The shelves are filled with books, scrolls, and reams of loose parchment. At the back of the room, in the center, looms a massive, dark desk. The Vulture sits behind it, looking very small as he bends over a mound of papers. Without straightening, he crooks his head up to look at you. As his small, black eyes bore into you, it is easy to see how The Vulture got his name. His bald head softly shines in the light from the oil lamp on his desk, and his long, crooked nose resembles a sharp beak. His voice rattles like dry gravel in a tin bucket when he speaks to you.

"Counterfeit coins," he says.

"You were found in the possession of counterfeit coins—a small horde of them. That is a crime in Ravens Bluff, and it carries a hefty penalty. Others who have cheated the city and its merchants in this fashion are in the quarries. I hope you like quarries." The Vulture glances at the papers in front of him, he shifts on his perch, and settles down again. "We have approximately 158 and a half tons of granite and 457 and a third tons of marble in the quarries. The people who work there are adept at making big rocks into small rocks. I am certain you could quickly learn that skill, too. And you'll have sev-

eral years to perfect your rock smashing techniques. And if you should think yourself ill-used during those years, you'll be able to comfort yourself with the knowledge that the person or persons who made those coins involuntarily fed the ravens—if he, she, or them got caught."

He shuffles the papers, makes a note on one of the sheets, and his eyes bore into you again. "Or," he says, "we could talk. About the coins. There are sometimes alternatives to the quarries."

The Vulture questions the PCs about how they came into possession of so many counterfeit coins. The PCs are expected to be respectful and to give complete, straightforward answers. Because of The Vulture's *ring of truth*, he can tell if the PCs are lying. If the PCs were not in possession of the coins, but were holding onto "Lord Merriwether's" cylinders, he will give them a speech similar to the one above, dwelling gleefully on the quarries. In either event, the PCs will be assigned the task of ferreting out the counterfeiters.

The PCs will not be able to escape from the room, nor can they get at The Vulture or any objects in the room because they are completely surrounded by a spherical *wall of force*. Any time a PC makes an attempt to leave or accost The Vulture, The Vulture mentions something about the quarries. A PC foolish enough to lunge for the door or for The Vulture brains himself on the *wall of force*.

If the PCs explain about Lord Merriwether, the coffers, and the ship, The Vulture agrees to check into the matter, speculating that Lord Merriwether could be a fraud. The Vulture believes he is familiar with all the nobles in the city. The Vulture asks for a careful description of Merriwether. Compare the PCs' answer with the description given them at the docks. If the PCs recite it correctly, the usually unperturbable Vulture looks profoundly surprised, muses for a moment, and finally announces: "Merriwether probably was a charlatan in disguise." If the PCs botch the description, The Vulture merely shrugs and promises to look into the matter.

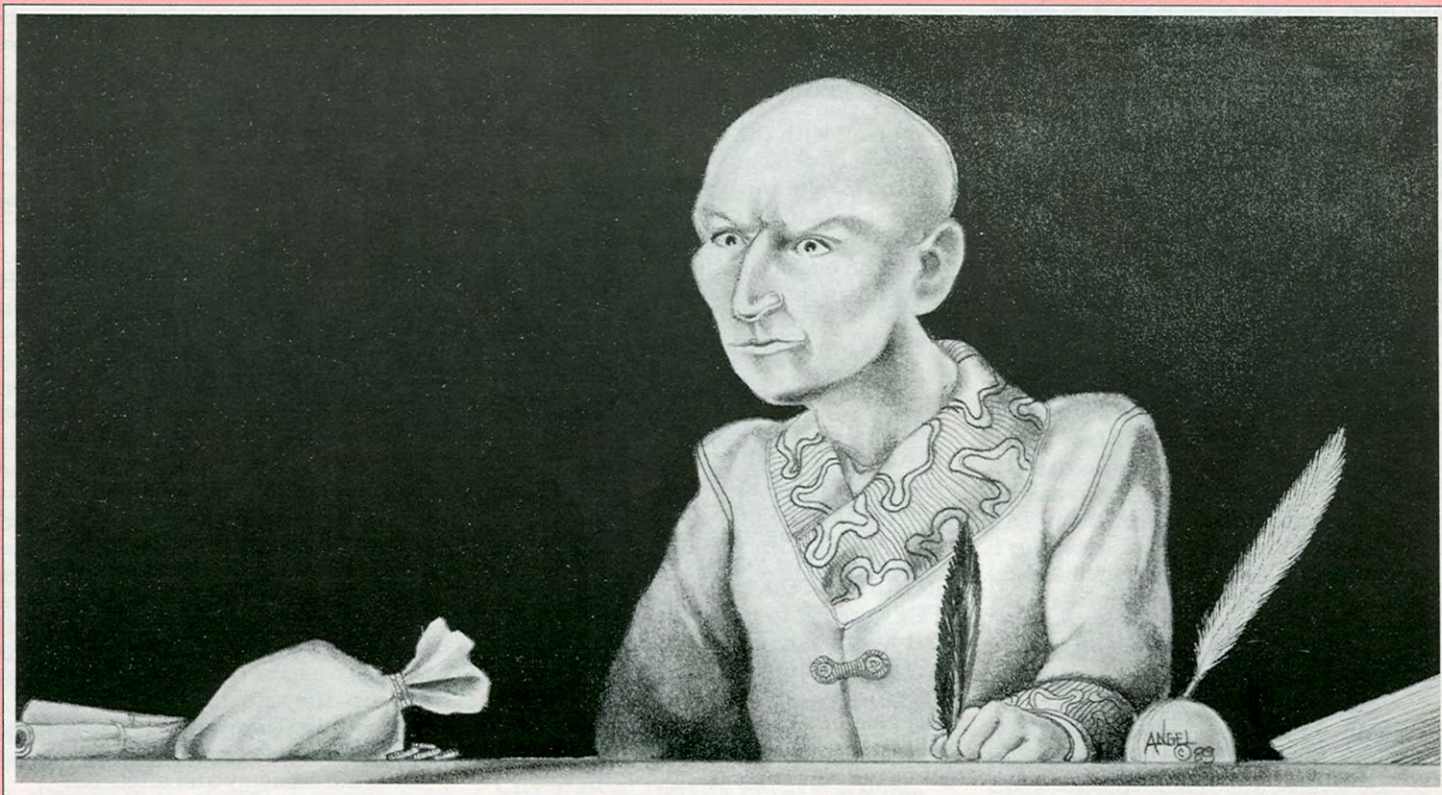
"So it's to the streets then instead of the quarries. A good choice. The quarries make men and women age

quickly." The Vulture rises from his chair, his shoulders still stooped. "I want you to help us find the root of the counterfeit operation. I fear the counterfeiters know what my agents look like. You need to just be yourselves."

If the PCs suggest that the counterfeiters probably know what they look like, The Vulture disagrees. "I suspect you have been duped by a flunky or an associate, the real counterfeiters are still well hidden I'm sure."

"I believe the operation is centered along the Fire River, in a small commercial district. We have traced a couple of the counterfeit coins to that neighborhood, although we have not yet been able to determine how the coins are getting into circulation. We know the thieves guilds are not behind the operation. Some of the thieves we have contact with are furious—they stole the stuff thinking it good gold. They are also worried, as the counterfeit operation could harm the economy and affect the guilds' business. It would please me to upset the criminal guilds, but not at the expense of the entire mercantile system. Counterfeit coins are a plague to the city's economy. And the counterfeit operation is a disease that must be wiped out immediately. The coins you had in your possession were made of lead and coated with a special brass that has the appearance of gold. There is a dwarven smith who deals in brass. That might be the place to start. Here are directions to get there. Since the dwarf probably isn't the counterfeiter, one of his customers might be.

"Consider yourselves temporary agents of my office. If you feel the need to report on your progress, leave a message at your inn. Perhaps I will be able to report on our progress of checking into this Lord Merriwether. It is important that you exercise care in your investigation and do not broadcast your association with my office. Such an announcement will make the counterfeit trail turn to ice. Also, I do not condone undue violence. If you get into unnecessary fights you will be prosecuted to the full extent of the law. You won't help yourselves at all if you destroy, maim, or kill during this



investigation. Of course, I realize you might have to defend yourselves, and if a fight is forced on you I can help you avoid embarrassing questions. Needless to say, you do not have the authority to make arrests. Just get the information.

"In addition to keeping you out of the quarries, my office will see that you get any rewards due you if you crack this case. You had best get started now."

The Vulture can show the PCs how to identify the counterfeit coins, indicating a thin line of lead that is visible around the coins' edges. Breaking open the coins, which are softer than the Ravens Bluff Mint coins, also will reveal the lead.

If the PCs want more information about the coins, The Vulture tells them they were noticed in circulation about four weeks ago, which means they probably have been around longer than that. However, it took that long before merchants noticed the coins were phony and before some of the coins trickled into the tax offices. The Vulture is not impressed with the workmanship on the coins. But he believes few of the mer-

chants look at their coins with a magnifying glass to spot the flaws (not to mention just looking at the edges, where the lead clearly is visible). He does not want to waste much time with the PCs, as he is very busy with the counterfeit investigation and other problems.

If, after visiting at least one business, the PCs return to Volodar's Stardust Inn to drop off a report about anything they learned in the neighborhood, the PCs find a report from The Vulture saying that Lord Merriwether definitely is not a real lord. The man was masquerading as a lord to get the PCs to do his bidding. The Golden Goddess is not owned by any lord; it is owned by its captain.

Use statistics for 4th level city watch members from Encounter #4 for The Vulture's marshals, 3rd level statistics for the agents.

**The Vulture, Vernon Condor**, male human, 4th level fighter, 12th level mage: STR 16, INT 18, WIS 17, DEX 12, CON 12, CHR 10; MV 12; hp 49; AC 0; AL LG; S M; THAC0 17

**Magic Items:** *Bracers of defense AC 0, ring of truth, ring of warmth, wings of flying, amulet of proof against detection*

*and location, boots of elvenkind, eyes of the eagle, long sword +2 (detects precious metals, minerals, and gems in a 30-foot radius)*

**Spells Carried:** *Change Self, Charm Person, Detect Magic, Message, Detect Evil, Knock, Web, Stinking Cloud, Clairaudience, Clairvoyance, Hold Person, Slow, Detect Scrying, Dimension Door, Polymorph Self, Wizard Eye, Bigby's Interposing Hand, Feeblemind, Telekinesis, Wall of Force, Anti-Magic Shell*

Vernon Condor, who is known to the public as The Vulture, was born to a wealthy Ravens Bluff family who made sure he received the best education possible. Condor loved schooling and immersed himself in law books and history books. Condor planned on becoming a lawyer or politician. However, a group of close friends encouraged him to see the world first. He adventured with his small group of friends for six years, becoming a skilled fighter and then switching his studies to magic. When his parents died he returned to Ravens Bluff to inherit his estate. He settled down and began to study again, specializing this time in economics, while he kept increasing his magical knowledge. As he observed and studied

the Living City's economy, he became impressed with the positive effects brought by Mayor O'Kane's efficient and uncorrupt leadership. He began to form his own economic theories, and began to advocate a strong, mercantilistic government with a steady income from an equitable tax system. Such a government, he reasons, is the only entity capable of maintaining all the city interests simultaneously. He also reasons that unfairness and corruption channels money away from vital projects and undermines confidence in the system.

By the time he was 35 local politicians began seeking his advice on tax matters. Two years later he was appointed the city tax collector—a position he has held for 10 years.

Vernon is happier now than he ever was before. He is surrounded by the things he loves most: money, laws, and power. Vernon is a just official, greatly respected by the other city officials, admired by many in town, and feared and shunned by those who oppose taxes or who try to avoid paying them. The Vulture's policies are fair, with people taxed based on their incomes and personal wealth. The destitute and unemployed are not taxed, unless the unemployed are well off and have personal wealth and land. The Vulture strictly enforces his policies, and ruthlessly brings to justice all tax evaders, counterfeiters, and embezzlers he can find. He is in charge of a group of men and women who patrol Ravens Bluff in search of offenders and investigate counterfeiting, fraud, and tax evasion.

### Encounter #6—It's A Dutiful Day In The Neighborhood

The *Cities of Mystery* building fold-ups can be used for this portion of the scenario. Select buildings to represent each business detailed in the neighborhood. Additional buildings can be set up to give the area the appearance of a neighborhood and so the PCs are not clued to the fact that only certain buildings should be visited.

The neighborhood the PCs are directed to is a small commercial district near the Fire River. There are several businesses in this neighborhood, including a few taverns, inns, a stable, and a dry goods store. However, these businesses are not detailed for this adventure. They are dead ends for the PCs. The following buildings provide encounters and leads for the PCs.

**Brasshand's Foundry**, a dwarven smith runs this business, which is the source of all brass in this neighborhood.

**Bold As Brass**, a statuary shop. It purchases its materials from the dwarven smith.

**Dressed To The Nines**, a jewelry and accessory shop. The proprietor pays the owner of Bold As Brass to make small, custom brass items, which Dressed To The Nines in turn sells.

**Ember Me More**, a shop that sells only accoutrements for fireplaces. As a side business the proprietor and his brother build fireplaces. The shop gets its brass items from the gnomes who work for the smith.

**Lamps By Watt**, a lighting shop. It orders its brass merchandise from the gnomes who work for the smith.

The final encounter takes place in one of the warehouse districts, far removed from the site of the PCs' investigations:

**The Overinn**, an establishment that masquerades as an inn. Verity Overinn, the owner, also purchases her brass from the gnomes.

### Brasshand's Foundry

This 20-year-old establishment takes up nearly a third of a city block. The foundry is a large stone and wood structure with a water wheel. The front of the building has a set of big double doors, and there are barred windows all around. The building sits on the edge of a barren yard that is filled with piles of coal, scrap metal, and rocks. Four well-groomed dogs with studded brass collars lay chained in the yard, and watch each passerby's every move. The complex is ringed by a 12-foot-high, barbed fence. The front gate is open during business hours. When the foundry is closed the dogs are unchained.

The proprietor is Althjof Lah Brasshand, a 114-year-old dwarf who lives in the upper floor of the building. He is the only smith in this section of Ravens Bluff who deals in brass. In fact, he has developed a special type of brass which shines like gold. Brasshand is a black-bearded, swarthy complected 7th level fighter who talks in loud, staccato sentences. He is used to talking loud because of the noise in the foundry. He talks even louder to those taller than himself; it makes him feel more important. He speaks softer to the half-dozen gnomes in his employ.

Brasshand's brass business is a front. The dwarf's primary business is trafficking in gold. He processes gold ore for

customers, usually dwarvish and gnomish prospectors, who do not want to register their finds, and he melts down gold items into ingots and bars. He prospectors for gold occasionally himself, and buys ore. He turns his ore into ingots and sells it to jewelers. Even those watching the foundry cannot tell that gold is going in and out. The dwarf is very careful and secretive about his real business. Brasshand's personal wealth is stored in a secret compartment in his living room upstairs. The compartment contains 24,000 gp worth of gold ingots, 15,000 worth of small gems, a *short sword* +2 that detects minerals and gems in a 20' radius when the command word "find" is spoken, and 300 gp worth of gold, silver, and copper pieces. In a hidden compartment in the desk in his office Brasshand keeps the foundry's wealth: 450 gp, 210 sp, and 40 cp.

Brasshand supplies brass to Bold As Brass, a statuary shop, and to his gnome employees who operate their own brass molding and smithing business on the foundry grounds. He gets a 20% share of their income in exchange for their business space rental.

When the PCs visit the foundry, they will find Althjof Brasshand arguing with his gnome employees. He claims they spend too much time on their own piece work than on the foundry work he is paying them for. When the PCs get his attention he becomes very business-like and begins to talk louder—if the PCs are taller than he is.

Coal smoke fills the air inside the foundry building. Etchings of dwarves, framed in brass, line the walls in the office. In the large room beyond you can make out several furnaces and bellows. A few gnomes are at work near the furnaces. Behind the low counter in the office a dwarf is arguing with a couple of gnomes. "Back to business, mind you. You're on my time now. You're working for me. Quit spending so much of my time on your own piece work. Keep it up and I'll kick you and your molding business out the door. You can be replaced." When the dwarf notices you, he stops yelling, dismisses the pair of gnomes with a wave, and looks up at you. The gnomes move to a small desk to the side of the office and begin poring over a stack of papers.

The dwarf raises his voice even louder when he addresses you. "Yes? Can I help you?"

The dwarf wants to sell the PCs some brass. He knows if they were looking for gold they would have approached him differently and began the conversation by placing a lump of ore on the counter. He insults them in his efforts to hawk his brass. "Is that a rivet?" he asks, pointing to a PC's armor. "What happened to your equipment, someone pelted it with a rock?" "I can fix that for a small fee." "Where did you buy THAT?"

If the PCs ask Brasshand where he sells his brass, he immediately becomes suspicious, believing they are checking out his clients in an effort to steal them away. When the PCs leave his shop, Brasshand directs three of his gnomes to follow the PCs. See "Gnome Assault." Brasshand will give the PCs very little satisfaction or information, unless they say they want to talk to one of his customers to see if the customer is satisfied with Brasshand's brass. In this case, he will refer them to Bold As Brass, a statuary shop.

If the PCs mention counterfeit gold, Brasshand becomes irate, thinking they are accusing him of selling shoddy or counterfeit goods or of trafficking in counterfeit coins. Brasshand has heard rumors of a counterfeit operation in the city, and has even received a few bad coins, but he does not know anything about the operation. Furthermore, Brasshand has not made the connection between his special gold-looking brass and the brass on the counterfeit coins. He wants the PCs out of his business quickly if they persist in their counterfeit questions.

If the PCs attack Brasshand, he and his employees will return the assault. They will try not to kill the PCs, as Brasshand does not want any guards to examine his business too closely. However, if Brasshand and the gnomes can subdue the PCs, they will turn the PCs over to city watch members, who eventually turn the PCs over to The Vulture again.

The PCs will have the best luck if they talk to the gnome employees. The gnomes' lips are a little looser, especially if the PCs make an order for molded brass items. Two of the gnomes will take time to deal with the PCs, talking quickly and softly because they do not want Brasshand to find out they are promoting their own business on

Brasshand's time. The other four gnomes are hard at work in the foundry; three of these gnomes will be involved in the "Gnome Assault."

If the PCs ask the right questions and treat the gnomes well, they can learn that:

\* The gnomes have worked for Brasshand for about the past five years. Two years ago they opened their own business within the foundry—Gnomoldings Limited. Their client list is small, but the business is steady enough to provide a good income.

\* They purchase brass from Brasshand and mold or hammer it to their clients' specifications. They are especially pleased with the recent brass that Brasshand developed; it looks like gold and they can charge more for it.

\*The gnomes make fireplace accoutrements, such as pokers and tongs, for Ember Me More, a fireplace store. They usually put out a large order for the store every other week.

\*The gnomes' biggest customer is Lamps By Watt, a lighting shop. They make candleholders, lanterns, and oil lamps for the place.

\*The gnomes know other stores deal with brass, such as Bold As Brass, a statuary shop. They aren't real pleased with the shop, as they know Bold As Brass sells some brass items to Dressed To The Nines. Eventually the gnomes hope to add The Nines to their list of customers.

**Altjhof Lah Brasshand**, male dwarf, 7th level fighter: STR 18/70, INT 13, WIS 12, DEX 17, CON 18, CHR 12; hp 65 AC 4, AC Rear 7; AL CN: S M; THAC0 14

**Magic Items:** *Long sword +2, bracers of defense AC 7, ring of fire resistance, wand of metal and mineral detection (53 charges)*

Altjhof has operated this foundry for many years, and is considered a fixture in the neighborhood. He enjoys dealing with dwarves, gnomes, and halflings, but he is always cautious to make sure they do not reveal the true nature of his business—dealing in gold. And he is always watchful to make certain no one steals his customers.

Altjhof trusts few people, and is not completely trusting of his gnome em-

ployees. Still, he decided he could not operate the foundry alone, and the gnomes were acceptable because they did not seem as greedy as himself.

Altjhof tends not to initiate fights, as he doesn't want to get in trouble with the Ravens Bluff law. He fears such legal involvement could expose his true business.

**Geehaw**, gnome specialist mage: AC 7 (ring and Dex); MV 12; HD 3 (MU 3); hp 10; #AT 1; D 1-4; SA spells; AL CG; S S; THAC0 20

**Spells Carried:** *Phantasmal Force (x3) Improved Phantasmal Force, Invisibility*

**Magic Items:** *Potion of healing, potion of flying, ring of protection +1*

**Metkrig**, gnome fighter: AC 6 (Dex); MV 12; HD 4 (F 4); hp 31; #AT 1; D 1-6 +1; AL N; S S; THAC0 16

**Magic Items:** *Short sword +1, potion of invisibility*

**Blaburd**, gnome fighter: AC 7 (leather and shield); MV 12; HD 3 (F 3); hp 29; #AT 1; D 1-6 +2 (Str and magic weapon); AL N; S S; THAC0 16 (adjusted)

**Magic Items:** *Spear +1*

**Yezedred Gerlop**, gnome specialist mage: AC 9; MV 12; HD 2 (MU 2); hp 8; #AT 1; D 1-6 (staff); AL CN; S S; THAC0 20

**Spells Carried:** *Change Self, Phantasmal Force, Ventriloquism*

**Nardo**, gnome fighter: AC 5 (chain); MV 9; HD 3 (F 3); hp 25; #AT 1; D 1-8 +1 (Str bonus); AL CN; S S; THAC0 17 (adjusted)

**Magic Items:** *Potion of healing, potion of extra-healing*

**George**, gnome fighter: AC 5; (chain); MV 9; HD 3 (F3); hp 22; #AT 1; D 1-8; AL N; S S; THAC0 17 (adjusted)

### Bold As Brass

The business is housed in the lower level of a three-story building. The second story is occupied by the businesses' proprietors; the third story is rented to a couple of barge captains who stay in Ravens Bluff between runs. The captains are working on the river, and the PCs will not be able to talk to them during this adventure.

The proprietor is Irma Schotzknee, a bold, brassy human female with a big heart and an eye for a quick sale. If the

PCs enter her shop, she will do her best to sell them something.

Bold as Brass specializes in brass statues. Irma casts the statues herself, and is especially fond of animal statues. There are a dozen different brass monkeys; a brass swordfish that serves as a letter opener; a brass porcupine with removable quills that can be used as toothpicks; a brass turtle that can double for an ashtray when the shell is flipped up; and a large collection of brass walking cane heads. Most of her wares are simply ornamental statues ranging in size from six inches to three feet tall. The prices range from a few gold pieces to several hundred gold pieces. Irma also custom makes statues, although these cost more. She is adept at working gems into statue's eyes, but the customer must supply the gems.

Irma is friendly and talks to the PCs as long as she believes she can get a sale out of them. If they buy something or place an order for a custom-made statue (they aren't required to put any money down if Irma likes them), they can learn the following information:

\*Irma has been trying her hand at making very small brass objects, and she is becoming quite good at it. She has been making small brass buttons, out of a brass that shines like gold, for *Dressed To The Nines*. These buttons have raised designs on them, and she is quite proud of her work. She says when she gets more confidence in working on small objects she will branch out into making brass jewelry.

\*Irma believes brass is the most precious metal in the world. It shines warmly, is strong enough to be made into many objects, and it feels smooth and pleasing to the touch. She considers it "everyman's mineral" because it is priced low enough to be bought by commoners, yet it can be worked into large ornamental statues that appeal to the rich.

\*Irma has heard rumblings about a counterfeit operation, but doesn't know anything about it. However, she knows several merchants in Ravens Bluff are scrutinizing the gold coins they take in. Irma is confident she won't be duped by the fake coins because she knows metals so well. Irma also has heard *The Vulture* is really hot to capture the counterfeiters.

If the PCs were not cordial to Irma, did not profess any interest in her



wares, or implied that she had something to do with the counterfeit ring, she becomes belligerent and bolder and demands they leave. If the PCs attack Irma, they will defeat her easily. But the city watch and *The Vulture's* men will be quick on their heels. Irma is well-liked in the area and runs a strictly legal operation.

**Irma Schotzknee:** AC 10; MV 12; HD 1 (0 level); hp 4; #AT 1; D 1-6 (whatever brass statue is handy); AL NG; S M; THAC0 20

**Magic Item:** *Rag of polishing.* A wealthy brass fancier gave Irma this special magic item. When it is touched to a metal item no larger than a man and the command word—shine—spoken, the item becomes clean and shines like it was new. The rag can be used six times a day.

#### Ember Me More

The large, two-story building, houses *Ember Me More* on the first floor and the building proprietors on the second. The shop sells fireplace accoutrements made of iron, brass, and bronze. The wealthier customers purchase the brass and bronze items because the items appear more valuable. However, their

largest trade is in iron pokers, tongs, screens, and gratings. Other items for sale include small brooms, dust pans, bellows, tinder, flint and steel, and specially-treated logs which burn twice as long as regular wood. As a side business, the brothers repair and build fireplaces.

The proprietors are Woodruff and Ashley Sweep, male human twins who inherited the business from their father. They take a great amount of pride in their work, and the business is spotless. The one-room store is rimmed with fireplaces, three of which are working fireplaces. Fireplace tools hang from the walls. The more ornate items are kept in glass cases in the center of the room. The room is warm, sometimes uncomfortably so in the summer, as there is always a fire going in one of the fireplaces.

The Sweeps are friendly and take time to talk to the PCs even if the PCs don't seem interested in buying anything. However, if the PCs appear to want to talk business, the Sweeps will be happy to discuss the virtues of having a fireplace and the differences between brass, bronze, and iron fireplace tools.



The Sweeps will admit they buy their brass tools from the gnomes who work for Althjof Brasshand. They are especially satisfied with the gnomes now because of the brass that shines like gold. The Sweeps know nothing about any counterfeit coins and appear deeply offended if the PCs accuse them of being linked to a counterfeit operation. The Sweeps, no matter what the accusations, are too polite to kick the PCs out of the shop. They let the PCs stay and accuse while they sink deeper and deeper into depression. If the PCs attack the Sweeps, the battle will be swift and perhaps disastrous, as the Sweeps have very few hit points. Violence here will bring down the city watch and results in the PCs being taken before The Vulture.

**Woodruff and Ashley Sweep:** AC 8 (Dex); MV 12; HD 1 (0 level); hp 6 each; #AT 1; D 1-6 (fireplace implement, such as a poker); AL NG; S M; THACO 20

**Magic items:** Woodruff owns a pair of *slippers of spider climbing* which he keeps up in his room and uses when working on chimneys. Ashley has a *wand of fire lighting* (83 charges remaining). When pointed at a pile of wood, or other burnable objects, and the command words—*alere flammam*—are spoken, a fire starts. This can be directed at a character's equipment, which burns 1d3 rounds inflicting 2 points of damage per round. Magical equipment saves vs. magical fire to avoid.

### Dressed To The Nines

A free standing, brightly painted wooden billboard showing a smartly dressed soldier standing at attention marks Dressed to the Nines, an exclusive men's clothing store and haberdashery. The entire building is spotless, and a man outside dressed in a uniform that looks exactly like the one depicted on the sign nods curtly and opens the door for you.

The doorman, Kevin Naols, will not speak with the PCs. He is allowed to exchange pleasantries with the customers, but not to speak with passersby.

The Nines caters to more affluent customers, but it sells a few brass items to those who cannot afford the better stuff. They also make uniforms to order for customers who have servants or troops to clothe. Most of the brass items are intended for use on uniforms.

The store is dark inside, but there are several backlit glass cases filled with jewelry and cufflinks, a wall full of shelves containing hats, a table with racks holding cloak pins, buttons, and brass items, and a well-lit area with a half-circle of full-length mirrors. A space behind the counter appears to hold clothing. Two doors near the mirrors probably lead to fitting rooms.

Among the brass items in stock are buttons, made for The Nines by Irma from Bold As Brass. The Nines shopkeeper, an old man named Jordan Whipt, will be snooty to the PCs because he can tell they don't have much gold to spend. If the PCs ask him or his employees about brass items, they receive a rude I-thought-as-much snort, and will be offhandedly directed toward the table.

Jordan and his two assistants, Jack and Robert, wear uniforms. The Nines is a trendy store, and uniforms never go out of style—it wouldn't do to have employees wearing outdated fashions, and it would be too expensive to dress them in the newest styles.

The Nines doesn't do much off-the-shelf business, except in hats and jewelry. Customers come in, ask for what they want, and have it made to order. Jordan keeps some nearly complete versions of the latest styles behind the counter. When a customer wants one of these, he is fitted with an incomplete garment, measured, and the garment is tailored to fit and ready by the next business day. The PCs will not get much attention while they are in the shop because Lord Charles Frederik LaVerne Blacktree the IV is in looking at cufflinks and jewelry. All the attention is going to him, and the PCs should recognize right away that he looks just like the man who hired them to get the numbered jars.

Four men hover near one of the cases. An older man in a uniform is kneeling behind the case and lifting out trays of gem-studded cufflinks. Two younger men in uniforms are busily attaching cufflinks to the fourth man's shirt. The man has curly blond hair, a faint, blond mustache, and clearly visible in the light from the case, deep brown eyes. It is Lord Merriwether Winston Sheffield-Trublood.

Lord Charles is a fop, but is good at making a show of bravado. If the PCs threaten him, or make it known that they have a grievance against him, he begins boasting.

"Now see here you ruffians, I don't know who you are, but I suggest you leave this place before I lose my temper and violate the peace of this city, something I always am loathe to do. If you hurry along quickly you might just escape the watch. I would detain you—you obviously should be arrested for something—but I'd prefer to meet you outside the walls where I can teach you manners without breaking the law and besmirching the honor of the Lord Speaker of the Advisory council. Don't let the door spank your bottoms on the way out."

Before the PCs have a chance to reply to Lord Charles, the shopkeeper breaks in:

"What!? You fools, don't you know who you're dealing with here? Get out of my shop, and out of town before you are arrested for assaulting a city official. On second thought, don't wait that long. You've just insulted Lord Charles Frederik LaVerne Blacktree the fourth, and if he forgets he's a gentleman you'll be chopped into pieces and left to bleed all over my floor, very bad for business."

Lord Charles gladly will trade threats with the PCs until the watch arrives in 1d6 + 1 rounds. If the PCs kill Lord Charles, they will be arrested, tried, and likely sent to prison for the rest of their lives. If they injure Lord Charles, they cool their heels in jail for a short time, then get bailed out. The Vulture gives them a severe tongue lashing, repeats his warning from their first meeting, and puts them back on the case.

**Lord Charles Frederik LaVerne Blacktree IV:** human fighter: STR 14, INT 10, WIS 8, DEX 15, CON 12, CHA 9; HD 2 (F 2); hp 17; AC 9; AL NG; THACO 19

**Magic Items:** *Dagger +1, dagger +2, gauntlets of climbing and swimming*

Lord Charles is 21 years old. He weighs 160 pounds, and stands 5' 11" — a tall, gangly, young man.

Lord Charles is currently Lord Speaker of the Advisory Council, a body with plenty of prestige, but no real power. Most other members are elderly retired statesmen seeking comfortable sinecures. When Lord Charles deals with important matters, the Council ensures that a more experienced advisor is assigned as his assistant—the “assistant” handles the real work.

Lord Charles was elected Lord Speaker of the Advisory Council as a mark of respect for his late father, before the Council realized what a fool Charles is.

Lord Charles enjoys his position and wealth, and doesn't mind flaunting them. He is vain, lazy, foolish, and irresponsible, and believes that the other nobles are too stuffy.

Charles is a boisterous, but naive young man who has come into his inheritance prematurely. He is always bragging about his exploits as a hunter, womanizer, and well-connected politician. In fact, there is little to support his claims. If challenged on his exaggerations, he will at first become hostile, and then he will bluster and threaten the offender. If the challenger stands up to him, Charles backs down, finding some excuse to avoid unpleasantness, while trying to save face any way he can. Socially, he constantly hosts parties on his estate for his young friends, and has acquired a reputation as a playboy. The Advisory Council tolerates Charles out of respect for his father, but their patience is growing thin. Charles is on a head-on collision course with The System. Nevertheless, the city government won't tolerate any attacks on Charles by the PCs—city officials are to be respected.

**Jordan, Jack, and Robert:** AC 10; MV 12; HD 1 (F 0); hp 5 each; #AT 1; D 1-6 (club); AL NG; S M; THAC0 20

### Lamps By Watt

This one-story building houses a store that specializes in torches, lamps, chandeliers, large light fixtures, and lanterns. The majority of the light sources will not be of interest to most adventurers, as they are too large to be comfortably carried. The light sources are primarily used to light buildings.

The newly-painted one-story building has a lemon yellow awning stretched from its roof to the edge of the side-

walk, shading passersby. The sign hanging from the awning reads: “Lamps By Watt,” and in smaller letters, “A.C. Watt, proprietor.”

The shop is one large room. A dozen chandeliers hang from the ceiling, each has a price tag dangling from it. One wall is taken up by large torches and sconces. Large lanterns dangle from another wall, and from another a variety of light sources hang. There are three glass cases evenly spaced in the center of the room. These are filled with wicks, oil, and other accessories. A young man busies himself arranging wicks on the top shelf. An older man, probably the proprietor, addresses you.

“Welcome to Lamps By Watt. What can I do to help you.”

Aaron Coleman Watt is a jovial, beaming man. He is active and dextrous, never standing completely still. Watt also is very friendly. His prices are fair, and the workmanship is excellent. The fixtures are primarily made of bronze, brass, pewter, and iron. All of the smaller brass items are exceptionally shiny and new. He is pleased with the moongold brass because it is very shiny and helps reflect the light emanating from the fixtures.

Watt is willing to spend a lot of time with the PCs—if they appear to be customers. Although he is a pleasant man, his first interest is his business. He does not care to spend time with people who have no interest in buying anything, unless the PCs mention they are trying to find a counterfeit ring.

Watt knows there are counterfeit coins in circulation. A stranger purchased one of his most costly chandeliers with the false coins. Watt also knows the false coins are made of brass, and he is suspicious that it is moongold brass. However, Watt is certain his supplier of brass fixtures is not involved in any counterfeiting operation. He has done business a long time with the gnomes. He believes they are honest and would not stoop to counterfeiting for an income.

Watt's clerk and son, Yul, is also friendly, but is not as helpful. Yul does not know anything about counterfeiters. However, Yul is the curious sort and will ask the PCs questions about counterfeiting or anything else they are willing to talk about. Yul is a little lazy and views conversing with customers as a good way to avoid work.

Aaron and Yul are in good spirits today, and they have just received another order from their best customer, Verity Overinn. Aaron and Yul know Verity as a dignified, quiet woman who conducts her business quickly and quietly. They know she runs an inn in another neighborhood, and have shipping records showing where the inn is, and showing that she has purchased a prodigious number of brass fixtures over the past three months. Neither Aaron nor Yul know what she is doing with them.

**Aaron Coleman Watt:** AC 6 (Dex); MV 12; HD 4 (F 4); hp 34; #AT 1; D 1-6 (lamp or large torch) or 1-8 +2 (broad sword +2); AL NG; S M; THAC0 17

**Magic Items:** *Boots of elvenkind, ring of infravision*

**Yul Watt:** AC 7 (Dex); MV 12; HD 1 (F 1); hp 9; #AT 1; D 1-6 (lamp or large torch) or 1d6 +3 (Str bonus); AL CG; S M; THAC0 20

**Magic Items:** *Potion of levitation, potion of rainbow hues*

### Bullies At Five O'Clock

This encounter occurs after the PCs have visited at least two, but not more than three businesses in the neighborhood. It can come before or after “The Gnome Assault” detailed below depending on when the PCs visit Brasshand's. Verity Overinn has eyes all over this neighborhood — thugs and thieves who fence items with her or buy stolen goods from her, criminals who she allows in her safe house, and customers who buy her counterfeit coins. Some of these people noticed the PCs poking around in the neighborhood and asking too many questions. To limit any threat the PCs might pose, Verity has hired a group of thugs to beat up the PCs and order them out of the neighborhood. The thugs use brass knuckles, which Verity makes as a sideline.

The thugs pick a quiet time when the streets are nearly empty and the city watch is not in the area.

It seems just about everyone has gone home. The only people on the street are two working class woman carrying baskets of vegetables. They seem to be in a hurry, but chat merrily as the bustle along. Their chatter turns to gasps, however when they pass an alley and two pairs of

grimy hands snatch them from the sidewalk, sending potatoes, cabbages, and carrots flying. You hear a muffled shriek and the sound of cloth tearing.

If the PCs do not fall for the ladies in distress ploy, the thugs act the part of locals strolling down the street. They quickly move up behind the PCs and attempt to push them into an alley where they can beat them up without too many people watching. If the PCs can't be pushed into the alley, the thugs fight them in the open. They are not worried. If they can keep the fight short, most of the locals won't report them. Many of the people in this neighborhood have a hard time remembering things unless someone gives them gold to improve their memories.

The thugs are not armed with any other weapons, as they do not want to call undue attention to themselves, nor do they want to kill anyone. They just want to get the PCs out of the neighborhood. While fighting, they threaten the PCs, telling them to get out of the neighborhood. The thugs' goal is to beat all the PCs into unconsciousness so they wake up in the alley and crawl to another part of the city. However, if the battle goes against them, and any thug is killed or knocked out, the remainder scatter.

These thugs are tough. If caught, they will not reveal any useful information. Each thug carries 1d10 sp and 1d4 gp. The thugs have more money than this, but they know better than to carry it with them.

**Thugs (8):** 2 @ AC 8 (leather), 4 @ AC 5 (leather and Dex), 2 @ AC 4 (leather and Dex); MV 12"; HD 4 (F 4); hp 2 @ 29, 4 @ 32, 2 @ 40; #AT 1; D 5 @ 1d3 (brass knuckles), 3 @ 1d3+2 (brass knuckles and Str bonus) (75% of the damage is temporary); SA because these thugs are experts with brass knuckles, there is a +5% KO chance on each successful punch; THAC0 17

### Gnome Assault

This encounter should be used after the PCs leave Brasshand's and have visited one of the businesses in the neighborhood that deals in brass. Although Lah Brasshand is suspicious of the PCs, fearing that they are out to steal his customers. While his primary business is working with gold, he still val-

ues his brass customers—not wanting to lose any business to newcomers. He has instructed some of his employees to follow the PCs and scare them. He does not want the PCs killed, as that could bring the Ravens Bluff Constable or his force into the neighborhood.

The gnomes were quick to follow Brasshand's orders (because he pays them and because they always enjoy an opportunity to use their illusions). They have set themselves up between two buildings. Three of the gnomes are hidden in a bunch of crates in the alley. The fourth is hanging around the shadows across the street, ready to come into the alley in his *change self* image.

The gnomes involved in the operation are Geehaw, Blaburd, Metkrig, and Yezedred Gerlop.

As you walk the streets of Ravens Bluff pondering what you have learned so far, you hear an ear-wrenching screech. Looking up you see a child dangling from a set of curtains which hang out a second-story window. A large, red ball lies on the window ledge. A crowd of confused townspeople are gathering to stare at the helpless child.

The ball is real. The child is a *phantasmal force* from Geehaw. Yezedred is using *ventriloquism* to give the child a voice: "Help me. Oh please help me!" The townspeople are real. Nobody knows who the child is or how he got up there. Nobody lives on that building's second floor.

As the PCs enter the alley, the child falls. They cannot catch him. He appears to lay lifeless in the alley. However, if the PCs turn the child over, his face becomes that of a hideous monster, and he begins to claw at the PCs. The child fights for three rounds and melts into the ground. The townspeople flee when they see the transformation.

Next, Geehaw casts a second *phantasmal force*, that of stirges flying out of the window the child fell from. The stirges fly around the heads of the PCs, each one attacking once, and then flying into the sky.

Just before the stirges fly away, Yezedred casts *change self* upon himself, to make him look like the proprietor of the business the PCs just left. The proprietor runs into the alley, shouting, "What is going on? What horror have you brought down upon this neighborhood?"

While the PCs are distracted with

this, Geehaw casts his *improved phantasmal force*. This illusion causes the ground to come alive. The ground takes on the horrid face of the illusion/child and begins to eat garbage, items laying in the alley, and looks like it is going after the PCs next. In a rumbling voice it says, "Get out of my neighborhood!"

At this point Geehaw casts *invisibility* on himself; he believes he can't be too cautious. Yezedred, who looks like a proprietor, tries to run out of the alley, and the other gnomes try to remain hidden among the boxes.

If the PCs catch any of the gnomes, the gnomes initially will say they were just out to have a good time. However, well-placed threats or bribes will get the gnomes to admit that they were told to scare the PCs out of the neighborhood because Brasshand is afraid they are out to steal his customers.

Refer to the Brasshand's entry for the statistics on the gnomes.

**Phantasmal Stirges:** AC 8; MV 3/18; HD 1+1; hp 1d3 hits; #AT 1; D 1-3; AL N; S S; THAC0 17

**Child/Monster:** AC 8; MV 6; HD N/A; hp N/A; #AT 2; D 1-4/1-4; AL N; S M; THAC0 17

### The Overinn

The Overinn, which masquerades as a second-class inn, houses a counterfeit operation and serves as a safehouse for those who are on the run from the law or who are trying to keep a low profile. In addition, the proprietor, Verity Overinn, fences items for thieves not attached to one of the local guilds.

The Overinn is a three-story building. The first floor is the inn, the second floor is the safehouse, and the third floor is Verity's living space. A large room on the third floor is reinforced and has an iron door. This is the living quarters of her cook, an ogre. The counterfeit operation is in the basement.

The Overinn's current occupants are: Verity, who the PCs will find in the inn; her cook, who is in the kitchen; and six safehouse residents, who include two second-level thieves, three first-level thieves, and one second-level specialist wizard (enchanter).

One of the second-level thieves, Marty Beaver, is the brains behind the counterfeit operation. Marty is skilled at jewelry making. His expertise combined with Verity's greediness birthed the operation. However, Marty is considered

the lesser partner and only receives 35% of the profits.

The fencing operation is in the open, although only Verity's customers and herself know this fact. The first floor's interior walls and ceiling are covered with unusual items; there is very little blank wall space. The public perceives the items as Verity's attempt at interior decorating. However, many of the items are stolen or have been pawned, and are hanging indistinguishable amid junk.

Verity Overinn acquired the three-story building nearly a decade ago because a favorite uncle left it to her—after she coerced him into bequeathing her something. The uncle mysteriously died soon after the will was written. Verity never has run a legitimate business in the building, and she is immensely proud of herself for never attracting the attention of the city watch, city officials, or The Vulture. Verity's greatest asset is her greed. The fighter-thief lives for making more money and delights in finding ways to sidestep Ravens Bluff's legal system. She has no sense of morals or honor and only helps those who use her safehouse service because they pay her. She struck upon the idea of starting a counterfeiting operation when one of the thieves in the safehouse grumbled about being unable to duplicate the images on Ravens Bluff's coins. Verity kept her eyes out for an individual with that talent, and when one day such a man came looking for a place to hide, she lured him into her scheme.

Verity makes her counterfeit coins from the moongold candleholders she buys from Lamps By Watt. No one has thought anything of Verity's increasing orders for the candleholders. If anyone asks questions about it, she replies there are a lot of fights in her inn, and the candleholders get damaged or broken.

If the PCs watch The Overinn before going inside, they see a few fast-moving individuals go inside. No groups of people enter the inn. The building's exterior obviously is in need of repair, but it is not the worst looking building in the block.

If the PCs investigate the inn, read the following:

The Overinn is worn, an old building that has not been taken care of properly. Still, it is not the worst building on the street. A large faded sign in the shape of a skillet hangs above

the front door and reads: "The Overinn." The curtains at the windows probably once were black, but the sun has turned them a deep, splotched gray. The windows are dirty, making it difficult to see inside, but a warm glow pokes out through clear patches in the window.

The building's interior is a junkman's dream. A plethora of old and unusual items hang from the walls and the ceiling, testimony to the proprietor's crude attempt at interior decorating. A broken wagon wheel hanging from the ceiling and filled with candles serves as the inn's chandelier. Worn signs are plastered on the walls and poke out between some of the pots, pans, lanterns, and feathered face masks. One of the signs says, "This Way To The Champions' Games." A faded banner above the bar says, "Congratulations Charles Oliver O'Kane." A few animal heads hang crookedly on the walls; the largest is a moose head, which is missing a glass eye. Candles on tables and on ledges on the walls also help to light the inside. It is a small inn. A massive oak bar lines one side of the room, behind it is a plain-looking woman who spits on the bar and runs a rag over the top of it to shine it. There are a half-dozen barstools; two of them are occupied. And there is one large, round table near the wall opposite the bar.

The woman finishes shining the bar, stuffs the rag in her pocket, and looks up at you. "What can I get you sirs and ladies? Our special plate of the day? Or maybe just something to drink?"

Verity has never seen the PCs before but knows immediately they are not looking for the safehouse or to purchase counterfeit coins. Such customers immediately come to the bar, hand her a gold coin, and give her the password. However, Verity does not immediately attempt to chase them away. Always out to earn money, she is willing to sell them food and drinks.

If the PCs ask about items in the room, describe oil lamps, metal sculptures, paintings with and without frames, gaudy beads, boots, a few weapons, several kitchen implements, wall hangings, clear and colored glass figurines, broken musical instruments, hats, belt buckles, gardening tools, etc. Other items include barrel heads nailed

to the wall, an old ladder, empty flour sacks, and glass ornaments. A fisherman's net is strung across half the ceiling, and several small items are in it, including fishing lures, shells, an oar, miniature wooden boats, etc. About one-fifth of the items are in good condition and valuable, however the PCs would not be able to tell this unless they stood a few feet from the items in question and had a good light source. A few of the items are brass, but only the candleholders in the room are made of the moongold brass. There are some magic items on the walls: a *trident +1*, *dagger +1*, *short sword +2* and *shield +1*, *missile attracter*.

The value of the good objects is 19,900 gp. The brass items (other than the candleholders) include brass knuckles, brass belt buckles, a brass walking stick head, and a big brass earring.

If the PCs begin to poke around the items, Verity gets very upset, ordering them away and telling them, "There'll be no more fights in here. I'm tired of dealing with you hooligans who want to ruin my inn." Verity continues to act like the PCs are vandals. If the PCs persist, one of the customers at the bar goes upstairs to get the safehouse residents. Eventually, a fight will break out. See **The Fight** section below.

If the PCs ask Verity questions, she pretends to be friendly and plays the part of a courteous waitress. She does her best to duck the questions with, "I don't know" and "Hmmm, that's interesting." If they ask her about the brass items hanging from the wall, she replies that the decorations make the place look homey and that she has acquired the items through the decade she has operated the place. If they ask her about her orders of candleholders, she tells them many get broken in the fights that occur in the inn and she has to replace them. (Smart PCs who look at the inn to note the condition of its contents should be told the furniture is all old, but intact, and everything seems to be in average condition. In addition, the PCs can note some carvings in the table, such as "Butch and Marilyn forever." The date beneath the name is three years ago.) Verity elaborates about the rough group of clients she has; people who are out of work, drunk barge workers, husbands who have been kicked out of their homes, and paupers looking for handouts.

If the PCs mention counterfeiting, Verity becomes upset, saying she knows there are a few fake coins going around

in Ravens Bluff. She says she got one herself and has been very careful ever since about the money she takes in. If the PCs accuse her of being involved in counterfeiting, she motions for one of the patrons at the bar to go upstairs. If not stopped, he brings down the safehouse residents, who try to deal with the PCs. See **The Fight**, below. If stopped, Verity screams and the residents come down anyway.

If the PCs try to get a room at her inn, Verity tells them that unfortunately all the rooms are filled right now.

Any food the PCs order here is overcooked or undercooked and will not have a lot of flavor. The special today is boiled potatoes and veal. The meat is not veal; it is horsemeat. She gets dead or downed horses from a local breeder and gives them to her ogre cook. Of course, Verity and the safehouse residents eat much better food. The wine and ale is good, but overpriced.

Verity does her best to get the PCs to leave. She tells them her inn is small, and once they are done eating and drinking they need to leave so the table can be occupied by other customers.

### The Fight

The fight can be started in a variety of ways. If the PCs acted like customers, but stayed too long, the safehouse residents come downstairs and attack.

The NPC combatants include: Verity, her ogre cook, and the six safehouse residents. The ogre initially stands in the kitchen doorway and hurls potatoes (1-2 hp of temporary damage, 5% chance to stun opponents). Verity strikes to subdue (-4 attack roll penalty, 1/2 damage, 1/2 of that temporary), as she doesn't want to be found guilty of murder. If the ogre falls victim to a *sleep spell*, Verity revives him with her *oil of disenchantment*.

If the residents are drawn to the fight by a disturbance, such as Verity screaming, they spend two rounds getting organized and rush down the stairs into the fray, supported by the wizard who casts a *sleep spell* on the party. If they can come quietly, the higher level thieves creep down the stairs, hide in the shadowy inn, and clobber the PCs from behind. Once the party notices the first group of thieves, the remaining thieves, supported by the mage, attack.

After the PCs defeat Verity and company, they can scour the building and find the counterfeiting operation. There are 5,000 counterfeit coins in a large

bin, just waiting to be bought. Other items in the basement include a furnace used to melt the brass, metalworking tools, a hundred bars of lead, and two dozen brass candleholders. There is nothing of value in the rooms upstairs.

**Verity Overinn:** AC 2 (bracers and Dex); MV 12; HD (F4/T5); hp 40; #AT 1; D 1d6 +3 (Str and magic weapon); AL CN; S M; THAC0 15 (adjusted)

### Thieving Abilities

PP OL FT MS HS DN CW RL BS  
75 40 35 50 25 35 60 20 x3

**Magic Items:** *Bracers of defense AC 6, oil of disenchantment, short sword +2*

**Cookie**, the ogre: AC 5; MV 9; HD 4 +1; hp 25; #AT 1; D 1-3 (potato), 1-6 (skillet), 1-8 (meat cleaver), or 1-10 (claw); AL CE; S L; THAC0 17

**Marty Beaver**, thief: AC 6 (Dex); MV 12; HD 2 (T 2); hp 12; #AT 1; D 1-6 (short sword); AL N; S M; THAC0 20

### Thieving Abilities

PP OL FT MS HS DN CW RL BS  
25 55 40 20 15 30 60 — x2

**Jonah Salt**, thief: AC 6 (Dex); MV 12; HD 2 (T 2); hp 10; #AT 1; D 1-8 +1 (Str bonus); AL NE; S M; THAC0 19 (adjusted)

### Thieving Abilities

PP OL FT MS HS DN CW RL BS  
25 25 70 35 15 15 60 15 x2

**Maynard Lenowsky**, thief: AC 6 (Dex); MV 12; HD 1 (T 1); hp 6; #AT 1; D 1-6 (short sword); AL NE; S M; THAC0 20

### Thieving Abilities

PP OL FT MS HS DN CW RL BS  
35 35 20 30 25 25 60 10 x2

**Lenny Molkovitz**, thief: AC 6 (Dex); MV 12; HD 1 (T 1); hp 8 (Con bonus); #AT 1; D 1d8 +1 (Str bonus); AL CE; S M; THAC0 19 (adjusted)

### Thieving Abilities

PP OL FT MS HS DN CW RL BS  
25 25 10 30 25 25 90 — x2

**Boris Mossroses Jr.**, thief: AC 5 (Dex, ring); MV 12; HD 1 (T 1); hp 6; #AT 1; D 1-4 +1 (weapon); AL CN; S M; THAC0 19 (adjusted)

### Thieving Abilities

PP OL FT MS HS DN CW RL BS  
45 45 30 20 15 15 60 — x2

**Magic Items:** *dagger +1, ring of protection +1*

**Sheena Bullwacker**, enchanter: AC 7 (Dex); MV 12; HD 3 (MU 3); hp 12; #AT 1; D 1-6 (staff); AL NE; S M; THAC0 20

**Spells:** *Charm Person, Sleep, Taunt, Scare, Tasha's Uncontrollable Hideous Laughter*

**Magic Items:** *Potion of Gaseous Form, Oil of Slipperiness*

### The Aftermath

If the PCs defeat Verity and her entourage, The Vulture congratulates them and says they are "paid up" with his office. Because of The Vulture's *ring of truth* and his other abilities he will be able to tell what the PCs lifted from The Overinn. The majority of the items in the inn are stolen, and The Vulture will not let the PCs take them.

What the PCs can have from the inn is: *short sword +2, trident +1, dagger +1*, and 6,400 gp worth of unclaimed brass, gold, and silver items. If the PCs make no attempt to claim any of the treasure, they will be awarded 3,000 gp for the capture of the safehouse residents and Verity. □





# The Caves of Confection



An adventure for 6 D&D® game  
or AD&D® game characters,  
levels 1-3

Illustration by James Holloway

by Rick Reid

## Notes for the DM

This lighthearted adventure is designed for six 1st-3rd level Basic D&D® game characters. Statistics for AD&D® game monsters also are provided for DMs who wish to run this adventure as an AD&D game scenario; AD&D game statistics appear in shaded areas.

At the beginning of the adventure, it is assumed the PCs will come to the Keep at Ongoin, intending to rest and buy provisions. However, you should feel free to concoct another reason for the PCs to go there if it suits your needs better.

## Introduction

Even the most stalwart band of adventurers must stop sometimes for rest and provisioning, and according to your maps, the nearest city is the Keep at Ongoin.

The Keep at Ongoin is much like every other heavily fortified city that you have encountered in your travels. The standard high, thick stone walls surround the town, and the only entrance is a pair of barred wooden gates.

Following standard procedure, you approach the gates and shout for entrance. After a wait of several minutes, you shout again. Still no response. Getting impatient, you dismount and bang on the gates. Almost immediately, a muffled voice from the other side replies, "What's the password?"

## Part 1: Keep Ongoin

After the PCs have taken several guesses at the password, another muffled voice responds, "Try 'Pancake.'" If someone in the party replies "Pancake," both gates swing open revealing an empty cobblestone street leading into the center of town. If the PCs pass through the gates, they are set upon by a mob of villagers shouting "Sweets! Sweets! Give us your sweets!" A mob of more than 200 rush from their hiding places behind the open gates, swarm over the PCs, pull them from their horses, and rip through their packs and clothing.

**Villagers (207):** AC 9; HD 1; hp 3 each; MV 120'(40'); #AT 1; D special; Save as Normal Human; ML 6; AL N; XP 5 each; SA hit indicates grab and hold until victim makes an open doors roll, if three or more villagers hold a victim he is pulled down.

AC 10; HD 1; MV 12; #AT 1; Dmg pummel/wrestle; THAC0 20; Int Ave. (8-10); SZ M; AL NG (but crazed); XP 15 each

After several minutes of this mayhem, a shrill whistle blows and a troop of guards rushes into the melee, pulling the villagers off the characters and berating them: "Leave them alone; they're tourists!" When the guards have succeeded in disentangling the last villager from the ruckus, a portly gentleman with a long, curling white mustache approaches the party. Turning to the villagers, now shuffling around with downcast eyes and guilty looks on their faces, he says, "Is this any way to treat guests? I'm ashamed of you! Now I want you to apologize to these nice people right now!" Several of the villagers mumble insincere apologies while the guards help the PCs up, dust off their clothing, and help them gather up their belongings. While this is going on, the villagers slink away, occasionally giving the PCs a hungry glance.

When order has been restored, the portly gentleman introduces himself as Farfel, mayor of Ongoin, and apologizes to the group for the actions of the townspeople. Then with a wistful look in his eyes, he asks, "Ah, you don't happen to have any gumdrops, do you?"

When the party has replied in the negative, the mayor gives a loud sigh and says:

"Ah, I thought not. Oh well. Please, let me escort you into town while I try to explain the behavior of the townspeople. You see, for years Ongoin has had the reputation of providing the finest sweets, candies, and desserts in the realm. In fact, the king himself would not think of using any other peppermint candy for his indigestion but that which we manufacture. But now that has all changed. You see, we obtain the raw materials for our creations from a series of most wonderful caverns to the north of town. Within these caverns—dubbed the Caves of Con-

fection by the locals—run veins of pure rock sugar, bubbling pools of caramel, and natural springs of chocolate sauce.

"Needless to say, with such a treasure at our disposal, it was only natural that our village should base its economy on the creation of sweets. But several days ago, a group of sugar miners came running back into town with stories of horrible creatures that had taken up residence in the caverns. A battalion of guards was sent to investigate, but never returned. I had no choice but to post the mines off-limits, even though it meant the death of our industry. The villagers, raised on a diet of sugary treats, were driven half-mad by the absence of their accustomed diet and took to rioting and worse things. In desperation, I sent away for a wagonload of sugar from the closest village. But it, along with another wagon of kitchen utensils, never arrived. Attempts were made to provide substitutes, hoping our customers would not notice the difference. But as you can see the results were less than successful."

With this statement, the mayor points out several shops advertising such things as: "Salt Cakes," "Vinegar Buns," "Mustard Pies," "Brine-filled BonBons," "Fish Balls," and "Meat Wafers." All the shops have a large closed sign in front.

"To make matters worse," the mayor continues, "This is the year my wife is to host the annual Mayors' Wives' Tea Party for all the mayors' wives in the area. Without any teacakes or lady fingers for the guests, her party will be the social disaster of the year. "But, this is not your problem. Unless, of course, you want to take on the job of cleaning out the caverns—for which you will receive a handsome reward and the undying gratitude of the townspeople, not to mention my wife. Well, what do you say?"

If the characters agree to take on this task, the mayor shows them the road leading north from town to the caverns. If they wish to obtain further provisions, a trader's shop contains all basic equipment at twice book price.

## Part II: The Caves of Confection

### A. The Entrance

After a journey of about a half hour, through rocky terrain dotted with growths of thick shrubbery, you approach the face of a towering cliff. At the cliff's base is a dark, roughly circular entrance about 12 feet in diameter. Two vaguely humanoid figures stand to either side of the entrance, barely concealed by scraggly bushes. An overpoweringly sweet smell fills the air.

As the PCs approach the entrance, they see that the figures are nothing more than wooden cutouts, painted to resemble fierce goblins, and propped up against the cliff. They will also see, directly above the entrance, a crudely-painted wooden sign reading "Cave of Good Eats—Monsters Welcome—Humans Go Home." Looking into the entrance, the characters see a 12-foot by 12-foot cave extending 30 feet north and ending in a "T" intersection. Walls, floors, and ceiling are hard and rocky. Closer examination reveals a sprinkling of sugar covering the cavern floor.

### B. Equipment

Approximately 10 feet into the cavern, a series of two dozen spikes are driven into the west wall at eye level. Twelve battered metal helmets and 12 lanterns hang from the spikes.

The helmets were worn by the sugar miners as protection in the event of falling rock candy. They are painted with names such as "Stinky," "Shorty," "Waffle-ears," and "Fred." The lanterns are filled with oil and still usable.

### C. Billy

After a distance of 40 feet, the cavern takes a bend to the east. As you approach the bend, you hear a loud slurping noise coming from around the corner.

Sitting on the cave floor, sucking on a piece of rock candy is a young boy with red hair and freckles. When the boy notices the party, he hides his candy



and tells them to "Get your own." If the young lad is questioned nicely or bribed, he reveals that his name is Billy and he lives with his Grandpa in Ongoin. He tells the PCs that he was tired of not having any candy, so he snuck away and came to the mine to get some.

Billy got his candy from the rock sugar veins directly ahead. He brags to the PCs that he snuck past all the monsters working in the mine and grabbed a piece off the floor without being noticed. If asked about the number of creatures in the mine, he puffs up his chest and says, "Oh, about a hundred."

If Billy is threatened, grabbed, or told to go home, he starts yelling, "Ow! Ow! Ow!" in a loud voice and tries to run away. The ensuing commotion is sure to bring the mine workers from the sugar mines (area E) to investigate. If Billy is left alone, he follows the party for awhile, then wanders off.

**Billy:** AC 10; HD 1/2; hp 2; MV 120'(40'); #AT 1; D 1 (kick or bite); Save as Normal Human; ML 6; AL N; XP 5

AC 10; HD 1/2; hp 2; MV 12; #AT 1; Dmg pummel; THAC0 20; Int Ave. (8-10); SZ M; AL N(G); XP 15

### D. Chocolate Stream

After several feet, the passage branches off to the north and continues east. From the east passage you pick up faint sounds of digging, picks banging, and occasional voices. To the north, you detect a sweet, but faint, odor.

If the PCs take the north passage, read the following:

A thick, cloying odor of chocolate wafts from the entrance of this chamber. Inside the 40-foot diameter room, an 8-foot wide stream of thick, brown fluid flows sluggishly from an opening in the east wall, runs across the chamber, and disappears into a similar opening in the west wall. Several buckets and ladles lie on the floor. Propped up against the south wall are 12 humanoid figures, apparently composed of the same brown material, wrapped in red bows. Across from the stream, there is an opening in the north wall.

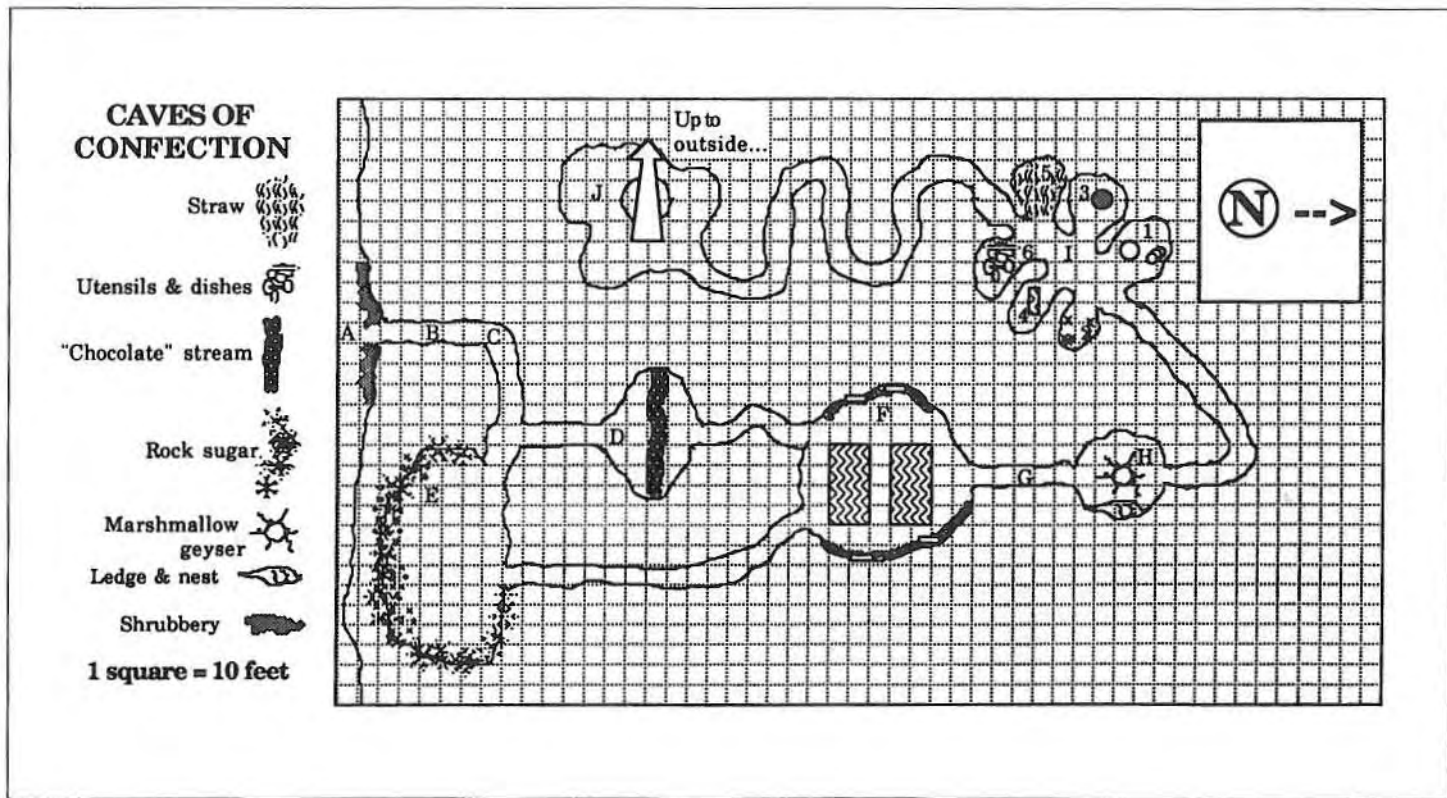
The stream, which only runs to a depth of three feet at this particular spot, is

not actually chocolate, but is composed of run-off from the sugar mines mixed with naturally-occurring subterranean vegetation and minerals giving it the taste, appearance, and texture of real chocolate. The 12 figures are the original guards sent to investigate the disturbance at the mine. They were captured and dipped alive in the chocolate. Examining the figures reveals a small tag on each one reading: "To Our Master, Twink—Eat In Good Health."

### E. Sugar Mine

The passage opens into a huge cavernous area, almost 120 feet in diameter. The rough rock walls are impregnated with thick veins of a clear crystalline substance with a very sweet odor. A dozen large, hairy, dog-faced creatures work the veins with picks and shovels, and load the debris into wheelbarrows. The biggest creature wheels the wheelbarrows out an opening in the north wall.

Until the party takes some action, the creatures (gnolls) will not be aware of their presence. The sound of digging



and picking echoes loudly throughout this chamber and mixes with the gnolls' cursing and grunting. The gnolls are mining the rock sugar for the Snack Dragon, and their fear of his anger is the only thing that keeps them working.

If the party moves to attack, the gnolls reciprocate, swinging their picks and shovels. If the gnolls lose more than half their number, one gnoll throws down his pick, and in crude Common cries out, "That's it! We don't have to put up with this! Come on, we're going on strike!" With that, the other gnolls toss down their weapons and follow their leader out the chamber and to the cave entrance.

Any gnolls that are captured and questioned reveal that the boss of the caves is a "big lizard that eats like a pig." The only reason they are working is that he threatened to eat them if they didn't keep his appetite satisfied. If the party asks directions to the big boss, the gnolls gesture in the direction of the north passage. There are three wheelbarrows, six picks, six shovels, and a lot of rock sugar in the room.

**Gnolls (12):** AC 5; HD 2; hp 15, 13, 3@12, 10 2@9, 6, 2@5, 4; MV 90'(30'); #AT 1; D 2-7; Save as Fighter 2; ML 8; AL C; XP 20 each

AC 5; HD 2; hp 15, 13, 3@12, 10, 2@9, 6, 2@5, 4; MV 9; #AT 1; Dmg 2-7; THACO 19; Int Low (5-7); SZ L; AL CE; XP 35 each

## F. Kitchen of Doom

A blast of intense heat emanates from this room, accompanied by clanging and banging sounds.

This 80-foot diameter room was used as a bakery, with heat provided by naturally occurring veins of magma which flow along the walls. Several large iron doors were built into the walls, and the items to be baked were placed into cavities behind the doors and heated by the magma. Two 40-foot long and 20-foot wide wooden tables, covered with bowls, spoons, and baking pans, are situated in the center of the room.

The room is currently occupied by eight bakery zombies wearing white hats and aprons reading "Kiss the Cook." As they are able to work 24 hours a day and can withstand the

intense heat, the Snack Dragon (**area J**) has programmed them to bake treats to satisfy his voracious appetite. Raw materials from the sugar mines (**area E**), the chocolate stream (**area D**), the marshmallow geyser (**area H**), and the orc rooms (**area I**), are delivered here to be baked into desserts and goodies. The zombies ignore the PCs unless they interrupt them from their current task of baking dozens of gingerbread orcs (cookies). If attacked, they reciprocate by flinging batter, pans, bowls, and hot cookies.

On one of the tables is a thick leather-bound tome entitled *Cook Book of the Dead*. It contains instructions for summoning a Sweet Tooth Demon, a large dessert. Anyone attempting to read from the book will find his hand permanently stuck to the pages. Victims cannot put down the volume until they have gathered all the ingredients listed in the recipe (over 2,000 obscure spices and condiments) and mixed them according to instructions.

**Zombies (8):** AC 8; HD 2; hp 16, 2@14, 9, 2@8, 6, 4; MV 90'(30'); #AT 1; D 1-8 (claw) or 1-4 (hurled object); Save as Fighter 1; ML 12; AL X; XP 20 each; SA always lose initiative; SD immune to *sleep* and *charm* spells.

AC 8; HD 2; MV 6; #AT 1; Dmg 1-8 (claw) or 1-4 (thrown object); THACO 19; Int Non- (0); SZ M; AL N; XP 65 each; SA always lose initiative; SD immune to *sleep*, *charm*, *hold*, *death magic*, poisons, and cold, holy water inflicts 2-8 points damage

## G. Gramps

A bobbing yellow light can be seen in the north passage. The light seems to be moving in your direction, but before you can take any action, the stillness is shattered by a gravelly voice yelling, "Billy! Billy!"

The voice belongs to Billy's (**area C**) grandfather, who is looking for the wayward lad. He carries a thick cane in one hand and a lantern in the other. His eyesight is very poor, and if approached by the PCs, he lashes out at them with his cane, mistaking them for monsters.

Gramps' hearing is just as bad as his eyesight. He carries an earhorn tucked in his belt, which he uses only if reminded of its presence. Anything the

PCs say to Gramps is likely to be interpreted as an insult. If the party is able to relay to Gramps who they are and the nature of their intentions, he starts in on one of his long-winded stories of his own youth when he was an adventurer, punctuating his tale by grabbing one of the PC's swords and swinging it wildly around his head.

If the group can convince Gramps that they have indeed seen Billy and have a general idea as to his whereabouts, Gramps continues south, shouting and banging on the walls with his cane.

**Gramps:** AC 10; HD 1/2; hp 2; MV 90'(30'); #AT 1; D 1-4 (cane); Normal Human; ML 6; AL N; XP 5

AC 10; HD 1/2; hp 2; MV 9; #AT 1; Dmg 1-4 (cane); THACO 20; Int Ave. (8-10); SZ M; AL N(G); XP 15

## H. Marshmallow Fluff

The walls, floor and ceiling of this 40-foot diameter cavern are covered with a thick, gooey white substance. There is a 12-inch diameter hole in the center of the floor and an exit directly across the chamber in the north wall. A 6-foot wide stone ledge juts from the east wall, about 12 feet above the ground.

A large pile of sticks and small rocks sits on the ledge; it resembles a nest of some type. An undistinguishable lump squats in the nest's center. The entire affair is covered with the gooey white substance.

The PCs are in the cavern containing the marshmallow geyser. Thick veins of sugar, heated by bubbling underground pools, simmer under the surface until their consistency is that of thick marshmallow. Periodically, the bubbling mass erupts from the hole in the floor, spraying the room and its contents with a thick coating of marshmallow.

The lump in the nest is a marshmallow harpy, which has grown quite fond of the taste of marshmallow. She attempts to lure the characters into the room with her song. If she is successful, she waits for the geyser to erupt and coat her hapless victims in marshmallow, rendering them immobile. She can then eat them at her leisure.

Once the PCs have entered the room, check each round for an eruption. A 1 or 2 on 1d6 means the geyser has erupted,

and anyone caught in the room must save vs. paralysis or be rendered immobile. Even if the save is successful, the character's movement and attacks are cut by half. The harpy is immune to the effects of the geyser, and will only leave her nest to attack in the event that the majority of the group is rendered immobile, or if they try to leave the room.

If the harpy is defeated, the characters can search her nest. Inside are 36 sticky gold pieces, a bib with a picture of a lobster on the front (new magic item), a vial of clear liquid (new magic item), and a toothbrush.

**Marshmallow Harpy:** AC 7; HD 3\*; hp 21; MV 60'(20')/flying 150'/50'; #AT 2 claws, 1 weapon, + special; D 1-4/1-4/1-6; Save as Fighter 6; ML 7; AL C; XP 50; SA song causes saving throw vs. spell or victim is *charmed*.

AC 7; HD 7; hp 21; MV 6, Fl 15 (C); #AT 3; Dmg 1-3/1-3/1-6; THAC0 13; Int Low (5-7); SZ M; AL CE; XP 1400; SA can sing in combat, song causes saving throw vs. spell or victim is *charmed*—*charmed* victims immediately proceed toward the harpy and allow themselves to be slain, the *charm* lasts until the song stops, touch causes save vs. spell or victim is *charmed* for 20 + 1d10 hours, the *charm* is broken when the harpy is slain.

### New Magic Items

**Bib of Good Eating:** When worn, the wearer is compelled to eat only good, nutritious meals, forsaking any snacks or sweets. A successful save vs. spell negates the *bib's* effects.

**Potion of Appetite Control:** Anyone imbibing this clear, colorless, liquid will experience an immediate feeling of fullness for a period of 13-24 hours (1d12 + 12), and has no desire for food during that time.

### I. Jinsu Orcs

After a distance of several feet, the northern passage curves toward the west. The western passage is littered with butter knives, forks, and soup spoons. Ahead you notice several openings carved into the north and south walls.

The openings lead into the rooms of a tribe of jinsu orcs. If the party stops to investigate the silverware, or passes by the openings, the orcs pour out of the rooms and attempt to capture and subdue them. The orcs, employed as guards, waiters, cooks, and dishwashers by the Snack Dragon (area J), are armored in pots, pans, and roast platters and brandish meat grinders, potato peelers, cheese graters, egg beaters, and apple corers as weapons (plunder from the wagons bound for Ongoin). The orcs attempt to overwhelm the PCs and capture them alive to present to the snack dragon. During the fighting, the orcs continually call for the PCs to surrender. Because of the overwhelming number of orcs, the PCs should be encouraged to do so.

### Rooms

All the rooms are roughly 12-foot square and contain the following:

1. A huge tub of soapy water and a tall pile of dirty dishes. Six orcs are washing dishes in here.
2. Numerous bags of flour, spices, herbs and seasonings. Several barrels contain vinegar, vanilla extract, sugar water, and maple syrup.
3. A large fire pit dug into the center of the room is filled with burning wood. Above the fire is an iron caldron being stirred by two orcs in white aprons. The orcs are boiling refined rock sugar to make caramel.
4. A long wooden table piled high with various types of cookbooks. Six orcs are pouring over the books, jotting down notes and recipes.
5. The entire floor of this room is layered with straw. Twelve orcs are lying on the floor, resting from their duties. Each orc is alternately polishing his weapon and licking a cinnamon stick.
6. This room is piled high with a jumble of cooking utensils, kitchen implements and dinnerware. Six orcs are attempting to make some sort of order out of the shambles.

**Jinsu Orcs (36):** AC 6; HD 1; hp 5 each; MV 120'(40'); #AT 1; D 1-6; Save as Fighter 1; ML 6; AL C; XP 10 each

AC 6; HD 1; hp 5 each; MV 9; #AT 1; Dmg 1-6; THAC0 19; Int Ave. (8-10); SZ M; AL LE; XP 15 each

### J. Lair of the Snack Dragon

As you are lead down the twisting passage, a loud roar of "FOOOOOD!" reverberates down the corridor from ahead. The orcs, now visibly shaken, hurry you along through an archway set into the stone wall.

Sitting on an immense pile of dirty dishes, frosting bowls, non-returnable bottles, wrappers, cake plates, pie pans, cookie tins, and candy molds is a large cotton-candy pink dragon. The dragon's chocolate-smearred jaws are firmly wrapped around the protruding stick of an all-day sucker. Rows of sugar donuts ring his twin horns and his long spiked tail is curled protectively around a pot of jellybeans. A severely-stained bib is tied around his thin neck, absorbing the frequent dribble of drool that leaks from the corner of his mouth. Above the dragon, a large opening in the ceiling allows the moonlight to sparkle off his sugar-coated scales.

The dragon looks you up and down with a hungry eye, removes the sucker from his mouth, waves at the orcs, and issues a command, "Prepare the kitchens! I have a recipe for carmel-covered adventurers dipped in toasted almonds that I'm dying to try!"

At this command, the orcs exit the room, leaving you to face the dragon. With the same hungry gleam in his eye, the dragon address you.

"I suppose good manners dictate that I should introduce myself before I eat you. I am Twink, a very rare snack dragon. Most of my race, unfortunately, died out because they could not find enough sweets to sustain them. We have quite a voracious appetite, you know. But lucky me! I came across this wonderous cave in my travels. It contains enough sweets to sustain me for years. Isn't that wonderful!"

At this point, if the PCs take no action against the dragon, he starts poking them with his sucker stick to see if they are "juicy" enough. The characters must try to defeat Twink before the orcs return in six turns to bake them. Twink is very intelligent (but greedy) and not easily tricked, nor will an out-and-out attack be likely to succeed. One possible solution would be to get him to use either of the magic items found in area H,

causing him to lose his appetite or desire for sweets and possibly vacate the cave.

If the PCs attack Twink, he uses his breath weapon in an attempt to encase them in a tough candy shell. A strength of 18 or better is needed to break out of the shell. Twink does have one weak spot, his stomach. There is a 5% chance that any successful attack will hit his stomach, causing him to double over in pain for 1d6 rounds.

**Snack Dragon (Twink):** AC 3; HD 6\*\*;  
hp 40; MV 90'(30')/flying 240'(80'); #AT  
2 claws, 1 bite or breath weapon; D 1-  
6,1-6/3-24; Save as Fighter 6; ML 8; AL  
N; XP 725; SA breath weapon usable  
3x/day, cone of candy coating 2' wide at  
mouth, 80' long, and 30' wide at end,  
victims must save vs. breath or be  
coated and immobilized for 2d12 turns,  
18 strength to break out.

AC 3; HD 6; hp 40; MV 9, Fl 24 (C);  
#AT 3; Dmg 1-6 + 1/1-6 + 1/3-24 + 1;  
THAC0 15; Int Ave. (8-10); SZ L; AL  
N(E); XP 1400; SA breath weapon 3/  
day, cone of candy coating 2' wide at  
mouth, 80' long, and 30' wide at end,

victims must save vs. breath or be  
coated and immobilized for 2d12  
turns, feat of strength to break out.

If the characters manage to defeat the snack dragon, or convince him to let them escape, they can climb up the pile of trash and exit out the hole in the ceiling (this is how Twink entered). Once out of the hole, the PCs can circle around to the front of the cave and the road back to town.

### Part III: The Reward

When the party returns to the village, the mayor meets them to listen to their story. Unless the PCs have defeated the snack dragon, or banished him from the caves, they are not eligible for their reward. If the PCs were successful, the mayor rings the town bell, calling the villagers to assemble. He relates their story to the townspeople, highly praising the PCs' bravery. When he gets to the part of the story where the PCs defeated the dragon and freed the caves, the villagers shout, "Sweets! Sweets!" and bolt for the caves, trampling the mayor and the PCs. After apologizing to the party, the mayor invites them to a

banquet to be held in their honor the following evening when the villagers have "calmed down."

The banquet is a rousing success, consisting of every sort of delicacy imaginable. And just when you think you could not eat another bite, the mayor taps his spoon on his wine glass and calls for "dessert." As you gape in astonishment, six carts draped in fine linen are wheeled out in front of you. The coverings are whipped off with a flourish, revealing life-size peanut-butter fudge statues of your party.

"Dig in!" the mayor beams, "They're all yours!" With weak smiles you reach for a piece of ear. Seeing your disappointed looks, the mayor gives a chuckle and nudges you with his elbow, "I think you'll like the filling the best," he whispers, "Gold coin I think the cook said it was!"

The DM is free to assign whatever monetary reward he thinks is reasonable for his campaign; 200-500 gp for each character is a good rule of thumb. □

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by Wayne Straiton

The characters in this adventure are craftsmen and tradesmen, who will grow into an adventuring profession by the time they complete their mission.

### Dungeon Master's Background

The characters are hired by Torrand, who is rumored to be a powerful and successful fighter who roams the area doing good deeds.

Between campaigns Torrand enjoys training other adventurers. Since he knows only ranger skills, but wants to help all classes, he sends low-level adventuring groups on little missions and keeps a close eye on them.

He has been doing this with varying degrees of success for a few years. He is quite pleased with his training program and with himself. He will not aid a party unless absolutely necessary, as he believes accomplishment builds confidence.

Torrand knows the PCs are only craftsmen and tradesmen and has no intention to train them as adventurers. However, a low-level adventuring group Torrand recently put together insisted on bringing along hirelings—enter the PCs.

Unfortunately, the group of adventurers Torrand chose did not work together well. Torrand should have had a clue something was wrong when they insisted on hirelings—one for each of them.

This mismatched adventuring group dies in the Players' Introduction, leaving the PCs to finish the mission. The mission is to take a special healing balm to the son of a wealthy baron in a province two weeks' travel away. The son is very allergic to the wild flowers that grow in profusion around the baron's estate. His allergy is not life-threatening, but it is terribly annoying, and when the flowers are out his father keeps him in bed.

Torrand is concerned about the young man. However, his real purpose in assembling the group is to deal with a small band of kobolds who live near the road that the group must take to reach the baron's estate. The kobolds have been ambushing merchants and travelers, and Torrand wants them stopped. He hopes the kobolds will attack his group of adventurers to give the group more experience in fighting monsters.

What Torrand didn't know was there

# Torrand's Tribulations



An AD&D® Game Adventure  
for 6 Level 0 Characters

Illustration by James Holloway

was something worse than kobolds in the countryside.

Adelle, a crazed lawful evil magic user whose main objective is to gain control over the area, wants to defeat the legendary Torrand, who she believes stands in her way, and acquire as much land as possible. She has enlisted the aid of a group of thieves to gather information about local adventurers and Torrand. She learned about a group of adventurers going on a mission for Torrand, and quickly and wrongly assumed they were being sent to do her in.

## Players' Introduction

When you were hired by Torrand, the famed adventurer, you thought he was going to train you as adventurers by sending you off to perform some important task. Torrand is known for training adventurers of all classes by selecting missions to test their skills. You accepted his request to do a "little traveling" for him. But you were dismayed to learn you were to work as hirelings for a band of low-level adventurers rather than to perform a mission yourself. Still, you were too proud to back down and agreed to go.

Torrand said giant-slaying was taking him away from a very important mission, and he needed the group of six young adventurers to take a special healing balm to a young son of a wealthy baron who lives a few weeks' ride away, just outside of Riverton. The son was in dire need of the medicine. Torrand emphasized this wasn't a training mission.

The six adventurers he selected, who had insisted on having hirelings to perform menial services for them, agreed to go on the life-saving errand. Torrand supplied them with food, a wagon, and light riding horses—and you as hirelings.

You also were given rations and light riding horses. Anvil was given a sturdy pony.

The first week out was uneventful, and you were becoming bored listening to the adventurers talk about their exploits. Your businesses in Hillsdale would have fared better if you hadn't taken Torrand's offer.

It was the morning of the eighth day out that disaster struck. A lone woman in deep green robes appeared

before the wagon and waved her arms. You all grew instantly tired and succumbed to a deep sleep. Quill fought the effects of the spell, struggling with all her will power to stay up. But in the end she, too, joined you on the dirt trail. When you awoke some time later, a horrid sight greeted you.

The six adventures' bodies lay at twisted angles, most of their clothes singed. There was no sign of the woman. You knew she was responsible for this carnage. She probably left you alive believing you too inconsequential to deal with.

It is a puzzlement why she did this, why she killed them and left the wagon undamaged. The horses tied to it were unharmed; although they are very skittish. Your mounts, and the surviving mounts of the adventurers, apparently ran off—you can see Anvil's pony standing in the high grass nearby.

You know you must finish the mission the adventurers set out on. The young boy's fate is in your hands now.

You will have to find the healing balm from among the adventurers' possessions, and hope beyond hope that it wasn't damaged. Perhaps you can find some other things to aid you on your mission.

If the PCs look through the wagon, they can find enough good rations to last them at least three weeks, two big barrels of water, seven blankets, two barrels of oats for the horses, two dozen torches, and five flasks of oil.

Also in the wagon is a piece of parchment in a sealed leather scroll case that reads: "My fine adventurers, now that you have reached the town of Riverton, I must congratulate you on getting this far, and now your trip to the baron's is almost over. His son will be pleased. When you are finished with all of this, stop by the Weary Wench in Riverton. There you will receive all the information you need about your noble and perilous mission—Torrand."

If the PCs search the bodies, they can find the following items. The starred items are magical. It is up to the PCs to learn which are magical and what they do. The DM should not divulge the information or encourage them to take items: Silver necklace and matching earrings (worth 220 gp); bronze bracers, slightly melted (worth 5 gp now); soft

leather boots in excellent condition \*1; set of two crystal goblets (worth 20 gp); leather quiver with silver and gold inlaid designs \*2; thieves picks and tools; bronze helmet in the shape of a dragon's head (worth 30 gp); 50' of rope, also unburned \*3; Gold and pearl ring \*4 (worth 900 gp); flask of good whiskey, flask is singed; battle axe \*5; three daggers; charred sack with 40 gp inside; charred sack with lump of melted gold and silver (50 gp value); blue and green ceramic jar filled with glistening cream \*6 (they recognize this as the special healing balm); a padded sack containing eight vials filled with bright pink liquid. (Tanner recognizes these as healing potions) \*7; a carved ivory stick \*8; a coral bracelet, slightly damaged (worth 20 gp).

All other objects are ruined beyond use, and many are unrecognizable.

- 1 *Boots of levitation*
- 2 *Quiver of Ehlonna* (contains two spears, two javelins, and 20 arrows)
- 3 *Rope of climbing* (command words are Climb, Knot)
- 4 *Ring of protection +1*
- 5 *Battle axe +1*
- 6 *Special healing balm*, works only on wild flower allergies
- 7 *Healing potions*
- 8 *Wand of wonder* (This particular wand can be used only by magic users (Tanner counts). The wand has 10 charges. The command word is etched on the side, "Astounding.")

If Flechette tries to track the woman in green (Adelle), she loses the trail after a mile.

If the PCs try to gather up the horses, they can find a mount for each of them, including Anvil's pony. This is in addition to the two draft horses which pull the wagon.

If the PCs return to Torrand's estate, they find that the ranger left on his own mission, and Torrand's staff is furious that the characters returned, as the young boy needs the medicine.

## Encounter One— Lucinda's Place

As the afternoon wore on, the sky became increasingly overcast. And now, just about an hour before dusk, it has started to rain heavily. Loud thunder crashes all around you and blue-white lightning arcs on the

horizon. The canvas covering on the wagon is not holding up against this storm, and the wind batters at the canvas mercilessly.

Ahead is a farmhouse, which might provide some shelter.

If the PCs decide to approach the farmhouse, continue the description. Otherwise, let them get soaked staying out in the cold rain.

As you near the farmhouse you hear shouts coming from inside. It is too difficult to make out what is being said, as just as you start to make out words, the thunder booms to drown out the voices.

The front door of the farmhouse bursts open and a child runs out, falling into a large mud puddle in the front yard. A woman in the doorway screams at the child as he picks himself up and runs for shelter in the barn.

The child is Shame, the six-year-old half-orc son of the woman standing in the doorway. The house is occupied by the woman, Lucinda, her eight-year-old human daughter, Lucy, and her half-orc son, Shame. Orcs raided the farmhouse several years ago, killing Lucinda's husband.

Lucy is the apple of Lucinda's eye, and Shame is almost always in disfavor. Tonight he was caught taking an apple without asking for it first, and Lucinda kicked him out of the house to spend the evening in the barn. Of course, Lucy can have all the apples she wants—and without asking.

If the PCs ask about the boy in the barn, Lucinda tells them he is being punished, and it is none of their business what is going on. She is not a totally heartless woman, however, and invites them to spend the evening in the barn as well—if they want to get out of the storm. She will not allow them in her house, as she is cautious of strangers. However, if the PCs force their way in, she can't do anything to stop them.

She does not allow Shame back in the house unless the PCs force her. This would be bad for Shame, however, as Lucinda will make him spend the next several nights in the barn after the PCs are gone.

Despite all the problems and being punished frequently, Shame cares about his family and does not want to leave.

Lucy, on the other hand, is arrogant and bratty, being spoiled and almost always getting her way. She sticks her tongue out at the PCs when her mother isn't looking, makes faces at them, and refuses to be polite.

The PCs cannot get any useful information out of Lucinda or Lucy. However, if they talk to Shame and ask him the right questions, they can learn about the woman in green. Keep in mind Shame is only six years old. He will ramble and fidget, but will eventually get to the point.

While Shame was doing his chores early this morning he saw a woman in dark green robes on a pretty gray horse talking to a few men who were dressed rather poorly—"sorta like momma's farm hands, but they weren't, cause they were people I hadn't seen before. Of course, that doesn't mean that I wouldn't have wanted to meet them maybe. But I probably wouldn't have wanted to meet them cause they didn't look like nice people. Of course, you know that looks aren't everything, but sometimes they're something, you know." You get the idea. Shame thinks the woman was giving the men directions, as she kept pointing down the road and at a piece of paper she held. The men paid close attention to her. "Maybe she was sorta pretty for an older woman. She had to be at least 30 years old. That's old." The woman didn't have any weapons, and all the men were armed with swords. Shame was afraid they were going to rob his mom's farmhouse or something, and he got the rake out of the barn for defense.

Eventually, they took off down the road to Hillsdale. Shame thought it was all pretty neat to watch, "cause as they were leaving I saw the old woman wave her arms and she disappeared, but her horse kept going and the reins were still in the air so I knew that she was there."

The PCs will not be offered breakfast in the morning. Shame is allowed inside the house in the morning for eggs and bacon—but he has to ask for the plates to be passed to him. Lucinda wants the PCs to go on their way as quickly as possible.

**Lucinda:** AC 10; HD 1 (0 level); hp 6; MV 12; #AT 1; Dmg 1-3 (whatever cast iron skillet is handy); THAC0 20; Int Ave. (8-10); SZ M; AL N; XP None

**Lucy:** AC 10; HD 1 (0 level); hp 4; MV 12; #AT 1; Dmg 1-2 (whatever kitchen implement is handy); THAC0 20; Int Ave. (8-10); SZ M; AL CG; XP None

**Shame:** AC 8; HD 1 (0 level); hp 4; MV 12; #AT 1; Dmg 1-4 (whatever sharp farm implement is handy); THAC0 20; Int Low (5-7); SZ S; AL CG; XP None

## Encounter Two— Gnome Trouble

You continue on your journey to the baron's estate. The ground is still very wet from the storm the day before. The air is humid and sticky, and the breeze is almost undetectable.

You have been traveling down a road which is barely one wagon wide, when up ahead you see a small figure run into the road about 150 yards ahead. The figure, dressed in gray, is waving its arms for you to stop.

If the PCs don't stop, the figure, a young gnome, will try to get out of the way of the horses and the wagon. There is a 60% chance she can avoid the horses and wagon. If not, she will be killed. If the party continues on, the thieves in hiding will follow on their horses and attack, negating the surprise they would have if the PCs stopped for the gnome.

The gnome, named Gracy, is 20 years old, about the equivalent of a seven-year-old human child. A group of thieves, working for Adelle, has been watching the PCs and trying to figure out how to do them in. By chance, they spotted this young gnome and her older brother. The pair was riding a pony. The thieves shot the pony, which lies dying in a roadside clearing, and they grabbed the brother. The thieves forced Gracy to stop the PCs, asking them to help her pony. They told Gracy if she refused they would kill her brother.

If the PCs do not suspect her, she leads them into a clearing, where her poor pony lies on its side, two crossbow bolts sticking into it. The pony will die if it is not tended to within 10 rounds.

When the PCs enter the clearing, the thieves, hidden in the tall grass in a semi-circular formation, rise and begin firing crossbow bolts.

If, however, the PCs suspect the child and take some precautions, they could effect the thieves' plan. If Flechette checks the ground, she notices several sets of horse tracks and a few human tracks. The frightened gnome child refuses to acknowledge the presence of anyone other than herself and the wounded pony.

The thieves' plan is to ambush the party, firing a round of crossbow bolts before the PCs can act. There are eight thieves in the group, only a portion of Adelle's forces. If the thieves win initiative, they will be able to get off a second volley of crossbow bolts before the PCs can move up to melee them.

Adelle told the thieves that this party is comprised of mere hirelings, who she wants out of the picture only because they are associated with Torrand. The thieves are to try to keep one party member alive for questioning, to learn what Torrand is really up to. If the thieves believe that the PCs are getting the best of them, one of the thieves, if able, will move to the captive male gnome and hold a dagger at his throat, demanding the PCs surrender.

**Surrender:** If the PCs surrender, the thieves tie them up and dither about what to do with them. All plans, which the PCs can overhear, call for killing them. It is up to the PCs to escape, and any reasonable attempt should work.

**Defeating the thieves:** If any thief is left alive, the PCs will be able to question him. The thieves do not know much, other than that Adelle, a powerful magic user, does not like "this tough fighter named Torrand," and she is doing anything possible to foul up his plans. They will admit that Adelle killed the adventuring party the PCs were traveling with, and Adelle didn't consider the PCs a worthy enough threat at the time to kill.

**The gnomes:** If the PCs free the male gnome, the brother and sister will be very happy. They are from a farm nearby and will return there at the first opportunity. If the PCs are able to save the pony through healing or by applying first aid, the gnomes will be doubly pleased. If the pony dies, the little girl will beg the PCs to give them a horse so they can go home. In any event, the gnomes give the PCs a gem in payment. The uncut gem is worth 2 gp. However, Cutter can work it into a jewel worth 50 gp.

The PCs can recover from the captured and slain thieves: 30 cp, 40 sp, 40 gp, a 100 gp pearl, a 200 gp silver and pearl ring, and a potion labeled *sweetwater*.

**Thieves (8):** AC 5 (leather armor and dexterity, 3 in concealment); HD 1 (T 1); hp 6 each; MV 12; #AT 1; Dmg 1-6 (short swords); THAC0 20; Int Ave, (8-10); SZ M; AL CE; XP 35 each; SA backstab for double damage.

### Encounter Three— The Thief

The brush rustles and a man in leather armor, apparently out of breath, runs into the camp and collapses.

This happens on a random watch during the evening. If the PCs have set watches, those on watch will not be surprised, as the man is making considerable noise running through the brush. He is panting and his face is scratched from running through branches. If not stopped, he collapses next to a fire or in the center of the camp. The man is dressed in leather armor and has four hand axes strapped to his back. Hidden in his armor are a garrot and a purse filled with 20 gp. The man is about 20 years old. If the PCs do nothing, he sleeps until tomorrow morning.

The man, Gareth, recently joined a thieves guild and was hired by a woman to ambush a party of merchants on an errand for a great fighter. He didn't mind the mission, but he quit when the thieves shot a pony out from under a pair of gnome children and tied up the young boy. If the PCs have taken Gracy and her brother with them—rather than allowed them to go home—Gareth recognizes them. He knows they did not get a good look at him, however, so he remains silent. When he awakens, whether by the PCs shaking him or by waking up on his own in the morning, he recognizes them as the ones he was told to ambush. Gareth is frightened because he knows his accomplices botched the mission. Further, he knows if any of the thieves escaped they no doubt informed Adelle that the highest level thief in the group—himself—split because he didn't want to rough up children.

Gareth is certain that Adelle will be looking for him, and whatever she has in mind won't be pleasant, that's why he was running. He immediately comes up with a plan: convince the PCs he was after a group of thieves who were threatening a young gnome. He lost their trail and accidentally walked into the territory of a few giant boars. He ran as fast as he could to avoid being killed or wounded by the animals. He says he feels like he has been running for hours, and knows he left the boars far behind. He claims when he saw the PCs' camp he just had to take a chance that they were good samaritans and would let him rest here a while.

He introduces himself to the PCs as Sir Gareth Windwillowtree, self-appointed protector of this section of the country. He claims to be a ranger, who is usually very good at tracking, but the storm the other night obscured the tracks of the thieves he was following and covered up the spoor of the giant boars' whose territory he trespassed upon. He begins asking the PCs what they are doing in the area, if they have seen the terrible thieves running loose (he'll congratulate them if they admit to doing the thieves in), and if he could be of service to them and accompany them on their journey. He will impress upon them that his skills will be of great benefit and that it is the least he can do since they took care of the problem of the eight thieves.

He plans to get as much information about the PCs as possible, divide the party after the end of the next encounter, and attack them. Then, he will find Adelle and present her with evidence of the PCs' deaths and information about the mission they were on.

**Garet:** AC 2 (leather armor +2 and dexterity); HD 4 (T 4); hp 20; MV 12; #AT 1; Dmg 1-6; THAC0 19; Int Ave. (8-10); SZ M; AL LN; XP 270; SA backstab for double damage.

Magic Items: *leather armor +2, hand axe +1, potion of healing* (hidden in a compartment in a normal hand axe) Wealth: 20 gp, platinum and onyx ring worth 900 gp.

### Encounter Four— Leprechaun Kobolds

A band of kobolds have hidden themselves along the trail, and two of their advance scouts have been monitoring the PCs' progress. The kobolds believe the PCs are merchants—merchants soon to be without their goods and their lives. These kobolds have developed a plan to get the PCs off their mounts and concentrating on something so the kobolds have the edge.

The kobolds pretend to be a leprechaun. They have attached a green-clothed doll to some thin black wires and strung it up in a tree. Two kobolds man the doll, working it like a marionette, while a third kobold, hidden in the brush along the ground, drinks a *potion of ventriloquism* and "talks" for the leprechaun. The kobold makes the voice go all around the party and then seem to come from the doll when the doll is lowered to hang in mid air and



dance. The leprechaun sings a merry tune and tries to get the party to hum along. He is trying to relax them and catch them unawares as the kobold party surrounds the PCs, determines the strongest targets, and attacks. The kobold with the potion is the only one who speaks Common.

Because the doll is partially hidden by the branches and is high up in the tree, it is difficult for the PCs to notice that it is not actually alive.

As you continue on your trek, you notice that the weather has improved significantly. The clouds are high and wispy, showing no hint of more rain, and the sun is out. A soft breeze, which blows across your path, keeps you cool and comfortable. The leaves of the oak and maple trees rustle gently in the wind.

"Now and a where ya bein a goin on such an a nice day like a this a one is laddies and lassies?" The voice comes from somewhere off to your right. "I be a Mister O'Patrick O'McGee, leader of the leprechauns in this part." It is the same voice, but this time it comes from your left.

"Now I'm a bein a wonderin a bit about a now what ya laddies and lassies bein a doin in my woods." The voice now comes from many yards in front of you, from a small green figure lazily floating down from a large tree branch. The figure dances a jig in mid air.

"Top of the morning or whatever time a day it bein a being right about now. I slept a might late, and a I don't recall a just what time a day it is. Not a bit that it's important. So, me laddies and lassies, talk to me. What ya be doin here?"

The "leprechaun" dances some more, bobs up and down in the air, and lets the PCs talk for a moment. He doesn't want them to get too close (and discover he's a doll), so he moves farther up into the tree and tells the PCs to stay back.

"Now me laddies and lassies, I am bein a willing and able to make ye a little deal here. I won't bein ta need ta turn any of your weapons or pretty things inta noodles and bows ifna ye bein a willing to lay down yer weapons and not pose a threat ta me. Maybe ye might want to throw down a flask of wine or something else, too."

If the PCs won't throw down their weapons, Gareth/Gareth will help to get them started, as he's experienced leprechauns before.

"Okay, so ye not bein so willing to help me out. Well, one more a try an I bein quick to turn your shoes inta oatmeal and yer knives inta paper flowers. Put yer hands as fer away from yer weapons as ye can, cause I'm just bein a little guy and I don't want no problems. And how about that wine?"

If the PCs have not cut off the "leprechaun" yet, he now begins to dance a jig, wildly flying through the air—well, as far as the wires will take him—in an effort to catch their attention. Now the kobolds strike, gaining surprise.

If, however, the PCs caught on to the leprechaun, roll normally for surprise.

**Kobolds (22):** AC 7; HD 1/2; hp 3 each; MV 6; #AT 1; Dmg 9 @ 1-4 (dagger), 13 @ 1-6 (spear); THAC0 20; Int Ave, (8-10); SZ S; AL LE; XP 7 each

If a dozen of the kobolds are killed, the rest attempt to flee into the woods. Remember that only one of the kobolds speaks Common, so it is unlikely that he will be among any survivors. If the PCs catch any of the kobolds, the kobolds will talk in their own language and in Orcish. The kobolds, fearing for their lives, reveal that they have been ambushing merchant caravans for the past several months. (And they promise to quit if the PCs let them go.)

If the PCs are able to track the kobolds to their lair, where they will have to deal with any of the remaining kobolds who previously escaped, they can find:

Three hand-woven rugs, worth 100 gp each; a set of four red crystal goblets, worth 30 gp each; a large ruby, a fake worth 1 gp; a gold and topaz bracelet, worth 2,000 gp; two silvered daggers, worth 8 gp each; two bronze daggers, ornamental, worth 10 gp each; 100 gp; 300 sp; and 50 cp.

Gareth decides to stike after this encounter. During the fight with the kobolds, Gareth sticks to fighting only those kobolds attacking him, and fights slowly so he doesn't have to assist any PCs. He wants the PCs damaged so they don't put up much of a fight when it's time to do them in.

He begins by calling one of the fighters to his side, claiming he saw a kobold

go that way. He suggests the fighter and himself pursue the kobold so it doesn't assemble a kobold army. If the fighter is silly enough to fall for his ploy, Gareth attempts to backstab the fighter or melee him outright if necessary when they are several yards from the group. If any PCs hear the battle and run to the scene, Gareth explains that a kobold ambush lead to the death of their friend.

If none of the PCs rushed to follow Gareth and a fighter, Gareth returns to the group, telling them their fighter friend has pinned down two kobolds and needs a little help interrogating them. If the entire party does not come (Gareth thinks some should remain behind to watch the horses and wagon), he waits until they are a good distance from the wagon and attacks. If, however, the entire party insisted on going, Gareth falls behind and attempts to take them out one at a time from the rear with his backstab attacks.

If none of the PCs fell for his ruse about going after a few stray kobolds, he announces he will handle it and runs into the brush. This is followed by muffled noises and thuds as he pretends he is being beaten up. He listens to hear if any PCs are coming to his aid, and quickly hides in the brush when he hears them coming. He attempts to backstab those who arrive.

If none of this works, Gareth runs into the brush and discreetly follows the PCs, trying to pick them off one at a time.

If Gareth is caught he comes up with a wild story about being possessed by some spirit that caused him to attack the PCs, and "wouldn't it be a good idea if we all went after the evil spirit?" Eventually, the PCs should figure out he is attacking them. If directly accused, he admits he was hired—along with the eight thieves—to do them in.

## Encounter Five— Torrاند's Visit

Torrاند has taken a break from his current project and has decided to check up on the PCs. He appears to them as a low-level ranger who considers himself the protector of this part of the country. Torrاند does not know that the thief the PCs encountered earlier used the same ruse.

Torrاند found a patch of deep mud, quicksand really, and stuck himself in the middle of it. He is not worried about

getting hurt because he has a ring of free action. He wants to test the party's ingenuity. The immense mud/quicksand patch is 40 feet across and 10 feet deep. Torrand wants the party to "rescue" him from certain doom. As the wagon and horses follow the path near the mud patch, he begins to bellow.

"Help! Heyyyyyy! Help me! You, with the horses, hellllllllllp!! I'm stuck!" The caller is a man, shoulder-deep in an immense mud puddle off to the side of the trail. His frantic movements threaten to take him deeper into the mud. Several feet from the mud a light brown horse grazes. On the ground next to it is a back pack and a bedroll.  
 "Pleeeeeease help me. I'll give you gold. Just get me out of here!" The man sinks a few inches deeper into the mud.

The PCs have several options. They can take Torrand's horse and gear, which will make him very upset. If this happens, he follows them, reveals himself as Torrand, and promptly fires them.

They can continue on, in which case Torrand will get out of the mud, clean himself off, follow them, and fire them.

Or, they can help the man out of the mud. Because he is so far out into the mud, and because he has his hands below the surface of the mud, the PCs cannot throw something to him. The PCs will have to lasso him, enter the mud themselves in the hopes of bringing the man and themselves out—which could put them in danger of drowning in mud, or devise another method to free him. If a PC gets too close to the mud, have that PC roll his dexterity or less on a d20; failure means the PC has fallen in the mud, too. A PC sinks in the mud at a rate of one foot per turn. Torrand, of course, sinks at whatever rate he wants.

After the PCs have rescued him, Torrand introduces himself as Robert Lockwood, protector of the forest. He tells the PCs he saw a small deer caught in the mud, waded in and freed it, and became trapped himself. He does not want to travel with the PCs, but he would like to join them in a meal and be regaled with tales of their adventures. He tells them he heard of a larger party wandering through this countryside with a wagon—a dozen people—six adventurers and their hirelings. He wants to know if the PCs are that group, and if

so what happened to the rest of their party.

Torrand does not know about the attack by Adelle. He knows he appointed the PCs as the adventurers' hirelings, but he feels compelled to find out what happened to the adventurers. He will try every persuasive tactic he can think of to get information out of the PCs without revealing who he is.

Torrand is impressed that the PCs were able to survive on their own, and he's doubly impressed if they tell him about the thieves and the kobolds, which were the adventurers' real mission.

Torrand/Robert eventually excuses himself from the party, going off to deal with whatever force did in his group of adventurers. He feels a great amount of remorse, as his missions never ended in fatalities before. The PCs can see "Robert" is noticeably sad. Before he leaves he gives healing potions to any of the PCs still showing signs of damage from a previous fight.

Torrand does not stop the PCs from continuing with the mission of delivering the special healing balm to the baron's son.

**Torrand:** AC 0 (plate mail and Dexterity); HD 6 (R 6); hp 40; MV 6; #AT 1; D 1-10 + 1 (two-handed sword) or 1-6 + 3 (spear); THAC0 15; Int High (13-14); SZ M; AL NG; XP 100 (rescue) or None (slaying or ignoring); SA ranger abilities, STR 17 (+1 "to hit" and damage. Magic Items: *boots of speed*, *ring of free action*, *spear +2*, *six potions of healing*, *hat of disguise*

## Encounter Six & Seven— Riverton

The PCs arrive at Riverton. They can either go around Riverton to the baron's estate and deliver the healing balm or they can go into the town.

The town is small and is not detailed for the purpose of this adventure. Entering the town leads the PCs into a fight.

### Riverton

As you clear the rise of the next hill you see the town of Riverton. The small road that you have been traveling on widens at the bottom of the hill to become the town's thoroughfare and ends at the river. Across the river you see farmland. The baron's estate must be just beyond the farms.

The first problem the PCs encounter is the city watch. If they are carting dead bodies in the open, the watch will not let them in the gates. If the PCs act rude to the watch, the men or watch will summon other guards as a show of force, and they will not let the PCs in the gate. The city watch is not tolerant of new people and troublemakers, and they won't think twice about tossing troublemakers in jail for a day or two.

If the PCs behave themselves and act and look civil, they will get inside.

If the PCs try to melee the watch members, have no mercy.

**Watch Members (as many as needed):** AC 8; HD 2 (F 2); hp 10 each; MV 12; #AT 1; Dmg 1-8 (long sword); THAC0 19; Int Ave. (8-10); SZ M; AL N; XP 35 each

**Watch Captain:** AC 5; HD 5 (F 5); hp 35; MV 9; #AT 1; Dmg 1-8 (long sword); THAC0 16; Int Ave. (8-10); SZ M; AL NG; XP 175

If the PCs are looking for the Weary Wench, as mentioned in the note from the scroll case at the beginning of the adventure, they will face another problem. There is a Weary Traveler Inn and a Welcome Wench Inn, but no Weary Wench. There is no way for the PCs to know which is the right place, and for the purposes of the adventure, whichever one they try first will be the wrong place. If the player characters split up to check out both places, randomly select which group went to the correct establishment. The other group is in trouble because of their lessened numbers. Both inns are similar in nature and serve the same type of people.

Inside the first establishment are seven thieves who were hired by Adelle to find the PCs. These thieves were looking in the wrong places and were unsuccessful. However, they know what the PCs look like, and when the PCs walk in, the thieves decide to fulfill their contract and kill them. The thieves separate to surround the PCs, casually acting as slightly inebriated customers until they are in position. Then, they strike.

**Thieves (7):** AC 5 (leather armor and dexterity); HD 2 (T 2); hp 9 each; MV 12; #AT 1; Dmg 1-6 (short swords); THAC0 20; Int Ave. (8-10); SZ M; AL CE; XP 65 each; SA backstab for double damage.

Two of the thieves can attack twice a round, using a dagger and a short sword.

The city watch eventually arrives and sides with the PCs. The bartender vouches for the PCs, explaining that these patrons, who he had not seen before today, surrounded the party and attacked them.

### The Right Inn

The second establishment the PCs visit, the correct place, is owned and operated by Lyrthala, a personal friend of Torrand. If Lyrthala suspects the PCs are more of Torrand's trainees, she asks them a continuous stream of questions about their mission and if they expect Torrand to show up here in town. She fancies the ranger and looks forward to his visits. She does not know that Torrand already is in town, with his *hat of disguise* making him look like one of her patrons. Torrand will be upset with the PCs if they willingly spill all the information about their business. In addition, Lyrthala tries to encourage the PCs to spend the night in her establishment, offering them a special rate of 1 gp a person. This is not a special rate, she is just hoping to make a quick six gold pieces. She tells them breakfast will be her treat if they stay. She adds that the PCs will be better prepared in the morning for whatever their mission is if they rest tonight.

If the PCs inquire about the real purpose behind their mission or seek further instructions, as alluded to in the note from the beginning of the adventure (in the scroll case), Lyrthala has been instructed to use this as a stall tactic: "Oh, I think I know what you are talking about. Torrand gave me some information. But I better sleep on it. We'll talk about it in the morning." If the PCs press her, without threatening her, she tells them that they can receive the information after they have been to the baron's estate.

The actual information the PCs are looking for is that the baron's child was not dying, he was simply allergic to wild flowers and the special healing balm will take care of his allergies. Their true mission, revealed to them now, was to take care of a band of dastardly kobolds robbing lone merchant caravans, and that they were actually on an adventurers' training session.

If the PCs agree to spend the night, Torrand, in his disguise, ambles over to them and says, "Uh, some heroes. Off

on an important mission and taking time to stop and relax. Relaxing comes for me after the work's done. You'll never be real adventurers." Torrand leaves to change into a different visage and see if the PCs continue with their mission. If they decide to stay the night he waits around in town to see if they leave in the morning.

**Lyrthala:** AC 9 (no armor and dexterity); HD 1 (F 1); hp 5; MV 12; #AT 1; Dmg 1-4 (dagger); THAC0 20; Int Ave, (8-10); SZ M; AL NG; XP 200 (getting information without getting stalled), 100 (getting information and getting stalled) or None (attacking or failing to get information)

### Going To The Baron's

The baron's estate is large, sprawling across a countryside filled with a riot of beautiful wild flowers. The baron's home is surrounded by more flowers, making it picturesque.

As you ride up to the house, two guards wearing chain armor come out to greet you. "You are on the lands of the baron," the tall one says. "State your business."

Any reference to Torrand or helping the baron's son will get them inside.

You are ushered inside the palatial home. The thick carpets pad your footsteps. The place is elegantly furnished with fine, carved furniture and expensive art. The baron addresses you. "Good adventurers, I am so pleased that you are here to help my son. I have refused to let him get out of bed. It's the flowers, you know, they make him so uncomfortable this time of year. It was so good of Torrand to send you here."

The baron explains the boy's allergy, which keeps him from setting foot outside the home. The baron has not been able to get rid of the flowers; they keep coming up from seed. So he has decided to get rid of the allergy.

To conclude the adventure, the PCs can be introduced to the constantly-sneezing boy. Eventually they should realize the allergy is serious, but not life-threatening. After helping the lad, the baron pays them each 100 gp, lets them spend the night, and sends them on their way.

### Ending The Adventure

If the PCs went to the baron's before coming to town, they have to deal with the watch and the two taverns, as detailed at the beginning of Encounter 7.

When they arrive at the correct tavern after completing the mission, Torrand appears to them and explains about the kobolds being the true mission, which he tells them they passed or failed depending on what they did. Further, he tells them he has found out about this wizard called Adelle, who sent thieves after them thinking the PCs were on some great mission for him that could eventually lead to Adelle's downfall. He knows there are other thieves about who she has hired, and would like the PCs to deal with them.

"Ah," Torrand says, leaning back in his chair and winking at the innkeeper. "But that is another mission for you. One I am certain you could handle. I was sorry to hear about the deaths of the original band of adventurers I hired, the group to whom you were assigned as hirelings. I have made restitution to their families. If I send other adventurers out on training missions in the future I will have to be much more careful.

"But I chose well with you, my fine adventurers. You are people with true classes now, and you should be proud. Anvil, the armorer, you have become a true fighter. Flechette, the bowyer/fletcher, you are a ranger. Tanner, the leathersmith, you are a faithful cleric. Quill, the cartographer, you are a wizard who will increase in magical abilities through the years to rival Adelle. Cutter, the gem cutter, you are a thief. Be careful where you practice your trade. And Harper, a teamster, you are a bard. I challenge you to compose a great song about this, your first adventure."

*This adventure is dedicated to the memory of Clinton C. Tate, III, the original Torrand.* □

## Anvil

*Male Dwarf Armorer*

**STR:** 18/77

**INT:** 12

**WIS:** 10

**DEX:** 15

**CON:** 18

**CHR:** 14

**AC Normal:** 0

**AC Rear:** 2

**Hit Points:** 14

**THAC0:** 20

**Alignment:** Neutral

**Height:** 4'5"

**Weight:** 169 lbs.

**Hair/Eyes:** Black/Black

**Age:** 162

**Weapon Proficiencies:** Hand axe, spear, hammer, battle axe

**Nonweapon Proficiencies:** Master armorer (12)

**Languages:** Common, Dwarvish, Gnome, Goblin, Kobold, Orc, Elvish, Lizardman

**Possessions:** Non-magical plate +1 (your finest work), shield, axe, dagger, two changes of clothes, boots, large iron box containing a set of armorer's tools, 35 gp, (3,200 gp in safe keeping)

The oldest of a dozen children, you spent a happy youth growing up in a mountain village among close friends and a loving family. Your home life shaped your personality. You are outgoing and friendly, a popular person everywhere you go. You are outspoken, but very patient, traits not attributed to many dwarves. Oh, you brood sometimes, as dwarves are known to do, but only when you are frustrated.

You are very handsome and have a fine, muscular physique that catches the eye of dwarven females. Many have pursued you, still, you never married, enjoying the single life.

You find delight in spending time with other races because you can learn so much. This socializing gives you time to show off your goods and explain dwarvish techniques of armor making. Because of your profession, you also find yourself looking at others' armor, studying it for fit, quality of material, workmanship, and style. You want to keep on top of the latest styles in armor.

## Flechette

*Female Human Bowyer/Fletcher*

**STR:** 17

**INT:** 14

**WIS:** 15

**DEX:** 16

**CON:** 16

**CHR:** 15

**AC Normal:** 3

**AC Rear:** 5

**Hit Points:** 15

**THAC0:** 20

**Alignment:** Neutral Good

**Height:** 5'8"

**Weight:** 133 lbs.

**Hair/Eyes:** Red/Blue

**Age:** 57

**Weapon Proficiencies:** Bow, spear, dagger

**Nonweapon Proficiencies:** Bowyer/fletcher (15), fire building (14), healing (13), tracking (15)

**Languages:** Common, Sprite, Pixie, Satyr, Centaur

**Possessions:** Chain mail (made by Anvil), long bow (one of the finest you have ever made), quiver with 20 arrows, dagger, two changes of clothes, boots, comb (seldom used), ivory ring (gift from mom), small wooden chest filled with fletching equipment, back pack, 10 gp, 20 sp

Life has not been a bouquet of roses for you. You were raised in a large city by people who weren't your parents. You never knew your father. Your mother was a ranger who only visited with you once or twice a year. The other children made fun of you because of your "part-time" mother. You didn't listen to them; you were proud of your mother and waited month upon month for her return so you could hear stories of her adventures and battles. You understood her need to travel and that a child would prevent her from practicing her career.

You don't show affection often. Affection would make you seem vulnerable. You picked fights regularly when you were young, which you are certain helped develop your muscles and rough attitudes.

While clean, you always look disheveled; neatness is not your strong suit. Your long red hair is flyaway and wavy, and on windy days it is a mass of tangles. Your clothes are always clean, but they are old and worn.

## Tanner

*Female Human Leather Worker*

**STR:** 11

**INT:** 13

**WIS:** 18

**DEX:** 16

**CON:** 15

**CHR:** 15

**AC Normal:** 2

**AC Rear:** 5

**Hit Points:** 10

**THAC0:** 20

**Alignment:** Lawful Good

**Height:** 5'5"

**Weight:** 116 lbs.

**Hair/Eyes:** Brown/Brown

**Age:** 18

**Weapon Proficiencies:** Staff, hammer, lasso

**Nonweapon proficiencies:** Leather worker (13), weaver (12), rope use (16)

**Language:** Common

**Spells/day:** 4 first level from the spheres of *Combat*, *Divination*, and *Healing*

**Deity:** Heimdall

**Possessions:** Chain mail (made by Anvil), shield, staff, 25' silk rope, dagger, seven changes of clothes, boots, comb, brush, perfume, rouge, small wooden chest containing leather working tools, wooden holy symbol, 25 gp

Religion is a very important part of your life. You remember your mother and father taking you to a temple when you were only a few years old. It was all very impressive. Your father was a leather worker, and you divided your time between the temple and his business. You learned his trade, and find satisfaction in making items out of leather. It keeps your hands busy and yourself productive; you always have to be doing something. You enjoy the shop. The smell of new leather is appealing. By the time you were 14, your father often left you in charge of the business while he went off to solicit more customers.

You studied at the temple of Heimdall. You broadened your interests and learned more about your father's leather business while learning weaving and rope-making from your mother.

A few weeks ago it happened. You got your calling from a solar who appeared to you in a dream and told you that Heimdall wished your assistance. What's more, it seems like you are being granted spells.

## Quill

### *Female Half Elf Cartographer*

**STR:** 8  
**INT:** 17  
**WIS:** 16  
**DEX:** 17  
**CON:** 10  
**CHR:** 18  
**AC Normal:** 7  
**AC Rear:** 10  
**Hit Points:** 8  
**THAC0:** 20  
**Alignment:** Chaotic Good  
**Height:** 5'  
**Weight:** 100 lbs.  
**Hair/Eyes:** Auburn/Green  
**Age:** 48  
**Weapon Proficiencies:** Dagger  
**Nonweapon Proficiencies:** Cartography (17), direction sense (17), reading/writing (17)  
**Languages:** Common, Elvish, Gnomish, Halfling, Goblin, Gnom, Orc, Hobgoblin, Sprite

**Possessions:** Dagger, five changes of fine clothes, fine leather boots, small wooden chest containing a dozen scroll cases, ink, parchment, quills, manicure set, nail polish, scented soap, ivory brush, silver comb, silver-framed mirror, four vials of cologne, hair ornaments, rouge, 200 gp necklace, 50 gp ring, 100 gp ankle bracelet, 100 gp earrings, and 10 platinum pieces, (and more wealth than most people think about is in safe keeping)

You are an orphan raised by elven royalty. Your father, a human, died in a great battle. And your mother, an elf who was related to the queen, died in childbirth. You were raised by relatives, a loving duke and duchess, who taught you that everyone in life owed you something. Unfortunately, you never were in line for the throne. That was something you felt was due you.

Beauty is an important part of your life, and you use your talents to write beautifully. You are certain you are the best scribe in the land. You own your own business, a scribe/cartographer shop, and your business is doing very well. Of course, with you in charge it couldn't do otherwise. You had tried your hand at drawing once, being an artist seemed a natural profession. However, you found you had no talent in that area. You have come to be content drawing maps for others.

## Cutter

### *Male Human Gem Cutter*

**STR:** 16  
**INT:** 11  
**WIS:** 13  
**DEX:** 18  
**CON:** 15  
**CHR:** 14  
**AC Normal:** 4  
**AC Rear:** 8  
**Hit Points:** 8  
**THAC0:** 20  
**Alignment:** Neutral Good  
**Height:** 5' 9"  
**Weight:** 171 lbs.  
**Hair/Eyes:** Blond/Hazel  
**Age:** 45  
**Weapon Proficiencies:** Dagger, long sword, garrot  
**Nonweapon Proficiencies:** Gem cutting (16), blind fighting, sound analysis (9)  
**Languages:** Common, Halfling, Elvish

### Thief Skills

PP	OL	FT	MS	HS	HN	CW	RL
25	20	15	10	5	8	80	—

**Possessions:** Leather armor, four daggers, garrot, two changes of clothes, boots, comb, small wooden chest containing gem cutter's blades, hammers and chisels, and 35 gp

You grew up the renegade of a wealthy family. You were always running on the street, getting into trouble, and bringing the wrong kind of attention to your parents. It started when you were only seven years old. Your friends, who were from poor families, would take you along to steal fresh baked pies from window sills, apples from merchants, and purses from elderly people. They also taught you how to swindle the people in the street. You did these things because they made you accepted in the group, and because you were the youngest you got the dirtiest tasks.

Your father was a jeweler by trade, and he taught you how to cut gems. He hoped the skill would keep you out of trouble. And, as you grew older, it did.

You keep a low profile, trying to avoid people you're unsure about, and staying away from crowds if possible.

## Harper

### *Male Human Teamster*

**STR:** 17  
**INT:** 14  
**WIS:** 15  
**DEX:** 17  
**CON:** 14  
**CHR:** 16  
**AC Normal:** 5  
**AC Rear:** 8  
**Hit Points:** 9  
**THAC0:** 20  
**Alignment:** Neutral Good  
**Height:** 6'1"  
**Weight:** 180 lbs.  
**Hair/Eyes:** Brown/Brown  
**Age:** 21  
**Weapon Proficiencies:** Bastard sword, spear, sap, dagger  
**Nonweapon Proficiencies:** Teamster (19), musician (16) animal trainer (horse) (15), land riding (18), animal lore (14)  
**Languages:** Common, Elvish, Gnome, Dwarvish, Orc

**Possessions:** Leather armor, spear, sap, dagger, two changes of clothes, boots, comb, brush, razor, soap, training ropes and crops, horsehair belt, small harp, 10 sp, 5 gp

You ran away from home when you were eight years old. You knew a farmer's life was not for you. And while you liked being part of a family, you wanted no part of cleaning out the barn, feeding the chickens, and performing other chores. On your own, you found you had to "borrow" things to survive.

Eventually you made your way into the elf woodlands, where you did odd jobs for a place to stay and food. This was a wondrous society full of new experiences and new friends. As you grew older, you watched the elven fighters practice, and you got to spar with the novices. You suffered many bruises and cuts, but it was worth it, and it was much more exciting than working in the fields. You listened to the elves tell tall tales, and they taught you how to play the harp. Your love of music has grown through the years, and you frequently find yourself playing at any opportunity.





# Easy Money

An AD&D® game adventure for characters of 4th through 6th levels

by Jay Tummelson and Lew Wright

## Dungeon Master's Background

This adventure springs from the Jack Mooney & Sons Circus, which is detailed in *Inside Ravens Bluff*, a FORGOTTEN REALMS® campaign accessory. Like the Living City, the circus continues to be developed and expanded by members of the RPGA® Network.

At the time of this scenario, the circus is planning its route through the Realms. It will be in Ravens Bluff, its winter headquarters, for only a few more weeks. Jack Mooney, the circus owner and ringmaster, wants to hire the player characters to capture a great cave bear with a brilliant golden coat. The bear is rumored to be living in the hills near Ravens Bluff, and he wants the bear as a featured attraction under the Big Top where it will increase business. His motivations go beyond monetary concerns, however, as he knows that hunters are after the bear for its fur. Mooney, a ranger, would rather see the fine animal under his protection.

In addition, because Mooney fears the hunters will carelessly kill any bears in the area, he wants the PCs to capture as many adult bears as they find. Mooney will take the most trainable of these bears and include them in an animal act. The others he will release in the wilderness along the circus' route.

The golden cave bear is more than it seems — it is a werebear named Zarin Marblehead who would like very much to be a part of Mooney's circus. However, the PCs will not realize the bear's true nature until near the end of the adventure.

Statistics for the werebear and Jack Mooney appear at the end of the scenario.

## Players' Introduction

Jack Mooney, owner and ringmaster of the Jack Mooney & Sons Circus, the greatest show in the Realms, wants to hire you.

"In the mountains near Ravens Bluff, there is rumored to live a great cave bear with fur that shines in the sunlight like burnished gold. Few claim to have seen the animal. And those few say they caught just a glimpse before the bear vanished in the woods. I want to add that bear to my Big Top attractions. If you can capture this animal unharmed, I will pay you 5,000 gold pieces. Further, because I want to increase the number of circus bears, I will pay you 800 gold pieces for each additional one you capture — uninjured. I will provide three large circus wagons which you can use to transport the bears."

The ringmaster's eyes sparkle. "Yes, what an act those bears will make. Children of all ages will watch in wonder as the bears perform in the center ring.

"My sources tell me that the great golden bear is likely in the foothills of those mountains. You had best get started now. The Jack Mooney & Sons Circus is slated to begin its new tour of Faerun in a few weeks. May Chauntea watch over you."

The circus wagons are each drawn by two oxen in yoke. A character with the animal handling proficiency should have no problem with the beasts. Anyone else will find that the oxen would rather graze, and are somewhat irritated that the yokes won't let them. Each wagon is a large hardwood box reinforced with iron. There is a single door at the rear of the wagon, locked with an iron hasp with a spike stuck into it to keep it closed. There is a small (1' by 2') barred window six feet off the ground on either side, and a third one in the rear door. A couple of bales of fresh straw have been broken over the floor inside.

Have the players determine which characters are driving the wagons and set up a marching order. Fill in a little time with minor problems of cross-country travel. The trip will take a little more than two days to the foothills, and the same amount of time back. The first day on the road will be uneventful.

## Encounter One — Orcs In The Trees

Trees dot the landscape, giving way to denser stands of woods where in the far, far distance a series of low foothills begin. A large, old forest borders the area, and you can tell that it is probably more than another day's travel to the hills.

The player characters will have to camp for the night, as they will be exhausted if they press on.

Have them detail how they set up camp; watches, if any; what they are doing about food (hot or cold camp, rations or foraging, etc.); and generally let them settle in.

The characters are being watched by a dozen orcs, who are using the trees and bushes for cover. They use worgs for mounts. The characters will not discover the orcs unless they wander within 50' of a dense briar patch. Three orcs are in the briar patch, the rest are further away. If the orcs are discovered, they immediately attack. If the PCs discovering the orcs sound a warning, the rest of the orcs and worgs attack.

If the orcs are not discovered, they wait until the player characters — or at least most of them — have turned in for the evening. The orcs and worgs will attack separately. The worgs use their normal bite attack, while the orcs, who are specially trained to fight with both hands, wield scimitars and horsemen's flails. The orcs and worgs attempt to charge through camp hitting anyone they can.

When a dozen of the attackers have been killed, the remaining orcs and worgs attempt to flee. The party can pursue them or let them go. The fleeing orcs will mount any available worgs to help make good their escape. If the PCs capture and question an orc, he tells them the raiding party likes to go after small groups of people so they can take their money and weapons. The orcs know about the big gold colored bear. As a matter of fact, the orcs saw it just west of here three days ago, but they left it alone. The bear had big claws and wasn't carrying money pouches. The orcs think its lair is somewhere up in the hills.

**Orcs (12):** AC 6; HD 1; hp 6 each; MV 9; #AT 2; Dmg 1-8/2-5; THAC0 19; Int Average (8-9); SZ M; AL LE; XP 15 each

**Worgs (12):** AC 6; HD 4 + 4; hp 24 each; MV 18 (12 when carrying orcs); #AT 1;

Dmg 2-8; THAC0 15; Int Low (5-7); SZ L; AL N (evil); XP 175 each

Allow the rest of the night to pass uneventfully. The next morning the party should break camp, do any healing required, saddle up, and move out. Play the second day's journey much like the first by noting marching order, food, water, etc. The PCs arrive at a low rise of foothills about dusk. If any of the player characters have a tracking proficiency, they notice bear tracks throughout this area. The tracks lead to an "S" shaped gorge.

If the party insists on exploring the hills that night, let them. Make adjustments for the light. There is a three-quarter moon, and there are night-hunting predators about. The PCs can search as much as they like, but they will find nothing because of the darkness. However, they will hear the sounds of the unseen predators all around them. Eventually, they should conclude that they must wait for daylight to continue their search.

At midnight, they will have another incident. If there is a watch posted, tell those characters:

It is the middle of the night, and although the sky is dotted with clouds, you easily can see your campsite in the light of the moon. An eerie chill begins at the base of your spine and rises till the hairs on the back of your neck are standing on end.

Pause for PC actions, then continue with the following.

You hear the sound of leaves crunching underfoot, and the sharp snap of a twig breaking. Something is out there.

If the PCs investigate, they find nothing. Later, from a different direction, they hear a snuffling sound. Then still later, a low growl reverberates. If PCs with tracking proficiency search, they note deer tracks and wolf tracks, both about a day old. Those who continue to search find a natural salt lick and a large variety of tracks, but nothing recent.

About two hours before morning, someone will hear an animal climbing a tree 20 to 30 yards away from camp. Those who investigate find a raccoon.

Just before dawn a ground mist rises, coating the area with a three-foot-high soft fog. With it comes a momentary, but unearthly chill, which cuts through clothing as if there weren't any. A little



later, dawn will come, and the mist will burn off, leaving a normal looking campsite and the adventure ahead. (The events of the night were harmless natural occurrences.)

## Encounter Two — Going On A Bear Hunt

The following encounters occur as the player characters try to find the golden cave bear's lair. The bear's trail leads into and throughout the "S" shaped gorge. The gorge is littered with caves. Consult your map and ask the player characters where they are going. The caves marked on your map with a number involve an encounter. All other caves are empty. The bear is a curious sort, and his tracks lead to each cave.

### 1. Giant Scorpion Nest

This moderately large cave entrance is fronted by an apron of rock. The bear tracks lead up onto the apron. If the PCs check, they notice the tracks go up onto the rock from both sides, coming and going, but there are no tracks on the apron itself.

This cave serves as the nest for five giant scorpions. If the PCs enter the cave, the scorpions run forward and go into a defensive posture for two rounds. This will give the PCs time to leave without a fight. If the PCs do not leave, or if they attack the scorpions, the scorpions retaliate.

**Giant Scorpions (5):** AC 3; HD 5 + 5; MV 15; #AT 3; Dmg 1-10/1-10/1-4; SA Poison sting (Type F); THAC0 15; Int Nil- (0); SZ M; AL Nil; XP 650 each

### 2. Bear Trap

A pit trap lined at the bottom with sharpened stakes has been cleverly concealed along the path. Characters with tracking proficiency easily can spot it if they are looking for tracks. A clerical *find traps* also will reveal it.

Characters who fall in the pit suffer 3d6 damage. The pit is 15' deep, and the spikes are numerous and made out of wood.

### 3. Bandits' Treasure Cave

This branching cave once served as a hideout for a group of greedy bandits. It was abandoned after a quarrel among their members ended in two deaths. The two corpses — and three treasure chests that were too large to be carried easily

— remain behind. The chests, which are visible from the cave entrance, are closed and locked. Inside are 3,000 copper pieces and 2,500 silver pieces. The ghosts of the two bandits also reside here, carrying on their bickering through all eternity. They will put aside their fight long enough to try to scare off the intruders. If the PCs stop outside the cave entrance, they hear an eerie moaning which sounds like a far-off battle. The ghosts are between the PCs and the chests.

The ghosts will not immediately attack, as they are busy arguing. PCs entering the caves hear the following exchange:

"... and I tells ya, it weren't my fault! I didn't know Bork was gonna slip a dirk into ya over a puny ring."  
"Aw stuff it! I've heard ya say that for 10 years now. Yer full of it! You put 'im up to it, fer sure. Why else woulda ya been sneakin' up on me like that? You wanted it for yerself, and you know it!"  
"I wuz jus' tryin' ta get a better look at it, that's all! If you wasn't so danged quick with yer sword, I'd still be trampin' around alive, maybe holed up wit' the rest of 'em, suckin' up to a cool pint. And now look what we got! Chests of treasure an' no way to get at it ... Hey, we got company!"

If the PCs continue on into the cave, the ghosts moan and cry, saying, "Gooo Awaaaayyyy . . . The Curse of Bork the Unfaithful is upon you . . . Leave this accursed cave while you still can . . ." If the PCs are slow to respond, the ghosts begin to argue about the toughness of the intruders. The ghosts enjoy arguing, and it should provoke the PCs into some action. If the PCs try to talk to the ghosts, the ghosts will invent all kinds of reasons why the PCs should leave and not touch the chests. If the PCs keep coming, the ghosts attack.

**Ghosts (2):** AC 0 or 8; HD 10; hp 50, 47; MV 9; #AT 1; Dmg Age 10-40 years; SA Magic jar; THAC0 11; Int Highly (13-14); SZ M; AL LE; XP 7,000 each

### 4. More Traps

This "U" shaped trap has been placed around the entrance of a cave by hunters after the golden bear. The solid ground of the "U" has been roughed up to make it look like a lightly covered pit trap. The bear, in avoiding the obvious trap, should have fallen in the real trap while

going around. However, the bear was too smart and avoided the thing altogether. If the PCs do not check the area closely, they are likely to fall in this devious pit. The pit is 15' deep and has spikes at the bottom. Characters falling in suffer 3d6 damage. The cave beyond the trap is empty.

### 5. The Old Hermit

This cave is home to an old hermit from Kara-Tur. The entrance is decorated with carved, wooden totems, one on each side. The carvings depict oriental dragons. The entrance is partially blocked by a bright red wooden portcullis. If the PCs attempt to open the portcullis, the hermit comes to meet them. He acts detached and aloof toward the PCs, possessing little social skills. If they question him, he monotonously answers that, "The path to Truth takes different bends for different men." Other favorite sayings of his include: "Attention to one's task at hand is more enlightening than the dreams of the Emperor," "Never try to teach a pig to sing: it is a waste of time and annoys the pig," "A sentient being seeks not to create an entirely new path nor follow another's, but rather selects excerpts from many paths while watching for the untrod way which begets new knowledge." Make up additional words of wisdom if the PCs continue to talk to him.

Some possibilities include: "The sparrow flies not with the hawk," "There can be teaching without words," "There can be value in action which is actionless," "Hatred does not cease by hatred," "The yielding conquers the resistant, and the soft conquers the hard," "All men know the advantage of being useful, but no one knows the advantage of being useless," "A sound man is good at salvage; at seeing nothing is lost," "The only constant is change," "The future is not given to us; the past we cannot relive," and "In Now is our life and in Here is our world."

If the PCs ask the hermit about the bear, he tells them, "I will impart my words of wisdom in exchange for food." When the PCs give him food, he directs them to the bear cave.

If the PCs attack him, he uses his skills to defend himself, but he tries to run away before fighting.

Characters searching the cave after the hermit is gone find a small candle-lit shrine, bag of food, and a straw sleeping mat.

**Hermit:** AC -2; HD 17 (M 16); hp 48; MV 30; #AT 3; Dmg 3d6+3 (X3); THAC0 10; Int Highly (13-14); HD 10; #At 3; SZ M; AL NG; XP None

#### Monk Abilities

OL	FT	MS	HS	DN	CW
97	95	99	99	50	99

In addition, the hermit suffers only half damage from magical attacks that cause injury, is immune to all poisons, and there is an 85 percent chance that *charm*, *hypnosis*, and *suggestion* spells will not work on him.

### 6. The Werebear Cave

The lair of Zarin, the golden cave bear consists of a "Y" shaped passage with a second "Y" shaped passage branching off the left fork. Zarin is asleep. His position is marked on the map. If the PCs are quiet, they will not wake the bear until they are within 10' of him. Otherwise, he will wake and lumber out to investigate what is making noise in his cave.

As long as the PCs can maintain quiet, they can wander around the cave at will.

At the fork of the left-hand passage is a pile of old equipment from previous adventurers: leather and chain armor, short swords, long swords, maces, quarter-staves, trampled bows and arrows, shredded canvas backpacks, and two intact leather sacks. One sack is a *bag of holding*, 1,000-pound capacity.

The magic bag, which belongs to Zarin, holds a beautifully carved iron-wood quarterstaff\*; a new, empty spell book; a full spell book (see Zarin's spell book); a pair of jewelled throwing daggers; an oilskin poncho; a small bag of exotic herbs and spices; 50' of fine elven rope; a bullseye lantern; 3 flasks of oil; a leather pouch with thieves' tools in it; a fine silver tinder box; a gold necklace with an ivory horse; a bone map case; studded gauntlets\*; a pair of high soft boots\*; a short sword\* and scabbard; a small pouch filled with a dozen gems (total value, 12,000 gold), and a fine silver brooch.

\* These are magic items detailed with Zarin's character statistics.

Down the left-hand side of the left passage is a small room with a pool of water in the center, fed by a rivulet which runs down one wall. There are claw marks on the walls, and tufts of golden fur cling to outcroppings of rock.

The werebear has been watching the PCs, and because of the circus wagons has realized what they are up to. He thinks it might be fun to be with a circus for a change of scenery, and therefore he will allow the PCs to capture him.

However, the werebear doesn't want to make his capture appear too easy, so he fights them a little, missing PCs just barely with his claws. He pretends to be quickly subdued.

The items in the *bag of holding* are his. If the PCs do not take the bag, he will snag it with his claws as they drag him by the area.

### Encounter Four — Bringing Back The Bear

When the characters start their trip back to Ravens Bluff, and are settling in for another evening in the wilderness, have them describe the layout of the camp, such as where is the fire, if any, where are the horses and the wagon, etc.

If the PCs recovered the werebear's *bag of holding*, he will use his spells, such as *unseen servant*, and other abilities to get out of the wagon and retrieve his items.

If necessary, he uses some of spells, such as *audible glamer*, *phantasmal force*, and *ventriloquism* to rattle bushes and make animal noises to create a distraction. When he has his items, he returns to the wagon.

### Encounter Five — Bear Tricks

The PCs should be continuing their trek back to the Jack Mooney & Sons circus.

As they prepare to make camp the next evening, the werebear decides to have a little fun. He will switch around some of the player character's equipment, using the aid of his spells, if needed.

The only way the bear can be caught is if a player tells the DM his character is watching the wagon and the bear. Further, if the character is being obvious about watching the wagon, the bear will catch on and remain inactive. A PC who catches the bear in the act, will see the golden bear transform into a handsome, young half-elf.

### Caught In Bear's Clothing

If the bear is caught, he will own up to his true nature.

"Hey, what's the matter? You guys can't take a joke? I'm not trying to hurt you! Take it easy!"

If the PCs are willing to listen, he explains that his name is Zarin Marblehead and that he has been up in the hills enjoying nature, doing magical research, and getting in tune with the wildlife. Now, however, he is tired of the solitary life and wants to head back to Ravens Bluff. When he spotted the PCs and overheard them talking about catching the golden bear for the Jack Mooney Circus, he decided to play along and allow himself to be caught. He says after the PCs take him to Jack, he will cut a deal with the ringmaster and make some money in the circus business.

### Encounter Six — Web Of Pilgrims

The next day is mostly uneventful. By now the bear's true identity likely has been discovered. If this is the case, the bear points out that he would prefer to ride on the wagon, rather than in it.

In the early afternoon, when the PCs are not too far out of Ravens Bluff, run the following encounter.

The party is just starting up a low rise when they hear excited shouting from the other side of the hill and off to the left. Investigation reveals several things:

- \* A party of pilgrims is clustered around a point along a line of trees. They are throwing things at the trees.

- \* The pilgrims are dressed in the colors and symbols of Torm.

- \* Closer inspection shows that an elder pilgrim is trapped in the web of a group of giant spiders. The spiders, which already have paralyzed the pilgrim with their poison, are busily wrapping up the man.

- \* The pilgrims' attempts to throw rocks at the spiders to drive them off are futile.

- \* Every time a pilgrim rushes forward to try and drag the victim out of the web, a spider charges down, attacking the would-be rescuer.

**Giant Spiders (6):** AC 4; HD 4+4; hp 26 each; MV 3, Wb 12; #AT 1; Dmg 1-8; SA Poison (Type O); THAC0 17; Int Low (5-7); SZ L; AL CE; XP 650

If the PCs kill the spiders, the pilgrims will rejoice and present the heroes with four pounds of dried apples. If the PCs are able to save the elder pilgrim with a *neutralize poison*, they will be very happy and add in four pounds of dried peaches.

## Zarin Marblehead

Male Half Elf Werebear 7th/7th Wizard/Thief

**STR:** 15  
**INT:** 18  
**WIS:** 12  
**DEX:** 18  
**CON:** 15  
**CHR:** 13  
**AC Normal:** 6  
**AC Rear:** 10  
**Hit Points:** 30  
**Alignment:** Chaotic Good  
**Height:** 5'8"  
**Weight:** 160 lbs.  
**Hair/Eyes:** Golden Brown/Brown  
**Age:** 40

**Weapon Proficiencies:** Staff, dagger, short sword, long bow, lasso  
**Nonweapon Proficiencies:** Juggling (17), tightrope walking (18), tumbling (19), gem cutting (16), herbalism (16), reading/writing (19), spellcraft (16)  
**Languages:** Common, Elvish, Dwarvish, Halfling, Gnomish, Centaur, Brownie

**Magic Items:** Gauntlets of swimming and climbing, boots of elvenkind, short sword +1, bag of holding  
**Spells/Day:** 4 3 2 1

### Thief Skills:

PP	OL	FT	MS	HS	HN	CW	RL
65	85	30	80	65	45	70	15

### Spell Book

#### Level One Spells

<i>Audible Glamer</i>	<i>Cantrip</i>
<i>Detect Magic</i>	<i>Feather Fall</i>
<i>Jump</i>	<i>Phantasmal Force</i>
<i>Unseen Servant</i>	<i>Ventriloquism</i>

#### Level Two Spells

<i>ESP</i>	<i>Improved Phantasmal Force</i>
<i>Invisibility</i>	<i>Web</i>

#### Level Three Spells

<i>Hold Person</i>	<i>Lightning Bolt</i>
<i>Spectral Force</i>	<i>Suggestion</i>

#### Level Four Spells

<i>Fumble</i>	<i>Solid Fog</i>
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**Werebear form:** AC 2; HD 7 + 3; hp 45; MV 9; #AT 3; Dmg 1-3/1-3/2-8; SA Hug for 2-16; SD Hit only by silver or +1 or better magic weapons; THAC0 13; Int Genius (18); SZ L; AL CG

Zarin is very intelligent and protective of his true identity, not readily showing others he is a werebear.

If, during the course of the adventure, the PCs make him too uncomfortable or jeopardize his life, he will escape — end of the scenario. He actually wants to join the circus; he sees it as a tremendous opportunity for someone of his abilities. He has heard of the legendary Jack Mooney, and wants to meet him and work with him.

Zarin is friendly and fun-loving. He enjoys practical jokes and poking fun (in a friendly way) at serious people.

## Jack Mooney

### 12th Level Male Human Ranger

**STR:** 17  
**INT:** 17  
**WIS:** 15  
**DEX:** 12  
**CON:** 16  
**CHR:** 17  
**AC Normal:** -2  
**AC Rear:** -2  
**Hit Points:** 91  
**Alignment:** Chaotic Good  
**Languages:** Common, Elvish, Gnomish, Halfling, Dwarvish, Brownie, Centaur, Circus Jargon

**Weapon Proficiencies:** Long sword, lasso, dagger, long bow, spear, javelin  
**Nonweapon Proficiencies:** Animal lore (17), animal handling (14), animal training, horses (15), animal training, great cats (15), animal training, elephants (15), riding, land-based (18), gaming (17), tracking (19)

**Ranger Abilities:** Hide in shadows, 77%; Move silently, 94%

**Spells Memorized:** Jack carries the following spells daily: *Animal friendship, locate animals or plants, charm person or mammal, speak with animals, and hold animal*

**Magic Items:** Bracers of defense AC 0, cloak of protection +2, dagger +3, dagger +1, long sword of dancing, boots of elvenkind, ring of sustenance, ring of warmth, pouch of accessibility, stone of good luck

**Followers:** Raynock, a tiger: AL N; AC 6; MV 12; HD 5 + 5; hp 33; THAC0 15; #AT 3; D 2-5/2-5/1-10; SA Rear claws for

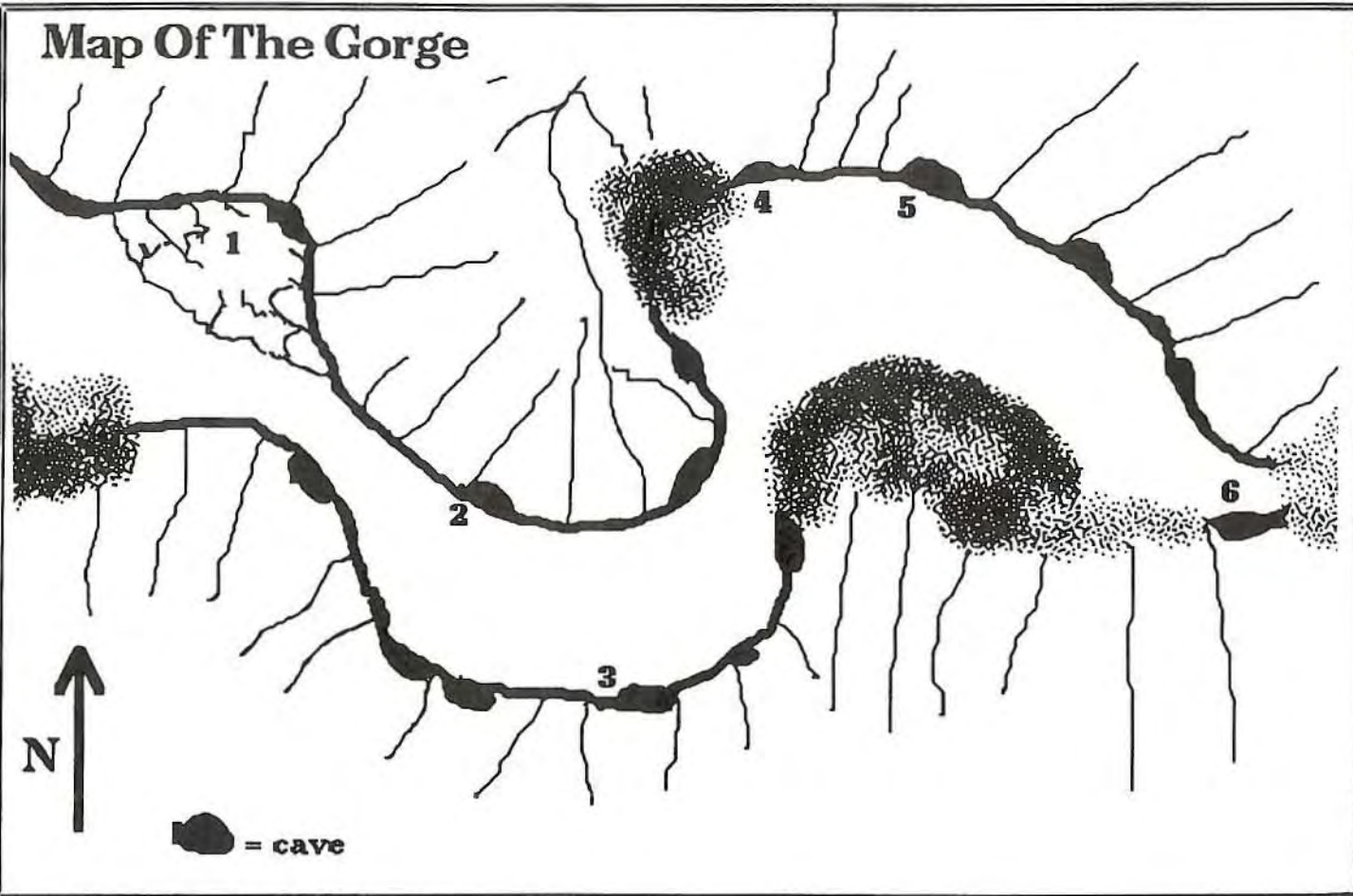
2d4 each; SD Surprised only on a 1; S L (7' long). Stray, a leopard: AL N; AC 6; MV 15; HD 3 + 2; hp 18; THAC0 17; #AT 3; D 1-3/1-3/1-6; SA Rear claws for 4 each; SD Surprised only on a 1; S M (4' long). Calliope, a cheetah: AL N; AC 5; MV 15, sprint 45; HD 3; hps 20; #AT 3; 1-2/1-2/1-8; SA Rear claws 1-2 each; SD Surprised only on a 1; S M (4' long)

The renowned circus owner is 6' tall, has a well-muscled frame, and keeps his dark brown hair, which is graying at the temples, short and always styled. Jack is physically 45 years old, although he actually has lived 60 years. *Potions of longevity* he drank more than a decade ago renewed his body and increased his vitality.

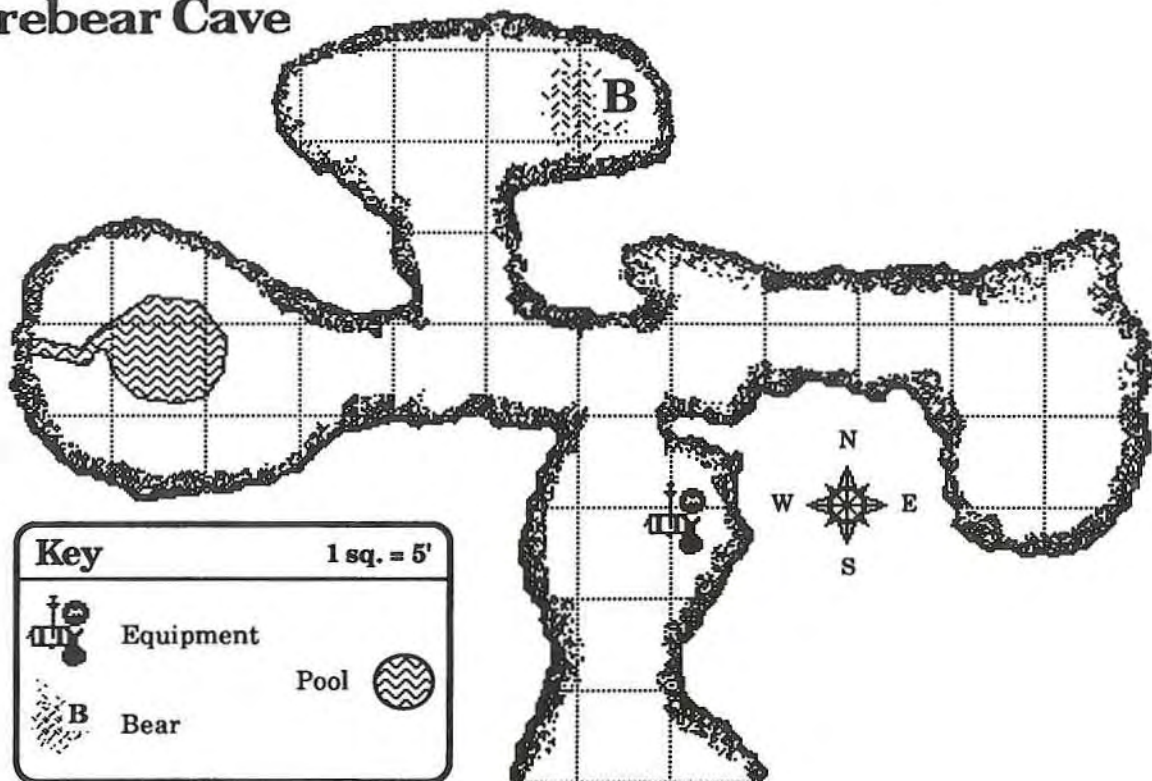
Jack's skin is tanned and weathered because of the decades he spent outdoors as a ranger and later as a circus owner. The sun has added to the numerous deep wrinkles around his blue-flecked black eyes. The hard circus life has kept Jack in excellent physical shape, and his appearance, coupled with his overall rugged good looks, draws the admiration of human and demi-human women in every town the circus plays in. When traveling or when wintering in Ravens Bluff, he is often seen in the company of one or more of his great cat followers which he acquired during an adventure in the jungle.

Jack is usually a happy-go-lucky man and is cheerful to his employees, who he considers part of his family. He always has a kind word to say to all of the workers, and he is careful to see that the circus operation remains safe so no harm will befall them. His pleasant nature is because of his work — being able to own a respectable business and at the same time travel wherever he pleases. His business is also responsible for his touch of immaturity, and he continues to hold his circus in a childlike wonder. □

# Map Of The Gorge



# Werebear Cave



# Winter Holiday



A Festive AD&D® Game adventure  
for 4-6 characters, levels 7-9

Illustrations by James Holloway

by Steven A. Hardinger

## Background for the DM

*On the Twelfth day of Winter Holiday,  
The DM Wished On Me:*

*Twelve dragons drumming,  
Eleven bulls a-piping,  
Ten racoons a-leaping,  
Nine babies can sting,  
Eight shades a-milking,  
Seven swamis swimming,  
Six geese melee-ing,  
Five golden rings,  
Four colliebirddogs,  
Three French Horns,  
Two turtledoves,  
and a porridge in a pair tree.*

## Dungeon Masters' Background

Dragon (an evil elven wizard) has formed GRINCH (GROup Intent on Crushing Holidays) with the purpose of disrupting the joys of Winter Holiday. To aid in this, Dragon has enlisted the help of Bull (a half-orc fighter) and Raccoon (a human thief).

Dragon convinced The Giftmaster (TG, for short) that she is a retired guild leader for a large wizards' guild on an alternate plane and was seeking some gainful employment for her golden years. (But a gold dragon she is not.) She further explained that a management team, brought in from the outside, would free TG to concentrate more on his Annual Trip. TG readily agreed, wanting only for Winter Holiday to be more joyful for all those involved on the receiving end. GRINCH quickly was established in this managerial capacity at the North Pole Facility, and began to spread rumors and stories amongst the toymakers, in the hopes of creating unrest. This storytelling was highly successful. Ever in tune with his employees, TG also became infected with the growing anxiety.

Although TG initially welcomed the aid of Dragon and her associates, he has become suspicious of their qualifications, if not their intent. The year leading up to this Winter Holiday has run a bit more smoothly than usual, but not due to any actions of Dragon. Furthermore, the average overhead cost per child (OCPC) has risen an unprecedented 5.4%. This seems directly linked to Dragon's introduction of rather annoying and unproductive committees among the toymakers. The toymakers

spend time in meetings and reading little red books instead of carving wooden unicorns and weaving holly baskets. Lately TG has been much too busy with his compilation of the Naughty/Nice Roster to give much thought to the problem, but the appearance of the PC party (with unknown intent) drives TG over the edge. He flees to his adopted cousin, R.S. Claws, for help, shortly after the scenario starts.

GRINCH has "invited" (via the pair tree in the first encounter) the party to act as "security" for TG's Annual Trip. Dragon feels that she can convince (or if needed, trick) the party into destroying TG in the process. When encountering the pair tree, the party is on the way to a "con," at which they expect to participate in a variety of swords-and-sorcery contests, games, and events. Some of the party members may even get to act out a favorite fantasy: role-playing an unskilled and uneducated peasant.

## Players' Introduction

Finally! After long months of adventuring, you opt to take a much-needed vacation—five days of contests, games, and seminars at a gathering with hundreds (or maybe thousands) of other adventurers. Expectations of success in the coming tournaments run high. The party has been on the road for almost two days; the sky has been cloudless and the sun pleasantly warm. Except for an occasional little side trip to explore caves and climb trees, it has been an uneventful and relaxing stroll—just a perfect start for a perfect vacation. The sounds of birds singing and frogs dying, er, croaking, fills the early morning air. Continuing down the road you have been following for the last several hours, you find yourselves in a huge and picturesque river valley filled with an immense orchard. Fruit trees of all types stretch as far as the eye can see. Hundreds of pear trees, arranged in precise rows, grow in the acres directly in front of you. The road continues through the trees and off into the distance.

## Encounter 1— A Funny Thing Happened on the Way to the Con

As you continue through the lush orchard, you notice that one of the trees on your left is rather strange. It is a huge, gnarled old pear tree. Surely one might expect to see a bird or a cat in such a tree, but a bowl? Sure enough, your double take reveals that way up there, in the uppermost branches, is a big brown porcelain bowl.

The tree is easily climbable, and the branches will hold anyone who does so, although the poor tree will shake and bend if a burly priest or warrior attempts the climb. Anyone who gets both feet off the ground and into the tree notices that the brown bowl, climber, and everything else in the tree (except the tree itself) appears double. That is because this is a magical pair tree. The bowl is about eight inches in diameter and contains alphabet porridge. There is sufficient porridge in the bowl for two good-sized helpings (or one halfling helping). But only a taste is needed to induce its magical effect (see below). The porridge can be removed slowly (i.e., spooned or scooped), but will not fall out by itself even if the bowl is dumped, thrown, etc. However, jostling the bowl makes some porridge slop over the sides—the bowl could make a real mess if placed in a pack.

Anyone gazing into the porridge sees the letters floating in the goop align themselves into words—thanks to Larry the Leprechaun, who is hiding nearby and watching the party. The initial message reads: "Please help (stop). Eat pear (stop). Merry (stop)."

The pears are large and plump, have a healthy yellow color, and are sweet and crunchy. The pears and the porridge, but not the tree, radiate strong magic if detection is attempted. Eating a pear teleports the eater (and the pear core) to the North Pole Facility (see encounter #2). Do not reveal the fate of the teleported PCs until all have eaten a pear; this will help keep the party from wandering off in separate directions.

It is Larry's job to see that all in the party partake in these pleasant pomes; he will use signs in the porridge, illusions, or other tricks to get the PCs to taste the paired pears. If the PCs wonder out loud about the situation, Larry

answers their questions—probably by using his illusions to form words in the porridge. However, he will not reveal any names or Winter Holiday-related details, such as The Giftmaster's name or the location of those who have eaten pears. "Merry" is a common way for TG to sign correspondence, but the party could believe this to be the name of the sender of the message. Have fun letting the party carry on a conversation with a bowl of porridge.

The porridge itself is incredibly bitter; if tasted, a *save vs. death* must be made. Failure indicates an overwhelming (and irresistible) urge to clear one's palate with the nearest sweet (i.e. an entire pear); success indicates it's just lousy porridge. A saving throw is required for every bite taken.

**Leprechaun (1):** Int Exceptional; AL N; AC 8; MV 15; HD 2–5 hp; hp 5; THAC0 20; #AT 0; Dmg nil; SA *invisibility, polymorph non-living objects, create illusion, ventriloquism* (all at will); SD cannot be surprised due to excellent hearing; MR 80%; SZ T (2' tall); ML 11; XP 270.

Larry knows nothing of GRINCH except Dragon's name and looks. He only knows (or cares) that Dragon supplies him with a few gold pieces, a mug of grog, and occasional victims for practical jokes and tricks.

## Encounter 2—Twas the Knight Before Winter Holiday

This encounter takes place in the Administrative Building (see map 1).

### A. Sitting Room

After biting into the pear, and a brief feeling that your stomach is in Upper Slobovia while your feet are in Lesser Morunk, you notice that you are no longer in that pleasant pome place, the orchard valley. Instead, you are now in a large, well-appointed room, obviously a sitting room. The trappings of this cozy chamber are all brass and dark mahogany; a roaring fireplace completes the scene. The room is about 20' by 40' and has three doors. The center of the chamber is occupied by a large table covered with bowls, platters, and flagons of all types. The table and its utensils hold an incredible array of fine food and drink. The

chamber is lit by a stunning brass and cut-glass chandelier. Under the table is a lavishly-carved wooden garbage can.

Regardless of the time or order in which the PCs eat the pears, they arrive here simultaneously, still clutching their half-eaten pears. By the time the entire party has arrived there are about 30 hours left in the countdown to the start of TG's Annual Trip. The status of the countdown is known by everyone employed at the North Pole Facility.

Everything in this chamber is as it appears. The food is incredibly delicious. The garbage in the can—a few banana peels—is fresh and still cool to the touch. Bull was just in here for a snack. This should alert a quick player that someone is nearby.

## B. Tunnel to Main Complex

The corridor is 10' wide by 10' high. It dips gently at first, but rises again 50 yards or so in the distance. It is lit by torches in iron wall sconces every 30' on opposite walls. As you travel down the corridor, you can hear a small, male voice humming a tune.

The tune is some appropriate Winter Holiday song (judge's choice) and belongs to Larry the Leprechaun (again). Larry's job here is to get the party turned around and through the right door in the sitting room. Larry will only say that their potential employers lie in the direction from which they came. Larry ate a pear, too, and used his *invisibility* and illusions to cover his exit from the Sitting Room (encounter 2a). You are encouraged to add any detail to this encounter that might be fun (remember, Larry is a playful, harmless, cute little leprechaun), such as giving Larry an armful of presents or more food for the sitting room table. If the party insists on moving toward the main complex, Larry uses illusions to make a section of corridor look ice encrusted. If the PCs walk under the ice, Larry stages a dramatic cave-in that nearly buries the party and completely blocks the corridor with broken ice; otherwise this can be a short encounter.

## C. Storage Closet

The room beyond the door is steeped in shadows. You are just about to reach for your holy symbols when you realize that it's just dark in here. In the dim light from the chandelier in the sitting room, you can see that this narrow room is packed with long shelves stacked high with boxes, sacks, and barrels of all sorts.

The boxes contain office supplies and other administrative materials. Deeper in the closet are old records, mostly Naughty/Nice Rosters and other similar papers. Lengthy searching reveals eight tigerskins, used when GRINCH ventures outside the complex. If the party wastes much time exploring the closet, a visit from Larry the Leprechaun may be useful to speed the PCs along.

## D. GRINCH Council Chamber

The double doors are ornately carved mahogany with deeply polished brass fittings and adorned with beautiful holly wreaths loaded with little red berries. As you approach, three murmuring voices can be heard:

Female voice (elven accent): "They should be here by now."

Deep male voice (orcish accent): "Maybe they got lost."

Female voice: "I surely hope that is not the case; Larry better not have screwed up again."

Male and female voices (human accents): "Yes. Right. Absolutely."

Sounds of eating mark the remainder of the conversation.

When the party opens the double doors:

The room beyond has the same brass and mahogany appointments as seen before. Seated at a large curved table at the opposite end of the room are three humanoids. At the center sits a lanky, but comely, female elf, with an elongated but otherwise blunt nose. She is wearing shimmering, almost scaly, deep-red robes. To her left is the biggest and perhaps most muscular half-orc you've ever seen. On the elf's other side is a middle-aged human woman, unremarkable in all aspects, save the mask-like birthmark over her eyes. As you take all of this in, the elven woman rises and speaks. Hers is the voice you heard

first at the double doors. She says: "Ah, welcome! Welcome to the North Pole Facility, Winter Holiday Central and home of this plane's greatest and most generous creature, The Giftmaster (TG to his friends). I am called Dragon, and these are my associates: Bull," she indicates the half-orc, "and Raccoon," indicating the human woman. "Please be comfortable, take a seat! We are the modest administrative wing of TG's operation, dealing with the economic and logistic aspects of his Annual Trip. Bull handles the physical plant details—maintenance and so forth, while my colleague Raccoon is responsible for worker relations and payroll. I handle everything else, such as the reason that you all have been invited here. That reason is security, the security of Winter Holiday."

Allow the PCs to take all this in and to consider their feelings about Winter Holiday.

Dragon continues: "The six of you have been invited here to insure that this year's Annual Trip proceeds smoothly. Normally, this would be a rather simple request, as no one ever has interfered with TG's midwinter dole-out. The problem lies with TG himself. You see, the old man is getting on in years and appears somewhat senile. Raccoon, Bull, and I have discussed this matter in some detail, and we feel that Winter Holiday itself may be in danger. TG will need a security force—that is, yourselves—to guide him and help him along the right track so that all of the gifts for the Nice little girls and boys may be distributed quickly, efficiently, and equitably. Imagine the anguish in the hearts of millions of children if TG's trip fails. His reputation would be ruined. The consequences might be most grave. So, what do you say: would you like the job?"

Full descriptions of Dragon, Bull, and Raccoon are given at the end of encounter 13. During this encounter, Dragon will be exceptionally cordial to the party and will be very careful of what she says. She needs the PCs to fulfill her grand plan to disrupt Winter Holiday.

The players probably will ask many questions. Make up any answers that

are consistent with the scenario and the general legends about Winter Holiday, and that will help convince the PCs to take the assignment.

Dragon might give any of the following answers (note that while none of these comments are entirely true, none are outright lies, so they remain undetected by common divinations that detect falsehoods).

\*TG's recent behavior as been odd and inexplicable. Dragon feels he might do something truly distasteful if left alone. She has a terrible feeling about this year's Annual Trip.

\*All the toy makers also have bad feelings. They still love TG, but are becoming increasingly unhappy and inefficient.

\*Dragon believes anybody can make the Annual Trip if necessary.

\*TG is not likely to allow anyone to use his magical Sleigh and Reindeer, an item essential to the Annual Trip.

Dragon will offer the party any apparently reasonable payment, but it must be asked for. She will also assure the party that she possesses the means for their return home, but it cannot be used until at least 48 hours after the party's arrival on this plane. If the PCs want to interview other staff members of the North Pole Facility, Dragon explains that all of the higher-level manager and toymaker-types are far too busy, given that this is Winter Holiday Eve Eve, and the start of the Annual Trip is about 48 hours away. If the party persists in this vein, let them conduct a brief interview with a janitor.

The janitor, a human named Bryan, suffers from a hacking cough and is totally awed to be summoned into GRINCH's presence. The only useful information Bryan can provide is that he has an anxious feeling that something unknown, but related to the Annual Trip, is terribly wrong.

If the party is incredibly bright and figures out about the present teleporter (see sleigh description in encounter 4), Dragon states she knows of no such device, and she doesn't know how TG carries all the presents. The party is not allowed the rapid access to the sleigh enjoyed by Larry (see encounter 11a, Intermission).

If the party asks for any aid (magic or mundane), Dragon apologetically informs them that nothing is available, unless they want some toys (but to take

those might deprive some child who has been waiting all year). Enterprising PCs, however, may stock up on food from the Sitting Room or office supplies from the Closet.

When the PCs have agreed to take the assignment (or when you think the negotiation with GRINCH has gone on long enough), read the following:

In the middle of your conversation with Dragon and her associates, a small humanoid, perhaps a cross between a pixie and halfling, his coveralls coated with sawdust and paint, rushes in and hands a slip of paper to Dragon. As she reads, her face becomes grim. "Bad news," she says. "Bad news indeed, my friends. It seems that TG's senility is worse than we thought. Just a few moments ago, it was discovered that he took the Sleigh and Reindeer and flew south. We don't know where he went or for what reason, but he must be brought back to the North Pole Facility at all costs so that Winter Holiday can go on. Actually, only the Sleigh and Deer are critical, as there are alternate drivers available. To repeat, the Sleigh and Reindeer must be returned at any cost. Here are eight doses of magic eggnog, which will allow you to fly almost as fast as the Sleigh and to see the twinkling silver trail left by the Sleigh." She gives you eight flagons containing the potion and leads you toward the exit.

The magic eggnog allows variable flight speed (base move up to 1,024) for sufficient time to reach R. S. Claws' island (encounter 4). Furthermore, a very high degree of maneuverability is provided: square turns, hovering, air brakes, and power dives are all available.

If the PCs ask for protection from the cold, Dragon gives each of them a tigerskin from the closet. These are adequate protection, but they clash loudly with anything a particularly style-conscious PC might wear.

### Encounter 3—On the Second Day of Winter Holiday

So far, the flight south has been uneventful. It has been an absolute thrill (and a bit frightening) to fly at such incredible speeds while

following the twinkling, silvery trail left by the Sleigh and Reindeer. After a few hours of this, though, it has gotten a bit boring. It looks like that's about to change, however; ahead are two large shapes moving to intersect the trail. As you close rapidly, the shapes resolve themselves into huge turtles with white-feathered wings. One of the creatures is equipped with a large leather case.

After all this flight time, the terrain has changed to swamp. The party has one round to react before the turtledoves close to attack. The PCs will quickly discover that they must slow to normal flying speeds (36 or less) to avoid overshooting a target. Spell casters must slow before casting, otherwise they might fly into their own areas of effect.

The turtledoves are aggressive and fight until destroyed, but the party may simply choose to fly past the hapless turtledoves, which cannot catch up. The doves will, however, get one attack at -4 as the party flies past.

**Turtledoves (2):** Int Low; AL N; AC 2 (top), 5 (head, wings, and underside); MV 6, Fl 15 (C); HD 7 + 7; hp 31 each; THAC0 12; #AT 1; Dmg 2-8; SA bite inflicts serenity, victim must save vs. paralysis or refrain from hostile actions for 1d4 + 1 melee rounds; SZ H (6' Diameter); ML 11; XP 1400 each.

Turtledoves are known to fill their lairs with gaudy, hollow glass balls. Dead turtledoves continue to float, thus the shells of these creatures are highly prized as components for potions of flying and other similar magics. One of the turtledoves carries a large leather case, which contains three musical horns made of shiny brass tubing formed into a circular coil.

### Encounter 4—My Deer Friends

The flight south continues into warm, tropical regions. Soon you find yourselves over an ocean. The sight of the fiery orange-red sunset reflected on the brilliant blue water is spectacular. The water is incredibly clear: even from this altitude, large aquatic creatures and colonies of multi-colored coral growing on the ocean floor are clearly visible. The



trail left by the Sleigh and Reindeer descends toward a small but lush tropical island just ahead. As you get closer to this island, the trail can be seen to end amongst extensive and obviously very old stone ruins in a large clearing. Grazing within the clearing are 10 reindeer. The Sleigh is nowhere in sight.

The ruins are ancient and almost completely crumbled, with only two recognizable structures: the well and the bakery. Both of these structures hide an entrance to R. S. Claws' lair. The well is generic: about 5' in diameter, easily climbable on the inside (convenient hand and foot holes have been graciously provided, and are visible when looked for). The surface of the cold, murky water lies 50' from the top of the well. Halfway down the well is a 3' diameter tunnel leading to the lair (see map 3 and encounter 5). To allow persons of large bulk (i.e., TG) entrance, the tunnel expands as needed to accommodate the crawler.

The bakery is the only structure remaining in the ruins which resembles a building. The west (front) wall is almost gone, but the rest of the structure is still sound. It contains rotten tables, rusted metal cooking implements, a huge oven, and the Sleigh (see description below). The oven's chimney is an impressive stone edifice, 20' high and 6' square on the outside. The top of the chimney can be reached by climbing the stonework. The flue is 4' square, sufficient in size to allow entrance by a large humanoid, and is topped by a rusty iron cap. The inside of the chimney is surprisingly clean and has a metal ladder to allow one to climb down. About 45' down in the interior of the chimney is the entrance to Claws' lair (see map 3 and encounter 5). Also in the bakery is the *sleigh of delivery*. TG flew it through the remnants of the front wall before rushing to Claw's lair via the bakery chimney; how else would TG make an entrance?

**Sleigh of Delivery:** Upon casual inspection, the *sleigh* appears to be a normal vehicle with exceptionally bright red and green paint. However, when one sits in the driver's seat a complex array of buttons, dials, and lights appear. The *sleigh* is actually a highly sophisticated device (thus GRINCH's interest), requiring a small platinum key to operate. Attempting to operate or molest the

*sleigh* or control panel when the key is not in the appropriate slot requires a save vs. death magic at -4. Failure indicates the victim has fallen into a deep sleep, appearing dead, for one turn. During this sleep the victim has strange and vivid dreams of sweetened plums cavorting about. If hitched to the full team, the *sleigh* travels at phenomenal rates (often exceeding a base move of 1,000 and including instantaneous travel), so that TG can quickly distribute presents to millions of households and halfling holes and (more importantly) get home early. With a full team, the *sleigh* is maneuverability class A. Without deer, the *sleigh* moves at 48, and is maneuverability class C. The rumble seat is especially spacious, being a receiving area for teleportation of presents from the North Pole Facility. The teleport feature is one way—from the North Pole Facility to the *sleigh*.

The reindeer are grazing near the jungle's edge. During this encounter, the deer are suspicious of the PCs, but otherwise friendly and curious. The reindeer try to convince the party to stop pursuit. Obviously, the deer will fail in this. When pressed, the deer grudgingly reveal that the entrance to Claws' lair is "well-hidden," and easy to find if one "wets awhile" (see encounter 5). If the players are slow to get useful information from the reindeer, the deer offer to trade secrets. Whomever in the party reveals the deepest, most sensitive *secret (within character)*, will be told the clues to the entrance.

**Reindeer (10):** Int High; AL Goody-goody; AC 4; MV 12, Fl 36 (B) (when the whole team is hitched to the *sleigh of delivery* travel can be instantaneous); HD 8; hp 33 each; THAC0 12; #AT 3; Dmg 1-4/1-4/1-6; SA if both front hooves hit, the back hooves also can attack (1-4/1-4); SD immune to fear, depression, or similar mental fogs, but have some difficulty flying through other fogs unless Rudolf is present; SZ L (no wimps for TG); ML 11; XP 1400 each

Just a reminder: Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner, Blitzen, Rudolf, and Buck. Furthermore, common myths are inaccurate as to the correct size of TG's herd: it actually contains 10, not nine, Deer. The lesser-known member of the sleigh schlepers is Buck, who usually stays at the North Pole Facility and does the

group's accounting. However, bored of the books, Buck has decided to seek a bit of adventure. So far he's having a great time.

## Encounter 5—And They're Here on R.S. Claws' Island

### Important Notes:

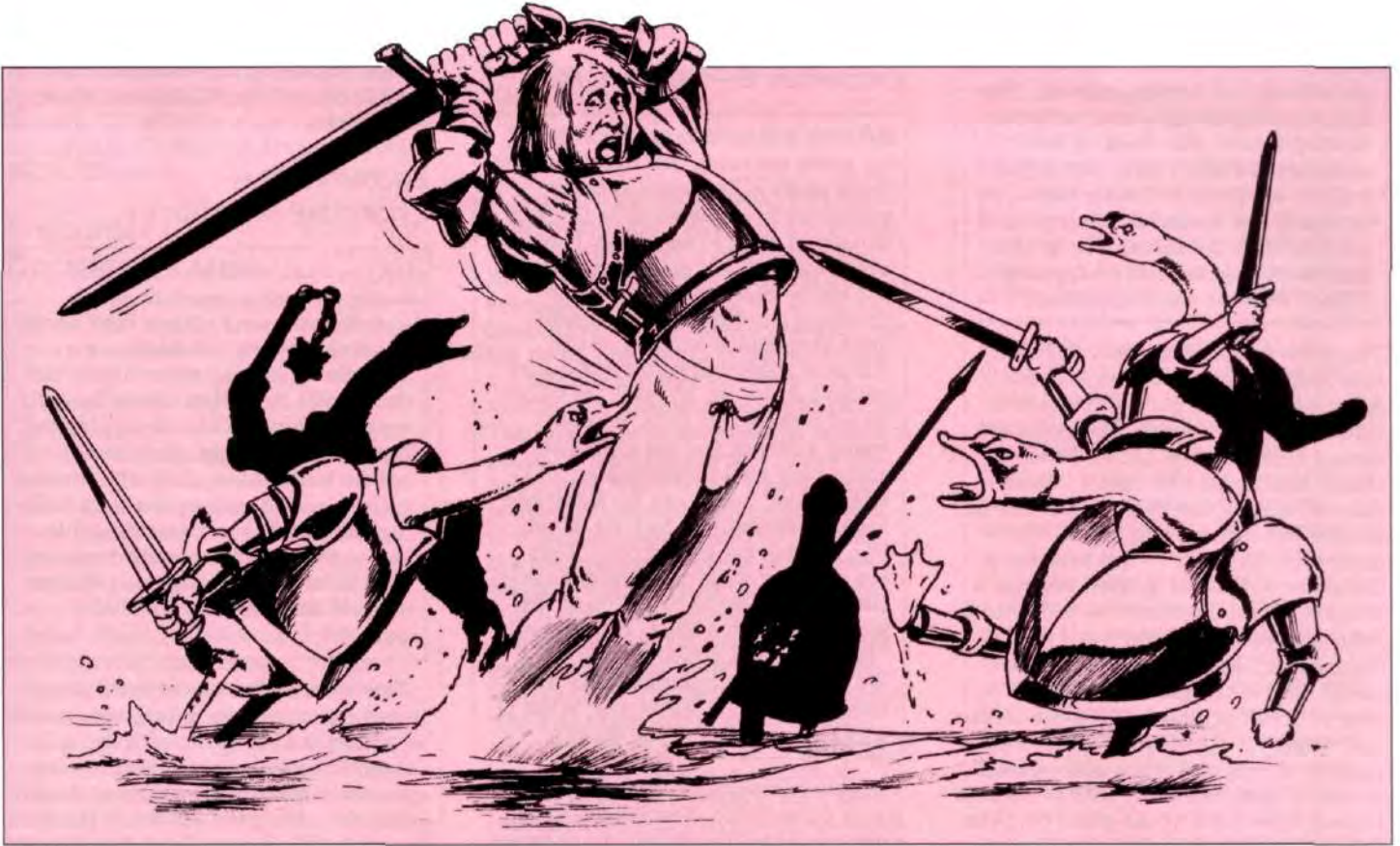
A. The PCs will not notice the secret door in this room, even if they look for it.

B. The Egnog Potion duration expires as the PCs enter this room.

Your crawl (or slide, if entrance is from the chimney) ends in a large chamber illuminated by torchlight. In the far corner is an archway filled with a shimmering gold and green pattern. The arch itself has rather unusual stonework, being a rounded "M" shape and constructed of red- and white-striped stone blocks. Four large, brown and white dogs with slender heads, pointed muzzles, and long, silky fur, lie next to the archway. Since you started on this assignment, you've gotten used to some weird things, so the feathered wings on the dogs are no surprise. After a few seconds, two of the collies rise, open their jaws in huge, sleepy yawns, and approach.

This room is the first element in Claws' security system. Nobody can pass through the arch while carrying magic items or while magical effects (potions, spells, etc) are operating. Conjured or summoned creatures are real (for purposes of this encounter), not magical effects, so they can pass through. Extra-dimensional spaces (such as *bags of holding*), however, are magic items and cannot pass the arch. Nothing the PCs or collies can do will alter the archway's impermeability.

The dogs are colliebirddogs. Claws placed them here to explain the archway to would-be visitors and to safeguard the magic items left behind. The dogs' names are Spot, Blotch, Stain, and Spill. At some point in the ensuing conversation, the colliebirddogs reveal what they are and what their job is. They are friendly, cheerful, and inquisitive (although not particularly trustworthy, loyal, brave, or reverent). The dogs don't get many visitors, and they want to get a little something from the PCs besides conversation. They hint that



some Winter Holiday spirits (meaning the remaining Eggnog) would be real nice. Besides, they'll probably find it and drink it while the PCs are gone anyway.

**Colliebirddogs (4):** Int Avg.; AL N; AC 4; MV 15, Fl 30 (D); HD 7; hp 31 each; THAC0 13; #AT 1; Dmg 1-6; SA Can recite "Twas the Night Before Winter Holiday" at will, this soliloquy has the effect of an *enthrall* spell cast at 8th level except that any creature can be affected; SD *detect magic* once a turn; SZ M; ML 12; XP 975 each.

### Encounter 6— Ring In The New Year

As you approach this door, the sound of ringing bells is noticeable.

Pause for player actions, if any.

With the door open, the source of the din, now much louder, is visible: the room contains many matching sets of bells. Each set contains five bells which ring simultaneously. The bells ring one set at a time, but in a ran-

dom pattern. The bells are of all shapes and sizes, from tiny brass dinner bells to large ships' bells. Furthermore, they are constructed of many different materials: steel, copper, glass, brass. One set even appears to be made of solid gold. In the corner opposite where you stand is a large, formidable-looking door that has no apparent hinges or handle. The center of this chamber is adorned with a short, carved stone table; upon the table sits a small but ornate gold casket.

The exit door on the north wall is magically locked and cannot be opened except under one condition: the door unlocks for a few seconds after the set of gold bells—there are five—ring. These bells ring once every five minutes or so, but not before the players have spent a few minutes role-playing and struggling with the problem. The five gold bells ring rather poorly, sounding more like dull thuds than clear peals. There are 35 sets of bells in the room. Each set is fused to a central bar which rotates to ring the bells. The bar is in turn rooted magically in its sockets in the wall. If the gold bells are removed from the

wall, the door can still be opened when the bells would have rung, as the magic still is operative. When the gold bells ring, the door can be opened with a gentle push.

A useful clue to this puzzle is provided within the casket. The casket is built of sturdy wood, gilded with gold foil and locked. It can be unlocked, smashed, or otherwise broken. Inside, on a holly green velvet pillow, are five ornate golden rings. If, after 20 minutes, the solution still eludes the players, a visit from Larry may be useful.

### Encounter 7—Fowl Trouble

As you proceed down the corridor, the din of a fight—metal biting into armor—can be heard. The corridor ends in a large circular chamber with a domed roof. A central firepit lights the chamber. Surrounding it is a circular pool of water, 20' in diameter and of indeterminate depth. There is an exit directly across from where you now stand. The source of the noise you heard in the corridor is nowhere in sight—until you look down. At your feet are six geese in

plate mail and carrying shields. They are swinging at each other with fowl-looking swords and flails. A few seconds pass before they notice you, and the six geese meleeing stop. One is clearly the leader: a bit bigger and prouder than the others. He (or is it she?) removes its helm and speaks: "Halt! What do you desire here?"

The geese consider themselves honorable and chivalrous in every aspect. After learning the party's intentions, introductions are made. The geese are named Huey, Dewey, Louie, Phooey, Gooley, and Ralph (the leader). To be allowed to pass, the PCs must select one of their number to fight (not to the death) the six geese. When attacking, one goose will stand in front and use a weapon, while the other five will attack from the rear, employing their beaks ("the goose," see below). In a general melee, half of the geese use "long" swords (treat as daggers) and the others use "flails" (1-3/1-2 dmg). If the PC renders all but one of the geese unconscious or dead, the party will be allowed to pass unharmed. If the geese win, the PCs will be asked to choose another champion to earn their right to pass. If the PCs threaten to rush the geese *en masse*, the birds reluctantly announce that the fight must be to the death.

**Geese (6):** Int Animal; AL anything you want so long as you have food; AC 1 (plate mail); MV 6, Fl 21 (B); HD 1/2; hp 1 each; THAC0 20; #AT 1; Dmg by weapon or 1; SA +8 attack bonus on rear attacks with beak ("the goose"); SZ S; ML 5; XP 15 each.

Regardless of how the PCs get past the geese, when they pass the moat around the firepit, four killer frogs jump out of the water and attack. The geese are absolutely terrified of the frogs and will not aid in the defense.

**Killer Frogs (4):** Int Non; AL N; AC 8; MV 6, Sw 12; HD 1+4; hp 17 each; THAC0 16; #AT 3; Dmg 1-2/1-2/2-5; SZ S; ML 6; XP 35 each.

The frogs have recently worked their way into the moat via an underground stream; the geese are just as surprised by this attack as are the PCs.

## Encounter 8—Swami Lake

After that last, fowl run-in with the six geese meleeing (not to forget those nasty killer frogs) another encounter near the water is the last thing you want to deal with. How much more of this delay in retrieving TG has to be tolerated? As these thoughts run through your heads, your skin begins to crawl as the sound of splashing water and happy voices cut the air. At least the voices sound human this time. As you round a corner, you see a chamber containing wall-to-wall water, an E-shaped pier, and seven dark-skinned humans swimming, talking, laughing, and having a good time. They are wearing soggy turbans and little else. One swims to meet you at the pier. He says in a thick, rich accent: "How is it that you are doing, yes? We are the swimming swamis, and this is our pool of water, yes. What is it that we can be for you doing?"

The seven swamis swimming are not really doing much of anything, except swimming and discussing minor issues like the meaning of life. The swamis will do anything they can to help the party to cross the water. One simple solution is for the swamis to form a human chain, a swamibridge of sorts, across the water. However, the swamis will not make any useful suggestions of their own, unless the encounter takes unduly long.

The water is uniformly 20' deep (and a very comfortable 84 degrees). The swamis will be philosophical and understanding about any difficulty a non-swimming PC might have about getting across.

The pier is made of 8-inch-wide wood planks on pontoons, so that it floats on the water. The walls of the chamber are slick with condensed moisture and generic slimes, and therefore unclimbable. A *spider climb* spell will allow the caster to cling to the wall, but because of the slick surface, no load can be carried. The party probably will have to rely on help from the swamis.

**Swimming Swamis (7):** Int High; AL optimistic; AC 10 (even I know better than to swim in armor); MV 12, Sw 6; HD 1; hp 4 each; THAC0 20; #AT nil; Dmg nil; SA move silently when no one is there to hear it, sharp tongue; SD witty comeback, +4 saving throw bonus

vs. spells causing confusion or other mental calamities; SZ Skinny; ML 9; XP 15 each.

## Encounter 9— Chocolate Milkshades

OK, so what could be worse than water, you ask yourselves while rounding the next corner. How about handfuls of happy Holsteins in a nice, sunny green pasture? Sure you can handle that. How about the wooden buckets under most of them? How about the eight chocolate-brown, but shadowy folk who are just going about their own business milking the cows? How about the table just in front of the entrance, covered with an absolutely huge pile of decorated Winter Holiday cookies? Yummy!

Two rounds after the first PC steps into the pasture, the milkshades attack with the buckets. A hit with the milk (which is fresh and warm) causes any creature—including the shades—to fall into a deep sleep for 1d8 hours if a save vs. spell fails. An entire bucket must be thrown to be effective. Although no one in the party is proficient with milk buckets, the large area of effect (about 5' diameter) and fairly long range (about 10') cancels the normal nonproficiency penalties. A cookie dunked in milk has the same effect as a full bucket of milk, but the appropriate nonproficiency penalty must be applied. Dunked cookie range is about 20'; after that they fall apart from sogginess. While there are only 22 full milkbuckets (eight start in the hands of the shades), there are essentially an unlimited number of cookies.

When the battle has run its course, R. S. Claws enters and wakens the PCs if needed. Any shades which are still awake back off; they know better than to mess with Claws.

**Milkshades (8):** Int Low (otherwise they wouldn't be stuck here milking cows); AL homogenized; AC 7; MV 12; HD 3+3; hp 17 each; THAC0 17; #AT 1; Dmg hit causes save vs. spell or fall asleep for 1d8 hours; SD hit only by milk or enchanted weapons; SZ M; ML 11; XP 175 each.

**Holsteins (udderly too many):** Int Animal; AL N; AC 9; MV 6; HD 4; hp 18 each; THACO (for a cow? who are we trying to kid?); #AT nil; Dmg nil; SZ L; ML 3; XP nil.

## Encounter 10— Dependent Claws

Wow! That last fight was weird! As you try to shake off the effects of the battle, your eyes suddenly lock onto those of a tall lizardman. The lizardman is grizzled with age. He looks a bit annoyed. He taps his left foot and scowls. After a few seconds of what must be introspection on the lizardman's part (and nervousness on yours), the scowl softens to an amused grin. He chuckles as he speaks, "Well, what can I do for you folks? Since you've struggled to come all this way and managed to pass through my ponderful security system, I imagine your need to see me must be rather urgent. In fact, it must be downright critical that you speak to me, seeing as how you've taken time away from your families and friends at Winter Holiday time. Oh, by the way, let me apologize for not introducing myself earlier. I am Claws, R. S. Claws. The R. S. is a nickname referring to my razor-sharp claws (he displays said long, nasty claws). So, who are you and why have you traveled here?"

R. S. Claws must be convinced of the party's intentions to aid TG before he will allow them to meet with him. Claws' main concern is for his very close "cousin's" well-being. Furthermore, he is a bit of a scrooge when it comes to Winter Holiday.

Claws puts off answering any questions about TG's situation with GRINCH, saying that they should ask the Bearded One himself (when he is found), so that there will not be any confusion or misinterpretation of the situation. TG has told Claws everything that has been going on up North (see encounter 11 for details).

**R.S. Claws:** AL NG (reformed while marooned); STR 17, INT 15, WIS 12, CON 17, DEX 15, CHA 12; AC 4; MV 6, Sw 12; F 15; hp 116; THACO 6; #AT 5 (4 claws, 1 bite) or 4 (2 weapons attacks, 1 claw, one bite); Dmg 1-2+2 (claw), 1-6 (bite), or by weapon (+1 "to hit" +1 damage from strength); SA +1 "to hit"

bonus on claw attacks; SZ M; ML 14; XP 5,000.

**Weapons:** long sword, long bow, dagger, mace

R. S. Claws appears exactly like the lizardman that he is, but grizzled with age. He was the only survivor of the lizardman pirate crew that was shipwrecked on what is now his home island. After several lonely years among the ruins, and plenty of exercise fighting off the local nasties (a few orcs, mostly), a human landed on the island. The human, who indicated he wished to get away from the rat race for awhile, was a high-level fighter who had contracted lycanthropy from a lucky (but now decidedly dead) wererat. During the many years on the island (Claws doesn't recall whether it was forty or four hundred), he learned from this strange human much about weaponry and fighting, and he practiced on the local critters. The hermit's lycanthropy was eventually cured by continued consumption of a variety of cranberry indigenous to the isle. So cured, the hermit returned to society, but Claws remained behind. The hermit was actually TG in an alternate life, but neither Claws nor TG is cognizant of this fact (it's been a long life). During the time on the island, there was no magic to use (TG did not know about his innate abilities). Accordingly, Claws still believes magic to be an unnecessary crutch in personal combat. Claws and TG met (again) on one of the latter's many Annual Trips (Claws asked for a coconut peeler), and they became fast friends. TG still visits whenever possible and actually views Claws as his "cousin." The necessarily self-sufficient style of Claws' life has left little time for Winter Holiday thoughts, so Claws is a bit of a scrooge. But sometimes he finds himself in deep philosophical discussions about the subject with TG. In addition, TG's love of a good pun has worn off on Claws; when these two get going the sanity of all within earshot is in danger. TG has provided the name "R. S.," that is, "razor-sharp."

## Encounter 11— Here Comes The Giftmaster

Claws leads you into a massive chamber: it must be about 40' square and 20' high. The entrance is through a door in one corner; the

only obvious exit is a hallway in the opposite corner. The furniture in the chamber looks like it had been built by someone shipwrecked on a tropical island. It is constructed of bamboo, vine, and scraps of water-stained timbers. The prominent item of furniture is a huge—and clearly quite sturdy, judging from the load it bears—bamboo table laden with all sorts of Winter Holiday food and drink. Light is provided by several brass braziers in various spots around the room. Piled next to one of these is a set of red garments, trimmed with white fur, a wide black belt with an ornate silver buckle, and large black boots. The clothes are clearly tailored for one of large, no, make that rotund, build. Lying in a steaming, frothing tub of water next to the laundry pile must be the owner of the dandy duds: he is a large, satisfied-looking human, with bushy eyebrows, a full beard, and long snow white hair. This must be the legendary Giftmaster. His eyes open slowly, like that of a lazy cat sunbathing. He stands, dripping, clad only in red, fur-trimmed shorts. After grabbing a green- and red-striped towel, he towels himself off and he speaks. His voice is deep, but very reassuring. He radiates good humor and peace. "Ho! Ho! Ho!" he says, "And so who are our guests, R. S.?"

Before answering any questions, TG wants to hear the PCs' side of the story. Because of his eagerness, and a few good words from R. S., TG is easily convinced of the party's earnestness. However, TG needs to be convinced that the party is interested in preserving Winter Holiday. He will try (very hard, in fact) to make the characters see his side of the story.

TG knows or suspects the following:

\* TG is not senile, just overworked and highly involved in preparations for the Annual Trip. He will admit, however, to being a bit scatterbrained at times.

\* Background checks on Dragon and her associates came up completely blank. TG hired them anyway, since he is such a trusting fellow.

\* Dragon and her associates have been more concerned with the details of the Annual Trip than with the overall Winter Holiday spirit. Sometimes

Dragon seems to be colder than the snow blowing outside.

\* Since the arrival of Dragon, there has been increasing anxiety and decreasing productivity amongst the toymakers. This may be connected to the committees which Racon established. The toymakers spend a lot of time in meetings and reading little red books, from which they occasionally quote long passages, instead of making toys.

\* The average overhead cost per child (OCPC) has risen an unprecedented 5.4% since last Winter Holiday; this rise may be related to the committees.

\* Overall, the situation at the North Pole Facility is tense at best.

If asked why he ran, TG explains that he took the Sleigh and Reindeer so they would not fall into Dragon's clutches during this critical time of year. However, TG will have to return soon to the North Pole Facility to insure the final details for the Annual Trip are secure. The most critical reason to return is so that this year's Naughty/Nice roster, currently believed to be in Dragon's hands, can be retrieved. This list is absolutely essential to insure proper and equitable gift distribution; it must be retrieved at all costs.

If the PCs suggest that they or one of the GRINCH members could make the Annual Trip in TG's place, TG points out that the reindeer work for him, only he knows how to operate the sleigh, and that it takes a pretty special being to locate every child—worldwide—who deserves a gift.

The bottom line: TG must convince the PCs to face down Dragon, one way or another.

When the party is ready to return, TG and R.S. lead the party to the bakery, stopping on the way to collect the party's magic. The party will be offered a reindeer ride back to the North Pole Facility. If the party previously antagonized the Reindeer, some apologies are in order here. R.S. will not accompany the group traveling north, expressing his faith that the party is more than adequate to perform this minor task without his insignificant aid.

**The Giftmaster:** AL CG; STR 16, INT 16, WIS 14, CON 15, DEX 17, CHA 19; AC -3; MV 9; Th 17; hp 71; THAC0 12; #AT 1; Dmg pummel; SZ M; ML 14; XP 6,000.

### Thieving Abilities

PP OL FT MS HS DN CW RL BS  
95 95 95 95 95 55 95 80 x5

**Magic Items:** Platinum key (for *sleigh of delivery*), extra-huge capacity *bag of holding* (holds 3,000 lbs, 450 cu. ft., and weighs 120 lbs when full), *fur cap of protection* (provides AC 0, +3 saving throw bonus, and proof against environmental extremes; it also looks swell with the red suit).

**Spell-Like Abilities (usable at will, cast at 12th level):** *haste self, know naughty or nice, detect lie, comprehend languages, feather fall, levitate, change self* (for those small chimneys), and *create paper, bows, and wrap*.

Most referees should have no difficulty portraying this character. TG appears as an old (but not as old as he actually is) and rotund human. He is always clad in red clothes with white fur trim. The belt is wide, black, and fixed with a huge and ornate silver buckle (estimated value over 1,000 gp). The boots are likewise black. TG's disposition is more than just a perpetual good mood; the man is downright jolly. He finds every little thing deeply enjoyable. He wants everyone in the world, and especially those around him, to share in this. He will automatically try to alter any foul moods of those near him. It takes a major bad event (such as GRINCH's interference with Winter Holiday) to upset TG or make him anxious. TG is also an avid punster, but this fact is not generally known.

TG is also a consummate thief, but never refers to himself as such. Anyone questioning TG's yearly habit of committing several million acts of breaking and entering in the guise of delivering presents will be ho-hoed off, but the name duly recorded on TG's Naughty/Nice Roster.

Finally, TG's entire existence is for Winter Holiday. He is actually rather uninformed (but in no way naive) about the goings-on in the world for the rest of the year. Everyone at the North Pole Facility (except GRINCH) absolutely adores him, as indicated by the above-average Charisma of 19.

### Encounter 11—Intermission

Sometime during the return flight, Larry (by TG's whiskers, not again!) has gotten onto the present transportation apparatus (PTA) at the North Pole

Facility, and has been teleported to the rumble seat of the sleigh.

Larry will cause the party grief, in the typical leprechaun style, for 10–15 minutes of playing time. Afterward, Larry simply remains with the party, *invisible* and out of the way, until he chooses sides in the final struggle (encounter 13). Larry is too afraid of Dragon to get involved any earlier, but he is neutral and wants to see the good/evil (or PC/GRINCH) power scale stay balanced.

### Encounter 12—Evening the Score, Peon

The party, reindeer, sleigh, and TG come to a perfect two-runner and forty-hoof landing outside the Administration Building. "I'm not sure what Dragon and her associates are planning," says TG with an uncharacteristically grim look. "But I'm sure that they're in their council chamber, and waiting for you. I'm no good in a fight, and I've just got to check on final preparations for tonight's Annual Trip. Take-off is in about four hours!" TG's face softens a bit. "Any last way that I can help?"

The party has landed in the snow just outside the entrance to the Administration Building (map 1). TG can provide information (that he knows), but no material help outside of what his spells provide. When the party is ready:

"Well, then good luck to you all. I will wait here for you, but no more than 30 minutes, for then I must be off."

When the party opens the doors to the sitting room (room A on map 1), Administrative Building:

This room has not changed much in the two days or so that you've been gone. However, the huge table laden with all that great food, eggnog, cookies, and candy canes, has been replaced by a different fare: seafood. That is to say, it has been replaced by a bunch of giant, although yet immature, scorpions. It's clear that you will have to be careful to get past here, because these nine babies can sting.

This encounter is nice and simple. The scorpions attack as soon as the door is opened, with normal chances for surprise. They will travel outside the room if the party allows them. If the party leads the scorpions out into the snow, they will follow. The scorpions will perish in the arctic cold outside, although they stay energetic long enough to do the party some real damage. The PCs likely will be forced to kill them before the cold does. TG and the reindeer immediately beat a hasty retreat if the scorpions are led outside. The party should be bright enough to figure out that the scorpion fight will certainly alert anyone in the vicinity (including GRINCH in the council chamber next door). Spending time leading the scorpions outside will be pointless unless done quietly.

**Baby Giant Scorpions (9):** Int Non; AL N; AC 3; MV 15; HD 5 +5; hp 17 each; THAC0 17; #AT 3; Dmg 1-6/1-6/1-2; SA Poison from tail sting causes 1d4 additional points of damage if the victim fails a save vs. poison; SZ S; ML 9; XP 175 each.

## Encounter 13—Apocalypse Winter Holiday Eve

If the party charges into the council chamber, there is nothing to read to the players. However, if they enter slowly and cautiously, read the following:

Ok, so this is it. Behind that door is the final solution. While you are considering whatever fate that awaits beyond the door for you and your friends, strains of music are heard drifting into the room—not a whole symphony or any voices, just a flute and drums. Shortly, the drumming ceases, but the flute continues to pour out its melodic strains.

The flute is playing some song appropriate to the construction of snowmen, such as “Frosty.”

The final encounter in *Winter Holiday* has three potential solutions:

- A. Fight and destroy GRINCH.
- B. Negotiate a trade, perhaps to include TG, the Sleigh and Reindeer, the Naughty/Nice Roster, and a way home.
- C. Join GRINCH.

There could be more solutions, depending upon the players. Furthermore, individual PCs may seek solutions different than the party as a whole.

Dragon is aware of all these possibilities. Her main concern is the disruption of Winter Holiday, not the destruction of the PCs, who are potential converts to her cause. Therefore, her initial response to the return of the party will be to establish a passive defense and await the party's actions. She will respond in kind, fighting to the death (not hers, she hopes) if attacked. She may negotiate if the party is in a talkative mood. Any solution is okay with Dragon as long as GRINCH's mission is not permanently jeopardized.

In a fight, Larry joins the weakest group, most likely the party. If the groups negotiate, Larry hangs around (*invisible*) in case a fight breaks out. He will not initiate a fight himself, but may provide illusionary help during negotiations if he believes one side is gaining an unfair advantage.

Unless the party manages to defeat the scorpions quietly, GRINCH will be alerted (by the noise) that the party has returned, and thus begin at step 1 of the battle strategy outlined below (prepared by Dragon, and detailed for the judge's convenience). If the party catches GRINCH by surprise, and fights instead of negotiates, begin at step 5.

1. Dragon plays the *drums of picnic*; Raccoon and Bull eat if needed.
2. Dragon casts *clairvoyance* to watch the scorpion fight and get some inkling of the party's powers and abilities. Bull plays *pipes of the snowmen*, but does not start to create a snowman until the party attacks.
3. Dragon casts *protection from normal missiles* on herself.
4. Dragon casts *improved mirror image* when she judges the time to be best.
5. If the party is hostile toward GRINCH (as determined by *clairvoyance*), Dragon begins to play the *drums* again just as the PCs prepare to enter the Council Chamber; Bull begins creation of a snowman from the *pipes*. The snowman appears in front of the door after the *mirror image* is cast.
 

If the party wants to negotiate, Dragon will drop the *improved mirror image* as a sign of good faith. Talk then begins. If a fight breaks out, begin the attack with the same plan as above.
6. As the party enters, the snowman forms and the PCs (and Larry) must roll saving throws versus the *drum* effects.

If Larry fails (don't forget his magic resistance), he will have to steal food from the closest PC and will consequently be visible.

7. Dragon casts *polymorph self* (tiny red dragon form); Bull and Raccoon move to attack, concentrating on the previously-identified spellcasters. Bull will fight until dead. Raccoon will fight as long as GRINCH is winning; she will surrender otherwise.

8. Dragon casts *web*; Larry joins in (*invisible*, of course), using pickpocketing and illusion abilities to create general confusion such as stealing random spell components or items.

9. Dragon casts *hold person* on a convenient PC or PCs.

10. Dragon uses her remaining spells as needed, without regard for Bull or Raccoon if they are nearly dead. She will save her most destructive spells for last, hoping to capture any party members who surrender or who are knocked out.

11. Dragon's escape. If things are going badly, Dragon casts *darkness 15' radius* to cover her exit via *teleport* spell.

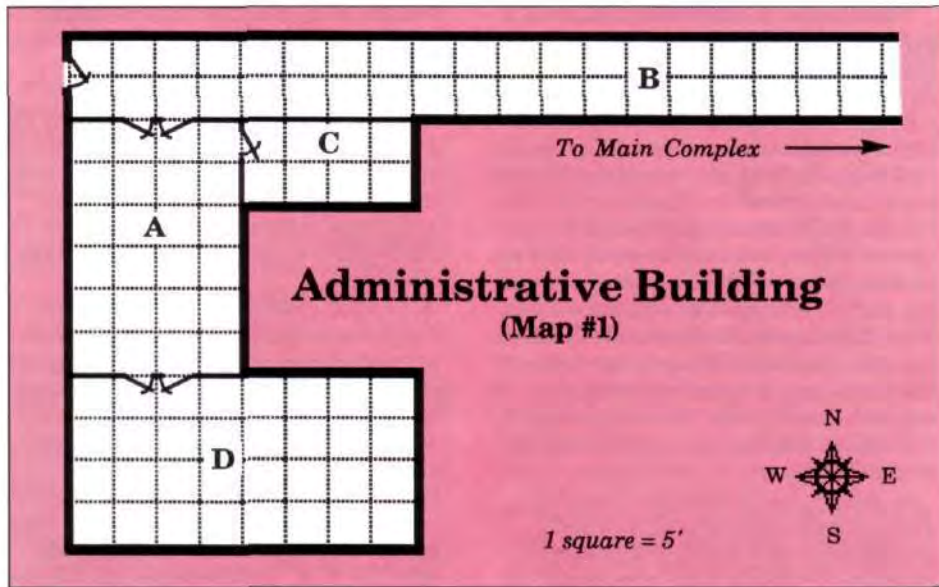
**Dragon:** AL LE; STR 7, INT 17, WIS 14, CON 12, DEX 16, CHA 12; AC 3; MV 12; Wz 11; hp 39; THAC0 17; #AT 1; Dmg by weapon or spell; SZ M; ML 14; XP 6,000.

**Weapons:** dagger, 6 darts

**Magic Items:** *Ring of shocking grasp*, *Bracers of defense AC 5*, *ring of protection +1*, *pipes of the snowmen* (see below)

**Spells Carried:** *burning hands*, *magic missile* (x3), *darkness 15' radius*, *web*, *Tasha's uncontrollable hideous laughter*, *ray of enfeeblement*, *clairvoyance*, *hold person*, *protection from normal missiles*, *lightning bolt*, *improved mirror image* (new spell), *ice storm*, *polymorph self*, *cone of cold*, *teleport*, *wall of force*

Dragon appears as a lanky, middle-aged elf. She is comely, save for her somewhat elongated but blunt nose. She is rarely seen out of her shimmering, deep red robes. Dragon controls GRINCH, and consequently does most of the talking. Abandoned by her parents when she was young, she has developed a dislike of family events, especially Winter Holiday, and has a rather cynical outlook on life. The other two members of GRINCH, in Dragon's eyes, are disposable if it will help her cause. In battle, she likes to *polymorph* herself into small, bird-sized creatures, often employing the form of a tiny red dragon, hence her name. It is not



Dragon's intention to be killed in this operation. She merely wants to weaken Winter Holiday. Accordingly, if the battle is going against her, she will attempt to *teleport* out.

*Pipes of the Snowmen:* Playing an appropriate tune on these platinum pipes causes a furious, blinding snowstorm, 20' in diameter, to issue forth for as long as the pipes are winded. Visibility in this blizzard is 10 feet. After one round of piping, the snow, as designated by the piper, forms into a vaguely humanoid shape. This requires one full round. When formed, the snowman attacks the nearest warm-blooded creature. The attack cannot be controlled by the piper and continues until all potential targets (or the snowman) are destroyed. If attacked while forming, the snowman simply fails to coalesce that round.

Snowmen from these pipes have the following statistics:

Int Non; AL N; AC 6; MV 15; HD 6 +6; hp 33; THAC0 13; #AT 1; Dmg 2-8; SA a successful save vs. paralyzation or resistance to cold reduces the damage the snowman inflicts by one half, creatures immune to cold attacks take no damage; SD double damage from fire-based attacks, any fire attacks on the snowman while it is coalescing will destroy it, immune to cold-based attacks; immune to normal cold, invisible in snow and ice; SZ M; ML N/A.

*Pipes of the snowmen* can be made to yield only one snowman per week.

### Improved Mirror Image *illusion/phantasm*

Level: 4  
Range: 0  
Components: V,S  
Duration: one round/level  
Casting Time: 4  
Area of Effect: 10' radius  
Saving Throw: none

This spell is in most respects like a *mirror image* spell, except as noted above. Furthermore, 1d6 + 6 images of each subject within the area of effect are created. These images wink out at a rate of one per round at the end of the spell duration, or when struck by a melee or missile attack. Special note: for this scenario, the spell will create 9 images of Raccoon (for 10 lords-a-leaping), 10 of Bull (11 pipers piping) and 11 of Dragon (12 drummers drumming).

**Raccoon:** AL LN; STR 15, INT 12, WIS 10, CON 15, DEX 16, CHA 14; AC 2; MV 12; Th 13; hp 54; THAC0 14; #AT 1; Dmg by weapon; SZ M; ML 10; XP 3,000.

**Weapons:** broad sword, flail, garrote, long bow

**Magic Items:** *Bracers of defense* AC 6, *broad sword* +1, *20 arrows* +1, *boots of float like a butterfly* (see below)

### Thieving Abilities

PP	OL	FT	MS	HS	DN	CW	RL	BS
95	82	80	95	85	40	95	65	x5

Raccoon derives her name from the mask-like birthmark on her face. In all other aspects, she is unremarkable. She is middle-aged, and of average height and weight. She joined GRINCH under the pretext of neutralizing Winter Holiday. But she is actually a thieves' guild plant to keep an eye on the ambitious Dragon. Before this job, she had never heard of Winter Holiday, but is intrigued by the concept (access to all those houses!).

*Boots of Float Like a Butterfly:* These boots allow the wearer to engage in fancy footwork, so as to appear to be dancing. This adds -2 to AC. Alternately, the wearer may do a flip over the head of a small or medium-sized opponent while engaged in melee. This function adds -4 to AC and is performed in lieu of any attack for that round.

**Bull:** AL LE; STR 18/04, INT 6, WIS 14, CON 17, DEX 15, CHA 9; AC 0; MV 12; F 12; hp 95; THAC0 10; #AT 3/2 Dmg by weapon (+1 "to hit" +3 damage from strength); SZ M; ML 14; XP 3,000.

**Magic Items:** *Bastard sword* +1, *shield* +1, *chain mail* +3, *drums of picnic* (see below)

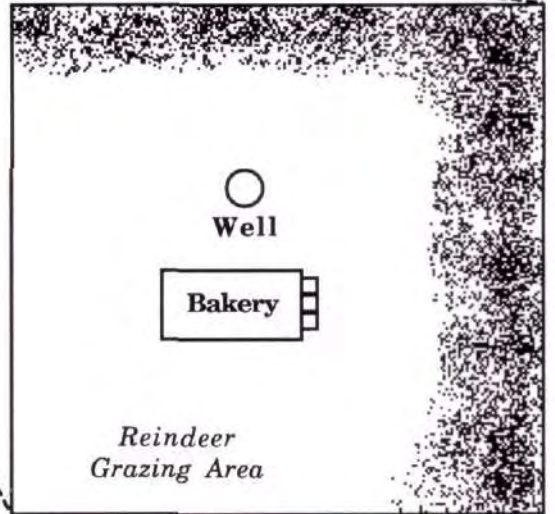
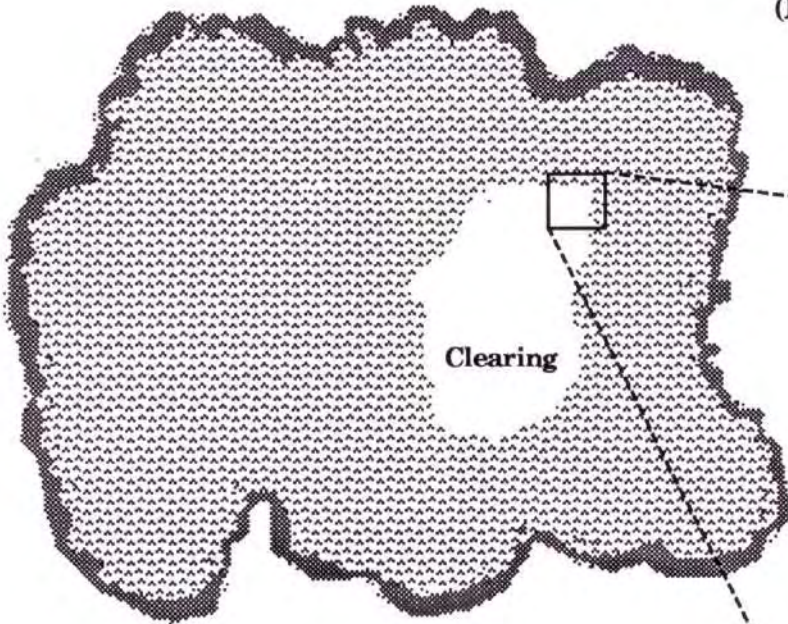
Bull is the stereotypical big, stupid fighter, about 40 years old. He is smitten by Dragon and will do almost anything for her. He really doesn't understand about Winter Holiday, but if Dragon says it is bad, then it must be a really awful thing.

*Drums of Picnic:* When these drums are played, all creatures (except the drummer) must roll a save vs. spells. Failure indicates the victim immediately sits down to eat a picnic for 2-5 rounds. Halflings save at -4. Only one saving throw is needed per turn.

When the encounter is over, the party will find two scrolls in a desk drawer. One is the Naughty/Nice roster (non-magical), and the second is a scroll (usable by any class) which when read will transport the party home. When TG has secured the Naughty/Nice roster, he will leap into the sleigh and take flight. As he fades from sight he is heard to exclaim, "A merry Winter Holiday to all, and to all a good night!"

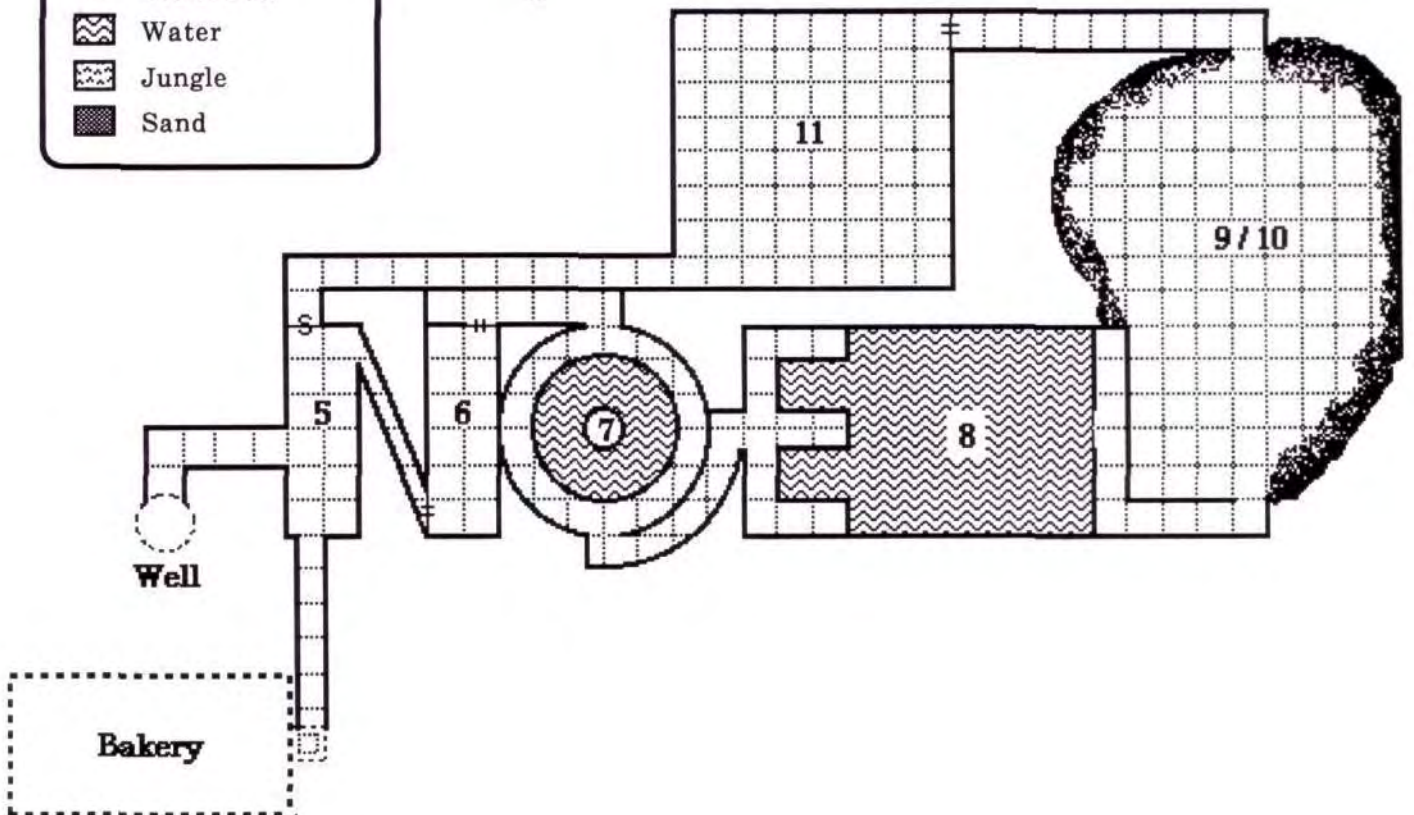
# R. S. Claws' Island

(Maps 2 & 3)



**Key** 1 square = 5'

- ⊕ Door
- ⊖ Secret Door
- Water
- Jungle
- Sand





# Rakshasa

## Villain, Villain, Burning Bright

by Christopher Mortika

This encounter for the AD&D® 2nd Edition Game is presented in the Book of Lairs format. See any of the Book of Lairs products for more information.

**Terrain:** Swamp

**Total Party Levels:** 65 (Average 11th)

**Total Magic X.P.\*:** 6200 or 1200

**Total gp X.P.:** 2300 or 6300

**Monster X.P.:**

**Kill:** 28,500 **Defeat:** 21,375

**Retreat:** 7,125

\*Original AD&D rules only.

This encounter is intended for experienced characters, and experienced players. A well-balanced party of characters who rely on each other's abilities and compensate for each other's weaknesses will fare well in the Hennian Marshes, defeating a powerful opponent after an exciting battle and earning treasure commensurate with the risk. A party that does not react as a team is likely to get munched.

### The Set-up

- The party is summoned before Trevor, a representative of the old king, Chael. Chael has been a good king, but he is dying now, and there is nothing his priests can do. The party is assigned to travel to the city of Hennia, seven days' journey by boat to the south. There, the PCs will find Chael's daughter, Tanalia, who has been governing the place as its mayor. The PCs are to bring Tanalia to the Royal Palace for final preparations to be crowned queen and successor to her father's lands.

The day the party is set to leave on board the ship *Mother of Hope*, Trevor approaches the party again and unexpectedly doubles the offer. It seems that all of the normal diplomatic channels of contact with Hennia have been cut off. Trevor isn't sure what this means, but Tanalia might be in danger—and he's just issued the PCs hazard pay. Without a better idea of what they might be facing, the PCs will have a hard time convincing Trevor to raise his offer any further.

- Sophkant, a learned scholar and alchemist, paid money to have a mage cast *contact other plane* for him to reveal the location of the four rings of elemental control. The ring of air is somewhere in the Hennian Marshes, and Sophkant is willing to pay 5,000 gp for its recovery.

### The Adventure

*Mother of Hope* is small as ships go, with a crew of 20 and only eight sails. But she is fast along the coastline, and maneuverable when she needs to be. Her captain, Lyran, is an elf who has been sailing for three hundred years. For the main of the journey, the party can do nothing but wait the first two days as the ship follows the coast past the Great Forest into the marshlands surrounding Hennia. If the *Mother of Hope* sails all night, she'll make port by sunrise. The Hennia port has a lighthouse, so Lyran is inclined to travel through the night. However, twenty miles from Hennia, things start to go wrong.

The winds turn harsh, and the sea, choppy. Lyran decides to wait out the storm. As he approaches the shore looking for a safe anchorage, something comes out of the mists and attacks. The ship runs hard aground, taking a great hole to her hull.

The next morning, the ship is trapped in the marshes, the land is dark and muddy, and the foul smell of freshly disturbed rotting vegetation fills the air. The mosses hang from the trees like thick spider webs, and the air is thick and hot.

And Lyran is dead. He, his first mate, and the sailmaster were killed the previous night; they each have fang marks deep in their necks. One sailor, Lame Iglan, saw "Somethin. Some shape come out of the fog. It just appeared, there you are. And it killed the cap'n, the mate, and Dougand the sail-master, just as you please, with no bother. It just bit them on the necks and they fell down."

If pressed for details, Iglan just responds, "I don't know. It sure wasn't human, that's all I know."

Hennia is twenty miles away, two days by foot through the swamp, unless

the party has some particularly helpful magic item that could get them there more quickly. If the party thinks to consult the *Mother of Hope's* charts, the PCs can obtain the direction to Hennia, as well as some terrain features usable as landmarks. If they decide to use the charts as a guide, the PCs have the "landmark sighted" modifier to becoming lost (DMG, page 128). If they do not use the charts, they should receive a +20 modifier to the roll, since a trained eye is needed to distinguish landmarks in the Hennian.

The party may decide to leave a member or two on board the *Mother of Hope*, just to be safe, but this should be discouraged. The ship's crew is sensible enough to wish to remain bolted in the hold, which ought to be safe enough for a few days, and the hold has stores enough for five days.

And so the adventurers head out into a trap.

### Orai The Rakshasa

The marshlands are the home of a rakshasa going by the name of Orai.

Rakshasa (1): Int Very; AL LE; AC -4; MV 15; HD 7; hp 39; THAC0 13; #AT 2; Dmg 3-12/by weapon; SA Illusions, spells, ESP; SD Hit only by magic weapons, weapons of less than +3 do half damage, blessed crossbow bolts kill; MR Immune to spells lower than 8th level; SZ M; ML 16.

Orai manifests himself in the Prime Material as a humanoid with the features of a wild boar rather than a tiger. Because of this, he fights with a weapon rather than with two claw attacks. But his bite is more savage than typical. When revealed in his true form, he wears a red-and-green silken robe, and golden bracelets worth 4,300 gp.

Orai knows the following wizard spells: *enlarge, hypnosis, sleep, unseen servant, glitterdust, misdirection, summon swarm, suggestion, and vampiric touch*. He can also cast the following priest spells: *cause fear, entangle, and faerie fire*. He carries a scroll containing the spell *create darkenbeast* (see *Monstrous Compendium III*, "Darkenbeast," for a description of the spell). He has armed himself with a *short sword* +2

from one victim, and wears his most precious possession, the *ring of air*, on his left hand. It was with the *control winds* power that he beached the ship the past night. His one other possession of note is a *crystal hypnosis ball*, connected to a rakshasa maharajah on the rakshasa's home plane.

Two years ago, Orai was living in Hennia, feeding quietly off the population there. He came to the attention of Preston, a priest of the local sun god. Preston didn't know how many other rakshasas dwelt in Hennia, and so made a pact with the monster: Orai and all other rakshasas would leave Hennia, and no others would ever enter. In return Preston would let Orai depart with his life. The rakshasa had looked at the 10 crossbows pointed at him, each cocked with a *blessed* crossbow bolt aimed at his heart, and he agreed. Rakshasas keep their word.

But such a pact lasts only as long as those who agreed to it. Orai has been searching for someone powerful enough to use as an agent to send into Hennia and kill Preston, at which time Orai will consider himself released from his vow and will return to the city.

To this end, Orai has killed or otherwise isolated all the conventional messengers into and out of Hennia, isolating the city from the rest of the kingdom. He correctly believed that the old king would send a group of powerful troubleshooters to Hennia. He has intercepted the party and intends to test them and then use one character as an assassin.

Orai has gained an ally and two "pets" in his years in the swamp: a crimson death, and two phase spiders.

Death, Crimson (1): Int Genius; AL NE; AC 0 (4); MV Fl 12, Fl 6 after feeding (B); HD 13; hp 60; THAC0 7; #AT 1; Dmg 3-30; SA Invisibility; SD Hit only by magic weapons; MR 95%; SZ M; ML 16.

Spider, Phase (2): Int Low; AL N; AC 7; MV 6, Wb 15; HD 5 + 5; hp 27, 31; THAC0 15; #AT 1; Dmg 1-6; SA Poison, -3 initiative bonus, attack from behind; SD Phasing; SZ L; ML 15.

It was the phase spiders that attacked the ship last night, killing the captain and some crew. (If the party were to check with a *detect poison* spell, the dead crewmen would reek of powerful venom.)

## First Impressions

Late in the afternoon of the first day, the rakshasa (*invisible* due to the power of the *ring of air*) uses his limited *ESP* power to discern why the party has come to Hennia. He also tests the party by sending a phase spider to attack for two rounds and then flee. Orai observes the fight from a distance and makes note of a few things: is the party strong enough to handle themselves in a fight? What weapons to the characters prefer? Are there any wizards, and if so, how do they work in combat? And finally, does the party cooperate in a fight? If so, then tactics to separate the PCs might prove useful.

At this point, Orai is taking pains to keep from being caught. He observes the fight from a safe distance and does not enter combat even to save his pet spider.

Near sunset, the party will be attacked by four megalocentipedes. This attack is not part of Orai's plans, but merely a chance encounter.

Megalocentipedes (4): Int Non; AL N; AC 3; MV 18; HD 3; hp 18, 17, 13, 13; THAC0 17; #AT 1; Dmg 1-3; SA Poison; SZ M; ML 10.

## Combat

Three hours later, Orai launches his assault. He will wait until the party is relatively relaxed (for example, eating dinner or retiring for the evening). Before the combat begins, he summons his *unseen servant* and casts *misdirection* on himself. He will *fly* directly above the party, *invisible*.

Round One: The rakshasa casts *glitterdust* on the party immediately before the crimson death appears. The crimson death attacks the strongest-looking member of the party, unless Orai has very good reasons for instructing it to attack someone else.

Round Two: Orai casts *summon swarm*, and his call will be answered in two rounds by a flock of bats. In addition, his *unseen servant* begins its work. Orai has charged it as follows: Beginning with the most lightly armored opponent and working up, loosen all buckles and straps, and remove all pouches, belts, and packs from the individual, dropping them in the marsh. Items dropped in the marsh have a 75% chance of being recoverable, this chance decreasing by 5% for each round of combat in the area.

The *unseen servant* will not discriminate between active victims, needing a "to hit" roll to successfully drop one pack or pouch; it can make one such attempt each round. Those casting spells are considered automatically hit. The servant can strip a fallen character in two rounds.

Round Three: Orai casts *faerie fire* on the party, and the phase spiders begin their attacks on randomly selected characters, changing targets each round.

Round Four: Orai *entangles* the party (the spiders, of course, are immune to the effects) in the swamp weeds and tanglewines. Characters who succeed in their saving throws are not slowed, but are rather held in place by the vegetation. They can fight as well as they please, and even receive their Dexterity bonuses to Armor Class, but they cannot change their position or orientation. The bats arrive.

Round Five: Orai casts his scroll spell, and 12 bats in the swarm are turned into darkenbeasts and attack.

Darkenbeast (12): Int Semi; AL NE; AC 4; MV 18; HD 5 + 5; hp 28, 25, 29, 33, 31, 35, 21, 30, 23, 24, 36, 39; THAC0 19; #AT 1 or 3; Dmg 1-4/1-4/3-12; SA Rear claws 1-4/1-4; SD Immune to mind control; MR 25%; SZ M; ML 11.

Round Six: The rakshasa takes this round to try and counter any offensives the party has begun. He might use *sleep*, *cause fear*, *gust of wind*, *wall of force* (especially as a counter against spells like *fireball*), *vampiric touch*, or *suggestion*. This type of defensive spell casting is called "opportunity attacks."

Round Seven: Orai *enlarges* one of the darkenbeasts.

For the rest of the combat, Orai will engage in opportunity attacks where appropriate. It is important that the DM take Orai's motivations into account. While the crimson death is looking for nothing more complicated than blood, the rakshasa is not trying to kill the party, but rather to subdue it. To this end, he will not attack in such a way as to kill most of the party's thieves, as he will need one to act as an assassin. The others could be used as hostages and bargaining chips to keep the selected assassin in line.

When he believes the party to be suitably helpless/defeated/despairing, Orai dismisses his attackers and appears before the PCs in the illusory guise of Tanalia. "She" demands to know who the PCs are, and what their

*Continued on page 30*

## Rakshasa

*Continued from page 24*

business is in this area. "Tanalia" will accept credit for the attack, claiming that the party was trespassing on her land.

Orai will gain the PCs' service through as many ruses as he can muster. First, "Tanalia" will claim her rightful privilege as queen of the realm, and order Preston executed. If that doesn't work, Orai will offer a bribe: a beautiful *crystal ball* (actually, a *crystal hypnosis ball*). If that fails, he will try to cast a *suggestion* that Preston is actually a worse threat than Orai, that the priest has made pacts with a rakshasa and "intends to do me harm." Technically speaking, this is true. Finally, if all else fails, Orai will drop his guise and threaten the PCs. If this fails as well, he will call back his phase spiders and attack the party hand-to-hand until he kills the party or he fails his morale check and takes off *flying*.

The details of the results of this parley are left to the DM. If the PC chosen assassin does indeed decide to kill Preston, or agrees to do so in hopes of luring the rakshasa into a trap, Orai will keep the rest of the party as hostages. If Orai is convinced that the PC has in fact killed Preston, the rakshasa will then turn on the party with hunger in his eyes. □



# The Legacy



An AD&D® Game Adventure  
for 4–6 Characters Levels 3–5

by Kevin Melka with  
Keith Polster

## DM's Background

In this WORLD OF GREYHAWK™ game adventure, which is adapted from the Star Tournament Series by Kevin Melka and Keith Polster, the player characters are hired by a wizard, the appointed executor of a will. The wizard needs to locate a gnome called Phanto Klerday, who is to inherit a considerable amount of gold. But she has to be found before the wealth can be given to her. The wizard cannot find the gnome on his own, as he is much too busy working on spells and other business. Hence, he employs the PCs.

Your employer is paying you 1,000 gold pieces each to find a gnome called Phanto Klerday. The gnome is going to come into a lot of wealth—but she has to be brought to the executor of her uncle's will before she can collect. All you have to do is track the gnome, tell her about the will, and direct her to the wizard. Simple? You hope so.

When the wizard last saw her, Phanto was distraught over her uncle's death and did not stay around after the funeral. It is not too difficult to find the little woman's tracks, and it should not take long to find her—after all, gnomes do not walk very far very fast.

## Journey To Forbidden Mountain

You begin your journey along a well-traveled road that leads north. The road seems to be used by farmers, judging by the animal tracks and the bits of straw (and other detritus) that litter the way. The road and trail of the missing Phanto leads you toward the northern mountain ranges, which you know are capped by snow and ice.

After traveling little more than a mile, you hear the rush of water and see a wide bridge that spans a great flowing river. To get to the mountains you will have to cross the bridge.

However, that might not be an easy

task. A small shanty is near the edge of the bank closest to you. Closer still is a man. The midday sun gleams off of his armor as he sits upon a white stallion. The figure moves onto the road and stops, apparently defying your passage.

This man is Sir Colonius, a brave fighter from a distant land, who was hired by a wealthy landowner to guard this bridge. The landowner, an aspiring enchanter, feared trouble from a group of brigands and evil humanoids which had been raiding neighboring farms. Wanting to make sure the knight held his position—no matter what—the landowner *charmed* Sir Colonius. However, the spell did not work as intended. Now the fighter believes anyone who uses this road is a brigand or an evil humanoid, and therefore should be killed. Sir Colonius' employer was one of the first killed. Phanto snuck by the fighter while he was sleeping. The PCs will not be so lucky.

“Ho, varlets! Begone or die before my mighty sword. Nothing evil shall cross this bridge. No evil shall move near the guardian of the bridge and river.”

Sir Colonius knows that “evil” can be tricky, so he will not believe any attempts the PCs make to convince him they are good. If the PCs approach the bridge or attempt to swim the river, they will have to fight the man. However, a simple *remove curse* or *dispel magic* will bring Sir Colonius to his senses.

**Sir Colonius:** Int Highly; AL Neutral Good; AC 0; MV 12; HD 9; hp 87; THAC0 9 (adjusted); #AT 3/2; Dmg 1-10 +5 (magic weapon and STR); SZ M; ML Fanatic (20); XP 3,000.

Sir Colonius wields a *long sword* +2 with a special property that gives him *protection from good* and *protection from evil* in a 15' radius. Colonius wears plate mail. His mount is a heavy warhorse.

**Heavy warhorse (1):** Int Animal; AL N; AC 7; MV 15; HD 3 +3; hp 26; THAC0 17; #AT 3; Dmg 1-8/1-8; SZ L; ML 6; XP 120.

If the player characters can get Sir Colonius to come to his senses, he will be so remorseful about what he has done—killing poor innocents who only wanted to cross the bridge—that he will go on a self-appointed mission to do in true evil everywhere.

### This Toad's For You

You cross the bridge and continue along the road, enjoying the peace and quiet of your surroundings—the colorful flowers, the soft breeze, the beautiful butterflies, the big rock wiggling in the middle of the road. Rock? On closer examination you notice the rock is a large mottled brown toad. It peers at you with big black eyes, catches a butterfly, swallows, and speaks.

“Are you a toad, too? Or are you a gnome?”

The toad is harmless and semi-intelligent, gaining its brains several months ago from a magical mishap. The toad, who calls himself Ekkk, after the sound made by a woman who screamed after he talked, spoke to Phanto when the gnome passed by. Phanto told Ekkk she was headed to the great mountains. Ekkk will not tell the party this unless he is given a bit of tasty food or something sparkly—he'll swallow either one. Ekkk likes to talk and usually does not have anyone to talk to. Most people just run away from him. If the party is willing to talk, he will take up as much of their time as possible, and will even want to go with them. Ekkk weighs 30 pounds. He can ride comfortably on the back of a horse. He is too big to fit into a pack. However, he suggests the PCs tie him to someone's back. If the PCs are willing to do this, he will instruct them to affix him so he can watch the countryside.

If the PCs elect to leave Ekkk behind, the toad will be very sad. However, he soon will get over the situation, becoming engrossed in a small swarm of flies.

**Giant Toad:** Int Semi; AL N; AC 7; MV 6, hop 6; HD 2; hp 14; THAC0 19; #AT 1; Dmg 2-5; SZ S; ML 7; XP 35.

Within Ekkk's stomach can be found five 100 gp gems and a *wand of illusion* with five charges.

### The Village Of Springrush

Following Phanto's trail, you crest a low hill south of a lone, majestic mountain. Near the base of the mountain you see a village with a fast-rushing stream coursing through it. Several log homes cover the area north of a small group of pine trees. What appears to be a large log building sprawls west of the homes. A massive stone tower stands high above everything.

### Facts About Springrush

**1** Everyone in Springrush is a werecreature. The community was founded nearly five decades ago by a clan of werebears. Through the years other lycanthropes happened upon the place, and the werebears allowed them to stay. Although some of the other lycanthropes tended toward evil, the werebears' persistent preaching caused them to mellow. Recently, the adventuring residents of Springrush have taken it upon themselves to actively seek out other werecreatures. Very few outsiders know of the true nature of the town. The town is closed to travelers and merchants during the full moon.

**2** The current population consists of 33 men, 17 women, 12 children, a herd of 16 cattle, 4 goats, and 34 chickens. The livestock wanders freely inside the village.

**3** An evil mage werewolf, who has successfully masqueraded as a kind man, resides in the stone tower.

### Population Overview

**Werewolves (5):** Int Average; AL N (except the one in the tower, he is CE); AC 5; MV 15; HD 4 +3; hp 23, 25, 29, 30, 35; THAC0 15; #AT 1; Dmg 2-8; SA Surprise; SD Hit only by silver or +1 or better magical weapon; SZ M; ML 12; XP 420 each.

**Weretiger (1):** Int Average; AL N; AC 3; MV 12; HD 6 +2; hp 33; THAC0 15; #AT 3; Dmg 1-4/1-4/1-12; SA Rake for 2-5/2-5; SD Hit only by silver or +1 or better magical weapon; SZ M; ML 14; XP 975.

**Werebears (41):** Int Average; AL NG; AC 2; MV 9; HD 7 +3; hp 28 to 35 each; THAC0 14; #AT 3; Dmg 1-3/1-3/2-8; SA Hug for 2-16; SD Silver or +1 weapons to hit; SZ L; ML 14; XP 1,400 each.

**Wereboars (15):** Int Average; AL N; AC 4; MV 12; HD 5 + 2; hp 19 to 24 each; THACO 15; #AT 3; Dmg 2-12; SD Silver or +1 weapons to hit; SZ L; ML 14; XP 650 each.

The villagers are cautious about outsiders and have four of their kind posted as lookouts at all times. When the PCs come to the village, the four lookouts include one werebear, one werewolf, and two wereboars. The lookouts are in their animal forms, as this makes them appear as common woodland animals. If the PCs do not act suspicious when they come to the town, the lookouts will not sound an alarm.

### Visiting Springrush

When the PCs enter town, they will be greeted by two werebears in human form. The werebears are friendly and courteous, and they are curious about what the characters want. If the PCs in turn seem curious and begin asking questions, such as about Phanto, or if the PCs are carrying Ekkk, the werebears will head toward the Seer to announce the presence of "odd strangers."

The Seer (the old man who lives in the tower) cannot be found, and some of the villagers will believe the PCs had something to do with the Seer's disappearance. The villagers do not initially attack the PCs over this, however, as they want to be certain the PCs are to blame.

If the PCs look about the village, describe the sites.

The village is small, made up of a dozen stone and wooden homes. Everything is prim and clean and pleasing to look at. Every home has flowers planted outside, and the hedges and trees are trimmed.

Next to the village is a large section of pine trees. You can tell the forested area is old because of the size of the trees. Also nearby is a large pond, fed by the spring that rushes from the mountains. The most impressive sight in the village is a tower that stands at least 30 feet tall. It is made of stone and appears very old. Near it is an obelisk made of obsidian.

### The Homes, Area 1

The homes are constructed of logs and stones. Two to seven people live in each home. Most of the livestock wanders

throughout the village and around the homes. The gardening tools are kept in a common shed. Each of the families has a modest amount of wealth—100 to 1,000 gp in each home. The income is derived through the sale of livestock and through mining silver from the mountains.

One large building in this area is used to house chickens and smaller livestock. A second large structure is empty. It used to house horses, but a few werewolves ate the horses. Those lycanthropes were summarily dispatched by the villagers, but the horses have not been replaced.

The most run-down of the homes, which has a riotous growth of wild flowers in front of it, is occupied by Gorloff, the Aged. Gorloff is the oldest resident in Springrush, and is the only resident who is not a lycanthrope. He built a cabin here when he was younger and prospecting for gold. He struck a vein of silver instead, and began to make a respectable income. A few werebears moved into the area and befriended Gorloff. Other werereatures joined them, and Gorloff found he liked the company of the lycanthropes and did not mind that a village grew up around his home. Lately, Gorloff has become a little senile and sometimes considers himself a werereature. He hasn't quite decided what kind of werereature. Sometimes he is a werewolf, howling at the night sky. And sometimes he is a wereboar, rutting in his wildflower garden with his long nose. Gorloff thinks he knows all about lycanthropes. Gorloff is also one of the friendliest villagers. If the PCs come into this area he will come out to talk to them, occasionally rubbing his head up against the side of a PC, like a docile weretiger might. If the PCs ask Gorloff about the villagers, he tells them, "Nice folk, good with animals, and they won't eat you unless you're mean. Of course, I won't eat you either. I like turnips." If the PCs ask about the area, Gorloff tells them to beware of the mountains. He screams, "Beware of the anger from the sky!" Gorloff has hidden in his cabin a scroll of protection from lightning. He keeps it in an ivory tube beneath his bed.

If the PCs ask Gorloff about the gnome, Phanto, he replies that he saw a gnome in the village, but she did not stay. She headed into the mountains—probably to the Forbidden Mountain or the City Of The Magi. Gorloff was not very taken by the gnome, as the gnome

would not take time to talk to him.

The adult villagers realize Gorloff is not a lycanthrope. Some believe he may have been a lycanthrope at one time and was cured. The children, however, believe he is the most powerful lycanthrope of all because he exhibits lycanthropic tendencies while in human form. The adults have done nothing to correct the children's beliefs.

**Gorloff:** Int Ave; AL NG; AC 10; MV 9; HD 1; hp 5; THACO 20; #AT 1; Dmg 1-4; SZ M; ML 10; XP none.

### The Safehouse, Area 2

This large log structure is where the villagers gather in case of severe weather, low temperatures, and natural disasters. The safehouse is three times as strong as the other buildings, and it also serves as the village hall. There are usually 2d6 villagers here talking, playing cards, and working on craft projects. Homemade ale and lemonade are always available in the hall. If the PCs drink the homemade ale, which their systems are not used to, they become sick the next day and suffer a -1 penalty on all attack and damage rolls.

Outside the safehouse is a circle of stones where the villagers build a large bonfire each night before the first full moon of the month. It is followed on the next night by a ceremony in which they all turn into their beast forms and run through the wilderness. Gorloff always joins them, usually dressed in his thickest hides. The children do not participate in this ceremony and are usually locked up in their homes.

### The Well, Area 3

This is an old dried out well that was used years ago before some occurrence caused the spring to flow toward the village. At the bottom of the well is the skeleton of a long-dead villager, a silver knife is wedged between the skeleton's ribs. The well is 150 feet deep.

### Obelisk Of Power, Area 4

The obelisk is constructed of pure obsidian. Atop it is the symbol of Boccob, The Uncaring. The symbol is a large eye within the center of a larger golden star. Two steel rods flank the eye on either side.

The obelisk has been here for centuries, and the lycanthrope village grew around it because the first villagers thought it might have been a good

omen. The obelisk was used in ancient times as a protection device. Centuries ago another village was built on this site. These villagers supplied food to the City Of The Magi. The Magi put the obelisk here, and any traveler who killed a villager would be struck down by a lightning bolt for 5d6 damage. Anyone who attacked or tried to move the obelisk would suffer the same fate. The former effect no longer functions, as the villagers it was intended to protect are long dead. However, anyone moving or harming the obelisk will be struck by the lightning. PCs save at -4 for half damage from the bolt.

### The Pines, Area 5

The pines are a favorite nighttime haunt for many of the werewolves. Anyone in the pines after midnight will be stalked by the werewolves. There is a 50% chance 1d6 werewolves will attack. Because the werewolves are so familiar with the area, they will surprise characters on 1-5 on a d6.

### The Wash, Area 6

This is where the villagers do laundry. If the PCs approach the village during the day they will see 1d4 men and women washing clothes. The villagers will talk to the PCs if the PCs seem friendly. If the PCs ask these villagers about the gnome Phanto, the villagers tell them the gnome went to visit the Seer in the tower.

### Tower Of The Seer, Area 7

The tower stands 35 feet high and has a 20-foot diameter base. It was constructed by dwarven stoneworkers and appears to be centuries old. A 10-foot archway leads to the front door.

The Seer is considered a wellspring of advice by many villagers. They come to him when their livestock is acting strange, when the children are sick, and when they need advice in general. The Seer, who is well stocked up on *healing potions* and potions of *sweetwater* only has been helping the village to build himself a good image.

The Seer's name is Hobalac DeVall, and he someday hopes to take over the village, turn the lycanthropes to evil ways, and ravage the countryside. He is tired of living with civic lycanthropes. Hobalac saw the PCs approaching and feared they were here to eliminate him. He decided to get out quick, so quick that he left part of his belongings be-



hind. He plans to return later and resume his position.

If the PCs investigate the tower, they find that the doors are unlocked. Nearly everything within the tower is in disarray. If they search through the mess of clothes and papers, they can find a map leading up the mountain side to a place labeled, City Of The Magi. A note at the bottom of the map reads, "To be lit by the light of the night, beware the light."

The PCs also will find four potions; two are labeled *healing*, and two are labeled *sweetwater*.

If the villagers notice the PCs enter the tower, they become suspicious and wait for them to come out. They begin to question the PCs about the Seer, what they wanted with the Seer, and ask them what they have done to the Seer. The PCs will have to convince the villagers they had nothing to do with the Seer's disappearance. Any reasonable explanation will work. However, if the PCs duck the questions and act sneaky or refuse to deal with the villagers, the villagers become agitated. If the PCs do not leave, the villagers attack to subdue, arrest them, and lock them up in the former horse barn until they can decide what to do to the guilty people.

### Stream Of Springrush, Area 8

The stream is fed from the mountain snows near the City Of The Magi. Centuries ago the destruction of the city changed the course of the stream so that it now goes through the village. If the PCs did not find the map of the City Of The Magi in the tower, they can follow the stream to within 100 yards of the place. There is nothing special about the stream.

### The Forbidden Mountain

Phanto's trail picks up on the other side of Springrush, and indicates the gnome was indeed heading toward the mountains.

The mountains lie on the eastern part of the Hellfurnace Mountains and is geographically no different from any other mountain in the range. It is known as The Forbidden Mountain to the villagers of Springrush.

Two miles from Springrush, upon the southern cliffs of the mountain, lies the City Of The Magi. The mountain is very steep, and it will be impossible to take horses up the trail. The city, where Phanto went, is hidden by the cliffs.



## The City Of The Magi

Ten centuries ago wizards were greatly feared in this part of the world. Concerned that fear would turn to hate, they built the city as a refuge. The mages and their apprentices could live and study within the confines of the city without fear and could advance the practice of the arcane arts. The city flourished for five centuries, and was so peaceful that the residents governed themselves; there were no elected or appointed leaders. Unfortunately, the peace did not last. An evil wizard named Zakuri, who had existed for several years in the city by obscuring his alignment, poisoned a fellow mage. The mage had made a great magical discovery, and Zakuri wanted credit for it.

However, Zakuri was soon discovered, and he fled the city. Cornered near his residence just outside the city, he intentionally broke his fully-charged *Staff of Power*, which set off a chain of explosions that ruined much of the city. Zakuri perished in the disaster, as did many of the city's residents. Only a handful of the city's guardians still remain, as does a small amount of the ancient power that once flowed through the city walls.

### City Walls Forgotten

Climbing over the edge of the steep Forbidden Mountain, you are presented with a view of an old, ruined city. Parts of the wall that still stand are about 30 feet tall and prevent you from looking at the entire city. Some of the buildings seem to stand intact, such as a few stone towers that are part of the exterior wall. The towers reach at least 50 feet into the sky. It is evident the city once must have been very powerful and fortified. A noise echoes among the crumbling buildings, a strange grinding sound. You cannot tell precisely where it is coming from, but it is annoying to your ears.

The grinding sound is made as the city's guardians, four iron golems, walk across the crumbling ruins. They have held their posts through the decades, guarding the city from non-wizards. Each golem patrols a section of the broken city walls, and because of special enchantments placed upon the golems,

they can detect the presence of intruders, including non-wizards, within a 500-foot area beyond the walls.

**Iron Golems (4):** Int Non; AL N; AC 3; MV 6; HD 18 (80 hp); THAC0 3; #AT 1; Dmg 4-40 (4d10); SA Poisonous gas; SD +3 or better weapons to hit; SZ L; ML 19; XP 15,000 each.

The only magical attack which affects golems is electrical, which slows the creatures to half their movement rate for three rounds. Magical fire heals them one hit point for every point of damage the fire would normally do. Once every seven melee rounds the golems can breathe poisonous gas in addition to their physical attacks.

The golems were instructed to keep non-wizards out of the city, excluding those who were being brought inside as visitors.

### 1A. Secret Passage

Underneath a large rock outside the range of sight of the iron golems is a secret passage that leads into the city. This is how Phanto entered the city, even though she probably could have walked right by the golems because she is an illusionist. This is also the way wizards frequently used to bring non-magic using visitors into the city.

If the PCs find the secret entrance, where Phanto's tracks lead, they can use that to go inside. Otherwise, they must deal with the golems.

Phanto's tracks continue inside the ruins to the owlbear barn and to the crazed gardener, both described below, then to the temple. The little gnome was quite an explorer.

### 2. Livestock Ruins

The remains of an immense barn dominate this scene. Near it are rotted chunks of smaller wood structures. Weeds and small shrubs dot the area north of the barn and near the road to the east.

The barn is home to a family of owlbears. They got into the city through the secret entrance, finding it accidentally as they fled from the iron golems. The owlbears wander in and out of the city now, the golems accepting them as a product of magic. There are five males, four females, and three cubs. As owlbears go, this group is rather placid. They will remain in this area,

and will not provoke a fight with the PCs. However, they will fight if the PCs insist on poking around in the ruins of the barn.

**Owlbears (12):** Int Low; AL N; AC 5; MV 12; HD 5 +2; 5@32, 4@22, 3@17; THAC0 15; #AT 3; Dmg 1-6/1-6/2-12; SA Hug; SZ L; ML 11; XP 2,000 each.

In the ruins is the owlbears' treasure: 234 gp, 400 sp, one 100 gp gem, and a *potion of cloud giant strength* (one dose remaining).

### 3. Crater Of Death

A large crater surrounded by blackened debris and thick green vines overshadows this section of the city. The bottom of the crater is pitch black, its surface smooth like glass. Stone rubble flanks the crater to the north, while a small group of trees cover the edge of the crater to the south.

The bottom of the crater is fused glass from the sands that whipped across the area. If any PC goes down into the crater, he or she will not find anything of value. The character must roll half of his or her Dexterity to climb out unassisted.

### 3A. Crater Rubble

The land here is covered in rubble from the explosion of the *staff of power*. Buried in the western section of the rubble is a small golden chest covered in black soot. The chest will be difficult for the PCs to locate. However, *detect magic* will register that something is buried beneath a loose covering of rubble. The chest is trapped with a *glyph of warding* that will deliver a blast of fire doing 3-24 points of damage to all within 10 feet of the chest, save vs. spells for half damage. Within the chest are 25 pp, a burnt out wand, and a *scroll of protection from magic*.

### 3B. Deadly Trees

This place has become overgrown by trees. These trees, most of which are more than 100 years old, are close together and are fed by an underground stream that flows beneath the city. Within the trees resides the ghost of Zakuri, cursed forever to haunt this land where he committed his evil act.

**Zakuri's Ghost:** Int Highly; AL LE; AC 0 or 8; MV 9; HD 10; hp 55; THAC0 11; #AT 1; Dmg Age 10-40 Years; SA sight causes humanoids to save vs. spells or age 10 years and flee in panic for 2d6 turns, all characters of 8th level and above gain +2 to the roll, priests of 6th level and above are immune; *magic jar* with 60-yard range; SD immune to normal weapons and takes half damage from silver weapons; AC 8 if attacked on the Etherial Plane; SZ M; ML Special; XP 7,000.

Zakuri is bound to this part of the city; he will not leave Area 3. PCs searching at the base of the trees can recover 20 pearls, each worth 80 gp, and a lump of melted gold coins worth 120 gp.

#### 4. How Does Your Garden Grow?

The PCs must enter this area if they want to see what is here. They cannot see it from the road.

What once must have been great, towering buildings litter the land. Piles of rubble are the only testaments to the architects. Some of the rubble piles are 20 feet high. The broken buildings were built in a semi-circle facing the still-intact west wall of the city.

If the PCs enter the semi-circle, continue with the following:

This area is lush and green, with a variety of wild flowers growing in neat beds. Thick emerald grass carpets the ground and extends to a well-tended vegetable garden. Many assortments of plants common to Oerth surround the semi-circle.

A man dressed in worn blue and silver robes picks weeds in the vegetable garden. He smiles at you and speaks, "Don't just stand there. Grab a hoe and start working." Shaking his head and brushing dirt off his robes, he returns to his weed pulling:

The human is Zamure, a mad arch-wizard. He is the guardian of the secrets of the city, and is one of the city's first occupants. Though human, he has had his life extended through *wishes* and other magics. Zamure was assigned the task of guarding the city in the event the golems failed.

Zamure will taunt the party, as he is not sure they are supposed to be in the city. However, if they immediately help him tend the garden he will forget that he was suspicious of them.

Zamure cannot give the PCs much valuable information. He babbles about vegetables and flowers and voices his anger that the rubble mars the beauty of his garden. He does not remember much about the city, other than that he is supposed to guard it. If the PCs question Zamure for more than ten minutes of actual game time, he begins to get annoyed and starts playing pranks, such as changing one of the PCs' hair green with a *cantrip*.

If the PCs act hostile to Zamure, he pulls out his *wand of wonder* and begins using it; next he resorts to his spells. If they damage him for more than one-half his hit points, he casts *cone of cold* and then tries to *teleport* away. While Zamure is supposed to guard the city, he also wants to guard himself.

**Zamure:** Int Highly; AL Chaotic good; AC 0; MV 12; HD 10 +10 (20th level wizard); hp 50; THAC0 14; #AT 1; Dmg 1-4 (gardening spade; SA Spells; SD Spells; SZ M; ML 15; XP 14,000.

Spells carried: *Cantrip*, *magic missile* (x4), *Tasha's uncontrollable hideous laughter* (x5), *fly*, *ice storm* (x2), *cone of cold*, *teleport without error*

Zamure is immune to first through third level spells. A few centuries ago he attained this immunity by exhausting a *ring of wishes*.

#### 5. He Who Waits

This building served as a living quarters. Several crushed bones litter the area, evidence that the former residents were killed in some disaster. The PCs will find nothing of value here, but they are welcome to waste their time exploring it.

#### 6. Shrine To A God

Before you is the only structure in the city which appears to have been unaffected by the ravages of time. The structure is a temple of some sort, with three shining marble pillars forming a triangle in front. Above and beneath the pillars are slabs of granite, and carved upon the marble floor is a symbol lined in silver and gold; it is the same symbol

that appears on the obelisk in the village of Springrush.

The temple was dedicated to Boccob. One of Zamure's duties is to keep the temple in good order. There is a 30% chance a wizard or cleric in the party recognizes the symbol of Boccob.

The marble floor radiates magic. If an offering is left at the temple in the name of Boccob, the person making the offering will be healed of all physical damage, and the offered items disappear. The magic works on one person a day.

#### 7. Citadel Of Power

As you walk toward this four-pillared structure, a brilliant flash erupts from the roof of the building, and a bright beam of blue-white light races toward the sky. The hair on your necks prickle, and a sudden shock courses through you. The sensation lasts only for a moment.

The beam causes no damage. One of the double doors to the citadel lies in a pile of rubble in the ancient doorway. The power surge and stroke of light occurs every 30 minutes.

The rooms within the citadel were places of power where magic items were created. Although none of the rooms have been used in centuries, they all radiate a faint trace of magic. Any spells cast within the citadel do not require spell components.

**Room 1** The floor is covered with a thick layer of dust and dirt. A rotting table and chairs lay against the northern portion of the room. Broken glass is scattered about everywhere.

**Room 2** An altar sits in the middle of this room. Several mages turned themselves into liches here. On the altar are etched the words, "Power From Death."

**Room 3** The only object in this room is a skeleton, which leans against the far wall. Mages used to study the negative material plane here. Anyone entering the room will lose two hit points per round they stay. Anyone going below 0 hit points becomes a spectre. This was the fate of the mage whose skeleton remains behind. The mage is now a spectre, and it will attack anyone who

walks into the room. The spectre cannot leave this room.

**Spectre (1):** Int High; AL LE; AC 2; MV 15, FL 30 (B); HD 7+3; hp 40; THAC0 13; #AT 1; Dmg 1-8; SA Energy drain; SD +1 or better weapon to hit; MR Special; SZ M; ML 15; XP 3,000.

This spectre cannot be turned.

**Room 4** On first inspection this room appears to be empty. Once inside, however, the victims hear the door slam behind them. The room begins to fill with poisonous gas. The gas remains for five rounds. Characters in the room must save vs. poison for each of those five rounds or die. Characters can break out of the room by knocking the door down, which takes a combined strength of 24. The door can be picked from the outside. However, if the door is opened while the poison gas is present, characters on the outside must also save vs. poison or take 12 points of damage.

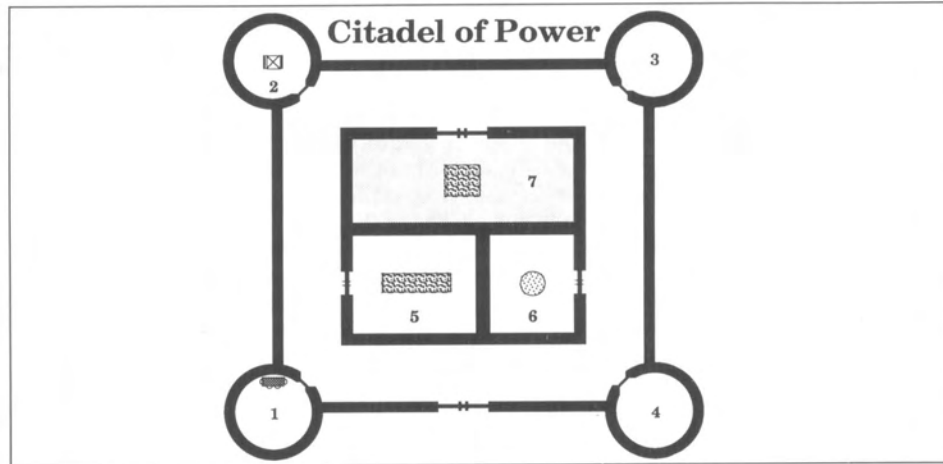
**Room 5** "Room of the Elders" Inside is a long, solid marble tablet that the city elders would sit around during meetings. To insure that none of the elders attacked each other during heated disagreements, the room was magicked. Anyone entering the room will have all of his or her magic items "demagicked" for two hours (the usual length of the meeting). At the end of the two hours the items return to full power.

**Room 6** In the center of the room is a small pool of clear water. Dust surrounds the pool. The water serves as a pool of scrying that works the same as a *crystal ball*. Through this pool, a magic user can scry upon anything he is familiar with that is within a 1,000 mile radius. However, the mage must know the command words: Magi Supremous.

### Room 7 The Legacy

As you walk through these enormous wood and iron double doors, a brilliant flash of blue-white light fills the air. To your surprise, you are not blinded. The light seems to be directed upward through a glass-like dome that covers the center of the room. A marble slab on which rests a faintly-glowing rod and a glowing red gem is in the middle of the room. A mirror covers the floor.

As you puzzle over your surroundings, you note your weapons begin to glow with an eerie light. Suddenly,



the brilliant light in the air begins to flash again.

The light is produced by Nimbus, the guardian of the inner chamber. Nimbus attacks if the PCs get within 10 feet of the slab.

**Nimbus:** Int Animal; AL Neutral; AC 2; MV 48; HD 8; hp 55; THAC0 12; #AT 1; Dmg 5-30; SA Lightning bolt; SD Spell immunity, +1 weapon needed to hit; SZ S; ML 14; XP 2,000.

Nimbus is a creature from the Quasi-elemental plane of lightning. It has been the guardian of the inner chambers for 600 years. Nimbus sends bolts of lightning streaking toward the sky in what appears to be a tribute of some kind. The creature's favorite method of attack is to surround its victim with a *St. Elmo's Fire*, a ball of energy that delivers an electrical charge of 5-30 points of damage. If the victim is wearing metal armor, Nimbus has a +2 bonus to hit. It can use this attack four times a day. The Nimbus also can cast *lightning bolts* once per round; these bolts do 2-12 points of damage, save vs. breath weapon for half damage.

Nimbus can be hit only with +1 or better weapons, and anyone attacking it with a metal weapon suffers 1-4 points of damage and has a 25% chance of dropping the weapon because of the shock. Lightning and electrical attacks regenerate 3-12 points to the creature, poison and acids do no damage, fire-and cold-based spells do normal damage. Water based spells do double damage. Nimbus is immune to all mind-altering spells.

Because the air in the room is highly charged with static electricity, spellcasters cannot cast spells (proper concentration is impossible). However, spells can be cast from the doorway.

If Nimbus is destroyed, the PCs can examine the room. They can find a rod on the slab, along with the gem. They also can see scorch marks on the marble slab and dried blood near the slab on the mirrored floor. Phanto's soul is trapped, via a *trap the soul* spell, in the glowing red gem on the marble slab. The only ways to help Phanto is to have a high level wizard, such as the executor of her uncle's will, reverse the spell, or to break the gem, which will also free her. If the PCs inspect the gem, they see an outline of a person in it. This is actually a flaw in the gem. *Telepathy* allows them to talk to Phanto, *ESP* allows them to sense some form of life in the gem. Phanto does not know how she can be freed from the gem.

If the PCs are able to communicate with the gnome, she tells them she traveled here, upset about her uncle's death; she really was not paying attention to where she was going. However, she realizes she should have left the scroll alone that was laying on the slab in this room. Reading the scroll put her in the gem.

If the PCs return Phanto to the wizard, whether in her actual body or in her gem, they will get their reward.

However, if the characters are not able to find Phanto, or do not make the connection between the gem and Phanto, they will not succeed in their mission. Eventually, the wizard will go looking for Phanto himself.

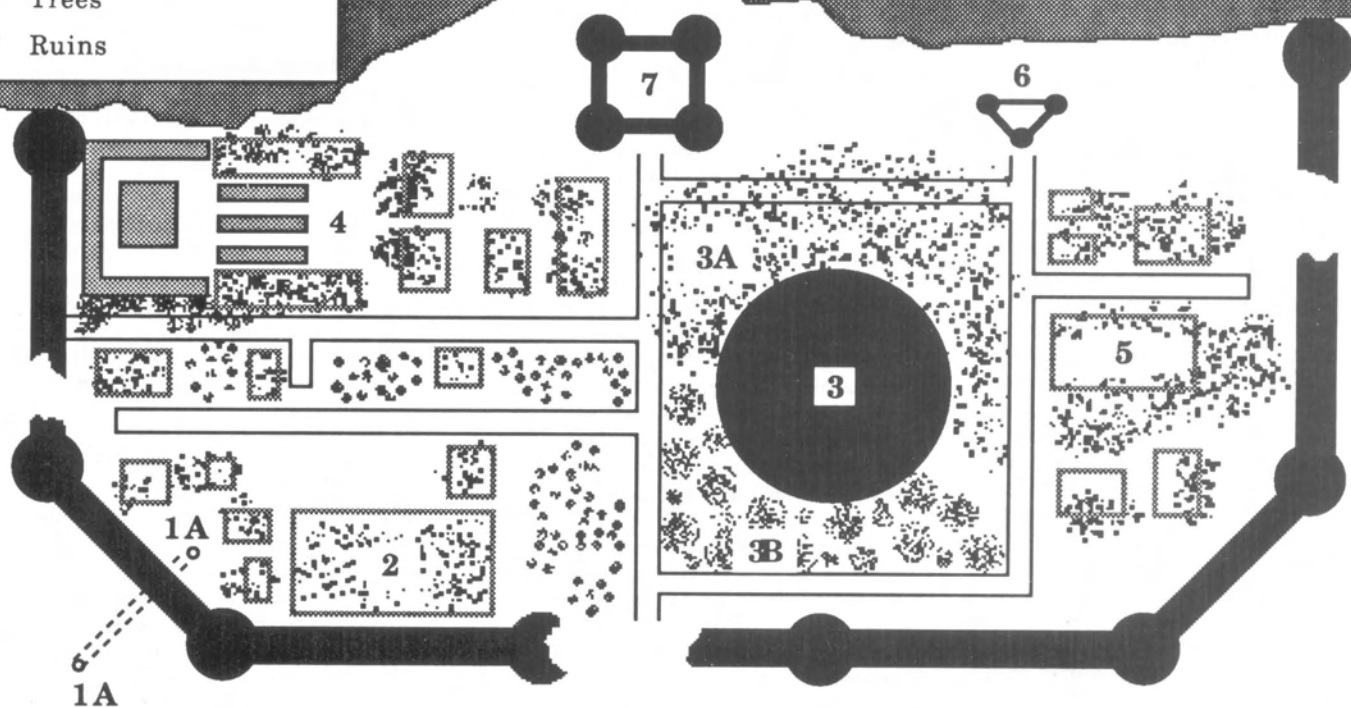
# Village of Springrush



**Key**

- Building Foundation
- Garden Hedges
- Trees
- Ruins

# City of the Magi







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