



## The Riddle of Anadi

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Information concerning her fate was non-existent for centuries until a long lost journal written by one of her acolytes surfaced in a forgotten ruin. The scant information from the journal tells little of Anadi's demise other than that she finally met forces she could not control. It does, however, direct the reader to her final resting place deep in mountains infested by trolls and other creatures deemed too dangerous to battle by anyone but the most determined souls. Anadi's final resting place awaits! Can your adventurers wrest the great riddle of Anadi's fate from the dust of ages?

If you enjoy this adventure, look for future releases in the **Advanced Adventures** line from Expeditious Retreat Press.



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# Advanced Adventures

## The Riddle of Anadi

By James C. Boney



An OSRIC™ module designed for  
5-7 adventurers of levels 6-10

**Expeditious Retreat Press**



# ADVANCED ADVENTURES MODULE #20

## The Riddle of Anadi

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AN ADVENTURE FOR CHARACTER LEVELS 6-10



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# THE RIDDLE OF ANADI

**Introduction:** The ancient name of Anadi is legendary among sages, mystics, and wizards throughout the land. It was the Great Sage herself who researched countless magical rituals and spells commonly used today. Yet none know what ultimately became of Anadi; rumors abound that she ascended to godhood, she was enslaved by some demon of the nether planes, or that she simply died and is buried in some long forgotten location.

Information concerning her fate was non-existent for centuries until a long lost journal written by one of her acolytes surfaced in forgotten ruins explored by enterprising adventurers. The scant information from the journal tells little of Anadi's demise other than that she finally met forces she could not control. It does, however, direct the reader to her final resting place deep in mountains infested by trolls and other creatures deemed too dangerous to battle by anyone but the most determined souls.

The most famous scholar of the largest nearby city wishes to hire intrepid adventurers to seek out the final resting place of Anadi, plunder it for its secrets, and if possible, determine what ultimately happened to the great half-elven sage. He will pay handsomely, of course, and share any discovered magical knowledge gained with the clerics and wizards of the party.

Anadi's final resting place awaits! Can your adventurers wrest the great riddle of Anadi's fate from the dust of ages?

**STOP! If you plan to participate in this adventure as a player, then stop reading here. Further knowledge of this module's contents will spoil your enjoyment of the game.**

Welcome to this module! Riddle of Anadi is an adventure based upon the OSRIC rules and designed for 5-7 characters level 6-10. Players with characters lower than this level range should consider rolling up another more appropriate character as many of the encounters herein would simply destroy their regular PC. On the other hand, if the players' PCs are too high in level, the Game Master is free to adjust details in order to make things more challenging. If there are not enough PCs available to meet the suggest criteria, then the Game Master should either allow players to use more than one character.

It is highly recommended the Game Master have a copy of the OSRIC rules (or the rules books for appropriate and similar RPGs) on hand in order to reference spell effects and monsters mentioned in this module. Additionally, several new spells and monsters are provided at the end of this module.

Game Master: remember to adjudicate fairly and with the idea of having fun in mind. Let the players manage their PCs as they see fit (within the bounds of the rules, of course); if, however, the rules start hindering the enjoyment of the players instead of helping, don't think twice about modifying the circumstances to help them out of a jam. After all, the idea is to have fun through meeting and beating challenges!

**Background:** Ages ago, the great sage Anadi conducted major research into many areas of magic and spirituality. Being a half-elf priest and wizard of unusually high power, she accessed forces and information not usually available to others and have long since been lost. As a result, she produced much knowledge now handed down from teacher to student in many areas of esoteric academia today.

After her final end was met, her six major disciples read her final instructions left to them and took possession of six valuable magical rings. Unbeknownst to them, the rings were **geased** to force them to follow through with two conditions: they must enlarge and secure her laboratories in order to make a fitting final resting place for her that was properly protected against casual looting, and they must never reveal what really happened to her.

Once the first condition was completed, the six disciples fled the area and resumed their lives elsewhere in anonymity and under the shadow of the second condition.

The journal of one of her disciples, Sabajch (apparently somehow released from his **geas**), details only the location of her final defeat and states that she finally encountered a magical force beyond her powers. It is this information that fell into the hands of the party's patron sage.

**Notes for the Game Master:** The Riddle of Anadi should prove to be a hardy challenge to your players on several levels. There are several instances within this scenario allowing each of the major character classes to prove themselves worthy of the title of adventurer! While many of the tricks and traps herein may seem harsh to the average reader, the game master should encourage his players up front to look before they leap; using their brains will up their chances of survival here.

It is crucial that you, the game master, should read the entire module at least once and preferably twice to get a good feel for the scenario. In several instances, actions in one part of the dungeon affect conditions in another part, and it's better that you understand that X happens when Y occurs. Complete mastery of this dungeon will considerably ease your job and increase your stock with your players! Experience has shown that a confident game master inspires likewise confidence in the players.

The site can be placed in any wild mountain range in your own campaign world; a large city should be within traveling distance since it is the most prominent sage of that city who will hire the party for this quest.

The sage will offer a reward of 1,000 gp to every adventurer who returns alive (he will make arrangements for the resurrection of all dead party members should their remains be brought back in time). Additionally, he will demand total possession to all research material found on the site, though he will share new magic spells with party members if they so desire. All monetary treasure will be for the party's keeping; however, he will offer to buy any unusual magical items found.

**Start:** Four hundred feet up on the side of a steep mountain is a small hidden tunnel mouth. The mouth is covered with brush and placed so that only close inspection of the mountain side will reveal its location. Party members searching this area will take approximately two hours before the mouth can be located.

The cave mouth leads into a large cavern of irregular shape and size with a floor that slopes steeply downwards to a smaller cave of a somewhat oval shape. In the center of this smaller cave are four ornately carved columns surrounding a flight of stairs reaching downward into the mountainside and bringing the party to LEVEL ONE ROOM 1.

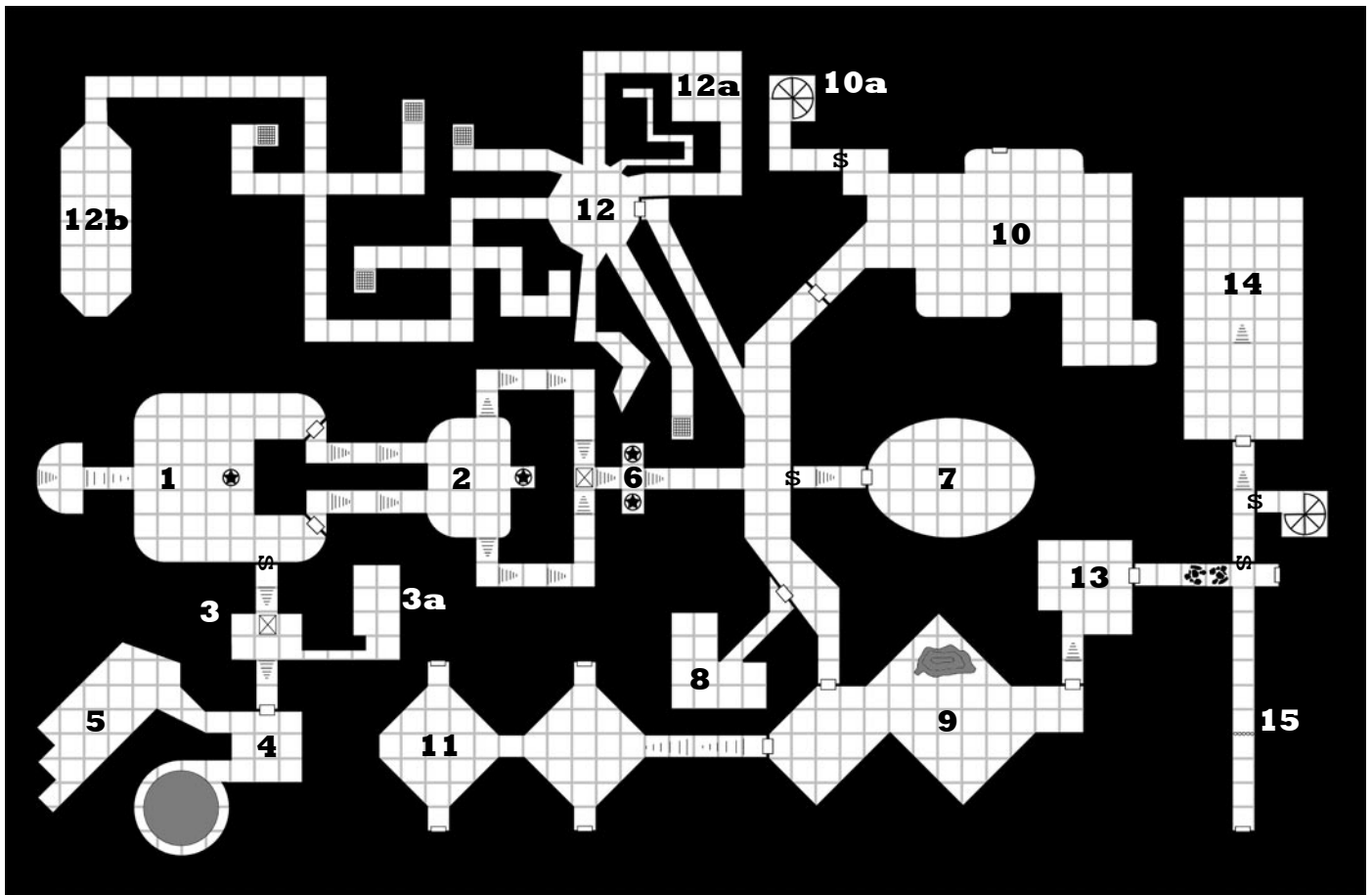
**Dungeon Description:** Unless otherwise noted, the general overall structure of this dungeon is ten foot wide passages with floors, walls and ceiling made of highly polished and fitted green stone. Cobwebs are in short supply here, though a good layer of dust shows this place has not been disturbed in a long time. Pit traps are generally 10 feet deep causing 1-6 HP damage and closing afterward unless somehow jammed open. Using a 10-foot pole or other form of physical searching will spring the trap on a 4 in 6. Special pit traps will be described in the key.

## LEVEL ONE KEY

**The Hidden Chambers of Ikadji:** The subsection of areas 3-5 on level 1 is protected from discovery by the effects of the Foyer in ROOM 1. In this area resides the deep spirit Ikadji (see *new monsters*). Summoned by Anadi centuries ago, Ikadji serves as a guardian over the western end of this dungeon level. Should either of the two eastern doors in ROOM 1 be opened, Ikadji will awaken

# LEVEL ONE

EACH SQUARE EQUAL 10 FEET



from its slumber in the ROOM 4 pool and stand ready in ROOM 3. If it detects any large amounts of treasure crossing into ROOM 2, it will move into ROOM 1 and attempt to destroy the party. The Game Master should use his own judgment here; if the party is making several forays into this dungeon, he should choose the most appropriate time for Ikadji's appearance...

1. FOYER OF ILLUSIONS: The stairs lead east into a small, nondescript chamber. Another flight of stairs starts on the eastern wall, but is blocked by a **wall of force**. Unless the party possesses a **disintegrate** spell, breaching the wall will be problematic. The surrounding stone is narrow enough that a **passwall, stone to flesh** or other means of circumventing the wall is possible but hazardous; if the stone is breached, allow a 10% chance of a cave in at this point.

This irregularly shaped main entry chamber is dominated by a 12 foot tall marble statue of an attractive, half-elven woman in stately robes gazing upwards. The floor, walls, and ceiling are a polished substance which serves as a surface for a continuous swimming effect with a variety of clashing colors. Upon entrance, each character must make a system shock roll or suffer from nausea for the duration of his/her stay in this area and 0-3 turns afterward (1d4-1). Those nauseated will be unable to stand upright and will be reduced to constant retching until somehow removed from the room. The illusion cannot be dispelled and can only be disbelieved with a successful save vs. magic at -2, though it can be disarmed for a period of time (see encounter #6).

Those not adversely affected by the illusion will feel lightheaded and sluggish (no save), and they will hear the following chant whispered in a human female voice throughout this room:

*This is the abode of Anadi. Lest you seek her audience, leave now. Lest you seek her wisdom, flee. Lest you seek to share her fate, turn back. Beyond these doors lie the seeds of your madness, and you will disappear from the face of the living world.*

2. PROTECTOR GOLEM: A hawk-headed stone golem stands where marked on the map. It will dismount its podium and move to attack any interlopers who venture past the first 10 feet from the western stairs.

**Stone Golem** (AC 5; HD14; HP 60; ATKS 1 or 2; DAM: 3-24 bite or 2-16 claws; Special: piercing scream)

This stone golem can bite with its stone beak or attack up to two targets per round with its clawed hands. Additionally, once every five combat rounds, it can scream capable of stunning any or all opponents within a 40 feet radius for 1-4 rounds (save vs. spells to avoid).

3. WAITING ROOM: It is here that Ikadji will wait with its escort of writhes for the party to return from plundering elsewhere. Note the pit trap at the bottom of the steps leading into this room.

**Deep Spirit** (see new monsters) (AC: 2; HD: 9+2; HP: 65; ATKS: 1 or 1; DAM: 2-8 or 1-12; Special: acid attack and regeneration)

- 3a. Three **Writhes** (see new monsters) stay here until summoned by Ikadji. They have no treasure.

**3 Writhes** (AC: 5; HD: 6+2; HP: 32, 32, 25; ATKS: 1; DAM: 1-6+3; Special: strangles, invisible when still )

4. **ABODE OF THE DEEP SPIRIT:** Ikadji lives in the large pool connected to this room. The room itself is decorated with crumbling artwork depicting underwater scenes and creatures. The depths of the pool hold Ikadji's treasure:

- 3,520 gp, 290 sp and 3,992 cp scattered in the sand at the bottom.
- A **longsword +2**
- Four gems worth 100 gp, 100 gp, 250 gp and 300 gp respectively.

5. **HOLDING CELL:** Teleportees from AREA 6 will be sent here. Should PCs encounter Ikadji in this subsection, it will simply ignore them unless they attack.

6. **TWIN STATUES:** This hallway (note pit trap to the west) is flanked by twin large metal statues of a handsome elf male. Each leans forward and has its right hand extended out and up to form an arch over any passage by the party. This should give the players pause for thought, but the arrangement itself is harmless. Close examination of the southern statue will reveal that the fingers of the left hand (which is pressed against the chest of the statue) are hinged and can be moved upward. Pulling any of the fingers outward away from the statue will have the following effects:

**Fore finger:** heats up the grass fronds in ROOM 9.

**Middle finger:** the PC is polymorphed into a small bird for 1-6 turns with the corresponding intelligence.

**Ring finger:** releases a chemical into the air which reacts to cotton or wool clothing. Party members will find such clothing glows in the dark for 12 hours.

**Pinkie finger:** electrifies the statue for a 1-10 HP jolt.

Combinations are as follows:

**Fore and Pinkie:** the PC is polymorphed (one round for the transformation) into a **minotaur** and will attack his former comrades. He will revert to normal in 2-8 rounds with all damage taken healed (except death)

**Fore and Middle:** teleports the PC to ROOM 5.

**Fore and Ring:** PC will be granted a choice between a permanent extra point to one ability score or the ability to regenerate 1-8 HP once per day. Once the choice is made, no further finger combinations will work for the PC again.

**Ring and Pinkie:** reveals the secret door leading to ROOM 7.

**Ring and Middle:** sweetens the air throughout this level with extra oxygen, thus giving the party members an extra 1-4+2 HP for the duration of their stay on this level, but also makes the air more volatile for flaming light sources; roll 1d12 every turn, a roll of 1 indicates combustion for 2-10 HP in a 5 foot square area around any flame source for one round.

**Middle and Pinkie:** the entire party develops unusually acute hearing; loud and sudden noises will inflict 1 HP of damage for the duration of their stay on this level.

7. **THE FALSE TOMB:** The secret door leading to this misleading chamber is magically hidden and cannot be visually detected. A **wand of secret door detection** will show its presence, and the correct finger mechanism from AREA #6 above will allow it to be detected in normal fashion.

A short flight of stairs lead to a stout metal door warded so that if the door is touched, all standing in the 10 foot area before it fall victim to a **stone to mud** spell rendering that area into a thin bog 20 feet deep. PCs in that area of effect will quickly sink into the bog within two rounds. Armored or otherwise highly

encumbered PCs sink faster unless rescued before the spell elapses within 5 rounds and the mud returns to stone. PCs in the bog will suffocate, and take 2-12 HP of damage per round until they are rescued or the spell effects stop, at which time, any PCs still in the mud are effectively dead.

It should then be clear to the party that the door cannot be directly opened; indeed a normal search of the hallway leading to the door will reveal on a 1 in 1d6 a trigger stone on the southern side some 15 feet away from the door. Pressing the trigger stone will open the door and allow entrance without triggering the trap.

The large chamber beyond is oval shaped with a flat floor and ceiling that is accented by false columns ringing the walls. The center is dominated by a large crypt of some 20 feet in length and 10 feet in width. Inscribed across the lid is the following in three languages (Common, High Elven and another unidentifiable language):

*Anadi  
Mage of Sages and Sage of Mages  
At Rest While Her Spirit Roams  
A Curse on He Who Disturbs  
Her Rest*

The crypt itself is sealed with a strong mortar; moving the lid will require a total STR of 45 or greater and will take two turns to completely remove. Beneath the lid is an ornate coffin of ebony fringed with gold and silver trimmings (worth 3,000 gp). Three padlocked lead bands surround the coffin. If the bands are unlocked and removed, a minor curse will take effect on all in the room; those not successfully making a save vs. spells will suffer a -3 in combat for the next two hours.

The coffin is occupied by a **groaning spirit** (AC: 0; HD: 7; HP: 49; ATKS: 1; DAM: 1-8; Special: wail, 50% magic resistance, +1 or better to hit). If the bands are removed and the lid opened, the banshee will fly up into the air, release her wail effect, and then attempt to flee. If prevented, she will viciously attack those who survived her wail until she is destroyed.

In the space between the coffin and the crypt walls are five small chests and a large tome. The chests are:

Chest #1 (locked and trapped with a poison needle [save vs. poison or die]): 200 pp and a gem worth 250 gp

Chest #2 (locked, not trapped): 1,400 sp and a silver hand mirror worth 400 gp

Chest #3 (locked and trapped with a vial of potion of gaseous form; failure to remove the trap will render the PC gaseous for 2-8 turns): four **potions of extra healing** and three **potions of speed**.

Chest #4 (not locked but trapped with a poison needle jamming through the bottom when the lid is opened): a **scroll of protection from demons**, a **scroll of gate**, a **wand of ice** (12 charges).

Chest #5: (locked): **five shadows** will flow out of the chest and attack the party (AC: 7; HD: 3+1; HP: 25, 25, 22, 22, 19; ATKS: 1; DAM: 1-6; Special: ability drain).

The large tome measures 5 feet tall and 3 feet wide and is made of red leather with silver trim and clasp. The clasp itself is easy to pop open; the parchment pages will detail many feats of Anadi's life and ends with her death at a venerable age. It further details that she turned to evil in her last days in an effort to gain fell powers to extend her life span (why, that explains the banshee!)



It is possible the players will conclude that they have found Anadi's final resting place... and an easy time it was too!... and will depart. If they draw this conclusion, take no steps to persuade them otherwise; simply smile and congratulate them on their excellent style of play.

8. ROOM OF URNS: The sole items of interest in this room are five urns that are six feet tall and 65 inches in circumference. Each is capped with a large cork and covered in magical runes. Each urn is described below:

- *Brass urn*: removal of the cork stopper will release a thick smoke which will quickly fill the room. PCs will not be able to see due to stinging eyes for one turn, at which time the smoke will settle to the floor as a gray ash. Looking in the urn will reveal a **blessed book**.
- *Copper urn*: filled with salty water, removing the cork has no effect, but touching the urn after the cork is removed will generate an electrical charge shocking the PC for 3-18 HP and rendering him/her unconscious for 1-3 turns. Attached to the bottom of the urn is a **rod of lightning** (14 charges).
- *Iron urn*: is empty except for a magical **ring of wishes** (one wish) encased in glass-steel.
- *Clay urn*: the interior of this vessel acts as a **sphere of annihilation**. Removal of the cork will suck in the hapless PC in head first; the mouth will appear to be swallowing the character and will take 2 rounds to pull him/her in up to the PC's waist. Once that point has been reached, the top half of the PC will be annihilated, and the rest will be released rendering resurrection problematic.
- *Smoked glass urn*: observation will show something is flowing within. Removing the cork will reveal a greasy, odorless fluid fills this vessel. Reaching into the fluid will encourage attack from the **squidhead** inside (see *new monsters*). If the urn is tipped, there is a 40% chance the shifting weight will cause the urn to slip and crash, coating the floor and a good bit of the hallway with the strange liquid. All PCs in the immediate area are in danger of quickly slipping and falling (60% - 5% for every point of DEX above 14) for 2-12 HP of damage.

**Squidhead** (AC: 5; HD: 6+1; HP: 43; ATKS: 1+1d4; DAM: 2-8+1d4 poison attacks; Special: poison, blinding flash)

9. THE POND ROOM: This room has extensive frescoes of marsh life. Careful listening will reveal a faint buzzing similar to various insects found in marshes. A large pond choked with brown reeds, bright green fronds, and other colorful flora dominates the room. A slight swimming can be detected just under the water's surface.

The swimming effect is misleading; the real danger is from the green fronds. At normal temperatures, they are perfectly harmless. If, however, the fronds have been heated via AREA 6, they will reach out and grab any character coming within a yard of the pond's edge. Trapped PCs will be dragged into the six-foot-deep water and drowned unless the character can escape (35% + 5% per point of STR above 15 chance of escaping). Any submerged character drowns within 12 rounds.

The fronds can be destroyed by dealing damage of 50 HP or more over the entire 20 by 20 foot area at once. Any damage less than that will allow the fronds to regenerate back to normal within one turn.

At the bottom of the pond is an **alchemy jug**.

10. TRAPPED ROOM: This large chamber is a giant death trap for the unwary. The two circular sections on the east wall are decorated with ornate frescoes of country life in order to distract characters and divide the party. A false door is on the north wall, and a secret door is on the west wall.

The majority of the floor here is only two inches thick and rigged to collapse when the false door is opened. The floor can be easily sounded for depth and found to be untrustworthy. The safe areas of the floor are: the 30 by 30 foot section in the southeast, the corridor leading into this room from the southwest, and the 20 by 20 foot section in the northwest. The majority of the floor will crumble and drop any room occupants 20 feet down into an extensive bed of iron spikes. Each PC falling will hit 2-12 spikes for 1-6 HP damage each.

The walls leading up to the safe sections of the floor may only be climbed by a thief or someone with the magical ability to scale vertical surfaces.

10a. FALSE STAIRS: Beyond the secret door lies a small passage leading to a spiral staircase reaching downwards... it's the way down to the next level!... roughly 40 feet and ending at a blank wall. Searching the wall will reveal a small stone which appears to be a release for a secret door. In fact, it triggers a sliding ceiling at the head of the stair case which will seal off the entire stairs and trap the party below. There is no apparent means of releasing the ceiling trap; unless the party has means to penetrate the ceiling or can shove stout iron in a crack and lever it open (requiring a sum STR of 40 or more) then this will probably be the end of the adventure for these characters.

11. CHAMBERS OF FALSE DOORS: The four false doors in these dual chambers at first seem to be useless time wasters. If the double doors leading to this area are closed, and any one set (north/south) of false doors are opened, both will shine an eerie green light into the center 10 foot area between them. Any PC stepping into the illuminated area will feel no ill effects; it is when both sets are activated that entering either area of the green light will transport the PC to LEVEL 2 ROOM 7. There is an illusionary factor involved as well; observers will see and hear the affected PC scream and dissolve into a shower of black particles. When the transport is over, the black particles litter the floor, making the remaining players assumption of the PC's death logical but inaccurate.

12. ROOM WITH MANY TUNNELS: This oddly shaped room has seven passages of varying lengths. The room itself is extremely hot; a low level steam is coming from the northmost tunnel on the western wall. Exploration of that tunnel into 12b will reveal several dead ends with immovable vents over some natural steam source.

12a: The home of six **wraiths** who will either move into ROOM 12 to attack the party or wait until the PCs go into the narrow tunnels (1-2/3-6 on a 1d6 to determine which action occurs; of course, if the wraiths choose to wait for the tunnel exploration and the party retreats from the room, then nothing happens).

**Wraiths** (AC: 4; HD: 5+3; HP: 38, 38, 33, 28, 28, 23; ATKS: 1; DAM: 1-6 + level drain; Special: immune to certain spells, hit only by silver or magic weapons)

12b: The entrance to this room is sealed with a wall of force. Even from the hallway, a lever on each of the walls of this room are evident. Each lever is horizontal to the floor and shifts to the left. If all three are shifted simultaneously, the secret door hiding the true stairs down (north of AREA 15) will be unlocked.

13. **DANGEROUS ROOM:** The eastern door to this area is locked. The room itself is empty except for chunks of ceiling stone on the floor here and there; the room is in the process of collapsing, and any violent spells cast in here (or if the eastern door is forced) will bring the rest of the ceiling down on the party for 3-36 HP of damage each.

14. **FALSE EXIT:** This large room is dominated by a straight flight of stairs leading downward... surely these are the right ones!... but the stairs are an illusion/magical teleport trap reaching down for several score of feet until the party suddenly find themselves outside with no means of returning other than the front entrance again.

The secret door in the passage outside this room hides the true stairs to LEVEL 2. The secret door, though it can be found on a normal roll, is locked with no way of releasing it other than the levers in 12b.

15. **TRAPPED SECTION:** The initial hallway into here is choked with rubble. Removing enough debris to effect passage will require two solid hours of hard work. The false door directly to the east is harmless. It is the false door on the southern end of this passage that is a danger. Opening it reveals a constellation of colored stones; red, green and blue gemstones of apparently high quality are cemented into the wall behind the door. None are of any value however, and pulling one will cause a portcullis of enormous size and weight to fall 40 feet up the passage. To lift the portcullis itself requires a STR combination of 40 or more (or a PC of 18+ STR to bend the bars).

## LEVEL TWO KEY

**Notes:** while not as extensive as LEVEL ONE, this area presents more difficult challenges for the players as much of it involves illusion magic. A significant portion of the hallways here are simply dead ends to mislead the characters and to waste time and resources. The construction stones of this level take on a glassy gray appearance; they also generate a magical dampening field that renders spell use by explorers subject to random effects. Any spells cast by party members stand a 20% of misfiring; roll 1d8 and consult the table below:

1. Spell misfires and nothing happens.
2. Spell reverses effect. If the spell cannot be reversed, then roll again ignoring this result.
3. Spell effects occur 2-12x10 feet away in a random direction from intended area.
4. Spell is cast, but another spell from the caster's repertoire is cast instead with both being lost.
5. Spell energy is released as a flashing light blinding all present for 1-3 turns (save vs. breath weapon negates).
6. Spell energy coalesces into a solid ball of rubber which falls and bounces away. Spell is lost.
7. Spell energy takes the form of a bird that flies away 50% of the time/attacks the caster 50% of the time.
8. Spell energy explodes and deals 1-6 HP damage per level of the spell to the caster and those within 10 feet.

1. **STAIRS:** Descent from the prior level empties out here. PCs setting foot in the passage here will be attacked by 8 **volts** which come from the direction of ROOMS 4 and 5.

**Volt** (AC: 3; HD: 2+1; HP: 17, 17, 15, 15, 13, 11, 11, 9; ATKS: 1; DAM: 1-4 + 2-12 electrical shock; Special: immune to electricity and lightning)

2. **A PLACE OF REST:** This spacious chamber is adorned with massive tapestries, ornate furniture and bedding, an ample supply of food and drink... an excellent place for the party to

rest, recuperate, and lick their wounds before returning to their quest. The components of this room are magicked to slowly drain the PCs of their stamina; the Game Master should be persuasive and tempting in his description of the room, and indeed within two turns (and every two turns thereafter spent in this room) of exploring, each PC must make a saving throw vs. death magic or feel simply too shagged out to continue with, some rest here. The choice is clear: rest here or retreat.

Should the party elect to stay (or if they all fail their saving throw), all the wonders of home here will suffice in reconstituting the characters over a period of one hour. Before the hour elapses, however, the true trap of the room will attack.

**Spectral trolls** (2; AC: 2; HD: 5+5; HP: 40, 35; ATKS: 3; DAM: 1-6 + 2-5 Strength points, 1-3, 1-3; Special: invisible, strength point drain as shadow, regeneration, invulnerable to cold, only hit by magical weapons)

The trolls are held in suspended animation in the secret cave attached to this room. The secret door leading to this cave cannot be detected by normal means, though magical searches will reveal it. Once the room is occupied, the trolls will be released 20 minutes later to enter and assault the party while invisible. A search of the cave will reveal no treasure, though the 8 tapestries in this room are worth 1d8x100 gp each, four pieces of small furniture are worth 1d6x20 gp each, and the 10 gold and silver inlaid service pieces are 1d6x10 gp each.

3. **DEADLY ILLUSIONS:** The walls of this chamber are painted to resemble thousands of raindrops on glass. Lights shined on the surfaces will give a bewildering but harmless effect of slight movement as if the drops are slowly sliding down. There is a small cave entrance on the south wall and another cave entrance on the east wall. The eastern entrance is covered by a thick, stretched fabric of exactly the same design as the walls. On the eastern end of the room is a long pool filled with clear water being channeled in by four statues of children with jugs.

There are three deadly illusions in play here and they will appear in rapid succession:

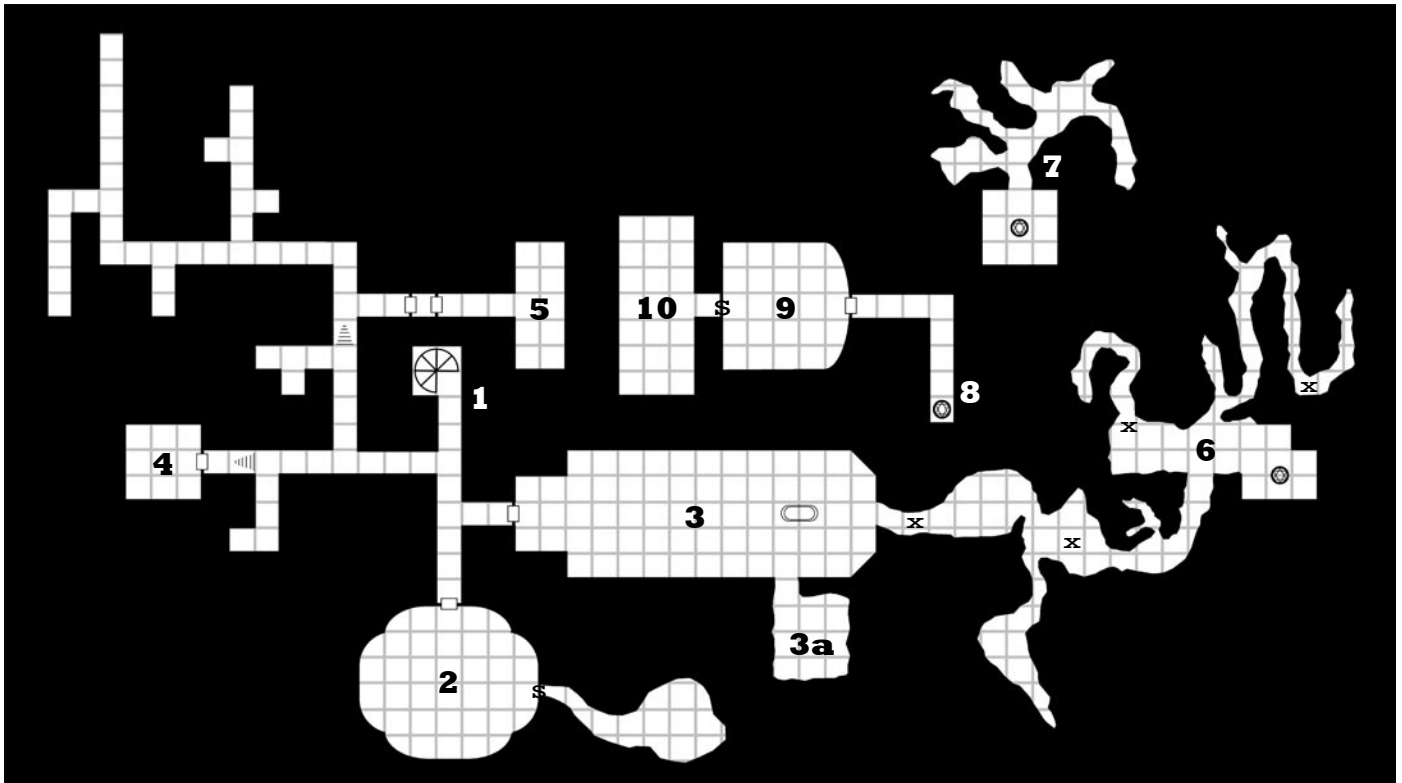
A. When the party ventures more than 20 feet into this chamber, an illusion of whirling round blades will spring from the walls at knee level and slice off the feet and calves of the characters. Roll a secret save vs. spells for each character (if the players ask what you're doing, tell them you're making modified system shock rolls to see if they survive the blow); those who fail will be utterly convinced they've just lost everything from the knees down and will fall on the floor in agonizing and bloody pain. Those who succeed (and inform them of this through a note, just to keep the gag going), will see the blades pass through harmlessly and some of their companions twisting on the floor for no apparent reason.

B. Once illusion A has taken all the effect it will take, the next illusion will strike. All characters will see large chunks of the ceiling fall down throughout this room. Again make save checks for them; those who fail will be convinced they just took 5-50 HP damage. If that depletes their HP past zero, simply tell them they're dead. Those who make the save will see those who fail utterly catatonic on the floor.

C. Once the previous illusion is played out, the final one will take place. The head of a large red dragon will appear from the cave entrance on the south wall and breathe fire out on the remaining characters before retracting. Make save checks as before; ask those who fail what their remaining HP are. No matter what their reply may be, simply say "dead!" and move on to the next character. Those who make the save will see those who fail thrash about and scream as if on fire and then drop utterly still on the floor.

## LEVEL TWO

EACH SQUARE EQUAL 10 FEET



If any characters remain, by now they will probably be afraid to move. The negative effects of the illusions will last so long as the affected PCs are in this room. For any character convinced of his own demise, make a system shock roll; failure indicates death by heart attack. A second trip into this room will not invoke the illusions.

The pool, as described above, is only necessary for proper transport in ROOM 6.

3A: This cavern is empty except for a three foot long painted pewter statue of a red dragon. By now, the players should be in the throes of paranoia; allow them to take whatever steps they feel are necessary to safely investigate the statue... no harm will come of it.

4. THE WAILING CHAMBER: The door to this room is securely locked. Any lock artist will find his chances of successfully picking the lock to be reduced by 15%. Attempts to strong arm the door are normal, but the door crasher will take 1-4 HP damage due to the splinter effects unless he is wearing plate mail.

From beyond the door, the party will hear the keening and wailing of a small human child... obviously a waif in distress. Should the party be savvy enough by now to be wary of illusions, after a few minutes of inaction, the crying will be accompanied by screams of terror, pleas for help and the sounds of a large creature eager for its small meal.

This is the prison of **Scarabas the Illusionist**, the victim of a polymorph spell gone horribly wrong. Scarabas incurred the wrath of a former Anadi disciple and was magically altered. An obscure artifact in Scarabas' possession twisted the spell, and the illusionist took the form of a cockatrice with more or less the mindset as well. However, Scarabas retained the ability to cast certain illusionist spells, and he retains enough cunning to employ his abilities to the utmost. The ventriloquism involved should lure the party into the room where Scarabas (who is invisible) will have in play an illusion of a cavern with a long

tunnel winding away. The voice and the monster sounds will seem to be emanating from deep in the darkness of the tunnel. If the party advances down the false tunnel, Scarabas will cast confusion on the party, cast mirror image on himself and attack them from behind in an attempt to petrify as many as possible before escaping his prison.

**Scarabas the Cockatrice** (AC: 6; HD: 5; HP: 40; ATKS: 1; DAM: 1-3 + petrification; Special: petrification, illusionist spells: **ventriloquism, mirror image, invisibility, programmed illusion, confusion**)

Other than Scarabas, the room is empty.

5. DOUBLE DOOR TRAP: The two doors leading to this room are rigged so that only one door can be open at any given time. Additionally, when one is closed, the second will open no less than one minute afterward.

The room is occupied by a most unusual **flesh golem**; the creature resembles an amalgamation of a giant crab, a rhino, and an abnormally large hyena. Once the inner door is opened and the characters venture past, the golem charges around a corner and attack.

**Flesh Golem** (AC: 7[4]; HD: 9; HP: 40; ATKS: two claws and one bite; DAM: 2-8, 2-8, 2-16; Special: charge gives first attack, chance of going berserk, immune to certain spells, magical weapons to hit).

The golem's chitinous skin gives it a higher Armor Class, and its charge lowers the score to 4 and gives it first attack unless the target is specifically prepared to receive an attack.

The long, narrow chamber beyond its guardian holds a plethora of treasure; indeed the floor is littered up to a foot high with countless coins. The scrupulous party counting every coin will come to the following total: 11,559 gp, 14,300 sp, 56,002 cp, 5,999 pp



In fact, most of the coins are worthless slugs; an illusion alters their appearance to seem valuable. The true monetary worth of this "hoard" is 959 gp, 1,200 sp and 502 pp. If the party elects to take any of the coins out of this dungeon, they will find their booty seriously devalued depending on how much they take (game master's discretion on the percentages).

6. THE TUNNELS: These winding tunnels house the teleportation device to both ROOM 7 and AREA 8. They are also infested with green slime at all points marked on the map with a X.

**Green slime** (AC: 10; HD: 2; HP: 16, 16, 14, 14; ATKS: none; DAM: nil; Special: dissolves flesh, cloth and metal)

The central part of these caverns has been slightly straightened out and lined with flagstone. In the middle of this area is a large silver hexagram inlaid in the floor. At each point of the hexagram is a candle holder complete with candlestick. Engraved in the floor around the hexagram are elven runes spelling out a line from an ancient elven poem: "let the defiled dwell in darkness; let the cleansed light the way."

If a character lights the candles himself and stands inside, he will be immediately teleported to ROOM 7. However, if the party heeds the poem fragment, they may think to bathe in the pool in ROOM 3. Doing so will allow a character to open a gate to AREA 8. The gate will remain open for as long as the character is inside this hexagram or the one at AREA 8; the character may step back and forth through the gate and even communicate through it so long as he doesn't leave either spot.

7. HEXAGONAL IMPRISONMENT: Characters unprepared for ROOM 6 or from LEVEL ONE ROOM 11 will wind up here in the quasi-darkness. The cavern beyond this room is covered with lichen and seep water, so any prisoner can live here for quite some time before madness sets in...

The hexagram here has no candles. The only point of rescue is from AREA 8 if a PC there shifts the hexagram, lights the candles and calls, or steps through (note that stepping through and leaving the hexagram here will result in the PC being trapped as well).

Magical methods of transportation (**teleport**, **blink**, etc) will not function in this room or the cavern.

8. ARRIVAL POINT: Characters properly prepared will be gated here. Examination of the hexagram will reveal that it is different from its counterpart in AREA 6. This hexagram is slightly raised from the floor and can be rotated back and forth 72 degrees. When the first character arrives, the current position will allow transport back to AREA 6 if the candles are lit. Changing the position of the hexagram will allow the gate to shift to ROOM 7 for travel to there.

The passage bends and stops at locked double doors.

9. THE FINAL REST: The doors to this chamber are locked and then **wizard locked**. The area itself is large and finely decorated with wall paintings of Anadi in various stages of her life. Starting from the left of the doors, the paintings reveal: her birth (complete with a halo over the baby's head), her childhood, her entrance into an academy as a young girl, her initiation into her magical order, her various adventures, various depictions of her summoning/studying/combatting nether creatures, disciples learning at her feet, her travels on various planes, and a study of her looking ponderous and inquisitive behind a large desk. The final painting section shows her wracked in pain while being illuminated by a strange black light.

In the center of the room stands a black figure. By its proportions, it appears to be a nude, slight female with eternally flowing

locks. Absolutely no details can be seen; it is as if the figure is made of the deepest midnight ink. Touching the figure will have no effect of any kind; indeed, it will feel as if nothing is there, and the character's hand will pass through with only a slight hesitation. The figure cannot be moved or affected in any fashion, because it isn't there...

Here is the last place Anadi's disciples saw her alive. This area was her former summoning chambers, and it was here Anadi tapped into a pocket dimension unknown to anyone else before. The energy released transformed her from a physical object into a pocket dimension in her own right, one that cannot physically interact with this universe.

Her disciples tried every method they knew of rescuing their mistress, but to no avail. Finally admitting defeat, they searched her private study and found her formal testament which granted each of her six most powerful servants the **geas rings** and other items of power she had collected over the years.

Anadi cannot be rescued. Let players who wish to try give it their best, but there is no known method of retrieving her from her present state.

10. HIDDEN LIBRARY: The secret door leading to this room can physically be found only by rolling a 1 in 10 (magical means of detection work fine). The walls of this large chamber are lined with bookshelves from floor to ceiling... tomes, librums, scroll tubes galore! A proper search of this room would take nearly three days if done by characters versed in occult literature, however the party has one final guardian to deal with... a trio of **avenging angels** (see *new monsters*).

**Avenging Angels** (AC: 0; HD: 10; HP: 70, 70, 50; ATKS: 1 or 2; DAM: 1-10+2 or 2-8; Special: disruptive touch, deadening song, only hit by magical weapons +2 or more, immune to cold, fire, mind spells and electrical attacks, MR 30%)

The angels are invisibly trapped here and will only manifest to attack when an interloper attempts to take any item from any shelf in here.

If the angels are defeated, a large podium will appear in the middle of this room. It holds a thick, hidebound tome entitled *The Saga of Anadi*. This biography of the Sage details her life from birth until the tragic accident that occurred outside. Its author isn't stated, but it appears that at least four different handwriting styles are present in this work.

The following works are present on these shelves, the majority of which the party's patron will be happy to receive:

- 90 separate geographical treatises concerning various realms within your campaign world in ancient times.
- 550 scrolls tubes containing personal correspondence between Anadi and various other sages and wizards over a long period of time.
- a **golem manual**
- a **tome of clear thought**
- a **tome of understanding**
- 15 magical and clerical scrolls, as follows:
  - (mu) **phantasmal force, suggestion, tongues**
  - (mu) **dimension door, ice storm, remove curse, fire shield**
  - (cl) **find traps, hold person (x2), cure disease**
  - (cl) **cure serious wounds (x2), neutralize poison (x2), armor reversal (see new spells)**
  - (mu) **stone shape, cloud kill, reincarnation, blood of flame (see new spells)**
  - (ill) **gaze reflection, light, wall of fog**
  - (mu) **web, blink, fireball (x2)**
  - (ill) **paralyzation, spectral force, emotion**
  - (cl) **raise dead, stone tell, line of sight (see new spells)**

- (mu) **jump, protection from evil, knock**
- (cl) **blade barrier, heal** (x2)
- (ill) **shadow monsters, massmorph, basilisk gaze** (see new spells)
- (mu) **clairaudience, clairvoyance, wizard eye**
- (cl) **remove curse, cure disease** (x2)
- (ill) **truesight, permanent illusion**
- 115 various personal works concerning extra-planar travel, tapping energy from other planes, and constructing multidimensional conduits and structures for prisons, shelter, or travel.
- 4 cookbooks
- a slim spell book holding the following (see new spells for descriptions): **anadi's chosen retreat, anadi's guardian sphere, anadi's last word, anadi's peculiar ward**
- 45 dictionaries of various languages, some long lost.

Should the party carefully inventory this library and arrange for its partial or complete transport out of this dungeon, the thought just may occur to them that they're being seriously underpaid by their patron. The more intelligent player will realize that the majority of this material is valuable only in the hands of a sage or historian. If they follow this line of thought, they may renegotiate their terms with the sage, and he may or not be willing to do so. Such a scenario is fertile ground for all sorts of town role play, but that's entirely another tale...

**HERE ENDS TO QUEST TO FATHOM THE FATE OF ANADI. WE HOPE YOU AND YOUR PLAYERS ENJOYED THIS MODULE AND FOUND IT CHALLENGING AND REWARDING!**

## APPENDIX A: New Monsters

### AVENGING ANGEL

SIZE: Large (8 ft. tall)  
 MOVE: 60 ft., flying 120 ft. (AA: level V)  
 ARMOR CLASS: 0  
 HIT DICE: 10  
 ATTACKS: 1 or 2  
 DAMAGE: 1-10 +2 (sword) or 2-8 by two touches  
 SPECIAL ATTACKS: Disruptive touch, deadening song  
 SPECIAL DEFENSES: Only hit by magical weapons +2 or more, immune to cold, fire, and electrical attacks, immune to mind spells  
 MAGIC RESISTANCE: 30%  
 RARITY: Very Rare  
 NO. ENCOUNTERED: 1-3  
 LAIR PROBABILITY: 100%  
 TREASURE: None  
 INTELLIGENCE: Exceptional  
 ALIGNMENT: Neutral  
 LEVEL/X.P.: 7 / 2,500 + 13/hp

*General information:* Avenging angels are manifestations of energy from another, undiscovered plane of existence similar to the elemental planes. They are typically manifested as guardians of some treasure or defenders of a given area. They will act to quickly dispatch any they deem to be intruders or thieves; they fight to their destruction or the destruction of their opponents.

An avenging angel most often fights with a great sword of intricate design (it is, in fact, part of the creature itself and will disappear along with the angel upon death), but it can also choose to sheath its sword and attack by hand. Each touch attack disrupts the fabric of the target's existence for 2-8 HP damage. It can touch two different targets within one round if it chooses. Additionally, the angel can generate an acoustic attack akin to a song starting on the second round of combat. This deadening song can affect up to two targets at once. If attacked by song, the targets must save vs. spells or lose one point of Intelligence per combat round until

the score reaches zero or the attack ceases. If the score reaches zero, the character is brain dead; a *remove curse* or a *heal* from a 14th level or greater cleric is needed to recover from this effect. If the song is stopped before zero is reached, the character will recover lost Intelligence points at a rate of one per hour until normal. If two or three angels are attacking together, the number of targets is increased:

- two angels: 4 targets
- three angels: 8 targets

A weapon of +2 or better magical ability is required to damage an avenging angel. They are immune to cold, fire, electrical, and mind spells. However, certain spells do generate certain effects if cast upon an avenging angel, as follows:

- an exorcise spell will stop an avenging angel from attacking for 2-5 rounds
- pronunciation of a *holy* or *unholy* word will destroy one creature, as will a *power word kill*
- a *power word stun* will incapacitate an angel for 2-8 rounds
- an avenging angel will completely avoid any character possessing a *portable hole* or a *sphere of annihilation*

Upon destruction, the avenging angel leaves behind a large diamond with a base value of 3000 GP.

*Languages:* Though of exceptional intelligence and quite capable of understanding most languages at a rudimentary or basic level, avenging angels will not communicate with their opponents or retreat from battle.

*Physical description:* Avenging angels manifest as large, stunningly attractive women with wings, robes, and great swords.

### DEEP SPIRIT

SIZE: Large (3 ft. tall or more)  
 MOVE: 90 ft.  
 ARMOR CLASS: 2  
 HIT DICE: 9+2  
 ATTACKS: 1 or 1  
 DAMAGE: 2-8 or 1-12  
 SPECIAL ATTACKS: Acid  
 SPECIAL DEFENSES: Regeneration through absorption  
 MAGIC RESISTANCE: None  
 RARITY: Very Rare  
 NO. ENCOUNTERED: 1  
 LAIR PROBABILITY: 90%  
 TREASURE: None  
 INTELLIGENCE: High  
 ALIGNMENT: Neutral  
 LEVEL/X.P.: 7 / 1,600 + 13/hp

*General information:* The fluid surrounding a deep spirit is highly acidic. In combat, the deep spirit will eject balls of the fluid at its target. A hit will deal 2d4 HP damage and will corrode metal over time (metal affected this way will become useless within 2 hours unless the substance is washed off within 20 minutes of application). If closing into combat, the deep spirit will attempt to embrace the target and deal 1d12 HP acid damage per round unless it is removed.

Once per hour, a deep spirit can summon to him all water within 10 feet in order to heal damage taken. One gallon of water will heal 1d3 HP damage. Any source will do: lakes, ponds, pools, canteens, water bags, and other creatures are all subject to command by the deep spirit, and the contents will rush immediately to the creature and become part of its form. Water absorbed from creatures will rush out of pores and other orifices killing the victim unless a saving throw vs. breath weapon is successfully made (assume 5 gallons are in a human body for the sake of calculating regeneration).

A deep spirit is subject to special damage or effects from the following spells:

- a *dispel magic* spell will deal 3-18 HP damage
- a *destroy water* spell will deal 3-24 HP damage
- a *forget* spell will stun it for 1-4 rounds
- *fireballs* or *flame strikes* do double damage (but generate massive amounts of steam capable of dealing 4-9 HP damage to anyone within 30 feet of the area effect)

If static, the deep spirit can project a form of *wizard eye* up to 120 feet away and view events around him from a position of safety.

Only one deep spirit will be found at a time; indeed, if two are brought into proximity, they will drop all else and combat each other for possession of the territory.

**Physical description:** A deep spirit is a strange combination of elemental water and a monstrous spider. It's appearance is arachnid in shape, and it seems to be surrounded in an atmosphere of greenish, shiny fluid.

### SQUIDHEAD

SIZE: Small (3 ft. wide)  
MOVE: 90 ft. through any fluid (including air)  
ARMOR CLASS: 5  
HIT DICE: 6+1  
ATTACKS: 1 + 1-4  
DAMAGE: 2-8 + 1-4 poison attacks  
SPECIAL ATTACKS: Poison, blinding flash  
SPECIAL DEFENSES: None  
MAGIC RESISTANCE: None  
RARITY: Very Rare  
NO. ENCOUNTERED: 1  
LAIR PROBABILITY: 100%  
TREASURE: None  
INTELLIGENCE: Animal  
ALIGNMENT: Neutral evil  
LEVEL/X.P.: 5 / 465 + 8/hp

**General information:** A product of some twisted corner of the lowest planes, the squidhead is an attack dog for more powerful and evil creatures. Nevertheless, it occasionally gets summoned to this plane for whatever reason and is a deadly creature.



When first encountered, the creature's eye sockets will emit a green flash of light blinding all characters facing it for 1-3 rounds unless a successful save vs. rods, staffs, wands is made. After the flash, the squidhead will rush through the air to bite an opponent for 2-8 HP damage before detaching and trying again. Any bite suffered by a target will be sufficient enough to ensure further bleeding for 1-4 HP over the next 1d6 rounds unless staunched. Additionally, any target thus bitten stands a 2 in 6 chance of contracting a wasting disease. The disease will rob the target of 1-6 HP per day until removed with a *cure disease* spell. Up to four of the many tentacles of the squidhead are capable of injecting a sharp poison forcing the target to save vs. poison or begin retching for 1-3 hours. Affected PCs will be able to do little but walk and cannot defend themselves.

**Physical description:** The squidhead appears as a human or orc skull with rotting flesh still intact and with many two-foot-long squid tentacles underneath. The tentacles give the creature the ability to swiftly move through any fluid (including air).

### WRITHE

SIZE: Small  
MOVE: 60 ft. flying (AA: level VI)  
ARMOR CLASS: 5  
HIT DICE: 6+2  
ATTACKS: 1  
DAMAGE: 4-9 or 1-4 (see below)  
SPECIAL ATTACKS: Strangle  
SPECIAL DEFENSES: Invisible when still  
MAGIC RESISTANCE: None  
RARITY: Rare  
NO. ENCOUNTERED: 1-6  
LAIR PROBABILITY: 70%  
TREASURE: None  
INTELLIGENCE: None  
ALIGNMENT: Neutral  
LEVEL/X.P.: 5 / 465 + 8/hp

**General information:** When still the writhe cannot be seen except through methods of detecting the invisible or if a fine mist or dust is spread through the air; when on the hunt it moves through the air in a strange twisting fashion as if blind. Once within five feet of a target, it will quickly attempt to surround the victim's neck and strangle him.

Once attached, it cannot be pried off as there is nothing physical to grab. Once it makes a successful attack, it will strangle the target for 4-9 HP per round until death. Note that neck protection such as hard armor (but not soft) will protect the victim from damage; soft armor such as leather will reduce damage taken to 1-4 HP per round. The writhe is affected by fire, cold, and electrical attacks; such attacks deal normal damage to both creature and victim. PCs able to become ethereal or astral will find the writhe easy to grab and pull off.

**Physical description:** The eerie writhe is an anomaly in our dimension; it appears as a subtle twist in the air, perhaps three feet in length and with the circumference of a staff

## APPENDIX B: New Spells

### Anadi's Chosen Retreat Arcane Enchantment

Level: Magic user level 4  
Range: Special  
Duration: 3 days  
Area of effect: Possessor  
Components: V, S, M  
Casting time: 1 turn  
Saving throw: None



By using this spell, the caster guarantees an immediate, safe and uneventful teleportation to a predetermined location upon breaking the material component prescribed. The component used should be some glass or pewter item easily breakable and small enough to be kept in a pocket or fold of the robe. Upon shattering the object, the caster will be instantly brought back to a safe haven chosen beforehand during the casting of the spell. The caster must actually be at the chosen location when the spell is initially cast, and the destination cannot be changed until the spell is recast. The effects of the spell will work for who ever possesses the object, so if it is lost or confiscated, the caster cannot make use of the spell until the item is retrieved. After three days, the enchantment will disappear from the object. The range of the retrieval is five miles plus one mile per level of the caster over 9<sup>th</sup> level.

### Anadi's Guardian Sphere

Arcane Evocation

Level: Magic user 3  
Range: 5 feet  
Duration: 12 rounds  
Area of effect: 30 feet  
Components: V, S, M  
Casting time: 2 rounds  
Saving throw: Half damage

Through the material components of this spell, the caster generates a floating ball of electricity subject to his command and also semi-sentient in its function. The ball will float near the caster and move to attack any target within the spell's area of effect as commanded by the caster or move to attack any hostile creature that ventures into that same area. The ball can only attack one target per round and automatically hits for damage as follows:

- target is wearing normal clothes or no armor: 2-16+2 HP
- target is wearing leather armor (with minimal metal accoutrements) : 1-8+1 HP
- target is wearing leather armor (with major metal accoutrements): 1-8+5 HP
- target is wearing any type of metal armor: 3-24 HP

The ball can be shorted out for 1-3 rounds by thrusting into it any sort of metal rod, wire or other metallic object that also touches the floor. Attempting to short out the ball requires a successful To Hit roll by the attacker.

The material components for this spell are a one inch square of fleece and a glass rod (which is aimed outward during the casting).

### Anadi's Last Word

Arcane Enchantment

Level: Magic user 8  
Range: Self  
Duration: Until triggered  
Area of effect: Self  
Components: V, S  
Casting time: 1 turn  
Saving throw: None

This spell opens potential causalities and allows the caster to make one contingency pertinent to himself as a safeguard in case of mortal danger. The contingency will be triggered if something slays the caster and has the power and range of a *limited wish* except that the effects only affects the caster and the person/creature/item that kills the caster. An example of this spell's use would be "if I am slain, teleport myself and my possessions to the Tower of Kawn and in the presence of the highest ranking priest there," or "if I am slain, the creature who slays me will be subject to a *death spell*."

### Anadi's Peculiar Ward

Arcane Abjuration

Level: Magic user level 7  
Range: 0  
Duration: Permanent until triggered  
Area of effect: Up to 400 square foot area  
Components: V, S, M  
Casting time: 1 turn  
Saving throw: Negates

Similar to the spell guards and wards, the peculiar ward protects a smaller given passage way or area from intruders by enacting certain effects predetermined by the caster. All trespassers in the protected area must make a saving throw vs. magic or be subject to the effects. The possible effects as provided for in Anadi's version of this spell are as follows:

- held as per *hold person* for 2-24 turns
- immolated in flame for 4-24 HP damage
- polymorphed into a creature of the Game Master's choosing for 2-20 hours
- electrocuted for 4-24 HP damage
- rendered invisible, silenced, deaf and blind for 2-12 turns
- struck with a *confusion* spell for 2-40 rounds

Only one effect can be set for any given ward. Additionally, the peculiar ward can be preset so that one particular trait can trigger the spell or allow passage. Examples include: affect only those carrying weapons, allow passage only of elves, affect only spell casters, allow no animals or creatures, allow passage only during the daytime, etc. The material component is silver and platinum ink (of no less than 500 GP per application) which is used to draw the boundaries of effect.

### Armor Reversal

Clerical Alteration

Level: Cleric level 4  
Range: 30 feet  
Duration: 1-6 rounds +1 round per every two levels of the caster  
Area of effect: 1-3 humans, demi-humans, or humanoids  
Components: V, S  
Casting time: 2 rounds  
Saving throw: Negates

This spell has two useful applications depending on who is the recipient of the effects. The spell flips the Armor Class of an individual so that lesser forms of protection become greater and greater forms of protection become lesser. The spell's effect subtracts the target's base Armor Class from 10 so that, for example, a character with an Armor Class of 8 gains an Armor Class of 2 and an Armor Class of 4 becomes an Armor Class of 6 for the duration of the spell. Obviously the spell has no effect on an Armor Class of 5. Any Dexterity bonus or armor magical bonuses still apply. Removal of armor does not negate the effects of the spell. Thus, a heavily armored opponent with a score of 2 loses most of the benefits of his protection and rates as an 8, while a lightly armored ally with a score of 7 gains protection by becoming Armor Class 3. If the spell is cast on an unwilling target, that target is entitled to a saving throw to avoid the effects. The spell can affect up to three targets; the number of targets affects the saving throw for each as follows:

- One target: -2
- Two targets: -1
- Three targets: 0

## Basilisk Gaze

Phantasmal Enchantment

Level: Illusionist 4  
Range: 60 feet  
Duration: 1-4 hours  
Area of effect: Sight  
Components: V, S, M  
Casting time: 3 rounds  
Saving throw: Negates

By casting this spell, the illusionist's face takes on the hideous visage of a basilisk. All targets who directly meet the caster's gaze must make a successful save vs. petrification or turn to stone for the duration of the spell. While using the spell, the illusionist must keep his concentration and cannot use his Dexterity bonus to modify his Armor Class. If he does, the spell ends. Target's already petrified before the spell is canceled will still suffer the duration of the effects. The material component is one ounce of dried basilisk which is smeared on the caster's face during casting of the spell.

## Blood of Flame

Arcane Transmutation/Alteration

Level: Magic user 5  
Range: Touch  
Duration: 2-8 rounds  
Area of effect: Target  
Components: V, S, M  
Casting time: 1 round  
Saving throw: Half damage

This spell rapidly combusts the blood of a target and dealing 2-12 HP (+1 HP per level of the caster) every round of effect. The caster must touch the target with a normal combat roll for the spell to work. A saving throw reduces the damage by half, but must be made every round of the spell's duration. The material component for this spell is a scale from a young red dragon soaked in pepper juice and applied to the target.

## Line of Sight

Clerical Divination

Level: Cleric level 2  
Range: Self  
Duration: 3 turns + 1 turn per level of caster  
Area of effect: up to 1000 feet per level of caster, maximum 10,000 feet  
Components: V, S  
Casting time: 2 rounds  
Saving throw: None

This spell allows the caster to "see" the best route to a particular destination. The caster must have enough knowledge of the destination to be able to form a reasonably accurate mental picture of it in order for the spell to function. Once cast, the cleric will know which direction to go and will consistently receive a mental direction of the next step to take in reaching the destination. He will not be given knowledge of potential dangers other than hazards, blocks and other bars in his way; information of guardians, traps, spells in place, etc., will not be available. Magical effects designed to cover a given area, such as *blade barrier*, *guards and wards*, and *hallucinatory terrain*, will "render the trail cold" and break the spell.

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