

TM6

5
FIFTH
EDITION

Felhorde



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Felhorde

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Felhorde Introduction

This module is designed for the Fifth Edition Fantasy RPG system. The recommended player character (PC) level range is third to fourth level and a group of six to eight characters is optimal. The adventure was originally designed as the official AD&D tournament of the 2015 North Texas RPG Convention. The adventure is the sequel to module *Q2 Eruptor's Vengeance* by Pacesetter Games & Simulations. All of the original tournament information is included; the adventure need not be played as a tournament.

DM's Background

This scenario begins immediately after the PCs have completed module *Q2 Eruptor's Vengeance*. After discovering the dragon's treasure has already been looted, the PCs are preparing to vacate the area. But to their surprise Eruptor is not dead, although he is angry at the loss of his treasure. He strong-arms the PCs into recovering the treasure. Their only clue is that a group of chasm gnomes disappeared into the depths of the earth with the treasure.

The PCs start the adventure at location 1 on Map 1 (Eruptor's Lair). Only location 1 and 2 are detailed for purposes of this adventure.

Player Introduction

Amidst the horrific carnage, Eruptor, the red dragon, lay dead. The race to recover the dragon's treasure was on and your group penetrated the lair only to find most of the treasure already stolen. A group of chasm gnomes fled into the Deep, loaded with a dragon's horde, as you, battered from your ordeal, fled the trap-filled lair. You have camped and recovered. But as you prepare to leave the mountain, a rush of wind extinguishes your fire. Before it can be relit, a flame streams from the darkness and the fire pit blazes with light. In its glow, the red dragon, Eruptor, growls and speaks. His message is simple: find his treasure or die trying. You must pursue the chasm gnomes into the Deep!

Part One

The adventure begins within the lair of the Eruptor. If playing this adventure in the *Eruptor's Vengeance* series, the PCs have already explored the lair and know what it contains. If not, the lair is considered empty and only the noted locations are detailed on Map 1: Eruptor's Lair. The lair is a cave system that is severed by several deep chasms. There are no monsters or dangers within the lair as they have been previously cleared (by the PCs or others). The PCs will require a light source for illumination.

Tournament Note: If you would like to use this module as a tournament, or just want to give your players a chance to play it as it was run at the **2015 North Texas RPG Con**, go to pacesettergames.com and download the FREE tournament pack. The free download includes tournament scoring, and the complete pre-generated characters packet. Also, all of the Felhorde maps and play aids are available for free download.

1. The Fountain

The incessant sound of gurgling water echoes throughout this chamber. A small pool is fed by a trickle of water falling from the ceiling. The pool is shallow and the water is noticeably clear. A narrow stream of water runs from the pool to a huge chasm at the east side of the room. The water falls over the edge into the chasm and disappears into the darkness below.

DM's Description: The crystal clear water of the pool is sanitary and cool. In fact, the water is so refreshing that any who drink will heal 1d3 hp. The healing effects will only function once per character every 24 hours.

2. The Dragon's Ledge

Dozens of large, red scales litter the ledge that hangs over the chasm. A horrible stench fills the air even as a cool breeze rises from the depths below. The ledge is primarily bare with several man-sized boulders near the back wall. A few copper coins litter the floor but little else remains to mark the lair of the dragon.

DM's Description: The chasm gnomes accessed this ledge via rope elevator. It was built soon after Eruptor was supposedly slain. The contraption is gone, but the ropes remain. The ropes extend 400' down into the chasm. However, the PCs, if using the ropes, will be stopped when they descend 200' to location 0.

Locations 0 - 13 are the remains of an ancient drow temple. The temple was re-engineered by a drow archmage to serve as a testing facility for apprentice wizards. The entire area has been carved from the bedrock and lined with black granite tiles (floor, walls, and ceiling). Ceilings are a uniform 30' unless otherwise described. Occasionally veins of red, white, and green run through sections of the tiles. The apprentices were tasked with recovering one of the yellow talismans (see page 11) from within the trap-filled temple complex as part of their training.

There is no illumination within the complex. Dust covers most surfaces. Water drips from calcified cracks in various locations in the ceilings and puddles form where

the floor is cracked or sags. A constant, albeit, weak, rush of wind blows through the entire complex; fueled by the massive chasm. The moving air constantly shifts the dust in the complex.

All of the doors are made of stone and feature a large brass pull ring. Unless otherwise described, none include a lock or bar.

The complex is accessed by minions of the shade lich (location 19, section II) via two methods: the elevator or a tunnel that emerges just above the chasm wall at location 1. The tunnel connects to numerous other caverns and passages, allowing denizens of the Deep to find the drow complex. The tunnel entrance is nearly impossible to detect unless a direct search is attempted (treat as secret with a +1 bonus to locate). The tunnel eventually emerges near location 1, Section II. It is not detailed in this adventure.

0. Minotaur of Steel

DM's Description: A 30' diameter slab of black granite floats in the center of the chasm approximately 200' below Eruptor's lair (location 2, Eruptor's Lair map). As the PCs descend, the minotaur will address them as they reach this level. He will command them to stop, firing his lightning crossbow if necessary.*

The minotaur will inform the PCs that they must each wear a talisman in order to proceed further into the Deep. The minotaur wears one of the talismans - it is a gold chain inset with a single yellow gem (300 gp value).

The granite slab is magnetic and the automaton can control the polarity; making it impossible to push him off the slab.

***Tournament Note:** A PC that ignores the warning to stop descending will be shot and destroyed instantly.

Automaton (Minotaur) AC 17; HP 70; see page 14

Section I: Talisman of the Yellow Jewell

1. Empty Room

DM's Description: This room is empty

2. Demon Statue

DM's Description: A 30' tall statue of a balrog stands in the center of this chamber. The statue radi-



ates magic and evil. It is, however, completely benign. A talisman is draped around the balrog's raised sword (45' from floor level). Halfway up the statue, the surface becomes impossibly slick (-5 DC check for climb walls for a thief).

All items hurled, or fired, at the statue will be reflected back at the PC. The PC must roll, using his hit modifier against his AC; damage as appropriate.

3. Pool

DM's Description: A 20' square pool is centered in this chamber. The water is completely black and under the effects of a *darkness* spell. If dispelled, or a *light* spell is cast, the water will clear. At the bottom of the pool, 10' down, is a talisman. A second talisman is hidden beneath a loose stone at the bottom of the pool.

What appears to be water drips from the ceiling of the entire chamber. It collects and drains into the pool. The dripping fluid is a mild acid that will not damage a PC until 1d6 rounds after contact (it only affects flesh). The acid inflicts 1d4 points of damage for 1d4 rounds. Submersion in the pool negates the acid and coats the skin as to make that PC immune to its effects for 24 hours. Additionally, any other liquid applied to the affected area, negates the acidic effects immediately; however, it will not provide the aforementioned resistance.

4. Ghast and Friends

DM's Description: A ghast resides in this chamber with 12 skeletons. The ghast is paranoid in the extreme and will only do battle until it is either struck, or half the skeletons are destroyed. At that point, the ghast will flee in uncontrolled panic and fall off the ledge at location 1. The ghast wears a talisman.

A second talisman can be found within the skull of one of the skeletons. However, the skull cavity must specifically searched as the talisman is wrapped in a black, cloth rag.

Ghast (1) AC 13; HP 40; see page 14

Skeleton (12) AC 13; HD 14 each, see page 14

5. Empty Room

DM's Description: This room is empty

6. Ogres

DM's Description: In this chamber, two ogres are in the midst of an argument. The corpse of a chasm gnome lies at their feet. They are debating which ogre will eat which end of the gnome. Each of the ogres wears a talisman (the gnome lost his and was therefore left behind by his compatriots). The ogres are adept at lulling opponents into letting their guard down, and they will attempt to converse with the PCs and then attack when convenient.

The gnome carries his basic equipment but also has a *wand of light* (3).

Ogre (2) AC 11; HP 45, 52; see page 15

7. Chest

DM's Description: A large, rusting iron chest rests in the center of the floor of this chamber. The chest is an illusion - a rust monster is concealed by the illusion. The rust monster will relentlessly attack and pursue the PCs in pursuit of metal to devour.

Rust Monster AC 14; HP 30; see page 15

8. Hobgoblins

DM's Description: A group of seven hobgoblins are hiding from the ogres (location 6; that were pursuing them) in this chamber. The hobgoblins are in the employ of the shade lich (see **Part Two**). They do not wear the talismans; the automaton is aware of their employment status and they have free run of the complex.

The hobgoblins are aware of the nature of the complex but have no information on obtaining the talismans. They were sent to further investigate the dragon's lair when they encountered the ogres.

Hobgoblin (7) AC 5; HD 1+1; hp 6 each; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 90; AL LE; Thaco 18; EXP 20+2 per hp. Carry long sword 1d8 and/or long bow 1d6

9. Empty Room

DM's Description: This room is empty.

10. Fountains

DM's Description: Three fountains are set in this chamber. The fountains appear identical - a beautiful woman holding a bowl of bubbling, clear water. The statues are painted to look lifelike. However, one of the women has yellow eyes (the others are green). A successful wisdom check will identify the yellow eyes. A PC drinking from the fountain with yellow eyes will gain a talisman - this can only occur once per week. A PC that drinks from either of the green-eyed fountains will fall asleep for 1d4+1 rounds two turns after consuming the water. The sleep cannot be interrupted.

A second talisman can be found in a secret compartment beneath the yellow-eyed fountain.

11. Empty Room

DM's Description: This room is empty.

12. Cage of Glass

DM's Description: A glass cage hangs from a chain in the center of the room. The bars are closely spaced (2") and the cage is 10' square. The cage hangs 10' above the floor. The chain is made of silver (300 gp). A cockatrice paces within the cage. If any of the bars, floor, or ceiling (also glass) are damaged, the entire cage will shatter. The cage can only be damaged from the exterior side. Note, the cockatrice can fly to avoid falling in the pit beneath the cage.

Magical attacks will affect the glass cage, but not the cockatrice within so long as the cage is intact.

A 10' pit is hidden directly beneath the cage. A PC that enters this area will automatically trigger the trap. A falling PC will impale himself on 1d3 poisoned spikes. Each spike inflicts 1d6 damage (no falling damage). For each spike that impales the PC, he must save versus poison or suffer an additional 1d6 damage.

Any missile attacks on the cockatrice suffer a -6 to hit. Any miss may result in striking the cage (AC 8). The cockatrice wears a talisman.

Cockatrice (1) AC 6; HD 5; hp 31; #AT 1; Dmg 1d3 beak; SA Petrification by touch; SD None; MV 60 / 180; AL N; Thaco 15; EXP 315 +5 per hp

13. Empty Room

DM's Description: This room is empty.

Part II: Shade Lich

A powerful, and very eccentric, shade lich resides in this ruined, underground keep. The shade lich (see **New Monster** section) has many nefarious plans; one of which is to assemble enough sun stones (the yellow gems in the talismans, see page 11), to rebuild a sun-like orb which he will use to resurrect an extinct race of creatures, the Harrowen. Of course, the Harrowen would be his to command.

The shade lich, fortunately, is not very focused. He has many other interests, and his keep is filled with strange and exotic beings. Some he studies while others are paid for their varied services.

The chasm gnomes, who are in his employ, returned with the dragon's treasure. The lich sifted through the treasure in search of some unique items, but his interest was stifled when the bulk of the treasure was simply mundane items such as coins, gems, jewelry, and a few minor magic items. He allowed the chasm gnomes to retain most of the treasure, though he kept some select items. The gnomes are in the process of returning to their home, far off in the Deep.

1. Shade Troll

DM's Description:

The massive chasm continues to descend into the Deep here, but a ledge juts out from the east wall. A stone bridge, made of cut stone, spans the chasm to an island of stone. A ruined keep is set on the island. The island floats within the chasm space.

The keep is home to the shade lich and his minions and is composed of both closed structures and platform. Structures that are outside of stone island are platforms (no walls or ceilings) unless otherwise described. There are no light sources unless noted. The ceilings in the enclosed chambers are universally 30' high.

Creatures within the keep do not interfere with the activities of their neighbors. Even combat, which occurs from time to time, draws little attention.

A shade troll (see **New Monster** section) stands guard at the entry to the shade lich's ruined keep. The shade troll will require the PCs to surrender their talismans in order to proceed into the keep. He can be bargained down to half those possessed. The troll gathers the talismans to barter with the shade

lich (this humors the lich) for various favors (food, treasure, etc.).

The shade troll wears a golden belt inset with rubies worth 1,200 gp. He also has a silver ring on every finger and each is worth 2d6 x10 gp.

Shade Troll (1) AC 4; HD 6+6; hp 40; #AT 3; Dmg 1d4 +4 claw / 1d4 +4 claw / 2d6 bite; SA None; SD regenerate three hp per round, only destroyed by fire, casts *darkness* 30' radius twice per day; MV 120; AL CE; SZ L; Thaco 13; EXP 725 +8 per hp

2. Stone Bridge (platform area)

DM's Description: A bridge, made of large stone blocks, spans the chasm from the ledge at location 1 to the main keep entrance at location 3. Four massive columns of stone support the bridge and descend into the darkness of the cavern (200' to a cavern floor). There is no rail on the bridge.

3. Shard Webs

DM's Description: The entire length of this chamber is covered with webs cast from gem spiders (see **New Monster** section). The webs glimmer with the dust of various gems (no value). Unlike normal webs, these are not flammable in anyway. Also, any creature moving through the webs will be "attacked" by the webs (thaco 20, damage 1 hit point). The webs can be knocked down by weapons, but strands will envelop the weapon making it difficult to attack (-2). Any liquid will dissolve the webs. A group of six gem spiders reside in this chamber. They will attack any intruders that are not in the service of the lich.

Gem Spider (6) AC 7; HD 3+3; hp 15 each; #AT 1; Dmg 2d6 bite; SA Glare (save vs. spell or -4 to attack for 1d3 rounds); SD None; MV 120; AL CE; Thaco 16; EXP 255 +4 per hp. Eyes (8) are worth 25 gp each.

3a. Egg Crystals

DM's Description: Hanging among the webs in this alcove are 16 spider eggs (size of a watermelon) that have faceted sides. The eggs appear to be massive gems of various types (ruby, emerald, sapphire). If a PC concentrates (one round) and peers into an egg, he will see a slight movement of a spider-like crea-

ture inside. If the eggs are destroyed, the spiders inside will perish. The shells are worth 1d8 x10 gp each. If left undisturbed, the spiders will hatch in 2d4 days.

3b. Chasm Gnome

DM's Description: A dead chasm gnome hangs from the webs in this alcove. The gnome ventured too close to the eggs at location 3a and was attacked by the spiders. He carries his normal equipment as well as a *cloak of the cavern* (see **New Magic Item** section).

4. Flames from the Pit

DM's Description: There are no webs in this chamber. A raw heat fills the air (110 degrees). At the center of the chamber a 10' circular pit made of black stone is nearly filled with raging flames. Strange runes cover nearly every inch of the ring. The ring is a gate to the elemental plane of fire. If the PCs remain in the chamber for more than 2d4 rounds, a group of 1d4+1 magmen will emerge from the fire and attack. This cycle will repeat two turns after the last magman is defeated. However, the number that appear is 1d4+2, and so on. The magmen will not exit the chamber unless attacked at range.

Magman (1d4+1) AC 6; HD 2; hp 16, 12, 10, 8, 7; #AT 1; Dmg 3d8 touch; SA Combustion touch; SD +1 weapon to hit, immune to fire, melt weapons that hit them; MV 90; AL CN; Thaco 16; EXP 97 +2/hp

5. Bones (platform area)

DM's Description: The floor of this platform is littered with the bones of various creatures - most cannot be identified. The gargoyles that lair at location 6 frequently consume their victims on this platform.

6. Gargoyles

DM's Description: The door to this room is heavily damaged and hangs crooked on its hinges. It will not close completely or seal on its frame. Two gargoyles use this room as their lair. They will attack intruders as soon as they are detected (possibly at location 5 if the PCs linger there too long). The gargoyles have amassed a small treasure and concealed it in the ceiling of the chamber (a large block of stone



must be shifted). The stone conceals 512 gp, a sack filled with silver powder worth 100 gp), a pouch inlaid with small sapphires worth 75 gp, and an ornate gold scroll tube (1,300 gp) that resembles a coiled snake. The tube contains a **scroll (magic-user) with three spells: fireball, blink, and water breathing**. The tube has a poison needle trap (fangs) that will puncture the unwary PC who opens the scroll tube. The fangs inject a poison that inflicts 2d6 damage and paralyzes the victim for one full day. A save versus poison negates the effect. Magical healing will remove the paralysis. Depressing the eyes of the gold snake disables the trap. The poison must be reloaded after a single use.

Gargoyle (2) AC 5; HD 4+4; hp 30, 25 #AT 4; Dmg 1d3 claw / 1d3 claw / 1d6 horn / 1d4 bite; SA None; SD +1 weapon to hit; MV 90 / 150; AL LE; Thaco 15; EXP 165 +5/hp

7. Burial Vault

DM's Description: The door to this chamber is locked with a complicated mechanism (-15% open

locks roll). The chamber within contains a stone sarcophagus which holds the corpse of the original ruler of this keep. There are no runes or markings in the chamber or on the sarcophagus. It takes a combined strength score of 32 to remove the lid safely. A combined score of 25 can move the lid, but each PC must make a dexterity check to avoid suffering 1d8 damage as the lid shifts and falls.

Inside the sarcophagus is the remains of what appears to be a drow. It is now little more than bones and hair. The corpse wears drow +2 *chain-mail*. Lying next to the body is a +2 *long sword* (special ability to cast faerie fire once per day)[the sword is not a drow weapon]. Additionally, a circlet of platinum hangs off the skull. It is a *Deep crest* (see **New Magic Item** section).

8. Water

DM's Description: A fissure in the rough granite floor of this chamber allows a spring of clear water to pour forth. The water pools on the floor, filling the entire southern section of the cave. The water then spills over the side into the chasm, disappearing into darkness.

9. Tiger cubs (platform, illuminated)

DM's Description: Three very young tiger cubs are playing on this platform. The cubs have managed to capture a chasm bat (see **New Monster** section) and they are toying with it. The bat is injured and cannot fly. The cubs will detect the PCs if they approach and will flee to location 11.

This platform is illuminated by light coming from braziers set along the outside edge of the entire platform. The braziers are not burning, but shed *continual light* (per spell).

Tiger, Cub (3) AC 5; HD 2; hp 16, 15, 14; #AT 3; 1d3 claw/1d3 claw/1d6 bite; SA None; SD None; MV 120; AL N; Thaco 16; EXP 36 +2/hp

10. Seductress (illuminated)

DM's Description: Reclining on a divan of tiger skin, a pale-skinned woman with red hair beckons the PCs to enter this chamber. She is actually an illusion (the real woman is hiding behind a tapestry). The woman is an illusionist. If the PCs enter this

chamber, she will summon her two pet tigers from location 11 (using a silver whistle - 75 gp). The tigers will attack the PCs while she casts spells from a distance. The tigers are her pets and she has raised them from cubs. They obey her completely.

If the PCs do not enter this chamber, she will not pursue or cause them any harm. The chamber is illuminated by the same type of braziers that are found at location 9. One of the braziers contains 119 pp, 45 gp, and a pouch filled with 27 small diamonds worth 20 gp each.

The room contains additional furniture including a bed, desk with chairs, table with chairs, book shelves (general books on the art of illusion). Additionally, a small pantry contains dishes, utensils, and some dried foods, water, cooking pots and pans, and other kitchen sundries. A fire place burns in the south wall.

Human Illusionist (1) AC 4; HD 6; hp 23 #AT 1; Dmg dagger 1d4+1; SA Spells; SD Spells; MV 120; AL NE; Thaco 20; EXP 500 +8/hp. Carries a +1 *dagger*, +2 *ring of protection*. S9 I17 W10 D18 C15 CH16. Spells: *hypnotism*, *phantasmal force*, *wall of fog*, *color spray*, *blindness*, *fog cloud*, *hypnotic pattern*, *spectral force*.

11. Tiger Den

DM's Description: This chamber is missing its door. However, a ragged blanket hangs over the frame. Enough light penetrates the chamber to provide limited vision (-1 penalty for creatures without night vision. A pair of mated tigers lair in this chamber. They have three cubs (see location 9). The tigers will obey the illusionist at location 10 without delay, unless their cubs are threatened. They will fight to the death to defend (or avenge) their cubs. They will immediately react to combat occurring at location 9 or 10. The room is filled with straw, bits of animal fur, and bones. The smell of the room is unpleasant.

Tiger (2) AC 5; HD 5+5; hp 31, 26; #AT 3; Dmg 1d4+1 claw / 1d4+1 claw / 1d10 bite; SA rake with two rear claws if both front claws hit 2d4/2d4; SD none; MV 120; AL N; SZ L; Thaco 14; EXP 225 +8/hp.

12a. Locked Door

DM's Description: The double doors to this area are locked. The chambers and hall beyond are en-

closed structures. The doors are trapped with a bell so that if opened, it will chime to alert the priest at location 13.

12. Shrine to the God of Destruction

DM's Description: This chamber contains a small shrine dedicated to Harrow, the god of destruction and malice. The altar, in the form of a thin black granite slab supported by the leg bones of a pegasus, is covered with red candles, some of which have burned out. The dried blood from sacrificed creatures, mainly drow, is spattered around the altar. The skulls of 13 drow are stacked beneath the altar.

13. Evil Priest

DM's Description: An evil human priest resides in this chamber. He is a priest of a small cult that worships the ancient Harrowen god. The shade lich has hired the priest in order to learn more about the Harrowen and help identify artifacts from that culture. The Harrowen were mortal enemies of the drow, as well as most other Deep dwellers.

The priest has captured a female drow warrior and he is in the process of torturing her for information on her clan. The warrior is a low-level fighter with no real information, and the priest knows that, but he relishes his job and takes great pleasure in inflicting suffering on her.

The chamber is a typical bed chamber, although it is furnished with a table set, desk set, and small kitchen. The priest often dines with the illusionist as the pair have formed an alliance of sorts. In a chest under his bed, the priest has 340 gp, 180 sp, a pouch with various small gems worth 2d4 x10 gp each, a *potion of healing*, a *potion of fire resistance*, and a *necklace of missiles* (3 - 5d6 gems remain).

Human Cleric (1) AC 2; HD 6; hp 33; #AT 1; Dmg 1d6 +2 by *flail* +1; SA Spells; SD Spells; MV 120; AL CE; Thaco 18; EXP 275 +6/hp. Carries +1 *flail*, +1

plate armor.

S11 I13 W17 D10 C10 CH12

Spells: *cause light wounds*, *cure light wounds* x2, *darkness*, *command*, *augury*, *hold person*, *resist fire*, *silence* 15' radius, *spiritual hammer* x2, *animate dead*, *dispel magic*, *cure disease*

Drow Soldier (1) AC 4; HD 2; hp 14 (2); #AT 1; Dmg 1d6 +1 *short sword*, 1d3 hand crossbow; SA poison darts w/ hand crossbow, spells; SD 50% magic resistance, +2 to all saves; MV 120; AL CE; Thaco 16; EXP 81 +2/hp

Spells: *dancing lights*, *faerie fire*, *darkness*.

Thaco Bonus: +1 w/short sword

Equipment: +1 *drow chainmail*, +1 *drow short sword*, hand crossbow, 15 poisoned bolts, 2d10 gp in a pouch. All of her equipment is in a pile under the priest's bed. Poison darts cause sleep (per spell) and save is at -4.

14. Empty Platform (platform)

DM's Description: This platform is seldom visited by any of the inhabitants of the keep. A pair of perytons reside at location 15, and few are willing to risk encountering the animals. If the PCs linger too long the perytons will become aware of their presence and come to investigate.

15. Peryton Nest

DM's Description: A pair of very large perytons live within the remains of this chamber. Half of the structure has fallen away into the chasm. The perytons have gathered some broken furniture to form a nest, but there are no eggs. They have collected a small treasure trove which includes an empty arrow quiver inlaid with gold and silver worth 275 gp, a black cloak that radiates magic but has no powers, a *vial of ichor of the worm* (see **New Magic Item** sec-

The Deep - This is the general term for the subterranean kingdoms. This underground world is connected by tunnels, caves, caverns, chasms, and water ways. Several civilized races live within the Deep including chasm gnomes, drow, mind slayers, among others.

Chasm Gnomes - These gnomes live within the Deep in small villages and tribes. They often hire themselves out as mercenaries, tinkers, miners, etc. They are extremely greedy and avaricious.

tion), and a sack filled with 450 ep.

Peryton (2) AC 7; HD 4, hp 25, 21; # AT 1; Dmg 4d4; SA None; SD +1 or better to hit; MV 120/ 210; Size M; AL CE; THACO 13; EXP 150 +4/hp

16. Empty Platform (platform)

DM's Description: Some debris is scattered about the platform, but otherwise it is empty.

17. Chasm Gnomes

DM's Description: A group of chasm gnomes are using this chamber to prepare for the journey back to their home. The shade lich has opened a magical gate that leads to their village (150 miles away). The gnomes are in the process of tossing the dragon's treasure through the gate and they will toss in the final sack as the PCs arrive. The gnomes have no desire to battle with the PCs and they will attempt to leap through the gate. Each wears a small pendant (a skull with ruby eyes). The pendant allows the wearer to enter the gate and be transported.

A PC without a pendant who enters the gate will be teleported to location 20.

Gnomes (2) AC 4; HD 2, hp 15, 12; #AT 1; Dmg 1d6 short sword or 1d4 light crossbow; MV 60'; AL NE; EXP 30 +1/hp; THACO 18. Each of these gnomes carries 20 quarrels for their crossbow. One of the gnomes (15 hp) has a *potion of healing*.

Gnomes (6) AC 5; HD 1, hp 6 each; #AT 1; Dmg 1d6 short sword or 1d4 light crossbow; MV 60'; AL NE; XP 10 +1/hp; THACO 19. Each of these gnomes has 20 quarrels for their crossbow.

18. Black Doors

DM's Description: A double set of iron doors is sealed and locked, barring access to location 19. The doors are solid iron, but a shroud of darkness swirls about them. The locks may be picked normally by a thief. The only key is held by the shade lich (location 19). Alternatively, a *light* spell cast on the doors will cause them to open.

19. Shade Lich

DM's Description: This massive chamber is the lair of the shade lich that calls the keep his own. The

room resembles a library as bookshelves, of various make and style, are scattered all about. Books, most dealing with necromancy and arcane magic, fill the shelves and are scattered upon various pieces of furniture. One section of books deals exclusively with life in the Deep, and specifically the Harrowen. Various pieces of mismatched furniture are randomly set throughout the chamber. The shade lich will meet intruders with curiosity, at first. He is always in need of minions. Initially, he will request that the PCs perform a mission for him, in return for the damage they may have caused within his keep - killing his current minions. If the PCs decline, he will cast a *time stop* spell and then use his other spells to incapacitate the PCs. They will awaken under the lich's control (see module **TM7 Harrowen**).

Alternatively, the shade lich may not be present and the PCs have time to exit the keep. Of course, if they return to the surface, they will have to deal with Eruptor.

20. Reception

DM's Description: This chamber receives those who enter the teleportation gate at location 17 (PCs not wearing the appropriate pendant). The chamber is enclosed by walls with the exception of a portion of the west wall, which is exposed to the chasm.

The chamber is home to a spectator who has been charged by the shade lich to guard a single, wooden sarcophagus bound by iron straps. There is a padlock on the sarcophagus and it is trapped. The spectator will not immediately attack intruders that do not approach the chest. It will converse with the PCs quite politely and if the PCs tell the spectator their entire story (of how they came to this place), it will share what it knows about the drow arch mage and how he created the testing chambers above. The spectator will even explain why the shade lich is searching out the yellow talismans.

The sarcophagus contains the last princess of the Harrowen. She is in a state of suspended animation but will awake if the sarcophagus is opened. She has little memory of who she is or how she came to be in the sarcophagus. She only knows her name - Irissa. She will ask to accompany the PCs in hopes that her memory will return. She is a Harrowen fighter/magic-user (see inside back cover details), however,

her character class should be modified to best suit the party. She will regain knowledge of her abilities after one night, but she will not recall who she really is until she reaches the city of Harrow.

The shade lich cast numerous magical enchantments on the princess - although she has no such knowledge of this. She is under a powerful charm and will follow all of the orders of the shade lich. Note, the shade lich will divulge this information.

Irissa's possessions (as noted on her character sheet) are all in the sarcophagus. She will not give them to the PCs. She will insist that she needs them to help her regain her memory. She is aware of what the items are and their function.

Talisman of the Yellow Jewel

In ages past, a civilization called the Harrowen dwelled in a massive cavern within the Deep. The cavern is enormous (nearly 200 square miles in size). A magical sun-like sphere floated above domed cavern and in daytime shed illumination like the sun, and at night like the full moon. It also created seasonal weather patterns and was simply called the Orb. The cavern resembles a forested valley with several cleared plateaus for farming. The Harrowen city, Havendeep, occupies the western section of the cavern. The Harrowen were in a constant state of war with all other dwellers of the Deep. In a daring raid, a group of powerful drow mages managed to shatter the Orb. The drow collected the shards and fled the cavern. The Orb shards remained locked away and eventually were forgotten until a drow archmage decided to use the shards as a part of a graduation test for apprentices. The archmage created various tests within the ruins of a old drow outpost. If an apprentice managed to return with a shard - now in the form of a Talisman of the Yellow Jewel - he would graduate. This practice survived for several generations, but when the archmage died, so did the challenge. After years of research the shade lich (see location 19) discovered the secret of the shards. He has placed the automaton minotaur (location 0) at the ruins to force those who would descend to bring forth a talisman. In this way, he can gather them all and recreate the Orb.

The magic of the drow archmage cannot be fully dispelled and only one creature can return with a talisman - no creature can carry or retrieve more than one talisman in his lifetime. Additionally, the first creature (PC) to touch a talisman becomes the "carrier" of that talisman. The creature can give the talisman to any other creature, but the minotaur will decline admittance, "Only the finder may descend." If a PC is killed while carrying a talisman, it disappears until it is reset.

Monsters

Automaton, Minotaur (1)

Large giant, neutral

Armor Class: 17 (armor plates)

Hit Points: 70 (9d10 +18)

Speed: 40 ft.

STR 18 (+4) **DEX** 8 (-1) **CON** 15 (+2)

INT 6 (-2) **WIS** 15 (+2) **CHR** 7 (-2)

Skills: Perception +7

Senses: darkvision (60 ft.), passive perception 17

Languages: giant, deepspeech, common

Challenge: 3 (800 EXP)

ACTIONS

Battle Axe - *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit 1d8 +4, slashing

Heavy Crossbow - *Ranged Weapon Attack:* +7 to hit, reach 5 ft., range 90/240, one target. Hit 1d6+2, piercing plus 6d6 lightning damage (DC 13 constitution check; success equals half damage)

Skeleton (7) - Medium undead, lawful evil

Armor Class: 13 (armor pieces)

Hit Points: 14 each (2d8+4)

Speed: 30 ft.

STR 10 (+0) **DEX** 14 (+2) **CON** 15 (+2)

INT 6 (-2) **WIS** 8 (-1) **CHR** 5 (-3)

Senses: darkvision (60 ft.), passive perception 9

Languages: languages it knew in life; cannot speak

Damage Vulnerabilities: bludgeoning

Damage Immunity: Poison

Conditional Immunities: exhaustion, poisoned

Challenge: 1/4 (50 EXP)

ACTIONS

Short Sword - *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit 1d6 +2, piercing;

EQUIPMENT

None

Ghast (1)

Medium undead, chaotic evil

Armor Class: 13

Hit Points: 40 (8d8)

Speed: 30 ft.

STR 16 (+3) **DEX** 17 (+3) **CON** 10 (+0)

INT 11 (-0) **WIS** 10 (+0) **CHR** 8 (-1)

Damage Resistance: necrotic

Damage Immunities: poison

Conditional Immunities: charmed, exhaustion, poisoned

Senses: darkvision (60 ft.), passive perception 10

Languages: common

Conditional Immunities: charmed, exhaustion, poisoned

Challenge: 2 (450 EXP)

Stench - Any creature that starts its turn within five feet of the ghast must make a DC 10 Constitution check. Failure indicates target is poisoned until start of its next turn. Success indicates immunity to stench attack for the battle.

Turning Defense - Advantage versus turning. All ghouls within 30' also have advantage against turning.

ACTIONS

Bite - *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit 2d6 +2, piercing;

Claws - *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit 2d4 +2, slashing; target creature hit by ghoul must make a DC save constitution or be paralyzed for one minute; save may be attempted after successive minute.

EQUIPMENT

None

Monsters

Ogre (2)

Large giant, chaotic evil

Armor Class: 11 (hide)

Hit Points: 45, 52 (7d10 +21)

Speed: 40 ft.

STR 19 (+4) **DEX** 8 (-1) **CON** 16 (+3)

INT 5 (-3) **WIS** 7 (-2) **CHR** 7 (-2)

Senses: darkvision (60 ft.), passive perception 8

Languages: giant, common

Challenge: 2 (450 EXP)

ACTIONS

Greatclub - *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit 2d8 +4, bludgeoning

Javelin - *Ranged Weapon Attack:* +6 to hit, reach 5 ft., range 30/120, one target. Hit 2d6+4, piercing

Rust Monster (1)

Medium monstrosity, unaligned

Armor Class: 14 (natural armor)

Hit Points: 30 (5d8+5)

Speed: 40 ft.

STR 13 (+1) **DEX** 12 (+1) **CON** 13 (+1)

INT 2 (-4) **WIS** 13 (+1) **CHR** 6 (-2)

Senses: darkvision (60 ft.), passive perception 11

Languages: none

Challenge: 1/2 100 EXP

Iron Scent - detect, by scent, ferrous material within 30'.

Rust Metal - Any nonmagical metal that touches a rust monster immediately begins to corrode after dealing damage. Weapons incur a -1 to damage cumulative per touch; when the penalty reaches -5, the weapon is destroyed. Ammunition that touches a rust monster inflicts damage and is then destroyed automatically. Armor incurs a -1 penalty per touch; when the armor is reduced to a value of AC 10, it is destroyed.

ACTIONS

Bite - *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 1d8+1, piercing;

Antennae - Makes two attacks; target(s) must make a DC 11 dexterity check to avoid being struck. See effects above.

EQUIPMENT

None

Monsters

Monsters

Monsters

Monsters

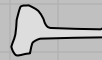
Map #1: Eruptor's Lair



Webs



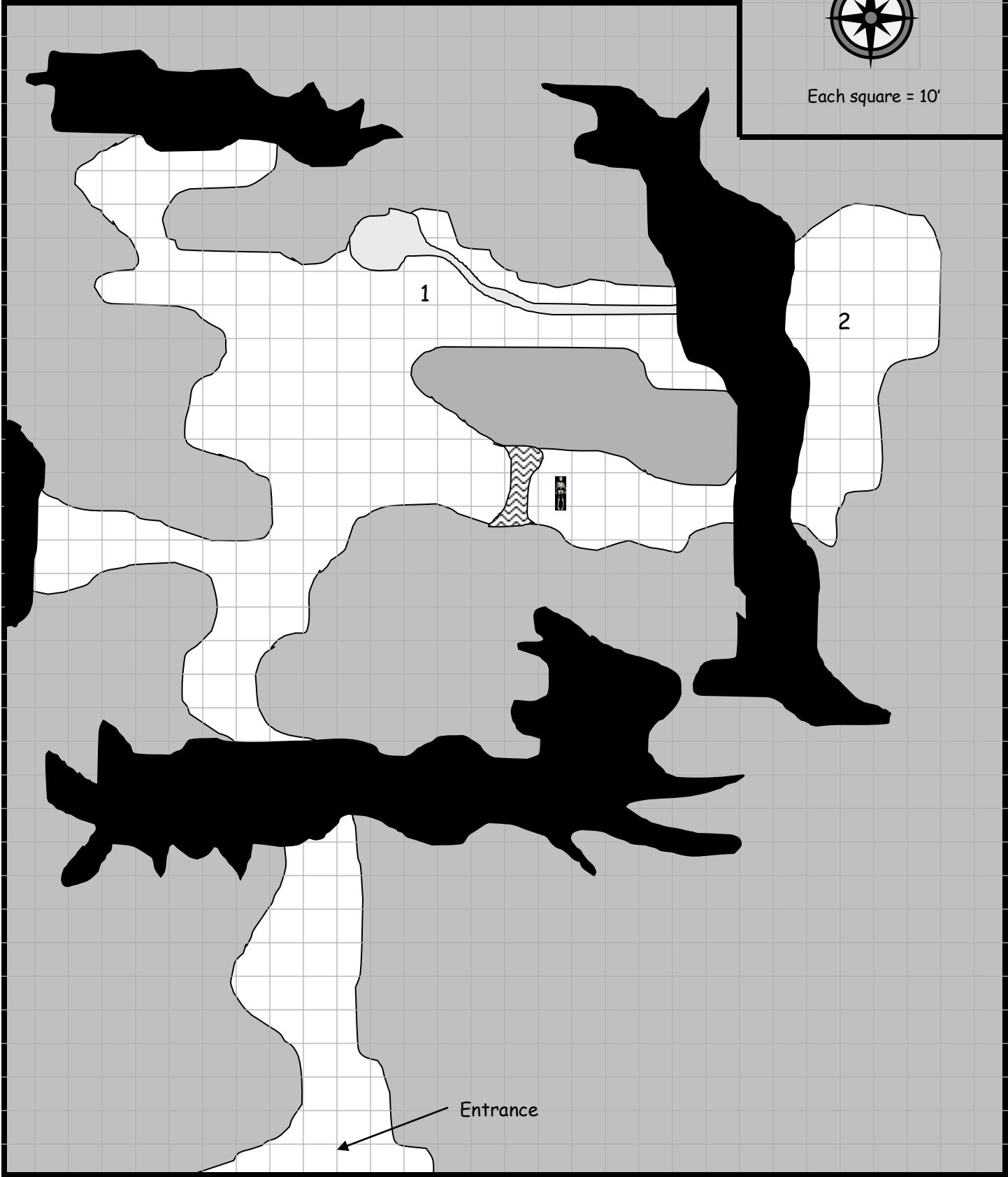
Chasm Area



Pool & Stream



Each square = 10'



1

2

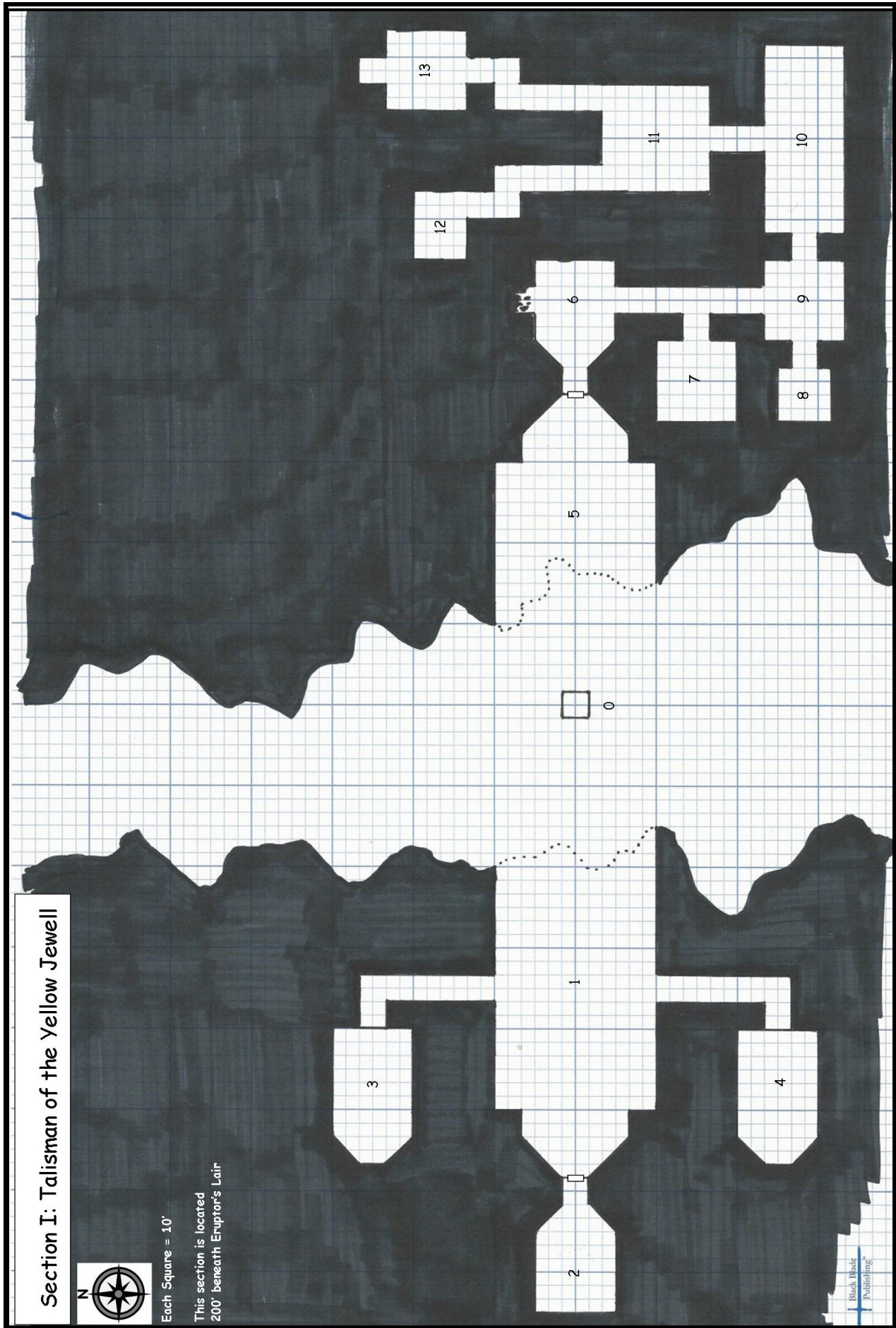
Entrance

Section I: Talisman of the Yellow Jewell

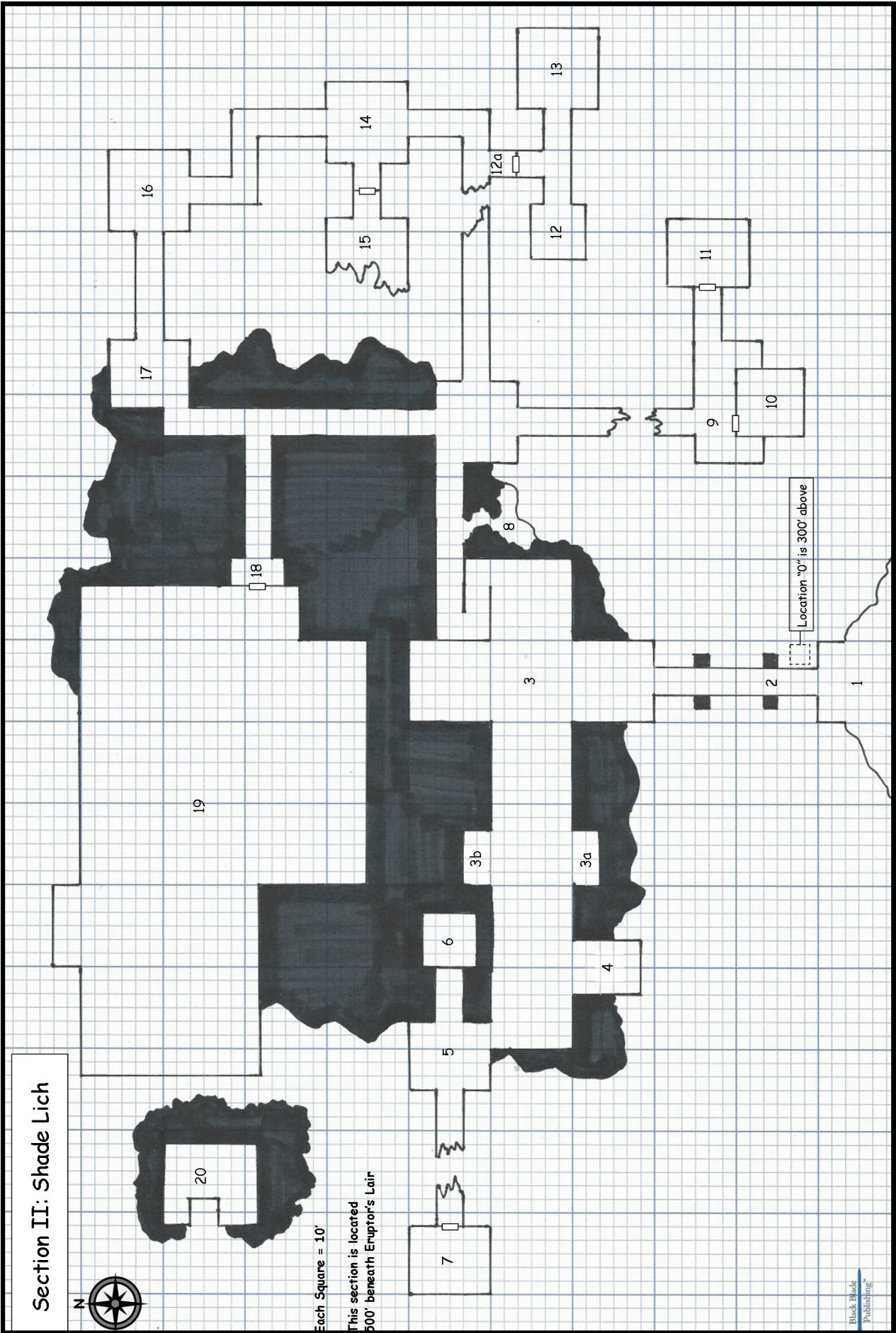


Each Square = 10'

This section is located
200' beneath Eruptor's Lair



Black Blade
Publishing



PACESETTER GAMES

CHARACTER NAME: **Irissa**

ALIGNMENT **Lawful Neutral**

CLASS **Fighter/M-U**

LEVEL **3/3**

RACE **Harrowen**

STRENGTH **13**

BONUS TO HIT/DAMAGE **+0/+0**

OPEN DOORS **1-2d6**

BEND BARS/LIFT GATES **5%**

INTELLIGENCE **15**

MAX. SPELLS **N/A**

PERCENT KNOWN **N/A**

BONUS LANGUAGES **+3**

WISDOM **10**

SPELL ADJ. **N/A**

SAVE BONUS **+0**

DEXTERITY **16**

REACTION BONUS **+1**

DEFENSE BONUS **-2**

CONSTITUTION **15**

HIT DIE ADJ. **+1**

SYSTEM SHOCK RESURRECTION **91% / 94%**

CHARISMA **13**

REACTION ADJ. **+5%**

HIT DICE **1d10/2 + 1d4/2**

HIT POINTS **17**

MOVEMENT BASE **120**

ARMOR TYPE **None**

MAGICAL BONUS **+0**

DEXTERITY BONUS **-0**

ARMOR CLASS **4**

WEAPON #1 **+2 Longsword**

DAMAGE **1d8/1d12**

BONUS TO HIT/DAMAGE **+2 / +2**

WEAPON #2 **+1 Hand Axe**

DAMAGE **1d6/1d4**

BONUS TO HIT/DAMAGE **+1 / +1**

WEAPON #3

DAMAGE

BONUS TO HIT/DAMAGE

WEAPON ATTACK CHART

Weapon	AC	10	9	8	7	6	5	4	3	2	1	0	#AT
#1: +2 Longsword		6	7	8	9	10	11	12	13	14	15	16	1
#2: +1 Hand Axe		7	8	9	10	11	12	13	14	15	16	17	1

MAGIC ITEMS

Bracers of AC 6

+2 Longsword

+1 Hand Axe (returning)

Ring of the Emerald House

EQUIPMENT CARRIED

General Adventuring Gear

SPELLS

Flare

Chasm Walk

Stone Shift

NOTES

SAVING THROWS

Paralyzation

Poison / Death 13

Petrification

Polymorph 13

Rod/Staff/Wand 11

Breath Weapon 15

Spell

12

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Amidst the horrific carnage, Eruptor, the red dragon, lay dead. The race to recover the dragon's treasure was on and a group of heroes penetrated the lair only to find most of the treasure already stolen. A group of crag gnomes fled into the deep, loaded with a dragon's horde, as the adventurers, battered from their ordeal, fled the trap-filled lair. As the PCs camped and recovered, a rush of wind extinguished their fire. Before it could be relit, a flame streamed from the darkness and the fire pit blazed with light. In its glow, the red dragon, Eruptor, growled and spoke. His message is simple: find his treasure or die trying. The adventurers must pursue the crag gnomes into the deep chasms to their underground world.

Felhorde is a First Edition game adventure for six to eight characters of 3rd to 4th level.

This module requires the use of the First Edition game rules.

