

Advanced  
**Dungeons & Dragons**

# GREYHAWK<sup>®</sup>

ADVENTURE

## RETURN OF THE EIGHT



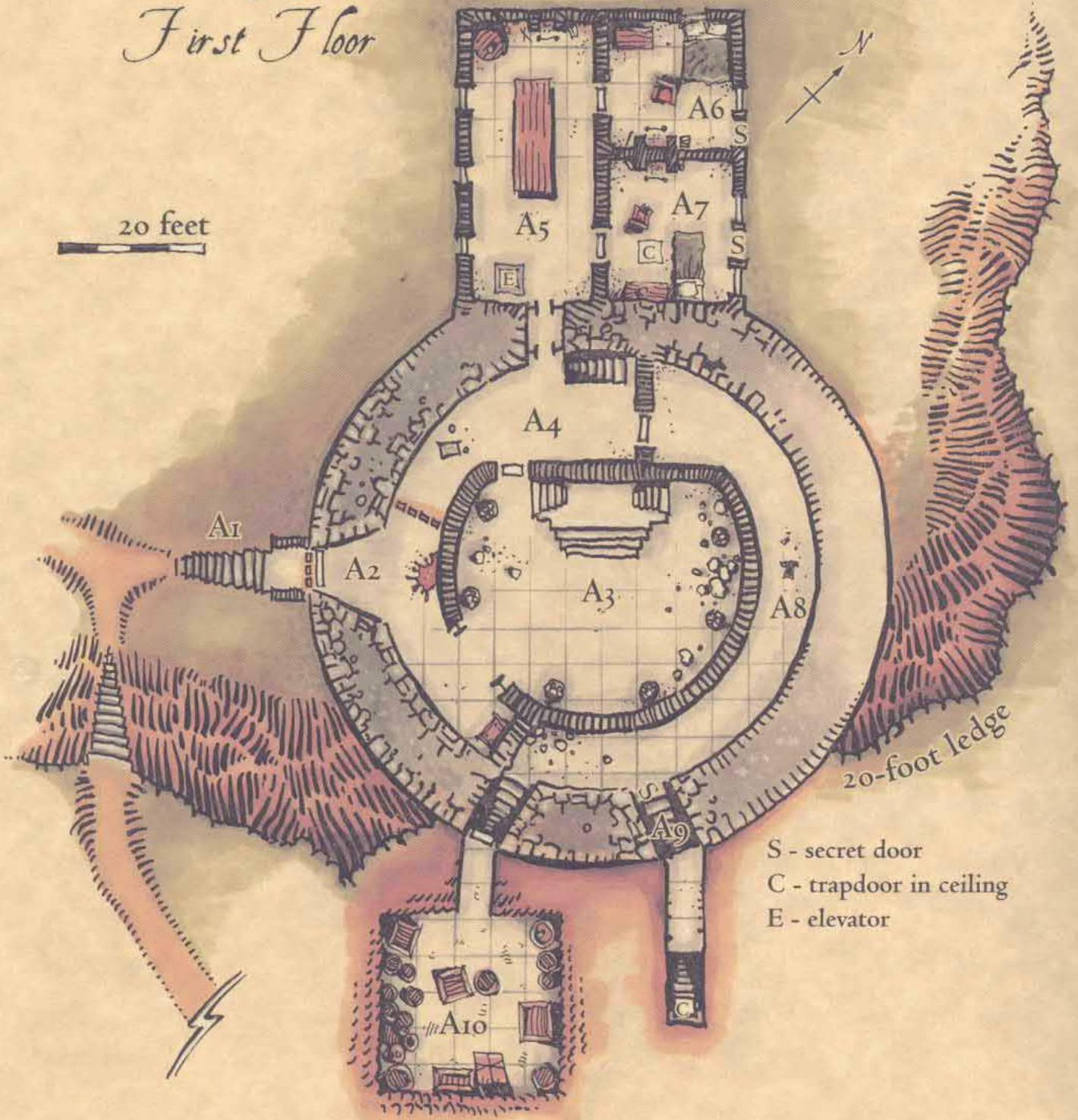
TSR

By  
Roger  
Moore



# Jallarzi's Tower

First Floor



# Advanced Dungeons & Dragons

## GREYHAWK

ADVENTURE

# The Return of the Eight



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This adventure is dedicated to Harold Johnson, who put up with a lot from me. It is also dedicated to everyone who has contributed comments to the online discussions of the WORLD OF GREYHAWK® campaign, on America Online and elsewhere. Enjoy!

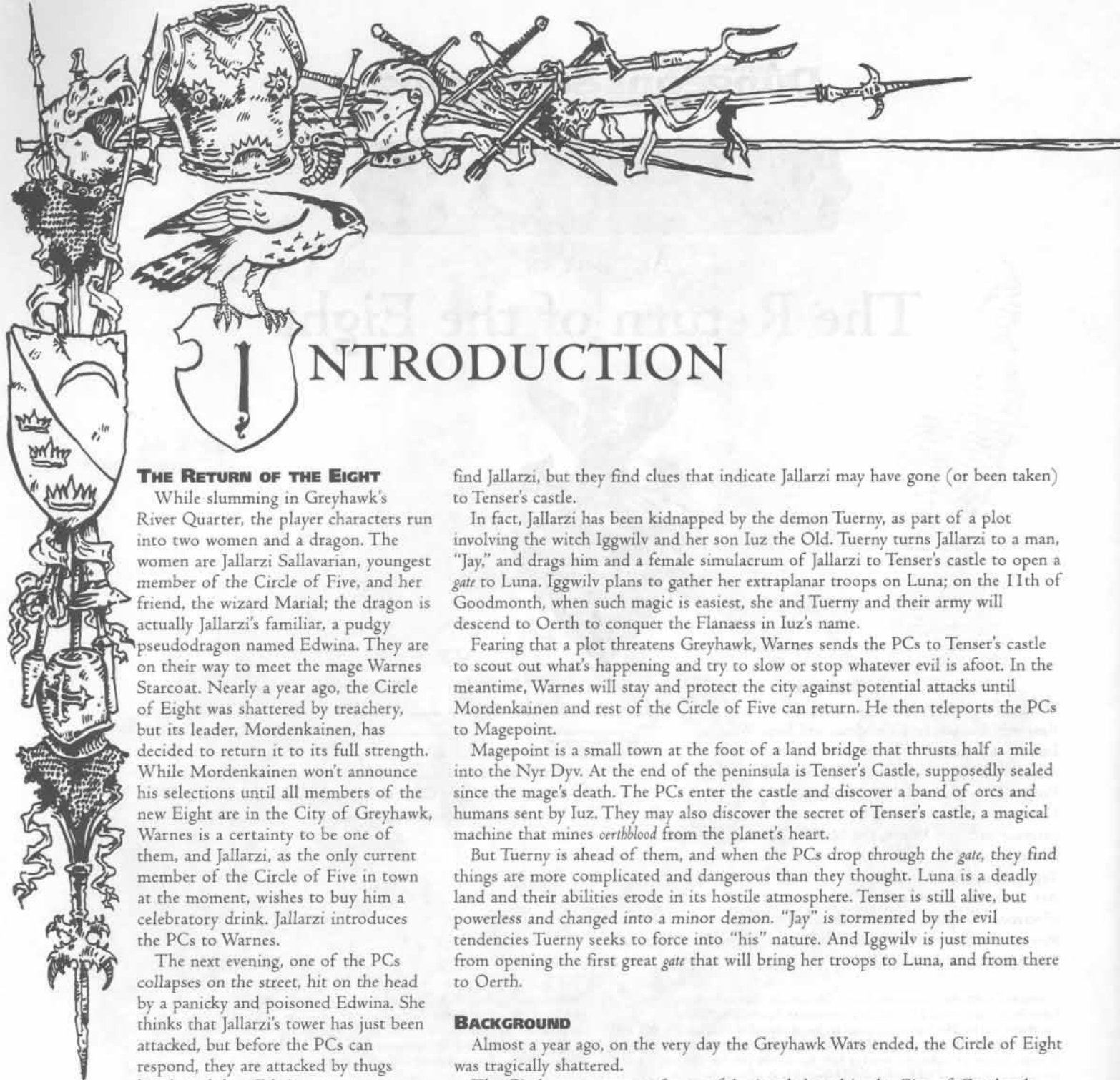
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# INTRODUCTION

## THE RETURN OF THE EIGHT

While slumming in Greyhawk's River Quarter, the player characters run into two women and a dragon. The women are Jallarzi Sallavarian, youngest member of the Circle of Five, and her friend, the wizard Marial; the dragon is actually Jallarzi's familiar, a pudgy pseudodragon named Edwina. They are on their way to meet the mage Warnes Starcoat. Nearly a year ago, the Circle of Eight was shattered by treachery, but its leader, Mordenkainen, has decided to return it to its full strength. While Mordenkainen won't announce his selections until all members of the new Eight are in the City of Greyhawk, Warnes is a certainty to be one of them, and Jallarzi, as the only current member of the Circle of Five in town at the moment, wishes to buy him a celebratory drink. Jallarzi introduces the PCs to Warnes.

The next evening, one of the PCs collapses on the street, hit on the head by a panicky and poisoned Edwina. She thinks that Jallarzi's tower has just been attacked, but before the PCs can respond, they are attacked by thugs hired to abduct Edwina.

The PCs and Warnes Starcoat arrive at Jallarzi's tower simultaneously, to discover Marial on the lawn outside, her mind destroyed by a *feeblemind* spell. A wall suddenly opens and Jallarzi (actually a simulacrum) steps out and blasts Warnes with *flame arrows* before slipping back inside — apparently yet another act of treachery within the Circle. Inside the tower, the PCs don't

find Jallarzi, but they find clues that indicate Jallarzi may have gone (or been taken) to Tenser's castle.

In fact, Jallarzi has been kidnapped by the demon Tuerny, as part of a plot involving the witch Iggwilv and her son Iuz the Old. Tuerny turns Jallarzi to a man, "Jay," and drags him and a female simulacrum of Jallarzi to Tenser's castle to open a *gate* to Luna. Iggwilv plans to gather her extraplanar troops on Luna; on the 11th of Goodmonth, when such magic is easiest, she and Tuerny and their army will descend to Oerth to conquer the Flanaess in Iuz's name.

Fearing that a plot threatens Greyhawk, Warnes sends the PCs to Tenser's castle to scout out what's happening and try to slow or stop whatever evil is afoot. In the meantime, Warnes will stay and protect the city against potential attacks until Mordenkainen and rest of the Circle of Five can return. He then teleports the PCs to Magepoint.

Magepoint is a small town at the foot of a land bridge that thrusts half a mile into the Nyr Dyv. At the end of the peninsula is Tenser's Castle, supposedly sealed since the mage's death. The PCs enter the castle and discover a band of orcs and humans sent by Iuz. They may also discover the secret of Tenser's castle, a magical machine that mines *oerthblood* from the planet's heart.

But Tuerny is ahead of them, and when the PCs drop through the *gate*, they find things are more complicated and dangerous than they thought. Luna is a deadly land and their abilities erode in its hostile atmosphere. Tenser is still alive, but powerless and changed into a minor demon. "Jay" is tormented by the evil tendencies Tuerny seeks to force into "his" nature. And Iggwilv is just minutes from opening the first great *gate* that will bring her troops to Luna, and from there to Oerth.


## BACKGROUND

Almost a year ago, on the very day the Greyhawk Wars ended, the Circle of Eight was tragically shattered.

The Circle was a group of powerful wizards based in the City of Greyhawk and led by Mordenkainen. Powerful and political, they restrained the constant plotting and the disastrous wars and attempts at empire-building that chronically plagued the Flanaess. During the Greyhawk Wars, their attention focused on three major threats: Iuz the Old's growing empire; mad Ivid V the Undying and the military might of his Great Kingdom; and the subtler treacheries of the mysterious Scarlet Brotherhood.

The treaty to end the war was to be ratified in the Grand Hall of Greyhawk, but brief moments before the signing ceremony, an explosion destroyed the area, killing two Circle members, Otiluke and Tenser. Nothing was left of their bodies to allow revival by *clone*, *resurrection* or any other spell. The assassin was, incredibly, another





member of the Circle, Rary of Ket. The treachery left the Eight (now Five: Bigby, Drawmij, Jallarzi Sallavarian, Nystul and Otto) reeling.

Simultaneously, Rary's ally Robilar entered Tenser's castle (four days' travel away) and initiated an attack. When the battle ended, Tenser's forces were slain, his castle was looted and all Tenser's cloning materials were destroyed.

Mordenkainen's divination revealed that Tenser was truly dead and could not be resurrected by any means. Tenser had left a will with the Guild of Lawyers and Scribes in Greyhawk naming Jallarzi Sallavarian executrix of his estate. When Tenser's will was read, Jallarzi was given a magical bronze key granting access to Tenser's castle and a large dark-blue book.

The upper levels of the castle were examined one last time by the Circle of Five and Tenser's friends. Its remaining valuables were removed and it was locked by Jallarzi. The surviving staff left the castle; many relocated to Magepoint. Since then, the castle has been largely left alone.

Instructions from the blue book have brought Jallarzi to the castle five times since its closing. She does not understand the purpose of the instructions, some of which seem bizarre; nonetheless she carries them out in full. Jallarzi wonders if her actions are connected to the new rumblings and other noises coming from the castle. She fears the castle is taking on an eerie life of its own. She believes that she has unknowingly activated a large magical device or engine deep beneath the castle, though actual purpose of such a device is quite beyond her.

Jallarzi says nothing but she worries.



Though Rary thought he destroyed every clone of Tenser, he missed one. After a close call some years before, Tenser set up a hidden laboratory. Manned by magical servants, the laboratory would be triggered only

by Tenser's death if no other cloning efforts were begun within a set period of time. He laid such protections on this hideaway that no one, friend or enemy, can detect its existence.

Tenser is dead but his clone lives, activated in a secret laboratory a very long way from home. Unfortunately, the clone has run into an old enemy. . . .

### DUNGEON MASTER'S NOTES

This AD&D® GREYHAWK® adventure is for a party of 4 to 8 player characters of levels 6 to 12. One or more player characters should be lawful good, to bypass some traps and encounters with minimal harm. Rangers and paladins will do well, as will fighters with weapon specializations and useful proficiencies. Wizards and priests are needed, particularly those with a wide range of combat, information gathering and stealth-type spells.

To work them into the fabric of the adventure, campaign-appropriate connections can be offered to deserving PCs. A local good-aligned wizard PC could be a student of Jallarzi's. One or more of the PCs could have some loose connection with other wizards of the Circle of Five, or the mages who will become part of the new Eight.

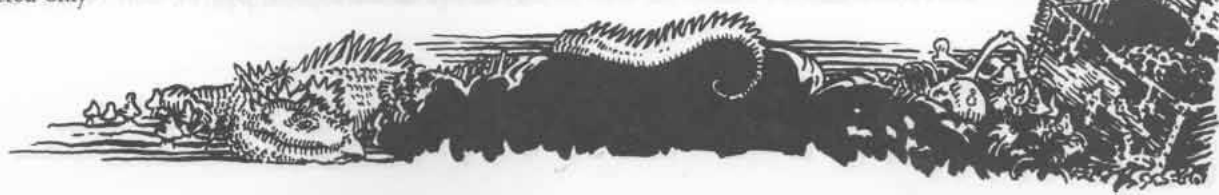
Demihumans hail from many areas near the City of Greyhawk. Three dwarven strongholds lie within a few days' march (Greysmere, Karakast and Dumadan) and one large gnomish community and mining complex lies to the northeast (Grossettrottell). The halfling town of Elmshire is on the shore of the Nyr Dyv to the northeast. Elves from many regions of the Flanaess pass through the City of Greyhawk, especially from the Kingdom of Celene and the Gnarley Forest to the west.

Boldfaced text can be read verbatim if desired, or can be altered. Players should not be told that the final act takes place on Luna, or that Luna is where Tenser's clone is.



If this adventure is used as part of a Greyhawk campaign set after the Greyhawk Wars, it should ideally take place during the second week of Goodmonth (the eighth month) of the year 585 CY, running from the 9th to the 11th days. It is high summer; days are hot and nights warm, with rainfall every second or third day. Winds are mild and easterly. The skies are clear one day in three, partly cloudy or overcast otherwise. Both moons of Greyhawk's world, Oerth, are fading crescents, heading for the "Dark Night" of Goodmonth 11 when both moons are new. The PCs should find themselves at Tenser's castle before Dark Night; if they arrive too late, events may be difficult or impossible to undo.

If set after 585 CY, the DM must consider changes to this adventure, depending on the circumstances of the DM's current campaign. The Circle of Five may have already been expanded. The event that triggers the growth of Tenser's clone should be altered, as should the nature and timing of the plans hatched by Iuz and his allies. If Tenser's castle has already been explored and mapped, the version of the castle given here can be renamed and moved to an inland location, with appropriate alterations.







## ACT ONE

### DAMSELS IN DISTRESS

The adventure begins near the wharves in the City of Greyhawk, in the evening hours of the 9th of Goodmonth. If this is a new group, this may happen shortly after the PCs assemble for the first time; if part of an ongoing campaign, this may take place shortly after the party's return from another adventure.

*The streets in the River Quarter are narrow and grimy, thick with the smells of river water and wet dirt from recent rains, heavy with pollens blown in from fields outside town and the stink of a large population living and sweating in close proximity. It's high summer and the streets are crowded with people — dockworkers and boatfolk, urchins and ruffians, bored city guards and ordinary townspeople — all hoping to cool off after the hot day.*

*As you travel down a narrow street away from the crowds, you hear a woman scream in surprise. The sound comes from a gap between two buildings; when you look into that alley, you see movements and the gleam of light on steel. Several thugs have surrounded two women. One woman is an extremely pretty redhead; the other is an old lady dressed in red velvet. They appear unarmed and defenseless.*

**Ruffians** hm T4(×2), T3, T2 (4): AC 7 (×2), 8, 9; MV 12; hp 18 (×2), 17, 9; THAC0 18 (×2), 20 (×2); #AT 1; Dmg by weapon; SA nil; SD nil; MR standard; SZ M (5'-6'); AL LE.

**Weapons/equipment:** short sword.

If the PCs race into the fray, one of the ruffians whistles and another 10 appear on rooftops and from behind piles of refuse. The old woman raises her hand. "Wait," she says imperiously, and amazingly the ruffians disengage and do exactly that. "These thugs," she says to the ruffians, pointing to the PCs, "plan to do you harm. I think you should report them at the nearest Watch House. I'll write a note to the Watch. You will take it." They wait patiently until she writes the brief note and sends them packing.

If the PCs try to fight the ruffians after the old woman has begun her *mass suggestion* spell, the redhead smiles and says, "Relax, it's under control." If anyone reads the note given to the ruffians, it says, "Gentlemen: these individuals tried to attack me in the small alley behind the Dogtail Inn. Please see they are charged and jailed. Yours, Jallarzi Sallavarian."

*Once the attackers are gone, the old woman removes a hat of disguise to reveal an beautiful woman dressed in noblewoman's silks and red-leather bracers, with laughing blue eyes and thick gold hair coiling in ringlets.*

*The redhead smiles and reveals a set of dimples. "You were trying to rescue us! How brave of you all!"*

*"Forgive us," the blonde says. "We didn't mean to get you caught up in our sport. I am Jallarzi Sallavarian and this is my friend Marial."*

*You recognize Jallarzi's name as that of one of the Circle of Five, the powerful mages who seek balance for the Flanaess.*

*"We're sorry," Marial says. "Looking for trouble is sort of a hobby of ours. Actually, we were on our way to the Golden Phoenix."*

*"Would you like to accompany us?" Jallarzi asks. "We're meeting Warnes Starcoat, and perhaps we could buy you drinks, as well."*

**Jallarzi Sallavarian, hf M14:** AC -4 (Dex bonus, bracers of defense AC2, ring of protection +2); MV12; hp38; THAC0 16/14; #AT 1; Dmg 1d6 + or better (staff of striking); SA spells; SD spells, pseudodragon familiar; MR standard; Str 10, Dex 18, Con 9, Int 18, Wis 17, Cha 17; SZ M (5' 7"); ML 18; AL NG.

**Spells (5/5/5/4/4/2/1):** See page 57 for Jallarzi's traveling spellbook.

**Special equipment:** bracers of defense AC2, ring of protection +2, staff of striking, arrow of direction, boots of elvenkind, cloak of elvenkind, hat of disguise, rope of climbing, ring of feather falling, wand of fear, wand of illusion, wand of magic missiles, wand of metal and mineral detection and wand of secret door and trap location.

See page 56 for more information on Jallarzi.

**Marial, hf M13:** AC 8 (girdle of protection +2); MV 12; hp 30; THAC0 16; #AT 1 staff or spell; Dmg by weapon type; SA spells, ring of the ram; SD spells; MR standard; Str 7, Dex 14, Con 14, Int 15, Wis 14, Cha 11; SZ M



(5' 7"); ML 17; AL CG.

**Spells:** 5/5/5/4/4/2: armor, detect magic, feather fall, sleep, taunt, wall of fog, ESP, hypnotic pattern, irritation, ray of enfeeblement, web, dispel magic, fireball (x2), infravision, suggestion, confusion, emotion, fear, shout, advanced illusion, feeblemind, sending, teleport, disintegrate and globe of invulnerability.

**Special equipment:** girdle of protection +2, ring of jumping, shoes of silence (a minor item that ensures her footsteps cannot be heard) and ring of the ram with 45 charges.

**Special abilities:** Pick locks (28% chance).

**Proficiencies:** disguise, information gathering (as per *The Complete Thief's Handbook*, page 18), local history (City of Greyhawk x3), modern languages (Common, Suloise, Old Oeridian, wererat, Rhennee cant), observation (as per *The Complete Thief's Handbook*, page 19), spellcraft, trailing (as per *The Complete Thief's Handbook*, page 19).

**Source:** WGA4 *Vecna Lives!*, page 92.

The pseudodragon on the table is Edwina, Jallarzi's familiar. Edwina likes to stuff herself at Greyhawk's finest restaurants and taverns and often does so alone. Sometimes stuporous from overindulgence, she is carried home by the innkeepers, who collect payment for her lavish meals from an amused Jallarzi. Edwina knew Jallarzi was coming here and arrived early, looking forward to the inn's famous desserts.

**Edwina (pseudodragon):** AC 2; MV 6, Fl 24 (B); HD 2; hp 15; THACO 19; #AT 1; Dmg 1d3 (tail sting); SA +4 to attack rolls with poisoned tail stinger (save or become cataleptic for 1d6 days, with 25% chance of death); SD chameleon power allows 80% chance to hide in forested terrain, can see invisible objects, 60-foot infravision; MR 35% (can transfer this to any one person touched); SZ T (18" long, 24" tail); ML 15; AL N (NG).

**Warnes Starcoat, hm M20:** AC -4 (Dex bonus, bracers of defense AC 3; boots of striding and springing, cloak of displacement), -7 vs. slashing weapons (gold-starred girdle of Urnst); MV 12; hp 54; THACO 14; #AT 1 weapon or spell; Dmg by weapon type; SA/SD spells, magic items; MR standard; Str 14, Dex 18, Con 15, Int 20, Wis 17, Cha 17; SZ M (6' 1"); ML 17; AL N.

**Spells (5/5/5/5/5/4/3/3/2):** Any spells in the PHB except *animate dead* are available to Warnes.

See page 58 for details on Warnes.

Jallarzi introduces the stranger as Warnes Starcoat. He is middle-aged, tall and slim, dressed in fashionable garb. Any local PCs and most visiting wizards recognize his name as that of a powerful local mage. He nods silently at the PCs and raises no objections when Jallarzi invites them to sit down and orders drinks for the table, "in celebration of the Return of the Eight," as she says to Warnes: "and to your presence in the Eight."

You've heard rumors about the "Return of the Eight." There is talk in the city that Mordenkainen, leader of the Circle of Five, wants to add three members to the Circle to replace Tenser, Otiluke and Rary. It's no surprise to hear that Warnes will be one of the new Circle of Eight, but the announcement of his nomination (and that of the two other members, whoever they are) waits only until Mordenkainen and the rest of the Five return to Greyhawk from their various estates.

As Marial tries to teach Edwina to balance a piece of pastry on her nose, Jallarzi congratulates Warnes again.

Warnes cuts her words short. "Thank you," he says, "but we both know you didn't want me in the Eight."

Jallarzi blushes. "I set this up to make peace with you, Warnes. I didn't want you, that's true. I thought — I still think — that Kieran would be a better candidate."

You recognize the name: everyone in Greyhawk knows Kieran Jalucian is the Master of the Guild of Wizardry — and, rumor has it, Jallarzi's sweetheart.

Warnes snorts. "Mordenkainen chose me, not him."

"I know," Jallarzi says. "And I also know that we will need to be able to work together."

The party is awkward and breaks up early. Warnes nods again at the PCs and leaves. Jallarzi and Marial thank the heroes one more time for "saving" them. They pick up the snoring Edwina and leave the Golden Phoenix.

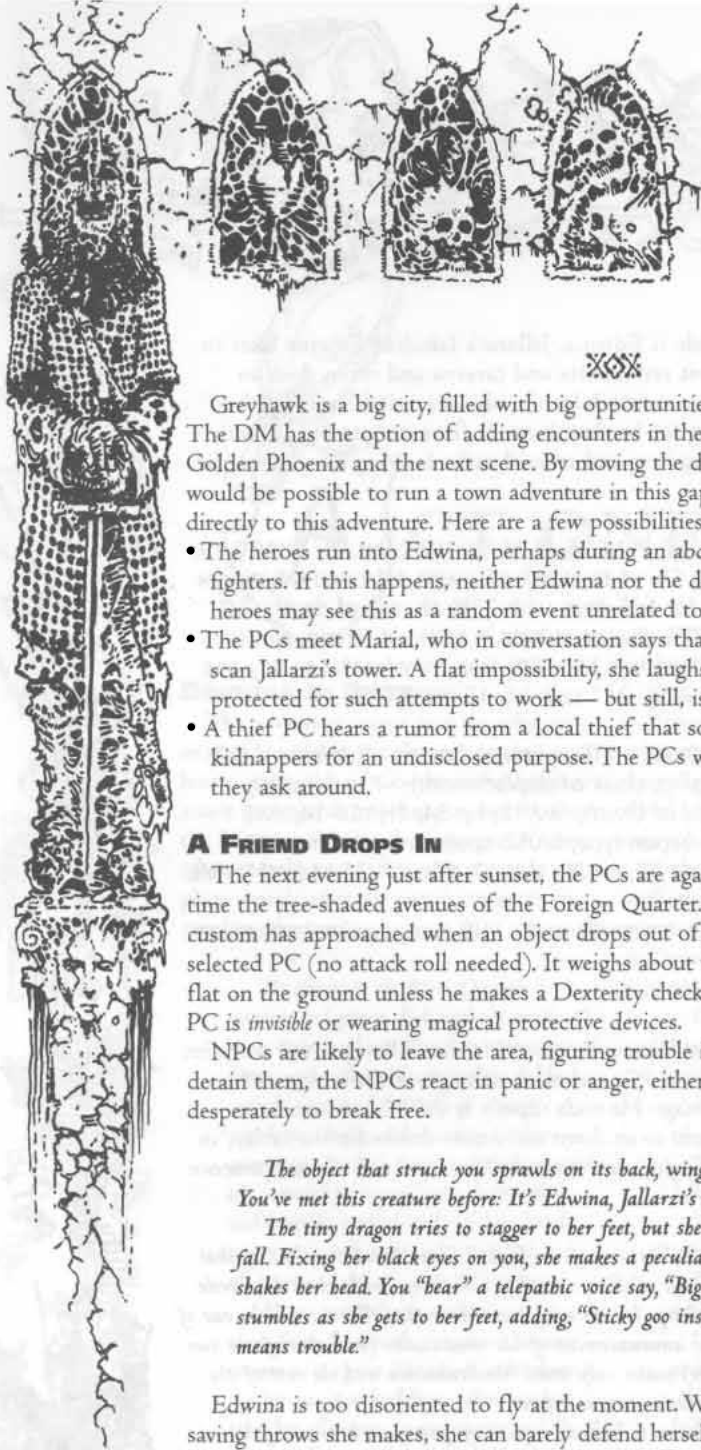
## THE GOLDEN PHOENIX

The Golden Phoenix has everything that makes the inns of Greyhawk the best on Oerth. The taproom is large, crowded with well-dressed merry-makers. Windows open onto the inn's beer garden, letting in the scent of flowers to mingle with the heady smell of bops and wine.

A cluster of patrons, many of them students from nearby Grey College, have gathered near the center of the room where a man sits alone at a bronzed wood table. All eyes are on a tiny, rather pudgy red dragon sitting on the table, squeaking blissfully and gobbling down chunks of gluey pastry nearly as large as its head.

"Edwina!" Jallarzi exclaims. Hearing her voice, the man at the table stands and bows. Sensing that the show is over, the crowd dissolves.





Greyhawk is a big city, filled with big opportunities for mayhem and excitement. The DM has the option of adding encounters in the day between the meeting at the Golden Phoenix and the next scene. By moving the date of the first meeting forward, it would be possible to run a town adventure in this gap. Other encounters could tie in directly to this adventure. Here are a few possibilities:

- The heroes run into Edwina, perhaps during an abduction attempt by a few low-level fighters. If this happens, neither Edwina nor the dragonnappers have any leads. The heroes may see this as a random event unrelated to the larger adventure.
- The PCs meet Marial, who in conversation says that someone was trying to magically scan Jallarzi's tower. A flat impossibility, she laughs — Jallarzi's tower is too well protected for such attempts to work — but still, isn't that strange?
- A thief PC hears a rumor from a local thief that someone is trying to hire kidnapers for an undisclosed purpose. The PCs won't be able to learn more, even if they ask around.

### A FRIEND DROPS IN

The next evening just after sunset, the PCs are again strolling through the city, this time the tree-shaded avenues of the Foreign Quarter. A fortune-teller looking for custom has approached when an object drops out of the sky, crashing into a randomly selected PC (no attack roll needed). It weighs about ten pounds and knocks the PC flat on the ground unless he makes a Dexterity check on 4d6. This happens even if the PC is *invisible* or wearing magical protective devices.

NPCs are likely to leave the area, figuring trouble is starting. If the PCs attempt to detain them, the NPCs react in panic or anger, either begging for mercy or fighting desperately to break free.

*The object that struck you sprawls on its back, wings splayed and pudgy legs waving feebly. You've met this creature before: It's Edwina, Jallarzi's pseudodragon familiar.*

*The tiny dragon tries to stagger to her feet, but she appears dazed, perhaps stunned by the fall. Fixing her black eyes on you, she makes a peculiar trilling sound — then blinks and shakes her head. You "bear" a telepathic voice say, "Big scary lots, jumping at me!" She stumbles as she gets to her feet, adding, "Sticky goo inside my head from sugar muffins means trouble."*

Edwina is too disoriented to fly at the moment. With a -2 on all attack rolls and saving throws she makes, she can barely defend herself if attacked. She won't use her poison sting unless attacked and injured; then she lashes out at everyone in reach for 3 rounds before lapsing into a coma for several hours. If not attacked, she continues to ramble on *telepathically* about some undefined attack, as well as sugar muffins, glazed rolls, pork rinds and other extremely fatty or sweet foods. If anyone touches or talks to her, Edwina says, "Scared from Jallarzi! Things are not good, darn pork rinds got me drunk or what."

Edwina has difficulty conveying her thoughts clearly, but if questioned carefully and patiently, some *telepathic* news is gained. Edwina fears that something she has recently eaten is poisoned or drugged. She was just at the Golden Phoenix. The halfling chef who usually stuffed her with tidbits was gone, but he left a plate of sweets in the kitchen for her and she was halfway through them when she became ill. Just then Jallarzi sent a *telepathic* message that her tower was under attack. As Edwina left the inn, some "bad men" tried to catch her. While she can't recall their appearance, she remembers their smells. Dizzy and confused, she escaped and flew off in the wrong

direction. Recognizing the PCs as she passed overhead, she descended to get help but lost control and fell.

A *neutralize poison* spell causes Edwina to become fully alert. She also becomes agitated and fearful, saying she cannot detect Jallarzi's thoughts. Edwina does not know the nature of the threat Jallarzi tried to warn her about, only that it was some kind of attack on the tower. If the party does not offer to help, she flies home alone; if asked, she eagerly guides the PCs there.

A few rounds after Edwina's fall, a group of running humans bursts around a corner a block away. Dressed in dark, expensive clothing, they appear at first glance to be nobles. They spot the PCs (and Edwina) and immediately approach, swords drawn. Edwina recognizes their scent and snarls: they are the "big scary lots" that were jumping at her.

Their leader is Zoran Sarraith, a 43-year-old Rhennee lord working as Iuz's main Rhennee agent. Though his people do not like the alliance with Iuz that he proposes, many who complained have suffered horrible "accidents," and everyone now lives in terror of Zoran.

**Zoran Sarraith, hm, F10/T12:** AC -1 (Dex bonus, leather armor +2, golden earrings of protection +2); MV 12; hp 77; THACO 11; #AT 3/2; Dmg by weapon type; SA backstab; SD nil; MR standard; Str 17, Dex 17, Con 16, Int 10, Wis 14, Cha 14; SZ M (5' 7"); ML 15; AL NE.

**Weapons:** short sword +1, dagger +2. Zoran fights with two weapons at once, with no penalties to his attack rolls.

**Equipment:** leather armor +2, golden earrings of protection +2 and boots of speed.

If his fighters are obviously in trouble, Zoran tries to escape and return to the Nyr Dyv island of Admundfort, where his forces are based.

**Source:** *City of Greyhawk* boxed set, *Greyhawk: Folk, Feuds, and*



Factions, pages 48–49; From the Ashes boxed set, Campaign Book, page 11.

**Rhennee bodyguards, hm, F4/T5 (3):** AC 8 (leather); MV 12; hp 25 each; THACO 18; #AT 1; Dmg broad sword; SA backstab; SD nil; MR standard; SZ M (5'–6'); ML 12; AL NE. If they see Zoran slain, they flee instantly for the River Quarter.

**Vocanner, hm, W6:** AC 7 (Dex bonus); MV 12; hp 15; THACO 19; #AT 1; Dmg dagger; SA/SD spells; MR standard; SZ M (5' 11"); ML 15; AL NE.

**Spells (4/2/2):** charm person, detect magic, protection from good (cast), magic missile, fog cloud, web, infravision (cast), slow. Vocanner was hired by Zoran.

**River Quarter thugs, hm, F8, F7, F6 (×2) (4):** AC 8 (leather); MV 12; hp 50, 43, 35 (x2); THACO 13/14/15 (x2); #AT 3/2 or 1; Dmg long sword; SA/SD nil; MR standard; SZ M (5'–6'); ML 14; AL NE–CE.

These men wear leather armor under their noblemen's clothes. They fight until Vocanner is slain, then run.

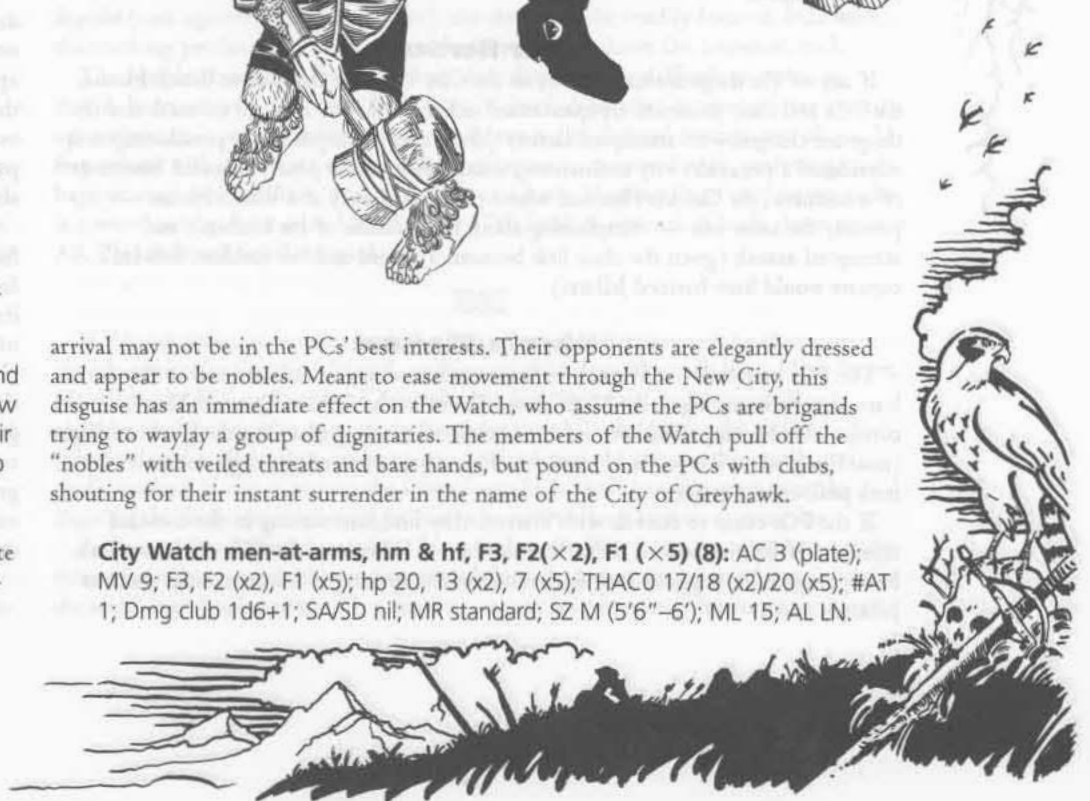
**Half-orc fighter/thieves (3):** AC 8 (leather); MV 12; F3/T4; hp 20 each; THACO 19; #AT 1; Dmg scimitar; SA backstab; SD nil; MR standard; SZ M (6'); ML 12; AL LE. These half-orcs are friends and stick up for each other in any situation. If one or more is slain and the rest captured, the survivors vow to kill the person(s) who killed their friend. They may even ask for help from relatives in the Pomarj.

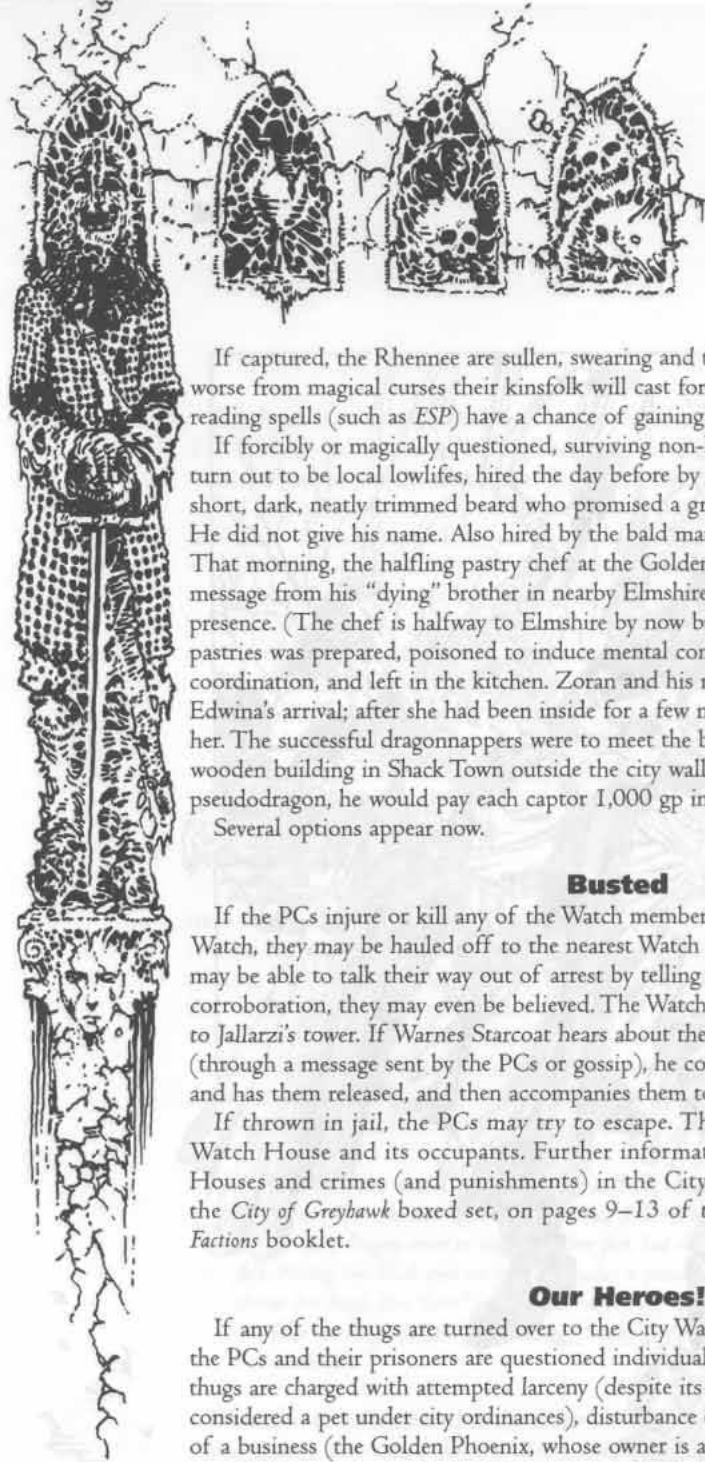
Drawn by the inevitable noise, an elite patrol of the City Watch arrives in 2d4 rounds. Unfortunately, the Watch's



arrival may not be in the PCs' best interests. Their opponents are elegantly dressed and appear to be nobles. Meant to ease movement through the New City, this disguise has an immediate effect on the Watch, who assume the PCs are brigands trying to waylay a group of dignitaries. The members of the Watch pull off the "nobles" with veiled threats and bare hands, but pound on the PCs with clubs, shouting for their instant surrender in the name of the City of Greyhawk.

**City Watch men-at-arms, hm & hf, F3, F2(×2), F1 (×5) (8):** AC 3 (plate); MV 9; F3, F2 (x2), F1 (x5); hp 20, 13 (x2), 7 (x5); THACO 17/18 (x2)/20 (x5); #AT 1; Dmg club 1d6+1; SA/SD nil; MR standard; SZ M (5'6"–6'); ML 15; AL LN.





If captured, the Rhennee are sullen, swearing and threatening the PCs with death or worse from magical curses their kinsfolk will cast for them. Only *charms* or mind-reading spells (such as *ESP*) have a chance of gaining more information.

If forcibly or magically questioned, surviving non-Rhennee fighters and half-orcs turn out to be local lowlifes, hired the day before by a well-dressed bald man with a short, dark, neatly trimmed beard who promised a great reward for Edwina's capture. He did not give his name. Also hired by the bald man, Zoran planned the whole thing. That morning, the halfling pastry chef at the Golden Phoenix inn was given a forged message from his "dying" brother in nearby Elmshire, requesting his immediate presence. (The chef is halfway to Elmshire by now but his brother is fine.) A batch of pastries was prepared, poisoned to induce mental confusion and ruin motor coordination, and left in the kitchen. Zoran and his men waited near the inn for Edwina's arrival; after she had been inside for a few minutes they charged in to catch her. The successful dragonnappers were to meet the bearded man at a small gray wooden building in Shack Town outside the city walls. In exchange for the pseudodragon, he would pay each captor 1,000 gp in gems. The men know little else. Several options appear now.

### Busted

If the PCs injure or kill any of the Watch members and are overwhelmed by the Watch, they may be hauled off to the nearest Watch House to be charged. The PCs may be able to talk their way out of arrest by telling their story; with Edwina's corroboration, they may even be believed. The Watch will not accompany released PCs to Jallarzi's tower. If Warnes Starcoat hears about their arrest or Edwina's circumstances (through a message sent by the PCs or gossip), he comes down to the Watch House and has them released, and then accompanies them to Jallarzi's tower.

If thrown in jail, the PCs may try to escape. The DM can invent details for the Watch House and its occupants. Further information on the City Watch, Watch Houses and crimes (and punishments) in the City of Greyhawk can be found in the *City of Greyhawk* boxed set, on pages 9–13 of the *Greyhawk: Folk, Feuds, and Factions* booklet.

### Our Heroes!

If any of the thugs are turned over to the City Watch at the nearest Watch House, the PCs and their prisoners are questioned individually. The PCs are released, and the thugs are charged with attempted larceny (despite its intelligence, the pseudodragon is considered a pet under city ordinances), disturbance of the peace, unlawful hindrance of a business (the Golden Phoenix, whose owner is already at a Watch House — possibly the same one — complaining about the invasion of his kitchen), and attempted assault (given the close link between a wizard and her familiar, Edwina's capture would have harmed Jallarzi).

### Warnes Starcoat

The PCs may seek out Warnes for information, advice or assistance. It is easy to learn that he is staying at the High Tower Tavern in the Garden Quarter. This comfortable but unpretentious inn is a traditional meeting place for the Circle of Eight (now Five); when Warnes is in town, he often stays in one of the three rooms in the inn's peak-roofed tower.

If the PCs come to consult with Warnes, they find him reading in the crowded taproom. If Edwina is with them, he cures her; if Edwina or the PCs tell him what's been going on, he suggests they find out what's happening and accompanies them to Jallarzi's tower.

### Shack Town Shakedown

The PCs may choose to check out the gray wood building where the thugs were told to deliver Edwina.

*Shack Town is a slum area just beyond Greyhawk's northwest walls. The buildings here are small and poorly made, often near a state of collapse. Any building with structural integrity has acquired a clutter of lean-tos clinging like barnacles to its walls. Stray dogs nose through trampled garbage ground into the dirt streets. The people are filthy, poorly dressed but well armed and wary of strangers.*

*The address the Rhennee gave is at the high end of a long, dusty footpath leading up from Shack Town's "heart."*

No one in Shack Town says anything about the hovel unless bribed with at least 1 sp; information then flows swiftly. A bald man with a short dark beard and rust-red robes bought the shack the day before from the fisherman who lived there for 10 gp. The fisherman is in the city now, getting extremely drunk on his newfound wealth. The bearded man went inside the shack and closed the door. Nothing has been seen of him since. Several people claim to have approached the shack, but they reported that an irrational feeling of dread overwhelmed them, causing them to panic and bolt. No one goes near the shack now.

If the PCs climb up the path, they find a one-story shanty about fifteen feet square, a short distance away from its nearest neighbors, near the first trees of the woods that stretch north of Greyhawk. The building is so weathered that the rotting wood has turned silver-gray. One wall is buckling and the roof on that side dips down nearly to the ground. The structure has no windows, only a door that stands slightly ajar. It is dark inside the building.

*The only furniture is a single rickety wooden table. On the table is a small*



*brass pan filled with unlit charcoal and wood shavings. Standing behind the table is the man you've been seeking: bald and bearded, in rust-red robes. He is well over six feet tall but his shoulders are stooped. His huge hands have hairy knuckles. Two cloth sacks, one large, one small, are tied to his plain rope belt. Around his neck is an engraved iron disk on a black chain, half-bidden in his robes. He looks strangely calm.*

This being is a simulacrum created by the 7th-level wizard's spell. PCs who make an Intelligence roll on 1d20 notice that the beard is false, glued to the simulacrum's face to make it look like the man who first hired the thugs. If a *detect magic* or *true seeing* spell is used, the bearded man is revealed as a manlike sculpture of ice, magically preserved from the summer heat.

The evil mage who set this trap designed it to destroy the pseudodragon, her captors and the ice-based simulacrum, eliminating all material evidence of the crime in a bizarre but very thorough manner.

**"Vayne" (simulacrum):** AC 10; MV 12; hp 22; #AT nil; Dmg nil; SA spells; SD nil; MR standard; SZ M (6' 2"); AL CE; XP 3,000. Spells (4/3/2/1): *burning hands* (×2), *magic missile* (×2), *Melf's acid arrow* (×3), *fireball* (×2), *ice storm*.

The original Vayne is a 16th-level chaotic-evil wizard working for luz as a member of the Lesser Boneheart; see WGR5 *luz the Evil*, pages 88–89, for details on him. He was ordered by luz to let a piece of his hair be used to create this simulacrum.

The simulacrum has been given only a few orders:

If anyone enters the shanty, he calls out, "Have you brought me that for which I ask?" If the answer is no, he says, "Then begone until you have completed

your task." If the answer is yes, he says, "Set your parcel on the table, so I may see if it is what I requested."

If Edwina is placed on the table, or if anyone comes around the table toward the simulacrum, he casts *burning hands*, aimed at the brazier on the table. If he cannot cast the spell for some reason, he takes the small pouch from his belt and flings it at the intruders. The cloth pouch disintegrates immediately, filling the hut with *dust of sneezing and choking*. Everyone within 20 feet of the simulacrum, inside and outside the ramshackle shanty (including the simulacrum, who saves on a roll of 10 or better), must save vs. poison or die at once; those who save are disabled by choking for 5d4 rounds. If the simulacrum survives, he tries to cast *burning hands* at the brazier again. If this fails, he attacks every living human and demihuman he sees with his spells, then finds weapons and continues killing humans and demihumans until stopped.

The brazier on the table is a *brazier of sleep smoke*. If triggered by fire, the bowl emits a thick cloud of gray-black smoke that fills the hut and spills outside through cracks for a 10-foot radius around the brazier. Everyone in this cloud must save vs. spells or collapse asleep until awakened by *dispel magic* or *remove curse* spells. At the same moment, an automatic spell summons a hostile and uncontrolled fire elemental to the small shanty. The fire elemental attacks all living creatures, awake or sleep, within 10 feet of the brazier. It remains for 10 rounds, then vanishes.

**Fire elemental:** AC 2; MV 12; HD 12; hp 65; THAC0 9; #AT 1; Dmg 3d8 (fire/heat); SA flammable objects save vs. magical fire or burn; SD +2 or better weapon to hit; MR standard; SZ H (12' tall); ML 20; AL N; XP 6,000.

No matter what sort of chaos is caused by this encounter, no constables or guards from the city come out to investigate. A fire attracts minimal attention from guards on the city walls unless the fire elemental can be seen; then they may summon more guards and magical aid but none of them enter Shack Town until long after the elemental has disappeared.

On the other hand, if the shanty is on fire, neighbors appear at a rate of 1d3 per round until 4 rounds after the fire is out. Since there is no chance of the fire spreading to nearby shelters, they are there only to watch and they stay well away from any battle. If a PC tries to interact with them, the NPCs leave.

The black iron disk that the simulacrum wore around its neck survives the elemental's attack, if this occurs. It shows a stylized man holding a long rod above his head with both arms. The man and rod form a rough T shape. The style of the engraving looks ancient, though the disk is obviously new.

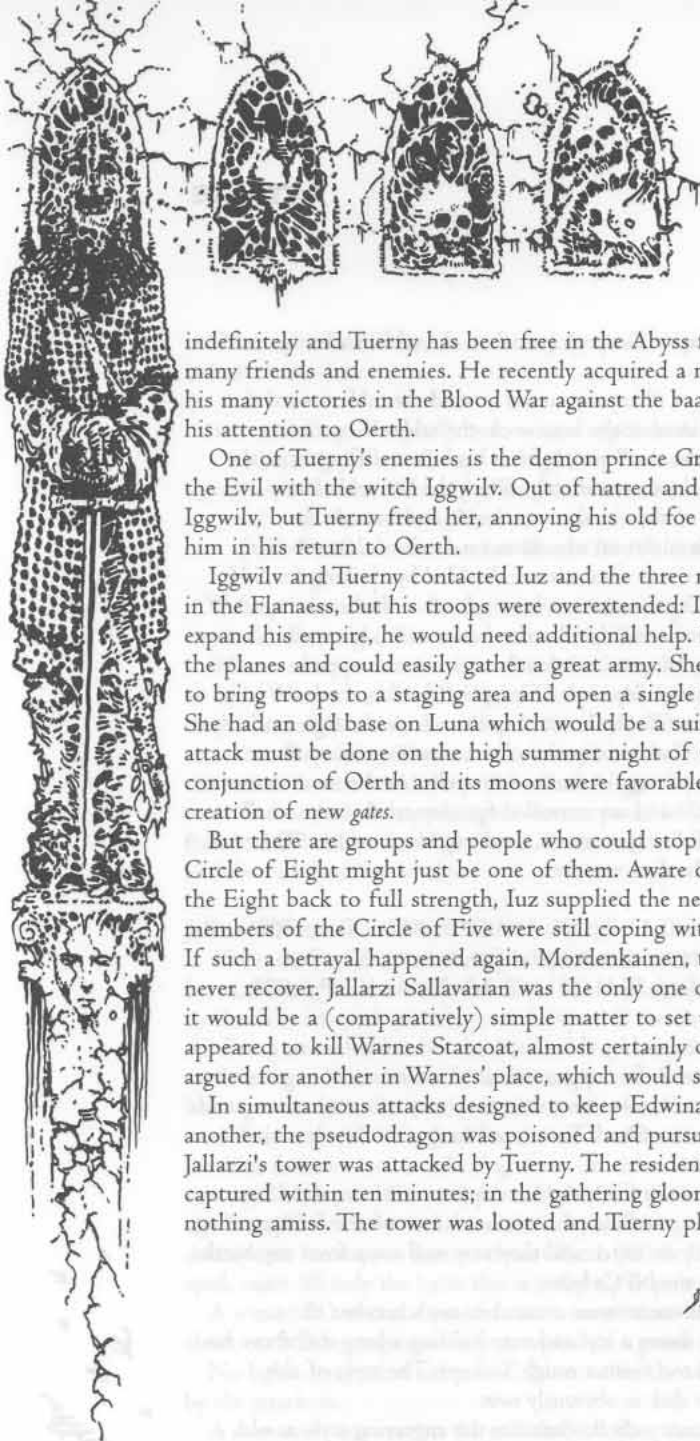
Anyone making a heraldry proficiency check identifies the engraving style as old Oeridian, from the days of the early Kingdom of Aerdy. The specific image shown can be identified on a proficiency check at a penalty of –3 as one once used by Tuerny, an infamous Aerdy wizard-tyrant.

The unsettling thing about this pendant is that it seems to be brand-new, even though Tuerny was born over nine hundred years ago and the symbol has never been adopted by a subsequent individual or organization. Tuerny had captured a demon in the *Iron Flask of Tuerny the Merciless*, but during a battle for which he had released the creature, it turned on him, imprisoned him in the Flask and dragged him to the Abyss. Nothing has been heard of Tuerny since — until now.

### TUERNY THE MERCILESS

Tuerny lives, the bald bearded man behind the events surrounding Jallarzi — but he is more powerful and dangerous than anyone guesses. He is now a demon — a *tanar'ri*. The demon who had trapped him in the *Iron Flask* could not keep him





indefinitely and Tuerny has been free in the Abyss for centuries, where he made many friends and enemies. He recently acquired a new tanar'ri form, a reward for his many victories in the Blood War against the baazetu. Since then he has turned his attention to Oerth.

One of Tuerny's enemies is the demon prince Graz'zt, the fiend who fathered Iuz the Evil with the witch Iggwilv. Out of hatred and spite, Graz'zt had imprisoned Iggwilv, but Tuerny freed her, annoying his old foe and gaining a new tool to aid him in his return to Oerth.

Iggwilv and Tuerny contacted Iuz and the three made plans. Iuz had a foothold in the Flanaess, but his troops were overextended: If he wished to consolidate and expand his empire, he would need additional help. Iggwilv had many contacts across the planes and could easily gather a great army. She could set up a network of *gates* to bring troops to a staging area and open a single large *gate* from there to Oerth. She had an old base on Luna which would be a suitable gathering place. But the attack must be done on the high summer night of Goodmonth II, when the conjunction of Oerth and its moons were favorable for interplanar travel and the creation of new *gates*.

But there are groups and people who could stop this invasion, and a renewed Circle of Eight might just be one of them. Aware of Mordenkainen's plan to bring the Eight back to full strength, Iuz supplied the next piece of the plan. The members of the Circle of Five were still coping with the shock of Rary's treachery. If such a betrayal happened again, Mordenkainen, the Circle and the Flanaess might never recover. Jallarzi Sallavarian was the only one of the Five currently in the city; it would be a (comparatively) simple matter to set up a situation where she appeared to kill Warnes Starcoat, almost certainly one of the new Eight. She had argued for another in Warnes' place, which would support the story.

In simultaneous attacks designed to keep Edwina and Jallarzi from assisting one another, the pseudodragon was poisoned and pursued at the Golden Phoenix and Jallarzi's tower was attacked by Tuerny. The residence's occupants were slain or captured within ten minutes; in the gathering gloom of evening, passersby noticed nothing amiss. The tower was looted and Tuerny planted monsters, spells and false

leads, hoping that those who followed would think it was Jallarzi who'd set such traps. But Tuerny was in a hurry — and he left clues. . . .

## TOWER OF TERROR

The PCs probably end up at Jallarzi's tower. Area descriptions are keyed to the maps of Jallarzi's residence on the inside front and inside back covers of this adventure booklet.

**AI. Exterior: High Street and Paths.** High Street is a 20-foot-wide road of hard-packed sand and dirt, set between the gardens and façades of the city's finest temples, residences and government centers. Traffic along High Street usually consists of merchants and trade caravans going to and from the Duke's Gate.

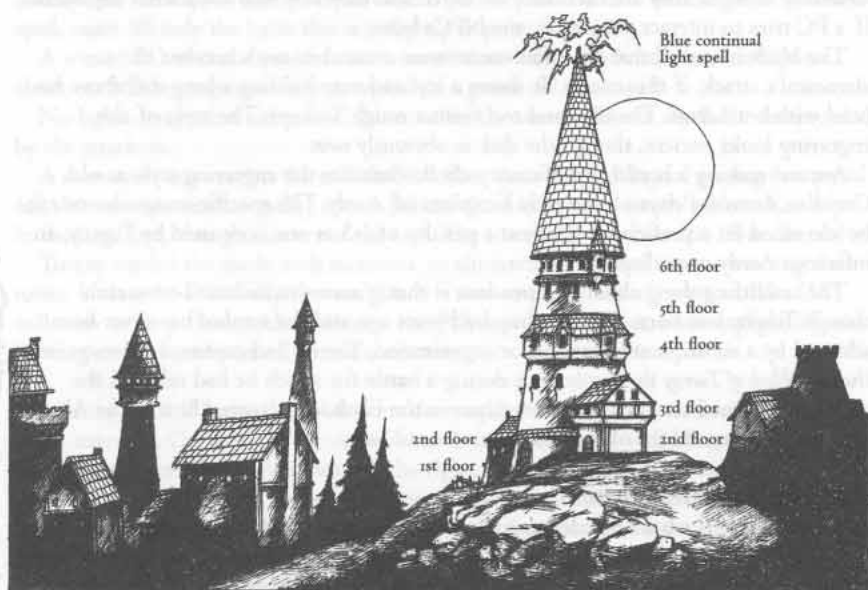
Jallarzi's tower is magnificent, even by the impressive standards of the High Quarter, where stately residences and gorgeous temples are common.

The building is set among lush gardens — a single huge tower, 80 feet across at the base, which straddles a small bluff that runs through the city. It rises more than 200 feet against the nearly moonless sky, growing slimmer until it ends in a conical roof. At the peak shines a brilliant blue beacon visible across much of the city's north end. Unlit windows are slashes of darkness in the light stone of the tower.

A border of day lilies separates a white-sand path from the lawn on either side. The path branches: one section turns to the right and climbs a flight of stairs up the bluff. The main path ends at a flight of stone stairs leading up to the front door — or where the front door should be; strangely, the stairs lead to a featureless section of wall.

The tower's front door exists, but it's been covered by an illusion. It can be eliminated if it's detected, but the illusion was cast at the 17th level of ability. The door is also *wizard locked* at the 17th level.

Even from the outside, all does not look good — there are no lights in the residence's many *glassteel* windows. PCs





with the ability to see in the dark and PCs making an Intelligence check on Id20 notice that the darkness in the windows seethes like mist or fog.

Jallarzi purchased the tower and its gardens five years ago. Not caring much for interior decorating, she furnished only a few rooms, focusing more on comfort than elegance. Only the first and third floors of the residence are normally inhabited; the second floor accommodates guests and the fourth through sixth floors are empty, sealed off from the rest of the tower. The tower has no dungeons, though there are storage cellars for tools, water and food. (Jallarzi's tower is identified as H16 on the *City of Greyhawk* boxed set's city maps.)

*As you approach the tower, you hear sobbing. A woman half-runs, half-falls down the steps that lead up the little cliff. With a shock, you recognize her as Jallarzi's friend Marial — but a Marial tragically different than the woman you met just yesterday. She is disheveled, sobbing and shaking. She watches warily through her tangled red hair, but her eyes seem dull, as if everything that made her who she is has been stripped from her.*

Marial has been hit with a *feeblemind* spell. Her Intelligence and Wisdom have dropped to 1 and her Charisma is completely negated. Marial is unresponsive to voices, even those of friends. If touched, she screams and lashes out physically at anyone near her, punching with her right hand, where she wears the *ring of the ram*. The *ring* currently has 45 charges and she intuitively uses three charges with each blow that connects, to do 3d6 damage until she is physically or magically stopped.

Marial's mind is beyond recovery without a *heal* or *wish* spell — and a *wish* alters reality to such an extent that it may draw Iuz's attention. If she recovers, she tells what she knows. She stopped by earlier to meet Jallarzi. Her friend was just finishing a lesson with an apprentice, so Marial wandered into

the Grand Parlor to wait. Jallarzi had left something on a low table: a tarnished brass doorknob emblazoned with Tenser's coat of arms and the words, FOR THE UPSTAIRS DOOR IN CASE OF EMERGENCY.

She was turning the doorknob over in her hands when she heard a knock at the door, then screams and crashing noises. A bald man with a neatly trimmed beard ran into the Grand Parlor and threw furniture at her, displaying shocking strength. Marial dropped the doorknob and cast several very destructive spells with no visible effect before she saw Jallarzi *teleport* behind him, a wand in either hand. The intruder glanced back, saw Jallarzi and made a simple gesture at Marial. She cannot remember what happened next between the bald man and Jallarzi — cannot even recall whether Jallarzi attacked him or not — but she remembers a disturbing sight, of Jallarzi handing the doorknob to the bearded man. (This was actually a simulacrum of Jallarzi, but Marial does not know this.)

Marial stumbled out through a back corridor (area A8), slipping through a trap door and (through area A9) into the upper garden where she curled into a fetal position beneath a bush. Perhaps some lingering remnant of intelligence has caused her to recognize the PCs' voices and emerge now.

**Exterior: Upper Garden.**

*A pathway of packed white sand leads from the stone stairs that climbed the little cliff. The air is heady with the scents of herbs. Flowers are splashes of pale color in the darkness. A stone fountain spouts water twenty feet into the air, creating a fine mist.*

To one side, Jallarzi's residence obscures part of the sky. A square addition built of stone and wood thrusts from the tower's side.

There is a crawlspace below the addition (which is detailed in area A18). Wooden doors on the southwestern and northeastern walls give access to the crawlspace; both are concealed by illusions that make them look like part of the outside wall. However, an attentive PC may note that the sandy path ends against the northeastern wall as if a door should be there, and a little-used dirt path leads to the hidden door on the southwest side. If the illusions are seen through or *dispelled* (cast against 17th-level magic), the doors can be readily located. PCs with the tracking proficiency can see that Marial stumbled down the less-used trail.

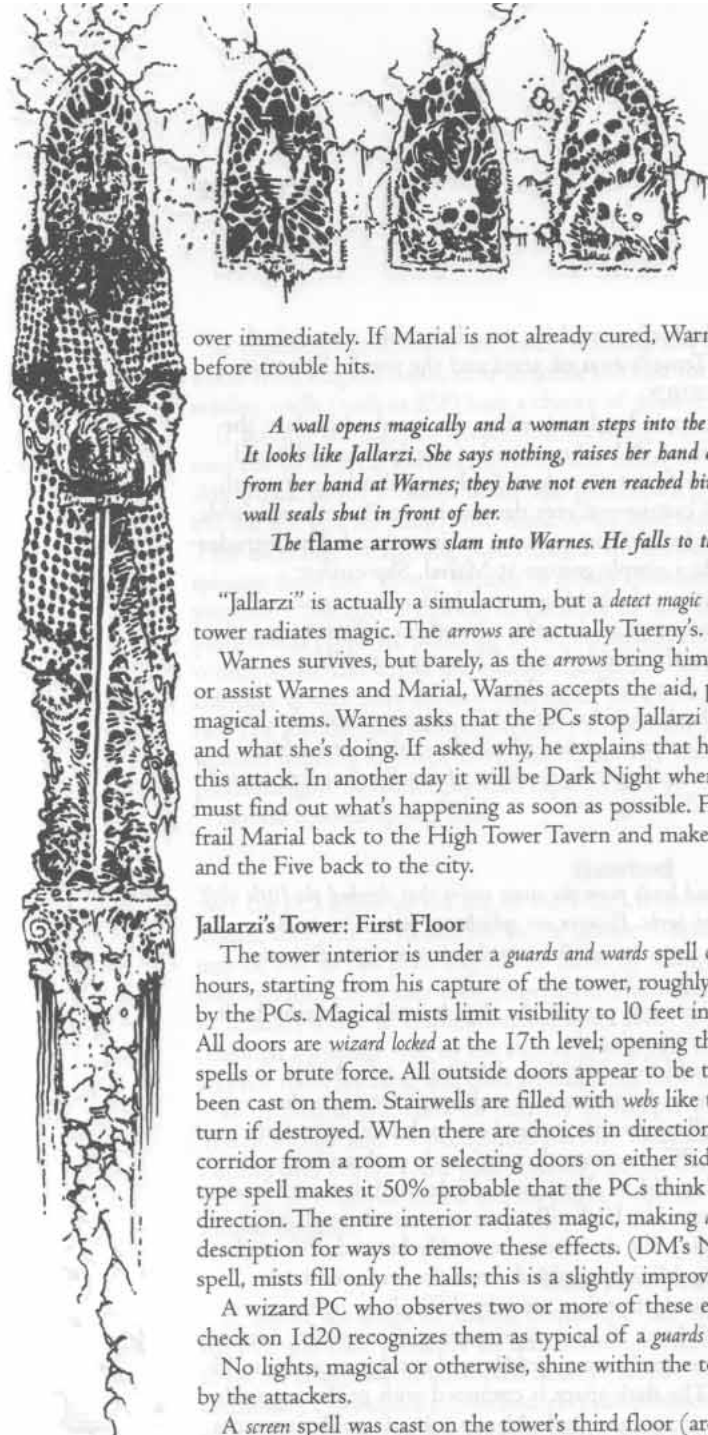
The simple doors do not look sturdy, but they are very difficult to open, as they've been *wizard locked* at the 17th level. If *knock*, *dispel magic* or *strength* are used to open them, it is seen that both doors lead into a dirt-floored storage area about 35 feet square with a 10-foot ceiling. The dark space is crammed with gardening tools, bags of seed and fertilizer, baskets, crates and junk. Near a pile of moldering sacks is a wooden trap door *wizard locked* at the 17th level; if opened, it leads down to area A9. This is how Marial escaped.



If Warnes Starcoat was not with the PCs when they first arrived, he shows up shortly after they first find Marial, walking quickly along the path from High Street. He greets the PCs as friends of Jallarzi's, but he's distracted by his immediate concern for Marial, who, even if she has been cured, looks distraught and sick. (She is also, for all intents and purposes, useless until she relearns her spells and proficiencies.) If she is not on the lower lawn, he leads her to the grass near the stairs to the front door, where light from the street allows him to examine her.

As he examines Marial, he explains his arrival to the PCs. Just a few moments ago, he received a mysterious *telepathic* sending from Jallarzi (cast through a powerful variation on the *medallion of thought projection*). It seemed to request his presence at her home; he came





over immediately. If Marial is not already cured, Warnes will not have time to do so before trouble hits.

*A wall opens magically and a woman steps into the archway formed by the vanished stone. It looks like Jallarzi. She says nothing, raises her hand and gestures. Three arrows of fire dart from her hand at Warnes; they have not even reached him when she steps back inside and the wall seals shut in front of her.*

*The flame arrows slam into Warnes. He falls to the ground beside Marial.*

"Jallarzi" is actually a simulacrum, but a *detect magic* spell does not reveal this, since the tower radiates magic. The arrows are actually Tuerny's.

Warnes survives, but barely, as the arrows bring him to 3 hp. If a PC offers to *heal*, *cure* or assist Warnes and Marial, Warnes accepts the aid, promising to replace any expended magical items. Warnes asks that the PCs stop Jallarzi and find out where she's going and what she's doing. If asked why, he explains that he is worried about the timing of this attack. In another day it will be Dark Night when evil magic is easily cast. The PCs must find out what's happening as soon as possible. For his part, Warnes must take the frail Marial back to the High Tower Tavern and make plans for bringing Mordenkainen and the Five back to the city.

#### Jallarzi's Tower: First Floor

The tower interior is under a *guards and wards* spell cast by Tuerny. It lasts for 17 hours, starting from his capture of the tower, roughly simultaneous to Edwina's rescue by the PCs. Magical mists limit visibility to 10 feet in corridors, rooms and stairwells. All doors are *wizard locked* at the 17th level; opening them requires *knock* or *dispel magic* spells or brute force. All outside doors appear to be true walls, as if *illusionary wall* had been cast on them. Stairwells are filled with *webs* like the spell that regrow within one turn if destroyed. When there are choices in direction — for instance, entering a corridor from a room or selecting doors on either side of a hall — a minor *confusion*-type spell makes it 50% probable that the PCs think they are going the opposite direction. The entire interior radiates magic, making *detect magic* useless. See the spell description for ways to remove these effects. (DM's Note: With a normal *guards and wards* spell, mists fill only the halls; this is a slightly improved version.)

A wizard PC who observes two or more of these effects and makes an Intelligence check on Id20 recognizes them as typical of a *guards and wards* spell.

No lights, magical or otherwise, shine within the tower; all were *dispelled* or destroyed by the attackers.

A *screen* spell was cast on the tower's third floor (area A19). Magical scrying (via *crystal ball*, *clairvoyance* or similar spells) reveals Jallarzi alone in her tidy study/bedroom, asleep in the large bed, though this is not the case. The *screen* spell also lasts for 17 hours.

Tuerny seeded the castle with monsters, to eliminate or mislead anyone entering the tower. Unless the PCs delayed overnight, it is now several hours after sunset. The DM will wish to keep close track of time as the PCs explore the tower, since daylight affects lighting and the activities of certain monsters.

**A2. Entry Hall.** The *wizard-locked* front door opens onto a dark, windowless, mist-filled corridor. On the left, the corridor ends in a pale stone wall hung with a tapestry; the corridor curves away to the right, ending 20 feet along at a large wardrobe beside an open archway leading into a dark area. A rusty splattered stain appears on the stone wall and floor opposite the front door; the area reeks of drying blood. The floor is made from carefully set flat stones.

The "stone wall" to the left is a *permanent illusion* cast by Jallarzi to keep arriving

guests from straying into the kitchen area. The stain on the wall is drying human blood. If opened (on a normal Strength roll), the beautifully carved wardrobe reveals the bloody body of an elderly man half-hidden among a number of (nonmagical) cloaks, coats and wraps. From the massive injuries to his back and head, it seems evident that he was thrown backwards against a wall by someone with great strength. If *raised* or if *speak with dead* is used, PCs learn that the man is a zero-level LG servant, Fyorin, with no exceptional statistics. His wife Gretsa was in the kitchen when he answered a knock on the front door earlier this evening. His attacker was a well-dressed bald man with a neatly trimmed black beard who shoved him out of the way — hard.

Tuerny inscribed a *symbol of insanity* on the floor in the archway between areas A2 and A3. The symbol becomes visible in any light source or through infravision (if the regular infravision rules are used); everyone who sees it (to an accumulated total of 120 hp) becomes insane, acting as if under a *confusion* spell. Only a *heal*, *restoration* or *wish* spell can remove the insanity, and a *wish* may draw unwelcome attention from Iuz or others.

**A3. Grand Parlor.** The large mist-filled room is nearly circular. It was once a living room with pale-blue walls and a spectacular ceiling spangled with stars; now it is a wreckage. The chairs, sofas and tables that once furnished this room have been smashed to pieces, their remains strewn ankle-deep across the stone floor. Six white marble statues line the windowless walls; they are largely intact but damaged. A dramatic staircase at one end of the room ascends to a landing before splitting and sweeping upward to the left and right, but now it is clotted with dense spider webs.

The glowing stars painted on the room's dark-blue ceiling show the constellations of the summer sky over the Flanaess. Some of the stars appear



to be obscured by slowly moving clouds.

The statues are representations of the Mad Archmage Zagy in various garb — peculiar conversation pieces Jallarzi thought might brighten the room. The spider webs must be cleared away before the stairs can be used, though they regrow in one turn, as in the *web* spell. The door to area A4 is *wizard locked* at 17th level.

The “clouds” are actually a number of slow shadows, ready to drop on the PCs.

**Slow shadows (13):** AC 8; MV 12; HD 4; hp 30 (x5), 27 (x4), 24 (x2), 20 (x2); THACO 17; #AT 1; Dmg 1d4 (cold damage); SA -6 penalty to opponents' surprise rolls, *slow* victims, continuous damage w/o new attack roll after first hit; SD +3 or better weapons to hit, immunities (cold, lightning/electricity, *hold* and *charm* spells), invisible in darkness, 90% invisible in torchlight, 50% invisible in full daylight or *continual light*; MR standard; SZ M (blob 4'-6' across); ML 20 (cannot be driven off except by magic); AL CE; XP 650.

**Source:** MONSTROUS COMPENDIUM® GREYHAWK ADVENTURES Appendix, “Shadow, Slow.”

Under no circumstances do the slow shadows leave Jallarzi's tower. They can be turned by priests as normal shadows. A *haste* spell drives away 2d10 slow shadows not yet attached to victims; the slow shadows move to another floor of the tower and hover there. They detect any humans, demihumans or humanoids within 100 feet of them. With the optional rules for infravision, it would be possible to see them as cold (black) mobile blobs if they move in front of heat sources, but at this time of year there are no fires or heating units in operation.

Unless *remove curse* is cast on the bodies, humans and demihumans killed

by slow shadows turn into lesser slow shadows in one turn. Otherwise identical, a lesser slow shadow remains within 40 feet of the place where its living form was slain.

PCs may recall that Marial mentioned that she found the doorknob in this room; if they search through the wreckage, they do not find it. Tuerny took it with him when he left the castle with Jallarzi and her simulacrum.

**A4. Secondary Hall.** This curving hall is dark and high-ceilinged and filled with mist. It may be entered through the illusionary wall from area A2, the *wizard-locked* doors from areas A3 and A8, or the archway from area A5. A very steep stairway (filled with webs that regrow in one turn) leads up to Jallarzi's chamber on the third floor (area A19).

A large tray of fresh food and drinks has recently been dropped on the flagstone floor, near the archway to area A5. A faint shuffling sound can be heard from area A5.

Anyone in this hall looking toward the entry hall at area A2 sees right through the *permanent illusion* described in area A2, though the illusion slightly distorts the view beyond, as if one were looking through a very dirty window — but this is only possible if PCs are close enough not to be blinded by the mist.

There are 3 slow shadows here (see area A3 for statistics; hp 31, 26, 22).

**A5. Kitchen.** The kitchen has three tall windows in its southwest wall, but the ever-present mist blocks the slight starlight that would otherwise seep in. The *glassteel* windows can't be broken but they can be pried out with a knife or sword tip. This wing rests on a steep stone-and-earth embankment, and the floor in this room is 10 feet above the embankment; a thief must climb both the mound and 12 feet up the addition's wall to reach a window ledge.

The white plaster walls are lined with narrow cabinets filled with spices, dried herbs, pots and pans, dishes, dining utensils and easily stored foods. A large table rests in the middle of the polished wood floor, with a smaller table and a cooking fireplace against the northeast wall. Pots and fresh herbs hang from a wrought-iron potholder suspended from the high ceiling. The air smells of flour, cinnamon and rotting flesh.

In the corner by the door is a 5-foot-square section of slightly darker wood flooring. Waist-high on the white plaster wall beside it is an unlabeled yellow disk. Touching the disk with a bare living hand causes a *levitation* spell to lower the floor section into a storage cellar below the kitchen. It does not descend if anything is already in the area immediately below it. (The cellar is not shown on the map.)

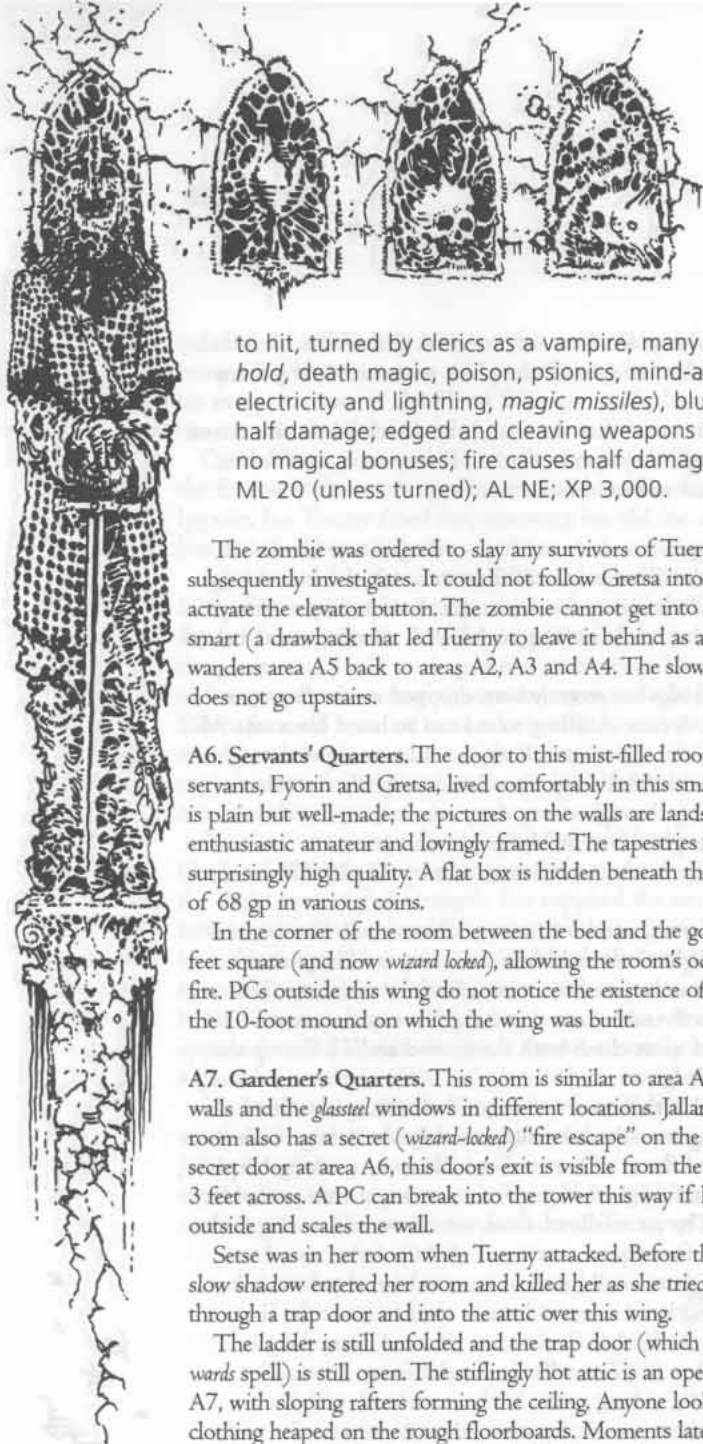
The cellar is half as wide but fully as long as the kitchen overhead, with the elevator arriving in the cellar's southern corner. Another yellow button on the wall activates the elevator.

Behind some crates of melons and dried fruit in the cellar is a sobbing elderly woman, Gretsä (AC 10; zero level; hp 2; AL LG). While she was bringing a tray to Marial in the Grand Parlor, Gretsä saw her husband Fyorin killed by a bald bearded man in the entry hall. She dropped the tray, fleeing back to the kitchen and then into the cellar. She has been hearing movements in the kitchen overhead — and it isn't the PCs.

The creature that Gretsä heard is concealed by mists on the room's far side, by the dead fireplace. It appears to be a gray-skinned, clean-shaven man in ragged clothing. He carries a hand axe in each hand. When he hears the PCs he approaches, attacking the moment he sees them.

**Double-strength ju-ju zombie:** AC 2; MV 12; HD 6+24; hp 66; THACO 9; #AT 2; Dmg 1d6+8/1d6+8 (hand axes); SA nil; SD +2 or better weapons





to hit, turned by clerics as a vampire, many immunities (cold, *sleep*, *charm*, *hold*, death magic, poison, psionics, mind-affecting spells, illusions, electricity and lightning, *magic missiles*), blunt and piercing weapons cause half damage; edged and cleaving weapons inflict normal damage but with no magical bonuses; fire causes half damage; MR standard; SZ M (6' tall); ML 20 (unless turned); AL NE; XP 3,000.

The zombie was ordered to slay any survivors of Tuerny's attack and to kill anyone who subsequently investigates. It could not follow Gretsia into the cellar, as an undead hand cannot activate the elevator button. The zombie cannot get into areas A6 and A7; it is not very smart (a drawback that led Tuerny to leave it behind as an expendable guard) and so merely wanders area A5 back to areas A2, A3 and A4. The slow shadows do not bother it and it does not go upstairs.

**A6. Servants' Quarters.** The door to this mist-filled room is *wizard locked*, of course. Jallarzi's servants, Fyorin and Gretsia, lived comfortably in this small but pleasant room. The furniture is plain but well-made; the pictures on the walls are landscapes, obviously painted by an enthusiastic amateur and lovingly framed. The tapestries over the tall *glassteel* windows are of surprisingly high quality. A flat box is hidden beneath the mattress with the couple's savings of 68 gp in various coins.

In the corner of the room between the bed and the gold-stone fireplace is a secret door, 3 feet square (and now *wizard locked*), allowing the room's occupants to escape in the event of fire. PCs outside this wing do not notice the existence of the secret door without climbing the 10-foot mound on which the wing was built.

**A7. Gardener's Quarters.** This room is similar to area A6, with different pictures on the walls and the *glassteel* windows in different locations. Jallarzi's gardener, Setse, lived here. This room also has a secret (*wizard-locked*) "fire escape" on the wall opposite the door. Unlike the secret door at area A6, this door's exit is visible from the outside as a discolored square about 3 feet across. A PC can break into the tower this way if he first climbs the 10-foot mound outside and scales the wall.

Setse was in her room when Tuerny attacked. Before the *guards and wards* spell was cast, a slow shadow entered her room and killed her as she tried to escape up a folding ladder, through a trap door and into the attic over this wing.

The ladder is still unfolded and the trap door (which could not be closed by the *guards and wards* spell) is still open. The stiflingly hot attic is an open space the size of areas A5, A6 and A7, with sloping rafters forming the ceiling. Anyone looking into the attic finds Setse's clothing heaped on the rough floorboards. Moments later, two slow shadows — the undead gardener and the slow shadow that killed her — drop from above (see area A3 for statistics; hp 29, 19).

**A8. Rear Corridor.** This long curved hall leads from area A4 to a secret escape tunnel (area A9) and a large storage cellar (area A10).

On the stone floor about halfway around the corridor is a slim book bound in purple leather. If examined, it turns out to be a minor spell book such as those used by apprentices, with three spells: *read magic*, *detect magic* and *phantasmal force*. Carefully printed on the book's cover is the name SKYE THE LIONESS. A few feet beyond the book are a small cloak, shoes and the scattered clothing of a little girl. Apart from this, the hall is empty, except for mist, pitch darkness and 6 slow shadows (see area A3 for statistics; hp 31, 27, 23, 22, 18, 17).

**A9. Secret Tunnel.** The secret door here looks like part of the corridor's stone wall. Stamping on a stone in the floor in front of the door opens it — once the *wizard lock* is removed.

The mist-filled corridor beyond the secret door leads to a shallow ascending stairway that ends at a trap door. This is the trap door described in area A1, in the gardening storage area below area A18. This corridor smells of mold. Marial's footprints show in the dust on the floor.

**A10. Storage Cellar.** This 25-foot-square storage room is reached by descending 10 feet down a steep staircase to a (*wizard-locked*) door. Listening at the wooden door to area A10 reveals no sound; *clairaudience* reveals faint breathing.

If the door is opened, the first person into the room is confronted by a very fierce brown bear. The bear is soundless and has no "animal" odor, but otherwise looks perfectly real — just as its creator hoped.

Hiding behind a stack of barrels is 9-year-old Skye ("the Lioness"), already a 2nd-level wizard (AC 10, hp 4, Intelligence 18).

If rescued, Skye tells the PCs she is a special student of Jallarzi's, coming to her house every few days for lessons that Jallarzi gives in her messy, brightly lit bedroom/study on the third floor. After lessons Skye planned to play with friends for which she brought a change of clothing, but her lesson ran long. She was finishing spell practice when a servant announced Marial. As Skye ran downstairs, there was a knock at the front door. Jallarzi suddenly ran down the stairs past her, shouting, "Edwina! I've got to help Edwina!" There was a great commotion at the front door, with much screaming and running. Skye thinks the only ones in the tower were the old serving couple, the gardener, Jallarzi and Marial.

Skye realized a major attack was underway and fled from area A4 to area A8, dropping her book and play clothes as she ran. She made it to area A10 before the *guards and wards* spell was cast and the doors were *wizard locked*. She found she could not leave, then cast



*detect magic* and found that everything now registered as magical. She deduced she was in grave danger, so she hid and prepared her last spell, *phantasmal force*. Her father is an animal trainer with a pet bear that the family spoils, and the *phantasmal force* shows "Ursula" doing her "mean bear" act.

**Jallarzi's Tower:  
Second and Third Floors**

The walls on this level are plastered wood 1 foot thick; the floors are 2-foot-thick polished wood. Ceiling height is 18 feet throughout, giving some of the smaller chambers a claustrophobic well-like feel. Most walls are undecorated, though a few are hung with tapestries.

As before, all doors are *wizard locked* at the 17th level of ability and all corridors and rooms are filled with misty fog that reduces visibility to 10 feet. Rooms are pitch-dark. This tower floor and the one above it are magically kept at a constant, comfortable temperature and humidity.

**A11. Second Floor Main Hall.** This dark, misty, web-filled area can be reached by chopping or burning through the thick webs in the stairwell leading up from the Grand Parlor (area A3). A (*wizard-locked*) door leads to a linen closet (area A16).

The stairwell webs regrow in one turn, but the webs in the main hall seem to be different. These webs are thicker and smell bad, as if they were burnt and rotting; some smell acrid. These webs have only a 25% chance of burning each round that flame is applied to them. Any wood they touch is discolored and warped, as if by a strong chemical. These hard-to-burn webs do not regrow. Treat them as webs produced by a *web* spell, except that they cannot be *dispelled* and are permanent until somehow removed.

These webs were spun by a *bebilith*, currently in area A13. It is able to sense the location of anyone inside the tower through faint vibrations in the floors, ceilings and walls. If anyone moves within 5 feet of the walls that separate area A13 from the hall, read the description of the *bebilith* at area A13.

**A12. Upper Parlor.** This area is especially thick with stinking webs. Visibility is further limited by the ubiquitous darkness and mist. The parlor must once have been a comfortable sitting area, but the chairs, paintings and small tables are being eaten away by contact with the webs, and most of the furniture has collapsed.

At the end of area A12 are two huge (*wizard-locked*) doors to the grand guest bedroom (area A18).

In the center of the parlor is a man-sized statue of Pelor, neutral-good deity of the sun, light and strength. The statue is encased in webs, arms raised as if pleading. The statue is actually a stone guardian, a variant golem that Jallarzi placed here as security. Tuerny detected the guardian and corrupted its orders; it now strikes at anyone (except the *bebilith*) who gets within 5 feet, driving them into the webs to be beaten to death. The stone guardian's high strength allows it to break through 10 feet of webs per round.

**Stone guardian (1):** AC 2; MV 9; HD 4+4; hp 34; THAC0 15; #AT 2; Dmg 1d8+1/1d8+1 (fists); SA nil; SD takes one-quarter damage from edged weapons, immune to normal missiles, half damage from cold, fire, or electricity/lightning; MR standard; SZ M (6' tall); ML 20; AL N; XP 420. This creature is instantly destroyed with no saving throw by a *dig*, *stone to flesh*, *transmute rock to mud* or *stone shape* spell. It pursues its victims until destroyed.

**A13. Guest Suite (with guest).** This web-clogged room is one of two very similar and once-excellent guest bedrooms, with adjoining (web-free) closet (area A13a) and *chambre à toilette* (area A13b). All doors are *wizard locked*. The mahogany furniture is massively proportioned, the only reason most of it is still recognizable as more than splinters. A *bebilith* rests up by the room's high ceiling, waiting for someone to pass by in area A11.

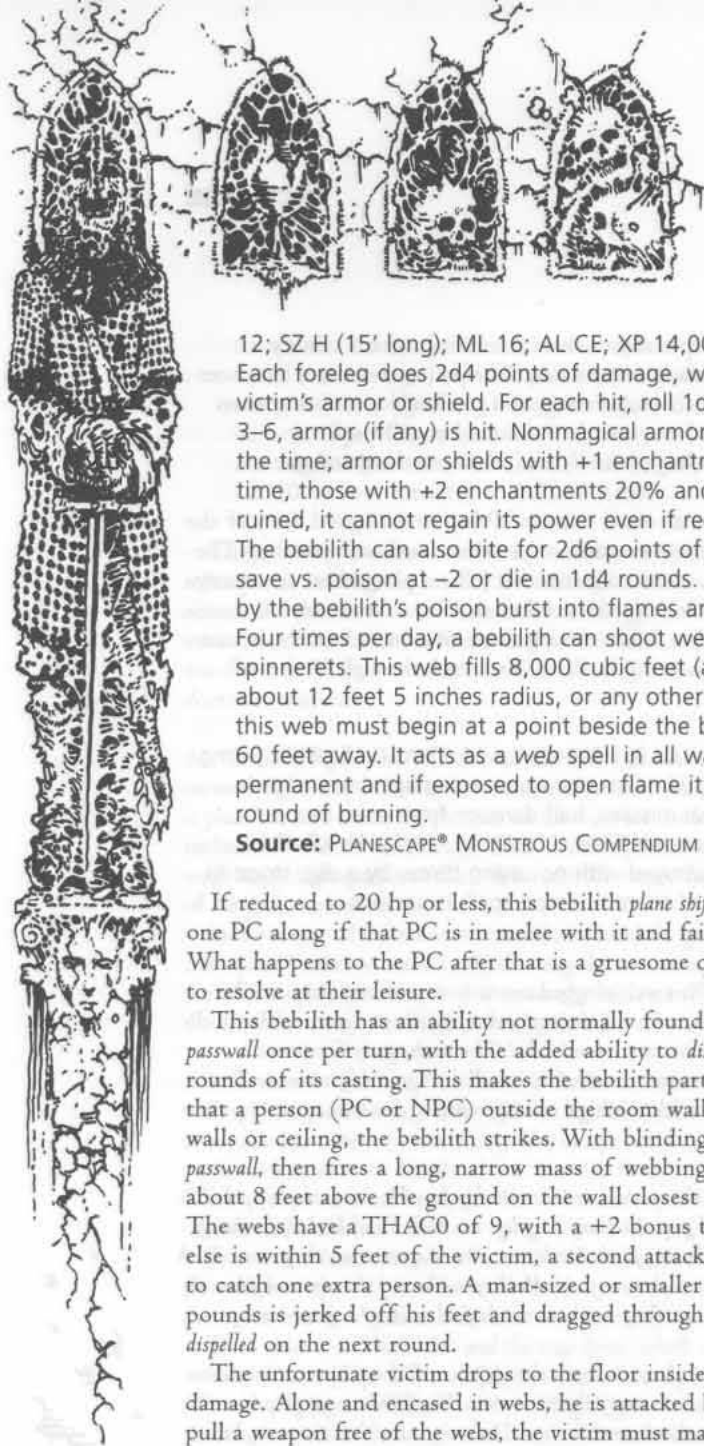
*Even half-bidden in its webs, the creature is indescribably horrible. Its immense spiderlike body shines dark red, purple and gray. Its many long legs are hooked and barbed; the savage jaws in its skull-like face drip glowing froth that bisses when it spatters on the ground. Teeth smeared with foam grimace below a cluster of red-black eyes. The air, already rank from the stench of the webs, is thick with something much worse: the foul smell of a great insect.*

Tuerny summoned this grotesque horror from the depths of the Abyss to terrorize or kill adventurers foolish enough to enter Jallarzi's tower. The DM must play out this encounter with great emphasis on shock and horror. Do not name the monster, but describe it in near-hysterical terms, exaggerating certain features as a panicked person might see them.

A character who has never seen a *bebilith* is likely to be paralyzed with fear. To prevent this, he must save vs. spell if the creature is first seen at a distance of less than 30 feet. Wisdom bonuses to the saving throw are applicable; elves gain a +4 bonus to the save, and half-elves +2. Failure to save puts the affected PC at -1 on attack, damage and saving-throw rolls for 1d4 rounds; any item held in that person's hand has a 50% chance of being dropped. (This roll is not standard for this monster, but it is appropriate to further boost a mood of horror here.)

**Bebilith, Creeper of the Abyss (1):** AC -5; MV 9, Wb 18; HD 12; hp 80; THAC0 9; #AT 3; Dmg 2d4/2d4/2d6 (forelegs/bite); SA destroys armor, poisonous; SD webs, constant *protection from good/evil* (reversible at will), never surprised, +2 or better weapons to hit, *passwall* ability; MR 50%; Int





12; SZ H (15' long); ML 16; AL CE; XP 14,000.

Each foreleg does 2d4 points of damage, with a chance of ruining a victim's armor or shield. For each hit, roll 1d6: 1–2, shield (if any) is hit; 3–6, armor (if any) is hit. Nonmagical armor and shields are ruined 40% of the time; armor or shields with +1 enchantments are ruined 30% of the time, those with +2 enchantments 20% and so forth. If magical armor is ruined, it cannot regain its power even if reenchanted.

The bebilith can also bite for 2d6 points of damage, causing the victim to save vs. poison at –2 or die in 1d4 rounds. Unless *blessed*, victims killed by the bebilith's poison burst into flames and disintegrate in one turn. Four times per day, a bebilith can shoot weblike material from its spinnerets. This web fills 8,000 cubic feet (a 20-foot cube, a sphere of about 12 feet 5 inches radius, or any other shape with the same volume); this web must begin at a point beside the bebilith and end no more than 60 feet away. It acts as a *web* spell in all ways, except that it is permanent and if exposed to open flame it has only a 25% chance per round of burning.

**Source:** PLANESCAPE® MONSTROUS COMPENDIUM Appendix, pages 34–35.

If reduced to 20 hp or less, this bebilith *plane shifts* back to the Abyss, dragging one PC along if that PC is in melee with it and fails a saving throw vs. wands. What happens to the PC after that is a gruesome question for the DM and player to resolve at their leisure.

This bebilith has an ability not normally found among its kind: it can cast *passwall* once per turn, with the added ability to *dispel* that *passwall* within 10 rounds of its casting. This makes the bebilith particularly dangerous. The moment that a person (PC or NPC) outside the room walks within 5 feet of this room's walls or ceiling, the bebilith strikes. With blinding speed, the monster casts *passwall*, then fires a long, narrow mass of webbing through the hole that appears about 8 feet above the ground on the wall closest to the trespassing individual. The webs have a THAC0 of 9, with a +2 bonus to catch the victim. If anyone else is within 5 feet of the victim, a second attack roll is made with a –2 penalty to catch one extra person. A man-sized or smaller being weighing less than 250 pounds is jerked off his feet and dragged through the *passwall* opening, which is *dispelled* on the next round.

The unfortunate victim drops to the floor inside area A13 for 1d4 points of damage. Alone and encased in webs, he is attacked by the bebilith. If he wishes to pull a weapon free of the webs, the victim must make a Strength roll to open doors; if he succeeds, he fights at a –4 penalty for darkness. A spellcaster is limited to spells with a verbal component only.

If this victim is slain, the bebilith takes another victim, again attacking through the wall. If seriously challenged, it uses *passwall* to move down to the entry hall or Grand Parlor (areas A2 and A3) directly below, or to move up into the third floor (area A19), closing its escape route on the next round. The slow shadows and ju-ju zombie ignore the bebilith completely. The spiderlike monster stalks the party until they are slain or it reaches 20 hp or less, even leaving the tower to wander the city, destroying or devouring anything it sees.

The DM can consider having this intelligent monster coordinate its attacks with those of the monsters in areas A12 and A18 (for example, the bebilith could strike into area A12 from the third floor, catching PCs fleeing from area A18); or the bebilith could strike upward at PCs in area A19.

**A14. Guest Suite (without guest).** This room is the mirror image of area A13, except that it contains no webbing or monsters. It is in perfect condition, ready for the next overnight guest, with a generous supply of towels, sheets, feather pillows and books. In the closet (area A14a) is an empty chest for storing clothing and other goods; the *chambre à toilette* (A14b) is spotless and smells of lavender and mint.

**A15. Hideaway.** This room was originally a closet, but Jallarzi decided to make it a storeroom for spell components. Wizards inquisitive enough to actually look into





the many pots and jars find the (nonliving) material components for every wizard's spell of 4th level or below. The value of the room's contents is 4000 gp, but it takes PCs 6d4 rounds to safely gather the fragile containers.

**A16. Linen Closet.** Behind its *wizard-locked* door, this closet contains bed linens, blankets, towels, spare robes and soap. Jallarzi has been experimenting with unusual perfumes and colors, so all the soaps are strongly (and strangely) scented; one person in twenty proves violently allergic to the closet's contents and must save vs. poison or break out in hives causing a loss of four points of Dexterity until 1d4 days pass or a *neutralize poison* is cast on the sufferer.

**A17. Curving Stairwell.** These steep stairs have no access to the second floor, but travel directly between the corridor at area A4 and Jallarzi's study/bedroom at area A19. Unsafe at the best of times, the precipitous staircase is pitch-dark and full of mist and regenerating webs.

**A18. Grand Guest Bedroom.** The house servants and Jallarzi had not yet decided how to decorate this room, so its sole furnishings are a large rug and a magnificent four-poster bed against the far wall, hung with burgundy velvet. The ceiling is vaulted, 25 feet high at the peak. There are no webs here, though it is misty and dark except where starlight comes in through the six tall, slender windows. The windows are *glassteel*; unlike those on the lower floor, they cannot be pried free. If anyone peeks in a window from the outside, they notice nothing amiss.

Once the *wizard-locked* doors are opened, the foremost PCs detect a horrid smell of rotting flesh. As they enter the room, several small objects drop from the ceiling overhead. These 1d6 green worms, each an inch long, try to land on characters at random (THAC0 17; no shield bonuses for victims, no Dexterity bonuses unless actively dodging, no helmet means base

AC 10 unless magical protection is used). Each successful hit means a worm has struck a character's skin; unless killed by the touch of cold iron, holy water, or a blessed object, the worm painfully burrows into the victim's skin in the next round.

PCs may think they are up against rot grubs. They are not. These are worms falling from 6 sons of Kyuss who hang from a ceiling rafter 20 feet above the door. Sons of Kyuss are among the most dreadful undead on Oerth. These have had *invisibility* cast over them.

**Sons of Kyuss (14):** AC 10; MV 9; HD 4; hp 30 each ("prime specimens"); THAC0 17; #AT 1; Dmg 1d8 (fist); SA 15-foot radius of *fear* (flee for one turn if fail save vs. spell, 60% chance to drop all items carried), 25% chance of rotting disease per touch, worm attack (see below); SD regenerate 2 hp/round even from 0 or less hp (fire, lightning, acid and holy water damage cannot be regenerated; holy water and holy symbols touched to sons prevent regeneration; severed limbs can be regenerated), 75% mistaken for zombie at a distance, turned as mummies by priests; MR standard; SZ M (5'-6'); ML 20 (unless turned); AL CE; XP 1,400. Rotting disease causes victim to lose 2 points Charisma per month; all *cure wounds* spells are negated and wounds heal normally at 10% usual rate. Rotting disease is fatal in 1d6 months, but *cure disease* removes it.

**Source:** MONSTROUS COMPENDIUM *Annual Volume Three*, "Kyuss, Son of."

A green worm from a son of Kyuss burrows through the skin and reaches the victim's brain in 1d4 rounds unless a *remove curse* or *cure disease* is cast on the victim, which slays all worms in the victim. *Neutralize poison* or *dispel evil* delays the worms for 1d6 turns. If a worm reaches a PC's brain, he dies at once, decaying immediately to become a new son of Kyuss. A *cure disease* or *remove curse* spell turns a son of Kyuss into a normal zombie, but the monster must be touched to deliver these spells. Anyone voluntarily touching a son of Kyuss is attacked by 1d4 worms who make attack rolls to hit the PC.

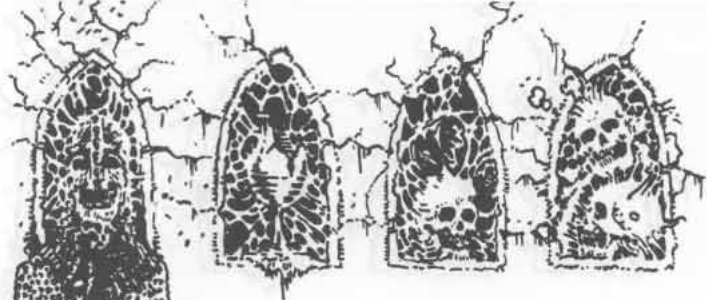
If any PCs who entered this room retreat into area A12, or if they look up and detect the *invisible* sons of Kyuss, the sons of Kyuss drop to the floor to attack, *invisibility* gone. Eight more sons of Kyuss erupt from inside the huge bed where they hid. (Woe to anyone who ran forward and jumped on the bed after entering the room!) All sons of Kyuss pursue the party anywhere.

**A19. Jallarzi's Suite.** By day, this large circular room would be brilliantly lit by its six large windows. Each *glassteel* window is 4 feet wide and 8 feet tall, set into the surrounding stone so that it is impossible to remove or open. A stone window box with moss roses is outside each window; these are tended by minor magic (*cantrip*) from inside area A19. Each window base is 1 foot above the wooden floor here.

When the PCs arrive here, either up the web-filled stairwell from area A4 on the first floor or by other means, they soon encounter 7 slow shadows; 5 hover by the ceiling and 2 are under the huge bed (see area A3 for statistics; hp 32, 28 (×4), 25 (×2)). The bebilith from area A13 may also be here.

*The floor is knee-deep in wreckage. You find yourself wading through the ripped shreds and broken shards of elegant gowns, adventuring garb, weapons, wall hangings, alchemical equipment, memorabilia, glassware, bound books and personal papers. Feathers from torn pillows float in the air. Shards of marble, perhaps from shattered statues, crunch underfoot. As you wade through the mess, coins drop to the floor.*





The room was ransacked by Tuerny looking for Jallarzi's magical items: with his great strength, he destroyed nearly everything he touched. Any magical items the room housed have been stolen away or removed. There is a lot of coinage scattered underfoot (533 pp, 2,110 gp, 647 sp and 5 gems worth 500 gp each).

Two statues, one of the god Pelor and the other of the demigod Mayaheine, stand on opposite sides of the southwestern window. The heads of these two white marble statues have been broken off and smashed to bits.

In the center of the room, a large circular staircase ascends to the ceiling, but there is no opening or trap door at the top, as Jallarzi permanently sealed the door there by magic and blended it into the rest of the floor. The three floors above this level are completely empty, circular in shape and 50 to 60 feet across. Above these is a huge attic level (in the roof) and several "observation" floors with windows for observing the city or the sky.

Area A19a is a closet for clothing (now empty); area A19b is a *chambre à toilette*.

For every search turn, PCs discover one decipherable document or scrap of paper. These include financial records (she's very well off); letters to and from relatives and friends in the Duchy of Urnst (including the Palatine Duke, Karll); lesson plans for the tutoring she offers to midlevel wizards; a few friendly letters from Tenser; and letters to and from Mordenkainen regarding the three open positions in the Circle. Jallarzi argued passionately against Warnes Starcoat as one of the new Eight, insisting Kieren Jalucian should be considered instead; one of the more recent letters indicated her frustration that Kieran was not going to be offered one of the positions.

Of the furniture once here, only the bed remains relatively intact.

Open on the bed is a small carved-wood box, 6 inches long. Inside is a silk cushion with the deep impression of a skeleton key in it. Embroidered on the fabric are the words, "To Jallarzi Sallavarian, sole guardian of my abode — Tenser." The key is missing. If the pillow is pulled out, a scrap of paper falls free. The scrap reads, "J — don't use this downstairs without the blue book!"

Interestingly, no blue book is present in the room among the ruined volumes from Jallarzi's small library.



Eventually, the (surviving) PCs stumble from Jallarzi's tower.

If there has been fighting which might have attracted attention, the City Watch has arrived in force and has sent for help from the Wizard's Guildhall. (Use the statistics from the previous batch of Guardsmen, on page 7.) The Guardsmen are likely to see the PCs as brave warriors; however, if the PCs had a run-in with the guards earlier or are loaded down with swag from Jallarzi's tower, they may think the PCs are the cause of all the trouble. If this is the case, only the intervention of Warnes, Marial, the surviving servant Gretsa, or Skye the Lioness can help the PCs.

No one is crazy enough to enter the tower even if the PCs request it.

### OFF TO TENSER'S CASTLE

The PCs probably go to see Warnes and Marial.

Back in the now-abandoned taproom of the High Tower Tavern, the PCs find Warnes, Marial and (if she's not already with them) an extremely worried Edwina. Priests have done their work and Warnes has recovered; Marial is herself again, but must relearn all her spells. If asked to accompany the PCs, she sadly refuses, knowing she would only impede them.

Warnes asks for an account of events in the tower and is especially interested in any mentions of Tenser's castle. If Marial has not already told her story to the PCs,

she recounts her experiences in the tower and describes the mysterious doorknob she saw there. (See page 11 for details.)

If Marial is shown the little box from Jallarzi's room (or is told about it), she immediately recognizes it as having contained a special item created by Tenser to open the doors in his castle, called the *bronze key of portals* (a variant of the *silver key of portals* from WG5 *Mordenkainen's Fantastic Adventure*).

Marial worries that someone evil may try to enter the castle; Tenser was supremely powerful, and no one — not even the members of the Circle — know all of the castle's secrets, or what could be done with them by an evil power.

No one knows except, perhaps, Jallarzi, who is nowhere to be found. Warnes tells the PCs that divination spells reveal nothing of Jallarzi's fate. Edwina sadly adds that she cannot detect her mistress's thoughts.

At this point, there should be doubt in the PCs' minds about whether Jallarzi is good or has turned to evil — if she is alive at all. There is conflicting evidence: According to Edwina, Jallarzi was attacked; Marial saw the stranger but can't remember if Jallarzi fought against him or not; everyone saw Jallarzi try to kill Warnes and experienced many of the traps in her tower. Marial is absolutely certain her friend is innocent, though she has no explanation for her attempt to kill Warnes.

With Jallarzi gone, there are no members of the Five in the City of Greyhawk. While Warnes is not yet a member, he is the best thing the city has at the moment, so he decides to stay in town (in case this is part of a plot to leave the city unprotected), and summon Mordenkainen and the rest of the Five. In the meantime, he explains, the PCs are to go to Tenser's castle, to delay whatever is happening until he can send members of the Circle to aid them.

Local PCs know that Tenser's castle is several days' travel from the city, set on a huge rock in the Nyr Dyv, connected



to the shore by a promontory or land bridge. Many locals know it as the Fortress of Unknown Depths. The castle is pale blue. While no one knows much about its defenses, everyone agrees that they must be impressive, and involve walls, towers, magic and monsters. A few people have set off to visit the castle since Tenser's demise, but none ever returned.

Jallarzi's visits to the castle since its vacancy are well known. Recently, rumors have surfaced that Tenser's castle is beginning to rumble. Already wary of the castle's defenses, the Rhennee who live on the lake now refuse to approach.

If asked for information about the castle, Warnes tells the PCs the following:

The castle was built at least eight centuries ago during the early days of Aedy expansion across the Flanaess. No one remembers the castle's many owners or the battles fought for it, though Tenser collected historical records and tales, relating some to friends and guests as entertainment. One legend claims that the fortress was once entirely *invisible* and was called the Hidden Fortress.

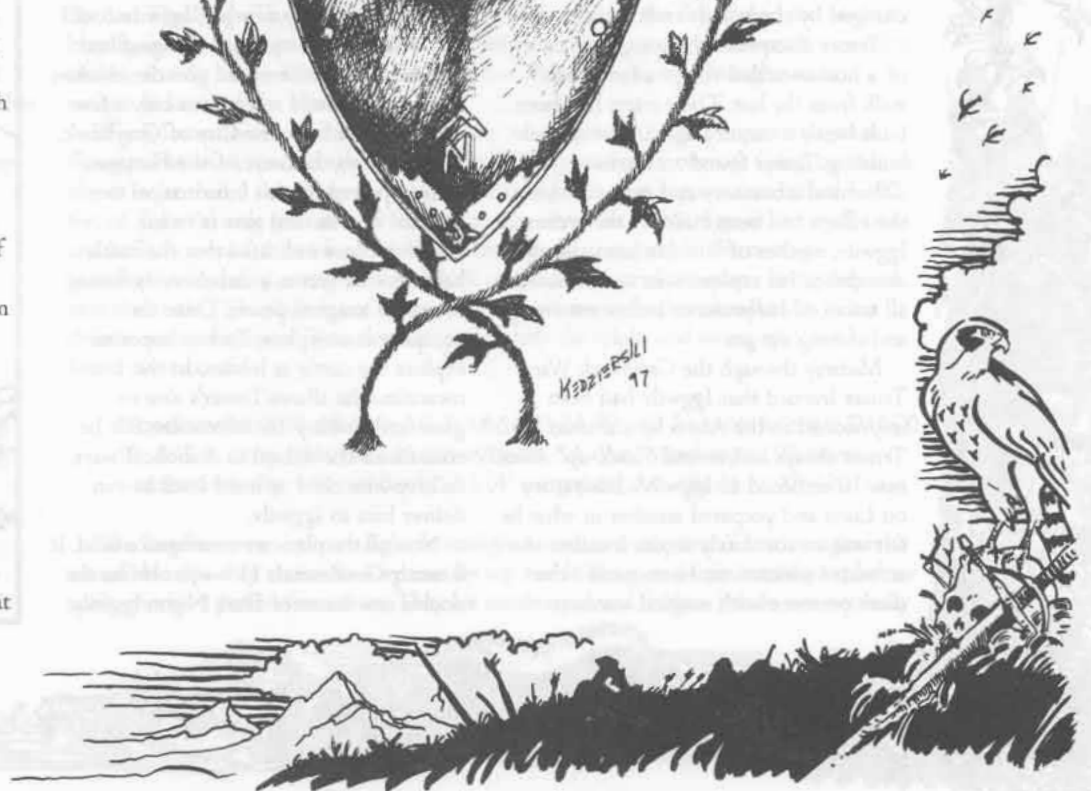
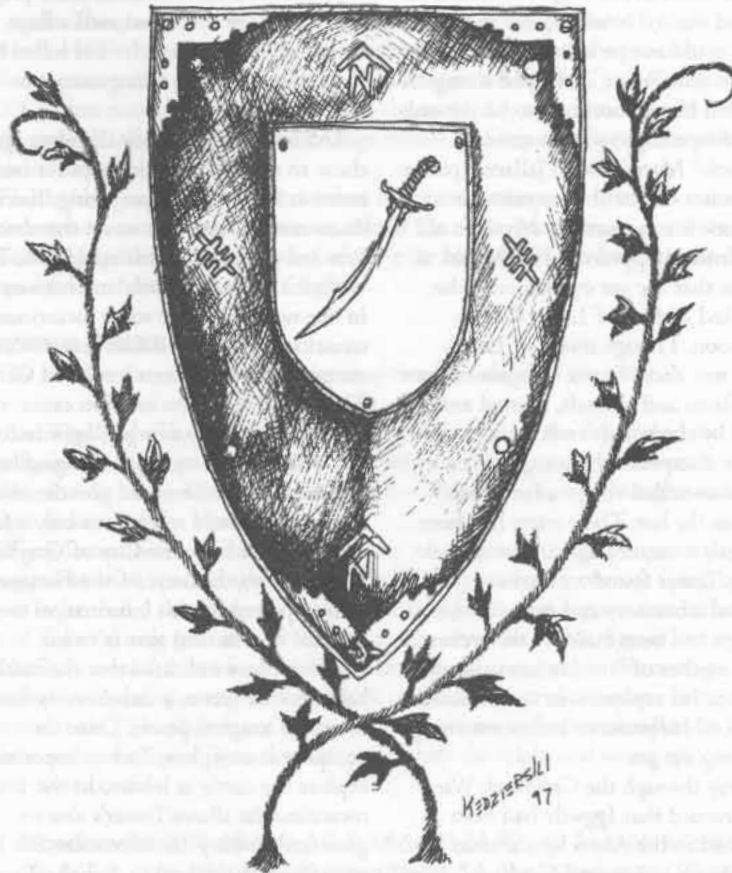
The castle is surrounded on all sides by the waters of the Nyr Dyv, and its great keep is high enough to be visible for miles. The path across the land bridge is barely 2–3 feet wide for much of its length, its surface worn by time. The entrance to the castle has a magically reinforced gatehouse, portcullis and drawbridge.

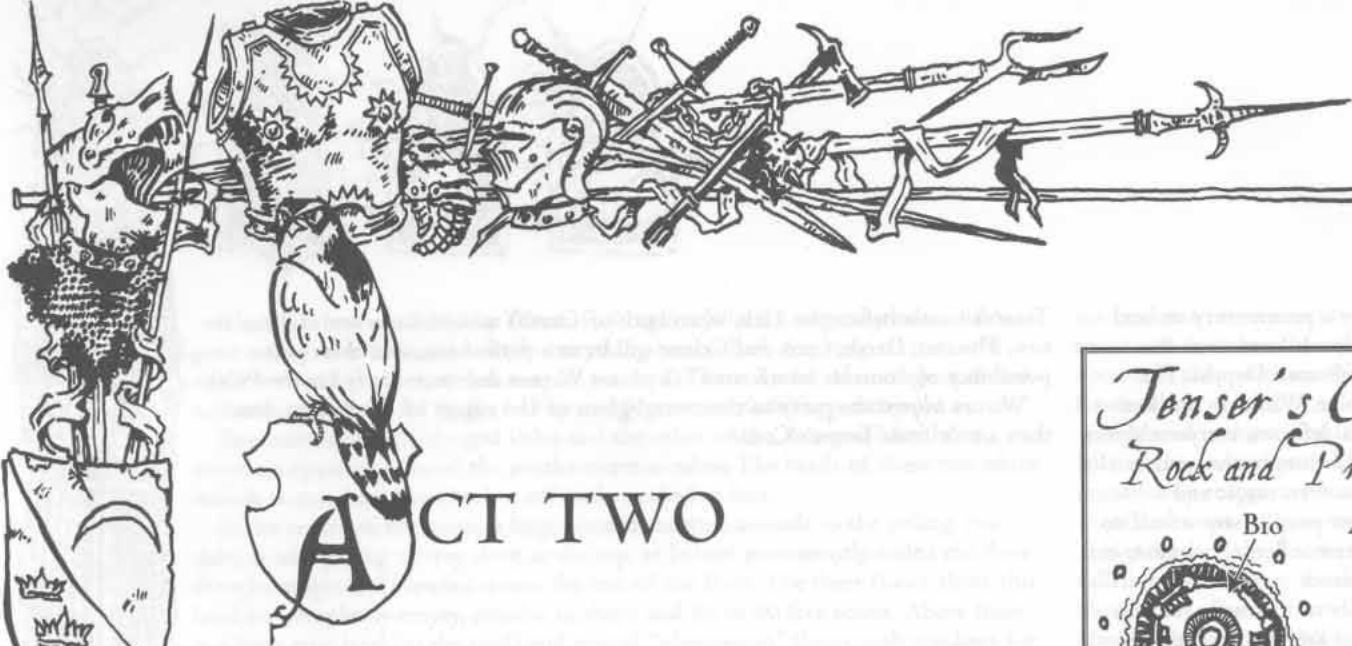
Tenser warned the other members of the Eight not to *teleport* or fly to a destination closer than a half-mile from the castle: Warnes passes on this warning. If asked how supplies were brought to the castle, he vaguely recollects something about a tunnel.

Warnes provides one other thought: the night of Goodmonth II is almost upon them all. This is a special night with magical significance for plane-crossing and world-crossing magic. He urges the PCs to resolve the situation at

Tenser's Castle before the IIth, when both of Oerth's moons, Luna and Celene, are new. The sun, Oerth, Luna and Celene will be in a perfect line, and there is the possibility of "outside interference" (a phrase Warnes does not clarify for the PCs).

Warnes *teleports* the party to the central green of the village of Magepoint, less than a mile from Tenser's Castle.





# ACT TWO

## FROM OERTH TO THE MOON

When Tenser first moved to the Fortress of Unknown Depths, he was astonished to discover a *gate* leading from a storage closet in the keep. He locked the room and warded it with spells and traps. The *gate* could not be opened except from the castle, and Tenser developed a magical key shaped like a doorknob to be the only means of opening it — the same “doorknob” Marial saw in Jallarzi’s parlor.

The other end of the *gate* exited in a small stone hut, apparently centuries old. When Tenser stepped outside the hut, it was plain that the *gate* opened onto the rain-soaked surface of Luna, Oerth’s larger moon. Though much of Luna’s ecology was alien, Tenser recognized some Oerth plants and animals, twisted and changed by the hostile environment.

Tenser discovered the overgrown ruins of a human-scaled village a few hours’ walk from the hut. These ruins had been built barely a century ago. In the central building, Tenser found an extensive alchemical laboratory and evidence that the village had been built for the archmage Iggwilv, mother of Iuz. He immediately abandoned his explorations and removed all traces of his presence before returning and closing the *gate*.

Midway through the Greyhawk Wars, Tenser learned that Iggwilv had been imprisoned in the Abyss by a demon lord. Tenser always had several “back-up” clones; now he returned to Iggwilv’s laboratory on Luna and prepared another in what he felt was an absolutely secure location. As an added precaution, he concealed the clone’s presence with magical wards so

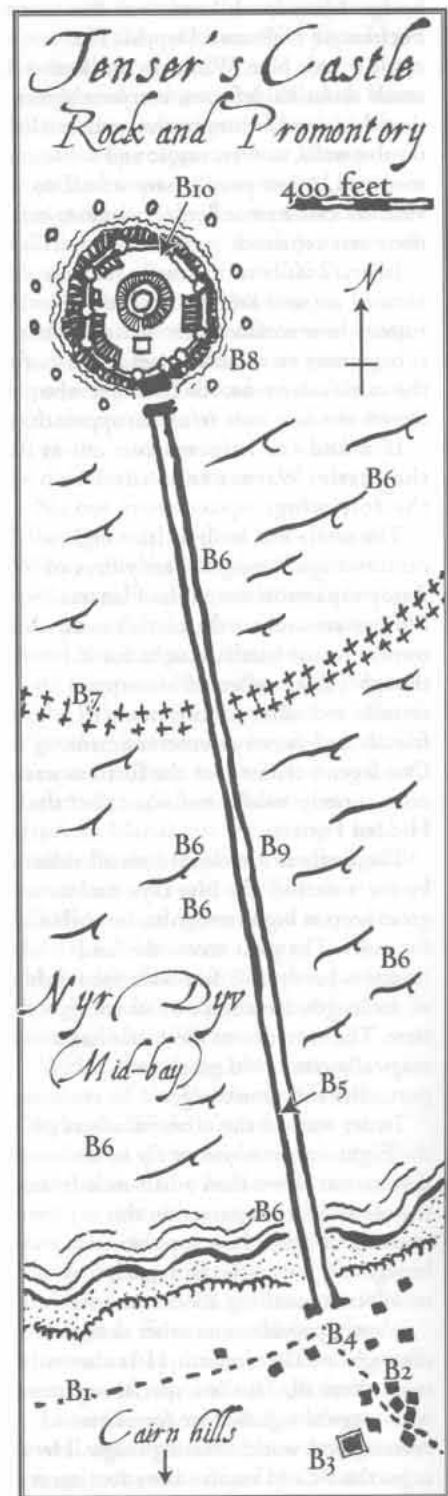
powerful that no divination spell could pierce them; not even Mordenkainen had been able to detect it.

Tenser thought better of his earlier plans and decided to remove the cloning materials from the abandoned village, but before he could return, he was killed by Rary. Tenser’s cloning arrangements on Luna were activated.


Unfortunately, this was the place Iggwilv chose to use as the staging area for her invasion forces. While preparing, Tuerny discovered the clone in a secret chamber. Personal possessions indicated it was Tenser — hated by both Iggwilv and her son Iuz. In one notebook were some incautious remarks that indicated that Tenser’s castle contained a *gate* between Luna and Oerth. This would make the invasion easier; rather than open a totally new *gate*, Iggwilv could just widen the existing *gate*. Bringing her troops to the castle would give the invasion a powerful base of operations only a few days’ distance from the City of Greyhawk, in many ways the heart of the Flanaess. Tuerny passed on this information to Iggwilv, who in turn gave it to Iuz.

Other notes indicated that the castle held another secret, an unbelievably strong source of magical power. Once the conquest is complete, Tuerny hopes to explore the castle at leisure. In the meantime, he allows Tenser’s clone to grow and develop consciousness; but he transforms the wizard in diabolical ways, to keep him close at hand until he can deliver him to Iggwilv.

Now all the plans are coming to a head. It is nearly Goodmonth II — just before the double new moon of Dark Night. Iggwilv







gathers her troops and prepares to open the gates that will move them to Luna. Tuerny has attacked Jallarzi's tower and kidnapped her, creating a powerful simulacrum in her place and changing the real Jallarzi into a man; he has also manipulated her alignment, though she fights this alteration. Tuerny, Jallarzi (now "Jay") and her simulacrum have teleported to the village of Magepoint and entered Tenser's castle, using the stolen bronze key of portals and the doorknob to get to the hidden gate in the keep. No longer needing them, Tuerny has abandoned the simulacrum, the key and the doorknob, and dragged "Jay" through the gate.

At the same time, Iuz has sent a band of 30 evil humans and humanoids to Tenser's Castle on a ship called the Admundfort; in case Tuerny was trying anything tricky, this group can secure the Oerth side of the gate to Luna, which he knows is somewhere in the keep.

Things have not gone well for the raiders. They arrived the night of Goodmonth 10. As they rowed to the castle, staying close to the land bridge, the boat was ripped in half by a monster who stayed to pick a number of flailing orcs from the wreckage. The survivors staggered along the promontory. They were able to enter the castle by rigging a rope bridge across the drawbridge gap, and by using a *knock* spell on the entry doors. Since then, they have stumbled into a number of traps, each of which has resulted in deaths. Now most of the survivors are holed up in a library. They still want to find the gate they were originally sent to locate, but now it's a matter of survival: any place has to be better than Tenser's castle.

### THE FORTRESS OF UNKNOWN DEPTHS

*In the hazy summer air, the Fortress of Unknown Depths seems almost a mirage. Half a mile into the dark blue waters of the Nyr Dyv is a low black rock some 130 feet across, crowned with a pale-blue structure. At the heart of the castle is a single tower capped with a vast faceted dome that glitters like a blue jewel. Birds*

*wheel around the fortress. They might be ospreys, diving for fish in the lake.*

*A narrow causeway of black stone stretches from a pretty shore-side village to the castle. The water on either side shows occasional eddies and whirlpools, as if great water creatures neared the surface before sinking again. Sometimes a glistening back or tail heaves clear of the water. On occasion the lake churns with some underwater battle between these titans.*

*Compared to such wonders, the village of Magepoint and the hills to the south seem almost overwhelmingly ordinary. The village is charming, a cluster of houses, stables and huts set among gardens and pastures. From the village, the terrain climbs toward the Cairn Hills a couple of miles away, blue-green during the humid days. Manors and farms dot the rolling grasslands.*

*But the most obvious thing in the area is nothing that can be seen. It is the noise. At all times, day and night, the air thrums with an audible grinding and rumbling. It is so consistent that one can almost forget the noise is there — after all, it is never deafening and it does not interfere with conversation — until suddenly one notices again and then there it is, even more monotonously maddening than before.*

The sound interferes when someone is attempting to listen for slight sounds; apply a -5% penalty to "hear noise" rolls for thieves and others on the shore within a mile of the castle. This penalty doubles as the distance to the castle is reduced by half, so it becomes -10% within a half mile (in other words, anywhere on the promontory), -20% within a quarter-mile (1,320'), -40% within an eighth-mile (660'), to a maximum of -80% within one-sixteenth mile (330') of the castle. Anywhere on, above or below the castle grounds, all walls, floors and ceilings vibrate as if experiencing a constant low-grade earthquake.

This noise is much louder in water than in the air. Attempts to listen for sounds underwater are ruined within a quarter-mile of the castle. Monsters are drawn to the noise, thinking it might be the sound of prey; the birds the PCs see are actually diving for scraps left over from the monsters' fights.

### GETTING THERE

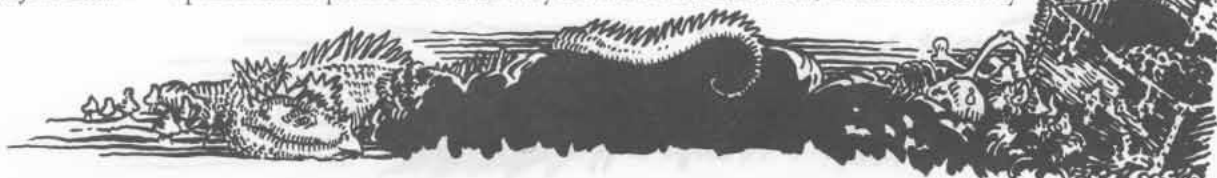
The PCs have several options for getting from the shore to the castle.

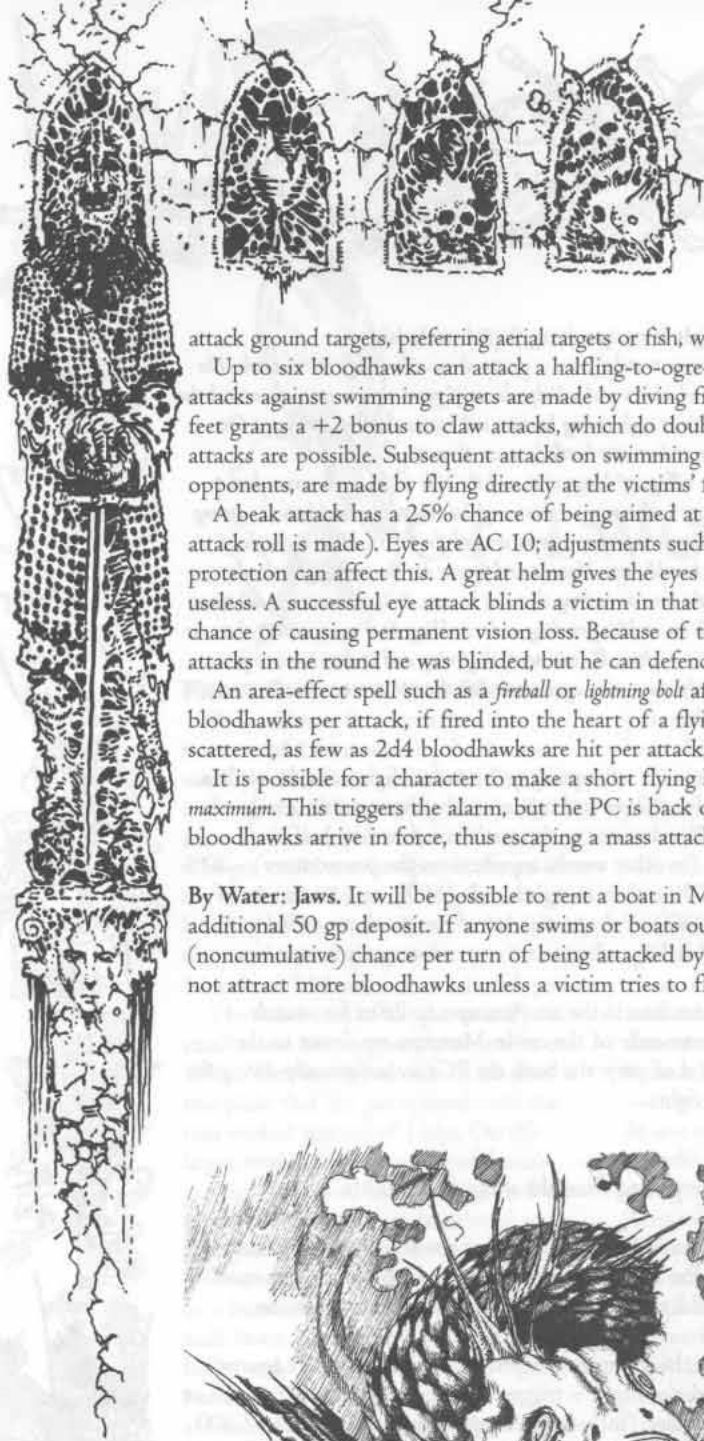
**By Air: The Birds.** The high-flying predatory birds cruising the sky around the castle are bloodhawks, birds of prey bred in the Suel Imperium long ago. Over the years, a number of bloodhawks escaped into the wild; their descendants are found throughout the temperate lands of the Flanaess.

When Tenser took over the castle, he set up an inexpensive system to protect against flying predators. A special high-level *alarm* spell is triggered whenever any flying creature or object larger than 3 feet in any dimension (including wingspan) approaches within 1,200 feet of Tenser's castle (see area B7 for details). An ultrasonic alarm rings in the small caves and hollows around the rock on which the castle rests. This disturbs the nesting bloodhawks, and they emerge in a vast flock to attack any aerial or aquatic being they see near the castle. (The *alarm* is not triggered by the presence of other bloodhawks.) This defense irritated some of Tenser's allies (particularly the sylphs and swanmays), but he found it very useful.

**Bloodhawks (600 adults):** AC 7; MV 1, Fl 24 (B); HD 1+1; hp 6 (avg.); THACO 19; #AT 3; Dmg 1d4/1d4/1d6 (claws/beak); SA dive, attack eyes; SD never surprised visually; MR standard; SZ S (4' wingspan); ML 16; AL N; XP 120.

Bloodhawks can see by moonlight or starlight as well as in daytime. Their eyesight is so remarkable that they cannot be surprised by any visible being, and only *invisibility* or *darkness* spells conceal a person from them. They are carnivorous and fearless, but do not normally





attack ground targets, preferring aerial targets or fish, which they hunt day or night.

Up to six bloodhawks can attack a halfling-to-ogre-size opponent every round. Initial attacks against swimming targets are made by diving from above; a dive of at least 100 feet grants a +2 bonus to claw attacks, which do double damage (2d4/2d4); no beak attacks are possible. Subsequent attacks on swimming victims, and most attacks on aerial opponents, are made by flying directly at the victims' faces, attacking the eyes.

A beak attack has a 25% chance of being aimed at a victim's eyes (rolled before the attack roll is made). Eyes are AC 10; adjustments such as Dexterity or magical defensive protection can affect this. A great helm gives the eyes AC 0, but any other helmet is useless. A successful eye attack blinds a victim in that eye for 1d10 rounds, with a 10% chance of causing permanent vision loss. Because of the pain, the victim loses all further attacks in the round he was blinded, but he can defend himself.

An area-effect spell such as a *fireball* or *lightning bolt* affects at best only 10d4 bloodhawks per attack, if fired into the heart of a flying, dense flock. If the flock is scattered, as few as 2d4 bloodhawks are hit per attack, as the DM determines.

It is possible for a character to make a short flying hop of two rounds' duration *maximum*. This triggers the alarm, but the PC is back on the ground before the bloodhawks arrive in force, thus escaping a mass attack.

**By Water: Jaws.** It will be possible to rent a boat in Magepoint for 10 gp with an additional 50 gp deposit. If anyone swims or boats out to the castle, he has a 10% (noncumulative) chance per turn of being attacked by 1d4 bloodhawks. Fighting does not attract more bloodhawks unless a victim tries to fly away, triggering the *alarm* spell.



Though Tenser had many aquatic friends, he felt he needed something to keep away unwanted visitors. For a time, a mist dragon aided him; when it left, Tenser studied the lake's fauna until he discovered a beast that he magically forced into service as a guardian. The monster was a *verme*, a gigantic foul fish. The *verme* was forced by a (frequently renewed) *charm monster* spell to remain within a mile of the castle, and it fed on monsters or boaters approaching the castle without permission. Tenser warned his selkie friends, the lakegoing Rhennee and the residents of local shore villages not to disturb the *verme*. A few tried anyway and vanished, causing wiser heads to avoid these waters entirely.

Shortly after Tenser's death, the *verme* broke free of the *charm monster* spell. The feeding in the castle's vicinity has been good, so it has not yet left the area; but if it pursues prey more than 5 miles from the castle, it returns to its wandering habits, becoming a menace to lake traffic throughout the Nyr Dyv.

**Verme:** AC 3 (head), 8 (body), 10 (interior); MV 3, Sw 18; HD 18+18; hp 130; THAC0 5; #AT 1; Dmg 7d4 (bite); SA swallow victims whole up to 12' tall, continuous damage to swallowed victims; SD slime-covered scales reduce edged-weapon damage to 1 hp per attack, fire-based attacks do half damage (round fractions down) except to mouth or insides; SZ G (80' long); ML 15; XP 14,000.

**Source:** MONSTROUS COMPENDIUM Annual, Volume Two, pages 52–54.

The *verme* is stupid but extremely powerful and hungry. Its can bite a wooden boat in half and capsize a vessel as large as a small galley in one round. It can also leap half onto land to seize a visible victim climbing the promontory's side or even walking along the top near its edge, 30 feet above the water's surface. A person walking here is allowed a Dexterity check on 1d20 to fling himself aside to



escape the fish's bite, but he must also make a second Dexterity check to avoid falling off the land bridge into the lake (roll 1d6: left side, 1–3; right side, 4–6).

The verme always swallows its prey whole; such a victim takes 3d8+4 points of biting damage, then 2d8 points of acid damage per round thereafter until death occurs in the sixth round, regardless of previous damage taken. Attacks against a verme's insides are against AC 10, but no weapon larger than a dagger can be used. Acid attacks and wand attacks are as normal; due to the wet conditions inside the verme, burning oil and fire-based attacks do half damage.

Every turn that the PCs spend on the land bridge or swim in the water, there is a 10% chance that the verme passes looking for food. It instantly senses a swimmer or a boat, but it must make a surprise roll with a –6 modifier to detect PCs on the land bridge.

**By Teleportation: Gone.** The pitfalls of teleporting to the castle are outlined in the descriptions of areas B7 and C43. Those who try vanish.

**By Land: Unsafe At Any Speed.** Walking across the promontory's top is perhaps the safest method of reaching Tenser's castle. Unless they are starving, bloodhawks ignore ground creatures; and lately they've fed well on the leftovers of the lake-monster battles around the castle.

In her visits to the castle after Tenser's death, Jallarzi crossed the promontory while magically *silent* and *invisible*. Her magical devices and spells saved her if something went wrong, Tenser's *bronze key of portals* opened the drawbridge at the gatehouse, and she knew how to get past the obstacles in the fortress. This is how Tuerny, Jallarzi/Jay and the simulacrum crossed just a few hours ago.

### TENSER'S CASTLE: PROMONTORY AND VICINITY

**B1. Shore Pathway.** A dirt path runs along the Nyr Dyv shoreline to the castle's

promontory. The path travels for several miles along the shoreline on either side of the village of Magepoint (area B2), ending beside a river to the east and in the Cairn Hills to the west.

**B2. Village of Magepoint.** This hamlet of 130 adults was actually the secret home barracks of Tenser's personal forces. The few times that enemies tried to lay siege to the castle, they discovered this apparently bucolic village was filled with skilled warriors whose leaders used magic. After Tenser's castle was closed, many soldiers left the area, but some remained, making their living by fishing in a nearby river or farming. Many of the ex-soldiers are lawful good, and their community is hardworking and happy.

Nearly all Magepoint farmers, male and female, were trained as infantry, archers or cavalry; they are tougher and braver than most levied troops (high hit points and morale levels). Their horses are well-bred light war horses. A family of 20 dwarves does smithy work for the village and neighboring farms.

Everyone in the town talks freely and rather pointedly about the terrible dangers to adventurers who think they might wish to gain fame and fortune in Tenser's castle. First, there are the lake monsters: never (the residents warn) go closer than 100 feet to the shore unless death is a personal goal. Then there is some sort of snare for *teleporters*, and traps on the land bridge, and the bloodhawks, and the castle itself. . . .

The townspeople are afraid an evil force may try to claim the powerful magic that seems to well from the land under Tenser's castle, so trespassing on the promontory or castle grounds is punishable by death. The PCs need stealth, misdirection or speed to cross it. If the PCs express an undue amount of interest in the land bridge, 1d10 warriors in light armor gather. They are there as a visual deterrent and do not behave aggressively unless one or more PCs try to race onto the land bridge. Then the townspeople raise an alarm and the warriors try to remove the trespassers by force. If someone gets more than 100 feet out on the promontory, the townspeople do not follow but set sentries at area B4, waiting for the intruders to return.

Only one person in Magepoint might listen to or believe the PCs if they try to explain their reasons for going to Tenser's castle. This person is Tenser's former henchman, a female sylvan elf named Cymria of Celadon. They won't need to find her; she'll find them within an hour of their arrival.

**Cymria of Celadon, ef F12/M11:** AC 1 (Dex bonus, chain mail +2, shield); MV 12; hp 44; THAC0 9; #AT 3/2; Dmg by weapon type; SA/SD as elf; MR as elf; Str 17, Dex 15, Con 12, Int 16, Wis 14, Cha 8; SZ M (5' 5"); ML 18; AL CG.

**Spells (4/4/4/3/3):** DM's choice, but always with at least one spell by Tenser.

Cymria has standard sylvan elf abilities and speaks elven (Celadon sylvan dialect), Common, Nyronese, goblin, orc and gnoll.

Weapons/equipment: *bardiche* +2, *hand axe* +2, *carpet of flying*, *Tenser's longbow of eagle sight* (see page 63 for description under "bow"), scrolls and potions of the DM's choice. Cymria won't use the *carpet* near the lake because of the bloodhawks.


**Source:** WGA4 *Vecna Lives!*, page 90.

Cymria of Celadon is tall for an elf, with a lean, wolfish look. She is a practical, hard-nosed, merciless adventurer who solves problems efficiently. Over a decade ago she left her home in the Celadon Forest of Nyronde to follow Tenser; she has never regretted it, though his death hit her hard.

Cymria has her eye on everything that happens in Magepoint and she'll be very interested in the PCs and their mission.

If the PCs mention Jallarzi, Cymria mentions that she just saw "Jallarzi" (actually





the simulacrum) a few hours before. She *teleported* into the center of Magepoint with a bald bearded man in rust-red robes and a good-looking blond man (Jallarzi/Jay). They spoke with no one, but the locals recognized Jallarzi, so no one tried to stop them when they moved onto the land bridge.

If the PCs can convince her of the validity of their need, she talks the townspeople into allowing the PCs to use the land bridge. Cymria gives two potions to the group to aid them; both are *Tenser's potions of primal fury*. (See page 64 for a description of this potion.)

If the DM wishes, Cymria can be used as a PC for a player joining the adventure at this point.

The PCs may ask Cymria to describe the layout and details of Tenser's castle, as she's certain to have been there before. She can tell them nothing. She explains that after Tenser's death, she voluntarily had her memories of the castle magically removed from her mind. She knows this was done at the castle, during the last meeting of Tenser's friends and allies before it was locked up, but she doesn't recall how; she simply remembers walking across the promontory to the shore afterward. Cymria did this so enemies could not use magic or torture to find out about Tenser's castle from her.

One thing Cymria does know and say about the castle — an item that others in the village will not discuss — is that in the last few weeks some of the castle walls seem to vanish and reappear. This may have something to do with the constant grinding noises from the castle.

**B3. Old Tunnel Entrance.** Built into a hillside here, on the side facing away from Tenser's castle but almost in line with the promontory, is a horse barn with many wide doors. Inside this barn is the entrance to a 20-foot-wide, 10-foot-high arched stone tunnel, which descends and then levels off, heading north-northwest. It passes through the promontory itself, the tunnel's roof being 10 feet below the walkway on the promontory's top. It was used to move troops to the shore or castle during an attack; if threatened, the town itself could evacuate to the castle. After the castle was closed, the tunnel was sealed by a *wall of stone* 5 inches thick (20th level), which appears to be part of the barn's rear wall. Further, powerful spells were cast in the tunnel to discourage anyone from using it if the barn entrance was discovered. No one in the village, not even Cymria, tells the PCs of this tunnel's entrance.

If for some reason the PCs travel through the tunnel, they run into a magical defense every 100 feet of the tunnel's 2,000-foot length. The DM can randomly determine the tunnel's contents using the table below, or if he chooses he can construct the tunnel traps himself.

#### Tunnel contents

1d6	spell cast
1	<i>glyph of warding</i>
2	<i>symbol</i> (DM's choice)
3	<i>blade barrier</i>
4	<i>fear</i> (automatic trigger; cast at 22nd level)
5	<i>wall of stone</i>
6	<i>wall of iron</i>

**B4. Promontory Gatehouses.** Two 40-foot-square gatehouses made of pale blue stone stand on either side of the 20-foot-wide entrance to the promontory pathway. Each gatehouse is a simple one-story structure with an undivided interior and a stone staircase leading to the flat roof with its man-height parapet. There are arrow slits in

the walls and parapets. These buildings were not made to withstand serious assault; they were once buttressed with powerful defensive spells and siege weapons, all removed after Tenser's death.

The promontory path is blocked by tree trunks stacked between the gatehouses. Anyone can climb or be helped over these, but riding a horse, pulling a wagon or marching an army past the logs is impossible. Any attempt to remove the logs requires horses or giant strength (12 turns, minus 2 turns per horse or point of giant strength over 18).

**B5. The Land Bridge.** The land bridge leading out to Tenser's castle looks a lot like a manmade causeway; the spine of dark gray-black stone is fairly level along its top and is perfectly straight for the half-mile or so of its length before terminating in the gatehouse at area C1. However, the land bridge seems to be a single piece of rock.

The rock looks volcanic, like basalt, though no one can identify it, even with the mining proficiency. It saves with a throw of 3 against all attacks. It radiates magic along its entire length.

The land bridge is not solid down to the lake's floor. Not only is there a tunnel running its length, but the rock is honeycombed with passages below water level, allowing lake creatures to cross beneath it. This may cause considerable distress to those in the water who think a monster on the far side of the land bridge can't get to them.

Where the base of the land bridge meets the water, it averages 40 to 60 feet in width. The sides are steep; only a thief or a mountaineer could hope to climb out to the castle along the sides. Anyone clinging to the rock who is attacked can free only one hand to return attacks, and then must take a -2 on attack rolls. No defensive moves with a shield are possible, and if the climber faces the cliff, all attacks are back attacks at +4 to hit.

The path is about 30 feet above the water. It was obviously once flat, but natural and magical forces have worn and



cracked the rock, eroding it until the path is only 2 feet wide in places. There is a 20% chance of a group (or an individual, if the group is strung out in a line) being at such a narrow spot at the time of any attack or difficulty; if this occurs, a Dexterity check must be rolled immediately after the PC's action, each round of combat that the PC attacks or defends. A successful roll prevents him from slipping and falling off the promontory (1d3 damage per 10 feet fallen, to a maximum of 3d3 damage) into the waters of the Nyr Dyv (check for drowning if in armor, and don't forget the monsters).

Parts of the land bridge can be crossed at normal speed, though there are many places where speed must be reduced to MV I because the path is so narrow and dangerous. Without slowing down or confronting special dangers, walking across the land bridge would normally take 7 rounds at MV 12, 10.5 rounds at MV 9 and 14 rounds at MV 6. If one takes into consideration a slower rate for dangerous parts of the path but not the special magical problems, movement times are tripled. Moving across at a very cautious MV I takes 84 rounds, or almost an hour and a half.

Two migrating illusion spells affect the path so that a dangerously narrow or rough area appears safe and wide. These locations change from day to day; it is the DM's choice where they are at the moment. These illusions can be detected only by *true seeing* spells or devices.

Without this aid, the first person walking over this area must make a Dexterity check on 4d6, or he may fall off the path.

The promontory is also affected by a very powerful spell similar to *distance distortion*. This causes anyone walking along the top who reaches one of three spots (locations determined by the DM) to find himself essentially walking in place, with no forward movement. These spots change location from day to day. This "walking in place" problem does not become obvious for 2d4 rounds. To defeat it, PCs must climb onto the land

bridge's side and inch past; or *dispel magic* must be cast on the area, which negates the effect for 1d4 turns, long enough to pass. This effect cannot be permanently removed.

The land bridge is immune to spells that move, shape or transmute rock; if an earth elemental is summoned, it cannot affect the promontory itself, though it can travel through the rock and reveal the presence of the tunnel through it.

**B6. Shipwrecks.** Each of these points in the Nyr Dyv is the shipwreck of a vessel larger than a rowboat. Most of these ships were destroyed in a siege many years ago. The DM can design these shipwreck sites if desired.

One shipwreck is very close to the land bridge on the eastern side and lies within the boundary of area B7 (see map). This wreck is less than a day old; it is a 30-foot oared lake boat with sails, now shredded and trailing in the water. The word ADMUNDFORT is painted on the stern. A search of the wreckage reveals nothing of interest, except a fairly fresh human hand, severed from the rest of the body by a sharp blade (or huge teeth), still wearing a *ring of defense AC 6* (as per the bracers).

Each turn the PCs explore this wreck, there is a 1-in-6 chance that the verme returns to see if anything edible escaped it the first time. The verme is described on page 22 in the section "Getting There." If it tastes blood, it stays in the immediate area for 2d4 hours.

**B7. Teleportation Limit.** A special magical defense is still active around the castle. All spells and magical items using alteration-magic teleportation (*dimension door*, *teleport*, *teleport without error*, *sucror*) malfunction when the spell's point of origin or destination lies anywhere within a radius of 1200 feet from the castle's Great Keep; this includes those parts of the land bridge in range. This malfunction occurs no matter where the *teleport*-type spell originates. A previous owner of the castle harnessed some of the castle's magical power to cause anyone or anything *teleporting* too close to appear in a special chamber below the castle (see area C43). Tenser kept this security system, making a few modifications.

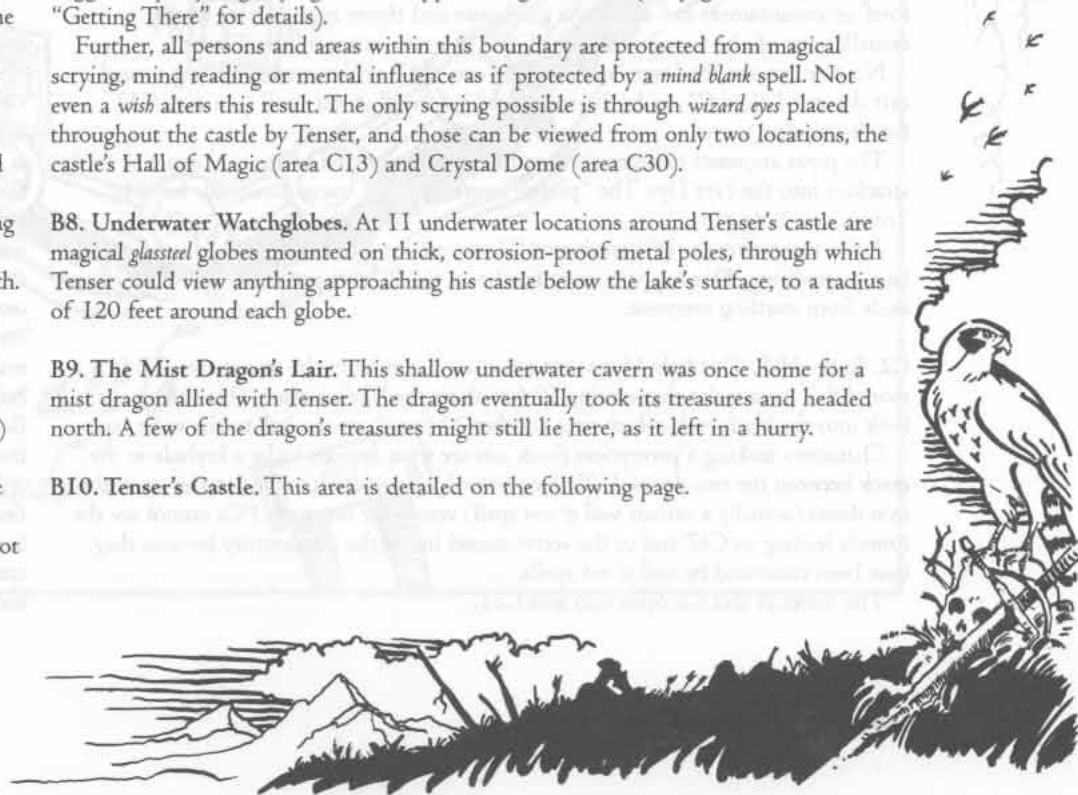
This radius is also the boundary for the activation of the bloodhawk alarm system, triggered by any large flying creature approaching the castle (see page 21 in the section "Getting There" for details).

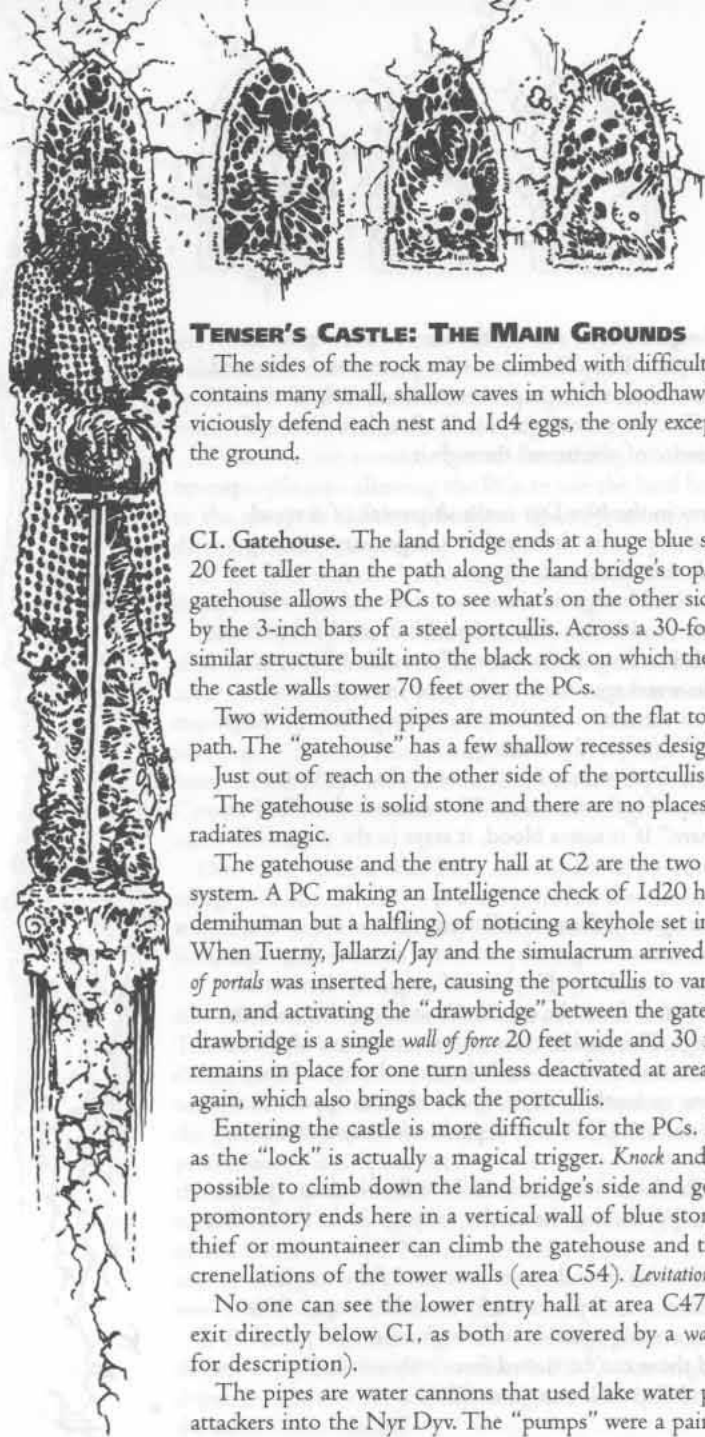
Further, all persons and areas within this boundary are protected from magical scrying, mind reading or mental influence as if protected by a *mind blank* spell. Not even a *wish* alters this result. The only scrying possible is through *wizard eyes* placed throughout the castle by Tenser, and those can be viewed from only two locations, the castle's Hall of Magic (area C13) and Crystal Dome (area C30).

**B8. Underwater Watchglobes.** At 11 underwater locations around Tenser's castle are magical *glassteel* globes mounted on thick, corrosion-proof metal poles, through which Tenser could view anything approaching his castle below the lake's surface, to a radius of 120 feet around each globe.

**B9. The Mist Dragon's Lair.** This shallow underwater cavern was once home for a mist dragon allied with Tenser. The dragon eventually took its treasures and headed north. A few of the dragon's treasures might still lie here, as it left in a hurry.

**B10. Tenser's Castle.** This area is detailed on the following page.





## TENSER'S CASTLE: THE MAIN GROUNDS

The sides of the rock may be climbed with difficulty. The northern side of the rock contains many small, shallow caves in which bloodhawks nest. A pair of bloodhawks viciously defend each nest and 1d4 eggs, the only exception to not attacking people on the ground.

**C1. Gatehouse.** The land bridge ends at a huge blue stone gatehouse, 70 feet across and 20 feet taller than the path along the land bridge's top. An arch through the 20-foot-wide gatehouse allows the PCs to see what's on the other side, though their view is restricted by the 3-inch bars of a steel portcullis. Across a 30-foot-wide open water channel is a similar structure built into the black rock on which the castle stands. Across the channel, the castle walls tower 70 feet over the PCs.

Two widemouthed pipes are mounted on the flat top, aimed down at the land bridge path. The "gatehouse" has a few shallow recesses designed to look a bit like windows.

Just out of reach on the other side of the portcullis is a small sack.

The gatehouse is solid stone and there are no places for defenders to hide inside. It radiates magic.

The gatehouse and the entry hall at C2 are the two ends of a magical drawbridge system. A PC making an Intelligence check of 1d20 has 1 chance in 6 (3 in 6 for any demihuman but a halfling) of noticing a keyhole set in the stone to the right of the arch. When Tuerny, Jallarzi/Jay and the simulacrum arrived a few hours ago, Tenser's *bronze key of portals* was inserted here, causing the portcullis to vanish into the Ethereal Plane for one turn, and activating the "drawbridge" between the gatehouse and the entry hall. The drawbridge is a single *wall of force* 20 feet wide and 30 feet long that glows a pale blue; it remains in place for one turn unless deactivated at areas C1 or C2 by turning the *key* again, which also brings back the portcullis.

Entering the castle is more difficult for the PCs. Picking the lock does not work, as the "lock" is actually a magical trigger. *Knock* and similar spells do work. It is not possible to climb down the land bridge's side and go around the arch, for the promontory ends here in a vertical wall of blue stone. A sufficiently experienced thief or mountaineer can climb the gatehouse and throw ropes across to the crenellations of the tower walls (area C54). *Levitation* attracts bloodhawks.

No one can see the lower entry hall at area C47 or the corresponding tunnel exit directly below C1, as both are covered by a *wall of rock* spell (see area C47 for description).

The pipes are water cannons that used lake water pumped at huge velocities to wash attackers into the Nyr Dyv. The "pumps" were a pair of water elementals hired by Tenser, now long gone.

A few turns after the PCs reach area C1, several sections of the wall become *invisible*, later reappearing. This happens every few hours the PCs are present. There is no effect, aside from startling everyone.

**C2. Entry Hall.** This light blue stone structure is similar to the one at area C1. It is a monolithic rectangular shape rising 50 feet above the lake's surface. This entrance is built into the black rock, which rises another 20 feet above the hall to the wall's base.

Characters making a perception check can see what appears to be a keyhole in the crack between the two doors. If Tenser's *bronze key of portals* is touched to this spot, the iron doors (actually a variant *wall of iron* spell) vanish for one turn. PCs cannot see the tunnels leading to C47 and to the secret tunnel inside the promontory because they have been concealed by *wall of rock* spells.

The doors at area C2 open into area C31.

**C3. The Great Lift.** This 40-foot square area is an opaque *wall of force* identical to the stone pavement that covers the courtyard (see area C5). It is temporarily *dispelled* when the Great Lift (elevator) is activated. Just to the west of the lift a 3-foot-high stone pedestal holds a blue and yellow circle. The Great Lift is a levitating *wall of force* that rises from area C32 to emerge here. If the circle is pressed with a bare hand and nothing heavier than a pound rests on area C3, the *wall of force* vanishes and the Great Lift ascends from area C32. If the Great Lift is on this level and the circle is pressed, the elevator descends 20 feet to area C32; if anything is immediately below the lift, the pedestal chimes and the elevator does not function. It takes one round for the Great Lift to go from C32 to C3, and one round to return.

## C4. Standard Tower and Castle Walls.

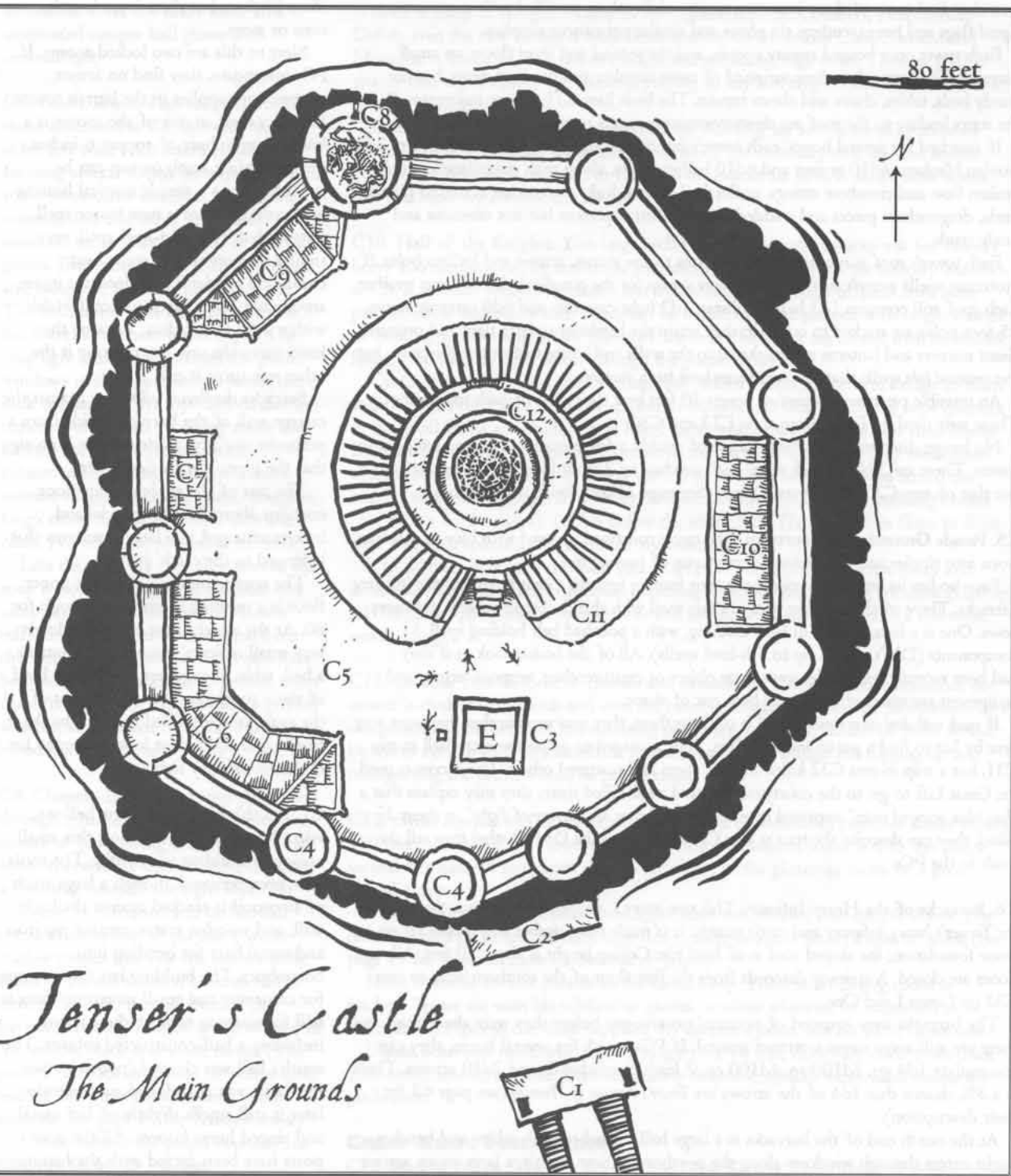
The castle's outer wall is 15–20 feet wide at the base, narrowing to 10 feet at the top. The walkway along the top of each 40-foot-tall wall is 8 feet wide, shielded on either side by 5-foot-tall parapets. The exterior walls show signs of neglect: bird droppings, spider webs, streaks of dirt and wasps' nests.

A thief or mountaineer can climb the walls or towers normally.

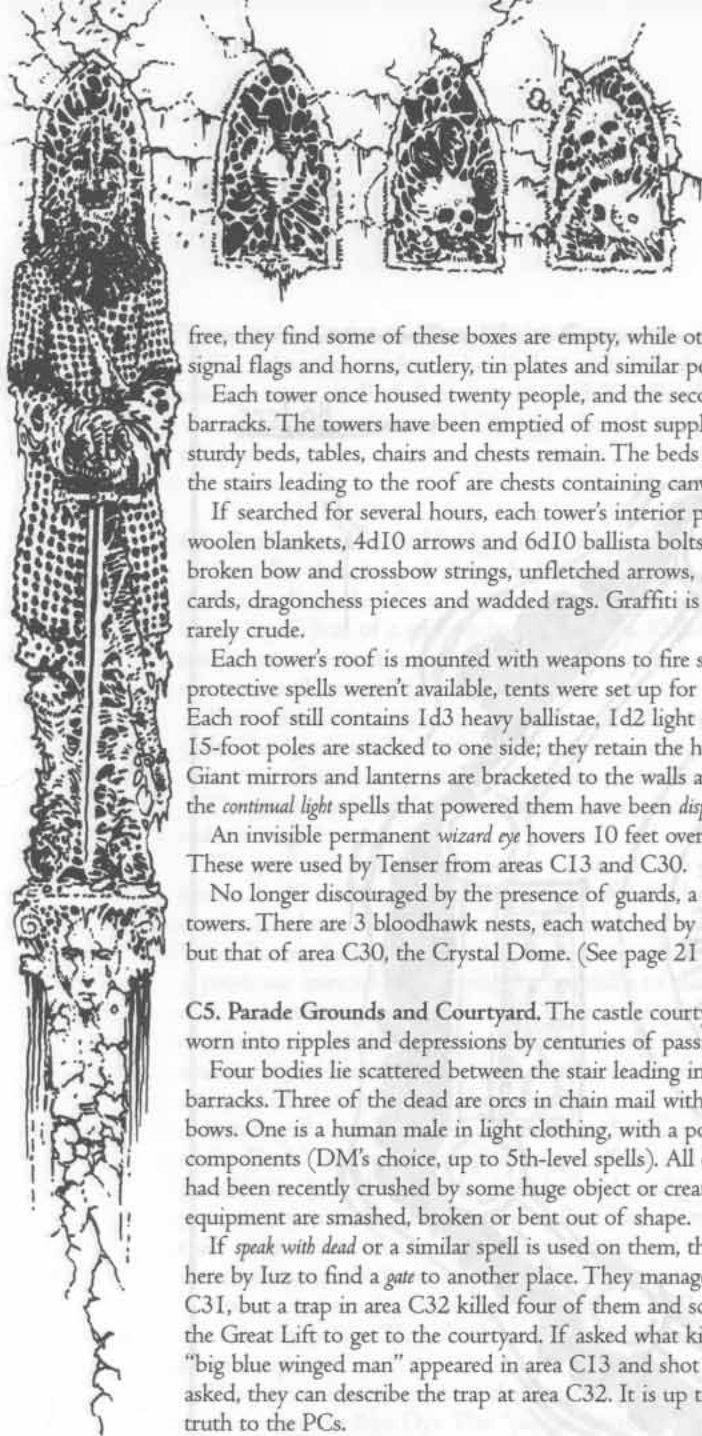
All towers but two (area C8 and the Great Keep at area C12) are of identical design. Built of pale blue stone, each tower is 40 feet wide and 60 feet high with three floors and roofs with parapets. Each level has an 18-foot-high ceiling and no internal walls. All stairs are wooden. Each tower has three doors: one on the first floor opening onto the castle's main courtyard, and two on the third floor that lead to the walkways atop the walls. A trap door in each roof allows access from the third floor. The only light in the towers comes from arrow slits on the upper levels.

Shelves line the walls of each tower's first floor. They are cluttered with dusty boxes, many nailed shut. Larger wooden crates are stacked in the center of the room. If industrious PCs start prying lids





*Tenser's Castle*  
*The Main Grounds*



free, they find some of these boxes are empty, while others are filled with mattresses, signal flags and horns, cutlery, tin plates and similar permanent supplies.

Each tower once housed twenty people, and the second and third floors are small barracks. The towers have been emptied of most supplies and personal items, but the sturdy beds, tables, chairs and chests remain. The beds have no linens or mattresses. Beside the stairs leading to the roof are chests containing canvas tents and woolen blankets.

If searched for several hours, each tower's interior produces 1d100 sp, 2d100 cp, 2d8 woolen blankets, 4d10 arrows and 6d10 ballista bolts, along with miscellaneous junk: broken bow and crossbow strings, unfletched arrows, leaky waterskins, scattered playing cards, dragonchess pieces and wadded rags. Graffiti is present but not extensive and rarely crude.

Each tower's roof is mounted with weapons to fire stones, arrows and ballista bolts. If protective spells weren't available, tents were set up for the guards' shelter in rainy weather. Each roof still contains 1d3 heavy ballistae, 1d2 light catapults and 6d6 catapult stones. 15-foot poles are stacked to one side; they retain the hardware to bear flags and pennants. Giant mirrors and lanterns are bracketed to the walls and rotate to face any direction, but the *continual light* spells that powered them have been *dispelled*.

An invisible permanent *wizard eye* hovers 10 feet over the center of each tower's roof. These were used by Tenser from areas C13 and C30.

No longer discouraged by the presence of guards, a few bloodhawks have nested on the towers. There are 3 bloodhawk nests, each watched by 2 adult bloodhawks, on every roof but that of area C30, the Crystal Dome. (See page 21 for bloodhawk statistics.)

**C5. Parade Grounds and Courtyard.** The castle courtyard is paved with blue-gray stones, worn into ripples and depressions by centuries of passing feet.

Four bodies lie scattered between the stair leading into the Great Keep and the infantry barracks. Three of the dead are orcs in chain mail with shields, broad swords and short bows. One is a human male in light clothing, with a pouched belt holding spell components (DM's choice, up to 5th-level spells). All of the bodies look as if they had been recently crushed by some huge object or creature; their weapons, armor and equipment are smashed, broken or bent out of shape.

If *Speak with Dead* or a similar spell is used on them, they may explain that they were sent here by Iuz to find a *gate* to another place. They managed to get to the entry hall at area C31, but a trap in area C32 killed four of them and scattered others. The survivors used the Great Lift to get to the courtyard. If asked what killed them, they may explain that a "big blue winged man" appeared in area C13 and shot an "arrow of light" at them. If asked, they can describe the trap at area C32. It is up to the DM whether they tell the truth to the PCs.

**C6. Barracks of the Heavy Infantry.** This two-story L-shaped building was the barracks for Tenser's heavy infantry and castle guards. It is made from timber and plaster set on a stone foundation; the sloped roof is of hard tile. Ceiling height is about 10 feet. All doors are closed. A stairway descends from the first floor of the southern wing to area C33 on Lower Level One.

The barracks were emptied of personal possessions before they were abandoned, but there are still some items scattered around. If PCs search for several hours, they can accumulate 1d4 gp, 2d100 sp, 4d100 cp, 2 leather wristbands and 2d10 arrows. There is a 5% chance that 1d4 of the arrows are *Tenser's Arrows of Hunting* (see page 63 for their description).

At the north end of the barracks is a large hall furnished with tables and benches. Light enters through windows along the north wall. Next to this, a large room against the castle's wall is filled with cabinets, counters and enameled copper sinks. It looks

like a kitchen, but there is no hearth, oven or stove.

Next to this are two locked rooms. If PCs investigate, they find no armor, weapons or supplies in the barren rooms. Behind a shelf in one of the rooms is a hollow hemisphere of copper 6 inches across. A black knob on top can be rotated. This is a simple magical heating unit making use of a new minor spell, *continual heat*. This 2nd-level spell, very similar to *continual light*, emits heat constantly at a level that does not injure anyone but keeps everyone comfortable within a 60-foot radius. Twisting the knob turns the unit on; twisting it the other way turns it off.

Barracks *chambres à toilettes* are against the eastern wall of the barracks; aside from a pervasive smell of mildew, there is no sign that the pipes ever carried water.

The rest of the space on this floor contains about 50 beds, trunks and lockers arranged in a large open area that belonged to the castle guards.

The northernmost end of the upper floor is a meeting room large enough for 80. At the easternmost end are a dozen very small officers' rooms; each contains a bed, table, chair, chest and locker. Half of these rooms are locked. The rest of the space is open, filled with the bunks, trunks and equipment lockers needed for 80 heavy infantry fighters.

**C7. Smith's Hall.** The forge, bellows, water barrels and anvils show this small one-story building is a smithy. The tools have been removed, though a large stack of firewood is stacked against the back wall, and wooden crates contain pig iron and metal bars for bending into horseshoes. The building has three rooms for carpentry and small meetings; there is still furniture in each of these rooms, including a half-constructed cabinet. The smith's hall was cleaned (poorly) when the castle was abandoned, and months later it still smells slightly of hot metal and singed horse hooves. All the door posts have been carved with the hammer-and-anvil holy symbol of Bleredd, a deity



of smiths. Over the main work area, a suspended copper ball glows with continual light.

**C8. Guest Tower.** This tower is similar to those described at C4; however, this one is 60 feet wide with interior walls forming several rooms on each level. This tower housed the castellan, the military commanders and other important members of the castle's staff, as well as guests. Even stripped of their mattresses and hangings, the beds look attractive. The bathrooms have huge copper tubs, but there is no water in the pipes. The only light inside comes from the *glassteel* windows in the upper-story rooms; these look out on the Nyr Dyv and cannot be removed or opened. A dining room and kitchen are on the ground floor. A cabinet in the dining room contains a number of games: dragonchess, draughts, king's table, bargaining chips, dice and cards. No other supplies were left here.

Like the roofs of the other towers, this roof is home to flagpoles, ballistae and catapults. Two 3-foot-long, 20-power refracting telescopes are mounted here; their brass tubing and crystal lenses have been wrapped in oilcloth to protect them from the elements. There is also a griffon skeleton surrounded by many smaller bloodhawk skeletons.

**C9. Chapel.** Light filters into the room through a half-dozen windows tinted in shades of blue, giving everything here an eerie otherworldly tint. As the PCs enter, a booming voice to the right says, "Be welcome, be refreshed and be blessed." It comes from one of the many white marble statues that line the room's walls. Rows of carved wooden benches face a lectern. Set into the wall behind the lectern is Tenser's coat of arms, worked in red, yellow, black and white metal. (The scimitar is black on a field of yellow-gold and the border is crimson with white symbols; see page 19 for Tenser's arms.)

A chest behind the pulpit contains silk hangings folded for storage.

The statues depict lawful-good powers.

A cleric is likely to recognize many of the figures: Rao, St. Cuthbert, Heironeous, Delleb, even the new demigod Mayaheine and the dwarf deities Ulaa, Fortubo and Moradin. A statue of Rao radiates magic and speaks by *magic mouth*. There is a 10% chance that any lawful-good character praying to any lawful-good deity here receives a *bles* spell lasting one hour.

In the western and northern corners of the building are several simply furnished priests' rooms. A staircase leads from a corner of the sanctuary to a 20-foot square burial crypt below the church. No valuables or undead are here. A secret door opens into a 10-foot by 20-foot chamber.

**C10. Hall of the Knights.** This large, well-built, three-story barracks was for Tenser's heavy and medium cavalry and horse archers. Similar in design to the infantry barracks at C6, it is better tended and much less utilitarian. Family coats of arms have been painted above and below each window. The inside walls are painted with bright murals of hunting and farming. Many pieces of the heavy furniture are carved with decorative foliage. All interior light enters through the *glassteel* windows.

Cavalry stationed here walked through the hidden tunnel in the land bridge to reach their horses, which were normally stabled in Magepoint (area B3). Many kept quarters in the small farms and manors near Magepoint, where they could be near their horses and families, instead of crowded together in the barracks. Often the only cavalrymen actually staying in this large hall were the injured or ill. The squires who served the knights all lived in a single 25-foot by 60-foot common room in the building's cellar (not shown on the maps), 15 feet below the main floor. The stairs from floor to floor were oversized spirals in the center of the building.

The soldiers here used the mess hall at area C6 but kept their own armory and armor storage. PCs can spend hours searching here, but the pickings are slim: 2d20 sp, 2d100 cp, a ripped leather helmet liner and an engraved silver ring with a red stone worth 15 gp.

**C11. Garden.** This crescent of flowers and ornamental plants was once beautiful, but now it is choked with weeds and even the most spectacular blooms are half-hidden by overgrown shrubs. Some of the surviving plants are quite rare; 10d20 of them would be worth 2d4 gp each to a merchant specializing in such things, but digging up and transporting the plants would be complicated.

**C12. Great Keep.** The Great Keep is magnificent: a monolithic pale-blue tower soaring 170 feet into the air. The lowest portion of the windowless tower is 105 feet tall; a second tier rises 45 feet above that, to terminate in the glittering facets of a great crystal dome.

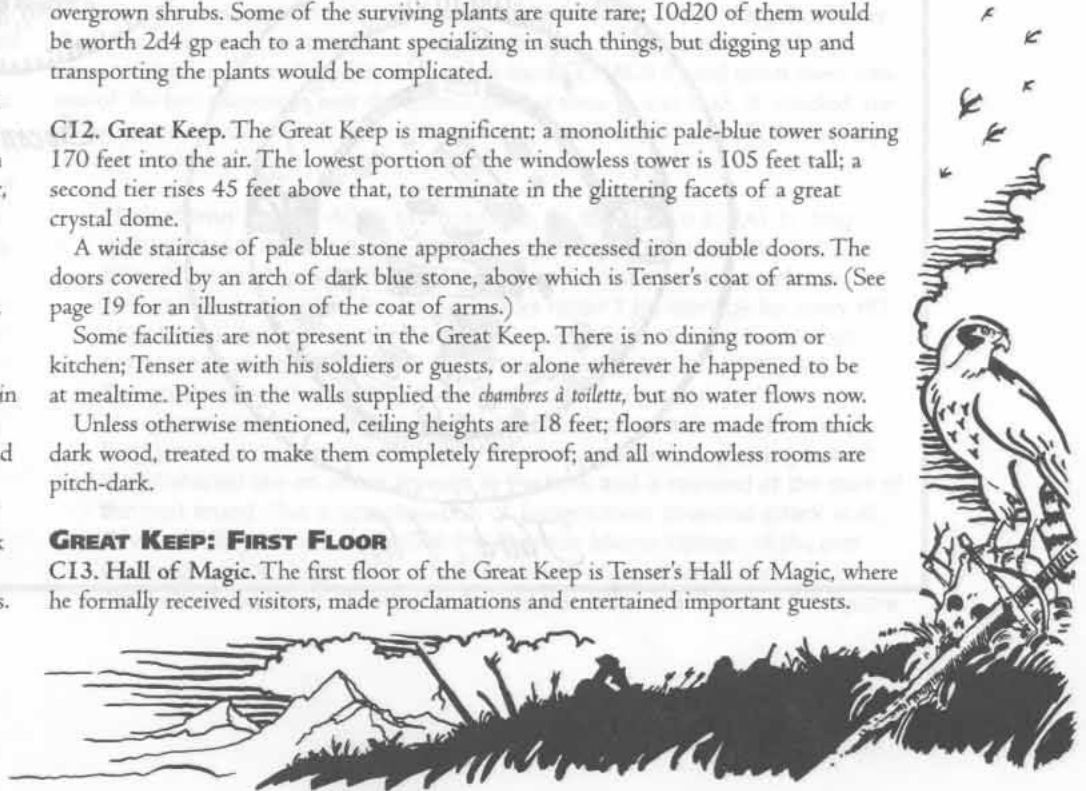
A wide staircase of pale blue stone approaches the recessed iron double doors. The doors covered by an arch of dark blue stone, above which is Tenser's coat of arms. (See page 19 for an illustration of the coat of arms.)

Some facilities are not present in the Great Keep. There is no dining room or kitchen; Tenser ate with his soldiers or guests, or alone wherever he happened to be at mealtime. Pipes in the walls supplied the *chambres à toilette*, but no water flows now.

Unless otherwise mentioned, ceiling heights are 18 feet; floors are made from thick dark wood, treated to make them completely fireproof; and all windowless rooms are pitch-dark.

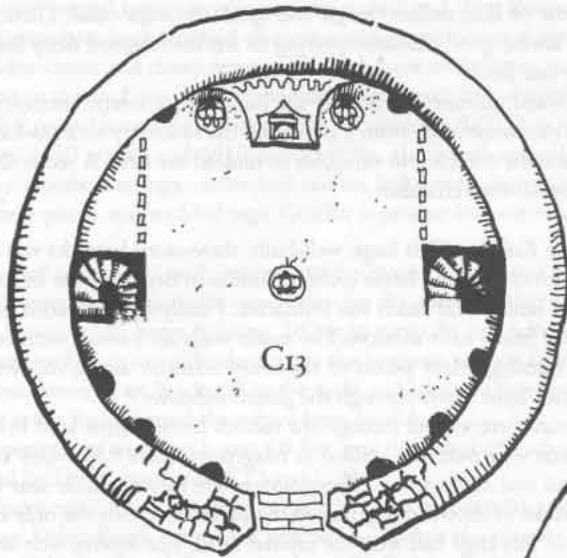
#### GREAT KEEP: FIRST FLOOR

**C13. Hall of Magic.** The first floor of the Great Keep is Tenser's Hall of Magic, where he formally received visitors, made proclamations and entertained important guests.

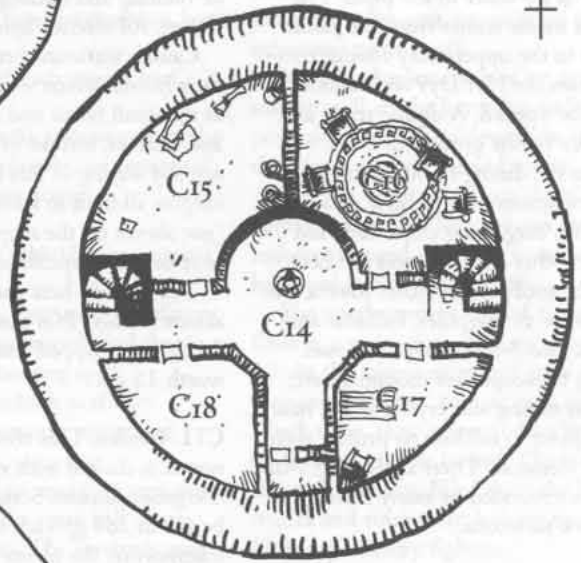


# Tenser's Great Keep

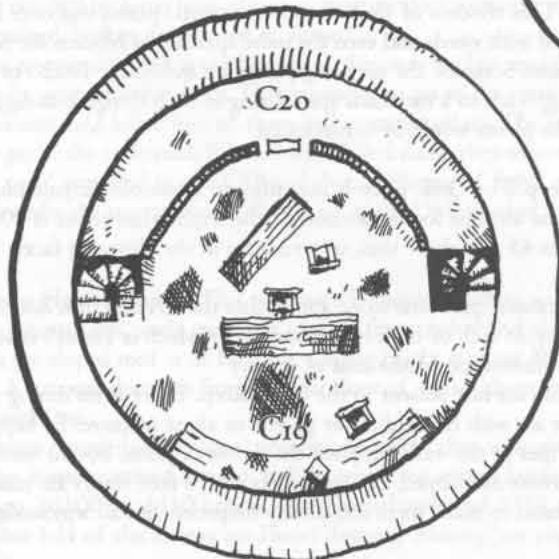
20 feet



First Floor



Second Floor



Third Floor



The two pairs of iron doors that lead to the room are closed; they are so heavy that they must be opened with Strength rolls to bend bars/lift gates.

The chamber is 60 feet across, with two square-shaped spiral stairs, the western staircase ascending to area C14 and the eastern one descending to area C37; the stairs are walled so that a person standing on them cannot observe the hall. A broken arrow lies near the western staircase.

*The Hall of Magic is stunning. Half pillars of blue crystal line the southern half of the room. The walls are dark blue and 5 feet high, curving to form a 35-foot-high dark-blue dome. The chamber is paved with tiles in every shade of blue, forming a geometric mosaic that draws the eye to the throne, which stands on a low dais backed by purple-blue curtains. The throne is made from polished lapis lazuli.*

*Braziers of azure metal stand on either side of the throne, and behind each brazier is a huge bluish marble statue, one of a man and one of a woman. Even the air seems to have an indigo quality. The only contrast comes from a flat gold disc in the center of the room.*

No one could get past the room's guardian, so its magic was not deactivated when the castle was abandoned. The entire hall radiates magic and is lit by six continual light spells on the ceiling.

Anyone who attempts to chip at the throne finds that it has a saving throw of 3 against all attacks, and any attempt to harm it causes the thief to save vs. death magic at -4 or die. The throne has certain innate powers. It offers protection +2, as well as spell storing abilities (as per the ring); any four wizard's spells up to the 7th level can be stored in the throne and cast while sitting upon it. (The throne currently contains the spells *contact other plane* and *globe of invulnerability*.) The throne also allowed Tenser to impress strangers when he wished. He caused permanent objects in the room to glow blue; shot arcs of lightning across the



dome and down the pillars; made food and drink appear on command; and performed other tricks. The throne has one magical trap: Anyone but Tenser who sits there is struck with *feblemind* (no saving throw).

Behind the stairs to the left and right of the throne are areas covered by *illusionary walls*. In Tenser's absence, these areas serve as magical traps: anyone stepping (or thrown) through either "wall" is immediately *teleported* to area C43.

In the exact center of the room is what appears to be a very flat circle of gold the size of a man's palm. This was a gold piece which a raider tossed into the room to check for traps. The gold piece struck an unseen guardian in the middle of the room and activated it. A raider shot an arrow at the guardian, which pursued them into the courtyard and killed four (see area C5). It returned to its place, flattening the gold piece under its invisible foot.

The guardian is a huge variant iron golem that becomes invisible whenever it stands in the center of this chamber. This *invisibility* can be removed by *dispelling* 20th-level magic, or by *dust of appearance* or similar means. The golem looks like a gigantic solar aasimon made of polished blue steel, carrying a huge iron longbow in its right hand. The solar aasimon is an outer-planes creature of good alignment. It looks like a beautiful human male with large wings springing from his back.

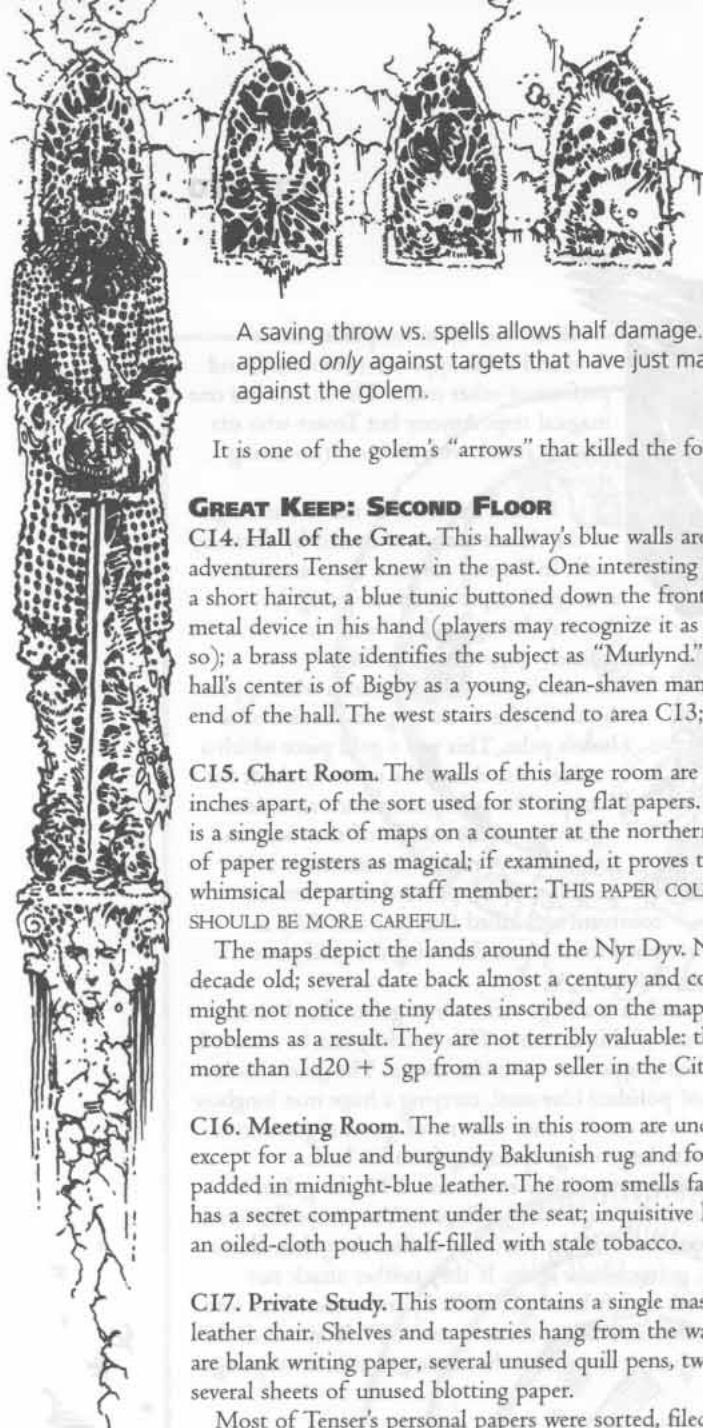
If anything touches the golem, or if anyone visibly enters area C13, the golem is activated. It becomes visible and shouts (by *magic mouth*), "Begone! You tempt the wrath of Tenser the Archmage! Flee for your lives!" If the intruders do flee, the golem closes the doors and returns to its station, going *invisible* again. If they neither attack nor retreat, the golem seizes intruders with its left hand (THAC0 3) and tosses them into one of the two teleporters near the throne, sending them to area C43. If attacked, the golem pursues visible intruders anywhere it can within the castle grounds, attempting to catch or destroy them.

**"Solar" iron golem:** AC 3; MV 6; HD 18; hp 90; THAC0 3; #AT 1; Dmg 4d10 (fist); SA *Tenser's telling blow*, Strength 24 for purposes of lifting/throwing/breaking things; SD immune to rusting (unique defense), +3 or better weapon to hit, fire-based attacks repair 1 hp damage for every HD of potential damage; electrical attacks slow golem for 3 turns but do not harm it; MR standard; SZ L (10' tall, 2 tons weight); ML 20; XP 15,000.

The golem obeys the commands of Tenser and no one else.

The golem cannot breathe poisonous gas, but 3 times a day it can raise its long bow and pantomime aiming an arrow at someone. A glowing bolt of magic shaped like an arrow appears in the bow and is released at the start of the next round. This is actually a bolt of Tenser's most powerful attack spell, *Tenser's telling blow* (described in the *DUNGEON MASTER Option: High-Level Campaigns* book, page 140). Attack has a line-of-sight range and inflicts 20d8+20 (!) points of damage to all creatures within a 5' tall area 50' square.





A saving throw vs. spells allows half damage. This special attack can be applied *only* against targets that have just made physical or magical attacks against the golem.

It is one of the golem's "arrows" that killed the four raiders in the courtyard.

### GREAT KEEP: SECOND FLOOR

**CI4. Hall of the Great.** This hallway's blue walls are hung with portraits of adventurers Tenser knew in the past. One interesting picture shows a grinning man with a short haircut, a blue tunic buttoned down the front, worn blue pants and a strange metal device in his hand (players may recognize it as a revolver; PCs are unlikely to do so); a brass plate identifies the subject as "Murlynd." A life-size bronze statue in the hall's center is of Bigby as a young, clean-shaven man. A *chambre à toilette* is at the south end of the hall. The west stairs descend to area CI3; the east stairs ascend to area CI9.

**CI5. Chart Room.** The walls of this large room are lined with deep shelves only a few inches apart, of the sort used for storing flat papers. All are empty and dusty, but there is a single stack of maps on a counter at the northern end of the room. The top sheet of paper registers as magical; if examined, it proves to be harmless, inscribed by a whimsical departing staff member: **THIS PAPER COULD HAVE BEEN TRAPPED. YOU SHOULD BE MORE CAREFUL.**

The maps depict the lands around the Nyr Dyv. None of the maps are less than a decade old; several date back almost a century and contain inaccuracies. An adventurer might not notice the tiny dates inscribed on the maps, using them and developing problems as a result. They are not terribly valuable: the full stack is likely to bring no more than  $1d20 + 5$  gp from a map seller in the City of Greyhawk.

**CI6. Meeting Room.** The walls in this room are undecorated, and it is unfurnished except for a blue and burgundy Baklunish rug and four straight-backed wooden chairs padded in midnight-blue leather. The room smells faintly of pipe tobacco. One chair has a secret compartment under the seat; inquisitive PCs find a worn briar pipe and an oiled-cloth pouch half-filled with stale tobacco.

**CI7. Private Study.** This room contains a single massive desk and a high-backed leather chair. Shelves and tapestries hang from the walls. In the top drawer of the desk are blank writing paper, several unused quill pens, two ink bottles sealed with wax and several sheets of unused blotting paper.

Most of Tenser's personal papers were sorted, filed, boxed and removed, but the castle staff did not know about a secret drawer under the desk. Since the drawer is connected to a trap, a thief checking for traps has a chance to detect this drawer. If the trap is triggered, an electrical shock generates along two metal rods under the desk, doing  $4d6$  points of damage (half if a save is made vs. spells), knocking the person unconscious for  $4d4$  rounds if a system shock roll fails.

The secret drawer conceals a handful of loose papers including the following:

- An unfinished letter to Canon Hazen, ruler of the Archclericy of Veluna, inquiring about the whereabouts of the *Crook of Rao* (described on page 76 of the *Atlas of the Flanaess* booklet in the *From the Ashes* boxed set).
- A letter from Jallarzi Sallavarian, asking for information on the now-destroyed Slave Lords of the Pomarj. She has come across curious rumors in the underworld of the City of Greyhawk indicating that one or more Slave Lords have resurfaced within Turrosh Mak's Orc Empire of the Pomarj.
- A brief note from Otto dated a few days before Tenser's death. This is a "bread-

and-butter" note, expressing thanks for an enjoyable visit to Tenser's castle and looking forward to meeting Tenser at the upcoming signing ceremony.

- An unsent letter to Mordenkainen, thanking him for letting Tenser know that an old book with information on Tenser's castle exists within the Great Kingdom, in a landholding called Errantkeep. The tome is a century old, but an unknown person has recently added marginal notes on its defenses and staff. Tenser writes that he is preparing to get the volume himself. The letter is dated the 1st of Harvester, 584 CY, just before Tenser died.

- A scrap of paper that says simply, "Give Cymria the doorknob."

If the DM wishes, other letters can be added from close allies or acquaintances of Tenser (particularly from the Circle and Tenser's main henchman, Cymria), dropping interesting tidbits for future adventures, as well as notes on new spells Tenser was researching.

**CI8. Peerage & Genealogical Study.** The door to this room is ajar. The room is crammed with shelves.

While many of the books in the castle have been removed, for some reason the shelves here are still filled with books and documents tracing family lines in the central Flanaess, especially around the Wild Coast.

If the DM wishes, these books can reveal much about a PC's family background — criminal records, court proceedings, claims of treasures found or lost, back taxes owed and land grants that were lost or forcibly taken away — though several hours are needed for the PCs to find relevant information.

### GREAT KEEP: THIRD FLOOR

**CI9. Alchemical Study.** The eastern stairs rise from area CI4 into Tenser's emptied alchemical study. The stairs on the west wall ascend to area C21.

The room's three tables show the rings,

stains and burns of a once-active laboratory. The two rectangular tables have obviously been moved around by raiders searching for treasure. The floor has many ugly spots and stains, and in a couple of places, acids have eaten the wood away leaving shallow ragged depressions that gather dirt. The room reeks of old chemicals in odd combinations.

Bolted to the curved table against the south wall is a metal box sitting on a thick panel of wood. This is a small freezing unit that generates enough cold inside to freeze water, preserving biological specimens for extended study. (In infravision, the box is very "black.") This cold comes from a variant 2nd-level spell called *continual cold*, very like the *continual light* spell. The spell causes no damage to anyone within its area of effect, but it feels very uncomfortable.

On the north wall is a large color drawing that details the elemental, para-elemental and quasi-elemental planes and their connections. On the south wall is another drawing showing methods for identifying many sorts of substances (metals, acids, venoms, blood and so forth). Any wizard would find this information of great interest, as these illustrations are extremely informative; anyone removing the drawings finds they fetch 500 gp each from dealers in the City of Greyhawk.

**C20. Alchemical Storeroom.** The alchemical supply storeroom is a large, curved room lined with shelves and drawers. A wheeled ladder allows access to the upper shelves. There are still a few glass jars of common materials used as spell components or for experiments (salt, sand, sulfur, iron filings, glass beads, wood shavings, grasshopper legs, animal hair, wool, leather scraps and strips, colored paints, soot, charcoal and several kinds of dirt), as well as small boxes of candles, thin wire, tweezers, clamps, ink and paper.

On one high shelf is a small lead box that was missed by the raiders. Inside is a fist-sized piece of black rock that radiates

magic, though it could not be detected with the box lid closed. One end of the rock has been carved to form a short, daggerlike blade. This rock exactly resembles the rock on which the castle rests. The blade is equal to a *dagger* +3, though the rock's odd shape forces the user to take a nonproficiency penalty if using it as a weapon. This is actually a sample of *oerthblood*.

### GREAT KEEP: FOURTH FLOOR

The ceiling has been enchanted to have the best saving throw for rock or metal, whichever is better in a given situation.

**C21. Hall of History.** This room's plaster walls are covered with fanciful murals showing views of the City of Greyhawk through the ages. The western staircase descends to area C19; the central stairs ascend to area C24. A variant *alarm* spell was placed on each of the stairs by the raiders; if anyone uses these steps, the *alarm* goes off in area C23.

**C22. Cloning Laboratory.** This was one of several areas on the castle grounds with an alchemical laboratory designed specifically for use of the *clone* spell. The room has been emptied to the bare floor and walls, but it retains a dense burnt odor combined with a nasty chemical spell that makes it difficult for anyone to remain here longer than 2 rounds. A saving throw vs. poison is required for anyone staying 3 rounds or longer; failure means the person becomes nauseated for 2d6 rounds, with a -2 penalty on attacks, no Dexterity bonus for armor class and movement rate reduced by half.

**C23. Library.** Nearly all of the books that once filled this room's many shelves were removed when the castle was abandoned. Currently the library is the temporary lair of 10 of the survivors of Iuz's ill-fated raid. Feeling overmatched by the castle's defenses, they huddle by a small table and a single chair in the room's northeastern corner, next to a washroom with no running water. They've collected the last 11 books in the place and have been examining them for useful information. (The slim green-leather-bound volumes are part of a 12-volume work of fiction entitled *Four Conversations*, about a sage's imaginary discussion with four elementals. The last volume is missing.) The room is dimly lit by two candles on the table.

The double doors leading into this area are sealed with a 12th-level *wizard lock* spell. A folded piece of parchment has been stuck into the crack between the doors. If the parchment is opened and read (it says "BOOM"), the *explosive runes* inscribed there detonate. The *explosive runes* and *wizard lock* and the *alarm* spells on the stairs in area C21 were all placed by a 12th-level wizard named Draylin, leader of the raiders. Unable to pass the guardian at area C13, she brought the raiders here from the Great Keep's base in two trips by having them climb into a *portable hole* which she carried when she used *spider climb* to get to the outside walkway around area C24. Then she tucked her demoralized band into the library and set wards for them before going off alone to hunt for the *gate*. Draylin is now at area C28.

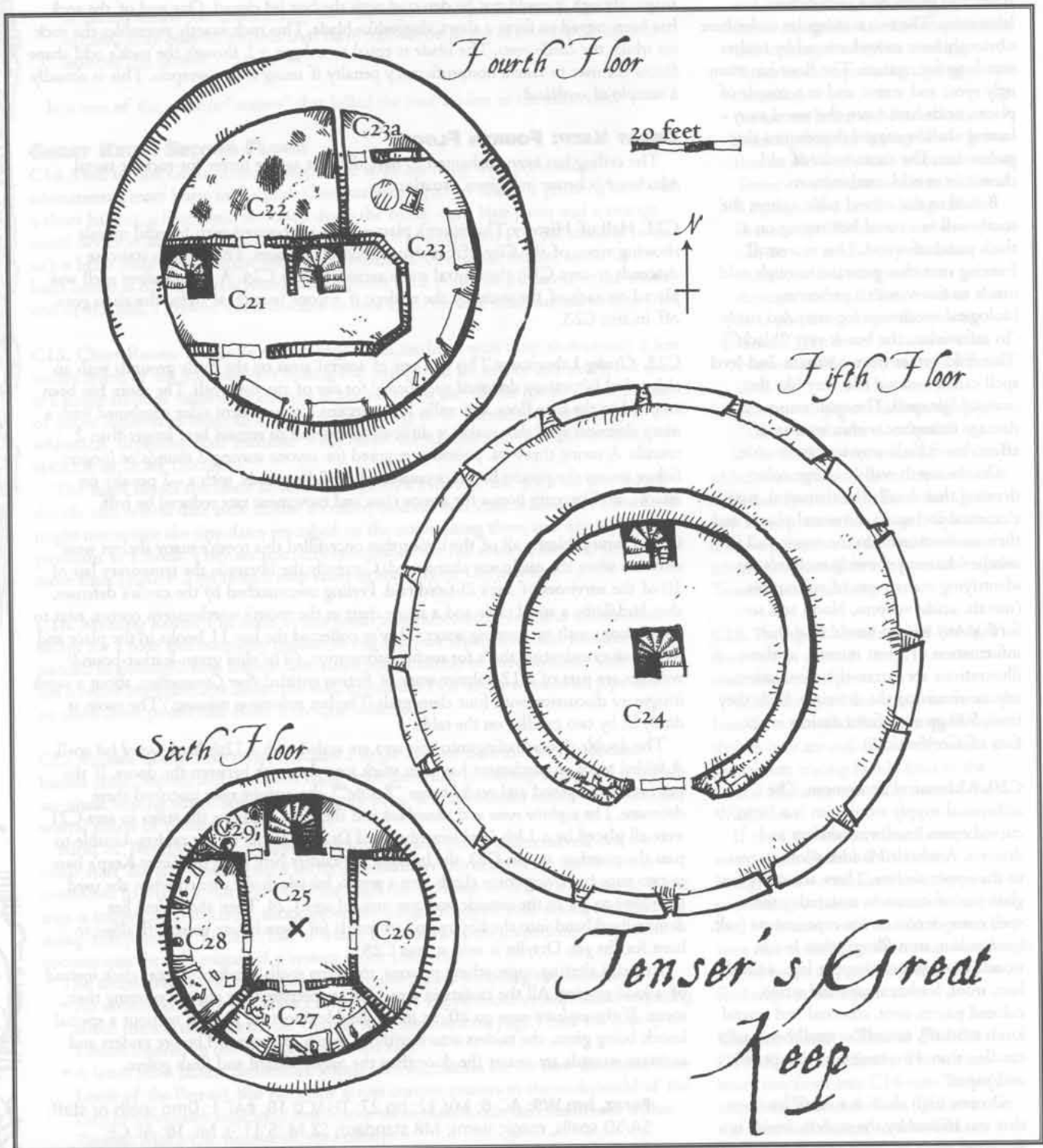
To avoid alerting approaching persons, the *alarm* spells produce a quiet click instead of a loud ringing. All the raiders in area C23 are prepared for anyone entering their room. If the *explosive runes* go off, or if the double doors are opened without a special knock being given, the raiders attack without mercy or quarter. The orc raiders and assistant wizards are nearer the door than the major wizard and flesh golem.

**Faraz, hm W9:** AC 6; MV 12; hp 27; THAC0 18; #AT 1; Dmg spells or staff; SA/SD spells, magic items; MR standard; SZ M (5'11"); ML 16; AL CE.

**Spells (4/3/3/2/1):** *hold portal, protection from good, read magic, shield, detect*







*invisibility, ray of enfeeblement, strength, haste, protection from normal missiles, vampire touch, fear, stonemage, chaos.*

**Weapons/Equipment:**

quarterstaff +1, ring of flesh golem control (see below), robes of defense AC 6, potion of polymorph self, potion of healing, scroll with the wizard spells *delayed blast fireball* (15th level) and *feeblemind* (10th level). Faraz Flatskull is a male human wizard who works for luz in hopes of joining the Lesser Boneheart.

**Flesh golem bodyguard:** AC 5; MV 8; HD 9; hp 40; THACO 11; #AT 2; Dmg 2d8/2d8 (fists); SA Strength 19 for purposes of lifting/throwing/breaking things; SD hit only by magical weapons, fire- and cold-based attacks *slow* it for 2d6 rounds but do no other damage, electrical attacks repair 1 hp damage for every HD of potential damage, natural animals do not track it; MR standard; SZ L (7' tall, 350 lbs.); ML 19; XP 2,000.

Faraz has dressed the golem in chain-mail armor with a strap-on helmet, but with no boots, gloves or weapons.

This monster "belongs" to and is controlled by Faraz Flatskull's *ring of flesh golem control*. This control is not perfect, however, as Faraz did not create the golem himself; he took it and the *ring* from another wizard he murdered. If sent into combat, the golem has a 10% chance per combat round of going berserk and attacking everyone around it with no chances of it being controlled again by anyone. If this happens, it discards its armor and attempts to flee Tenser's castle, roaring out its rage.

**Herzi & Gerd, hm W5 (2):** AC 10; MV 12; hp 9, 7; THACO 19; #AT 1; Dmg spells or dagger; SA/SD spells, *potion of levitation* (1 each); MR standard; SZ M (5' 9"); ML 12; AL CE.

**Spells (identical for both: 4/2/1):** armor, charm person, detect magic, read magic, continual light, knock, dispel magic.

These spellcasters are identical twins, Shield Lander mages who betrayed their country and joined luz. They flee or surrender instantly if Faraz is slain. Any member of the Knights of the Holy Shielding will wish these two taken into custody for trial (and execution) by the Knights.

**Orc soldiers (6):** AC 4; MV 9; F3 (×3), F2 (×3); hp 20 (×3), 11 (×3); THACO 18/19; #AT 1 or 2 (bow); Dmg broad sword (+1 for Strength 16); SA/SD magic potions; MR standard; SZ M (6'); ML 13; AL LE.

**Weapons/Equipment:** each has a throwing hand axe, a short bow with 20 arrows, a small shield and a couple of sacks for loot. Each has one magical potion to use in combat: *frost giant strength, heroism* (×2), *human control, invisibility* and *speed*.

In a special side room in the southwestern corner of this area is a carefully constructed clockwork model showing the accurate positions and movements of all the worlds in Greyspace (in general, as per the SJR6 *Greyspace* product, though without details of the worlds' surfaces or inhabitants). This device is very bulky, measuring 4 feet across and weighing 50 lbs. It was left behind as it would be damaged by transport and was of no immediate use. The door to this room has two locks; both must be unlocked to enter the room.

**GREAT KEEP: FIFTH FLOOR**

The wooden floor and ceiling have been enchanted to have the combined best saving throws of rock and metal, whichever is better for a given situation.

**C24. Empty Room.** This empty area smells of burnt stone. The northern stairs lead up to area C25; the central stairs descend to area C21. Double doors (currently ajar) lead to an roofless outdoor walkway, with a fireproof wooden floor and a 5-foot-high stone parapet.

This room was Tenser's bedchamber, but its contents were demolished by Robilar's troops when they attacked. It was completely cleaned out when the castle was abandoned, though the walls, floor and ceiling display burns and cracks from the devastating spells used here.

**GREAT KEEP: SIXTH FLOOR**

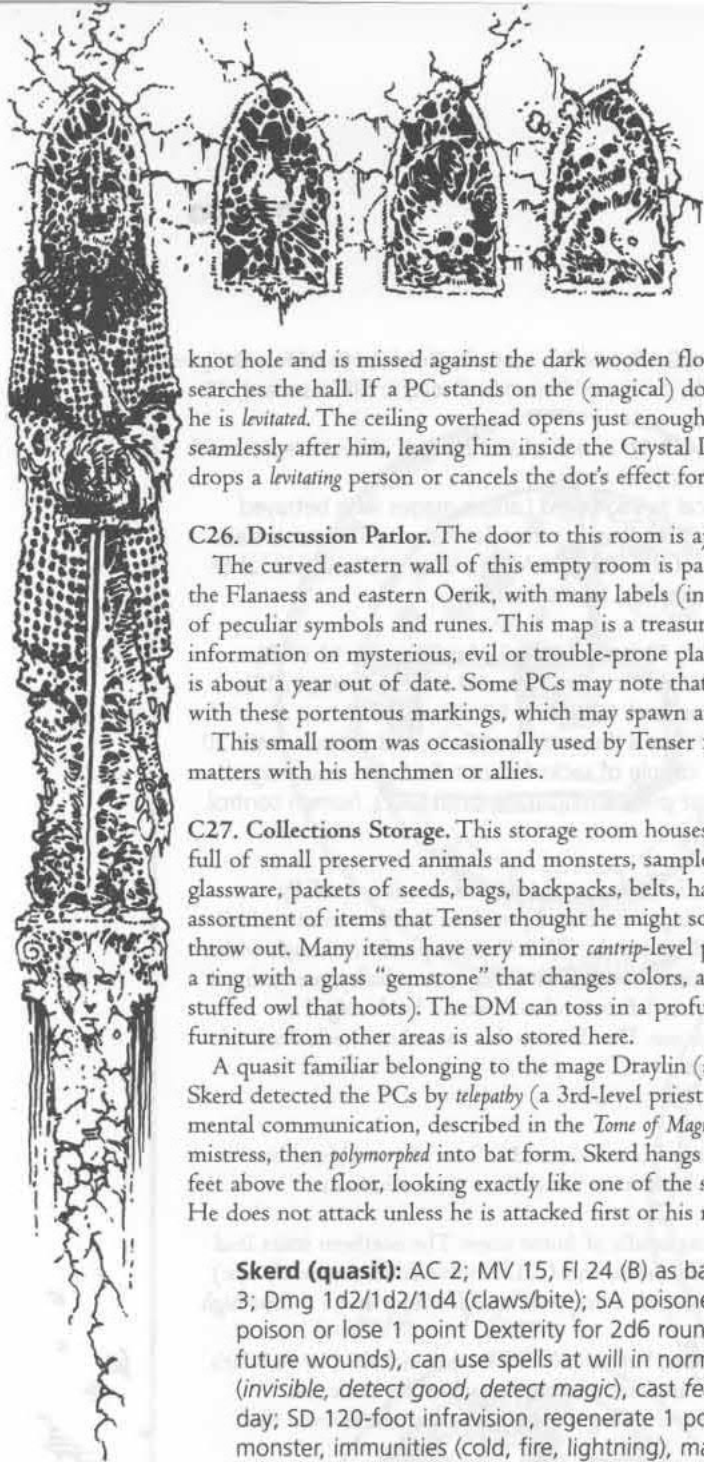
The floor has been enchanted to have the best saving throw for rock or metal, whichever is better in a given situation.

**C25. The Curio Hall.** Just to the left of the northern stairs (which lead down to area C24) is a door that leads to a *chambre à toilette*; the door has been knocked half off its hinges (broken earlier by raiders looking for the *gate*). The other doors are closed, except for the one to area C26.

Mounted on the pale blue walls are many unusual curios: a wood carving of a tiger, a quill pen made from a peacock's tail feather, a bronze statuette of a gorilla wearing woven wicker armor and holding a spear, a curved bone dagger with elaborate engraving. Everything is attached in such a way that removal destroys it.

On the floor is a blue dot, about 2 feet south of the hall's center. It looks like a





knot hole and is missed against the dark wooden floor unless someone actively searches the hall. If a PC stands on the (magical) dot for longer than a single round, he is *levitated*. The ceiling overhead opens just enough to let him through before closing seamlessly after him, leaving him inside the Crystal Dome at area C30. *Dispel magic* drops a *levitating* person or cancels the dot's effect for one turn.

**C26. Discussion Parlor.** The door to this room is ajar. There is no furniture.

The curved eastern wall of this empty room is painted with a huge color map of the Flanaess and eastern Oerik, with many labels (in Common) and literally hundreds of peculiar symbols and runes. This map is a treasure trove of secret, "shorthand" information on mysterious, evil or trouble-prone places in the Flanaess. The data here is about a year out of date. Some PCs may note that their home realms are dotted with these portentous markings, which may spawn an uneasy paranoia.

This small room was occasionally used by Tenser for private talks about important matters with his henchmen or allies.

**C27. Collections Storage.** This storage room houses a dozen wooden cabinets packed full of small preserved animals and monsters, samples of papers and scrolls, unused glassware, packets of seeds, bags, backpacks, belts, hats, boots, gloves and a broad assortment of items that Tenser thought he might someday use or could not bear to throw out. Many items have very minor *cantrip*-level powers (boots that never get dirty, a ring with a glass "gemstone" that changes colors, a sack that never rips open, a stuffed owl that hoots). The DM can toss in a profusion of other items. Some furniture from other areas is also stored here.

A quasit familiar belonging to the mage Draylin (see area C28) hides in this room. Skerd detected the PCs by *telepathy* (a 3rd-level priest spell establishing direct two-way mental communication, described in the *Tome of Magic* book, page 71) and warned his mistress, then *polymorphed* into bat form. Skerd hangs by his feet from a brass rod 12 feet above the floor, looking exactly like one of the stuffed bats also suspended here. He does not attack unless he is attacked first or his mistress is endangered.

**Skerd (quasit):** AC 2; MV 15, Fl 24 (B) as bat; HD 3; hp 21; THAC0 17; #AT 3; Dmg 1d2/1d2/1d4 (claws/bite); SA poisoned claws force victim to save vs. poison or lose 1 point Dexterity for 2d6 rounds (loss is cumulative with future wounds), can use spells at will in normal or *polymorphed* form (*invisible*, *detect good*, *detect magic*), cast *fear* in 30-foot radius once per day; SD 120-foot infravision, regenerate 1 point per round, save as 7 HD monster, immunities (cold, fire, lightning), magical or cold iron weapons needed to hit it; MR 25%; SZ T (2' tall); ML 9; AL CE; XP 2,000. Skerd can *commune* with luz once per week, allowing his mistress to ask up to six questions. When Draylin is within one mile of Skerd, she receives many of his special powers. If Skerd dies, these powers are lost. If Draylin dies, Skerd flees to rejoin luz.

**C28. Museum of Dweomercraft.** This room has shelves and cabinets along the curved western wall, filled to overflowing with broken or discharged wands, cracked nonmagical staves, torn (and ruined) spell scrolls and other disenchanting magic items. Tenser collected these because he had a deep interest in seeing how other wizards used magic. By studying the useless remnants of a magic device, he could tell how the item was crafted and enchanted, and it helped him greatly in preparing his own items.

When the PCs arrived on this level, they inadvertently trapped Draylin, who was examining this room's contents for a clue about the *gate's* location. Warned by her

familiar, she has cast an assortment of spells on herself; now she waits in the room's northeastern corner, spells ready.

**Draylin, hf W12/P6:** AC 3; MV 12; hp 35; THAC0 17; #AT 1; Dmg spells or mace; SA/SD spells, magic items; MR standard; Str 9, Dex 12, Con 13, Int 15, Wis 16, Cha 14; SZ M (5'); ML 18; AL CE.

**Wizard spells (some were used earlier, others are currently in effect; 4/4/4/4/1):** *alarm* (used earlier), *magic missile*, *spider climb* (x2, used earlier), *detect invisibility* (cast, 47 rounds left), *levitate* (cast, 117 rounds left), *ray of enfeeblement*, *wizard lock* (used earlier), *hold person* (x2), *protection from normal missiles* (cast, 101 rounds left), *slow*, *improved invisibility* (cast, 14 rounds left), *minor globe of invulnerability* (cast, 11 rounds left) *phantasmal killer*, *stoneskin* (cast; good vs. 1d4+6 attacks), *chaos*, *cone of cold*, *feeblemind*, *passwall*, *disintegrate*.

**Priest spells (5/5/2):** *cause fear*, *detect magic* (x2, 1 used); *spittle* (x2), *find traps* (x3), *heat metal*, *spiritual hammer*, *animate dead*, *dispel magic*.

**Equipment/weapons:** *mace of withering* (damage as mace +1, special powers as staff of withering, 19 charges left), *brooch of shielding* (can absorb 67 points of magic missile damage), *gauntlets of ogre power*, *necklace of protection* +3, *earrings of defense* AC 6; in belt pouch: *portable hole* and *Tenser's fortunate coin* (see page 64 for a description).

As a cleric of luz, Draylin can cast *change self* once per day (6th level of ability). If all else fails, she uses this to escape. Draylin gains the following powers from her quasit familiar in area C27: 120-foot infravision, regeneration



of 1 point per round, 25% magic resistance. These powers last as long as the quasit is alive and within one mile of Draylin.

Draylin is a short, ugly, old Flan woman who wears blood-caked white robes. (She sacrificed an elf several days ago for good luck.) Like Faraz, Draylin hopes to join the Lesser Boneheart, but she is also a minor priest of luz and became next in command of the raiding party when the previous leader was killed at area C32.

The priest spell *spittle* is a special spell granted to certain clerics of luz. It is reprinted here from *GREYHAWK Adventures*, page 15.

**Spittle** (Alteration)

Level: I

Components: S

Range: 10 yards

Casting Time: 1

Duration: 1 attack

Saving Throw: Negates

Area of Effect: One creature

This spell allows the cleric to generate a disgusting spittle which paralyzes any creature it touches. The cleric must make an attack roll; all targets are considered to be at short range. Any creature struck must save vs. spell or lose the use of the area struck for 1d4+1 rounds (roll 1d8; alter result as needed to account for position of target, or nonhumanoid body types):

1d8	Area Struck	Effect
1	Head	Unconscious
2-4	Body	Paralyzed
5	Weapon arm	No attacks
6	Shield arm	No shield bonus
7-8	One leg	Lose defensive movement

Information on Draylin's mission can be gained only by ESP, telepathy or other spells, and even then she will be hostile, lying if possible. The raiding group ran

afoul of the cursed items in the infantry assembly hall (area C32), then moved to the Great Lift and went up to the courtyard (area C5). They tried to enter the Great Keep but were attacked by the guardian at area C13. Draylin avoided the guardian by carrying the raiders up the outside wall in a *portable hole*. She settled the survivors in area C24 (see that area for details) before continuing her search for the *gate*. She was told the *gate* was in the keep; if she can't find it up here she plans to somehow outwit the guardian at C13 and get into the castle's lower levels.

Draylin has heard that Iggwilv is back, but she doesn't know the details.

**C29. The Gate Room.** This closet is small and cluttered with cleaning supplies.

This closet has five magical items: two *brooms of animated attack* that together assault any victim who handles either one of them; a bottle of *universal solvent* (3 uses); a *ring of contrariness with levitation* as a special power in a small red box on a high shelf; and a battered old door against the curved back wall of the room. The wooden door has a brass doorknob. On closer inspection, a PC making an Intelligence check on 1d20 may recognize the doorknob as the one mentioned by Marial (see page 11 for details).

The "door" is immune to all magical effects (such as *warp wood*, *disintegrate*, *transmute rock to mud* and *passwall*). Anyone trying to *dimension door* or *teleport* winds up in area C43. An illusion causes anyone knocking or banging on the door to think there is an open room behind it, but attempts to push or kick open the door are fruitless.

The door is actually a magical *gate*. The energy powering the *gate* cannot be channeled without the doorknob, actually a metal key that inserts into the *gate* mechanism to complete a magical circuit. A few hours ago, Tuerny used the doorknob to open this *gate* and take Jallarzi/Jay through it.

If the *permanent illusion* is dispelled (vs. 18th-level magic) or seen through (using a device such as a *gem of seeing*), the *gate* looks like a door-sized block of thick glass through which thin, multicolored strands of metal weave in a complex pattern. A knot of metal wires center on a shard of glittering metal (the doorknob) in the "glass" on the right side of the door. Beyond the glass is absolute darkness.

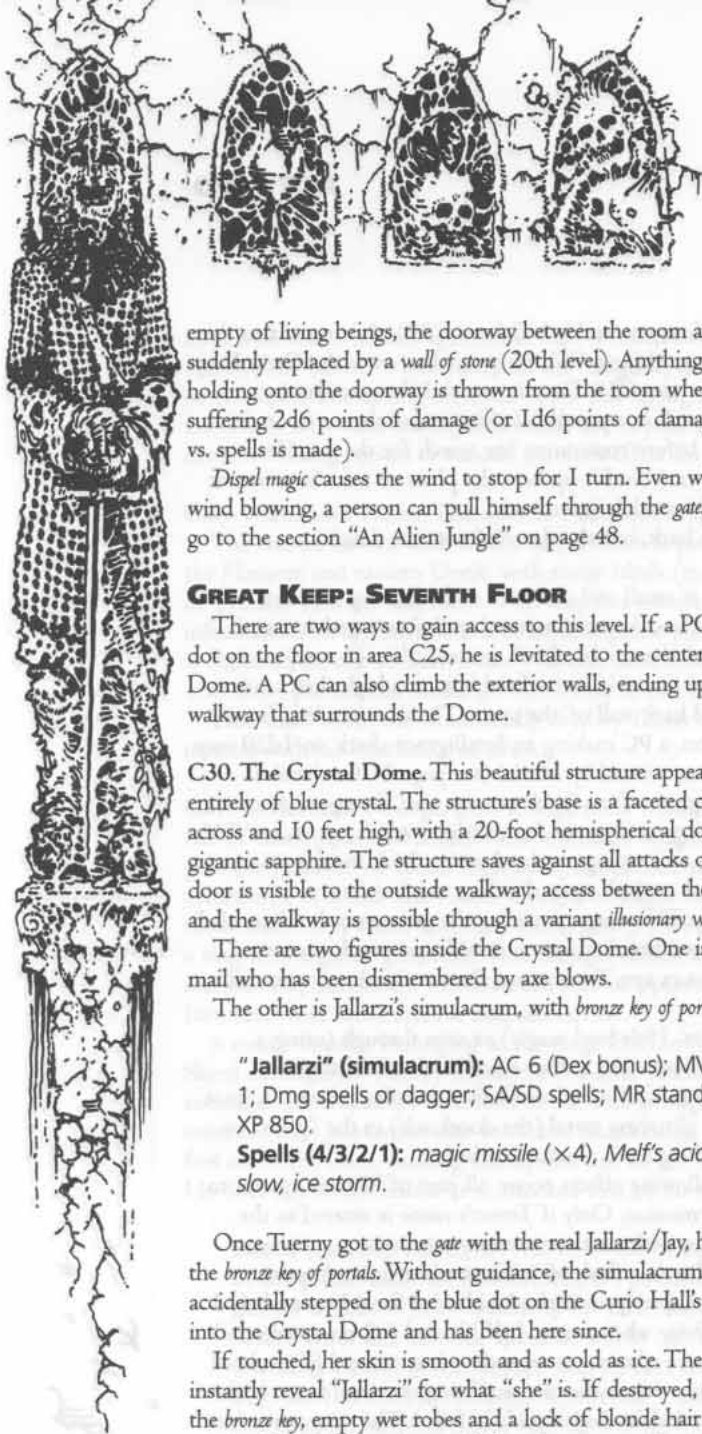
If the doorknob is turned, the following effects occur, all part of Tenser's system to prevent the *gate's* use without his permission. Only if Tenser's name is uttered as the doorknob is turned does the *gate* open without these security measures.

- The door (or glass block) vanishes in a flash of brilliant white light. Anyone within sight of the door must save vs. paralysis or else be blinded for 4d6 rounds (-4 on all attacks and saving throws). Those who save are half-blinded (-2 on attacks and saving throws) for 1d4 rounds. Anyone whose eyes were closed or covered (if declared before the doorknob is turned) gains a +4 to the save, suffering no visual harm if the save is made and being only half-blinded for 1d4 rounds if failed. The door turns into a flat black surface — the true *gate*.

- A howling wind blows from the *gate* into the room for one round. All lamps, candles, torches and lanterns are blown out. Objects weighing up to 30 lbs. are blown from the room, back into the corridor. For every 10 lbs. over 30 that an object weighs, it gains a 5% chance to avoid being blown from the room; thus, a 130-lb. half-elf has a 50% chance to avoid being blown back into the corridor. Anyone holding onto a solidly fixed object in the room (such as a wall shelf) makes a Strength check on 1d20 to avoid being blown out; the percentile chance based on weight is rolled only after this roll fails. Vapors, gases and unsecured *levitating* beings are immediately blown from the room. Small flying beings are immediately blown from the room unless they grab a fixed object; in this case, a saving throw vs. spell indicates whether they avoid being hurled out to take 1d6 damage as they slam into the corridor wall.

- If living beings in the room escape the wind's effects, the wind restarts after one round of "rest" and continues until the room has no inhabitants. Whenever the room becomes





empty of living beings, the doorway between the room and the corridor is suddenly replaced by a *wall of stone* (20th level). Anything standing in or holding onto the doorway is thrown from the room when the *wall* appears, suffering 2d6 points of damage (or 1d6 points of damage if a saving throw vs. spells is made).

*Dispel magic* causes the wind to stop for 1 turn. Even with the magical wind blowing, a person can pull himself through the *gate*. If this happens, go to the section "An Alien Jungle" on page 48.

### GREAT KEEP: SEVENTH FLOOR

There are two ways to gain access to this level. If a PC steps on the blue dot on the floor in area C25, he is levitated to the center of the Crystal Dome. A PC can also climb the exterior walls, ending up on the outside walkway that surrounds the Dome.

**C30. The Crystal Dome.** This beautiful structure appears to be made entirely of blue crystal. The structure's base is a faceted cylinder 40 feet across and 10 feet high, with a 20-foot hemispherical dome cut like a gigantic sapphire. The structure saves against all attacks on a roll of 3. No door is visible to the outside walkway; access between the Crystal Dome and the walkway is possible through a variant *illusionary wall* on the northeast side.

There are two figures inside the Crystal Dome. One is the body of an orc warrior in chain mail who has been dismembered by axe blows.

The other is Jallarzi's simulacrum, with *bronze key of portals* in hand.

**"Jallarzi" (simulacrum):** AC 6 (Dex bonus); MV 12; M7; hp 20; THAC0 18; #AT 1; Dmg spells or dagger; SA/SD spells; MR standard; SZ M (5' 7"); ML 20; AL N, XP 850.

**Spells (4/3/2/1):** *magic missile* (×4), *Melf's acid arrow*, *web* (×2), *hold person*, *slow*, *ice storm*.

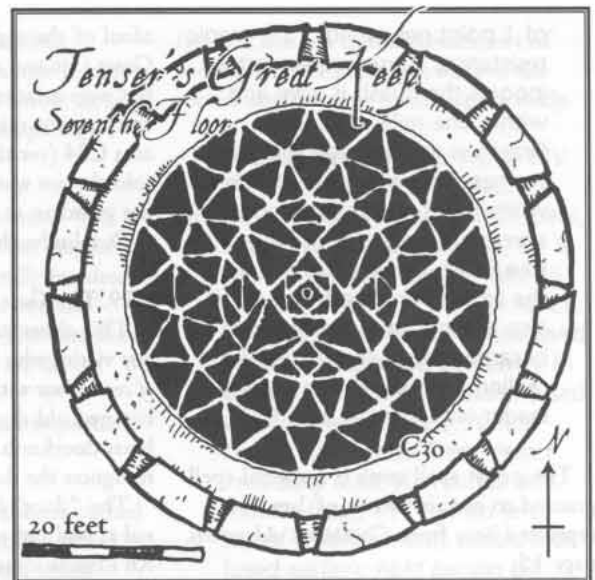
Once Tuerny got to the *gate* with the real Jallarzi/Jay, he abandoned the simulacrum and the *bronze key of portals*. Without guidance, the simulacrum wandered the sixth level until she accidentally stepped on the blue dot on the Curio Hall's floor (area C25). She floated up into the Crystal Dome and has been here since.

If touched, her skin is smooth and as cold as ice. The spells *detect magic* and *true seeing* instantly reveal "Jallarzi" for what "she" is. If destroyed, the simulacrum melts, leaving only the *bronze key*, empty wet robes and a lock of blonde hair tied with string.

The Crystal Dome is one of Tenser's masterworks. Any divination spell cast inside it functions at four levels higher in effect than the caster. Any of the permanent *wizard eye* locations around the castle can be accessed from here by a wizard who visualizes the spot and concentrates. Finally, any wizard who lies down near the center of the floor and looks up at the dome can use it as a *crystal ball with clairaudience*, with a +40% bonus to the rolls for success.

A wizard can use this room's powers to cause any being here (including himself) to suffer limited amnesia by casting a *forget* spell and indicating what is to be forgotten. Only a *wish* allows recovery of the lost memories. Following the instructions in the blue book Tenser gave her, Jallarzi used this room to remove her memories of those instructions. She then left by using *passwall* to get outside (she no longer remembered where the *illusionary wall* was located) before *flying invisibly* from the walkway to the gatehouse at area C1 and walking out (still *invisible*) over the land bridge, avoiding the bloodhawks.

For each 3 rounds spent looking at the roof, non-wizards have a percentage chance equal to their Intelligence of going insane.



An outside walkway with a five-foot-tall parapet surrounds the Crystal Dome. An insane half-ogre from the raiding party is here. Staring up at the ceiling at the Dome, he went mad and dismembered an orc, and the rest of his party abandoned him. He accidentally slipped through the *illusionary wall*, and has been trying to find a way back in.

**Skullbuster, insane half-ogre:** AC 5; MV 9; F9; hp 99; THAC0 12; #AT 3/2; Dmg battle axe (used one-handed); SA/SD nil; MR standard; Str 18/76 (+2/+4), Con 18; SZ L (8' tall); ML 20 (insane); AL CE; XP 1470.

**Weapons/equipment:** *battle axe* +2, a *ring of sustenance* (two days used) and an unused *pearl of power* (5th-level spell) in a pouch on his belt.

If anyone arrives in this area, Skullbuster says, "Friend?" in Ogrish. As long as he is spoken to in ogre, he is passive, even friendly. If he hears one word of any other language, he goes mad and attacks to slay everyone around him.

### LOWER LEVEL ONE

In this underground region, the grinding noise below the castle is noticeably louder;

the floor and walls vibrate. This area was carved from black rock long ago, but it was enlarged in the last decade, when the room and corridor walls were straightened. The entire level is in total darkness except in noted areas. The irregularly carved ceiling is 12 to 15 feet high.

**C31. Entry Hall.** The interior of area C2 is an area about 20 feet square sandwiched between walls of blue stone. Once the *wall of iron* (shaped like two iron doors) at area C2 is *dispelled* or bypassed, PCs face another set of massive iron doors. These are true doors, with huge handles that can be opened only by a *knock* spell, the *bronze key of portals*, or Strength rolls to bend bars/lift gates. Inscribed on these doors, in dark-blue letters in Common:

YOU ARE ENTERING  
THE FORTRESS OF UNKNOWN DEPTHS  
THE DOMAIN OF  
TENSER,  
ARCHIMAGE AND DEFENDER OF  
RIGHTHOUSNESS AND LAW.  
*Forever sharp is the Sword of Justice.*

**C32. Infantry Assembly Hall and Great Lift.** This broad octagonal area served as an assembly point for soldiers and materials preparing to ascend to the castle's courtyard via the Great Lift (area C3), or to take the ramps down to area C47, to leave through the secret tunnel. The single control for the Great Lift is a 1-foot-wide blue and yellow circle on the northwest wall of the hall, between the iron double doors to areas C33 and C34.

This area reeks of burned flesh and drying blood. Four bodies (one human, one elf and two orcs) lie in the hall leading from area C31. The elf's body is skeletal and dressed in the black leather armor and clothing of a professional thief. Close inspection and an Intelligence check on 4d6 reveals that the skeleton is a *fake*. (A necromancer wizard or similarly experienced PC knows on sight that this is a fake body.)

Next to the skeletal elf body lie a man in black priest's robes, with a tiny grinning skull of Iuz on a silver chain around his neck; a

decapitated orc in chain mail; and another orc, who appears to have had his hands burned off, with a metal staff several feet beyond him.

The "elf thief" was a trap laden with cursed magic items, designed by Tenser to destroy evildoers entering the castle by this route. Tuerny, Jallarzi/Jay and the simulacrum avoided it, but Iuz's raiders fell victim to it. A half-ogre in the raiding party picked up a sword from the elf's body, which turned out to be a *cursed berserking sword*. He decapitated the orc and stabbed the priest fatally in the chest.

An orc grabbed a metal staff beside the elf, meaning to hand it to a mage to fight the mad half-ogre, but the staff electrocuted the orc. Just beyond his corpse is the responsible metal staff, 6 feet long. Any evil being who touches the staff takes 4d6 points of electrical damage (half damage with a save vs. spell); a good or neutral being takes 2d6 points of damage (half with save).

The half-ogre chased a half-orc thief into area C33; the mage Draylin trapped them there by slamming the iron doors behind them. Another orc in the party panicked; grabbing a mysterious *bag* taken from the elf, he fled with a friend; the friend was trapped in area C42 (and is still there), but the orc returned to the party where he inspected the *bag of devouring* and was inadvertently consumed when he put his hand inside. Nothing remains of him; the *bag* is outside the iron doorway to the gaol hall at area C41.

The priest's body has been looted (by Draylin, the wizard who succeeded the priest as the raiders' new leader), but a *necklace of strangulation* is still hidden in a pocket inside the priest's belt.

Still on the "dead elf" are a *stone of weight* (loadstone) and a *phylactery of monstrous attention*. The *stone* affects a PC of any alignment. If the *phylactery* is donned by an evil cleric, it instantly attracts the attention of the golem at area C13, who leaves its position and descends on the Great Lift to hunt the cleric and kill him. A neutral or good priest is shocked for 2d6 points of damage if he touches the *phylactery* (save vs. spell for half damage).

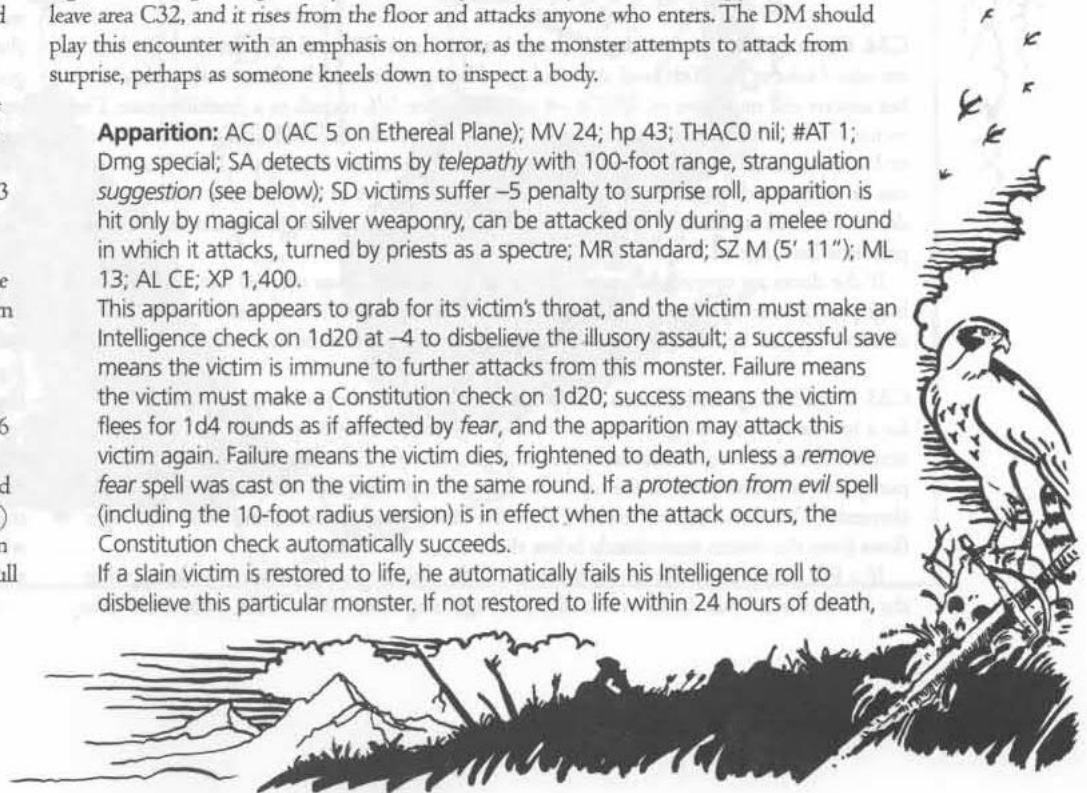
If a *speak with dead* spell is used on any of these victims, he either lies outright or refuses to help the questioner unless that person worships Iuz.

Because he failed his deity Iuz, the priest in charge of the raiders was cursed to become an apparition, a horrible form of undead. His soul is now a ghostly skeleton clothed in dark rags, with Iuz's grinning-skull symbol burning on its bony forehead. The apparition cannot leave area C32, and it rises from the floor and attacks anyone who enters. The DM should play this encounter with an emphasis on horror, as the monster attempts to attack from surprise, perhaps as someone kneels down to inspect a body.

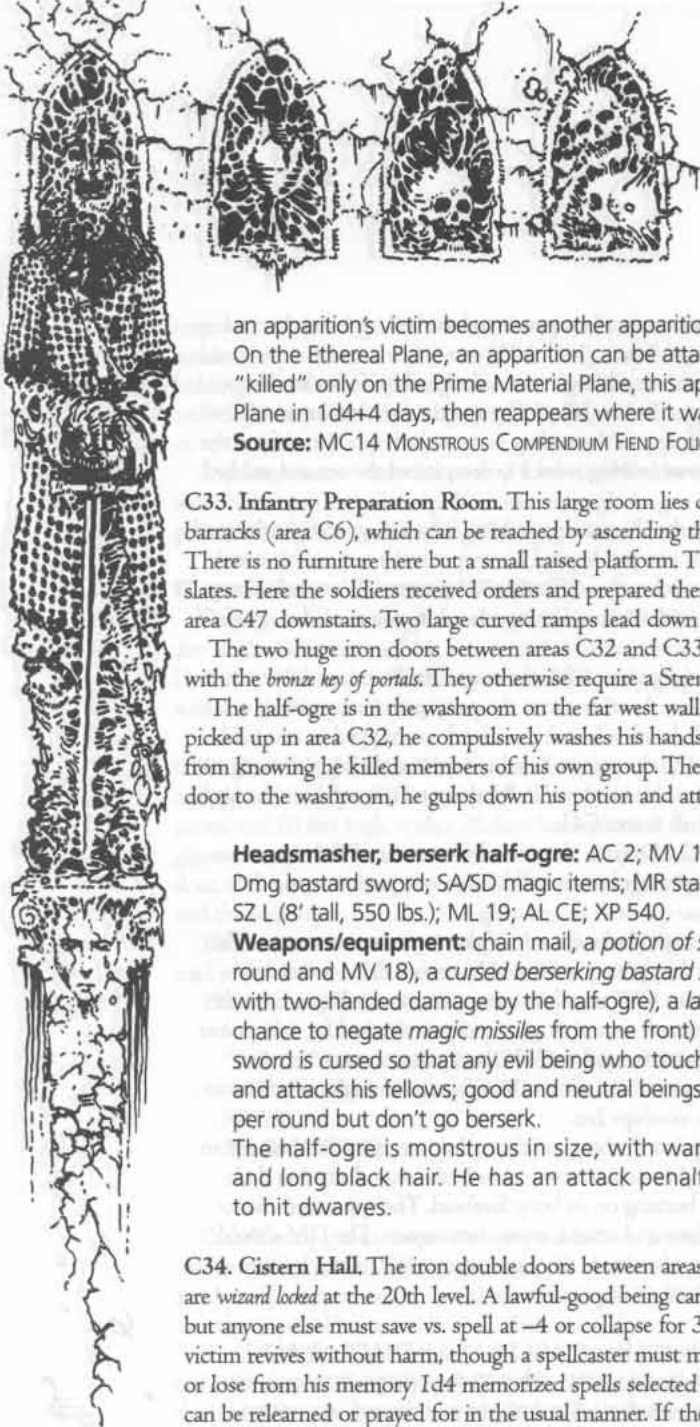
**Apparition:** AC 0 (AC 5 on Ethereal Plane); MV 24; hp 43; THACO nil; #AT 1; Dmg special; SA detects victims by *telepathy* with 100-foot range, strangulation *suggestion* (see below); SD victims suffer -5 penalty to surprise roll, apparition is hit only by magical or silver weaponry, can be attacked only during a melee round in which it attacks, turned by priests as a spectre; MR standard; SZ M (5' 11"); ML 13; AL CE; XP 1,400.

This apparition appears to grab for its victim's throat, and the victim must make an Intelligence check on 1d20 at -4 to disbelieve the illusory assault; a successful save means the victim is immune to further attacks from this monster. Failure means the victim must make a Constitution check on 1d20; success means the victim flees for 1d4 rounds as if affected by *fear*, and the apparition may attack this victim again. Failure means the victim dies, frightened to death, unless a *remove fear* spell was cast on the victim in the same round. If a *protection from evil* spell (including the 10-foot radius version) is in effect when the attack occurs, the Constitution check automatically succeeds.

If a slain victim is restored to life, he automatically fails his Intelligence roll to disbelieve this particular monster. If not restored to life within 24 hours of death,







an apparition's victim becomes another apparition in 2d4 hours.

On the Ethereal Plane, an apparition can be attacked normally with any weapon. If "killed" only on the Prime Material Plane, this apparition re-forms on the Ethereal Plane in 1d4+4 days, then reappears where it was first killed.

**Source:** MC14 MONSTROUS COMPENDIUM FIEND FOLIO® Appendix, "Apparition."

**C33. Infantry Preparation Room.** This large room lies directly below the heavy infantry barracks (area C6), which can be reached by ascending the stairs in the southwest corner. There is no furniture here but a small raised platform. The walls are hung with large smooth slates. Here the soldiers received orders and prepared themselves before leaving the castle by area C47 downstairs. Two large curved ramps lead down to areas C44 and C46.

The two huge iron doors between areas C32 and C33 can be opened by touching them with the *bronze key of portals*. They otherwise require a Strength roll to bend bars/lift gates.

The half-ogre is in the washroom on the far west wall. Driven mad by the cursed sword he picked up in area C32, he compulsively washes his hands under a dry faucet, to keep anyone from knowing he killed members of his own group. The instant anyone opens the closed door to the washroom, he gulps down his potion and attacks.

**Headsmasher, berserk half-ogre:** AC 2; MV 12; F13; hp 81; THAC0 8; #AT 2; Dmg bastard sword; SA/SD magic items; MR standard; Str 18/99 (+2/+5), Con 18; SZ L (8' tall, 550 lbs.); ML 19; AL CE; XP 540.

**Weapons/equipment:** chain mail, a *potion of speed* (resulting in 4 attacks per round and MV 18), a *cursed berserking bastard sword* +2 (used one-handed but with two-handed damage by the half-ogre), a *large shield* +1, +4 vs. *missiles* (20% chance to negate *magic missiles* from the front) and a *cloak of protection* +1. The sword is *cursed* so that any evil being who touches it immediately goes berserk and attacks his fellows; good and neutral beings take 1d4 points of shock damage per round but don't go berserk.

The half-ogre is monstrous in size, with warty purple skin, white pupils and long black hair. He has an attack penalty of -4 to hit gnomes and -2 to hit dwarves.

**C34. Cistern Hall.** The iron double doors between areas C32 and C34 have handles but are *wizard locked* at the 20th level. A lawful-good being can touch the doors without harm, but anyone else must save vs. spell at -4 or collapse for 3d6 rounds in a deathlike state. The victim revives without harm, though a spellcaster must make a second saving throw vs. spell or lose from his memory 1d4 memorized spells selected at random by the DM. These spells can be relearned or prayed for in the usual manner. If the *bronze key of portals* is used on these doors, these effects transmit directly to the keyholder without saving throws, unless that person is lawful good.

If the doors are opened into area C34, a 20-foot-wide hallway over 60 feet long leads to a huge pair of blue star-spangled doors on the far northern end. Several small wooden carts, able to be pulled by either humans or horses, are parked against the east wall.

**C35. Food Storage and Cistern Pump Room.** This large room is completely empty except for a bronze cylinder lying on its side, 10 feet high and 30 feet long. There are a row of unmarked levers along its side and pipes emerging in every direction. This was the main pump that supplied water to the castle's buildings and rooms, and was powered by a water elemental. The elemental was released when the castle was abandoned, and water no longer flows from the cistern immediately below this room.

If a PC manipulates the levers, there is a 15% chance per round spent tinkering that the PC causes a break in an overhead pipe, beginning a torrent of stale, pure water into

the room. The doors into area C35 slam closed and are *wizard locked* at the 20th level, a magical protection against accidental flooding. Over an hour's time, water fills the room to a depth of 10 feet. Further tinkering merely increases the flow. The water drains out over a 10-hour period.

**C36. The Starry Valve.** The two huge iron doors here are dark blue, and thousands of tiny stars glitter and sparkle on each handleless door. The doors are immune to all physical or magical spells. They are transparent when viewed from the northern side in area C37, revealing everything in areas C34 and C36.

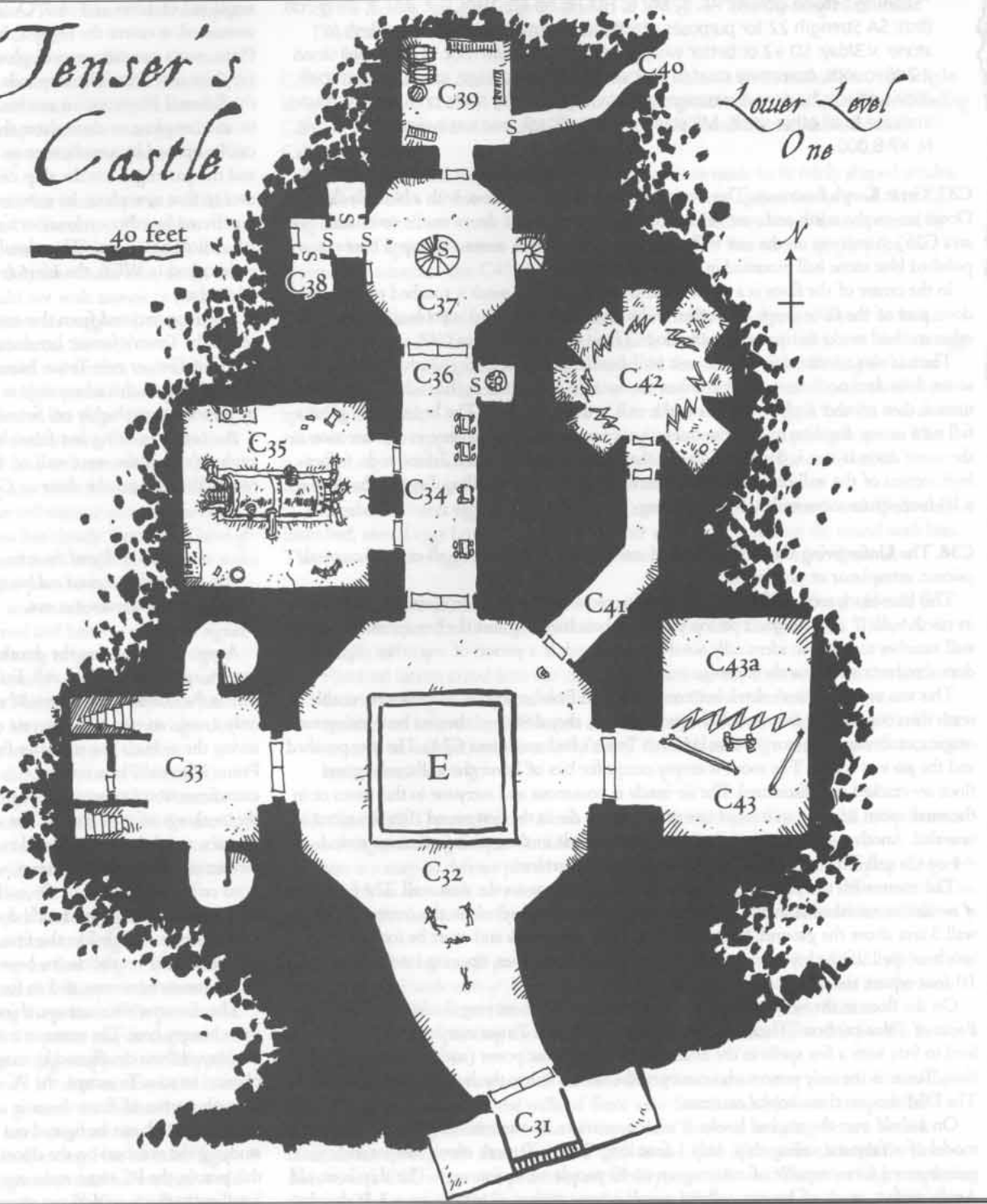
A lawful-good being can touch the doors without harm. Any other good being must save vs. spell or fall asleep for 1d4 hours. Any other non-evil being takes 2d4 points of damage (half if a saving throw vs. spell is made) and must save again vs. paralysis or else be paralyzed for 1d6 hours. Any evil being touching the door must save vs. death magic or die on the spot, taking 4d4 points of damage otherwise. These effects are transmitted through the *bronze key of portals* to the user, if applicable.

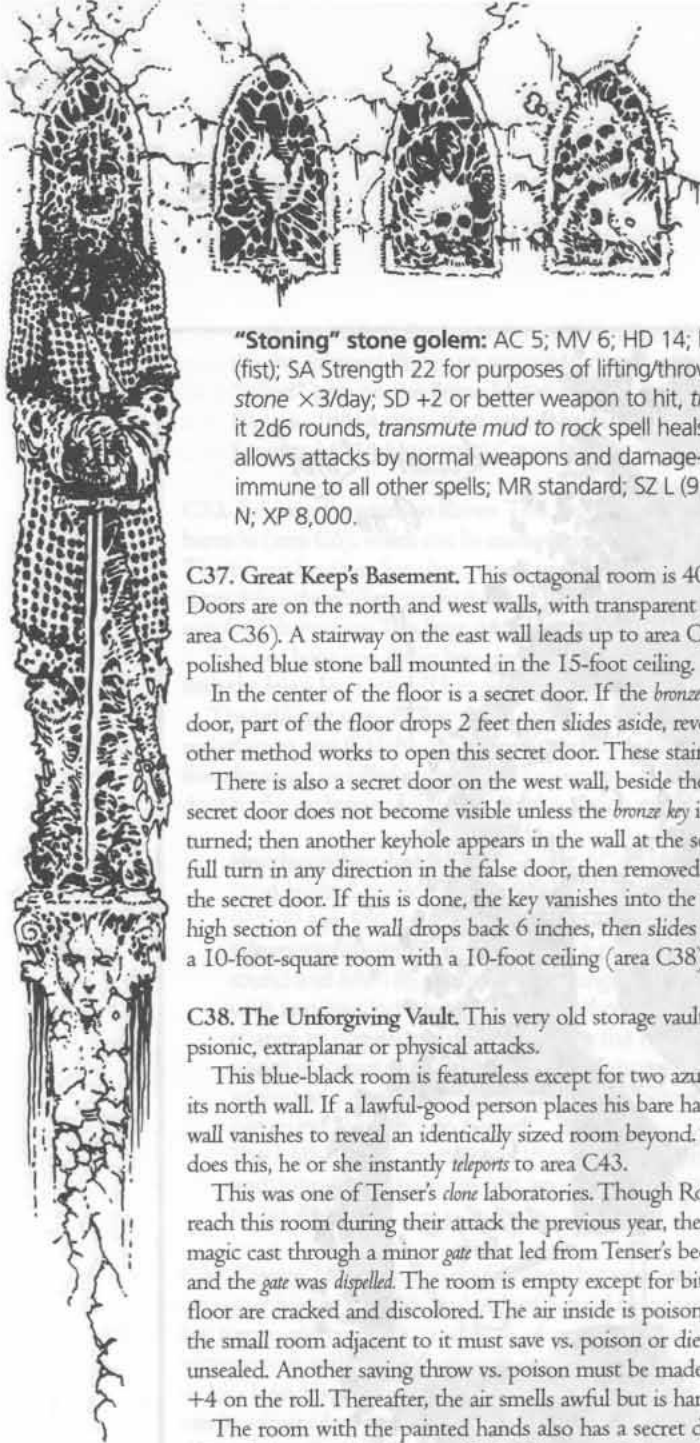
A secret door in the eastern wall leads to a small, unfurnished room containing a modified stone golem. The golem opens the secret door if anyone who is not lawful good touches the blue doors, or if anyone opens the secret door by pressing a barely visible depression in the wall. The golem's mission is to make sure that only lawful-good characters enter area C37. The golem carefully touches each PC; it can *detect alignment* in this way. Anyone not lawful good is told (by *magic mouth*), "Depart or risk destruction!" If they comply, the golem opens the door to area C37 and lets any lawful good PCs through. It cannot detect *invisible* or hidden beings. If anyone refuses to leave or attacks the golem, it attacks. This golem cannot cast *slow*, but three times a day it can cast *flesh to stone* through its fists, petrifying anyone struck who fails a save vs. petrification. The golem returns to its room once the hall is cleared.

# Tenser's Castle

40 feet

Lower Level  
One





**"Stoning" stone golem:** AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3d8 (fist); SA Strength 22 for purposes of lifting/throwing/breaking things, *flesh to stone* ×3/day; SD +2 or better weapon to hit, *transmute rock to mud* spell slows it 2d6 rounds, *transmute mud to rock* spell heals all damage, *stone to flesh* spell allows attacks by normal weapons and damage-causing spells on following round, immune to all other spells; MR standard; SZ L (9' tall, one ton weight); ML 20; AL N; XP 8,000.

**C37. Great Keep's Basement.** This octagonal room is 40 feet across, with a blue tile floor. Doors are on the north and west walls, with transparent double doors on the south wall (see area C36). A stairway on the east wall leads up to area C13. A *continual light* spell burns on a polished blue stone ball mounted in the 15-foot ceiling.

In the center of the floor is a secret door. If the *bronze key of portals* is touched to the secret door, part of the floor drops 2 feet then slides aside, revealing spiral stairs leading down; no other method works to open this secret door. These stairs lead to area C48.

There is also a secret door on the west wall, beside the visible door (which is false). The secret door does not become visible unless the *bronze key* is inserted in the visible door and turned; then another keyhole appears in the wall at the secret door. The key must be given a full turn in any direction in the false door, then removed and turned once in any direction in the secret door. If this is done, the key vanishes into the keyhole and a 3-foot-wide, 6-foot-high section of the wall drops back 6 inches, then slides into the ceiling. Beyond the door is a 10-foot-square room with a 10-foot ceiling (area C38).

**C38. The Unforgiving Vault.** This very old storage vault is immune to all external magical, psionic, extraplanar or physical attacks.

This blue-black room is featureless except for two azure hand prints outlined in white on its north wall. If a lawful-good person places his bare hands against the handprints, the entire wall vanishes to reveal an identically sized room beyond. If a person of any other alignment does this, he or she instantly *teleports* to area C43.

This was one of Tenser's *clone* laboratories. Though Robilar and his cohorts were unable to reach this room during their attack the previous year, they destroyed the *clone* here with great magic cast through a minor *gate* that led from Tenser's bedroom (area C24). The *clone* perished and the *gate* was *dispelled*. The room is empty except for bits of bone; the walls, ceiling and floor are cracked and discolored. The air inside is poisonous and everyone in this room or in the small room adjacent to it must save vs. poison or die in the first round after the room is unsealed. Another saving throw vs. poison must be made in these areas in the next round, at +4 on the roll. Thereafter, the air smells awful but is harmless.

The room with the painted hands also has a secret door on the west wall. The *bronze key of portals* that vanished at area C37 is here, stuck in another keyhole in the center of this wall 3 feet above the ground. Both key and keyhole are *invisible* and must be located by touch or spell. If the key is turned again, the west wall vanishes, opening into another 10-foot-square room.

On the floor in the new room are 20 books, with covers in varying shades of blue to form a sort of "blue rainbow." These contain all of the spells that Tenser ever learned, from 1st level to 9th, with a few spells in the final volume of supreme power (such as *Tenser's telling blow*). Tenser is the only person who can open the books, unless the *bronze key of portals* is used. The DM chooses these books' contents.

On a shelf over the stacked books is what appears to be a marvelously detailed toy or model of a fantastic sailing ship, only 1 foot long. This is Tenser's *ethereal transport* in miniaturized form, capable of carrying up to 40 people on its journeys. The ship is an old Aerdry artifact, made of bronze-colored metal; it saves against all attacks on a 3. It shrinks and grows on command, sailing normally on lakes and seas at a speed of MV 24 with its

single sail of silver and blue. On another command, it enters the foggy Ethereal Plane over a one-turn period, glowing sapphire as it does. The ship sails through the Ethereal Plane until it reaches a portal to another plane or demiplane; this portal can be opened by a spellcaster on the ship, and the passengers on the ship can cross over to that new plane. Its movement is unaffected by ether cyclones or similar ethereal disturbances. (The *ethereal transport* is described in WG6, the *Isle of the Ape* adventure.)

Anything removed from this area is sought by Tenser's former henchmen, the Circle of Five, or even Tenser himself (if restored later in this adventure), as well as by power-hungry, highly evil forces.

A normal-looking but false door (with keyhole) is on the west wall of this new room. Written on the door in Common is this:

*Probe not beyond this room;  
the world is too grand and beautiful  
to abandon it so soon.*

Anyone who touches the doorknob must save vs. spell at -4 on the roll. Failure means the character is *feble-minded* such that only a *wish* can cure him. Success on the saving throw hurls the character from the Prime Material Plane into an extradimensional tesseract trap, similar to the workings of a *maze* spell. The character appears, weightless, in a cubical room 10 feet across, with a door on every wall. There is no ceiling or floor here. On each door is a numbered code. Beyond each door is another room exactly like the first, but with different codes on the doors; beyond these rooms are more rooms, and so forth.

The character does not age, thirst, sleep or grow hungry here. The tesseract trap cannot be escaped from or affected by magical or physical attacks. To escape, the PC must pass through a series of these doors in a specific sequence, which can be figured out by studying the numbers on the doors. To solve this puzzle, the PC must make one Intelligence check on 4d6 per round until a total of 12 checks has been made, however



long this takes. The character then reappears before the false door.

There is also a secret door on the south wall of the room with the false door and the inscription. It cannot initially be detected. The DM may determine a unique way to detect and open this secret door, if the PCs get this far.

Beyond the last secret door is a cubical black room 10 feet across. This room contains at most three items. The DM can determine the items found here, things that Tenser would not wish anyone to find. The following items are suggested, along with a potential adventure for each:

- A captured evil artifact, such as the *Scepter of Might*, part of the *Regalia of Might* described in the pages 80–89 of the *Book of Artifacts* tome. Tenser found and locked away this item to keep it from falling into wicked hands. Unknown to him, an evil warrior roaming the eastern Flanaess has already found the *Crown of Might* and the *Orb of Might*, and now seeks the third piece to tap into the *Regalia's* power and reunite the Great Kingdom.
- A burned and battered platinum signet ring missing its gemstone. The signet ring's coat of arms matches that of Prince Thrommel of Furyondy. Just before his marriage a decade ago, the prince was kidnapped and his whereabouts cannot be determined. (See page 11 of the 1983 *WORLD OF GREYHAWK* boxed set's *Guide* for details.) Tenser learned that this ring once held a magic jewel to which the prince's soul fled when his mortal body was destroyed. The damaged ring rests on an old parchment, a forgotten prophecy made to the first King of Furyondy, Thrommel I, that provides clues to rescuing the prince. If the gem can be found, the prince may be restored to life.
- A chicken leg wrapped in a filthy old red cloth. If taken outdoors and tossed on the ground, the chicken leg begins to grow, until after one turn it has changed into the Dancing Hut of Baba Yaga. Courageous or mad adventurers could then explore one of two AD&D game versions of this world-crossing artifact:

S5 *The Dancing Hut of Baba Yaga* (published in 1995), or "The Dancing Hut," from *DRAGON* Magazine issue #83 (March 1984).

**C39. Wine Cellar and Storage.** A collection of rare Flanaess wines remain here, too fragile to be easily moved. The 131 bottles include every imaginable sort of civilized wine, including Celenese nectarwine, Sunndi sweet violet wine and an almond-flavored drink from the Caliphate of Ekbir.

The floor is stacked with empty wooden boxes custom-made to fit oddly shaped articles. A number of bolts of fine cloth in many shades of blue lean against the east wall. The 14 long bolts of cloth are worth 3d6 x 10 gp each. Behind them is a secret door operated by pressing hard against the stone above it. The door, a circle 3 feet across, simply pops out. Beyond it is a tunnel (area C40).

**C40. Sealed Tunnel.** This ancient escape route is a crudely carved tunnel 1 yard wide that travels for almost 200 feet before ending in a thick, stinking mass of fish bones, feathers, egg shells and bird droppings. This mess fills the last 15 feet of the tunnel. Feeling he had no need of such an escape route, Tenser sealed up the very end of the tunnel with a *wall of rock* spell 5 inches thick. The *wall of rock* spell is identical to a *wall of stone* spell, but the wall created takes on the exact appearance of the surrounding rock, concealing anything it covers. The tunnel emerges 3 feet above the water line on the black rock below the castle walls, surrounded by dozens of bloodhawk nests (currently occupied).

A number of insect eggs are dormant in the mess that clogs the tunnel's end. If the mess is disturbed, several eggs brush off on the PC's hair and clothing, leaving the tunnel with him. These are ear seeker eggs and they hatch 2d6 hours after being exposed to fresh air.

**Ear seekers (3):** AC 9; MV Fl 1; hp 1; THAC0 20; #AT 1; Dmg special; SA 90% chance to kill victim in 1d4 days; SD nil; MR standard; SZ T ½"; ML 6; AL N; XP 15.

Hatched larvae crawl into ear canals, where they eat their way into the victim's brain, causing hearing loss within 1d6 hours. The victim suffers severe headaches beginning 2d8 hours before death. When the victim dies, the larvae emerge as winged adults and fly away. *Cure disease* kills ear seekers but cannot restore lost hearing.

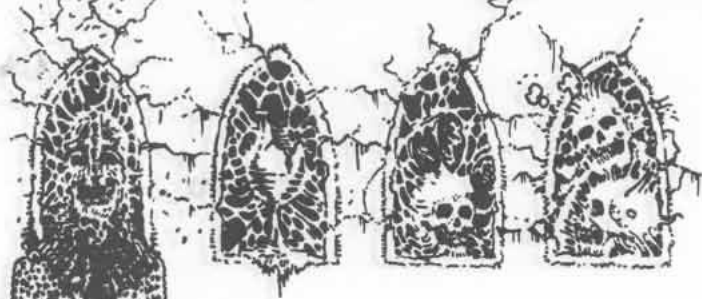
**C41. Gaol Hall.** The single door is iron but can be opened on a Strength roll to open stuck doors. A *bag of devouring* lies just outside the door to this hall (see area C32).

There is a magical defense placed on the hall to prevent prisoners from escaping the gaol at area C42, so the whole corridor radiates magic. Anyone walking from a cell at area C42 to the bend in this hall without being subjected to a *dispel magic* spell is *teleported* to area C43.

**C42. Gaol.** This is a small prison with seven cells of various sizes. Instead of cell bars, the cells are covered with *walls of force* that can be operated from simple controls on the west wall between the two doors leading into this room. Each cell has three buttons corresponding to it; pressing the buttons in correct order causes the *wall of force* for that cell to either open or close.

This area was empty so much of the time that it was almost never guarded. When the castle was abandoned all of the walls of force were deactivated. However, the gaol has captured a victim by accident — one of the raiders. Two orcs escaping from a berserk comrade ran through the door from area C32 to area C41. They went through the first door to area C42, where one paused to see if they were followed. The other began exploring the gaol. The orc next to the controls touched some of them out of curiosity. Any contact with the buttons for a particular cell instantly "locked" it — and the exploring orc was





trapped. The three cells along the goal's eastern side are all locked; the trapped orc is in the smaller one.

The orc does not know how long he has been here. He is not hungry or thirsty, as each cell was enchanted to sustain its prisoners indefinitely without food, drink or air. The orc can be heard through the *wall of force*, but he speaks only Orcish. He talks with anyone but a dwarf, gnome or elf, whom he hates. He knows that his group used the *knock* spell to pass through the doors at C31. He has a confused memory of the events that disrupted the group at area C32, but recalls that one of the two half-ogres went mad when he picked up a sword there.

There are two tables and a single chair in the central area. Each cell has a wooden bed, a deck of playing cards, a dragonchess game and a religious book, written in Common, detailing the religion of Rao. This area is in total darkness.

Anyone who enters a cell is immediately and silently tagged with a minor spell that causes the recipient to radiate minor alteration magic for 12 hours. If the recipient walks out of area C42 and reaches the bend in area C41, he is instantly *teleported* to area C43. If the PCs free the trapped orc and he tries to leave the area he will be *teleported*. *Dispel magic* removes this "tag."

**C43. Great Cage.** This is an ingenious prison for dangerous magic-using invaders. As noted at area B7, Tenser's castle is encircled by a magical effect that derails all *teleportation* destinations to this spot — more exactly, to area C43a, a 30-foot by 40-foot holding pen warded across its southern side by two *walls of force* an inch apart. Such *teleportation* is done without error, even if the original *teleportation* attempt malfunctioned. Just as in the cells at area C42, the Great Cage is enchanted to sustain its prisoners indefinitely without food, air or drink. The walls are immune to magical and physical attack. There are no furnishings in area C43a, but it is well lit by a number of *continual light* spells on the ceiling in areas C43 and C43a.

On the south side of the *walls of force* are two large mirrored walls that allow prisoners to be viewed indirectly, to defuse gaze attacks or to identify vampires who will not be reflected.

A small mirror 2 feet square mounted on a wooden, wheeled stand is a few feet from the *walls of force*. This is a *mirror of life trapping* with 16 spaces. A *glassteel* pane has been locked shut over the *mirror*, securing it. The lock is so well made that anyone trying to pick it must do so at a -20% penalty to the success roll. Once the pane is opened, the *mirror* can be removed.

One of the spaces in the *mirror* is filled by a trapped wizard named Grimslade, a human male currently going by the name of Edalsmirge. A sometime resident of the City of Greyhawk, Grimslade used a scroll with a *teleport* spell to come to the castle, hoping to pick up a useful item or two.

**Grimslade, hm W8:** AC 10; MV 12; hp 24; THAC0 18; #AT 1; Dmg spell or dagger; SA/SD flame-thrower, spells; MR standard; Str 9, Dex 10, Con 9, Int 16, Wis 12, Cha 10; SZ M (5' 10"); ML 12; AL CN.

**Spells (4/3/3/2):** Grimslade used most of them getting to the castle; all he has left now are *charm person*, *read magic*, *knock* and *spectral force*.

**Weapons/equipment:** 2-foot-long brass flame-thrower using highly flammable oil; device fires a cone of flame 10' long and 5' across at the terminus; it does 2d6 points of damage (half with save vs. breath weapon) but is useless thereafter.

**Source:** *The Rogue's Gallery* (1980 edition), page 42.

Grimslade has been in this prison for two months and he is very bored. Secretive, deceptive, stubborn and inventive, he is a prankster who cannot resist tormenting lawful types. Grimslade wishes to escape the castle, but as an NPC he may tag along and annoy the PCs for as long as they let him.

## LOWER LEVEL TWO

This section of the underground is very old and has rough-hewn walls and an uneven floor. Ceiling height varies from 9 to 16 feet. The grinding vibration coming from below the castle is very strong; to be heard, conversations must be held at a near-shout and no more than 30 feet apart. This area is in darkness.

**C44. Cavalry Preparation Area.** This area is clean, but still smells a bit of horse manure. A cart rests in the middle of the floor. A stairway on the west wall and ramps on the north and south walls ascend to area C33. A small *chambre à toilette* can be reached by a door on the northwest side of this area.

**C45. Cavalry Supplies and Hay Storage.** The western section of this L-shaped area contains three carts like those in area C34 and a small pile of worn blankets. A starved, desiccated rat corpse lies in the blankets. There are shreds of hay scattered across the floor.

**C46. Stables and Feeding Area.** Twenty regular and two oversized horse stalls line the walls. In the central space are two dry drinking troughs. The stalls are fairly clean but smell of old manure and hay; some have debris left in them.

In the southern hall heading for area C47 is the body of a leather-clad half-orc. He appears to have died recently in great agony, clutching at his chest.

The half-orc was hiding in a horse stall when he disturbed a manure pile with rot grub eggs in it. This species of rot grub can be carried by almost any mammal without harm in its digestive tract, but it attacks humans, demihumans and humanoids on contact. The half-orc is close to the great iron doors at the hall's end, which might lead some to conclude he died because he disturbed a guardian there. The half-orc has a *ring of protection +1* and a small jar of orange fluid (*universal solvent*, 1 application). He was carrying a short sword, four daggers and a note in Orcish describing what a magical *gate* might look like.

**Rot grubs (5):** AC 9; MV 1; hp 1; THACO nil; #AT 1; Dmg special; SA kills after reaching the heart in 1d3 turns; SD nil; MR standard; SZ T (1" long); ML 5; AL N; XP 15.

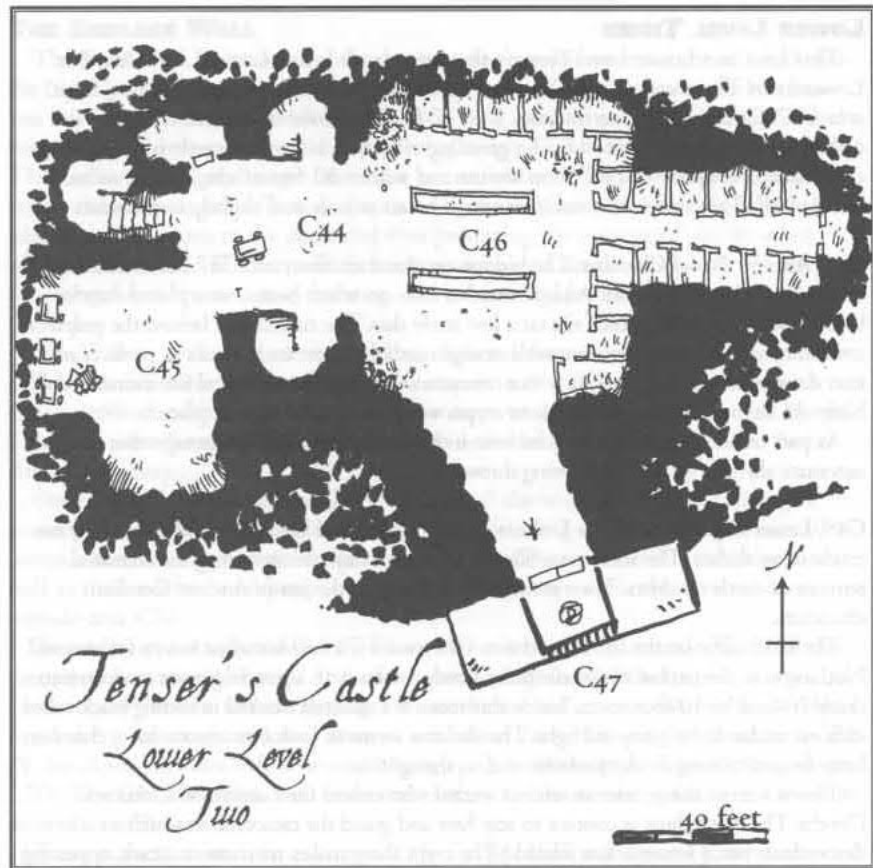
A Wisdom check on 1d20 (per round) is required to notice the rot grubs burrowing into one's flesh, as they deaden all pain from their bites. Flame kills 2d10 rot grubs per application to infested flesh, but after 1d6 rounds the surviving rot grubs are too deep to burn. *Cure disease* kills them instantly inside any victim. These are the only rot grubs in this area; they are picked up by anyone who touches the half-orc's body.

**C47. Lower Entry Hall.** The two huge iron doors here are sealed with a *wizard lock* at the 20th level. They could be opened with one touch of the *bronze key of portals*, or a *knock* spell or something similar. Strength rolls to bend bars/lift gates are required to push these doors apart once the *wizard lock* is removed.

The square room is bordered on the east and west sides by pale blue stone walls, on the north by the iron doors and on the south by a *wall of rock* spell. This spell is identical to the *wall of stone* spell, but the magical wall created looks like the surrounding rock, perfectly concealing anything it covers. This *wall of rock* covers an entrance to the castle that used a *wall of force* to connect to the secret tunnel passing through the land bridge (see areas B3 and B5). The tunnel is also covered and concealed by a *wall of rock*.

The floor here is only 10 feet above the waters of the Nyr Dyv, and it is a 30-foot jump to the land bridge. The waters here are 60 feet deep.

In the floor's center is a variant stone golem that appears to be a titanic gray-skinned dwarf in chain mail with startling blue pupils in its eyes. The golem sees perfectly even in complete darkness, though it cannot see *invisible* beings. If the *wall of rock* is removed, the doors behind it are opened or it is physically touched, the golem becomes active and shouts in a

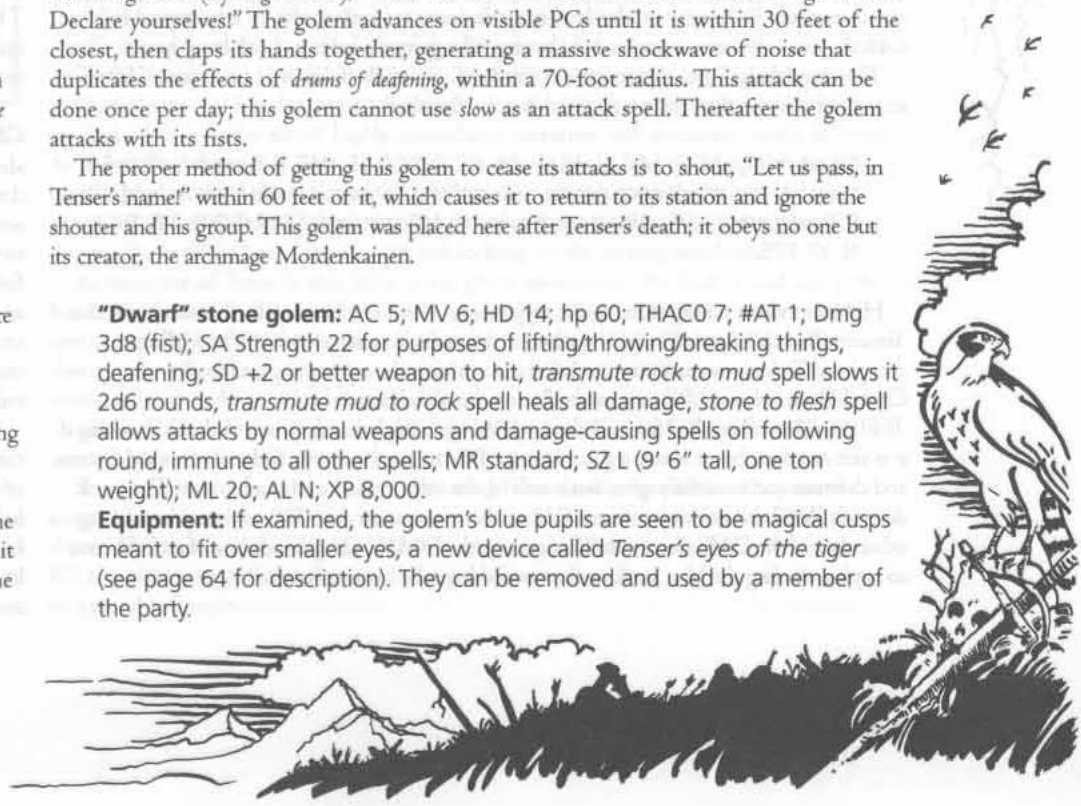


booming voice (by *magic mouth*), "You have drawn the attention of the archmage Tenser. Declare yourselves!" The golem advances on visible PCs until it is within 30 feet of the closest, then claps its hands together, generating a massive shockwave of noise that duplicates the effects of *drums of deafening*, within a 70-foot radius. This attack can be done once per day; this golem cannot use *slow* as an attack spell. Thereafter the golem attacks with its fists.

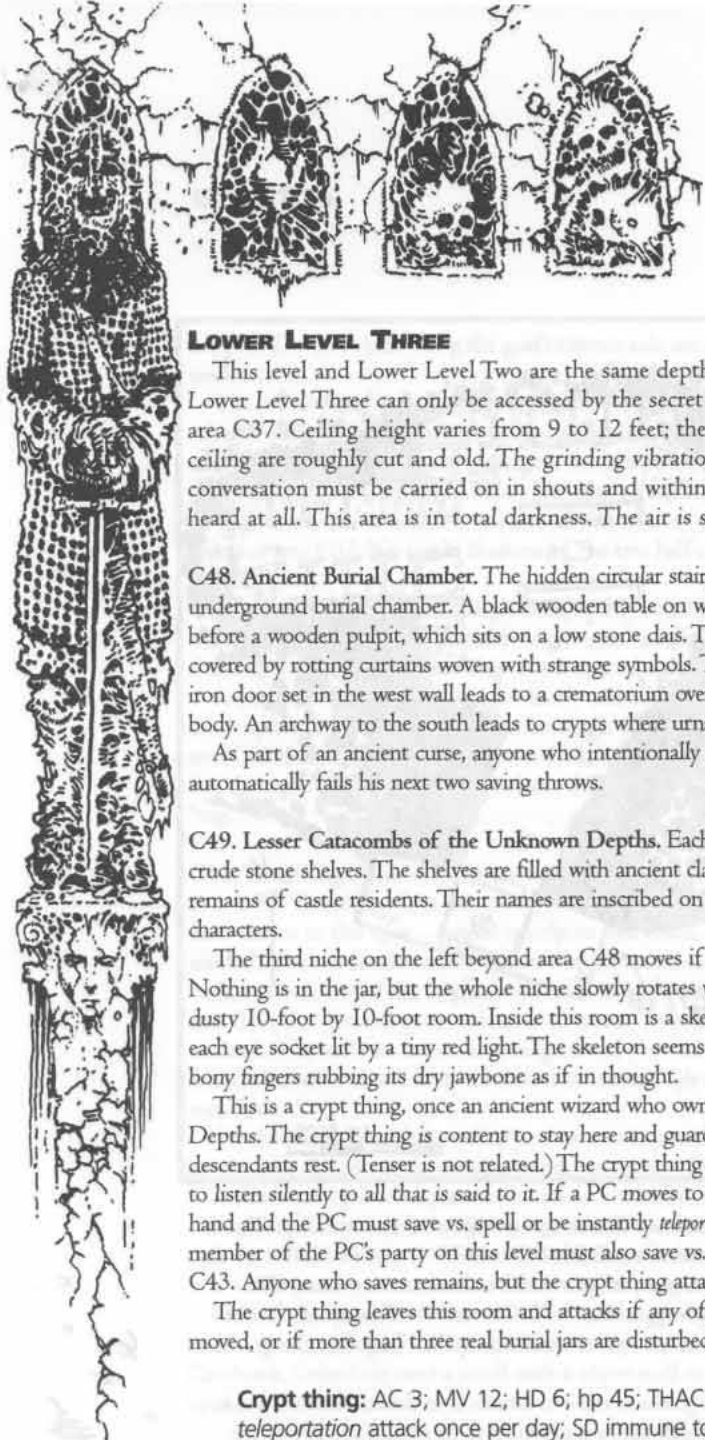
The proper method of getting this golem to cease its attacks is to shout, "Let us pass, in Tenser's name!" within 60 feet of it, which causes it to return to its station and ignore the shouter and his group. This golem was placed here after Tenser's death; it obeys no one but its creator, the archmage Mordenkainen.

**"Dwarf" stone golem:** AC 5; MV 6; HD 14; hp 60; THACO 7; #AT 1; Dmg 3d8 (fist); SA Strength 22 for purposes of lifting/throwing/breaking things, deafening; SD +2 or better weapon to hit, *transmute rock to mud* spell slows it 2d6 rounds, *transmute mud to rock* spell heals all damage, *stone to flesh* spell allows attacks by normal weapons and damage-causing spells on following round, immune to all other spells; MR standard; SZ L (9' 6" tall, one ton weight); ML 20; AL N; XP 8,000.

**Equipment:** If examined, the golem's blue pupils are seen to be magical cusps meant to fit over smaller eyes, a new device called *Tenser's eyes of the tiger* (see page 64 for description). They can be removed and used by a member of the party.







### LOWER LEVEL THREE

This level and Lower Level Two are the same depth below Lower Level One, but Lower Level Three can only be accessed by the secret circular staircase leading from area C37. Ceiling height varies from 9 to 12 feet; the floor is flat, but the walls and ceiling are roughly cut and old. The grinding vibration below the castle is very strong; conversation must be carried on in shouts and within 30 feet of the listener to be heard at all. This area is in total darkness. The air is stale and slightly unpleasant.

**C48. Ancient Burial Chamber.** The hidden circular stairs from area C37 exit in an ancient underground burial chamber. A black wooden table on which bodies were placed stands before a wooden pulpit, which sits on a low stone dais. The curved wall behind the pulpit is covered by rotting curtains woven with strange symbols. There are no seats or pews. A small iron door set in the west wall leads to a crematorium oven, where magical fire incinerated the body. An archway to the south leads to crypts where urns of ashes were placed.

As part of an ancient curse, anyone who intentionally desecrates or damages this area automatically fails his next two saving throws.

**C49. Lesser Catacombs of the Unknown Depths.** Each of the nine burial niches here has crude stone shelves. The shelves are filled with ancient clay jars containing the cremated remains of castle residents. Their names are inscribed on the jars in Ancient Oeridian characters.

The third niche on the left beyond area C48 moves if a fake burial jar has its lid removed. Nothing is in the jar, but the whole niche slowly rotates with a grinding noise to open into a dusty 10-foot by 10-foot room. Inside this room is a skeleton cloaked in rotting black robes, each eye socket lit by a tiny red light. The skeleton seems to look over anyone in its chamber, bony fingers rubbing its dry jawbone as if in thought.

This is a crypt thing, once an ancient wizard who owned the Fortress of Unknown Depths. The crypt thing is content to stay here and guard the catacomb in which its descendants rest. (Tenser is not related.) The crypt thing makes no move to attack, appearing to listen silently to all that is said to it. If a PC moves to attack the crypt thing, it waves a hand and the PC must save vs. spell or be instantly teleported to area C43. Additionally, every member of the PC's party on this level must also save vs. spell or also be transported to area C43. Anyone who saves remains, but the crypt thing attacks with its hard, bony hands.

The crypt thing leaves this room and attacks if any of the false treasures in area C50 are moved, or if more than three real burial jars are disturbed.

**Crypt thing:** AC 3; MV 12; HD 6; hp 45; THACO 15; #AT 1; Dmg 1d8 (fist); SA teleportation attack once per day; SD immune to various spells (*charm, hold, sleep, ESP, telepathy*), cannot be turned by cleric; MR standard; SZ M (5'2"); ML 18; AL N; XP 975.

Hidden under a paving stone in the crypt thing's lair is the blue book of instructions that Tenser willed to Jallarzi. The paving stone is detectable as a secret door. When Jallarzi completed Tenser's instructions, she left the book with the crypt thing and went to the Crystal Dome at area C30 to remove all memory of her actions.

The book can be asked for, and the crypt thing willingly hands it over without attacking if it is not attacked, but it is not a good idea for PCs to get this book. It details the castle's areas and defenses and essentially gives out much of the information in this adventure. The book does not detail the workings of area C52 or the contents of area C38, and may be missing other data at the DM's discretion. If necessary, the DM should give out bits of information to anyone reading the blue book as they would logically be uncovered.

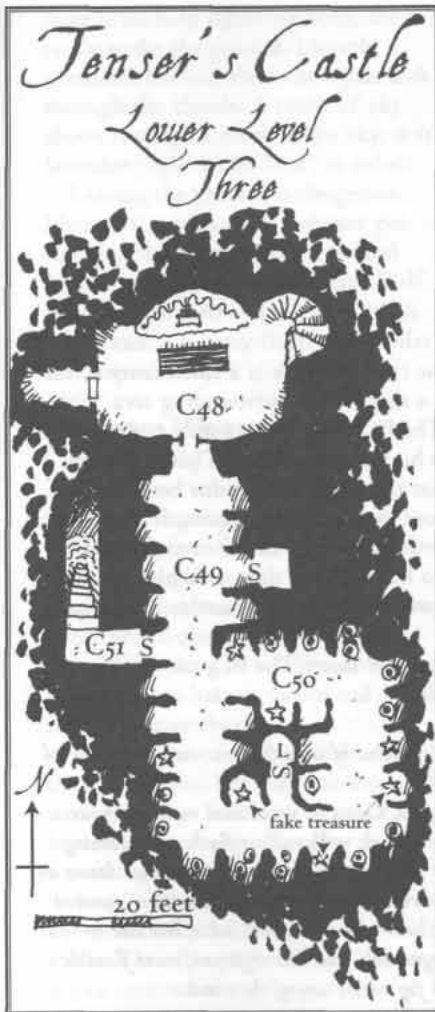
**C50. Greater Catacombs of the Unknown Depths.** In the room beyond area C49 is a square-shaped tunnel with more burial niches. Seven niches contain open jars apparently full of gems and gold. This treasure is fake (glass and gilded rock), and anyone handling it draws the wrath of the crypt thing in area C49.

One niche has a secret door in its back. If the secret door is detected and the (fake) burial jars removed (which does not bring the crypt thing), the door can be opened by pushing on the back wall, which swings back to reveal a 5-foot-wide shaft leading straight down into blackness. Anyone who steps into the shaft falls for the first 10 feet, then is slowed and levitated down a distance of over 1,000 feet for 15 minutes. The PC comes out in area C52.

**C51. Flooded Staircase.** This narrow staircase once led to a room below the surface of the Nyr Dyv. The room's valvelike exterior doors allowed passage to submarine devices. The room flooded after it was badly damaged in an underwater battle two centuries ago. The water in the staircase begins 10 feet down the steps, at the lake's surface level. This area is not further detailed here and is left to the DM if the PCs show interest in it.

**C52. The Endless Well.** This area is not shown on a map. A PC who levitates down the shaft described in area C50 sees a pale red light below his feet that swells until he drops slowly into a 25-foot-wide room, with 10-foot-high walls and a domed ceiling about 20 feet high in the center, where the levitation shaft ends. The room's dome emits a strange red light.

On one wall is a yard-wide hatch with three huge locking mechanisms — none of which can be opened with the bronze key. If the locks are each undone by a knock spell, a thief (at a -50% penalty to lockpicking chances) or other means, and the (very warm) hatch is pulled



### THE ENDLESS WELL

The Fortress of Unknown Depths got its name from two sources, one of which was the Nyr Dyv, known as the Lake of Unknown Depths. The other reason for its name was this room. It is a device called the Endless Well, actually a centuries-old automated mine that used golems and machinery to bring deeply buried substances to the surface. The Endless Well's great magic could also be manipulated by a knowledgeable wizard to create wide-area magical effects, such as turning the castle and its island *invisible*, blocking *teleportation*-type access to the castle and even preventing the opening of *gates* to other planes within a mile of the citadel (a function that is not active at present). However, operating this device is time-consuming, and its workings are extremely complex and confusing.

The Endless Well can draw up a molten, dark red, ferrous metal that, when cooled, is black, dense, easily enchanted and nearly impervious to damage. This substance is called *oerthblood* and from it several famous artifacts were made, such as *Heward's Mystical Organ* and parts for the infamous *Machine of Lum the Mad* (both described in the *Book of Artifacts* accessory).

*Oerthblood* is dangerous to handle, and much of the work involved in tapping it, pouring it into sheets or molds, working it and finishing it is done by golems and automatons that can withstand the molten substance's unpredictable radiation, as well as the local heat and poisonous gases. These golems are in the cavern just outside area C52.

Tenser knew about the Endless Well long before he claimed the castle. The Well was the reason he wanted the castle in the first place, though he did like its blue color. However, for years he was unable to get the machinery to function. He was finally able to get the golems and machinery to tap a vein of molten *oerthblood* eight years ago, in 578 CY, but it was six years before he could bring up a useable sample (that sample is in area C20). The Greyhawk Wars were underway by then and Tenser shelved his plans to create an artifact of his own.

Tenser never discussed the existence of the Endless Well with anyone or wrote its secrets down, and he was careful to destroy any documents he found that hinted at the Well or described legends about it. Not even his own henchmen and most trusted friends knew of the Well's existence, though fragments of the truth appear in tomes and scrolls dating from the earliest days of the Kingdom of Aerdy and the Great Kingdom.

Tenser recognized that the Endless Well must be shut down if he died; otherwise it might fall into evil hands and be used to develop horrifying artifacts and relics. He worked out a complex set of highly specialized alteration and divination spells of levels 4–7, set them down in book form with other details about his castle and left the blue book with the crypt thing in area C49. When memorized and cast in sequence from area C52, the spells allowed the caster to shut down the Endless Well's machinery, forcing the *oerthblood* back into its vein and locking up the mining machinery.

As executrix of Tenser's will, Jallarzi was given instructions for finding and using the book. She faithfully followed its instructions, descending to area C52 several times to cast the spells. Unfortunately, shutting down the Endless Well takes time. The shut-down cycle will continue over the next eight years, ending in 593 CY — unless someone reverses the shut-down. Until then, the grinding and whirring of the machinery will be clearly audible in the castle and on the shore. When it is finished, the sudden silence will worry anyone nearby who has gotten used to the noise.

Several wide-area magical effects originating from the Endless Well still operate around Tenser's castle, and they will continue to exist even after the Endless Well shuts down. These include those spells related to the magical defense area discussed in area B7: the *teleportation* defense, the magic alarm and protection from scrying, mind reading or mental influence.

open with a Strength roll to open doors, doom is certain. This room rests on a stony island on a magma lake in a vast underground cavern; the atmosphere is superheated and poisonous. Once the hatch opens, the chamber fills in a single round with this gas. Everyone in the chamber and the *levitation* shaft above it must save vs. poison at –6 to the roll or die instantly, taking 4d6 points of damage otherwise. Everyone also takes 6d6 points of heat damage (no saving throw). Both types of damage are taken every round. After several of rounds of heat damage, the *levitation* shaft collapses inward and area C52 is sealed off from the surface.





A side effect of the Endless Well's shutdown is that an old spell that cast *invisibility* on the castle was slightly and unintentionally reactivated, causing some sections of the castle wall to vanish and reappear, as noted at areas B2 and C4. This effect will end within a year's time.

The Endless Well cannot be operated without the blue book. Even with the book, a wizard must spend years learning how to get a small sample of *oerthblood*, not to mention working for a full decade or more before a shaped piece of *oerthblood* can be created and delivered through the hatch without harm to the wizard who ordered it.

### AN ALIEN JUNGLE

Ideally, the PCs discover and pass through the *gate* described in area C29. During this act, **never tell the PCs they are on Luna**. Describe the landscape, but explain nothing, and let them slowly discover they are not on Oerth. Only when they meet Tenser and Jallarzi/Jay are they likely to learn their location. The DM should not map out the lunar terrain, instead describing it as vividly as possible. Luna is weird and dreamlike and it should be made frighteningly so with a nervous edge of unreality. Bring this out any way you can.

*As you enter the black gate, you experience a wrenching sense of disorientation and nausea. You stumble out of the gate into a pitch-black room. The air smells of mold, rot, rich earth and strange forest scents. A stone staircase leads from a corner of the room up to a dim, rainy, thundering world above.*

## ACT THREE

The cellar's floor has been disturbed in one corner. There is a small ivory scroll case under a heap of rotting leaves; inside is a map of the surrounding area, with notes and Tenser's signature at the bottom. The PCs may use the map to find the ruins of Iggwilv's village, where Tenser notes his *clone* is hidden. (This is the first the PCs have heard of *this!*) He also notes that the path to the ruins has been marked by carving the image of a curved sword on trees and painting it on rocks.

Anyone who tests the *gate* by stepping back through finds that it is active and links Oerth and this place. It is possible to go home at any time. It is also possible for monsters to follow the PCs through the *gate* back to Tenser's castle, or to slip through and wait there for their return.

Two sets of human footprints clearly lead up the stairs. The PCs may choose to follow them.

*You emerge in a small clearing, in the knee-high ruins of a but's stone walls, half-buried in tangled vines.*

*The world around you is gray, rainy and grim. Gusts of wind burl rain into your face and down your neck. The sky is gloomy and dark, with endless flashes of lightning and rolling, booming thunder that drowns out conversation. The dense forest that looms on all sides seems a solid mass of nightmare greenery, crowded with immense trees swathed in vines and moss. Many of the trees are familiar — bronzewood, cedar, live oak — but others are completely foreign and even the recognizable trees are different, more flexible and taller. Despite the wind and rain, ground fog twists among the trunks.*


Compasses do not work here, their needles spinning crazily. Visibility is low, one-half to one-tenth normal. The ground is swampy or muddy, and movement is reduced by half because of dense plant life on the ground. The air is humid, thick and uncomfortable. Aside from storm noises, this place is *silent*; the wildlife here makes no sound at all. In short order the PCs are soaked, dirty and miserable.

The atmosphere here is short of oxygen and PCs are constantly out of breath and tired. For each hour spent on Luna, the DM can secretly reduce the Constitution and Strength scores of each character by 1 point until half-scores are reached (round fractions down). At this point, movement is reduced again by half, so a PC moves at half normal speed over clear ground or one-quarter normal speed in undergrowth.

Due to the moist air and low oxygen, all fire-based spell damage is reduced by half, rounded down to a minimum of 1 hp. At the DM's option certain spells and magical items (such as an iridescent *ioun stone*) may negate this effect.

If PCs climb the trees, they see a ring of tall mountains equidistant in every direction. It is hard to gauge their distance, as the horizon seems unnaturally close. The sky is almost entirely covered with angry blue-gray clouds shot through with





huge branching lightning bolts; they rarely strike the ground. Directly overhead, the sun shows as a pale disk through the clouds. A patch of sky shows through a break in the sky; it is lavender (light violet-blue) in color.

Leaving the ground is dangerous. Flying PCs risk a 1-in-6 chance per round of being struck by a natural lightning bolt for 10d6 damage (half damage with a save vs. wands). High winds can also carry fliers many miles off course.

### INTO THE WOODS

The PCs may set off in search of Tenser's clone, either following the footprints, the map's instructions or orienteering from sword-symbol to sword-symbol, though the rock paintings are obscured by vines and the cut trees have nearly healed over. After walking for a time, PCs making an Intelligence roll realize the sun has not moved and is still immediately overhead.

The two sets of footprints ahead of them are human, but after a time one set starts to change from step to step. They become larger, heavier, changing at last to something that looks like huge goat hooves, 2 feet across. They wander off into the underbrush and become impossible to follow. The other pair, still booted human prints, continue along the path.

The DM can create a unique set of animal and plant encounters in the woods here — the more horrific, the better. Most wildlife is unintelligent and vaguely insectoid or arachnoid in appearance. None is edible, though many fruits can be eaten (if they are not poisonous or have bad side effects).

Possibilities for encounters are varied:

**Oerth animals — with alterations.** The DM can take nearly any nonintelligent animal listed in the *MONSTROUS MANUAL* or other sources and modify its appearance and special abilities to provide a unique variant of that creature. For instance, giant spiders become six-legged, purple with yellow spots, and race through treetops

instead of building webs; their bite is strangely poisonous and causes a victim who fails to save vs. poison to rot away from within for 2d4 points damage per round until a *neutralize poison* spell is cast.

**Plants.** Nearly any of the dangerous or intelligent plants or fungi listed in the *MONSTROUS MANUAL* thrives on Luna, often growing to impressive sizes. These organisms may have notable variations in size or color; or they may have poisonous, allergy-producing or hallucinogenic plant pollens.

**Lightning creatures.** The electrically charged atmosphere of Luna supports creatures with lightning natures.

**Nimbus (1):** AC 2; MV 18 (48 as bolt); HD 8; hp 39; THACO 12; #AT 1; Dmg 5d6 (electrical); SA electrocute as lightning bolt or St. Elmo's fire; SD immunities (poison, acids, *sleep*, *charm*, *illusion*-type spells), +1 weapons to hit; MR nil; SZ S; ML 20; XP 1140.

The nimbus is formed of electrical energy and has no fixed form; it changes at will between ball, sheet or bolt lightning, or St. Elmo's fire (a diffuse flickering glow surrounding an object). It can affect everything within a 30-foot radius, causing metal objects to glow with St. Elmo's fire and creating a "hair-raising" sensation among living creatures.

4x/day, the nimbus can electrocute an opponent by enveloping him in St. Elmo's fire; if he is wearing armor of iron or steel, or is carrying more than 20 lbs. of steel or iron equipment, the nimbus receives a +2 bonus to its hit roll. An attacker suffers 1d4 point of electrical damage for each successful strike with a steel or iron weapon, and has a 25% chance of dropping the weapon. Magical attacks involving water (such as *ice storm*) do double damage.

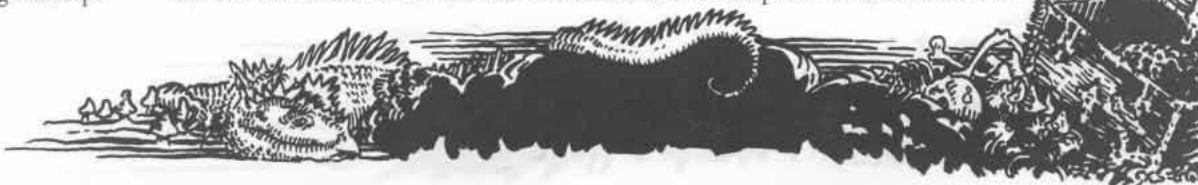
**Source:** *GREYHAWK Adventures*, pages 29–30.

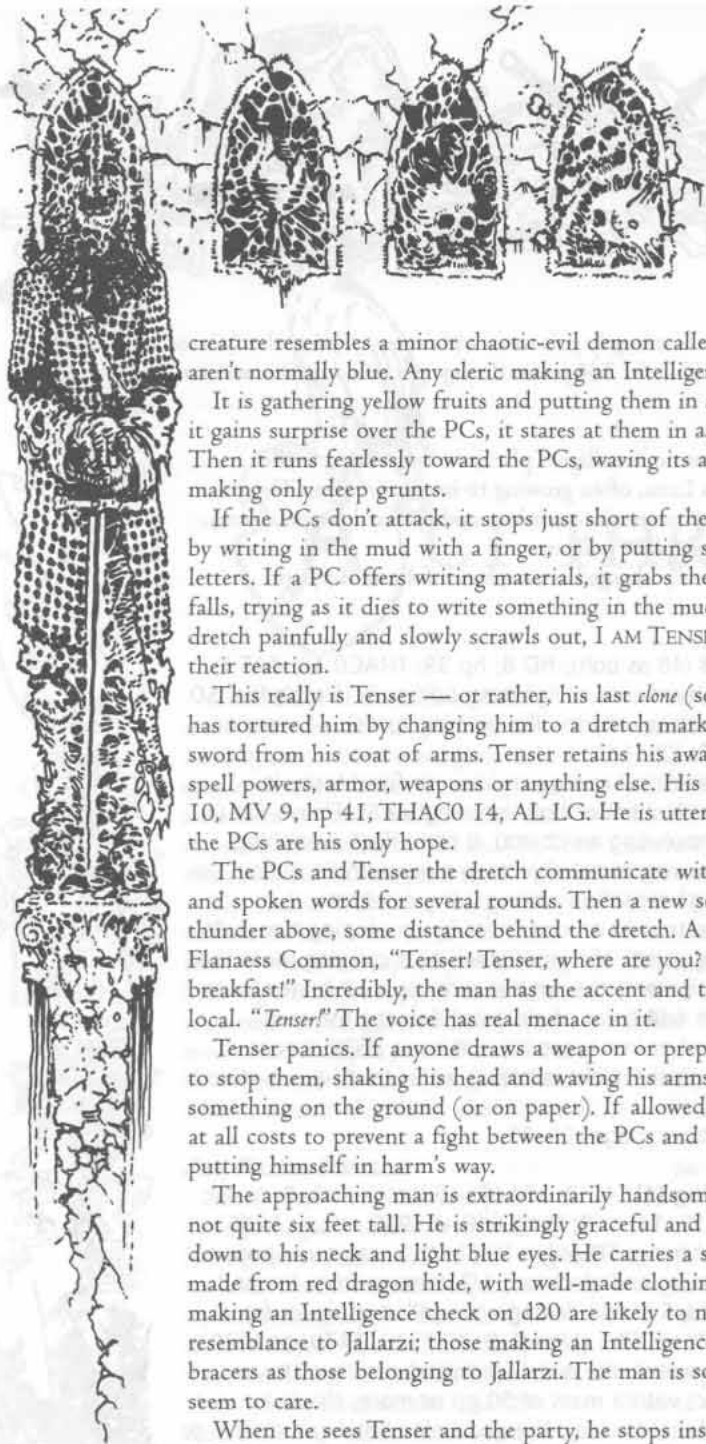
**Quasi-elemental Lightning (1):** AC 2; MV 18, +6 (arc); HD 6, 9, or 12; hp 27, 41, or 54; THACO 15, 11, or 9; Dmg 6d6 +6, 9d6 +9, or 12d6 +12 (electrical); SA ball lightning; SD only +1 or better magic weapons to hit, no damage from lightning and electrical, 1/2 damage from fire and acid, full damage from cold; SW 1d8 damage per gallon of water from physical or spell attack; MR nil; SZ S (1'); ML 8; XP 1320, 1470, or 1620. In addition to normal movement, the quasi-elemental can "arc" to any grounded or metallic object with a mass of 50 gp or more; this is in addition to normal movement. 1x/day, the quasi-elemental can discharge 6, 9, or 12 (depending on HD) small globes of ball lightning at a rate of 1/round. Globes float near the quasi-elemental until they come within 5 feet of an object of mass greater than 2000 gp (or bearing a large amount of conductive metal); then they explode, doing 1d4, 1d6, or 1d8 damage, depending on quasi-elemental's HD. Rain causes 2 points of damage for every 1/10" precipitation.

**Source:** *MONSTER MANUAL II*, page 103.

After several hours of hard and exhausting movement, the PCs find a road of paved stone, now nearly overgrown. The road, marked on Tenser's map, leads directly to the ruins and the location of his clone.

Approaching at a slow pace is a soaking-wet, bloated, blue-colored, manlike thing with a forlorn look on its face and a black curved mark on its breast. Around its neck is a metal collar. It stinks of filth and sweat. Except for its blue color, this





creature resembles a minor chaotic-evil demon called a dretch, though dretches aren't normally blue. Any cleric making an Intelligence check on Id20 recalls this.

It is gathering yellow fruits and putting them in a dirty sack it drags behind it. If it gains surprise over the PCs, it stares at them in astonishment, dropping its sack. Then it runs fearlessly toward the PCs, waving its arms wildly. It cannot speak, making only deep grunts.

If the PCs don't attack, it stops just short of them and attempts to communicate by writing in the mud with a finger, or by putting sticks or vines together to shape letters. If a PC offers writing materials, it grabs them eagerly. If slain, it simply falls, trying as it dies to write something in the mud with its finger. If allowed, the dretch painfully and slowly scrawls out, I AM TENSER, then looks up at the PCs for their reaction.

This really is Tenser — or rather, his last clone (see page 20 for details). Tuerny has tortured him by changing him to a dretch marked with an imitation of the sword from his coat of arms. Tenser retains his awareness, but he currently has no spell powers, armor, weapons or anything else. His statistics now are: INT 17, AC 10, MV 9, hp 41, THACO 14, AL LG. He is utterly wretched and miserable, and the PCs are his only hope.

The PCs and Tenser the dretch communicate with their combination of writing and spoken words for several rounds. Then a new sound breaks through the fading thunder above, some distance behind the dretch. A male voice shouts, in clear Flanaess Common, "Tenser! Tenser, where are you? Get back here with my breakfast!" Incredibly, the man has the accent and turns of phrase of a Greyhawk local. "Tenser!" The voice has real menace in it.

Tenser panics. If anyone draws a weapon or prepares an attack spell, Tenser tries to stop them, shaking his head and waving his arms. He grunts, then tries to write something on the ground (or on paper). If allowed, he writes, JALLARZI! Tenser tries at all costs to prevent a fight between the PCs and the approaching man, even putting himself in harm's way.

The approaching man is extraordinarily handsome, in his mid-thirties, slim and not quite six feet tall. He is strikingly graceful and good looking, with blond hair down to his neck and light blue eyes. He carries a short black wand and has bracers made from red dragon hide, with well-made clothing and fine high boots. PCs making an Intelligence check on d20 are likely to notice the man's striking resemblance to Jallarzi; those making an Intelligence check on 4d6 recognize the bracers as those belonging to Jallarzi. The man is soaked to the skin but doesn't seem to care.

When he sees Tenser and the party, he stops instantly. His face contorts, as if he is fighting something internally; in a tormented voice he says, "Help —" Then his face settles into cruel lines and in a different tone he says, "Tenser, we have company and you didn't warn me. We will discuss it later." Tenser cringes, but looks imploringly at the PCs.

The man is Jallarzi Sallavarian. Tuerny the Merciless has chosen to torture her, as well. After making a simulacrum, he changed her sex and cast potent spells to alter her alignment, just for the amusement of watching her turn into something she hates. Jallarzi is stronger than Tuerny expected, and fights the alignment change so that her behavior veers between good and evil.

**"Jay" (cursed form of Jallarzi Sallavarian), hm M16:** AC -6 (Dex 18, bracers of defense AC 2, ring of protection +4); MV 12; M16; hp 40; THACO 15; #AT 1 weapon or 1 spell; Dmg by weapon (plus damage bonus) or spell type; SA/SD magical items, spells; MR standard; Str 10, Dex

18, Con 9, Int 18, Wis 17, Cha 17; ML 17; AL NE.

**Spells (5/5/5/5/5/3/2/1)** were selected by Tuerny to combat the wildlife that inhabits this area, as well as to aid his job as Tuerny's new bodyguard: *charm person, detect magic, light, magic missile, read magic, ESP, Melf's acid arrow, ray of enfeeblement, summon swarm, web, dispel magic, haste, hold person, lightning bolt, protection from normal missiles, charm monster, fear, ice storm, improved invisibility, stonewall, cloudkill, cone of cold, feeblemind, hold monster, wall of force, chain lightning, disintegrate, flesh to stone, finger of death, power word stun, mass charm.*

**Weapon:** *dagger of speed +4.* His combined combat bonuses give him +7 to hit and +11 to damage, and he always strikes first.

**Special equipment:** *bracers of defense AC2 acting as a ring of fire resistance; ring of protection +4; Tenser's girdle of giant strength (looks like rope belt, gives +3 bonus to attack rolls and a +7 bonus to damage; see page 64 for description); wand of lightning bolts. rod of absorption (which has absorbed 20 spell levels but used none; DM can choose spells to attack the party); four beads of force; a ring of proof against detection and location (as per the amulet); and boots of adaptation (as per a necklace of adaptation, allowing him to ignore the low oxygen here). A necklace of strangulation is in his pocket.*

Jay wears a black iron medallion engraved with Tuerny's symbol.

For the moment, Jay has won out over Jallarzi. Jay wishes to avoid combat right now, for Tuerny is close; but he fights if the PCs attempt to

attack him or control him in any way. In conversation his manners are cultured but sinister. If asked if he is Jallarzi, he laughs and looks around, saying he sees no Jallarzi here.

Jay invites the PCs back to his "humble dwelling," the ruins the PCs were seeking. If the PCs agree, he leads them about a half-mile along the ruined road, through wet waist-high brush and weeds.

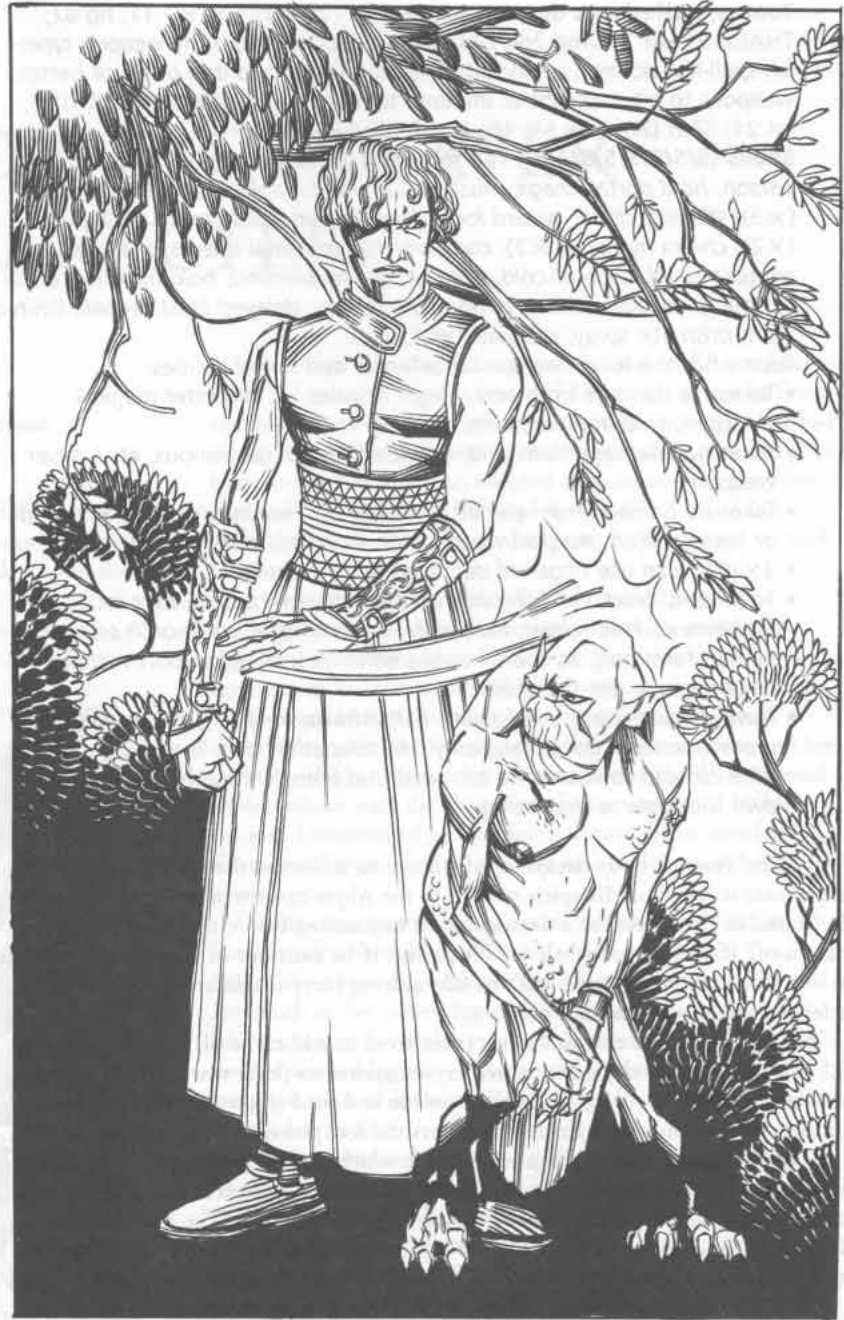
The road opens out to broken pavement, boxed in by four ruined one-story buildings, overshadowed by forest and swept by rain and wind. Plants have forced their way between the stones of the courtyard, but in its center they've been cleared away. Bright paints stain the ground in a complex pattern of concentric symbols and signs.

The architectural style may remind at least one PC of Perrenland buildings. Any mage or cleric recognizes the symbols on the ground as powerful and unfamiliar magic.

Unless captured or restrained, Jay walks ahead of the party. If he can use his devices, he stops and turns when he gets at least 30 feet away from the group, pulling his *rod of absorption* and magical dagger. "We've gone far enough," he says with a grim smile and opens fire with the *rod*.

Jay's attack is not as powerful as it might be, as Jallarzi's good side continues to fight Jay's evil. The attacks, while savage, are perhaps not as frequent or as strong as they might be. Tenser tries to stop the fight, even to rushing over to Jay and trying to pin his arms. Jay ignores Tenser.

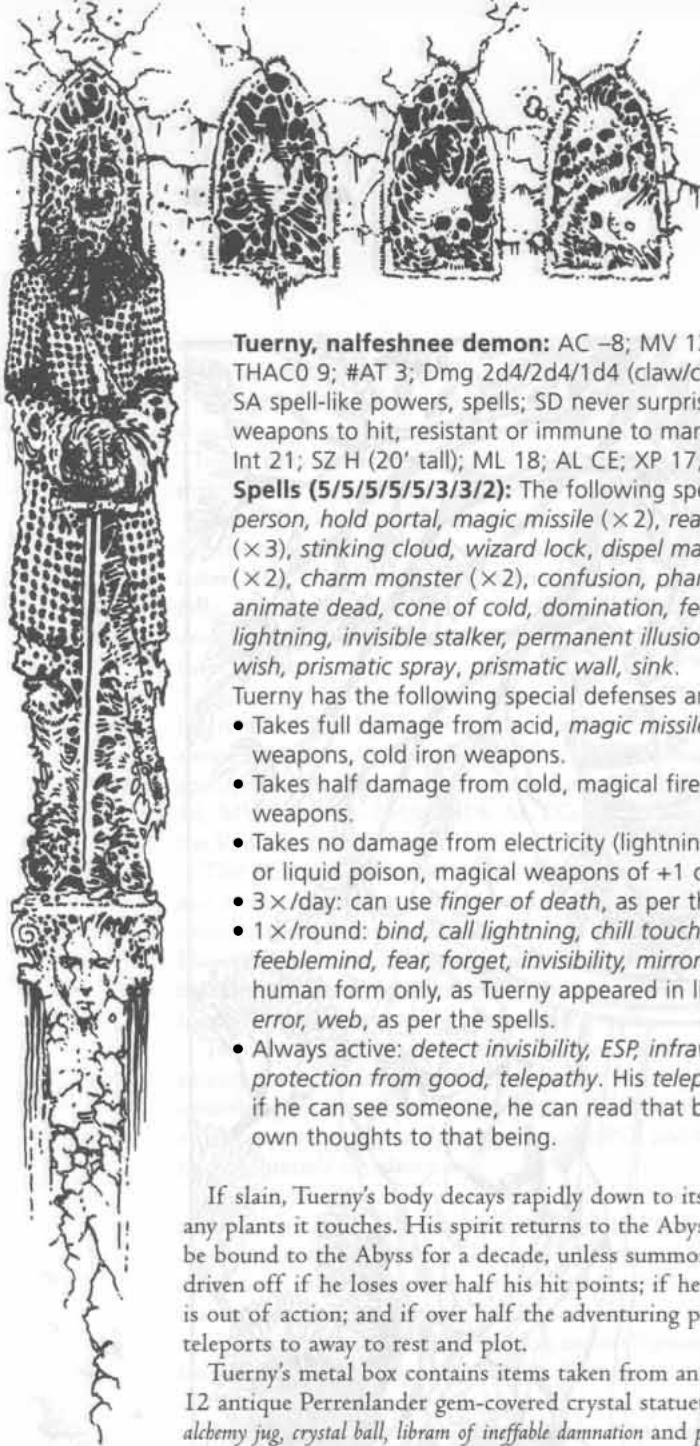
Shortly after the fight starts, the PCs hear a crashing noise in the trees a short distance away. It is Tuerny, who breaks into the clearing some 60 feet away, carrying a huge metal box under one arm. Tuerny is a monster three times the height of a large man, his pelt a bright, eye-burning shade of green striped with black. His huge, shaggy head has the short thick tusks of a boar and eyes that glow like bright orange flames. His body is shaped like a great ape, except for



the oddly small wings on his back.

Tuerny hadn't expected anyone to follow him after Jallarzi's abduction. Now he puts down the box and approaches the fight. Using *telepathy*, he welcomes the PCs to Luna, introduces himself, tells them they are clever and that he is almost sorry he will have to kill them, then *teleports* 60 feet behind the group and attacks with magic. He aims to kill the group.





**Tuerny, nalfeshnee demon:** AC -8; MV 12, FI 15 (D); HD 11; hp 82; THACO 9; #AT 3; Dmg 2d4/2d4/1d4 (claw/claw/bite) or by weapon type; SA spell-like powers, spells; SD never surprised, cold iron or +2 or better weapons to hit, resistant or immune to many forms of attack; MR 70%; Int 21; SZ H (20' tall); ML 18; AL CE; XP 17,000.

**Spells (5/5/5/5/3/3/2):** The following spells are with him: *charm person, hold portal, magic missile* (×2), *read magic, Melf's acid arrow* (×3), *stinking cloud, wizard lock, dispel magic, hold person* (×2), *slow* (×2), *charm monster* (×2), *confusion, phantasmal killer, stonewall, animate dead, cone of cold, domination, feeblemind, hold monster, chain lightning, invisible stalker, permanent illusion, delayed blast fireball, limited wish, prismatic spray, prismatic wall, sink.*

Tuerny has the following special defenses and vulnerabilities:

- Takes full damage from acid, *magic missiles*, +2 or better magical weapons, cold iron weapons.
- Takes half damage from cold, magical fire, gas (poisonous, etc.), silver weapons.
- Takes no damage from electricity (lightning), nonmagical fire, any solid or liquid poison, magical weapons of +1 or less power.
- 3 × /day: can use *finger of death*, as per the spell.
- 1 × /round: *bind, call lightning, chill touch, darkness 15-foot radius, feeblemind, fear, forget, invisibility, mirror image, polymorph self* (into human form only, as Tuerny appeared in life), *slow, teleport without error, web*, as per the spells.
- Always active: *detect invisibility, ESP, infravision* (120'), *know alignment, protection from good, telepathy*. His *telepathy* has a line-of-sight range; if he can see someone, he can read that being's thoughts and send his own thoughts to that being.

If slain, Tuerny's body decays rapidly down to its bones, the oozing mess killing any plants it touches. His spirit returns to the Abyss to form a new body. He will be bound to the Abyss for a decade, unless summoned before this. Tuerny can be driven off if he loses over half his hit points; if he runs out of combat spells; if Jay is out of action; and if over half the adventuring party is still attacking. He then teleports to away to rest and plot.

Tuerny's metal box contains items taken from an old cache of Iggwilv's: a set of 12 antique Perrenlander gem-covered crystal statuettes (each worth 8,000 gp), an alchemy jug, crystal ball, libram of ineffable damnation and pouch of accessibility. The box is locked, with a poison needle trap that slays the lockpicker if a save vs. poison fails.

In one of the nearby buildings is a cellar in which magical items are stored. Some items came from a treasure cache Tenser left with his clone, others from Jallarzi's tower and still others from Tuerny's personal stash of magical devices. The hoard includes: 18,540 pp, 30,200 gp, 42 gems of base 500 gp value and six art objects (two crystal goblets, a small platinum statue and three pieces of jewelry worth 8d8 x 100 gp each).

Also here are the following: *cube of force, dust of appearance, two figurines of wondrous powers, flask of curses, helm of telepathy, four ioun stones, stone horse, armor of command, dart of homing, mace of disruption, Tenser's eyes of the tiger, Tenser's bow of steadiness, Tenser's sword of deadly strikes, Tenser's boots of the running warrior, Tenser's belt of brawling, Tenser's arrows of hunting, Tenser's dagger of frost and flame, Tenser's iron staff of smiting, Tenser's fortunate coin, staff of striking\*, arrow of direction\*, boots of elvenkind\*, cloak of elvenkind\*, bat of disguise\*, rope of climbing\*, ring of feather falling\*, wand of fear\*, wand of illusion\*, wand of magic missiles\*, wand of metal and mineral detection\*, wand of secret door and trap location\** and a small box

containing a ring of multiple wishes (five uses). Also here are 13 random potions (unmarked) and 19 random scrolls (none cursed). Those scrolls can have spells from sources other than the PHB, such as *GREYHAWK Adventures, Tome of Magic*, or the *Wizard's Spell Compendium* volumes. Items marked with an asterisk were originally owned by Jallarzi. Tenser's items are described on pages 63-64.

More than anything, Tenser wants to be human again, and he wants Jay revived if necessary and restored to her good-aligned female form. One wish can return Tenser to his human form. Two other wishes can change Jay to Jallarzi and restore her old alignment. Dead characters can also be restored to life. These uses will not draw undue attention from Iuz.

Tenser is happy to part with all of the magical items bearing his name as a reward and he instructs the PCs in their use. If restored, Jallarzi asks to have her former magical items returned to her, though she gives the PCs all the items she had as Jay except for the bracers.



The DM has the option for one final encounter, if this is Goodmonth II back on Oerth.

*A flash of lightning and an enormous crash of thunder immediately overhead startle you. The magical symbols on the courtyard stones flare, and a pillar of colored light forms, sparking the wet leaves of the surrounding forest with a thousand reflections. A figure steps from the pillar: a slight woman with long, black hair and golden skin. Her eyes are black pools with no irises or white. She is dressed in a dark gray robe with a hood. She bears no weapons.*

*She soundlessly looks you over and her lips curl with a contemptuous smile.*

This is Iggwilv, here at last. If anyone physically attacks her, she merely points at the person who attacked her,

dropping him flat on his back, unconscious with 1 hit point remaining — regardless of his status before her attack. Any magical attack fails and causes that spell to be permanently erased from the user's mind; he needs to relearn or pray for the spell.

Iggwilv says nothing as she makes careful note of the PCs, then vanishes. Later, for some reason, each of the PCs fails his next three saving throws.

### HOME AGAIN

If the PCs return through the gate to the storeroom, Tenser's castle seems much as they left it, though any surviving raiders are gone; but once they reach the courtyard, things look very different. Knights and servants hurry among the castle's outbuildings. The corpses in the courtyard have been removed and the pavement cleaned. A cluster of men including Warnes Starcoat stand near the Great Keep's front door.

The PCs are greeted excitedly. The men approach, and one, a tall man with silver-black beard and flowing robes, nods. "I am Mordenkainen," he says. He tells them that Warnes summoned him and the Circle to aid the PCs, but that they have only just arrived at Tenser's castle. Mordenkainen does not introduce the others, but the PCs recognize Warnes Starcoat, and local PCs may recognize Bigby and Drawmij, two other members of the Five. The rest are strangers to them.

If Tenser has been rescued, Mordenkainen speaks privately with Tenser. Though PCs will not know this, Mordenkainen offers Tenser back his position on the Circle, but Tenser refuses, preferring instead to pursue his own course in fighting evil across the Flanaess. If Jallarzi has been rescued, Mordenkainen speaks privately with her as well, then asks the PCs about their experiences. If a 11th- or 12th-level mage PC has performed well, and it is appropriate to the DM's campaign, that PC may be offered a position on the

Circle, or be told he is a likely candidate for future openings.

*Mordenkainen orders wine to be brought to you and to his small group. "You are worthy to hear this before it is made known to any but the Circle itself," he says with a solemn expression. "The Circle has long been weakened by Rary's evil, at a time when we need all our powers to maintain balance in the Flanaess. And so I have rebuilt the Circle of Eight. You have already met Warnes Starcoat, a brave and strong-willed mage." Warnes nods at you, his expression distracted.*

*Mordenkainen continues: "Now I introduce you to Alhamazad the Wise, a powerful Baklunish sorcerer from Zeif." A old man dressed in the style of Baklunish beggars bows slightly, leaning heavily on his plain wood staff. "And Theodain Eriason, a high elf from the Yeomanry." A slim arrogant elf stares at you coolly, making no move.*

*After a moment, Mordenkainen says, "We will pursue with new vigor the goals of the Circle of Eight — to defend the Flanaess from evil and destructive forces within and without, to promote the spread of civilization and to ensure a balance of power exists within the Flanaess."*

*Warnes raises his glass. "To the Return of the Eight!"*

*The courtyard rings with your voices as you repeat the wonderful words: "To the Return of the Eight!"*

(Theodain and Alhamazad are detailed on pages 59–62.)

### CONCLUSION AND CONSEQUENCES

Completion of this adventure can have dramatic consequences for a GREYHAWK campaign. Potential outcomes for specific characters and groups are given here.

**The Circle of Five:** While rumors fly everywhere, formal news of the Circle's expansion is kept secret, for a short time at least.

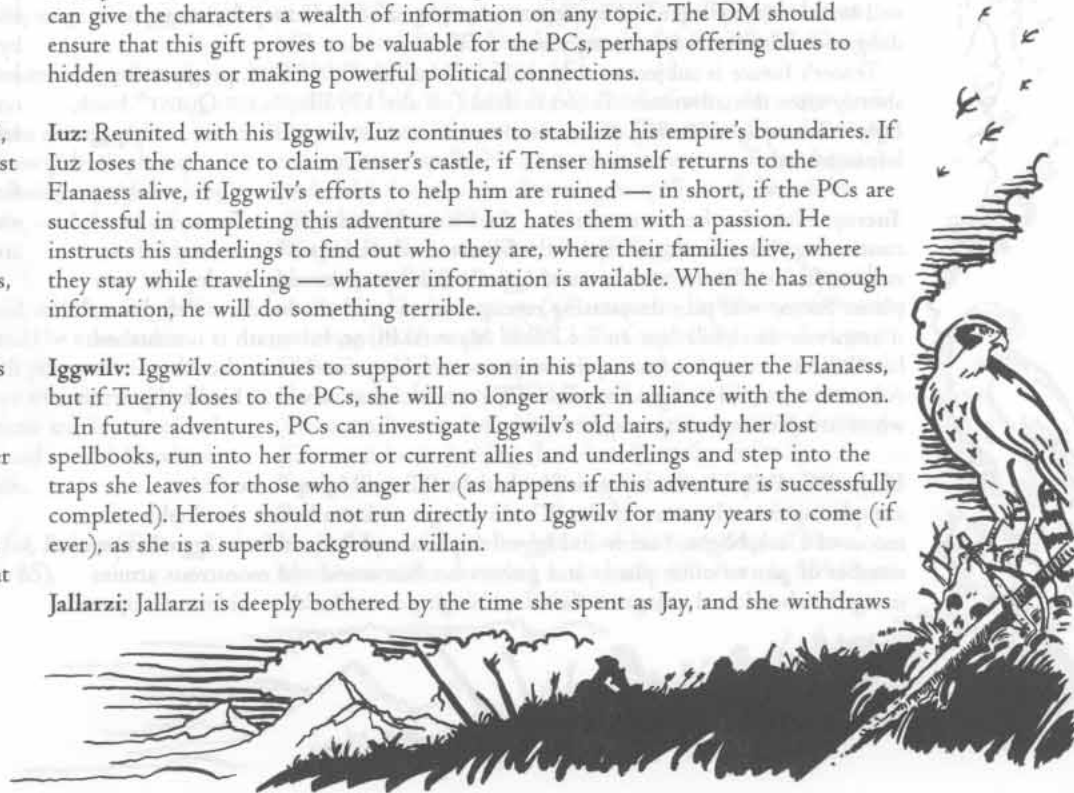
If the mission was a stunning success, Mordenkainen, Bigby and the other members of the old Circle are happy to offer the PCs their services as sages, one time per Circle member. This offer is not given lightly, as these are learned men and can give the characters a wealth of information on any topic. The DM should ensure that this gift proves to be valuable for the PCs, perhaps offering clues to hidden treasures or making powerful political connections.

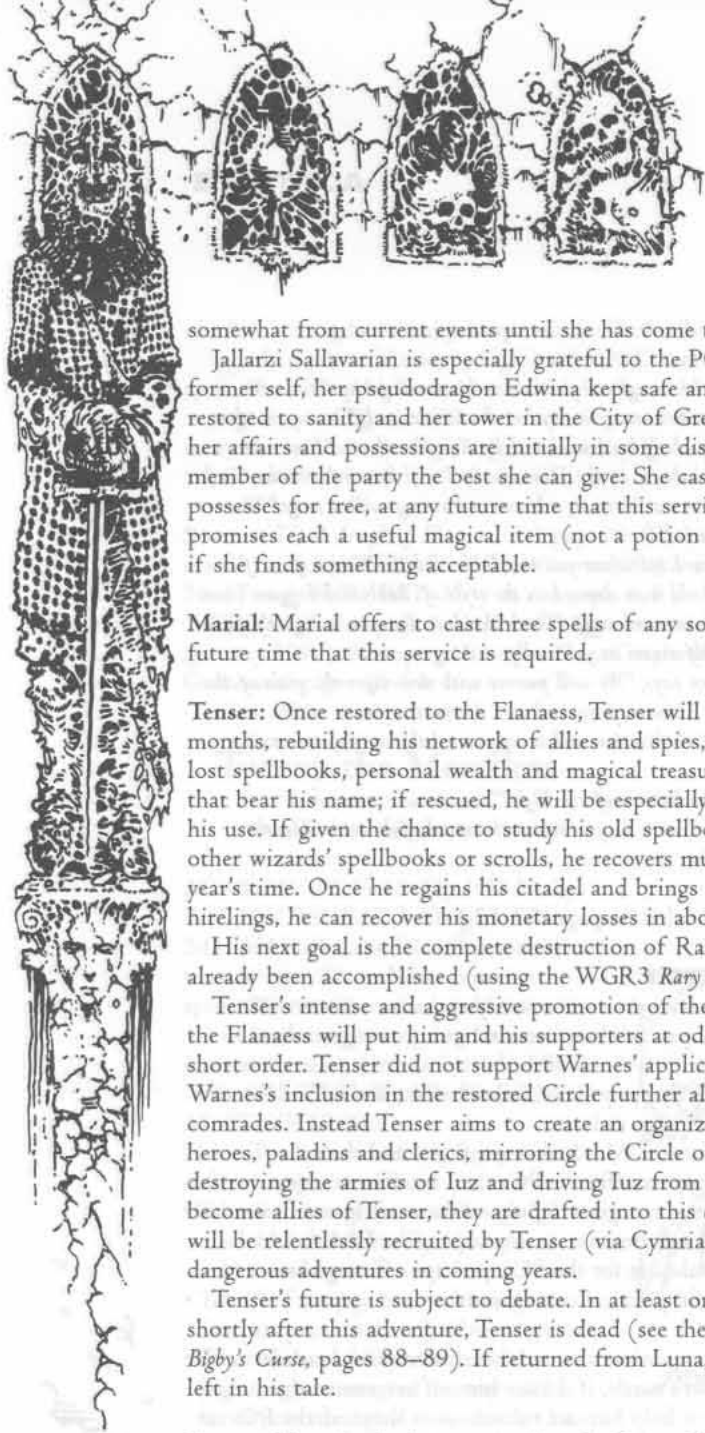
**Iuz:** Reunited with his Iggwilv, Iuz continues to stabilize his empire's boundaries. If Iuz loses the chance to claim Tenser's castle, if Tenser himself returns to the Flanaess alive, if Iggwilv's efforts to help him are ruined — in short, if the PCs are successful in completing this adventure — Iuz hates them with a passion. He instructs his underlings to find out who they are, where their families live, where they stay while traveling — whatever information is available. When he has enough information, he will do something terrible.

**Iggwilv:** Iggwilv continues to support her son in his plans to conquer the Flanaess, but if Tuerny loses to the PCs, she will no longer work in alliance with the demon.

In future adventures, PCs can investigate Iggwilv's old lairs, study her lost spellbooks, run into her former or current allies and underlings and step into the traps she leaves for those who anger her (as happens if this adventure is successfully completed). Heroes should not run directly into Iggwilv for many years to come (if ever), as she is a superb background villain.

**Jallarzi:** Jallarzi is deeply bothered by the time she spent as Jay, and she withdraws





somewhat from current events until she has come to terms with it.

Jallarzi Sallavarian is especially grateful to the PCs if she is restored to her former self, her pseudodragon Edwina kept safe and sound, her friend Marial restored to sanity and her tower in the City of Greyhawk cleared of monsters. As her affairs and possessions are initially in some disarray, she offers each surviving member of the party the best she can give: She casts three spells of any sort she possesses for free, at any future time that this service is required. Optionally, she promises each a useful magical item (not a potion or scroll) within a year's time, if she finds something acceptable.

**Marial:** Marial offers to cast three spells of any sort she possesses for free, at any future time that this service is required.

**Tenser:** Once restored to the Flanaess, Tenser will be on the move for many months, rebuilding his network of allies and spies, not to mention recovering his lost spellbooks, personal wealth and magical treasures. Tenser created many spells that bear his name; if rescued, he will be especially interested in regaining these for his use. If given the chance to study his old spellbooks or create new ones using other wizards' spellbooks or scrolls, he recovers much of his lost knowledge in a year's time. Once he regains his citadel and brings back most of his henchmen and hirelings, he can recover his monetary losses in about two years.

His next goal is the complete destruction of Rary and Robilar, if this has not already been accomplished (using the WGR3 *Rary the Traitor* adventure).

Tenser's intense and aggressive promotion of the aims of law and good across the Flanaess will put him and his supporters at odds with the Circle of Eight in short order. Tenser did not support Warnes' application to join the Circle, and Warnes's inclusion in the restored Circle further alienates him from his old comrades. Instead Tenser aims to create an organization of powerful lawful-good heroes, paladins and clerics, mirroring the Circle of Eight, with the aim of destroying the armies of Iuz and driving Iuz from Oerth forever. If the PCs become allies of Tenser, they are drafted into this conflict. Any lawful-good PCs will be relentlessly recruited by Tenser (via Cymria of Celadon) for many dangerous adventures in coming years.

Tenser's future is subject to debate. In at least one GREYHAWK product set shortly after this adventure, Tenser is dead (see the 1995 ENDLESS QUEST® book, *Bigby's Curse*, pages 88–89). If returned from Luna, however, there are many pages left in his tale.

**Tuerny:** Now that he has returned to the Prime Material Plane, Tuerny is a continuing threat to the safety of the Flanaess, where he wishes to establish an empire. If his alliance with Iuz and Iggwilv falls apart, he may develop his own plans. Tuerny will plan devastating revenge on any mortal who dares defy him. And if someone dares kill him on the Prime Material Plane, his wrath is unmatched; his "killers" are on his hit list the very moment he is freed from the Abyss. Adventures can be designed to allow PCs to visit what served as his headquarters when first he fought to conquer Oerth.

**If the PCs Fail:** It's entirely possible that the PCs will be unsuccessful in completing this adventure. If the PCs do not get to Luna before the double new moon of Dark Night, Tuerny and Iggwilv's plans rapidly bear fruit. Iggwilv opens a number of *gates* to other planes and gathers her humanoid and monstrous armies using the abandoned village on Luna as a staging area. She then widens the opened

*gate* to Tenser's castle, and her forces pour into the upper floors of Tenser's Great Keep. If the PCs are somewhere in the castle at this time, they are rapidly overrun by thousands of monsters, with Iggwilv and Tuerny in charge.

Mordenkainen, Warnes, Bigby, Drawmij, Alhamazad and Theodain may arrive in the castle in time to attempt to stem this flow, but, outnumbered and facing two mages of vast power, they will find their work cut out for them. If they are unable to stop this invasion, Iggwilv and Tuerny will continue to expand their armies before falling on the Domain of Greyhawk.

With so many variables, consequences of the PCs' failure are left to the DM's discretion. Whatever the results, surviving PCs are unlikely to thrive.

**Last Notes:** If the PCs are successful and return to the City of Greyhawk in triumph, they are hailed as heroes — if the news of their doings gets out. Crowds throw coins and flowers at them, inns offer free room and board and nobles shower them with titles and even land grants. However, the more public the deeds of the group, the more likely it is that they will be summoned by members of the Eight or other leaders in the city of Greyhawk and sent on other, perhaps more difficult, adventures. If nothing else, such fame makes it easier for their new enemies to find them. The PCs should enjoy their victory, as dark times could be just around the corner for them all. . . .





## MAJOR NON-PLAYER CHARACTERS

### Iggwilv

Human female archmage of undefined level  
"The Witch of Perrenland"

Tales of Iggwilv's deeds have spread across the Flanaess, making her an archetype for the sort of evil wizard-conqueror that plagues its history; but not much is actually known about her. Even her physical appearance is in dispute, with descriptions ranging from a ravishing beauty to a bald, hideous crone.



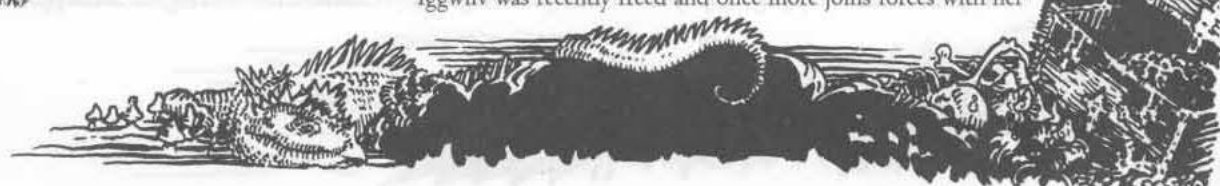
Iggwilv first appeared in historical chronicles of Perrenland in 460 CY. Even then she was a powerful wizard, a master at fiend-summoning, planar exploration and necromantic magic. She had already summoned and bound the demon lord Graz'zt and given birth to a son by him: Iuz, adopted as an infant by a petty lord north of Whyestil Lake. The lord died in 479 CY, and Iuz — probably trained and supported in secret by his parents — took over the estate.

In her unpredictable fashion, Iggwilv created an empire from her base in the Lost Caverns of Tsojcanth, named for a legendary wizard of old and hidden in the Yatils. In 480 CY, Iggwilv sent her humanoid and barbaric human minions out to conquer and loot surrounding territories. Perrenland was enslaved from 481 to 491 CY; all Lake Quag was taken; and her raiders pushed at the southern boundaries of the Wolf Nomad lands, perhaps with the assistance of troops supplied by Iuz to the east. Uninterested in the administration of her new lands, she stripped them of their treasures to support research into new magic.

During one experiment, she accidentally released Graz'zt, who immediately attacked her. The battle was so fierce that Graz'zt fled to the Abyss, but in the struggle Iggwilv was wounded and lost much of her power. Iggwilv's henchmen and servants fled, taking many of her stolen treasures. Perrenland rebelled, freed itself, destroyed Iggwilv's disorganized armies and managed to recapture some of its looted wealth. Iggwilv was thought to have perished soon after.

Iggwilv reappeared in the late 570s, after the Lost Caverns of Tsojcanth were rediscovered and her vampire-warrior daughter Drelzna was destroyed. Iggwilv, who had apparently regained her old powers — and then some — on other planes or worlds, attempted to attack the Flanaess with a vast army of fiends and monsters. She was thwarted by Tenser, who sent heroes to recover a lost artifact (the *Crook of Rao*) that blocked her extraplanar forces from entering the Prime Material Plane on Oerth. Iggwilv thereafter secretly assisted her son Iuz with his empire building. When she tried to recapture Graz'zt, she was herself caught and imprisoned in the Abyss. (Graz'zt is detailed in WGR5 *Iuz the Evil*, page 91.)

Iggwilv was recently freed and once more joins forces with her





son Iuz, making her a major source of trouble for the Flanaess.

Iggwilv is powerful even by high-level AD&D standards. Her spell effects should be in excess of 25th level, and her supergenius intelligence allows her to anticipate and counteract many events. She may also develop unusual spells, magical items, traps and monsters.

**Sources:** TI-4 *Temple of Elemental Evil*, page 99; SI-4 *Realms of Horror* (includes module S4 *The Lost Caverns of Tsojcanth*), pages 56-57 and 78-79; WG5 *Isle of the Ape*, pages 6, 8 and 43-44; WGR5 *Iuz the Evil*, page 3; DRAGON® Magazine issue #225 (January 1996), "Campaign Classics: Three Greyhawk Grimoires," pages 49-54.

## Tuerny the Merciless

Nalfeshnee, true demon

Former wizard-tyrant of Oerth

AC -8; MV 12, Fl 15 (D); HD II; hp 82; THAC0 9; #AT 3; Dmg 2d4/2d4/1d4 (claw/claw/bite) or by weapon type; SA spell-like powers, spells; SD never surprised, cold iron or +2 or better weapons to hit, resistant or immune to many forms of attack; MR 70%; SZ H (20' tall); ML 18; Int 21; AL CE; XP 17,000.

**Notes:** Tuerny has the following special defenses and vulnerabilities:

- Takes full damage from: acid, magic missiles, +2 or better magical weapons, cold iron weapons.
- Takes half damage from cold, magical fire, gas (poisonous, etc.), silver weapons.
- Takes no damage from: electricity (lightning), nonmagical fire, any solid or liquid poison, magical weapons of +1 or less power.

**Spells (5/5/5/5/5/3/3/2):** Tuerny has the abilities of a 17th-level wizard with access to all spells, even those from other worlds or "modern" ones named for members of the Circle of Eight. He makes only verbal and somatic components when casting spells, which have a casting time of 1 each.

Tuerny also has various spell-like powers that require no verbal, somatic, or material components; he concentrates to make them occur at the 17th level of ability.

- Used 3x/day: *finger of death*.
- Used 1x/round: *bind*, *call lightning*, *chill touch*, *darkness 15-foot radius*, *feeblemind*, *fear*, *forget*, *invisibility*, *mirror image*, *polymorph self* (into human form only, as Tuerny appeared in life), *slow*, *teleport without error*, *web*.
- Always active: *detect invisibility*, *ESP*, *infravision (120')*, *know alignment*,

*protection from good*, *telepathy*. His *telepathy* has a line-of-sight range; if he can see someone, he can read that being's thoughts and send his own thoughts to that being.

Tuerny the Merciless is a nalfeshnee tanar'ri, a 20-foot-tall demon with a boar's head, an ape's body and a bird of prey's wings spanning 10 feet. His claws are larger than usual for this type of demon, and he has small tusks and teeth. His skin and fur are fluorescent green striped with black (the skin darker than the fur), with blue-green wing feathers, yellow nails and teeth and glowing orange eyes. When he *polymorphs self*, he appears as a bald bearded man in rust-red robes.

Tuerny was once a human wizard, one of the greatest in all history, and a feared personage in the ancient Kingdom of Aerdy. He was born over nine hundred years ago in the region now called Ahlissa. An archmage, fiend-summoner and conqueror, he slew his



own king and founded a militant, expansionist tyranny. When he was about fifty, he created the *Iron Flask* that bears his name, capturing in it the fiend Graz'zt, who was forced to ravage the armies and holdings of Tuerny's enemies. During one battle, Graz'zt turned the tables and captured Tuerny in the *Iron Flask*. Tuerny was transformed to a minor demon known as a dretch and taken to the Abyss as a slave. In time he gained power by successfully leading the demonic forces in the Blood War, and became a nalfeshnee.

Tuerny is a sociopathic killer who serves others only to betray and destroy them, seizing absolute power for himself. He sees humanity and other beings as his slaves, to be worked, tortured, eaten or destroyed as he chooses.

**Sources:** D&D® Original Set Supplement III, *Eldritch Wizardry*, page

## MAJOR NON-PLAYER CHARACTERS

45; AD&D 1st Edition *DUNGEON MASTER Guide*, page 158; *Book of Artifacts*, page 45; *PLANESCAPE MONSTROUS COMPENDIUM* appendix, page 107 (“Tanar’ri, True — Nalfeshnee”).

### Jallarzi Sallavarian

Human Female 14th-level Mage  
Member of the Circle of Eight

AC -4 (Dex bonus, bracers of defense AC2, ring of protection +2); MV 12; hp 38; THACO 16/14; #AT 1 weapon or spell; Dmg 1d6+3 or better (staff of striking); SA spells; SD pseudodragon familiar, spells; MR 18; Str 10, Dex 18, Con 9, Int 18, Wis 17, Cha 17; SZ M (5' 7"); ML 18; AL NG.

**Notes:** Jallarzi's familiar is a pudgy pseudodragon named Edwina. When Edwina is within a mile of Jallarzi, she gains the ability to see invisible objects and 60-foot infravision and 35% magical resistance.

**Spells:** (5/5/5/4/4/2/1): Traveling spell book:

**1st level:** burning hands, cantrip, dancing lights, detect magic, detect undead, gaze reflection, hold portal, light, magic missile, mending, mount, read magic, shield, shocking grasp

**2d level:** alter self, continual light, darkness 15-foot radius, ESP, hypnotic pattern, knock, locate object, rope trick, shatter

**3d level:** blink, delude, dispel magic, fireball, flame arrow, hold undead, infravision, lightning bolt, phantom steed, protection from normal missiles, slow, water breathing

**4th level:** charm monster, contagion, improved invisibility, monster summoning II, phantasmal killer, plant growth, polymorph other, polymorph self, remove curse, shadow monsters, solid fog, wall of fire, wall of ice, wizard eye

**5th level:** advanced illusion, chaos, feblemind, major creation, monster summoning III, passwall, sending teleport, wall of force, wall of iron

**6th level:** conjure animals, disintegrate, geas, glasse, mirage arcana, programmed illusion, transmute water to dust

**7th level:** charm plants, delayed blast fireball, duo-dimension, spell turning

**Weapon proficiency:** dagger

**Equipment:** bracers of defense AC2 (also works as a ring of fire resistance), ring of protection +2, staff of striking, arrow of direction, boots of elvenkind, cloak of elvenkind, hat of disguise, rope of climbing, ring of feather falling, wand of fear, wand of illusion, wand of magic missiles, wand of metal and mineral detection and wand of secret door and trap location.

Jallarzi is young and distractingly beautiful, and thus frequently underestimated by those who think she should be interested in suitors. In fact, she is a powerful wizard with potential to become as great as any mage in the Flanaess. She enjoys attractive clothes, but whatever she wears is set off by highly intricate arm bracers of red dragon hide, bound with platinum filagree and set with bloodstones.

She is quite private about her personal life.

**Sources:** *GREYHAWK ADVENTURES*, *Greyhawk: Folk, Feuds, and Factions* booklet (page 27); *WGA4 Verna Lives!* (page 85).



### Tenser the Archmage

Human male 21st-level mage  
Former member of the Circle of Eight

The following material describes Tenser as he appears if successfully rescued:

AC 8 (Dex bonus); MV 12; hp 41; THACO 14; #AT 1 weapon or 1 spell; Dmg by weapon type; SA/SD spells, magical items; MR standard; Str 10, Dex 16, Con 14, Int 17, Wis 11, Cha 18; SZ M (5' 10"); ML 17; AL LG.

**Spells** (5/5/5/5/5/4/4/4/2): Fond of using charm-type spells like geas to force others to take quests, Tenser also likes divination and combative spells. He rarely uses necromancy. Tenser begins (and ends) this adventure knowing no spells at all; he will be obliged to relearn them.

**Weapon Proficiencies:** Quarterstaff, dagger, dart, sling.

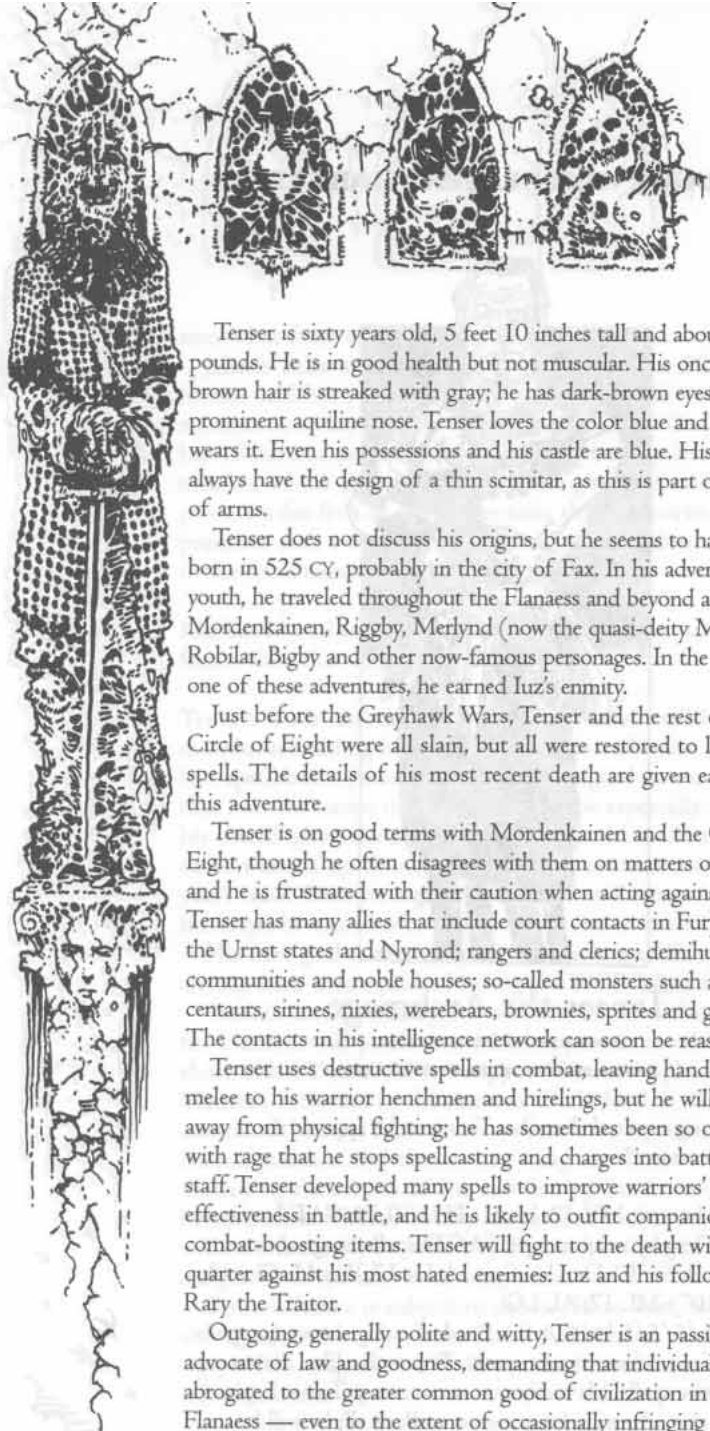
**Nonweapon Proficiencies:** Ancient history (history and legends of the Nyr Dyv), astrology (x2), etiquette, herbalism, information gathering (much as per PHBR2 *The Complete Thief's Handbook*, page 18, here applied to an extensive espionage network in the central Flanaess), local history (Wild Coast), modern languages (Common, bonus; dwarvish; elvish), navigation, reading/writing (Common, bonus), riding (land-based), spellcraft (x3).

**Equipment:** Tenser has little beyond what is given him by his rescuers.

**Magical Items:** Tenser has lost all of his many magical items, which were either destroyed in the battle with Rary in 584 CY or stolen from his citadel by Robilar's men.







Tenser is sixty years old, 5 feet 10 inches tall and about 160 pounds. He is in good health but not muscular. His once dark-brown hair is streaked with gray; he has dark-brown eyes and a prominent aquiline nose. Tenser loves the color blue and always wears it. Even his possessions and his castle are blue. His robes always have the design of a thin scimitar, as this is part of his coat of arms.

Tenser does not discuss his origins, but he seems to have been born in 525 CY, probably in the city of Fax. In his adventurous youth, he traveled throughout the Flanaess and beyond and met Mordenkainen, Rigby, Merlynd (now the quasi-deity Murlynd), Robilar, Bigby and other now-famous personages. In the course of one of these adventures, he earned Iuz's enmity.

Just before the Greyhawk Wars, Tenser and the rest of the Circle of Eight were all slain, but all were restored to life by *clone* spells. The details of his most recent death are given earlier in this adventure.

Tenser is on good terms with Mordenkainen and the Circle of Eight, though he often disagrees with them on matters of policy and he is frustrated with their caution when acting against evil. Tenser has many allies that include court contacts in Furyondy, the Urnst states and Nyronde; rangers and clerics; demihuman communities and noble houses; so-called monsters such as firbolg, centaurs, sirines, nixies, werebears, brownies, sprites and galeb duhr. The contacts in his intelligence network can soon be reassembled.

Tenser uses destructive spells in combat, leaving hand-to-hand melee to his warrior henchmen and hirelings, but he will not shy away from physical fighting; he has sometimes been so overcome with rage that he stops spellcasting and charges into battle with his staff. Tenser developed many spells to improve warriors' effectiveness in battle, and he is likely to outfit companions with combat-boosting items. Tenser will fight to the death without quarter against his most hated enemies: Iuz and his followers and Rary the Traitor.

Outgoing, generally polite and witty, Tenser is an passionate advocate of law and goodness, demanding that individual desires be abrogated to the greater common good of civilization in the Flanaess — even to the extent of occasionally infringing on individual rights. He may magically force others to do his bidding if he feels the cause is important. His passion can be seen as bullying and even dangerous by potential allies, but his devotion to lawful-good principles endears him to his followers.

**Sources:** *The Rogue's Gallery* (1980 edition), page 47; *DRAGON Magazine* issue #37, "From the Sorcerer's Scroll: Greyhawk: The shape of the world," pages 11 and 30; *WORLD OF GREYHAWK* campaign boxed set, *A Guide to the WORLD OF GREYHAWK Fantasy Setting*, page 42; *City of Greyhawk* boxed set, *Greyhawk: Folk, Feuds, and Factions*, page 22; *WGA4 Viena Lives!* pages 88–89; *WGR3 Rary the Traitor*, pages 4 and 7; *WGR5 Iuz the Evil*, page 5. Tenser's Constitution has dropped 2 points since his character descriptions in these documents; his hit points have also fallen dramatically.

## Warnes Starcoat

Human male 20th-level wizard

New member of the Circle of Eight

AC -4 (Dex bonus, bracers of defense AC 3, boots of striding and springing, cloak of displacement), -7 vs. slashing weapons (gold-starred girdle of Urnst); MV 12 (boots of striding and springing); hp 54; THAC0 14; #AT 1 weapon or 1 spell; Dmg by weapon type; SA/SD spells, magic items; MR standard; SZ M (6' 1"); ML 17; Str 14, Dex 18, Con 15, Int 20, Wis 17, Cha 17; AL N. **Notes:** If forced into personal combat, Warnes (WOR-nez) Starcoat uses his dagger +5 and staff of thunder & lightning as weapons. If reduced below half his hit points, he tries to escape combat long enough to use his ring of regeneration before returning. **Spells** (5/5/5/5/5/4/3/3/2): Warnes uses spells from all known schools as well as from other worlds. To reflect Warnes' superior intelligence and ability to anticipate almost any event, the DM can select his spells from the PHB and other sources as needed. The only spell that Warnes has not mastered is *animate dead*. Warnes has invented a dozen new spells of different sorts, which the DM may create if desired.

**Weapon Proficiencies:** Dagger, quarterstaff, knife, dart.

**Nonweapon Proficiencies:** ancient history (old Oeridian and Suloise settlement of the Flanaess), astrology, etiquette, fishing, heraldry (noble and royal houses of the Flanaess), herbalism (x2, potion making and alchemy), modern languages (Common, bonus; Rhennee cant; dwarvish; halfling), reading/writing (Common, bonus; dwarvish; ancient Suloise), religion (Zagy), spellcraft, swimming.



## MAJOR NON-PLAYER CHARACTERS

**Equipment:** Warnes Starcoat hides spell components all over his person, even in his footwear. Some are stored in the pouches and pockets attached to his belt. He can get nearly any nonmagical item. He often wears a extra rings or neck chains with no magical powers, especially if these were gifts. A medallion etched with Zagyg's symbol hangs from a neck chain.

**Magical Items:** Warnes Starcoat is never without magical items, in public or private. At any given time, he is likely to have *bracers of defense AC 3*; *brooch of shielding* (22 charges); *dagger +5*; *ring of regeneration*; *ring of master wizardry* (doubles 6th-level spells, offers a +1 on saving throws); *beaker of plentiful potions*; *boots of striding and springing*; *cloak of displacement*; *hat of feather falling* (as per ring); *pouch*

*of holding* (5 lbs. wt., 60 lbs. or 6 cubic feet capacity); *robe of stars* (deep violet color with six small eight-pointed stars on chest; *staff of thunder & lightning* (made of bronzedwood, banded with iron and silver); *stone of good luck*; *Zagyg's spell component case*; and scrolls or potions of any sort. It is certain that he has devices even his friends have not seen.

One special item is the *gold-starred girdle of Urnst*, devised for him by grateful fellow wizards of Urnst. This magical belt is made of purple silk strewn with golden flakes and looks a bit like a similar device, the *golden girdle of Urnst*, described in *GREYHAWK Adventures* (page 79). Warnes' belt is enchanted to give a +3 bonus to his Armor Class against bladed (slashing) weapons of any type, though blunt (bludgeoning) and pointed (piercing) weapons are unaffected.

Warnes is a middle-aged man with pale skin, gray eyes, graying blond hair worn long with a bald spot and a short, neatly trimmed beard. He is tall, lean and wiry. His presence is commanding and he is a skilled speaker with a melodious voice. He is deaf in his left ear; without magical assistance, he tends to tilt his head to the right. He favors gray and purple clothing with magical belts for casual and official dress. He wears a broad-rimmed hat when out of doors, but he goes bareheaded indoors.

Warnes solves most problems quickly, but he delegates the actual labor to others. He doesn't lose his temper, but he ignores those he does not respect, preferring to deal only with experienced, intelligent people. His peers find him touchy and suspicious, but a worthy ally.

Warnes was born fifty years ago, the oldest of five children in the County of Urnst near the border with the Bandit Kingdoms. As a boy, he designed a complex defense to protect the family farm. It attracted the attention of a noble in Radigast City, who arranged for him to become a wizard's apprentice. Warnes went on many adventures across the Flanaess and elsewhere on Oerth, and he came to know such future powers as Mordenkainen, Bigby, Nystul and Robilar.

Warnes has a constant interest in the politics of the central

Flanaess, particularly the Urnst states. He was appointed to the Joint Courts of Urnst in 571 CY after foiling a plot led by Nyrondese nobles against the County of Urnst, and he gained great fame three years later with his triumph over the Weird, a supernatural creature interrupting traffic in the Gnatmarsh. During the Greyhawk Wars, Warnes secretly coordinated the defense of Nyrond and the Urnst states against the Great Kingdom's armies.

His consuming desire is to restore security and peace to the central Flanaess. As he sees it, the primary means to that end is to break Iuz's hold in the north. Current projects in support of this include sending adventurers to destroy or subvert Iuz's forces on Admundfort Island, freeing ship traffic on the Nyr Dyv (and focusing Iuz's attention away from the Urnst states); sowing dissent among Iuz's forces in the Bandit Lands; getting the Theocracy of the Pale to act against the Stonefist barbarians in conquered Tenh so that the distracted Pale does not further weaken Nyrond's northern border; and to check the growth of Rary's empire in the Bright Desert.

Warnes hates the forces of Iuz and the Iuz-ruled Bandit Lands, Ivid V and other evil rulers of the ruined Great Kingdom, the Scarlet Brotherhood, Iggwilv and various evil cults. He dislikes the government of the City of Greyhawk, all Knights of the Holy Shielding, paladins and Nyrond's current government, especially King Archbold III, but he will work with them if need be.

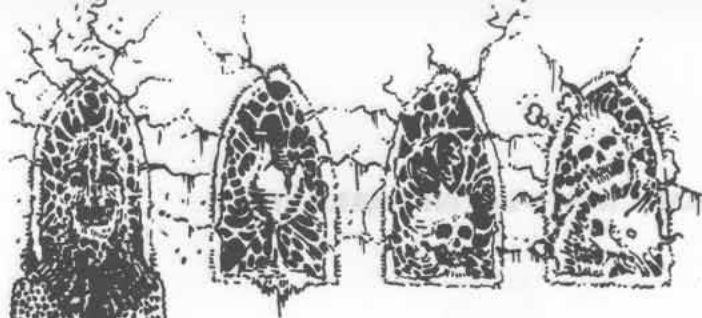
Warnes has two country estates in the County of Urnst and one in the Duchy of Urnst. When in the City of Greyhawk, he stays at expensive inns. He has no romantic partner, nor any known pets, familiars or apprentices. Once every few months, Warnes slips away to indulge in his only known hobby, hook-and-line fishing.

Warnes likes skilled, aggressive adventurers. He is reluctant to deal directly with clerics and hates to deal with thieves, though army-trained thieves who work as saboteurs, spies, military assassins and scouts are acceptable.

Warnes is a consummate taskmaster and adventure patron. He makes no bones about hiring "heroes" to do his work, though he never fully explains why he wants a certain mission accomplished. His long-range goals are complex and often involve the subtle manipulation of foreign governments and armies. Even "simple" missions such as the looting of a dungeon may be tailored to have far-reaching consequences: An orcish army may think a looted dungeon was the work of a neighboring kingdom and move to attack its borders; the kingdom may strike back, pulling troops and money away from regions in which Warnes is interested. A few adventurers realize that Warnes has dangerous depths and cannot be relied upon for the whole truth.

**Sources:** WG6 *Isle of the Ape* (pages 27–28).





## Theodain Eriason

High elf male 17th-level wizard  
New member of the Circle of Eight

AC 4 (Dex bonus; ring of protection +3; however, see "Magical Items"); MV 12; hp 35; THACO 15; #AT 1 weapon or 1 spell; Dmg by weapon type; SA/SD immunity to fear attacks, magic items; MR all fear-based spells, otherwise as per elf; Str 15, Dex 17, Con 13, Int 18, Wis 15, Cha 16; SZ M (5' 9"); ML 16; AL CN.

**Notes:** Theodain is somehow immune to all fear-based magic. This ability is permanent and cannot be dispelled.

**Spells (5/5/5/5/5/3/3/2):** Theodain Eriason is pushing the upper limits of the elf ability at wizardry. He is fond of spells like *charm* and *hold*, divination "spying" spells and some necromantic spells such as *raise dead*, used to bring enemies back for questioning. Except in dire circumstances, he does not use area-attack spells like *fireball* and *lightning bolt*. If the *GREYHAWK Adventures* book is available, Theodain has a number of Rary's spells as listed on pages 67–68.

**Weapon Proficiencies:** Dagger, short sword, quarterstaff. How Theodain, a wizard, is able to use a short sword is unknown (use standard THACO).

**Nonweapon Proficiencies:** All standard elf proficiencies, general knowledge (Under-Oerth below the Hellfurnaces), heraldry and history (Sheldomar Valley). He also has several thief-related proficiencies, such as alertness, information gathering and observation as per Chapter 2 of *PHBR2 The Complete Thief's Handbook*. Other proficiencies are unknown.

**Equipment:** Theodain Eriason has no lack of funds for mundane equipment. His personal belongings are expensively made, often in black with restrained silver decorations and trim.

**Magical Items:** Theodain normally carries a *short sword of quickness* +2, a *dagger of throwing* +3, a *ring of protection* +3 and *wands of enemy detection, magic missiles, negation* and *paralyzation*. He also owns two sets of *iron bands of Bilarro* and several other devices with which he captures his foes. Theodain is known to have a *necklace of telepathy* and devices that shield his thoughts from magical or psionic attack, or allow him to speak and understand any language. He also has a magical belt that grants him one 12th-level *stoneskin* spell per day.

Theodain Eriason is a tall, thin high elf with long black and silver hair, high cheekbones and a pale complexion. His black and silver clothing is both simple and regal, decorated with magical symbols. He is believed to be over two centuries old — older than the Yeomanry he passionately defends.

Theodain's cold, unemotional manner gives him the appearance of being malign if not outright evil. He is noted for his cutting sarcasm, his extreme intelligence, his relentless drive, his disregard for authority and his

unyielding nature. He pays lip service to the Yeomanry's ideals of democracy and personal freedom, but he can be dictatorial and capricious. His hirelings fear him but believe he is invincible; others tolerate him for his effectiveness in dealing with monsters and the Scarlet Brotherhood.

Theodain Eriason is the youngest son of a family that has lived in the Sheldomar Valley for many centuries. Theodain became a wizard after his father died in 470 CY and left him enough money to pursue his dream of adventuring. Noted for his explorations of the vast cavern system below the Hellfurnaces, in 576 CY he was one of the first to enter the rediscovered Passage of Slerotin, a huge ancient tunnel through the western mountains.

These underground journeys changed Theodain; he developed an obsessive desire to protect his homeland from unnamed horrors. Theodain's primary goal is the defense of the Yeomanry, but he extends this to anything that he feels offers regional stability. He supports efforts to retake Geoff and Sterich from the giants and humanoids there; to explore the Passage of Slerotin; to discover Suloise ruins in the Sea of Dust; and to locate and destroy monster lairs throughout the Hool Marshes, Tors, Jotens and eastern Crystalmist/Hellfurnaces.

Theodain was brought into the Circle at the behest of Drawmij. Drawmij and Theodain may have future plans regarding the Mage of the Vale, as Theodain sees that wizard as a potential threat to the region.

Theodain has no compunctions about directly attacking his opponents. He fights with wands and magical devices before casting any of his own spells, always seeking to capture a foe alive for questioning. If all else fails, he pulls his short sword and attempts to slay his foes.

Theodain often hires adventurers to pursue his goals. Theodain has been known to send adventurers into neighboring kingdoms that do not appreciate such "visits," however well intentioned. Keoland has several times discovered Theodain's agents hunting monsters or brigands in the Dreadwood, within arrow shot of Gradsul; now Keoland is intolerant of this activity.

Theodain's home is a small country estate in Loftwick in the Yeomanry, though he travels constantly and is rarely at home. He can turn up anywhere in the Sheldomar Valley or the western Flanaess.



## Hautna Masq ("Theodain Eriason")

Female Greyhawk dragon

("High elf male 17th-level wizard")

Undetected member of the Circle of Eight

AC -5; MV 9, Fl 30 (D), Sw 6; HD 16; THACO 5; #AT 3 (bite/claw/claw) plus special; Dmg d10+9/1d10+9/1d10+9; SA breath weapon of toxic gas (55' cube starting at dragon's mouth, lasts two rounds, save vs. poison at -2 or die instantly, taking 5d4+1 points of damage), cast innate spells (*cantrip* 2x/day, *friends* 1x/day, *charm person* 3x/day, *suggestion* 1x/day, *enthrall* 1x/day), special attack forms (snatch, plummet, kick, wing buffet, tail slap, stall/dust cloud, +2 attack roll bonus to claws if diving), *fear* aura (105', no save for those under 1 HD (flee 4d6 rounds), -1 on saving throws vs. petrification for those 1-15 HD (fight at -2 on attack/damage rolls if save succeeds), those over 15 HD immune to *fear* effects); SD immune to all poison, immune to normal missiles, *polymorph self* 5x/day, immune to wizard spells of levels 1-4, detect invisible objects 90' radius, *clairaudience* around home 180' radius; MR 65%; Int 19; SZ G (54' body, 41' tail); ML 17; AL LN. Spells (4/4/4/4/4/4): All wizard spells used by Hautna require only a verbal component, have a casting time of 1 and are effective at the 17th level of ability. (This also applies to the innate spells described above.) Known spells include the following:

**1st level:** *dancing lights, gaze reflection, read magic, wizard mark.*

**2d level:** *blindness, ESP, invisibility, misdirection.*

**3d level:** *delude, hold person, illusionary script, vampire touch.*

**4th level:** *contagion, dig, fire shield, shadow monsters.*

**5th level:** *advanced illusion, cone of cold, dream, shadow door.*

**6th level:** *antimagic shell, disintegrate, gas, project image.*

**Weapon Proficiencies:** In elf form, Hautna Masq can use any human weapons at a -2 to attack rolls, but to maintain her disguise as Theodain, she uses only a dagger, quarterstaff and short sword.

**Nonweapon Proficiencies:** ancient and local history (the Sheldomar Valley over the last two millennia), ancient and modern languages (any common to this region), animal lore, herbalism. She knows little about mundane topics such as farming, fishing, hunting (as humans practice it) and riding, and not much about regions outside her "domain."

**Equipment:** Hautna can borrow any equipment from the real Theodain, but she prefers finding or buying her own.

**Magical Items:** Hautna Masq has accumulated many magical devices, but she uses only one each time she goes out as Theodain. The DM can determine what item she has, depending on the adventure. Her treasure is equal to types H and R × 2; it is kept separate from the real Theodain's treasures on the country estate they share near Loftwick.



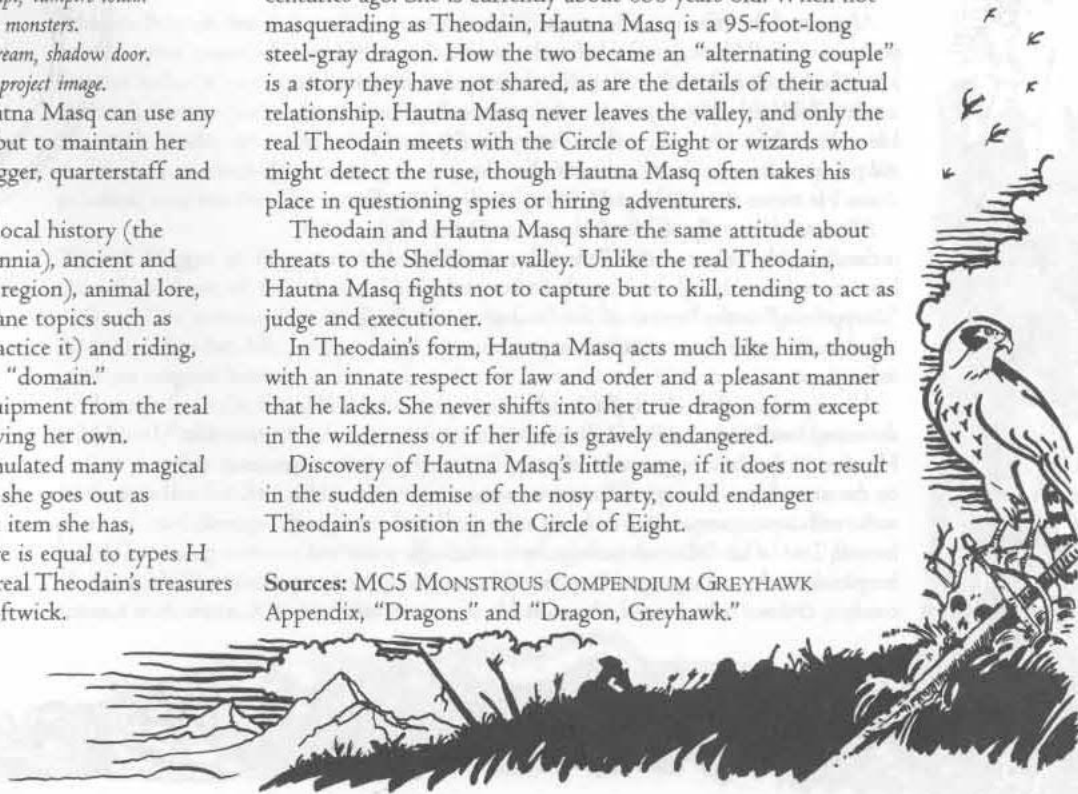
Hautna Masq has been a friend and ally of Theodain Eriason's family since being rescued by the elves as a hatchling centuries ago. She is currently about 630 years old. When not masquerading as Theodain, Hautna Masq is a 95-foot-long steel-gray dragon. How the two became an "alternating couple" is a story they have not shared, as are the details of their actual relationship. Hautna Masq never leaves the valley, and only the real Theodain meets with the Circle of Eight or wizards who might detect the ruse, though Hautna Masq often takes his place in questioning spies or hiring adventurers.

Theodain and Hautna Masq share the same attitude about threats to the Sheldomar valley. Unlike the real Theodain, Hautna Masq fights not to capture but to kill, tending to act as judge and executioner.

In Theodain's form, Hautna Masq acts much like him, though with an innate respect for law and order and a pleasant manner that he lacks. She never shifts into her true dragon form except in the wilderness or if her life is gravely endangered.

Discovery of Hautna Masq's little game, if it does not result in the sudden demise of the nosy party, could endanger Theodain's position in the Circle of Eight.

**Sources:** MCS MONSTROUS COMPENDIUM GREYHAWK Appendix, "Dragons" and "Dragon, Greyhawk."





## Alhamazad the Wise

Human male 19th-level Baklunish wizard

New member of the Circle of Eight

AC -7 (girdle of defense AC 0; ring of protection +3; turban of displacement +2; cloak of protection +2); MV 9 (due to old leg injury); hp 39; THACO 14; #AT 1 spell; SA/SD magic items; MR standard; Str 7, Dex 13, Con 8, Int 18, Wis 17, Cha 14; SZ M (5' 7"); ML 16; AL LN. Spells (5/5/5/5/5/3/3/3/1): Alhamazad the Wise is a Baklunish sorcerer with powers similar to (though stronger than) those in the sorcerer kit outlined in *AL-QADIM® Arabian Adventures*. He has skill with magic involving earth, air, fire and water, the elements the Baklunish recognize as the foundation of all matter, gaining no bonuses to learn a spell from any of the four provinces. His spells may be chosen from the PHB, with additions from Appendix A (pages 152–153) of *Arabian Adventures*. His only 9th-level spell is *wish*. Alhamazad is known to use many defensive spells, such as *stoneskin*, *protection from evil*, *Serfen's spell immunity* and *spell turning*.

**Weapon Proficiencies:** Quarterstaff.

**Nonweapon Proficiencies:** Ancient history (Baklunish Empire), disguise, endurance, languages (ancient and modern Baklunish, Common), spellcraft. His other skills are unknown.

**Equipment:** Alhamazad the Wise travels with a minimum of equipment, as he disdains temporal things and often travels in disguise.

**Magical Items:** Alhamazad the Wise has access to caches of scrolls containing any spell up to the 6th level. Aside from his protective items, he owns several magical staves with elemental powers. He has devices for summoning genies; they never attack him, as he asks only for information and offers rich rewards.

Alhamazad the Wise is well known to Baklunish emirs, sultans, pashas and tribal khans, but few believe he is more than an old wizard lost in his scrolls and books. His political manipulations to maintain modern Baklunish culture, society and power usually go unnoticed. He seeks to defend his culture from "extremism," primarily that of evil priests, cults, wizards and monsters, but also including extremes of chaos. He reveres the neutral goddess Istus, Lady of Our Fate.

Alhamazad is an ally of Mordenkainen and knows Bigby, but is unfamiliar with the rest of the Circle. Alhamazad is not known to have any enemies, though he is openly contemptuous of Iuz, and "disappointed" in the Beygraf of Ket for dealing with the fiend. Alhamazad regards the ancient Suel Imperium as evil beyond redemption.

Alhamazad is a thin, elderly Baklunish man in plain robes with a decorated beard and a bald head always covered by a simple turban. He often looks like a beggar or outcast, and he attracts little attention on the street. Even his magical items seem worn and mundane. He walks with a pronounced limp and uses a (magical) staff to support himself. True to his Baklunish heritage, he is unfailingly polite and hospitable, with a strong regard for personal honor, family ties, proper conduct, civilized behavior and education. He sometimes uses

questionable means to achieve important ends.

Alhamazad does not like hand-to-hand combat. If attacked, he curses his opponents with a *wish*, following this by summoning unintelligent monsters to do his bidding. He has many defensive spells active at any time.

He has no known dwelling, though he calls the city of Zeif home. He has been encountered throughout the Baklunish lands from the southern Dry Steppes to Blackmoor's ruins, and in the westernmost Flanaess.

This subtle wizard knows much about the ancient Baklunish Empire. He knows many old ruins, and adventurers have found riches or doom following his hints. He sometimes asks for the recovery of a device, book or other Baklunish object, and adventurers are careful to see that he gets what he requests, though they may keep anything else they acquire while looking for the object. He has several times sent adventurers to Tovag Baragu (*GREYHAWK Adventures*, pages 98–99) or to mysterious islands in the Dramidj Ocean.

Alhamazad has ties to sorcerers far to the west, across the Dry Steppes and beyond the Dramidj Ocean. He has hinted that he would like someone to visit one of these distant friends in his stead, as he is infirm these days; the path would follow known caravan routes into lands with a strong Oriental flavor.





## NEW MAGICAL ITEMS

**Tenser's Arrows of Hunting:** These ordinary-looking arrows +1 can be used only by a fighter, paladin, or ranger. When each arrow is fired, it turns into a *Tenser's hunting hawk* as it leaves the bow and heads for the target at full speed. Each hawk has these statistics: AC 6; MV Fl 33 (B); HD 1; hp 6; THACO 18; #AT 3; Dmg 1d2+1/1d2+1/2 #AT 3 (claw/claw/beak); SZ S; ML 20 (special); AL N. It cannot be surprised and it always sees its target if the archer could see it, even if the target was hidden/*invisible* and could only be seen by using *infravision* or a *detect invisibility* power. The hawk can see but cannot attack out-of-phase, ethereal, or astral targets.

A *hunting hawk* first gains at least one hundred feet of altitude over the target, then makes a swooping attack, gaining a +3 bonus to hit with its claw attacks and doing double damage (2d2+2/2d2+2); no beak attack is made. Thereafter, the hawk continues to attack with a +1 bonus to hit and damage for the normal claw/claw/bite routine until the victim either dies or the hawk is destroyed. Any number of arrows of hunting may be fired at a victim, each hawk attacking as above. XP Value: 1,000 (2d4 may be found in a group in treasure hoards).

**Tenser's Belt of Brawling:** This belt, which initially appears to be any other sort of magical belt or girdle, grants its user prowess in weaponless combat. The user gains a +2 bonus to attack rolls with all pummeling, grappling or overbearing attacks. The fighter also receives a +2 initiative bonus for

pummeling attacks and a 10% bonus to stun an opponent. The fighter suffers no initiative penalty when performing a grappling attack, and any grappling hold achieved by the fighter is more secure, so the held creature attacks at -4. Only a warrior (fighter, paladin or ranger) may gain this item's benefits. XP Value: 500.

**Tenser's Boots of the Running Warrior:** These normal-looking wolf-fur boots can be used only by a fighter, paladin or ranger. The wearer receives a movement rate MV 15 (150 yards per round, running), regardless of the wearer's encumbrance. Also, no matter how far that warrior moves during a melee round, he still has his normal number of melee attacks: For example, if a character was entitled to 2/1 attacks per round, he could move sixty yards, attack one foe, move another ninety yards, then attack a second creature. XP Value: 2,500.

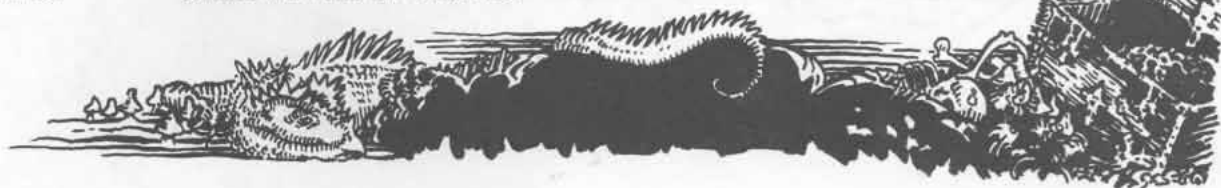
**Tenser's Bow of Eagle Sight:** This long or short bow grants superior long-distance vision to any warrior gripping it when aiming an arrow at a target. The bow's effective ranges (short/medium/long) are doubled, even in combination with the user's *infravision* or normal vision. In addition, the fighter gains a +2 bonus to hit at any range. XP Value: 1,500.

**Tenser's Bow of Steadiness:** This bow (either a long bow, short bow or crossbow) confers upon a moving archer or crossbowman a steady shooting hand. No matter how fast the archer is moving, how rough the terrain traveled over, or how unsteady the shooter's motion (such as on horseback or on a chariot or wagon), the fighter suffers no attack penalty on shots made from this weapon, attacking at normal odds. However, no bonuses to attack or damage rolls are granted. Only warriors (fighters, rangers and paladins) may use this device and gain its benefits. XP Value: 500.

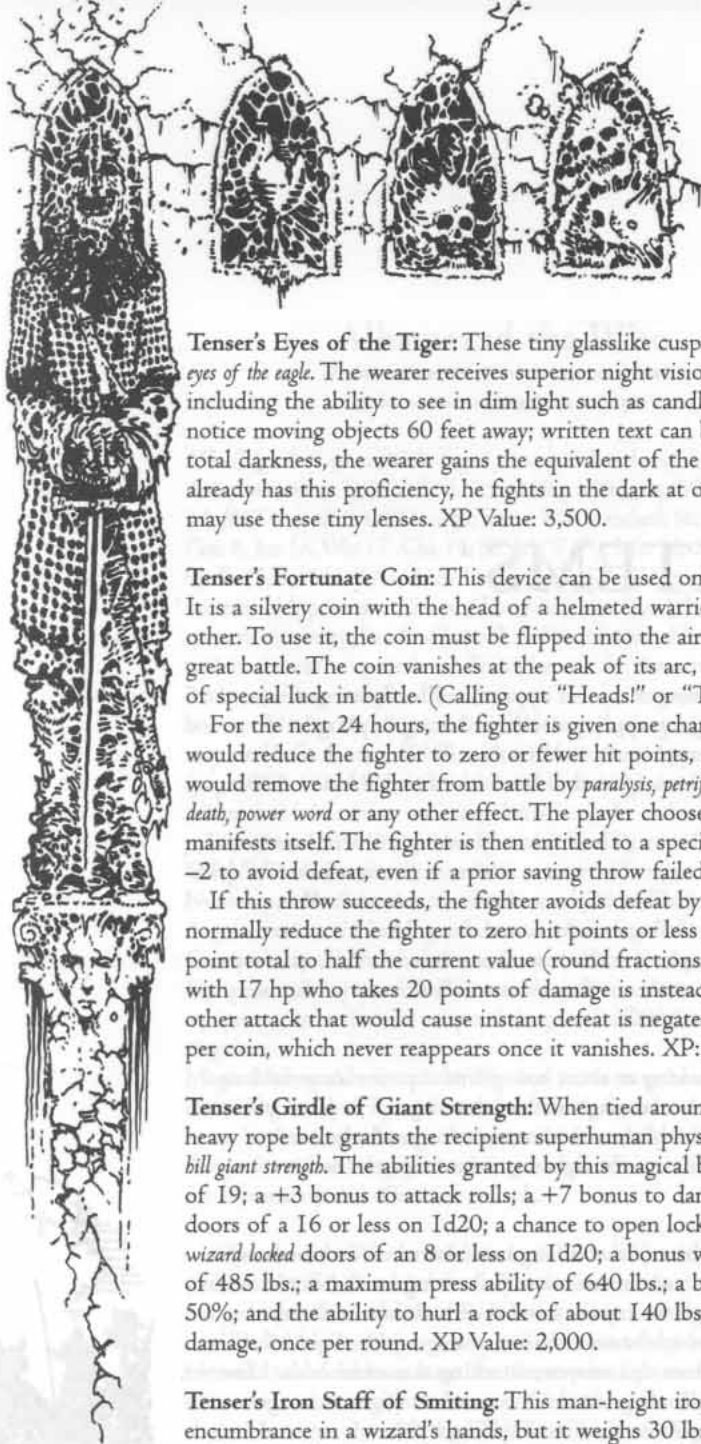
**Tenser's Dagger of Frost and Flame:** This weapon, useful for any character, seems normal until one of two command words is called out.

*Flame:* One command word ignites the dagger's blade like a torch, casting light in a 30-foot radius for 3d6 rounds. The flame ignites combustibles on contact. The blade gains no magical bonuses to hit or damage, but in melee it inflicts an additional point of damage from the fire. The blade does three additional points of damage against cold-based/cold-using creatures like the yeti (1d4+3/1d3+3 points of damage).

*Frost:* Another command word gives the blade a cold blue aura that sheds light in a 10-foot radius for 3d6 rounds. The blade has no magical bonuses but does one extra point of cold damage. The blade does three extra points of damage against a fire-based/fire-using creature, such as a salamander or red dragon (1d4+3/1d3+3 points of damage). The blade can also freeze one cubic foot of water per round when in contact with water. XP Value: 500.







**Tenser's Eyes of the Tiger:** These tiny glasslike cusps are placed over the eyes like *eyes of the eagle*. The wearer receives superior night vision equal to that of a great cat, including the ability to see in dim light such as candlelight to a range of 30 feet and notice moving objects 60 feet away; written text can be read at a distance of 1 foot. In total darkness, the wearer gains the equivalent of the blind-fighting proficiency; if he already has this proficiency, he fights in the dark at only -1 on attack rolls. Any person may use these tiny lenses. XP Value: 3,500.

**Tenser's Fortunate Coin:** This device can be used only by a fighter, ranger or paladin. It is a silvery coin with the head of a helmeted warrior on one side and a skull on the other. To use it, the coin must be flipped into the air no more than 24 hours before a great battle. The coin vanishes at the peak of its arc, granting the fighter a possibility of special luck in battle. (Calling out "Heads!" or "Tails!" has no effect.)

For the next 24 hours, the fighter is given one chance to avoid any one attack that would reduce the fighter to zero or fewer hit points, or any one magical attack that would remove the fighter from battle by *paralysis, petrification, sleep, charm, fear, disintegration, death, power word* or any other effect. The player chooses the moment at which this power manifests itself. The fighter is then entitled to a special saving throw vs. death magic at -2 to avoid defeat, even if a prior saving throw failed.

If this throw succeeds, the fighter avoids defeat by a miracle. An attack that would normally reduce the fighter to zero hit points or less instead reduces the fighter's hit point total to half the current value (round fractions up). For example, a fighter left with 17 hp who takes 20 points of damage is instead reduced to 9 hp. Similarly, any other attack that would cause instant defeat is negated. This power works only once per coin, which never reappears once it vanishes. XP: 1,000.

**Tenser's Girdle of Giant Strength:** When tied around the waist of any wizard, this heavy rope belt grants the recipient superhuman physical power as per a normal *girdle of hill giant strength*. The abilities granted by this magical belt include an equivalent Strength of 19; a +3 bonus to attack rolls; a +7 bonus to damage; a chance to open normal doors of a 16 or less on 1d20; a chance to open locked, barred, magically held or wizard locked doors of an 8 or less on 1d20; a bonus weight allowance for encumbrance of 485 lbs.; a maximum press ability of 640 lbs.; a bend bars/lift gates ability of 50%; and the ability to hurl a rock of about 140 lbs. 80 yards for 1d6 points of damage, once per round. XP Value: 2,000.

**Tenser's Iron Staff of Smiting:** This man-height iron staff has no effective weight or encumbrance in a wizard's hands, but it weighs 30 lbs. to anyone else. When used in melee by a wizard (only), this iron staff has a +1 bonus to attack rolls but a +4 bonus to damage rolls. It has no special effect against golems. However, three times a day it can be commanded to deliver a blow with maximum possible damage to an opponent (10 points of damage, plus the wizard's Strength bonus). This attack must be declared before the attack die is rolled; a miss indicates that potential attack is lost for the day, though the other such attacks may remain to be declared. A command word causes the staff to shrink to the size of a nail; a second command word returns it to normal. XP Value: 6,000.

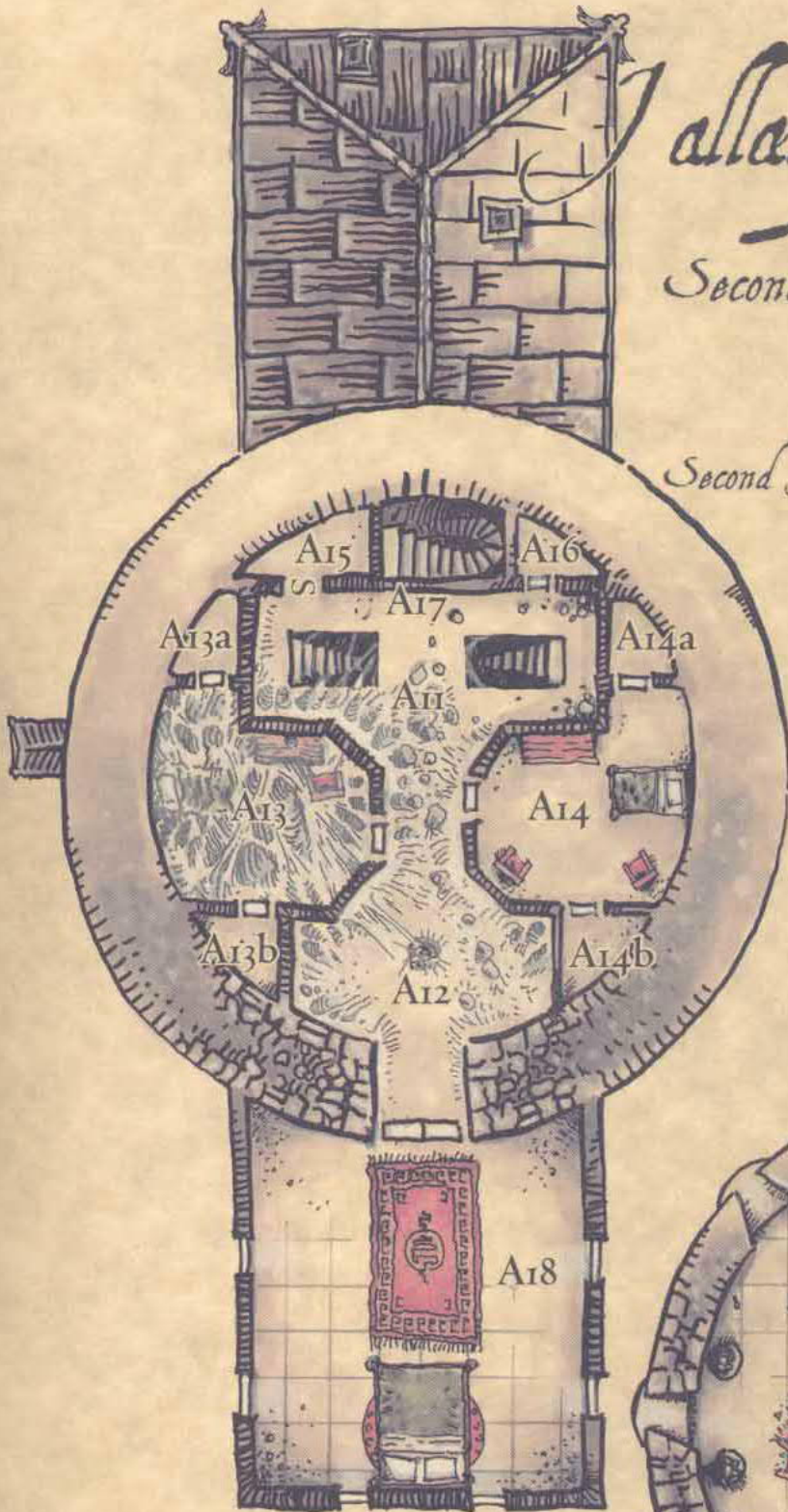
**Tenser's Potion of Primal Fury:** This potion endows a fighter with a surge of rage and energy like that of a berserker, for 10 rounds. Magical *fear* cannot affect an enraged fighter. The fighter gains a +2 bonus on attack and damage rolls, with an extra attack every other melee round, so an attack routine of 1 per round becomes 3/2, 3/2 becomes 2/1, and so forth. The fighter also gains 4d4 extra hit points, from which any

damage is subtracted before the character's normal hit points are reduced. (Extra hit points vanish when the potion wears off.) The berserker rage is maintained throughout the duration of the spell. If all of a fighter's opponents are defeated before the spell expires, the berserk fighter turns on the nearest living creature and continues attacking without regard for friend or foe until the potion duration expires. A *dispel magic* spell immediately returns a berserk fighter to his normal state. XP Value: 400.

**Tenser's Sword of Deadly Strikes:** This long, short, or broad sword grants the user the special ability to do the maximum possible damage with each strike for the first 1d6+3 rounds of battle. This ability is useable once per day when the user calls out a command word. An attack roll must still be made for each strike, with a +1 bonus on the roll. Damage totals include bonuses only for the user's strength. Only fighters can use this weapon. XP Value: 1,000.

# Callarzi's Tower

Second and Third Floors



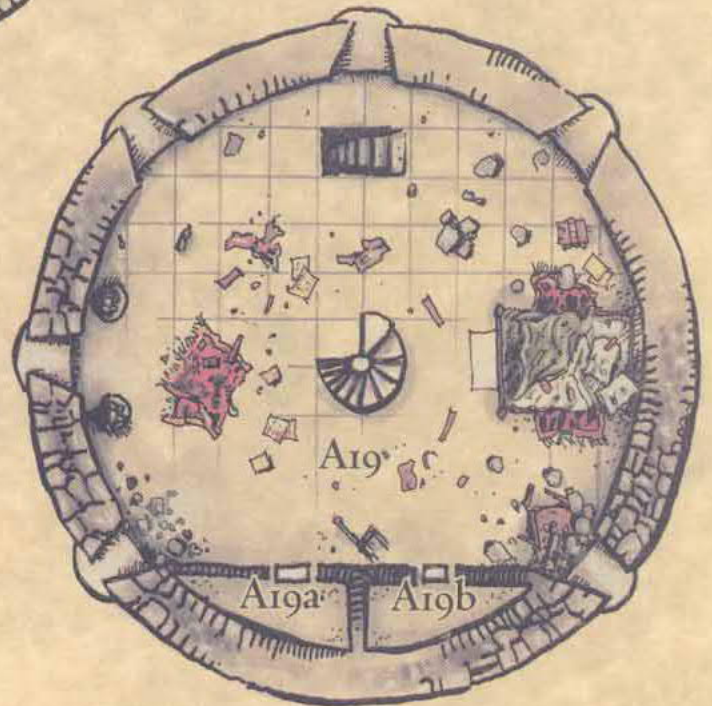
Second Floor



20 feet



Third Floor





# RETURN OF THE EIGHT



It begins the night a dragon falls on an off-duty adventurer. Fortunately, it's a small dragon. Unfortunately, it's connected to a big problem. Make that a huge problem: The survival of a well-known wizard belonging to the Circle of Five is at stake, but that's not the worst of it. Evil forces are attempting to infiltrate a secret fortress and unlock vast magical power, but that's not the worst, either.

The bad news? Some old enemies of civilization in the Flanaess have returned, and they've discovered a mutual interest in world domination. They have a plan to bring it about. And their plan is already underway when the little dragon appears.

Worse, on this particular night, there's no one who can stop them—no one but any heroes who start this adventure and survive through its out-of-this-world climax. And they have no choice. If they fail, the City of Greyhawk and all the civilized lands of the Flanaess will get to meet some remarkable legendary figures.

Then civilization will die. Screaming.

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