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Advanced Dungeons & Dragons[®]
2nd Edition

9270

GREYHAWK[®] ADVENTURES

Official Game Adventure

Vale of the Mage

by Jean Rabe

An AD&D[®] game module for 4-6 characters of levels 7-9.



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Introduction

This is an **ADVANCED DUNGEONS & DRAGONS®** game adventure occurring in the **WORLD OF GREYHAWK®** fantasy setting. It is intended for characters of 7th through 9th level, for a total of 35 to 40 levels. A mix of character classes is desirable. Further, it is important that at least some of the characters have magical weapons.

This adventure is compatible with the **AD&D®** game and the **AD&D 2nd Edition** game. All NPCs and creatures in this adventure are tailored to the **AD&D 2nd Edition** game.

The module is divided into two sections; the first contains background information on the Valley of the Mage and details important NPCs who live there. It includes a chart listing creatures that are likely to be found in the vale and explains the vale geography and climate. This material can be consulted any time the player characters decide to adventure in the vale. A page of adventure ideas is also provided for DMs who want to continue to use the vale as an adventure setting.

Adventure Background

The Valley of the Mage is nestled amid the Barrier Peaks and is cloaked in mystery and rumors. Common folk avoid the vale, as they have heard stories that hideous monsters roam through it freely. The tales also say that adventuring parties and soldiers who have entered the vale have never returned. However, lesser-told tales say some of the adventurers came back loaded down with platinum and gems. It is common knowledge to the people in the countries near the vale (Bissel, Gran March, The Grand Duchy of Geoff, Sterich, Ket, and Veluna) that the vale is ruled by a powerful wizard who goes by the names of the Black One, the Exalted One, and the Mage of the Vale. They know the valley is well-defended and trapped and is populated with valley elves and gnomes who are loyal to the mage.

Although area rulers fear the supposed power of the mage, believed to be as evil as is possible for a man to be, they have left him alone. The rulers think the mage is content to rule his vale and leave the rest of the country alone; they don't want to stir up trouble that would bring him out of the vale and make him a direct threat. Still, their fears are strong and they want to know who or what goes in and

out of the vale. Many of the rulers have spies stationed in the Dim Forest and elsewhere near the entrance to the valley.

March of Bissel spies recently have reported that a band of necromancers, who were run out of the Bissel area, have entered the Valley of the Mage. Although Bissel officials are glad to be rid of the necromancers, who committed robberies, harmed innocents, and tried to bring a portion of Bissel under their dominion, the officials are concerned. They don't like the Black One, but they like even less the possibility of more mages linking up with him or usurping his control and gaining access to his great magical knowledge and items.

The Bissel officials remain confident the Black One would not leave his valley. However, they fear that the necromancers, who already have shown a greediness for power, would expand their influence out from the Valley of the Mage and attempt to take on the forces of the nearby countries.

The player characters will be asked by His Lofty Grace, Walgar, the Margrave of Bissel, to venture into the vale and defeat the necromancers. The PCs will be advised not to attempt to tackle the Black One, as Walgar is certain such a confrontation will end in their deaths.

The Necromancers

The necromancers were indeed attempting to take over Bissel, which they believed was one of the weaker countries in the area. Being run out of the country before they could marshal their own forces frustrated and angered them, but also inspired them with another plan—increase their magical might and then lay low Bissel and any other country that would oppose them.

The six-member group comprises three necromancers, a mage/fighter, a cleric, and a fighter. The group has done nothing to dissuade others from believing they are all necromancers. The group heard the stories of the Valley of the Mage and the powerful mage who rules it. Bribing some of the Bissel and Gran March spies, the necromancers also learned about the valley elves and gnomes who are loyal to the mage and about a female drow called "The First Protector," who is the mage's most trusted aide.

The necromancers slipped through the vale's defenses, using all of their magical

proWess, and entered the valley. They are now exploring the valley, testing the defenses of the mage and his First Protector. They plan to meet with the First Protector, seeking a pact with the Black One. The necromancers want to learn new spells, which they are certain the Black One has researched. They plan to offer their services in protecting the valley, and want to turn over information about the surrounding lands' defenses, all in exchange for the spells.

Once the necromancers have what they want—and if they have determined the mage and his First Protector can be defeated—they plan to usurp control of the valley and steal all of the great magic the Black One is rumored to have. The necromancers are power hungry—unless the mage, they will not be content to stop at the valley; they want all of the Flanaess.

Encounters

The player characters will have to deal with some of the valley's defenses, including magical traps, patrols, and creatures loyal to the mage—some of which were created by the mage.

They also will encounter a small group of gnomes seeking to enlist the PCs' aid in warning the First Protector about the necromancers, and they will come across an abandoned estate now occupied by the necromancers. (The estate was abandoned when the Black One moved to another fortification.)

Depending on the PCs' actions, the First Protector and her forces could learn of the PCs' presence and try to chase them out of the valley.

Abbreviations

The statistics of non-player characters and monsters have been abbreviated. Those abbreviations stand for the following:

AC = Armor Class; **MV** = Movement Rate; **HD** = Hit Dice; **hp** = current hit points; **#AT** = Number of Attacks; **Dmg** = Damage caused by attacks; **SA/SD** = Special Attacks/Special Defenses; **MR** = Magic Resistance; **AL** = Alignment; **S** = Size; **THACO** = To Hit Armor Class 0 (Zero).



The Valley of the Mage

Overall View

The Valley of the Mage (see the four-color map that comes with this adventure) is nearly surrounded by the Barrier Peaks; the only opening is about 30 miles across and fronts on the Dim Forest. The lush valley, which is a mystery to almost all the residents of the neighboring countries of Bissel, Gran March, and the Grand Duchy of Geoff, covers roughly 17,500 square miles. It stretches about 260 miles at its longest point and is about 90 miles across at its widest.

The Javan River, which is the longest on the continent, begins high in the Barrier Peaks, winds through the Valley of the Mage, and exits the valley through the opening across from the Dim Forest. The river provides the valley residents with food and transportation, and the breathtaking falls of the river where the Barrier Peaks and the valley meet often shroud that part of the vale in a beautiful mist.

For the past several decades the valley has been ruled by Jason Krimeah, or the Exalted One as the residents of the valley have named him. He is a former resident of the Great Kingdom who was banished when he attempted to usurp the throne. Before Krimeah moved into the valley, the land was known simply as "The Vale," and trappers frequented it because of the pelts they could obtain from many of the large animals native to the area.

The Valley of the Mage is not considered an economic or military power on the continent, although residents of the countries around the vale are frightened of the power that is rumored to rest in the hands of Krimeah and his subjects. Tales say that the mage throws lightning from his fingertips and can make the very earth shake. The former story has some basis in fact, as the Exalted One is a very formidable mage. However, he has no control over the ground. The valley and the Barrier Peaks rest on top of a fault, and when pressure builds up deep beneath the ground, tremors are felt throughout the vale, the Peaks, and into the Dim Forest.

The Valley of the Mage is well defended. The Barrier Peaks are difficult to traverse,

and the entrance to the valley near the Dim Forest is heavily guarded. Few are said to dare enter the valley; a well-armed expedition from Gran March never returned. Only a handful of adventurers have claimed to have traveled through the valley, though many who have heard their stories doubt their boasts. And while there are rumors of bold adventurers returning from the vale laden with platinum and gems, the lure of riches is not enough to draw common folk into the land. The area is known to be inhabited by horrible monsters.

Many commoners also stay away from the part of the Dim Forest near the entrance to the valley, as there have been reports of valley elf bands ambushing travelers in the vicinity.

Population

Scholars estimate the population of the Valley of the Mage at 10,000, which is far from the truth. Scholars are certain elves and gnomes live in the valley, but they are uncertain about other races.

Actually, the valley is home to about 1,200 gnomes, 800 humans, and 4,000 valley elves. The mountain dwarves who are spread throughout the Barrier Peaks number less than 1,000 and are not considered in the valley's population makeup.

About 1,000 of the gnomes live in two communities within the valley, the remainder live scattered in small groups throughout the vale. The valley elves are divided among three principal communities and four small villages, with a few dozen living scattered near the valley's entrance. The humans, called the tree people, have one primary village, where about a third of their number live. The rest of the tree people live in small settlements throughout the valley along the Javan River. There are three small communities of mountain dwarves living along the base of the Barrier Peaks at the edge of the valley. There is only one drow resident of the valley, the First Protector, the trusted companion of the Exalted One.

The major languages spoken in the valley are common, a dialect of elvish common to the valley elves, gnomish, and a corrupt, simple form of common spoken by the tree people. The gnomes in the vale speak all of

these languages in addition to dwarvish and burrowing mammal. The valley elves speak common, gnomish, and their own tongue, and they can communicate with the tree people. Only a few dozen of the valley elves speak a limited form of dwarfish. The tree people speak their own tongue and attempt to communicate with those who do not understand it through the use of hand signals. Many of the mountain dwarves know a greater variety of languages, including common, which they use when dealing with the valley residents. The Exalted One and the First Protector speak many different languages.

The elves, gnomes, and tree people are more thoroughly detailed in their own entries later in this book.

Physical Geography

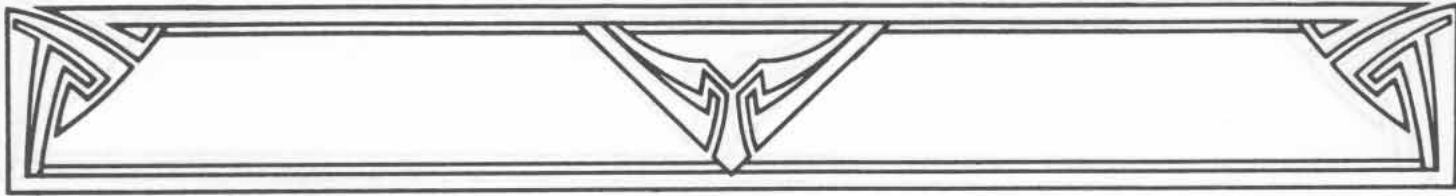
The majority of the Valley of the Mage is a flat plain, and the elevation of the vale at the entrance across from the Dim Forest is only slightly lower than the elevation at its northern and western boundaries where it meets the Barrier Peaks.

Although there are a variety of soil types throughout the valley, the dominant type is a fertile heavy clay that extends away from the banks of the Javan River. This soil, combined with the abundant rainfall, are responsible for the thick vegetation predominant in the vale.

All of the valley drains into the Javan River. There are many streams in the valley, all of which begin in the Barrier Peaks or feed from the river, and there are half a dozen small lakes close to the base of the Peaks.

The Environment and Climate

The Valley of the Mage has a subtropical climate, with temperatures during the majority of the year ranging from 75 degrees to 95 degrees during the day and 60 degrees to 80 degrees after the sun goes down. During the hot summer months the temperatures can reach 110 degrees or more, although this does not happen often, and in



the winter months temperatures can drop to as low as 50 degrees. The Barrier Peaks surrounding the vale are cooler, and during the winter snow collects high in the peaks. Snow does not fall inside the vale.

Because of the vale's location amidst the Barrier Peaks, rain is plentiful almost year round. The air that comes down the peaks on the valley side mixes with the vale's air temperature and produces rain. Rains are heaviest during the spring and often cause the Javan River to overflow its banks. During the hottest of summer months, the rains become infrequent, but the river is usually unaffected; rains in the mountains keep it from shrinking.

Resources

The Vale of the Mage is rich in mineral deposits, especially along the base of the Barrier Peaks. The mountain dwarves mine the iron, silver, and platinum along the mountain base, and the gnomes mine the iron and silver deeper in the vale. The dwarves line their coffers with the precious metals and sell some of it to merchants and metal-smiths in neighboring countries. The gnomes make jewelry, objects of art, weapons, and household items from the metals, giving a percentage of the finished goods and raw metals to the Exalted One.

Other resources in the vale include coal, copper, and small quantities of quartz.

Plants and Animals

Nearly the entire vale is covered with a thick growth of vegetation. The trees, the majority of them hardwoods, grow up to 100 feet tall, their leaves creating a canopy over sections of the valley. The largest fruit-bearing trees are banana trees, which grow in abundance. Also plentiful are idani trees, which have tall, thick waxy trunks. The branches of the idani tree begin about 12 feet off the ground and rise in a spiral to the top of the tree. The leaves, which are edible, are about a foot long, thick, and have a shiny, wax-like coating on the top side. The fruit of the idani is shaped like a banana, but is a little larger. When the fruit is a dusty rose color, it is firm and tart; when it ripens to a deep purple the fruit is more pulpy and very sweet. The idani trees are not known

to grow outside the valley, and valley elves and gnomes traveling outside the vale can command good prices or receive fine items and expensive food in trade for the unusual fruit.

The trees prized most by the valley residents are the tall ebonwoods, the hardest trees in the vale. The wood is used in the construction of furniture, staves, and objects of art. Occasionally, the wood is also used to fashion hilts for swords and daggers and to make buckles, plates, and mugs.

Because of the volume of rain the vale receives, much of the ground remains damp and covered with a carpet of moss. Thick vines cover some expanses of ground and hang from the tallest trees. Some of the vines produce a squash-like vegetable favored by the gnomes. Because of the thick vegetation, the ground is difficult to clear. Still, there are places around valley elf and gnome communities where the land has been tilled and crops native to Gran March and Bissel are cultivated. The rich soil makes it easy to grow domestic crops.

The variety of animal life is tremendous within the boundaries of the vale. There are many different kinds of apes, including a significant population of carnivorous apes, and there are dozens of kinds of reptiles, such as lizards and snakes. Some of the reptiles are unusually large and are considered a bane to many of the mammals. Only one dragon is known to inhabit the land. It is an evil green dragon controlled by the Exalted One's potions and spells. Large, colorful birds, including a species of blue and green parrots with a four-foot wingspan, are numerous in the valley. Residents of some of the valley elf and gnome communities have domesticated several of these parrots, and a few of the mages within the communities have large parrots as familiars. Other large birds include giant owls.

In addition to the normal animal life, the vale is home to several fantastic creatures and monsters. Some residents of the valley believe the monsters are not native to the area, but found their way to the vale when human settlements in the neighboring country grew and cut down on their usual habitat. Sightings of such creatures near the valley's entrance have served as a deterrent to explorers, adventurers, and curiosity seekers.

Some of the varieties of monsters and

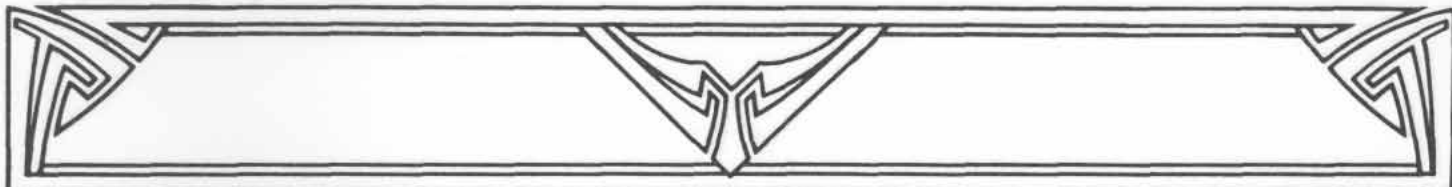
fantastic creatures known to live in the vale include cockatrices, couatl, korred, lizard men, ogres, owlbeats, pseudodragons, trolls, wolfweres, and yuan-ti. The numbers of each creature are relatively small and pose little threat to the communities of valley elves, tree people, and gnomes. However, small groups of the vale's residents and patrols sometimes fall prey to the creatures. The vale's residents have found ways to spot the creatures coming and have developed techniques for fighting them. Still, the creatures are feared and avoided when possible. Some of the creatures, such as the owlbeats, were placed in locations within the valley by the Exalted One.

The valley boasts hundreds of different kinds of insects, some of them giant-sized, such as wasps and bees. There are also groups of large spiders.

Government

The Exalted One rules the valley and is recognized as the supreme monarch by all of the valley elves, gnomes, and tree people living there, as well as by the mountain dwarves living on the vale side of the Barrier Peaks. The Exalted One demands the respect and obedience of all the vale's residence, but he is not despotic, and he does not rule with an iron hand over all the communities in his domain. Instead, the Exalted One allows each community its own advisors and leaders, believing that they can better determine the needs of their own people.

The leaders report often to the Exalted One, discussing each community's accomplishments, discoveries, and problems. The leaders usually appoint members from their communities to the various patrols within the vale and supervise many of the defense plans. Because of the Exalted One's lack of interference in the communities' day-to-day existence, the residents have come to admire him above all others. The Exalted One intercedes in the affairs of the communities only at the request of the leaders, when he is in need of extra patrols or defenses, or when he believes his subjects are in jeopardy.



Personalities of the Valley

Jason Krimeah
The Black One
Male Human
19th-Level Mage

AC -3 (Dex bonus, *bracers AC 2*, cloak), -5 (when boots are also in use); MV 12 (22 when boots are used); HD 10+9; hp 55; #AT 1; Dmg 1-6 (staff); SA spells; SD spells; STR 8, DEX 17, CON 15, INT 19, WIS 9, CHA 13; Spells: 5 1st, 5 2nd, 5 3rd, 5 4th, 5 5th, 3 6th, 3 7th, 3 8th, 1 9th; AL NE (Neutral tendencies); THAC0 14

The Black One rules the Valley of the Mage, and many who live in the mysterious, well-defended land consider the mage and the valley inextricably linked.

Jason Krimeah was born to a wealthy and influential family in the capital of the Great Kingdom. A cousin of the Great King, he received the best training in magic gold could buy, acquiring costly spells and components and studying under the court wizards. He quickly grew in magical power and could have easily become one of the King's court wizards, eventually rising to the post of Supreme Wizard because of his relationship to the King. But Jason wanted more. He desired political power to complement his arcane strength—he wanted control of the Great Kingdom. However, despite Jason's influence, magic, and support from distant relatives hungry for their own power, his bid to usurp the throne met with frustration. The kingship rested firmly in his cousin's grasp and was defended by the very court wizards who had trained him.

The King, furious that his young cousin dared to try to steal the crown, banished Jason from the Great Kingdom, threatening him with life in the dungeons if he was caught within the boundaries of the kingdom again.

Jason, forever scarred by the incident and his hatred building, fled from the Great Kingdom in disgrace and adopted the name the Black One, which fit his dismal mood. He found work as a mage in the Bandit Kingdoms until he believed spies of the Great Kingdom pursued him. Jason began to believe that he was frequently being

scried on by the Great Kingdom's court wizards and that agents of his cousin the King dogged his every step. He became obsessed with magical defenses against unseen enemies and began traveling throughout the Flanaess to research defensive spells.

Jason started adopting assorted appearances to hide his true identity. He grew in magical strength as he studied in the Shield Lands, the lands of the Horned Society, Furyondy, Veluna, Keoland, the Yeomanry, and Sterich. His wanderings eventually took him to a hidden valley nearly surrounded by the Barrier Peaks. The valley looked easily defensible, so Jason chose to make his home there and bring the area under his control. He has lived there for decades and has no plans to leave.

When he initially entered the valley he was corrupt and wicked, twisted by his failure to rule the Great Kingdom. However, after years of ruling the land he named the Valley of the Mage, he has mellowed and has grown to care for those who live under his jurisdiction. He still places himself first in all matters and would sacrifice those around him to save himself, but he no longer thinks solely of his own well being. Now the Black One is evil only when it suits him, and those moods usually arise when he deals with mysterious outsiders or suspected agents of the Great Kingdom, or when he is in pursuit of a new magical item.

The mage is known by several names, the Black One being his favorite because of the fear and uncertainty it strikes in those who hear it. Known also as the Mage of the Vale or the Exalted Mage, he holds dominion over the humans, demihumans, and many of the creatures living in the valley. He is recognized and feared by his reputation outside of the vale, although there are only a handful of people outside the valley who know him by sight. And those would have to strain their memories to place him, as he has secluded himself in the valley for many, many years.

He assumes myriad visages, according to suits his mood and purpose and to prevent those he deals with from learning his real appearance. Some residents of the valley wonder if his closest, most trusted associates are the only ones who have seen his true face.

Scholars outside the valley speculate that

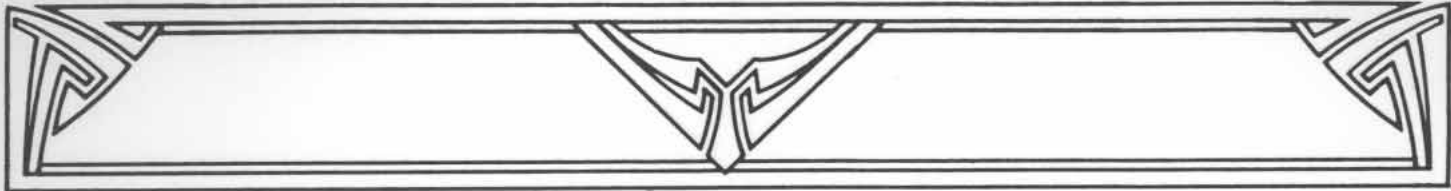
the Black One goes by many names and faces because he is mad and has multiple personalities. But the Black One is moderately sane, despite his self-imposed solitude, fear of spies, and obsession with defenses and magic. And although most who live in the lands around his valley believe he is consummate evil and his name matches the color of his soul, those in the valley see him as a just and wise protector who they respect and would defend with their lives.

Within a year of moving into the valley, the Black One won the favor of the valley elves, gnomes, and the small band of humans living there by displaying his magical powers and proving himself their superior. Eventually they accepted him as their lord. They dubbed him the Exalted One, and most refuse to call him by any other name.

The mage felt an immediate kinship with the valley elves because they are a reclusive race desiring to be left alone. The valley elves avoid contact with other races, except for the gnomes who also serve the Exalted One. And they work with the humans in the valley at the Exalted One's insistence. The mage sometimes puzzles at the elves' acceptance of him and willingness to follow his orders, but he welcomes their loyalty and has given them no cause to doubt him.

The gnomes in the valley took an instant liking to the mage, in part because of his obsession with magic and his ability to change appearance. The mage enjoys the attention the gnomes lavish on him, and when he feels a need to lighten his mood he adopts one of his many guises and visits them.

The mage does not feel as close to or as strongly about the band of humans living deep within the valley, perhaps because it was humans who prevented him from gaining control of the Great Kingdom. Still, the Exalted One has agreed to protect them in exchange for their help in fortifying the valley. Although the mage does not recognize it, he has more in common with the humans than the valley elves. The small community of humans was founded by gypsies, thieves, and outcasts who were banished from countries outside of the valley, including from the Great Kingdom. The descendants of these castoffs are disdainful of the peoples outside the valley and have no desire to leave.



With the help of the valley elves and gnomes, the mage set up physical and magical defenses at the entrance to the valley and throughout the Barrier Peaks. He also established watches of gnomes, elves, humans, and charmed monsters to patrol the valley, and he employed the mountain dwarves living in the Barrier Peaks to watch for trespassers. Some of the monsters in the watches were created by the Exalted One by magically experimenting on some of the native creatures to imbue them with special properties.

The dwarves of the Barrier Peaks recently finished construction of a keep filled with defenses and secret passages for the mage; it replaced a mansion built by the elves and gnomes and now occupied by creatures of the valley. The mage further enchanted his new keep with magical protections, including glyphs and permanent defensive spells. In addition, it is defended by valley elf sentries.

Confident that at last his domain is secure, the mage once again is immersing himself in magical research within his keep, letting the humans and demihumans run their own lives and communities. The mage only intercedes when problems arise that they cannot handle or when he fears the communities are not getting along. And he calls on them to increase their patrols and security when he fears agents of the Great Kingdom might be near.

The mage is finally as close to being at peace as his obsessed mind allows. He is in control of a land that in his mind is more important than the Great Kingdom, he has subjects who follow his bidding and practically worship him, and in his fortified land he can pursue his arcane studies.

He also continues to quest for powerful magical items, occasionally putting himself in danger by teleporting to the lairs of powerful creatures to retrieve spell books and other objects. The elves and gnomes are concerned about the Exalted One's harrowing trips, fearing that someday he will not return, but they realize their pleas for him to remain in the valley will not prevent him from pursuing magic.

The Exalted One remains plagued with fears that agents of the Great Kingdom pursue him, and he treats outsiders attempting to gain entrance to the valley as potential Great Kingdom agents. This obsession has

been passed down to the valley elves and gnomes, who have also come to look upon outsiders as Great Kingdom people. The Exalted One maintains a network of valley elf spies in the countries outside his valley to watch for such agents and to perform various tasks. Security within the valley is increased when the spies report people asking too many questions about the Exalted One or the vale.

The Exalted One's obsession with magic continues to increase, and he is driven to gain more magical items, create new spells, and learn more about magical forces. He is frustrated that his mortal life span will prevent him from studying for centuries. The frustration grows because the Exalted One sees the valley elves and gnomes age at a slower rate than humans, and he envies them. The mage has been magically cheating time through *potions of longevity* and other means, but he realizes they will not stave off death.

He has the power to become a lich, which would enable him to study forever. However, he detests undead and is avoiding that route. Instead, he is working to become a shade, studying the arcane process to merge his form with shadowstuff from the plane of Shadow and become one of those beings. He is fairly confident he could accomplish the merging now, but he hopes to wait until the last moment because as a shade he could no longer gain levels as a mage. Because of the *potions of longevity*, he believes he will have up to several more decades before his mortal form becomes so frail that he must become a shade or die. The Exalted One has kept this plan a secret from his followers and his most trusted associate, The First Protector.

In his true form, the mage is tall and thin, with pale olive skin and slate gray eyes. He appears to be about 40, but his actual age is more than double that. His wavy brown hair falls to his shoulders. His face is clean shaven. The mage frequently assumes other forms, using his *hat of disguise* and spells, when he roams the valley to test the human and demihuman patrols, meet with visitors he has allowed into the valley, and when he leaves the valley in pursuit of magical items.

The mage has dozens of spell books, hundreds of scrolls, and many magical items, the majority of which are carefully hidden

and protected by glyphs and other spells. He relies on his spells for combat and defense, avoiding hand-to-hand melee at all costs, as he considers it crude and risky.

The magical items he always wears and carries include a *ring of wizardry*, *ring of regeneration*, *staff of the magi*, *wand of fire*, *wand of frost*, *cloak of displacement*, *gem of seeing*, *hat of disguise*, *boots of speed*, and *bracers of defense*, AC 2.

Other magical items easily accessible, and sometimes carried, are *ring of X-ray vision*, *ring of spell turning*, *ring of flying*, *rod of beguiling*, *wand of lightning*, *wand of fear*, *wand of paralyzation*, *bag of holding* (largest capacity), *chime of opening*, *crystal ball*, *cube of force*, *helm of teleportation*, *medallion of ESP*, *robe of the archmagi*, *the exalted one* *, *tome of recording* *, *gem of musing* *, and the *exalted component case* *.

He can make nearly any potion he desires. He favors carrying *potions of clairaudience*, *clairvoyance*, *invulnerability*, *intensity* *, and *black sight* *.

The spells he usually has memorized are as follows:

- 1st Level: *change self*, *charm person*, *chill touch*, *detect magic*, *unseen servant*
- 2nd Level: *continual light*, *darkness 15' radius*, *ESP*, *know alignment*, *web*
- 3rd Level: *fireball*, *hold person*, *lightning bolt*, *protection from normal missiles*, *unmask* *
- 4th Level: *detect scrying*, *dimension door*, *Evard's black tentacles*, *ice storm*, *improved invisibility*
- 5th Level: *passwall (x3)*, *reflection* *, *wall of force*
- 6th Level: *anti-magic shell*, *flesh to stone*, *true seeing*
- 7th Level: *delayed blast fireball*, *the exalted eye* *, *reverse gravity*
- 8th Level: *demand*, *incendiary cloud*, *symbol*
- 9th Level: *shape change*

* Created by the Black One

New Spells Created by the Black One

Third-Level Spell Unmask (Alteration)

Range: 10 feet/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: 30-foot cube
Saving Throw: None

This spell empowers the caster to see creatures, humans, and demihumans as they truly are. The spell affects all those within a 30-foot cube, except the caster. The spell overcomes all disguises, including the effects of *polymorph* spells, *change self*, illusions, and appearances caused by items such as a *hat of difference*. Only the caster sees the target creatures' true appearances. Others see the creatures as their illusions or spells show them to be.

The caster can center the *unmask* spell up to 10 feet away from his body for each level of experience (e.g., a 5th-level caster can center the spell up to 50 feet away).

The material component of the spell is a black piece of cloth with two eye holes cut in it.

Fifth-Level Spell Reflection (Alteration)

Range: Special
Components: V, S, M
Duration: 1 round/4 levels
Casting Time: 5
Area of Effect: Caster
Saving Throw: None

By means of this spell, the wizard reflects all harmful 1st- through 3rd-level spells cast at him back upon the casters. The casters are allowed saving throws against their own spells, as applicable. The duration of this spell is one round for every four levels of experience the wizard has. For example, the spell lasts three rounds for a 12th-level wizard.

The spell also reflects all normal and magical missiles hurled at the wizard during the spell's duration. The *reflection* spell does not affect attackers physically meleeing the wizard.

The material component is a small mirror.

Seventh-Level Spell The Exalted Eye (Alteration)

Range: Special
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: Special
Saving Throw: None

This is a much more powerful form of the *wizard eye* spell. By casting this spell, the wizard can view anywhere within a 10-square-mile area per level of the caster. For example, a 10th-level wizard can view within a 100-square-mile area. The eye moves one mile per round, half that if it is searching for something, and everything in view of the eye is subject to the spell's automatic *clairaudience* and *clairvoyance* abilities. Further, the caster need not concentrate to use *the exalted eye*; he can perform other duties, rest, or cast other spells.

The exalted eye cannot be seen by others, but a *detect magic* spell will show its location. A successful *dispel magic* will end the exalted eye.

The eye can move in any direction and, unlike a *wizard eye*, it can pass through solid objects, including living creatures. *The exalted eye* also can be used in conjunction with a *crystal ball*, giving the caster a much greater range. The caster uses the *crystal ball* to observe an area, and then casts *the exalted eye* through the ball to whatever range the caster's level allows the eye to wander.

The exalted eye is in some respects an extension of the caster's mind. Therefore, if the caster has the ability to communicate telepathically, he can do so through the eye.

The material component is an eyelash from the caster.

New Magical Items Created by the Black One

Potion of Intensity: Quaffing this potion causes all spells cast by the imbiber within the next three rounds to have the maximum effect. For example, a priest drinking this potion can cure the maximum amount of hit points possible with healing spells during the next three rounds, or a wizard can cause the maximum amount of damage with

a *fireball* or any other spell during the potion's duration.

However, there is a drawback to the potion. It so drains the imbiber of energy following its three-round duration that the imbiber cannot cast spells during the three rounds following the potion's expiration.

Potion of Black Sight: This potion enables the imbiber to see as well in darkness as he could in daylight. This does not work in magical darkness. The potion's effects last for 10d8 minutes.

Tome of Recording: A book such as this can be any size, although most are usually thick, bound with leather, and decorated with gold or silver embossings. When a command word is spoken, the book records—in one of several languages of the user's choice—anything spoken within a 20-foot radius of the book. A second command word causes the book to stop recording. A third command erases the writing on any indicated page.

Books such as these are prized by scholars and mages who use them to record idle thoughts that can be crucial to their research.

The books are also prized as spying objects, as carefully-placed books can record the conversations of alleged conspirators, rival wizards, or any others.

Each book can record in 1d6 languages.

Gem Of Musing: This item is useable by wizards only. By contemplating the gem for one hour, a wizard can regain one spell of 1st- through 4th-level that he cast previously during the day. The gem can be used up to three times a day.

A *gem of musing* appears to be a flawed precious stone, usually an emerald or sapphire. The gem radiates faintly if a *detect magic* spell is cast upon it.

The Exalted Component Case: This magical item, which usually appears as a soft leather pouch, acts as the smallest size *bag of holding* and is enchanted to keep all spell components stored inside fresh indefinitely. Further, the container is water-tight and air-tight.

Tysiln San

First Protector
Female Drow
9th-Level Wizard (Conjurer)

AC 2 (*bracers*, AC 4 and *cloak of displacement*); MV 12; HD 9; hp 35; #AT 1; Dmg by weapon type (*staff of striking*, dagger); SA female drow abilities, spells; SD female drow abilities, spells; STR 12, DEX 13, CON 17, INT 20, WIS 9, CHA 13; Spells: 5 1st, 4 2nd, 4 3rd, 3 4th, 2 5th; AL CN; THACO 19

Tysiln San was born in the Vault of the Drow and trained in magic by her merchant family; she is a conjurer, a specialist wizard concentrating on spells from the school of conjuration and summoning. In her youth she was loyal to her family and assisted in their plans to overthrow the priestesses of Lolth. However, her family's plans were quashed, and Tysiln was forced to flee for her life—straight into the path of a human mage who was in the Vault of the Drow in search of magic. Pitying her, the mage agreed to take her to the surface with him. Tysiln doubts that any members of her family survived; since so much time has passed and her allegiances have changed, she has no desire to find out.

The surface world, with its large, open areas, initially terrified Tysiln. The mage who took her in worked hard to overcome her fears and gave her a set of *glassteemed* mirrored lenses that enabled her to see as well in daylight as she did in the dark. The mage treated her fairly, and the pair became close friends. To repay his kindness, Tysiln devoted the next decade to assisting the mage in his arcane experiments, until one of the experiments got away from the mage and killed him. Only her drow abilities saved her from the suffering the same fate.

Alone again, and fearful of becoming close to anyone because she didn't want to get emotionally hurt, Tysiln wandered for several years until she settled in a halfling community where she cast spells in exchange for food, clothes, and shelter. She remained distant from the halflings, who did their best to make her feel comfortable and accepted. The sedentary life bored her, however. Worried because she found herself getting attached to the small people, she left after three years.

Her only true companion was her familiar, Inez, a large blue-black raven of unusual intelligence. Tysiln had no desire to return to the underground. She had become so accustomed to the surface and many of the creatures there, and she knew the underground would not agree with Inez, so she began to wander again. The pair eventually came upon the Dim Forest in the Valley of the Mage, and decided to make it their home because it seemed remote and void of settlements.

However, she soon learned otherwise when she was roughly captured by a patrol of valley elves. Believing her a spy for the Great Kingdom, they took her before the Exalted One. The mage was still building his defenses in the valley and recognized that a skilled drow wizard, who had no present ties or allegiances, could be a welcome addition to his forces.

Despite her vows to remain emotionally unattached to anyone, Tysiln San became infatuated with the Exalted One and swore to do his bidding. The mage tested her, placing her in situations of greater and greater danger. However, she passed all the tests and won his trust and his heart. She became his mistress and most trusted associate, commanding the guard forces and supervising the magical and physical defenses of the valley's entrance.

Tysiln believes she has reached her full potential—being in charge of forces within the valley and responsible for the defense of her beloved. She spends several hours each day instructing the guard forces and checking the magical and physical defenses at the valley's entrance in an attempt to make them better. She uses the Exalted One's crystal ball as often as is safe to scan the area for intruders, and instructs Inez to regularly fly over the valley and report anything unusual.

Tysiln realizes the Exalted One would sacrifice her to save himself and always places himself above her, but she accepts her fate. She is so taken by the mage that she would gladly discard her life in the defense of his. She is concerned about the Exalted One's humanity; she knows she has a much longer life span than he, and she fears the day when he will die and leave her alone again. Tysiln knows the mage is using magic to prolong his life and suspects he is researching magic to keep him alive indefi-

nitely. However, she respects his privacy and does not question him on this.

Because of her close association with the mage, Tysiln has come to share many of his strengths and foibles. She has acquired an intense desire to learn more spells and gain more magical items. She frequently joins the mage in arcane research, heedless of any danger to her and casting aside memories of the past destruction her former mage-companion brought about during his research. Tysiln also has picked up the mage's superstition of outsiders, but not to the same degree. She does not believe that all trespassers are agents of the Great Kingdom, and she questions all strangers who find their way into the valley before determining their fates.

Tysiln associates with the leaders of the valley elves, gnomes, and humans in the vale, but she has not relaxed her guard enough to become friends with any of them. They accept her—despite her race—because she is the confidant of the Exalted One. And she is certain they follow her instructions for the same reason.

Inez (a huge raven familiar): AC 6; MV 1/27; HD 1-1; hp 11 (above normal because it is a familiar); #AT 1; Dmg 1-2; Int Semi-; S medium; THACO 20

The magical items she usually wears and carries include *bracers of protection* AC 4, *cloak of displacement*, *ring of chameleon power*, *staff of striking*, *bag of holding* (largest capacity), *boots of elvenkind*, *wand of magic detection*, *dagger +2*, and a *brooch of shielding* (can absorb 76 points of magic missile damage). She is given the use of other items as needed by the Exalted One.

Potions she usually carries include *extra-healing*, *healing*, *fire breath*, *gaseous form*, *invisibility*, *flying*, and *polymorph self*.

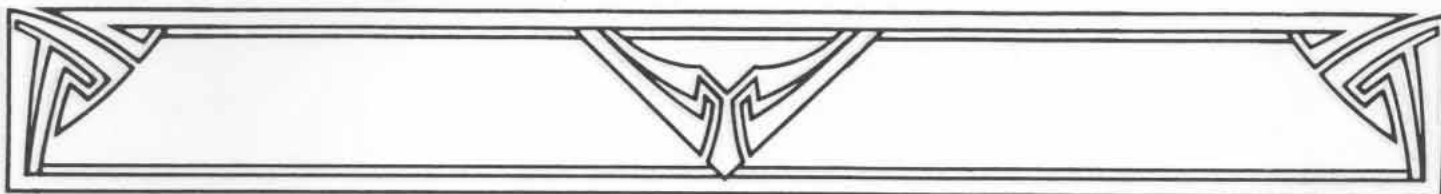
Her innate drow abilities enable her to cast the following spells, each once per day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*, *clairvoyance*, *detect lie*, *suggestion*, and *dispel magic*.

Spells she usually has memorized are as follows:

1st Level: *burning hands*, *charm person*, *chill touch*, *grease*, *unseen servant*

2nd Level: *glitterdust*, *Melf's acid arrow*, *ray of enfeeblement*, *spectral hand*, *summon swarm*

3rd Level: *flame arrow*, *monster summon-*



ing I, spectral force, vampiric touch
4th Level: *enervation, Evard's black tentacles, monster summoning II*
5th Level: *monster summoning III, summon shadow*

Summerstorm Nightwind

Leader of the Three Villages
Male Valley Elf
8th-Level Cleric

AC 0 (*cloak +3, ring +3*, and Dex bonus); MV 12; HD 12; hp 47; #AT 1; D by weapon type (*staff +2, mace +1*); SA spells; SD spells; STR 13, DEX 18, CON 11, INT 16, WIS 18, CHA 18; Spells: 8 1st, 7 2nd, 7 3rd, 4 4th, 2 5th, 2 6th; AL CN (Neutral tendencies); THAC0 14

Summerstorm Nightwind is the elected leader of the three villages of valley elves in the Valley of the Mage. The youngest valley

elf in the valley, the other elves insist he travel with more escorts. Occasionally, Summerstorm is able to sneak away from his escorts and spend several hours alone in the woods.

Summerstorm has major access to the priestly spheres of All, Animal, Charm, Creation, Divination, Healing, Plant, Protection, Sun, and Weather, and he has minor access to the spheres of Combat and Guardian.

Summerstorm usually wears and carries a *ring of protection +3, cloak of protection +3, boots of elvenkind, staff +2, mace +1, wand of magic detection*, and six *beads of force*. The beads and wand were gifts from the Exalted One.

The spells Summerstorm usually carries are as follows:

1st Level: *bless, command, cure light wounds (x3), detect evil, invisibility to animals, purify food and drink*

2nd Level: *chant, charm person or mammal, messenger, hold person, know alignment, obscurement, speak with animals*

3rd Level: *hold animal, plant growth, prayer, snare, spike growth, starshine, summon insects*

4th Level: *cure serious wounds, hallucinatory forest, plant door, speak with plants*

5th Level: *commune with nature, cure critical wounds*

6th Level: *heal, transport via plants*

blowing him to communicate with plants and animals and control them when necessary. The valley elf is so engrossed in nature that he has come to prefer the company of animals to that of his people. However, he always places his people and the Exalted One first.

Summerstorm relishes isolation, something he rarely can afford, given his position. A loner, he leads his people out of what he believes is necessity, never letting himself get close to any of his people, and professing friendship to only a handful of them. Like all valley elves, Summerstorm prefers to associate only with others of his own race. He tolerates the gnomes, with whom the valley elves work under the direction of the Exalted One. And although he trusts the humans, who also patrol the valley at the behest of the Exalted One, he does not like their company.

The Exalted One is the only human

elf to have ever attained this position, he was unanimously selected by the elders of Vinestrong, Moonhollow, and Darkglade villages at the suggestion of the Exalted One. Summerstorm is 400 years old and slight of build even for a valley elf. He has piercing, ice-blue eyes and shoulder-length pale blond hair that gives the impression of youth. Summerstorm is also the first leader in 3,000 years to not have a warrior background. He dresses in deep green robes that help him blend in with the forest. He refuses to wear the silver crown of his office, believing it too ostentatious.

Summerstorm grew up in the Vinestrong village, the one closest to the entrance of the valley. His parents, respected fighters in the village, were among a force that regularly raided merchant caravans outside the valley to gain potions, goods, and exotic foodstuffs. However, one targeted caravan was heavily protected by high-level adventurers who made short work of the valley elves. When the village learned of the tragedy, they halted the raids for the next several years.

Summerstorm was taken in by a village elder, an aging nature priestess who schooled him in clerical magic. He found himself more suited to this profession than fighting, and he quickly rose in ability, gaining the admiration of his peers. The priestess taught him to respect nature, and most of Summerstorm's spells reflect that, ena-

ling his defenses, and who are caught by valley elf patrols, are brought before Summerstorm. He is skeptical of all outsiders, and they must prove themselves to him or be banished from the valley or killed. Summerstorm relies on his and other village clerics' abilities to determine if the strangers are telling the truth. Summerstorm does not like to bother the Exalted One, and so will try to deal with the strangers on his own. Only the most enigmatic intruders are brought before the Exalted One.

Summerstorm splits most of his time between the three villages. However, he also likes to take time out every few weeks to make a circuit of the valley. He is usually accompanied by an escort of six 7th-level fighters, four 4th-level fighters, two mages or clerics, and two cooshee; the escort is halved when Summerstorm desires a small

merstorm respects. In fact, the valley elf is so awed by the Exalted One that he lives to serve the mage and directs his people to do the same. Summerstorm will even order raids against merchant caravans and travelers if he is certain they carry magic that will interest the Exalted One. Summerstorm is favored by the Exalted One because of his command of clerical magic, his zest for life, and his unswerving devotion to the mage and the valley. He was the first valley elf the mage encountered in the valley, coming upon him while he communed with nature. Summerstorm would have fled from the mage or fought the mage, but there was something about the human's presence that attracted him. The mage soon won the valley elf's trust and confided in him about his banishment from the Great Kingdom and his desire to leave humankind alone. The priestess became as close to being friends as either would allow.

Summerstorm supports the Exalted One because the mage is consumed with defending the valley and keeping outsiders from entering. This was a goal Summerstorm had dreamed of, but never had believed possible. He personally trains the clerics assigned to patrols in the valley, and selects some of the best fighters to head the patrols. Summerstorm is confident the valley elves will grow and prosper under their arrangement with the Exalted One.

The few strangers who breach the v

Endoble Mistikmore

Chief of Woodsdeep
Male Gnome
10th-Level Wizard (Illusionist)

AC 3 (*ring +3, cloak +2*, Dex bonus); MV 12; HD 10; hp 30; #AT 1; Dmg by weapon type (dagger, staff); SA spells; SD spells; STR 12, DEX 18, CON 10, INT 18, WIS 15, CHA 17; Spells: 5 1st, 5 2nd, 4 3rd, 3 4th, 3 5th; AL NG; THAC0 17

At 399 years of age, Endoble is one of the oldest gnomes in the burrow village of Woodsdeep. Although he is actually one year younger than Summerstorm of the valley elves, he is comparatively much older, considering the life spans of the two races. The two leaders have an amiable relationship because of the Exalted One's dictates, but Endoble believes Summerstorm lacks the essential skills to lead his people. And when the pair is together, Endoble flaunts what he believes are his leadership skills, hoping Summerstorm will learn something.

Leadership of the gnome village, which has a population of about 200, is passed down through inheritance: from the current leader to his eldest offspring when the leader believes he is too old to be effective. The badge of office is an ornate silver bracer that was made from ore mined by the first village leader.

The time is coming soon for Endoble to pass the leadership to his eldest daughter. The elderly gnome is becoming slightly senile, but his lucid periods are long, and the village elders want him to remain in charge of the village for as long as possible, as the village has prospered under his care. Further, the elders know the gnome is close to the Exalted One, a fact that has benefited the village.

Endoble has lead the gnomes of Woodsdeep for the past 150 years and has become dear to the hearts of all the gnomes. Endoble is jovial and sometimes childlike, using his magic to fashion elaborate practical jokes on the valley elves and humans in the vale. He is careful not to take the jokes too far, as he appreciates the working relationship the three races have under the Exalted One.

Endoble is devoted to the Exalted One. The elderly gnome's first love is magic, and the Exalted One has a control over magic that Endoble did not believe could be attained. The

gnome basks in the human mage's presence and spends every possible opportunity at the mage's side in the hopes he can learn new magic. The Exalted One has humored him, teaching him a few spells and giving him magical items, such as *Nolzur's marvelous pigments*. In exchange, the gnome taught the Exalted One much about the valley and the gnomes living there.

Endoble is a specialist wizard, concentrating in spells from the school of illusion. He teaches the brightest gnomes in the village how best to use *phantasmal force* spells and other illusions.

Endoble usually wears and carries a *ring of protection +3, cloak of protection +2, wand of earth and stone* (59 charges), *wand of wonder* (40 charges), *peript of health, Keoghtom's ointment, Nolzur's marvelous pigments, dust of tracelessness, six potions of rainbow hues, potion of clairaudience, and a potion of clairvoyance.*

In addition to the above items, Endoble's village is in possession of an *apparatus of Kwalish*, which the Exalted One has no desire to take away. Endoble is very fond of the magical vehicle, and frequently uses it to travel around the valley. Of course, he could move more quickly under his own power. But he believes the vehicle makes him more powerful and impressive. He sometimes uses the *dust of tracelessness* to cover the passage of the apparatus.

Endoble has been known to follow gnome patrols in the apparatus to make sure they are properly defending the vale.

Spells Endoble usually carries include the following:

1st Level: *audible glamor, change self, Nystul's magical aura, phantasmal force, ventriloquism*

2nd Level: *fool's gold, hypnotic pattern, invisibility, mirror image, whispering wind*

3rd Level: *dispel magic, illusionary script, spectral force, wraithform*

4th Level: *illusionary wall, minor creation, shadow monsters*

5th Level: *advanced illusion, shadow door, shadow magic*

Zurt

Chieftain of the Tree People

Male Human
9th-Level Fighter

AC 3 (*leather armor +3*, Dex bonus); MV

12; HD 9; hp 82; #AT 3/2; Dmg by weapon type (usually a short sword); STR 17, DEX 17, CON 18, INT 13, WIS 12, CHA 14; AL CN; THAC0 12

Zurt is a 40-year-old, dark-skinned, dark-haired human who won the right to command the tree people through a ritualistic combat. The grandson of a gypsy fortune teller, he believes strongly in consulting the stars and forces of nature before taking action. However, he never questions the Exalted One's orders and is willing to risk his life to do the mage's bidding.

The ancestors of the tree people were gypsies, thieves, and outcasts who were driven from their own lands. Coming upon the valley, they believed they had found peace. However, they were not welcome by the gnomes living in burrows and the valley elves living on the ground. In response, the humans took to living in the great trees and kept themselves isolated from the other races. When the Exalted One came to the valley he changed all that, demanding that the races cooperate.

Zurt, a young fighter at the time, admired the mage for doing what the human tribe had been unable to achieve. Zurt's admiration of the mage grew through the years, and when he claimed the title of chieftain ten years ago, he made all the tree people pledge their lives to the defense of the mage and the valley.

Zurt is a warrior; he insists that all young men and women under his charge learn fighting skills. He wants his people to be prepared for the day invaders from the Great Kingdom come into the valley. He also wants his people to be more powerful than the valley elves and gnomes, as he is confident that humans are the greater race.

He spends several hours each day practicing his own skills. Although he is preoccupied with building his muscles, he is not without gentler pursuits. Zurt studies the stars and has the astrology proficiency. He calls village meetings when certain stars are aligned and directs the tree people's shaman to conduct ceremonies to honor the heavens.

Zurt usually wears and carries *leather armor +3, bracers of brachiation* (a gift from the Exalted One), *long bow +1*, and *boots of elvenkind*. He possess a *crystal ball* that belonged to his grandmother, but he cannot use it.



The Valley Elves

Scholars who visited the vale before the time of the Exalted One studied the reclusive valley elves and recorded their belief that the elves were an offshoot of the high elven race that settled in the vale and evolved through the centuries. However, the valley elves are in fact a separate race of elvenkind that traces its presence in the vale back about 15,000 years. This was the first demihuman race to make a permanent home of the vale. Valley elves, who are also found in the wilderness around the Valley of the Mage, are thoroughly detailed in volume 5 of the *Monstrous Compendium*.

The valley elves are unswervingly loyal to the Exalted One and do his bidding by establishing patrols throughout the vale, occasionally raiding merchant caravans outside the vale for magical items, and reporting any unusual occurrences inside the vale that might interest him. In addition, the most magically inclined of the elves help the Exalted One with magical research.

The elves tolerate the gnomes in the vale because the mage demands that the races work together to protect the area. At times, however, the elves' patience wears thin, as the gnomes enjoy playing pranks with their illusions. The elves for the most part also accept the tree people. Many of the valley elves consider the tree people a sub-species of humans because of their guttural language. However, they accept the tree people more readily than other humans because of the tree people's obvious respect for nature. Some elves are able to look past their prejudices and recognize the tree people as their equals in intelligence.

Combat

The valley elves prefer to fight on their own, making patrols and hunting parties from their own communities. However, when they must join forces with the gnomes and tree people, they assert themselves so they are in charge of the band. The valley elves, like the other demihumans in the vale, use their surroundings to their advantage at all times, hiding in the trees and underbrush until the proper time to strike.

The valley elves favor long bows crafted from the idani tree. These special bows gain

a +1 to the attack roll because the wood is so supple yet strong. Arrows are likewise fashioned from these trees. Some valley elves prefer to use ebonywood arrows, which they trade for with the tree people. In hand-to-hand combat, the elves use long swords and other weapons that were given to them by the Exalted One, appropriated from trespassers, or purchased from the mountain dwarves. The more experienced fighters use the communities' magical weapons.

Valley elves who do not show an aptitude for magic are trained from a young age to hunt and defend themselves. Therefore, any valley elf encountered is at least a 1st-level fighter. About 50% of the valley elf population in the vale are 1st-level fighters; 30% are 2nd- through 5th-level fighters (a very small percentage are higher level fighters); the remaining 20% are evenly divided between wizards and priests.

Wizards and Priests

Most of the wizards are specialists concentrating in the schools of enchantment/ and charm or alteration. Valley elf wizards are honored in their communities, as they are considered to be following in the steps of the Exalted One. They have high positions in the communities and are not expected to perform the menial tasks expected of other elves.

The elves, like the gnomes in the vale, worship Ehlonna. The clerics have major access to the spheres of All, Animal, Plant, Healing, Divination, and Sun, as well as minor access to the spheres of Weather and Protection. The clerics, although respected because of their curative powers, are not regarded as highly as the wizards.

The valley elves are fond of magical items, whether weapons, miscellaneous objects, or potions. All magical items they recover from raiding merchant caravans or from capturing trespassers are turned over to the Exalted One. However, the mage returns all items he is not interested in; most of these items are considered community property and are allocated to elves on patrols or special missions for the Exalted One.

Society and Government

The majority of the population of valley elves is divided between the Vinestrong, Moonhollow, and Darkglade villages; the first two villages have about 800 elves each, while Darkglade boasts about 1,200. The remainder of the elves live in bands of 100 to 200 throughout the vale. These smaller communities are unnamed.

Summerstorm Nightwind, the valley elf cleric who leads his people, divides his time between the three villages, although he spends a little more time in Darkglade, which is the community farthest from the entrance to the vale. He was chosen for this position by the elves, primarily at the recommendation of the Exalted One. Under him are the leaders of each of the villages and their councils. All village officials are appointed by the residents, although the wishes of Summerstorm and the Exalted One play a heavy role in the outcome of the elections.

There is little crime in the valley elf communities. Penalties are severe to discourage wrongdoing. Elves accused of crimes are brought before the village communities; those accused of crimes in the outlying settlements are brought before the nearest council. If gnomes or tree people are accused of committing a wrong against the valley elves, a council of the elves and the accused's peers decides judgment. The elven clerics using *detect lie* spells are usually quick to determine what happened and who was at fault. Summerstorm is consulted on the most difficult matters.

Strangers in the vale are usually brought before Summerstorm, if the patrol that located the strangers had valley elves in it. Summerstorm usually confronts the strangers with pointed questions before the entire village. The valley elves do not believe in secrecy within their communities.





The Tree People

The ancestors of the tree people were gypsies, thieves, and rogues who moved into the Valley of the Mage to avoid prosecution from the surrounding countries or because they had been banished from them. The people, who also included escaped slaves from the Great Kingdom and criminals who had broken out of prisons, were forced to band together for protection against the horrible creatures in the valley. They made their homes in the trees to keep away from the land-bound predators, and they learned to deal with the creatures that flew and climbed the trees. Eventually, the outcasts, who originally numbered about 100, came to accept the valley as their home and ended all plans to return to the outside countries.

Through the next several generations, the humans, who began to call themselves the tree people, adapted better to the vale. Combining aspects of their ancestors' tongues, they developed a crude language that all of them could understand, a rough form of the common speech that sounds guttural and incomplete. The valley elves and gnomes have learned to comprehend the language, and consider the tree people beneath them because the language is simple and crude. Only the Exalted One and the most astute of the valley elves recognize that the tree people are intelligent. Their elaborate thatch and wood homes constructed high in the ebonwood trees attest to their wits and creativity, and their ability to overcome their hardships and deal with the creatures and the land is evidence of their persistence and unyielding will.

In addition to their guttural common tongue, the tree people also speak the language of the apes in the vale, which sounds like a series of unconnected barks and screeches. The tongue of the apes is a child-like form of communication used to get across basic needs, desires, and emotions.

Physical Appearance

The tree people are a thin but muscular race. The average male is six feet tall, with females only a few inches shorter. Their skin is bronzed from the constant exposure to the sun, and their hair, which they crop

close to their scalps, ranges in color from dark brown to pale blond, although most of the tree people have blond hair. They keep their hair short because of the heat and because of the myriad insects that are prone to nest or get tangled in long hair. Their eye color is predominantly green or brown.

The tree people wear few clothes, covering their torsos with light animal hides or cloth given them by the Exalted One. The hot sun would make it too uncomfortable for them to wear more; only in the coolest of the winter months do they wear capes or cloaks.

Nearly all of the tree people are dexterous, and they are able to travel through the trees as fast as they can move along the ground. They swing from the many vines that hang from the tall ebonwood and idani trees, and they jump from branch to branch like agile monkeys.

The statistics for average tree people are as follows: 1st- to 3rd-level Fighters; AC 7; MV 12, 15 (through the trees); HD 1 to 3; Dmg 1d8 (long bow), 1d4 (dagger), 1d6 (short swords), 1 (blowgun needle dart); SA -3 penalty to opponents' surprise rolls, sleep poison darts; SD use trees for cover; THAC0 varies; Morale steady (12). All tree people have the abilities of 1st-level rangers.

Combat

The tree people are taught from an early age to fight, hunt, track, and live off the land; thus the majority of juvenile and adult tree people encountered are fighters of 1st through 3rd level. For every 30 normal tree people encountered there is one 4th-level fighter in charge of the band. And for every 50 tree people encountered there are an additional 5th-level fighter and two 4th-level fighters. Groups larger than that have a few fighters of up to 8th level.

The tree people's favored weapon is the long bow. The arrows are fashioned from fallen ebonwood trees and are especially fine and hard. The tree people are able to use the bows with equal ability from the ground or the trees. In melee combat they use daggers and short swords, which they appropriate from trespassers in the vale or

are given by the Exalted One. The highest level fighters use weapons handed down from their ancestors, some of which are magical.

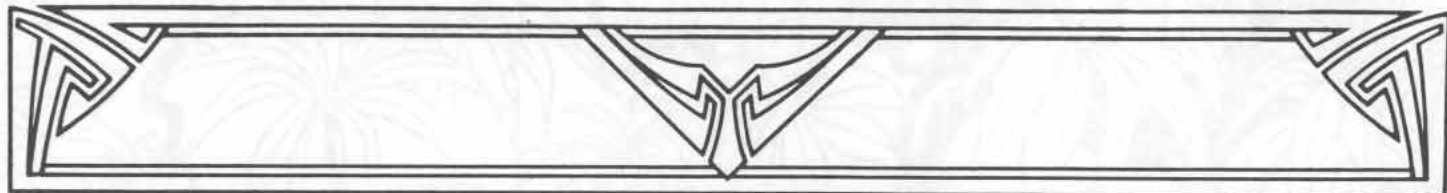
About 25% of the tree people also employ blowguns that have darts coated with potent sleep poisons or numbing poisons. The poisons are prepared from the dark blossoms that grow on the vines hanging from trees. Creatures struck by the sleep darts must roll successful saving throws vs. poison or suffer 1d6 points of damage and fall asleep for 1d8 rounds. Creatures that save suffer the 1d6 points of damage but do not fall asleep. The numbing poison causes the same damage, but creatures struck by it must roll successful saving throws vs. poison or fall to the ground unable to move for 1d8 rounds; the creatures are conscious but do not have control of their muscles.

Because these people are so at home in the trees, they impose a -3 penalty to opponents' surprise rolls when using the trees' foliage to hide themselves. They also use the foliage for concealment; when firing arrows from the trees, the tree people are considered to have 50% concealment, improving their Armor Class by -2. The tree people's usual tactic is to surround their target—whether argumentative trespassers in the vale or an animal that is soon to be dinner. They fire on it from the trees with arrows or blowgun darts until their quarry is killed, asleep, or unable to move. Some of the young fighters prefer to fire an initial volley of arrows and then close to engage their quarry in melee, thus demonstrating their bravery.

Wizards and Priests

There are no wizards among the tree people. Although some of their ancestors once practiced spells from various schools of magic, the tree people lost the art through the years and became suspicious of the arcane. The tree people remain suspicious of others who cast spells, including the gnomes and valley elves with whom they share the vale.

There are clerics among the tree people; usually one or two can be found for each group of 50 encountered. The majority of



the clerics live in the Ebonwood village. The clerics, like the other tree people, worship Lirr, the goddess of prose, poetry, and art. Their beliefs in Lirr were passed down from their gypsy ancestors. The clerics have major access to the spheres of All, Healing, Combat, and Protection, as well as minor access to the spheres of Plants, Guardian, and Divination. The tree people clerics range in level from 1st through 4th; none have attained a higher level of ability.

The clerics are revered among the people because of their ability to cure others and negate poisons. The clerics are taught to defend themselves, but they are prohibited from joining valley patrols and hunting parties for fear they will be injured or killed.

Society and Government

There are about 800 tree people in the vale, and all of them—except the patrols—live within a 200-mile radius of the great falls.

The largest of the tree people communities is the Ebonwood village, where about 250 tree people live. There are 12 additional, lesser communities, each with an average population of 40 to 60. The names of those villages are Tambor, Fortune, Seer, Danz, Swindle, Mooch, Plunder, Snaffle, Scamp, Kardz, Vagabond, and Little Bissel.

The homes are constructed of thatch and wood and are built 30 to 40 feet off the ground. Each home, which has three or four rooms, houses a single family. Tree people who have no families live alone in smaller homes or share a large communal building that has ten to 12 rooms.

The villages are well defended. Each has several sentries posted at all times, and there is a series of pit traps constructed around the perimeter to catch land-bound predators. In addition, the villages with resident clerics (of 3rd or 4th level) are protected nightly by *wyvern watch* spells.

Male tree people are considered more important than females, and only they can rise to leadership positions in the communities. The vale patrols are entirely male, as they consider protecting the interests of the Exalted One too important a job for females. However, females are allowed to become clerics, participate in hunting parties, and guard the communities as sentries. The

females are not allowed to lead such parties or watches, and must always take orders from the men in the groups. The females are charged with protecting the families and teaching their children basic fighting skills. Once the children reach adolescence, however, the men take over the training.

The strongest and most able men in the communities are the leaders. The overall leader of the tree people, Zurt, who is detailed in his own entry on page 10, lives in Ebonwood village and is considered the ruler of all the tree people. Each community has a leader who reports to Zurt.

Leadership is passed through combat. When the present leader gets weak and too old to lead a community, he selects three men who he believes are the strongest and wisest in the community. These men must perform tasks that push their abilities to the limit and culminate in fighting single-handedly one of the vale's monsters. The winner is appointed the next leader. The overall ruler of the tree people is selected in much the same manner.

Despite their allegiance to Zurt and the other leaders, the tree people are most faithful to the Exalted One, who visits each community once a year. Each community prepares a great feast and celebration, hoping to outdo the other communities.

Tree people justice is simple. When a member of a community is accused of theft or of harming a resident of the vale, he or she is brought before a council of the elders of the community. Murder is the only crime punishable by death among the tree people. Other crimes are punished through work details or banishment. When a crime involves something outside of the tree people's lives, the matter is taken before the First Protector or the Exalted One.

Ecology

The tree people are primarily meat eaters, living off of the various animals that roam through the Valley of the Mage. They are most fond of the large lizards found along the river. The tree people do not eat the meat of apes. In fact, bands of apes, often orangutans, are usually found near tree people communities. The tree people are also able fishermen, regularly netting fish from the lakes and rivers near their communities.

The tree people do not use any form of currency, trading among themselves, the gnomes, and the valley elves, for food items, cloth, and household utensils. However, many tree people families have caches of silver and gold coins, which were passed down through the years. They realize the coins are valuable in the outside world and covet them. The tree people also value the jewelry of their ancestors, which also has been passed down. Jewelry, like their homes, is a status symbol. Most of the tree people are quick to trade with the other residents in the vale, including the nearby mountain dwarves, for necklaces and bracelets. In exchange for the jewelry, the tree people often give large, treated lizard skins, which the gnomes make into cloaks and boots and the dwarves make into scabbards.

The tree people use the skins to stretch over wooden drums. They are fond of music and often play the drums accompanied by sweet-sounding ebonwood flutes.



The Gnomes

About 1,200 gnomes inhabit the Valley of the Mage and swear their allegiance to the Exalted One. The vale gnomes are similar to gnomes elsewhere throughout Oerth, but there are subtle differences. Gnomes have lived in the valley for a few thousand years; only the valley elves have lived in the vale longer. Like gnomes elsewhere, they are friendly, adept at magic, and have become linked with the land. However, during the past few centuries these gnomes have dealt little with humans, except for the tree people, and have come to think of humans in general as slow-witted and beneath them.

Physical Appearance

Like others of their race, these gnomes are short, but they are not as stout as those found in other places on Oerth. Their skin is a darker brown than that of other gnomes, because they stay above ground often so the sun has deepened their complexions. Their hair is white, and they do not let their beards grow long, as these would become tangled in the foliage. While gnomes elsewhere prefer to dress in earth tones, the gnomes of the vale opt to dress in shades of green, which makes it easier for them to blend into the background. Many of the vale gnomes wear silver and platinum jewelry that was fashioned by the mountain dwarves.

Vale gnomes speak their own language, valley elf, the crude tree people dialect, dwarfish, and korred. In addition, many of them also can communicate with burrowing mammals by hand signs and animal sounds. A few even have been able to pick up rudiments of the apes' language through watching the tree people communicate with the apes.

The statistics for an average vale gnome are as follows: AC 7 (Dex bonus); MV 6; HD 1; #AT 1; Dmg 1d6 (short sword or staff); SD 50% chance to hide in shadows if outdoors; MR save as four levels higher vs. magic and poisons, immune to the poisons from plants within the vale; S small; Morale steady (12).

Fighters who wear leather or studded leather armor and carry shields usually have an AC of 4 or 5.

The average life span of a gnome is about 600 years. However gnomes from the Valley of the Mage have been known to live to 800 or more.

Combat

Most vale gnomes abhor combat, preferring to devote their physical skills to hunting, fishing, and farming. However, they realize the importance of defense, which is forever a concern of the Exalted One, so select members of each community are trained as fighters by the tree people and the valley elves.

Because the gnomes are so attuned to their environment and are so small, their combat tactics include circling around a target, using the trees and bushes for cover, beginning with a spell assault if there are spellcasters in the group, and then closing for melee. The gnomes prefer not to use missile weapons. The gnomes' special defense is their ability to hide in the foliage.

Wizards and Priests

About 50% of the gnomes in the vale have 1 Hit Die and are considered 0 level; 15% of the gnomes are fighters of 1st through 3rd level; 30% are wizards, primarily of 1st through 5th level (although a few are as high as 12th level); the remaining 5% are clerics and thieves of 1st through 3rd level. Nearly all of the gnome wizards are specialists, concentrating in the school of illusion.

The gnomes in the vale greatly revere the Exalted One because of his great control over magic. Many of them refer to him as the Great Teacher and try to emulate him, acting as they have seen him do and using *change self* spells to alter their own appearances.

The vale gnomes believe in constantly practicing magic. They work at it daily, sometimes weaving their phantasmal forces into the shapes of hideous monsters and impossible terrain features. Often these spells are directed with harmless intent at the valley elves and the tree people, who have learned to tolerate the gnomes' pranks. The gnomes tend to harass the tree people more, fabricating monkeys that talk to the

tree people with *ventriloquism* spells.

The gnomes worship Ehlonna, and their clerics have major access to the spheres of All, Animal, Creation, Healing, and Plant.

Society and Government

The majority of the gnomes live in two large burrow-villages near the center of the vale: Woodsdeep and Mossburg. Woodsdeep is the largest, home to nearly 500 of the gnomes. Mossburg boasts a population of about 300. The remainder of the gnomes are scattered in eight smaller burrow villages that have populations ranging from 30 to 70 gnomes. Those villages are called Fernwalk, Petalrich, Earthwood, Roothome, Rockpath, Badgertown, Burrowville, and Barkburg.

Each community is governed by a council of three gnomes, who are elected by the residents. In addition, there is an overall leader who presides over the affairs between communities and settles disputes among council members. The current chief is Endoble Mistikmore, who lives in Woodsdeep. The chieftainship is passed down through the Mistikmore family, which was the founding family of Woodsdeep. When crimes are committed in a community, the respective council decides punishment. Endoble is consulted for the more serious crimes.

Each gnome community has vegetable gardens, with sentries who serve the double purpose of ridding the gardens of hungry animals and protecting the villages from trespassers. In addition, giant badgers wander freely through the villages and are sometimes attached to plows to help work the gardens.

Ecology

The vale gnomes eat a diet of fish, fowl, and a variety of vegetables, which they grow. They are especially fond of mushrooms and grow several different kinds.

Entering the Vale

The entrance to the Valley of the Mage is heavily guarded by traps, patrols, and a main guard tower. Since it is impossible to cover every spot of ground across the entrance, it is possible for strangers to enter the valley undetected, despite the mage's precautions. There are further patrols and defenses inside, which are primed against intruders. When player characters enter the valley, have them indicate on their map where they are entering; consult your map, which lists guard posts and traps, to determine if the PCs spot or are spotted by sentries or patrols.

The Entrance

The entrance to the Valley of the Mage is to the west of the Dim Forest. The opening is carpeted in knee-high grass, except for along the banks of the Javan River, which are muddy and have little plant life. A few miles beyond the opening the forest begins.

If the player characters choose to take this way into the Valley of the Mage, read the following:

The Barrier Peaks nearly ring the Valley of the Mage, their impossibly lofty crags and cliffs serving as an inhospitable fence. But here, for an area about 20 miles across, the imposing peaks stop and give way to thick, knee-high grass that barely moves in the slight breeze.

The mighty Javan River, the longest river on the continent, comes through the valley at this point; its headwaters are in the Barrier Peaks. The grass comes to within ten feet of either side of the river and then stops. The banks of the river are muddy, and the river moves swiftly between them.

The odor of jasmine, as soft and sweet as a high-born lady's perfume, wafts through the entrance of the vale and teases your nostrils. Beyond the opening you see a lush, thick forest. Bright, flower-draped vines cling to the highest trees, the colors of the blossoms contesting with the hues of the multi-colored birds for your attention.

There are two pit traps in each mile across the valley's mouth, for a total of 40 traps. The sentries, the First Protector, and the Exalted One know that the traps will not catch all the intruders, but they are optimistic that the patrols inside, along with the predatory creatures, will take care of those who slip through the entrance. The patrols know the locations of all the pit traps.

Pit Traps

The pit traps are simple constructions, each 20 feet square and 15 feet deep. At the bottom of the traps are wooden spikes.

Over the top of each trap is a lattice of thin pieces of wood. Sod and grass are placed on top of the latticework so the landscape does not look unusual. Any pressure of greater than 30 pounds will break the lattice, sending the intruder(s) into the pit.

Those falling into a pit suffer 1d8 points of damage from the fall. Roll a second d8 to determine how many spikes each character fell on. Each spike inflicts 1d6 points of damage.

Each character entering the valley through the opening should roll 1d20. On a roll of 1, the character has fallen into one of the pits.

Getting out of a pit also can be dangerous because of all the spikes. Characters in a pit should roll a Dexterity check on 1d20; a failed roll means they have fallen and been stabbed by an additional 1d3 spikes on their way out.

Dangerous Plants

Crossing into the Valley of the Mage near the Javan River is a very dangerous proposition because of a large bloodthorn that grows near one bank, and a quartet of retch plants that grow near the other. The residents of the valley are well aware of the plants, and easily avoid them.

Bloodthorn: AC 4 (tendrils)/3 (trunk); MV Nil; HD 17 (plus special); hp 86; #AT 8; Dmg special; AL N; S L; THACO 17 (attacks as a 4-HD monster)

Unlike most of its kind, which grow near hornwood trees, this bloodthorn took root amid the thick grasses and is perfectly content feeding off the animals that wander by and the hapless adventurers who enter the vale near the river.

This smooth, yellow plant has eight tendrils, each of which can lash out six feet. Each tendril has hollow thorns, and a successful hit causes a fluid drain equal to 1/4 of the victim's total initial hit points. It takes 8 points of damage to sever one of the tendrils, and this damage does not effect the main plant.

Retch Plants (4): AC 8; MV Nil; HD 7; hp 48, 40, 35, 29; #AT Nil; Dmg Nil; AL N; S L; THACO 13

These palm trees each have 1d4 + 4 globe-like coconut-sized fruits growing at their tops. Each lilac globe is taut and membranous. There is a 20% chance a globe falls if a creature walks beneath one of the trees. Solid contact with the trunk guarantees that 1d4 + 1 globes fall. When a globe falls, it bursts, splashing a nauseating fluid in a five-foot radius. The foul liquid causes creatures splashed to retch for the next three rounds, and for the next hour they will be at half their normal Strengths. The odor persists for 1d4 hours.

Magical Traps

Just inside the entrance are three areas, marked on the DM's defense map, that are intended to harm trespassers. Consult the PCs' path to determine if they spot any of the constructions.

A. Abandoned Huts

Four huts stand amid the tall grass. A few flowered vines grow up the sides of each hut. The huts look weathered and in disrepair, perhaps abandoned.

PCs looking into the windows of the hut will see a small cot and a small table with one chair. The furniture looks old, and the place is dirty and devoid of signs of life.

The door of each hut has a *firetrap* spell



on it, as do all the windows. Each firetrap inflicts 1d4 + 6 points of damage. In addition, each hut sits on top of a pit trap, as described in the "Pit Traps" section earlier. The cot, table, and chair are distributed over the latticework of the pit so they do not produce enough weight to cave it in.

There is nothing of value in the huts.

B. Clever Coiffers

You approach a scene of disaster. Where once stood a few huts, now stand only charred parts of the homes. Judging from the grass and wild flowers that have grown up around them, you can tell that the huts were burned years ago.

The huts were burned about two years ago to construct another trap. This time, the contents of the hut are the traps. There were three huts. Inside the remains of two of them are a half-dozen clay jars, or coiffers. Ash has been rubbed on the coiffers to make it seem as if they were in the huts when they caught fire. To further make the scene convincing, the ash-covered bones of a human or large demihuman lies near the coiffers. (The skeletons are the remains of trespassers who were killed in the pit traps.) Each of the six coiffers in the two huts are trapped with a *firetrap* spell, which delivers 1d4 + 6 points of damage.

The third hut contains a charred chest, which is locked and trapped with a poison needle. Inside the chest are three books. Each book is trapped with a *sepia snake sigil* spell on the first page of each book. When someone opens the book to this page, the spell takes effect, releasing a snake with a THACO of 18. Consult the *Player's Handbook* (page 152 in the AD&D 2nd Edition), for specifics on the spell.

C. Wagon, Ho

A worn, overturned wagon lies in the thick grass, small flowered vines are entwined in the broken spokes. The wagon is battered in places, as if it was struck with large, heavy objects.

The wagon was left behind by low-level adventurers braving the vale. The adventurers were scared off by the entrance's

sentries, and the First Protector decided to use the wagon as a trap.

A *glyph of warding* spell has been cast on the wagon; if a humanoid touches the wagon, the glyph will go off, delivering 6d4 points of electrical damage to those within five feet of the wagon. Humanoids in the area must roll successful saving throws vs. spell or be paralyzed for 1d8 rounds.

Under the wagon is a wooden box with heavy leather strap tied around it to keep it closed. This box is also trapped; it, too, has a *glyph of warding* spell cast on it, with the same effect as the one on the wagon. There is nothing of value under the wagon.

Entrance Patrol

The patrol moves back and forth across the entrance to the valley. To determine how many miles apart the patrol and the PCs are when the PCs start into the entrance, roll 1d20. The patrol is that many miles north of the party. Roll 1d6 to determine which way the patrol is moving; it moves in this direction until it reaches an edge of the entrance (when the patrol reaches an edge, roll again for direction, ignoring results that place the patrol outside the entrance). The patrol moves one hex every hour (six turns). The patrol spots any intruders in its own hex and in any adjacent hex (unless the intruders are invisible or otherwise unnoticeable by ordinary means).

When the patrol spots intruders, it moves as quickly as possible to catch up to them, avoiding the pit traps, while trying to remain unseen. The patrol's plan is to confront the intruders and demand that they state their business. If the PCs do not immediately attack the patrol members, but talk with them, what the PCs say will determine the patrol's actions.

For the purposes of this adventure, if the PCs are honest and mention the necromancers, one of the patrol members will travel to the guard tower to bring a representative (such as one of those in charge of the tower) to meet with the PCs. The patrol spotted five people entering the valley four days ago, and they have not been able to locate them within the vale. If the PCs give the patrol a description of the necromancers, the patrol members reveal that the intruders match the descriptions.

When, and if, the PCs are determined not

to be a threat to the Exalted One, they will be taken to the guard tower to discuss the matter of the necromancers.

Valley Elves, 3rd-Level Fighters (4): AC 4; MV 12; HD 3; hp 24, 21, 18, 16; #AT 1; Dmg 1d8 (long swords), 1d8 (arrows); SA +1 to attack roll with swords and bows; MR 90% to charm and sleep only; AL CN; S M; THACO 18

Gnome, 3rd-Level Illusionist: AC 8 (Dex bonus); MV 6; HD 3; hp 10; #AT 1; D 1d4 (daggers); SA spells; SD spells; AL NG; THACO 20; Spells: 1st level—*charm person, phantasmal force, ventriloquism*; 2nd level—*fog cloud, hypnotic pattern*

Gnomes, 2nd-Level Fighters (2): AC 5; MV 6; HD 2; hp 15, 12; #AT 1; Dmg 1d6 (spears and short swords); SA nil; SD nil; AL NG; THACO 19

Cooshees (3): AC 5; MV 15, sprint 21; HD 3+3; hp 25, 24, 20; #AT 1; Dmg 7-10; SA overbearing; SD camouflage; AL N; THACO 17

Carnivorous Ape (1): AC 6; MV 12; HD 5; hp 34; #AT 3; Dmg 1d4/1d4/1d8; SA Rending; SD Nil; AL N; THACO 15



Valley Defenses

Jason Krimeah, the Exalted One, is obsessed with defense. He wants to make certain that trespassers stay out of his domain, as he fears that any trespassers—unless the First Protector can prove otherwise—are agents of the Great Kingdom and mean to do him harm. His obsession with defense and Great Kingdom agents is abnormal and excessive, but the people in the vale comply with his wishes, fulfilling his every request for traps and patrols.

The vale's defenses consist of patrols of valley elves, gnomes, tree people, and creatures. The patrols travel throughout the vale, reporting in at the vale's villages for rested replacements. The patrols operate in a spiral pattern, starting roughly in the center of the valley and circling outward. Krimeah believes this is the best way to cover the vale. In addition, along the boundaries where the valley meets the Barrier Peaks, there are further defenses, including magical traps and guard posts. The entrance to the valley is especially fortified.

There is a guard post about every 20 miles along the valley's border, for a total of 27. Each post is near the foothills of the Barrier Peaks. In addition, there is a pit trap, such as those detailed in the previous section, every 20 miles, each spaced halfway between two guard posts.

Guard Posts

Each of the 27 guard posts, excluding the main post near the valley's entrance, is an elaborate wooden structure of one to three levels built in a large tree; the larger the tree, the more levels the guard post has. The First Protector came up with the idea for these guard posts, which she believes are difficult to notice because of the foliage. They are manned at all times by valley elves, gnomes, and tree people. In addition, every other guard post has animals, under *charm mammal* spells, that also serve as deterrents to intruders.

A typical guard post crew works four-day shifts, 12 hours a day, and is relieved by a crew with equal abilities. The guard post crews are rarely also given patrol duty. Each crew has been trained by the First

Protector to spot the brush moving when there is no wind, to notice rocks sliding down the mountain when there is nothing apparent to make them move, and to listen for the clanking of armor when no one is in sight. This training has helped rout several adventurers who tried to enter the valley invisibly. Further, about every third guard post is equipped with a pair of *eyes of the eagle*, supplied by the Exalted One.

When intruders are caught, they are held at the guard post while one of the guards leaves to find a patrol or to gather a force from the nearest village.

If a guard post cannot hold the intruders, which has happened on only one occasion, the patrols are immediately notified. The patrols are doubled, and the village residents and the First Protector begin combing the vale. When a small adventuring party escaped from a guard force several years ago and caused the patrols to be increased, they eventually were caught near the Exalted One's citadel and were dispatched—after they killed many valley elves and gnomes. This is one of the events that caused the Exalted One to abandon the citadel and seek another fortification.

Each guard post has a platform that circles it; guards are posted on the platform while they are on duty scanning the area. A typical guard post consists of the following areas (refer to guard post diagram):

1. Sleeping Quarters: Each guard post has ten humans and demihumans stationed there. There are only five cots in this room because at least half of the guard post residents are on duty at any time. There are two wooden footlockers at the end of each bed; these hold the personal possessions of the guard crew. Personal possessions usually consist of a few changes of clothes, writing materials, a book, and weapons (when the guard is not on duty). There is a 50% chance that each footlocker also contains a *potion of healing*.

The sleeping room is sparsely furnished. The cots are simple but comfortable. An oil lamp hangs from each wall. There is a small table and four chairs in the center of the sleeping room.

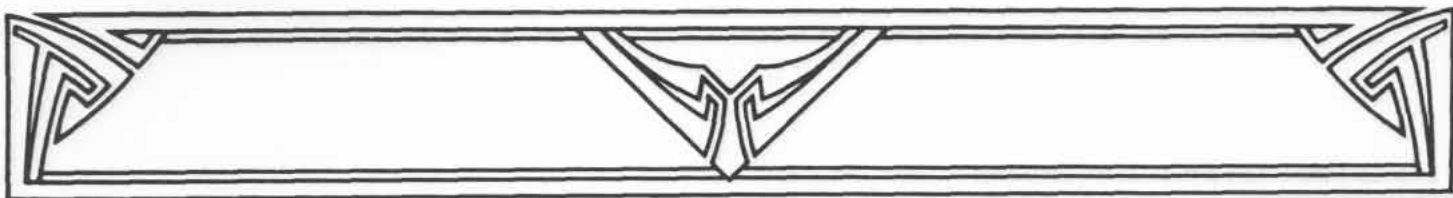
2. Common Room: This room is usually as large as the sleeping quarters. A typical common room contains three tables, each with three chairs, a bookshelf filled with books on a variety of subjects, and a smaller shelf filled with dice, darts, and other games to keep the guards occupied during their off hours. Nearly all of the common rooms also have a large wooden chest filled with canvas, paint, and brushes. The Exalted One encourages the guards to enrich their lives by reading and through art. Because of this, the guard post common rooms have paintings of nature scenes on the walls. All of the paintings were done by the guard post crews.

3. Kitchen: This is usually the smallest room at the post. It is furnished with one table and five chairs. A pot made of thin metal hangs from the ceiling next to cupboards filled with metal dishes, cups, silverware, water jugs, and cooking oil. There are three large wooden chests in each kitchen. One contains torches, a second is filled with vegetables, fruits, and grain, and the third contains dried or preserved meat. Because the First Protector did not want to chance the guard posts catching on fire because of cooking or being spotted by intruders because of cooking fires, she instructed the guards in a new way of preparing food. The food and a little cooking oil is placed in the metal pot, and then a torch is run along the bottom of the pot until the food is cooked.

4. Holding Cell: The majority of these rooms never have been used. They are intended to hold trespassers who are caught by the guard post crew. Each cell is reinforced with metal bars and is furnished with straw, a water basin, and leg irons.

5. Weapons Room: This small room is used to store weapons, primarily long bows and arrows.

6. Lookout: This room, usually a separate structure toward the top of the tree, is manned by one guard. If a guard post has *eyes of the eagle*, this guard has them. The lookout is intended to give the guards a higher vantage point for scanning the area.



Guard Post Crews

Use these statistics for a guard post crew:

Valley Elves, 1st-Level Fighters (4): AC 4; MV 12; HD 1 +2; hp 7 each; #AT 1; Dmg 1d8 (long sword), 1d8 (long bow); SA +1 to attack roll with swords and bows; MR 90% to charm and sleep only; AL CN; THAC0 20

Gnome Wizard, 3rd-Level Illusionist: AC 8 (Dex bonus); MV 6; HD 3; hp 10; #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; AL NG; THAC0 20; Spells: 1st level—*phantasmal force*, *spook*, *ventriloquism*; 2nd level—*blindness*, *hypnotic pattern*

Gnomes, 1st-Level Fighters (2): AC 5; MV 6; HD 1; hp 7 each; #AT 1; Dmg 1d6 (spear or short sword); SA nil; SD nil; AL NG; THAC0 20

Tree People, 2nd-Level Fighters (3): AC 7; MV 12 on ground or in trees; HD 2;

hp 18, 13, 12; #AT 1 (long sword), 2 (short bow); Dmg 1d8 (long sword); 1d6 (arrows); SA nil; SD 50% concealment in the trees, -2 to AC; THAC0 19

All guards firing from the trees are considered to have 50% concealment, improving their Armor Class by -2.

Thirteen of the 27 guard posts also have creatures under *charm mammal* spells. To determine which creatures are at a particular guard post, roll 1d6 and consult the list below. The cooshees are the only animals not under *charm mammal* spells; they remain at the guard posts under their own volition.

1. Cooshees (3): AC 5; MV 15, sprint 21; HD 3 +3; hp 30, 24, 17; #AT 1; D 7-10; SA overbearing; SD camouflage; AL N; THAC0 17

2. Giant Boars (2): AC 6; MV 12; HD 7; hp 38, 35; #AT 1; Dmg 3d6; AL Nil; THAC0 13

3. Leopards (2): AC 6; MV 15; HD 3 +2; hp 20, 17; #AT 3; Dmg 1d3/1d3/1d6; SA Rear claws cause 4 points damage each; SD +2 bonus to their surprise rolls; AL N; THAC0 17

4. Tigers (2): AC 6; MV 12; HD 5 +5; hp 34, 30; #AT 3; Dmg 1d4 +1/1d4 +1/1d4 +1/1d10; SA Rear claws cause 8 points damage each; SD +2 bonus to their surprise roll; AL N; THAC0 15

5. Giant Owls (3): AC 6; MV 3, Fl 18(E); HD 4; hp 25, 22, 20, 16; #AT 3; D 2d4/2d4/1d4 +1; SA Surprise: SD Nil; AL L; THAC0 17

6. Carnivorous Apes (2): AC 6; MV 12; HD 5; hp 29, 25; #AT 3; Dmg 1d4/1d4/1d8; SA Rending; SD Nil; AL N; THAC0 17

The guards at the post do not control the animals, as they are not the ones who put the animals under the *charm mammal* spells. However, the animals have been instructed by the clerics who charmed them not to harm "friends"—tree people, gnomes, valley elves, or the First Protector. They are instructed to attack any creatures or people who try to harm the friends. The valley elf clerics who charmed the ani-

mals make regular trips to the guard posts to check on them, often staying for a few days.

Main Guard Post

The main guard post is located near the entrance to the Valley of the Mage. It is a sturdy, five-level wooden tower where valley elves and gnomes are stationed. The exterior of the structure is treated with a rubbery sap culled from the idani trees in the vale. The sap, which smells musky, acts as a flame retardant, making the tower virtually immune to normal fire (though magical fire will cause it to burn). There are no visible entrances to the tower; the entrances are two secret doors on the first level. Further, there is a hatch in the roof for flying spellcasters. The windows are barred to prevent intruders from getting inside.

A platform along the outside of the second and fourth levels is used by sentries scanning the area. One sentry on each platform is equipped with *eyes of the eagle*.

The tower closely resembles the main guardhouse in the Great Kingdom, but it is not as large.

Level One

This level contains one large room dubbed "the ready room" by the tower's occupants. Shields and spears line three of the walls; the fourth is taken up by armor. The sentries who patrol along the platforms are assembled here each day, suited up, and briefed on any news that is occurring in the valley. Valley elves and gnomes who are assigned to patrols in the vicinity of the valley entrance also are assembled here.

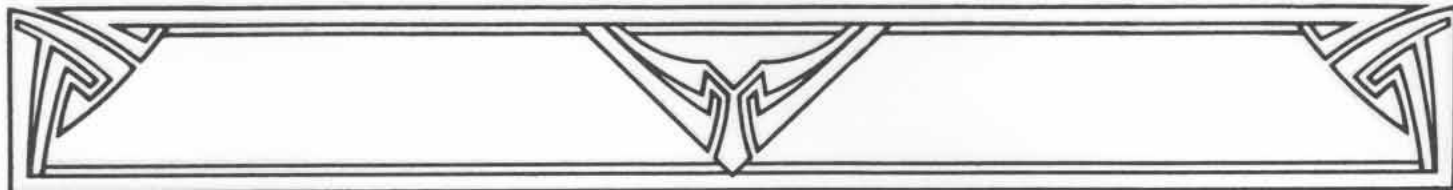
Level Two

1. Gnome Sleeping Quarters. This room has small beds, tables, and chairs; it was furnished specifically for the comfort of the gnomes. There are eight beds with feather-filled mattresses, two tables with four chairs at each, and a low shelf filled with books and games. In addition, there is a footlocker at the end of each bed that holds the personal possessions of each gnome; this usually includes several changes of clothes, weapons, a backpack, 1d3 flask wine, parchment, quills, and ink, and silver pieces. Most of the gnomes have more wealth than that, but they prefer to keep it hidden elsewhere in the room, as in a post of their cot. The wealth they carry with them is usually 3d10 gold pieces.

The room has two windows, both barred. The room is illuminated by oil lamps; when the lamps are lit, the gnomes pull heavy black shades across the window to prevent the light from being seen from outside.

One to four gnomes are usually found in this room at any given time.

2. Valley Elf Sleeping Quarters. This room is furnished simply, is about twice as large as the other sleeping quarters, and contains full-size cots, tables, and chairs. There are 12 cots, each with a footlocker at the end. In addition, there are three tables with four chairs at each, two large shelves filled with books and games, and a wooden chest that contains parchment, canvas, ink, and paint. The footlockers contain the valley elves' possessions—changes of clothes, flasks of wine, books, weapons, and various other personal items. Each valley elf has 1d20 silver pieces and 3d10 gold pieces in his chest. Unlike the gnomes, they do not hide their wealth.



The room also has two barred windows and is illuminated by oil lamps. Several paintings hang on the wall, including two of the First Protector. The paintings were made by the sentries.

One to six valley elves can be found here at any time.

3. Guest Sleeping Quarters. This room is furnished more elegantly than the others, with green and yellow quilts on the beds, a yellow linen cloth on the table, and a deep green and gray woven rug on the floor. There are four beds here, each with feather-filled mattresses and each with a nightstand containing an oil lamp and a wash basin. A large closet is for storing personal effects.

The room houses guests, such as elders from one of the gnome or valley elf villages who have come to visit with the sentries or the First Protector, or houses visiting family members of the sentries. Visitors usually do not stay more than three or four days.

4. Washroom. The First Protector believes cleanliness is important, and instructs all her troops to keep themselves and their clothes clean to present a good image. Half of this room contains shallow basins that are used for washing clothes. Thin ropes are strung across the ceiling to hang clothes to dry. The other half of the room contains four ceramic bathtubs, three of which are human sized and a smaller one for the gnomes. Water is carried in here daily from a natural spring behind the guard house. Two large shelves hold towels and soap.

There are usually one to four valley elves and gnomes in here.

Level Three

1. Valley Elf Sleeping Quarters. This room is nearly identical to the room on the level below, except there are eight cots instead of 12. The 3rd-level fighters sleep in this room.

One to four valley elves are here at any given time.

2. Gnome Wizard Quarters. This room is decorated in garish oranges and greens. The four small beds are each covered with a patchwork quilt of orange and green, and at

the foot of each bed is a footlocker painted bright yellow. There is a small writing desk by each bed. The desks contain parchment, ink, quills, sealing wax, oil, candles, and other items. An oil lamp sits on each desk. The footlockers, which are locked, contain personal items such as clothes, spell books, spell components, and 3d10 gold pieces.

3. Valley Elf Cleric Quarters. Four valley elf clerics are always stationed at the tower, half of whom are usually in this room studying or praying.

The room is spartan, furnished with simple cots and a plain wooden table and chairs. The only decorations are three paintings of nature scenes, which the sentries made at the clerics' request. A footlocker at the end of each cot contains the clerics' personal items, such as extra clothes, prayer beads, a vial of holy water, and incense. In addition, each cleric has three *potions of healing* and one *potion of sweet water*.

4. Washroom. This room is identical to the room on the lower level.

Level Four

1. Common Room. Woven rugs cover most of the floor. A large bookcase, filled with books on a variety of topics including, nature, war, histories of the surrounding countries, religion, and poetry, dominates the room. Several large, padded chairs sit up against the walls. A few large overstuffed pillows lie on the floor. The room is decorated in soft blues and beiges. The paintings on the walls, also made by the sentries, are serene, depicting animals by a waterfall, white-plumed birds in flight, and moths dancing in the moonlight.

Many of the gnomes and valley elves not on duty spend time relaxing in this room.

2. Kitchen and Dining Room. Four tables, each with four chairs, are spaced evenly in the center of the room. A fifth, larger table, with a half-dozen chairs around it and covered by a linen cloth is at the far end of the room.

About one third of the room is taken up with cupboards containing dishes, glasses, mugs, and silverware. Other cabinets contain fruit, vegetables, bread, spices, flour, and dried and preserved meat. The food is

cooked in thin metal pans that hang from the ceiling. The food, along with a little cooking oil, is placed in the pans, and a torch is moved against the bottom of the pans until the food is cooked. This method of cooking keeps the risk of fire down.

This room has no windows. It is lit by a *continual light* spell cast on a rock hung from the ceiling.

3. Practice Room. A permanent *silence* spell has been placed on this room. Sentries practice their fighting skills here, usually instructed by one of the higher level fighters on the premises. There are no windows in the room, and the walls and floor are covered with padding. Without the *silence* spell, the First Protector fears the noise from their practice sessions could alert intruders.

The room also is used by the clerics when they wish to meditate in complete silence.

4. Storage Room. Long bows, arrows, long swords, daggers, and spears are stored here for use by the sentries. However, most of the sentries prefer to use their own weapons, which they feel most comfortable with. In addition, practice weapons, such as wooden swords wrapped in cloth, ropes, backpacks, empty flasks, bedrolls, and flint and steel are kept here.

Level Five

This level houses the quarters of the First Protector, and consists of her bedroom, washroom, kitchen, and parlor. The rooms are furnished relatively simply in somber colors. There are no decorations on the walls, and the only light source is a thick candle in each room.

A large chest locked and trapped with a poison needle holds the First Protector's belongings. They include several changes of clothes, spell components, traveling spell books, 30 silver pieces, 40 gold pieces, and a dozen pearls, each worth 100 gp.

The First Protector considers these quarters temporary living space, as she spends as much time as possible with the Exalted One and keeps her valuable belongings with him in his fortress.

The First Protector allows few people in here, mainly the leaders of the gnome and valley elf villages when they visit.

The stairway outside of her chambers leads up to the roof.

Basement

A hollowed out space, roughly 30 feet square and 15 feet deep, is used to hold prisoners.

Tower Occupants

The tower sentries include 12 1st- and 2nd-level valley elf fighters, eight 2nd-level gnome fighters, eight 3rd-level valley elf fighters, four 1st-level gnome illusionists, and four valley elf clerics (two are 6th level, two are 2nd). The sentries are divided into two groups, each of which works a 12-hour shift. However, when an alarm is sounded, all of the off-duty shift is also required to help. Each sentry works at the tower for one month, returns to his village for a month, and then comes back to duty at the tower. The only exception are the two 6th-level valley elf clerics. They are considered in charge of the tower and have made it their permanent home. It is considered an appointment of prestige to be chosen for tower duty.

There is a 40% chance the First Protector is at the tower working with the sentries. If the First Protector is not present, there is a 40% chance the gnome or valley elf leader is here.

Two elephants are also considered part of the tower forces. These elephants are under *animal friendship* spells from the 6th-level valley elf clerics. They have been taught to defend the tower, protect the tower inhabitants (which includes fighting attackers), and carry water to the tower from the spring.

Valley Elf Fighters, 1st Level (6): AC 5; MV 12; HD 1 +2; hp 7 each; #AT 1; Dmg 1d8 (long sword), 1d8 (long bow); SA +1 to attack roll with swords and bows; MR 90% vs. charm and sleep only; AL CN; THAC0 20

Valley Elf Fighters, 2nd Level (6): AC 4; MV 12; HD 2; hp 12 each; #AT 1; Dmg 1d8 (long sword), 1d8 (long bow); SA +1 to attack roll with swords and bows; MR 90% vs. charm and sleep only; AL CN; THAC0 19

Valley Elf Fighters, 3rd Level (8): AC 4; MV 12; HD 3; hp 20 each; #AT 1;

Dmg 1d8 (long sword), 1d8 (long bow); SA +1 to attack roll with swords and bows; MR 90% vs. charm and sleep only; AL CN; THAC0 18

Valley Elf Clerics, 6th Level (2): AC 4; MV 12; HD 6; hp 31, 29; #AT 1; Dmg 1d6+1 (mace); SA spells; SD spells; MR 90% vs. charm and sleep only; AL CN; THAC0 18

Cleric #1, Spells: 1st level—*cure light wounds* x3, *entangle*, *bless*; 2nd level—*slow poison*, *charm person or mammal* x2, *warp wood*; 3rd level—*snare*, *spike growth*

Cleric #2, Spells: 1st level—*bless*, *cure light wounds* x3, *entangle*; 2nd level—*messenger*, *speak with animals*, *trip*, *warp wood*; 3rd level—*summon insects*, *prayer*

Valley Elf Clerics, 2nd Level (2): AC 4; MV 12; HD 2; hp 12, 10; #AT 1; Dmg 1d6+1 (mace); SA spells; SD spells; MR 90% vs. charm and sleep only; AL CN; THAC0 20

Cleric #3, Spells: 1st level—*detect evil*, *entangle*

Cleric #4, Spells: 1st level—*cure light wounds* x3

Gnome Illusionists, 1st Level (4): AC 7 (Dex bonus); MV 6; HD 1; hp 3 each; #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; AL NG; THAC0 20; Spells: 1st level—*phantasmal force*, *audible glamer*

Gnome Fighters, 2nd Level (8): AC 5; MV 6; HD 2; hp 11 each; #AT 1; Dmg 1d6 (spear or short sword); SA nil; SD nil; AL NG; THAC0 19

Elephants (2): AC 6; MV 15; HD 11; #AT 5; Dmg 2d8/2d8/2d6/2d6/2d6; SA nil; SD nil; AL N; THAC0 10

Placements

There are 18 valley elves and gnomes on duty at any one time. Five fighters and spellcasters are stationed on each platform around the tower, and three fighters are placed on the roof. The remaining five sentries, usually three fighters, a gnome illusionist, and a 2nd-level valley elf cleric patrol the area around the tower and near the entrance.

Fighting from the Tower

If it is obvious the intruders have no intention of surrendering, the sentries attack to kill, the clerics after the fight curing intruders not fatally hurt, and putting them in the basement for later questioning.

Battle tactics are to fight from the platform by firing arrows and by using the tower's special weapons, which are detailed below.

The gnome illusionists will first use their *phantasmal force* spells to create hideous creatures to frighten the intruders and ruin their morale. The clerics first tactics are to cast *entangle* spells, giving the archers stationary targets, and then following up with other spells.

Special Weapons

Along the top of the tower are large rocks placed on angled pieces of wood. Moving a release on each piece of wood sends the rock hurtling downward at an angle, away from the platforms around the tower, onto intruders below. The rocks, because of their size, have THAC0s of 11.

There are four large ballistae evenly spaced along each platform. These are body-sized crossbows and are operated by extending the bow with the shooter's feet. A ballista can be fired once a round, causing 2d6 points of damage. The ballistae use the THAC0 of their operator.

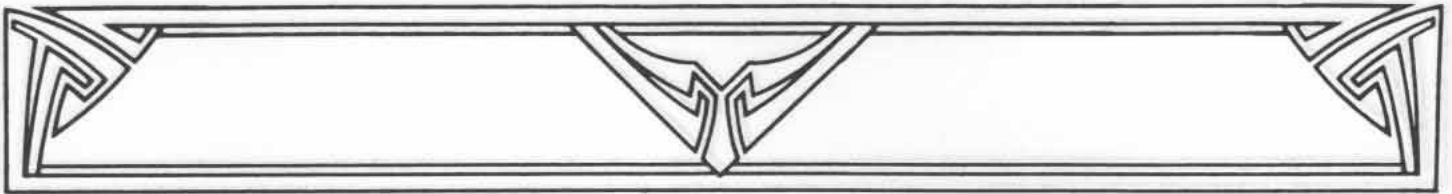
Vale of the Mage Patrols

Roll 1d10 for every hour of game time the PCs spend in the Valley of the Mage. A 1 or 2 indicates they have been spotted by one of the following patrols. If the PCs are taking special precautions not to be noticed, a roll of a 1 indicates they were spotted anyway. The patrol is in addition to any wandering monsters the PCs encounter.

Roll 1d12 to determine which patrol from the following list is encountered. Each patrol should be encountered only once; reroll any duplicate encounters.

1. Valley Elves (12): AC 4; MV 12; HD 1 +1; hp 7 each; #AT 1; Dmg 1d8 (long sword), 1d8 (long bow); SA +1 to attack roll with swords and bows; MR 90% vs. charm and sleep only; AL CN; THAC0 19

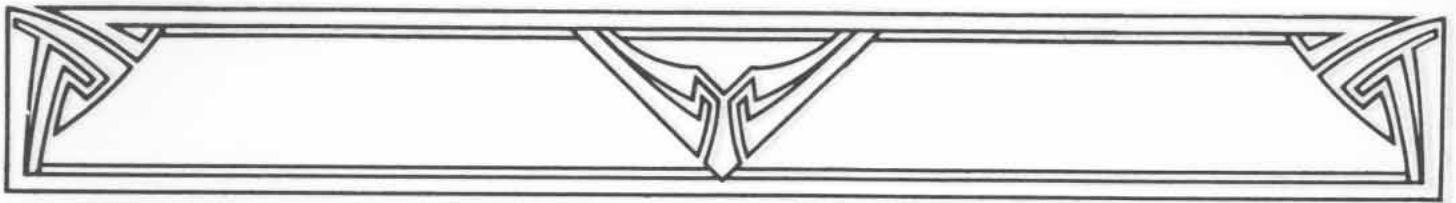
Because valley elves can blend in with their surroundings and move quietly through wooded areas, the PCs have only a 10% chance to detect the presence of this valley elf patrol before it comes upon them. This chance can be modified by the DM,



Guardpost

one square = 5 feet

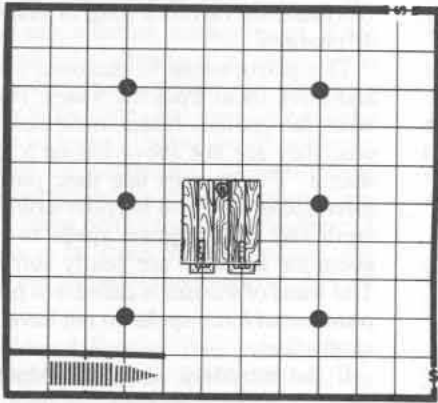




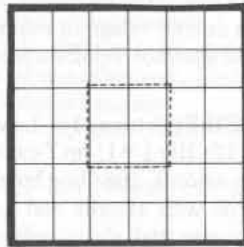
Guard Tower

one square = 5 feet

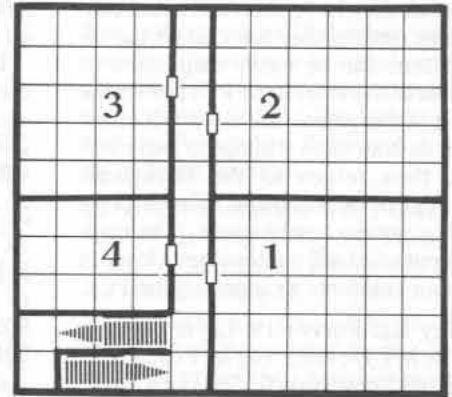
Level One



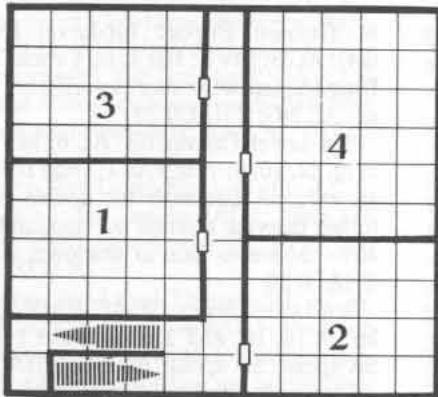
Basement



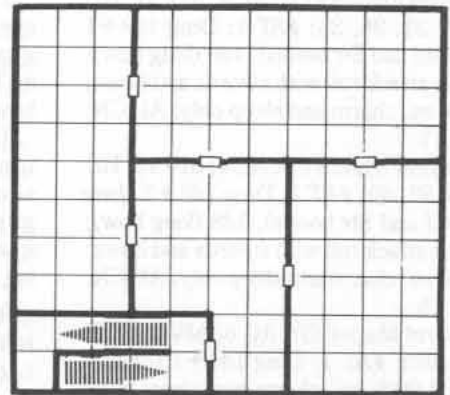
Level four



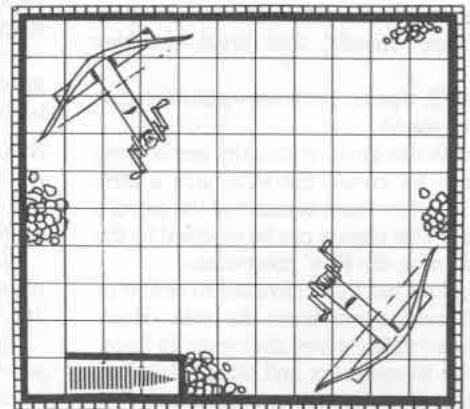
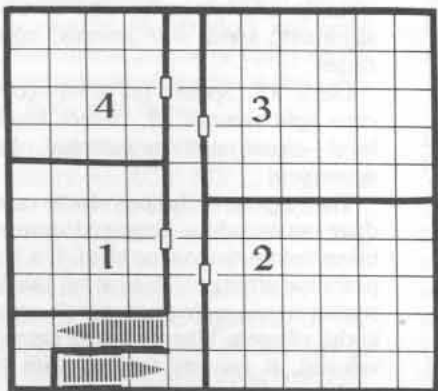
Level two



Level five



Level three



based on the PCs' precautions.

This small group of valley elves from the Darkglade village patrol the vale for signs of intruders or unusual occurrences. They are a stealthy group, patrolling in a loose formation to avoid detection. Their orders are to report what they have seen and avoid confrontations, unless they are certain the offending force can be easily dispatched or chased out of the vale. If the PCs attract the attention of this patrol, the elves will follow them for an hour in an attempt to gain information, then return to the Darkglade, Vinestrong, or Moonhollow villages or to one of the gnome communities. The community contacted will put together a force of 40 or more residents to approach the PCs.

2. Valley Elf Force: 1st-Level Fighters (6): AC 4; MV 12; HD 1 +2; hp 7 each; #AT 1; Dmg 1d8 (long sword), 1d8 (long bow); SA +1 to attack roll with swords and bows; MR 90% vs. charm and sleep only; AL CN; THAC0 19

4th-Level Fighters (3): AC 4; MV 12; HD 4; hp 38, 31, 26, 25; #AT 1; Dmg 1d8 +1 (long sword and Str bonus), 1d8 (long bow); SA +1 to attack roll with swords and bows; MR 90% vs. charm and sleep only; AL CN; THAC0 17

6th-Level Fighters (3): AC 4; MV 12; HD 6; hp 55, 52, 40; #AT 1; Dmg 1d8 +2 (long sword +1 and Str bonus), 1d8 (long bow); SA +1 to attack roll with swords and bows; MR 90% vs. charm and sleep only; AL CN; THAC0 15

3rd-Level Mages (3): AC 6; MV 12; HD 3; hp 7 each; #AT 1; Dmg 1d4 +1 (dagger +1); MR 90% vs. charm and sleep only; AL CN; THAC0 20

Mage #1, Spells: 1st level—*charm person*, *chill touch*; 2nd level—*invisibility*

Mage #2, Spells: 1st level—*charm person*, *magic missile*; 2nd level—*stinking cloud*

Mage #3, Spells: 1st level—*shield*, *taunt*; 2nd level—*web*

Although this group is stealthy and is using the foliage for cover, the PCs have a 20% chance to notice them because of the patrol's large size. This chance can be modified by the DM, based on the PCs' precautions.

This patrol has been directed to defeat or rout all trespassers from the vale. However, these valley elves also want to know about the trespassers and their intentions and report the information to the Black One

or the First Protector. Therefore, they are willing to talk to their quarry first to gain this information before ushering them, peacefully or otherwise, out of the vale. This group will listen to reason if the PCs make a case for their presence. If this happens, the patrol will take them to the nearest valley elf village.

If there is a battle, and if it goes against the patrol, a few of the members attempt to escape to a nearby village of valley elves or gnomes and summon reinforcements of 40 villagers.

3. Valley Elf Fighters, 1st Level (25): AC 4; MV 12; HD 1 +1; hp 7 each; #AT 1; D 1d8 (long sword), 1d8 (long bow); SA +1 to attack roll with swords and bows; MR 90% vs. charm and sleep only; AL CN; THAC0 19

Cooshee (5): AC 5; MV 15, sprint 21; HD 3 +3; hp 30, 27, 20, 19, 15; #AT 1; D 1d4 +6; SA overbearing; SD camouflage; AL N; THAC0 17

This group is stealthy and is using the foliage for cover. Because of the size of the group, the PCs have a 35% chance to notice it. This chance can be modified by the DM, based on the PCs' precautions.

This group's purpose is to capture any intruders and bring them before Summerstorm in one of the valley elf villages. The group does not want to kill the intruders, as it wants to learn what the strangers are doing in the vale.

4. Cooshees (4): AC 5; MV 15, sprint 21; HD 3 +3; hp 30, 25, 24, 17; #AT 1; Dmg 1d4 +6; SA overbearing; SD camouflage; AL N; THAC0 17

At the request of Summerstorm, these elven dogs patrol the valley to keep strangers from harming the valley elves. The dogs return to one of the elven villages when strangers are spotted. In response, a group of about 40 valley elves are sent out to deal with the intruders.

5. Gnome Illusionists, 3rd Level (4): AC 8 (Dex bonus); MV 6; HD 3; hp 12, 10, 7; #AT 1; Dmg 1-4 (daggers); SA spells; SD spells; AL NG; THAC0 20

Illusionist #1, Spells: 1st level—*phantasmal force*, *spook*, *ventriloquism*; 2nd level—*blindness*, *hypnotic pattern*

Illusionist #2, Spells: 1st level—*phantasmal force* x3; 2nd level—*improved phantasmal force* x2

Illusionist #3, Spells: 1st level—*audible glamor*, *change self*, *ventriloquism*; 2nd level—*fools' gold*, *invisibility*

Illusionist #4: 1st level—*phantasmal force* x2, *charm person*; 2nd level—*invisibility*, *ray of enfeeblement*. In addition, this illusionist carries a *wand of wonder* with 48 charges.

This patrol seeks to confound strangers and drive them from the valley. However, while the gnomes realize their task is serious, they are not above having a little fun with it. The gnomes use their *phantasmal force* spells to create horrible-looking monsters and *ventriloquism* spells to make it seem the invaders are nearly surrounded. The *wand of wonder* is called into play if the *phantasmal force* spells do not have the desired effect.

If the intruders seem too strong, the gnomes attempt to hook up with one or more of the valley elf patrols to defeat the intruders, or they return to a gnome village to gather a larger force.

6. Gnome Force: 1st-Level Fighters (24): AC 5; MV 6; HD 1; hp 7 each; #AT 1; Dmg 1d6 (spear or short sword); SA nil; SD nil; AL NG; THAC0 20

2nd-Level Thieves (5): AC 6; MV 6; HD 2; hp 12, 10, 9, 7, 6; #AT 1; Dmg 1d6 (short sword); SA backstab for double damage (other thieving abilities not applicable); SD 40% chance to hide in shadows; AL CN; THAC0 20

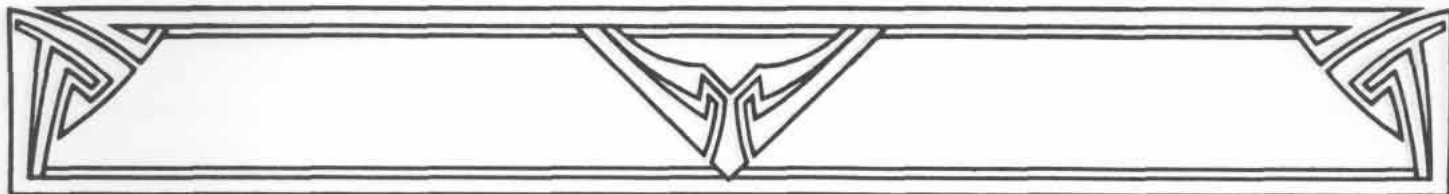
3rd-Level Clerics (3): AC 5; MV 6; HD 3; hp 19, 18, 16; #AT 1; Dmg 1d6 +1 (mace); SA spells; SD spells; AL NG; THAC0 20

Cleric #1, Spells: 1st level—*bless*, *purify food and drink*, *cure light wounds* x2; 2nd level—*enthrall*, *hold person*, *slow poison*

Cleric #2, Spells: 1st level—*cure light wounds* x3, *entangle*; 2nd level—*know alignment*, *speak with animals*, *silence* 15' radius

Cleric #3, Spells: 1st level—*command*, *cure light wounds* x2, *detect magic*; 2nd level—*charm person or mammal*, *chant*, *obscurement*

The purpose of this patrol is to capture or drive out intruders. Captured strangers are taken before the gnome chief. If a force appears too strong for this patrol, the fighters scatter to join with other patrols or gnomes in the villages. When a larger patrol is developed, it returns to deal with the intruders.



7. Tree People, 2nd-Level Fighters (10): AC 7; MV 12 on ground or in trees; HD 2; hp 12 each; #AT 1 (long sword), 2 (short bow); Dmg 1d8 (long sword); 1d6 (short bow); SA nil; SD 50% concealment in the trees; THAC0 19

This patrol usually moves through the trees to gain a better vantage point. They usually call out a warning to all strangers in an attempt to find out what the strangers are doing in the vale, and then they ask the intruders to leave. Those who do not leave are asked to surrender. Belligerent or threatening strangers are fired upon. Captives are taken before the chief. However, if the patrol is far from the tree village, the captives are taken to the nearest valley elf village.

8. Combined Force: Tree People, 2nd-Level Fighters (12): AC 7; MV 12 on ground or in trees; HD 2; hp 12 each; #AT 1 (long sword), 2 (short bow); Dmg 1d8 (long sword); 1d6 (short bow); SA nil; SD 50% concealment in the trees; THAC0 19

Valley Elves, 1st-Level Fighters (14): AC 4; MV 12; HD 1; hp 7 each; #AT 1; Dmg 1d8 (long sword), 1d8 (long bow); SA +1 to attack roll with swords and bows; MR 90% vs. charm and sleep only; AL CN; THAC0 19

Gnomes, 1st-Level Fighters (6): AC 5; MV 6; HD 1; hp 7 each; #AT 1; Dmg 1d6 (spear or short sword); SA nil; SD nil; AL NG; THAC0 20

Gnomes, 2nd-Level Thieves (4): AC 6; MV 6; HD 2; hp 12, 10, 6; #AT 1; Dmg 1d6 (short sword); SA backstab for double damage (other thieving abilities not applicable); SD 40% chance to hide in shadows; AL CN; THAC0 20

The PCs have a 50% chance to detect this patrol approaching. The aim of this patrol is to capture all intruders and bring them to the closest gnome or valley elf village to determine why they are in the valley and what to do with them.

9. Combined Force: Tree People, 4th-Level Fighters (4): AC 7; MV 12 on ground or in trees; HD 4; hp 40, 35, 32, 28; #AT 1 (long sword), 2 (short bow); Dmg 1d8 (long sword), 1d6 (short bow); SA nil; SD 50% concealment in the trees; THAC0 17

Valley Elves, 4th-Level Fighters (6): AC 4; MV 12; HD 4; hp 34, 32, 29, 26; #AT 1; Dmg 1d8 (long sword), 1d8 (long bow); SA

+1 to attack roll with swords and bows; MR 90% vs. charm and sleep only; AL CN; THAC0 17

Valley Elf, 8th-Level Enchanter: AC 3 (Dex bonus, *cloak +2, ring +2*); MV 12; HD 8; hp 23; #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; MR 90% vs. charm and sleep only; AL CN; THAC0 18

Spells:

1st level—*color spray, grease, charm person, taunt, detect magic*

2nd level—*darkness 15' radius, glitterdust, ray of enfeeblement, Tasha's uncontrollable hideous laughter*

3rd level—*fly, haste, hold person, suggestion*

4th level—*confusion, emotion, polymorph self*

Magical items: *ring of protection +2, cloak of protection +2, wand of frost (12 charges), dagger +2, dust of disappearance (two uses)*

This group also is intent on capturing strangers, either by force or through surrender. In combat, the group's tactics include having the enchanter, who is hidden with his *dust of disappearance*, cast *haste* on the tree people, *confusion* on the strangers, and then open up with the *wand of frost* and his other spells while the tree people and valley elves attack with missile weapons and then close in melee.

The patrol hopes to take any strangers alive to learn what they are doing in the vale and to gain information about the Great Kingdom and the rest of the outside world. The patrol eventually takes captured strangers before Summerstorm.

10. Mountain Dwarves, 1st-Level Fighters (24) (only encountered along the base of the Barrier Peaks): AC 4; MV 6; HD 1 +1; hp 7 each; #AT 1; Dmg 1d6 (spear) or 1d8 (battle axe); AL N; THAC0 20

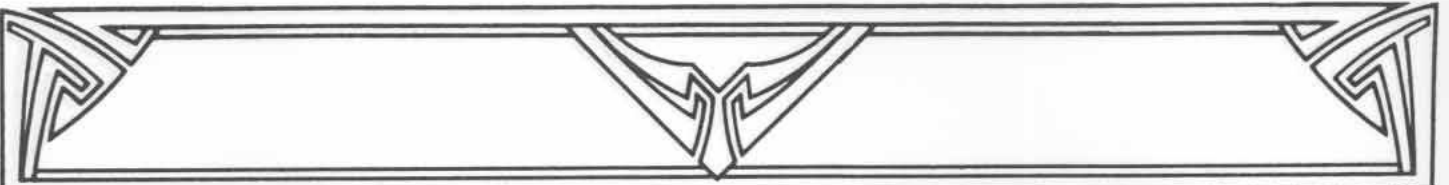
This group is in the employ of the Exalted One. It patrols along the base of the Barrier Peaks and takes captured intruders to the First Protector.

11. Green Dragon, young adult: AC -1; MV 9, Fl 30, Sw 9; HD 14; hp 81; #AT 3 + special; Dmg 1d8 + 5/1d8 + 5/2d10 + 5, breath weapon 10d6 + 5; SA spells, breath weapon, special; SD spells, special; MR 15%; THAC0 7; Spells: 1st level—*grease, wall of fog*

The dragon is controlled by the Exalted One through *potions of green dragon control*. The mage directs the dragon to vanquish intruders who do not look like valley elves, gnomes, mountain dwarves, or tree people. The humans and demihumans know to give the dragon a wide berth. In combat it first casts *grease* and follows up with one or more breath weapons before closing. It employs all of its physical attacks, including tail slap and wing buffet. The dragon is intelligent and flies away if it believes it is in danger of being defeated.

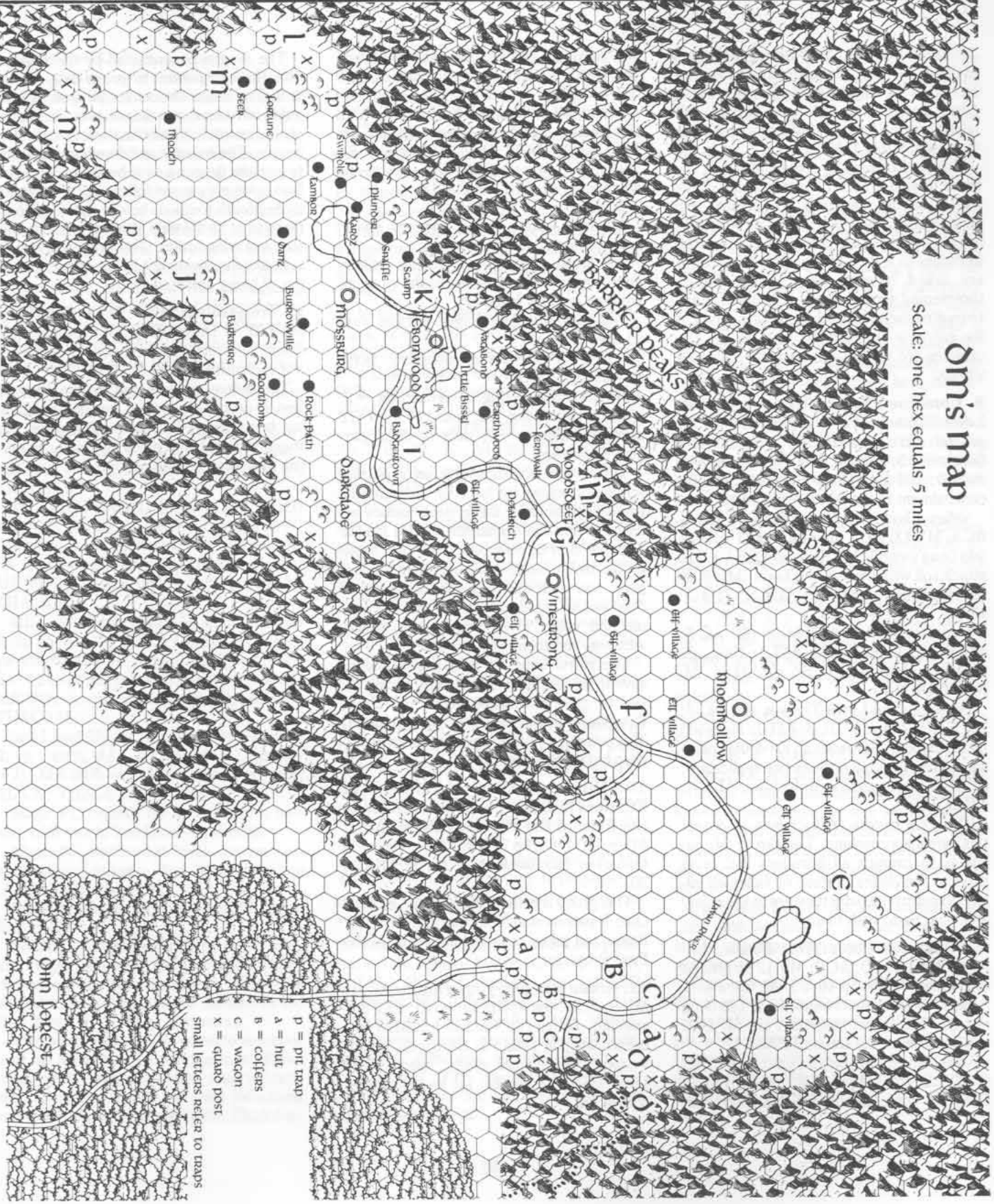
12. Iron Golem: AC 3; MV 6; HD 18; hp 80; #AT 1; Dmg 4d10; SA poisonous gas cloud; SD immune to weapons of less than +3 enchantment; AL N; THAC0 3

The golem was created by the Exalted One as an added patrol. Like the dragon, it has been ordered to vanquish parties not composed of valley elves, gnomes, mountain dwarves, or tree people.



Om's map

Scale: one hex equals 5 miles



- p = pit trap
 - a = hut
 - b = coffers
 - c = wagon
 - x = guard post
- small letters refer to traps

Om's forest

Encounters in the Barrier Peaks

If the player characters attempt to enter the Valley of the Mage through the Barrier Peaks, roll 1d10. On a 1, 2, or 3, they have encountered a group of creatures living in the peaks; if the PCs are making a lot of noise, or are taking precautions to avoid being noticed, adjust the chance for an encounter. Roll 1d4 to determine which of the following encounters to use.

The dwarves and stone giants work to keep trespassers out of the valley, in cooperation with the Exalted One. In turn, the Exalted One keeps the gnomes in the vale from mining what the dwarves consider their property and prevents them from playing tricks on the giants. The galeb duhr protect the valley because of the grivelings that live in the peaks. They feel akin to the creatures and protect them—and the other valley inhabitants—from outsiders. The dwarves, galeb duhr, and giants prefer to chase in-

truders away rather than kill them. The minotaur lizards are just looking for a meal.

1. Mountain Dwarves, 2nd-Level Fighters (8): AC 4; MV 6; HD 2; hp 15 each; #AT 1; Dmg 1d6+1 (spear + Str bonus); SA nil; SD nil; AL NG; THAC0 19

Mountain Dwarves, 3rd-Level Fighters (6): AC 4; MV 6; HD 3; hp 22 each; #AT 1; D 1d6+2 (spear + Str bonus); SA nil; SD nil; AL NG; THAC0 18

Mountain Dwarves, 4th-Level Fighters (4): AC 4; MV 6; HD 4; hp 29 each; #AT 1; D 1d6+3 (spear +1 + Str bonus); SA nil; SD nil; AL NG; THAC0 17

2. Stone Giants (4): AC 0; MV 12; HD 14+1d3 hps; hp 84, 74, 70, 68; #AT 1; D 2d6+8; SA hurl rocks for 3d10; SD blend in with surroundings; AL N; THAC0 7

3. Minotaur Lizards (4): AC 5; MV 6; HD 8; hp 58, 56, 45, 34; #AT 3; D 2d6/2d6/3d6; SA adept at ambushes, others suffer -5 penalty to surprise rolls. A natural attack roll of 20 means the creature has trapped its victim and automatically can inflict 3d6 each round until the victim escapes; SD nil; AL N; THAC0 13

4. Galeb Duhr (4): AC -2; MV 6; HD 8; hp 57, 48, 40, 36; #AT 2; Dmg 2d8; SA animate boulders, not harmed by lightning or normal fire, +4 bonus to saving throws vs. fire attacks, spells; SD spells, suffer double damage from cold-based attacks and save with -4 penalty against them; AL N; THAC0 13

Once per round the galeb duhr can cast, as a 20th-level mage, the following spells: *move earth*, *stone shape*, *passwall*, *transmute rock to mud*, and *wall of stone*.

Adventure Ideas

For Further Adventuring in the Vale

1. A powerful neutral wizard from a country that neighbors the Valley of the Mage has been robbed, and he is certain the Mage of the Vale had something to do with it. The wizard is planning a magical assault on the valley, wanting to kill or injure some of the valley elves who live there in retribution. He plans to repeat his strikes until his magical items are returned. Officials in the country fear that such action will bring the wrath of the Exalted One and his minions down on the entire populace. They ask the player characters to journey inside the vale and try to talk the Exalted One into returning the items.

The Exalted One will comply if the PCs treat him all right and make no threats. However, he first requires them to perform a task before he hands over the items: A young adult red dragon has made a home in the Barrier Peaks, and he wants it killed.

2. Valley elves have increased their raids on merchant caravans that venture near the Valley of the Mage. Officials in neighboring

countries want something done about it before trade routes have to be lengthened or prices on goods raised.

The PCs are hired to escort several merchant caravans in the area.

The valley elves are raiding the caravans to acquire herbs, spices, and other ingredients for the Exalted One's research. Supplying the valley elves with rare herbs, spices, and unusual plants could halt the raids.

3. A merchant dealing in exotic animals wants to hire the PCs to take him into the Valley of the Mage. He has stood at the valley's entrance and watched the beautiful tropical birds. He wants to catch some of them to sell to his wealthy customers. He offers the PCs a payment of 30 gp for each bird he catches.

If the PCs accept his offer, they will have more than birds to deal with. They must protect the merchant, who has no adventuring skills. And they will have to deal with the jakar (see page 31), who does not want any of the valley's creatures imprisoned.

4. If the PCs become involved with the last adventure, shortly after their return they

are contacted by another merchant, this one dealing in exotic plants. The merchant wants to gather idani fruit, rumored to grow only in the Valley of the Mage.

In actuality, the man isn't a merchant at all. He is an evil cleric of Hextor who wants to gain access to gain access to the Valley of the Mage. The cleric hopes to kidnap the First Protector or another being important to the Exalted One.

If the cleric is successful, the PCs are called upon to return the kidnap victim to the Exalted One.

5. A pair of grivelings, wandering in the outside foothills of the Barrier Peaks, were captured by an animal trainer and are being shown as part of a wild animal act in a traveling circus.

PCs attending the circus, on whatever ruse the DM creates, are contacted by the grivelings who ask to be returned home. The grivelings are certain their brothers and others in the Valley of the Mage will come out to get them, which could spell doom for those in the circus.

CREATURE STATISTICS CHART

Below is a list of creatures that can be found within the Valley of the Mage.

Name	NA	AC	MV	HD	#AT	DMG	SA	SD	AL	THACO
Antelope	2-24	7	24	2	1	1-4	Stampede	Nil	Nil	16
Ape	2-12	6	12	5	3	1-4/1-4/1-8	Rending	Nil	N	15
Ape, gorilla	1-4	6	12	4+1	3	1-3/1-3/1-6	Rending	Nil	N	17
Baboon	10-40	7	12	1+1	1	1-4	Nil	—	N	19
Banderlog	4-24	6	6/12	4	1	2-5	—	Nil	N	19
Basidirond	1-2	4	6	5+5	1	2-8	Spores	—	N(E)	15
Bat, giant	3-18	8	3/18	1	1	1-4	Nil	—	Nil	19
Bat, mobat	1-8	7	3/15	6	1	2-8	—	—	NE	15
Bear, black	1-3	7	12	3+3	3	1-3/1-3/1-6	Hug	Nil	N	17
Boalisk	1-3	5	12	5+1	2	1-3/2-7	Gaze	Nil	N	15
Boar, giant	2-8	6	12	7	1	3-18	Nil	Nil	Nil	13
Boar, warthog	1-6	7	12	3	2	2-8/2-8	Nil	Nil	Nil	17
Cat, leopard	1-2	6	15	3+2	3	1-3/1-3/1-6	—	—	N	17
Cat, mt. lion	1-2	6	12	3+1	3	1-3/1-3/1-6	—	—	N	17
Cat, wild tiger	1-4	6	12	5+5	3	2-5/2-5/1-10	—	—	N	15
Cat, smilodon	1-2	6	12	7+2	3	2-5/2-5/2-12	—	—	N	11
Cockatrice	1-6	6	6/18	5	1	1-3	Petrify	Nil	N	15
Cooshee	1-8	5	15/21	3+3	1	7-10	Overbear	—	N	17
Couatl	1-4	5	6/18	9	2	1-3/2-8	Poison, spells	LG	11	
Criosphinx	1-4	0	12/24	10	3	2-8/2-8/3-18	Nil	Nil	N	11
Dragonfish	1	4	Sw 6	2	1	1-6	Spines, poison	—	Nil	19
Dragonfly	1-6	3	1/36	7	1	3-12	+2 init.	—	N	13
Elephant	1-12	6	15	11	5	2-16/2-16/2-12/2-12/ 2-12	Nil	Nil	N	10
Elf, valley	Var	12	Var	Var	Nil	Nil	CN	Var		
Gnome	Var	6	Var	Var	Nil	—	NG	Var		
Grist	2-8	0	9/12	8+4	4	1-8(x3)/1-10	Fear, +1/hit	N	11	
Griveling	2-24	2	9/12	5+2	2	1-8/1-8	Spells	Spells	15	
Harpy	2-12	7	6/15	7	3	1-3/1-3/1-6	Song	Nil	CE	13
Hippopotamus	2-12	6	9/12	8	1	2-12 or 3-18	—	Nil	N	13
Hornet (wasp)	1-20	4	6/21	4	2	2-8/1-4	Poison	Nil	N	17
Jackalwere	1-4	4	12	4	1	2-8	Gaze	+1/hit	CE	17
Jakar	1	Spec	18	Spec	Spec	N	3			
Jaleeda bird	1-4	4	15/24	8	3	1-8/1-8/1-12	Snatch	—	NE	13
Kech	2-8	4	15	5	3	2-5/2-5/1-6	—	—	NE	15
Korred	1-4	5	9	6+1	1	3-6+4	Hurl rocks	Laugh	CN	15
Lizard, fire	1-4	3	9	10	3	1-8/1-8/2-16	—	—	N	11
Giant	2-12	5	15	3+1	1	1-8	—	Nil	N	17
Mantrap	1-2	6	Nil	4-9	2-5	Spec	Nil	N	Var	
Naga, water	1-4	5	9/18	7-8	1	1-4	—	Nil	N	13
Owl, giant	2-5	6	3/18	4	3	2-8/2-8/2-5	Surprise	Nil	N	17
Owl, talking	1	3	1/36	2+2	3	1-4/1-4/1-2	Swoop	—	LG	19
Pegasus	1-10	6	24/48	4	3	1-8/1-8/1-3	Rear kick	Nil	CG	17
Porcupine, giant	1-2	5	6	6	1	2-8	Shoot quills	N	15	
Pseudodragon	1	2	6/24	2	1	1-3+special	Poison	—	N(G)	19
Rhinoceros	1-6	6	12	8-9	1	2-8/2-12	Charge	—	N	13
Snake, constrictor	1-2	6	9	3+2	2	1/1-3	Constriction	—	N	17
Snake, giant	1-2	5	9	6+1	2	1-4/2-8	Constriction	—	N	15
Snake, poison	1-6	6	15	2+1	1	1	Poison	—	N	19
Snake, poison, giant	1-6	5	15	4+2	1	1-3	Poison	—	N	15
Snake, spitting	1-4	5	12	4+2	2	1-3	Spit poison	—	N	17
Spider, huge	1-12	6	18	2+2	1	1-6	—	Nil	N	19
Spider, giant	1-8	4	3/12	4+4	1	1-8	—	Nil	CE	17
Squealer	2-4	6	12/9	12	3	7-12/1-3/1-3	—	Camouflage	N	9
Wolf	2-20	7	18	2+2	1	2-5	Nil	Nil	N	19
Wolf, dire	3-12	6	18	4+4	1	2-8	Nil	Nil	N	15
Wolfwere	1-3	3	15	5+1	2	2-12 + weapon	Singing	—	CE	15
Wyvern	1-6	3	6/24	7+7	2	2-16/1-6	Poison	—	N(E)	13

Grist (True Gargoyles)

CLIMATE/TERRAIN:	Any stone building or rocky mountainside
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Semi- (2-4)
TREASURE:	L,M,N
ALIGNMENT:	Neutral

NO. APPEARING:	2-8
ARMOR CLASS:	0
MOVEMENT:	9, Fl 12 (B)
HIT DICE:	8 +4 (42 hps)
THACO:	11
NO. OF ATTACKS:	4 (sometimes 6)
DAMAGE/ATTACK:	1-8/1-8/1-10/1-8
SPECIAL ATTACKS:	Fear gaze, snatch
SPECIAL DEFENSES:	+1 or better weapon needed to hit
MAGIC RESISTANCE:	20%
SIZE:	L (12')
MORALE:	Fearless (19)
XP VALUE:	7,000



The grist is a rock-like creature that resembles a gargoyle or margoyle, but it is considerably larger and much more fearsome. Grists were created by Jason Krimeah, the Exalted One, by taking a statue resembling a gargoyle and casting *wish*, *stone shape*, *polymorph any object*, *fear*, *fly*, and *geas* spells upon it. Grists are semi-intelligent and thus able to follow only the simplest of instructions. But they follow these instructions to the letter. It is unknown how many grists the mage created, but several dozen are believed to exist. Krimeah termed his creation "true gargoyles," as they fit his vision of what a gargoyle should be.

A grist has been enchanted to give it a resistance to magic and an immunity to normal weapons. Its skin looks like the exterior of the stone building or rocky mountainside it attaches itself to, and its dense rock make-up causes the grist to weigh between one and three tons. Despite its weight, a grist moves at a rate of 9 on the ground and 12 in the air. The wings are not needed for flight, but they are used to help it maneuver while in the air. If the wings become damaged, the maneuverability class of the grist worsens by one.

A grist can effortlessly cling to the sides of buildings and rocky mountainsides. It can only bond itself to stone, brick, or rock. When in place, the grist looks like an immovable statue of a stone gargoyle that is part of the building.

Combat: A grist remains in place on the side of a building or mountain until the conditions of its orders are met, such as "prevent any armored humans from entering this building." A grist with this order would remain in its statue-like pose until a human attempts to enter its building or tries to attack it, at which time it animates. Until that time, only a *detect life* spell will register the grist as a living creature. A *detect magic* spell will show that the grist is enchanted.

Once a grist is animated, it fights fearlessly until destroyed. It prefers to fight from the air, as it can maneuver better. When attacking, a grist prefers to direct all of its blows against a single target in an attempt to dispatch that target and then move on to the next. It attacks with its claws, bite, and a tail swat. The tail of a grist is usually spiked like a maul. In addition, some grists have four arms instead of

two, giving them six attacks per round. If two of a grist's claws hit the same opponent during a single round, the grist has successfully snatched its opponent. Such an opponent is usually taken into the air to be hurled back down to the ground in an attempt to quickly dispatch it.

Once every ten minutes the grist can generate a *fear gaze*. This cone-shaped gaze appears as a gray beam emitted from the creature's eyes. The cone is two feet wide at its point of origin, 30 feet wide at the base, and 60 feet long. Creatures caught in the gaze must roll successful saving throws vs. spell or be affected as by a *fear* spell.

The grist is immune to normal and magical fire and cold. In addition, it has a 20% magic resistance to all other spells. The grist is not affected by poisons.

Habitat/Society: The grist does not speak, as it has no vocal cords. It follows the orders of its master and is incapable of independent thought.

A wounded grist repairs itself by reattaching to its assigned structure and drawing minerals from it. It heals at a rate of 24 hit points a day.

There are no males or females of the species; grists are created magically and cannot reproduce. Nor do grists change size, remaining throughout their existence at the same height and weight they were given at their creation.

Grists are found in groups of 2d4, the more numerous they are, the more important the item being guarded. Grists have no real treasure of their own. However, if defeated grists are shattered, gems and coins occasionally can be found inside them—they consume rocks and minerals found on their victims, which includes ore, coins, and gems and jewelry.

Ecology: Grists are found attached to the inside or outside of buildings, as well as along columns, roofs, and rocky mountainsides. They have not been encountered elsewhere. They are not believed to communicate with each other.

Griveling

CLIMATE/TERRAIN:	Any cavern or mountain
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Minerals
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Neutral Good

NO. APPEARING:	2 or 2-24
ARMOR CLASS:	2 (-1)
MOVEMENT:	9, 12 (through stone)
HIT DICE:	5+2
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells, +1 or better weapon needed to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Steady (12)
XP VALUE:	1,400

Grivelings are creatures believed to be natives of the elemental plane of Earth. It is unknown, even to the grivelings, whether they wandered through a portal to this plane or were transported here by mages. The grivelings cannot plane travel, and therefore are bound to Oerth. They have not been seen outside the Barrier Peaks and the Valley of the Mage.

Grivelings are found either in pairs or in clans of 2d12. They have a humanoid form—two legs, two arms, and a head. In their normal state they do not possess the defined features of humanoids, such as distinctive muscles, fingers, ears, eyes, and mouths. However, grivelings that are used to dealing with or observing humans and demihumans alter their forms via a limited, yet natural, stone shape ability so they appear to have human-like facial features, digits, and clothes, mimicking the humans and demihumans they have seen.

Many of the grivelings that live in the Barrier Peaks have the visages of Zurt, Summerstorm, Endoble, the First Protector, and the various guises of the Exalted One. Often the grivelings are not able to duplicate a humanoid face correctly, and the result is unusual or humorous, with eyes placed below mouths or odd-shaped ears in incorrect locations. Males and females are indistinguishable.

The grivelings, like the humans and demihumans in the Valley of the Mage, are believed to serve Jason Krimeah, the Exalted One. Grivelings range between four and six feet tall and weigh 1,000 to 3,500 pounds.

Combat: Grivelings are not fond of fighting, preferring to find peaceful solutions to differences between themselves and others. However, when pressed to fight, they fight relentlessly, using their heavy stone fists to batter opponents into submission. Grivelings attempt to kill opponents only when their own lives seem in danger.

Because grivelings can see through rock and dirt as easily as others see through the air, they lie in wait inside the wall of a cave or other stone or dirt structure, and move part of their body out of the structure to fight, usually surprising opponents from behind or beneath. When grivelings remain attached to a stone wall, such as the side of a cavern, their Armor Class is -1. When they separate from the wall to engage opponents in melee or if they are attached to the earth, their Armor Class is reduced to 2.

When possible, grivelings use their surroundings to the utmost advantage during combat. For example, grivelings surprising their



opponents often strike during one round of combat, and then move into the stone wall the next—only to emerge the following round from a different place in an attempt to surprise their opponents again.

Grivelings also use their spell-like abilities during combat. A griveling can perform any of the following, once per day: *stoneskin*, *transmute rock to mud*, *transmute mud to rock*, and *dig* as if it were an 8th-level wizard.

Because grivelings are not affected by the climate, they are not affected by normal cold or fire attacks or cold-based spells. However, magical heat and fire spells affect them. Further, because of their hard skins, +1 or better weapons are needed to injure them.

Habitat/Society: Grivelings dwell inside the stone walls of caverns and inside mountains. In addition, they can live outside these surroundings, such as in caves, wooded areas, or in other terrains, but they prefer to be surrounded by rocks or dirt. They are not affected by a change in climate.

Grivelings are friendly and curious, spending much of their time watching the creatures in the vale who travel next to the Barrier Peaks and questioning them about what is happening deeper in the valley. Because they have observed the occupants of the vale for so long, they have acquired the common tongue, which they speak in slow, gravelly tones. In addition, they speak a smattering of mountain dwarf and their own language. When their curiosity gets the best of them, they travel from their rock homes and into the wilderness. These trips are short and infrequent.

Members of a griveling clan rarely act without consulting others, as grivelings respect each others' counsel. Grivelings are very protective of their peers and share all of their accumulated wealth.

A mated pair of grivelings produces one offspring every six to 12 years, with the sex of the offspring chosen by the parents.

Ecology: Grivelings eat very little because of their incredibly slow metabolisms. Their diet consists of minerals, such as iron, silica, lead, and magnesium, which makes them a bane to miners. The average life span of a griveling is 1,500 years.

Jakar

CLIMATE/TERRAIN:	Valley of the Mage and surrounding area
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	5 better than the form assumed
MOVEMENT:	Per form assumed
HIT DICE:	18 (90 hps)
THACO:	3
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Per form assumed
SPECIAL DEFENSES:	Immune to enchantment/charm spells
MAGIC RESISTANCE:	+2 to saves vs fire and electrical attacks
SIZE:	Variable
MORALE:	Champion (15)
XP VALUE:	15,000

The jakar (pronounced ye-kare), or changer, is similar to a lycanthrope in that it can change from a human to an animal form. However, the jakar can assume any animal form and can appear as a human of any age.

The jakar, a creation of Jason Krimeah, the Exalted One, possesses a *polymorph self* ability that enables it to take on the form of a mammal, avian, or reptile, ranging in weight from 8,000 pounds to 1/4 pound. The jakar possesses the physical attacks of the assumed form, such as a dragon's claw and bite attacks, but not its breath weapon. Because of this unique ability, a jakar is virtually impossible to detect.

Combat: The jakar's fighting skills are based on the form it has assumed, employing to the fullest all the physical attacks of the form. If the jakar knows it will be in combat, it frequently assumes the form of a large ape or a great cat because of the damage these forms can inflict, the movement rate allowed it, and its ability to travel through the terrain.

The jakar assumes the mannerisms of the form it has taken; in a cat form, it stalks its opponents and sometimes plays with them before dealing a killing blow.

The jakar can be unnerving to its targets during a fight because of its hit points and unusual Armor Class; its Armor Class is always 5 better than the form it has chosen. For example, an elephant has an AC of 6, but a jakar in elephant form has an AC of 1.

Habitat/Society: Only one jakar is known to exist, and it has been seen only within the Valley of the Mage. The jakar was once a human hierophant druid who made his home in the vale, finding the company of animals more to his liking than humans. The druid spent little time in his human form. The druid, called Jakar Whitewing, encountered Jason Krimeah after the mage appointed himself ruler of the valley. A violent confrontation ensued between the pair, as Jakar was tired of humans pretending to control nature. However, Krimeah and Jakar emerged from the incident unscathed, and the pair became as close to being friends as either of them would permit.

Krimeah, obsessed with experimenting with magic and intrigued by the druid's preoccupation with animals, offered to work on a mag-



ical item that would enable Jakar to change form more often than his class allowed. In exchange the druid agreed to add his might to protect the valley. Jakar was confident that if anything went awry he would be able to dispel the effects of the magical item.

It took Krimeah a little more than a year to fashion a collar of chain mail imbued with a special *polymorph self* ability. The collar permits Jakar to change into any animal or human form up to 24 times a day, fully assuming all the physical abilities of the shape selected. Jakar cannot assume the form of an unnatural creature, such as an owlbear; the form must be of a natural animal. It is believed Krimeah made more than one of these collars, and some suspect that he gave them to others to create more jakar.

The druid was pleased with Krimeah's "gift," and promptly pledged his life in defense of the vale and the mage. The druid donned the collar nearly three decades ago and has not seemed to have aged since. Jakar is at peace, moving more freely in the animal kingdom than he ever believed possible, and rarely selecting a human shape because he thinks of himself as an animal. He did not mind the side effects of the potent magical item; the druid cannot remove the collar and cannot cast druidical spells while wearing it. However, he has retained the following druidical abilities, which he can use in any form: identify plants, animals, and pure water; pass through undergrowth without leaving a trail; immune to charm spells cast by woodland creatures; +2 bonus to saving throws vs. all electrical and fire attacks.

It is believed other jakar would have different abilities, based on the class they had in their human form.

Ecology: The jakar lives alone or with other animals of the form it has assumed. It is omnivorous, eating whatever the animal's form it has assumed prefers. The jakar's treasure consists of the items it owned at the time it became a jakar and any additional items it acquired from the creatures and people it killed. Its lairs can be found in inaccessible spots, such as high on a mountain peak, or deep in a cavern, to prevent others from obtaining its treasure. The jakar speaks the language of the animal form it has assumed; in human form it speaks any languages it knew at the time the collar was placed on it.

The life span of the jakar is unknown.

Jaleeda Bird

CLIMATE/TERRAIN:	Any temperate or subtropical
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any, usually night
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	D
ALIGNMENT:	Neutral evil

NO. APPEARING:	1 (1-4)
ARMOR CLASS:	4
MOVEMENT:	15, Fl 24 (C)
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/1-12
SPECIAL ATTACKS:	Snatch, cry
SPECIAL DEFENSES:	Immune to <i>charm</i> spells
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-9')
MORALE:	Unsteady (7)
XP VALUE:	2,000



A jaleeda bird is a bizarre creation of Jason Krimeah, the Exalted One. It was a by-product of his research to create a jakar. The bird, developed utilizing the theories that created the owlbear, is a hideous cross between a great ape and a giant eagle. It is named after Krimeah's uncle, whom the mage despised. The creature is mean and ravenous, and possesses a cruelty unmatched by any other animal in the vale. Its behavior is believed to stem from its unnatural condition. Krimeah created a dozen of these birds, none of which he could control. He released them into the valley, where tales of their appearance has been added to the reported monster sightings that keep common folk from trespassing into his land.

Jaleedas are covered with a mix of thick, black hair and brown and white feathers, which give them their Armor Class. The ugly creature has taloned, ape-like hands at the end of its great wings, which also are covered with hair and feathers. Its feet end in large, powerful talons. It has a large maw that is both ape- and bird-like—a jagged yellow beak and a mouth full of teeth. Jaleedas range in height from eight to nine feet, and have a 30-foot wingspan. They have piercing red, deep-set eyes. The birds have little sanity, as the process that created them ripped away their reason.

Combat: A jaleeda fights with little provocation, rapidly going after creatures and people it believes has invaded its territory. The bird usually announces itself with a shrill cry that sounds like a great ape in pain; the cry is so loud and terrifying that creatures of less than 5 Hit Dice that hear it must roll successful saving throws vs. petrification or run in fear for 1d6 rounds. The bird usually attacks three or fewer creatures, having enough sense not to tackle too many foes. A jaleeda attacks a large group of creatures or people only if its cry has caused some of them to scatter. The bird prefers to pursue creatures affected by its cry so it can attack them from behind.

The jaleeda apparently has no combat strategy, for the bird wildly plunges at its target or targets. It can attack with the claws on its wings and its bite, or with its taloned feet and its bite. If the bird successfully attacks a victim with both of its feet, it has in effect *snatched* the victim and can carry him aloft. The bird has been known to drag a victim across the tops of trees or along the sides of mountains to kill him before tossing him to the ground where it devours him.

Because the bird has such a low intelligence and little sanity, it cannot be charmed.

Habitat/Society: Jaleedas nest at the tops of lowly crags or high in the branches of large trees. They establish a territory around their lairs and attack creatures entering the territory.

If a jaleeda is encountered alone, it is likely a young bird, one to three years in age; birds older than that mate with others of their kind, mating for life and producing 1d6 eggs every six months. Only one jaleeda hatchling survives. The first to hatch devours the unhatched eggs. The young jaleeda stays with the parents until it is time for the next clutch of eggs to hatch; at this time it is sent out on its own.

At one time the population within the vale was estimated at nine dozen, but the valley elves and tree people have reduced that number by about two-thirds. It is unknown how many jaleeda birds exist outside the vale. The elves and tree people have little trouble dispatching a bird that has established its territory near one of the settlements. The elves and tree people routinely set up a dummy in a clearing within the bird's territory and hide in the foliage with their bows ready. Because the bird is stupid, it usually flies at the dummy and is brought down by a volley of arrows. Although the bird has keen senses of hearing and eyesight, it has a poor sense of smell and no common sense.

Ecology: Jaleeda birds are omnivorous, eating plants, animals, and humans and demihumans. They do not like water and therefore refrain from eating fish and creatures that live on river banks. Their preferred diet is monkeys and large birds, which they seem to envy and detest.

Jaleedas' covet treasure, collecting items from their prey and hiding these in their nests. They especially enjoy shiny objects and regularly inventory their horde to make sure creatures invading their territory have not stolen from them.

Jaleedas are believed to live about 50 years and are able to lay eggs through the first 40 years. They seem to have no language, but communicate with each other through horrid-sounding caws and wing gestures.



Beginning the Adventure

There are several ways the DM can involve the player characters in this adventure. The easiest way is to start the adventure in Bissel, near the Valley of the Mage.

In Bissel, which is detailed in the Greyhawk Boxed Set, the PCs hear stories about six necromancers who had been terrorizing small communities within the country, robbing low-level mages and adventuring parties, threatening many of the locals, harming those who opposed them, and making plans to take over part of the country.

Bissel forces drove the necromancers out of the country, and the citizenry is currently pleased with the government for its show of strength. The citizens are content and no longer fear a threat from the necromancers.

However, the PCs also hear rumblings that the government is still concerned about the evil spellcasters and wants something done to make sure they pose no further threat to Bissel or the nearby countries. Government spies are certain the necromancers eventually will be back.

To draw the PCs into the adventure, His Lord Grace, Walgar, the Margrave of Bissel, could seek out experienced adventurers to find the necromancers, determine their intentions, and try to defeat them if their plans of conquest still hold.

If you are running a Greyhawk campaign, and the player characters are far from Bissel, they could learn of a handsome reward being offered by the Margrave of Bissel in exchange for spying on some evil wizards. Or, if the PCs are well known in some of the countries in the Flanaess, they could receive a notice from Bissel officials, asking them to come before His Lord Grace.

If you take one of these approaches, or develop another that brings the PCs before the Bissel leader, introduce the players to the scenario by reading the following passage. All boxed sections in this adventure contain information that the PCs would get by entering rooms, talking with NPCs, or being confronted by encounters or situations. You can either read the boxed text as is or paraphrase it to suit your needs.

If you prefer, you can set the beginning of the adventure in another country near the Valley of the Mage, such as Gran March,

Veluna, Ket, or the Grand Duchy of Geoff, substituting the ruler of Bissel for the ruler or a top official of the country you have selected.

You are brought before His Lord Grace, Walgar, the Margrave of Bissel. From his seat in a large carved wooden chair inlaid with silver, Walgar leans forward and eyes your group. The leader is flanked on his right and left by uniformed guards standing at attention. Guards also stand at the entrance to this room, which is immense and devoid of furniture except for Walgar's chair, which sits on a two-tiered dais.

"Great adventurers," the Margrave of Bissel says. "I have heard of your prowess and accomplishments and ask you to come to the aid of the March of Bissel, The Lirtlemark. I—and the people of this great country—have need of the services of strong, competent folk who are not attached to the Bissel government, or to any government, and who are experienced fighters and spellcasters. The task will not be easy, but I am certain you are up to it."

The Margrave furrows his brow, and his eyes drift to his ring-encrusted hand; the largest ring clearly displays the coat of arms of Bissel. "I love this land and the people," he continues. "And there is a force that I believe could threaten both—and more. Perhaps I am being overly concerned. Perhaps the threat has passed. But I believe it is better to be cautious and safe than overconfident and in jeopardy."

"Recently, a group of wizards, necromancers to be more precise, came into Bissel and started threatening some of the people in the outlying areas. They attacked low-level adventurers, particularly other wizards. It was clear they were after magic or something arcane. They harassed people in the villages, harming those who made any show of strength against them. And they began to eye portions of the land for their own. These necromancers, who numbered only a half-dozen, were difficult for my

forces to find, as with their spells they could cloak their comings and goings. Still, eventually we found them when they became bold and tried to bully the residents of a village my soldiers were hiding in. There were several fatalities accrued among my force, but eventually the necromancers were banished from the land. We knew better than to try to take them in with the force we had before them. Bissel clerics and mages are using spells to watch the country's borders and make sure they do not return.

"Most of my advisors assure me the necromancers are gone for good. However, a few advisors believe they will be back when they have more power. And if they don't come back here, they will come back elsewhere; those who desire political power are loathe to give up their quest." Walgar pauses and slouches forward in his chair, resting his chin in his hand.

"Informants who followed the necromancers tracked them to the Valley Of the Mage, a mysterious land ruled by a man called the Black One. He also goes by other names—the Exalted One and the Mage of the Vale. I am certain there are more titles. The mage is said to be powerful and evil. Many believe he is human, but if that is true, he must be ancient. He has controlled the valley for decades and has the loyalty of the demi-humans said to live there. He seems content to rule the vale, leaving the nearby countries alone.

"We do not want to war on him or attempt an assassination. Bissel and the surrounding countries do not need to contend with his loyal followers. Besides, our concern is not the Black One. Our concern is what will happen if the necromancers team up with him and encourage him to broaden his power or defeat him and take his place. I know they will not be content to rule only the Valley of the Mage.

"Therein lies your mission. You must travel to the valley and find the necromancers. We must know what their intentions are. You cannot let them kill the



Black One if their plans are to usurp his throne, and you cannot let them join forces with the mage, as together they could be a magical force few, if any, could stand up to." Walgar rises from his massive chair, using his aged arms to boost himself off the seat. "Of course, there may be no need for concern," he says evenly. "There are rumored to be monsters in the vale. We could hope that the necromancers already have filled the monsters' gullets. Make sure you do not become food for the creatures."

He hands you a map drawn on fine beige parchment. "One of my informants, or a spy if you will, has been inside the valley. He was captured by a band of valley elves, a reclusive race that has sworn its allegiance to the Black One. The spy reported being questioned, roughed up, and escaping. Who knows, it is possible the elves let him flee—that is what he believes. In any event, while he was in the valley he learned a few things that should will be of interest to you.

"The valley is carefully guarded; its defenses are many, and some of them are magical. There are valley elves and gnomes within, and at least the elves patrol the land looking for trespassers. There are also large creatures and fearsome monsters. My informant did not know if these things were under the control of the mage. The informant did not see the mage, or a person the elves call 'The First Protector.' And he was in the vale before the necromancers, so he is not certain where the necromancers may be, if they are still alive, or if they have joined with or defeated the Black One.

"He believes all of the vale is heavily forested, with the easiest spots to navigate being along the Javan River, which begins high in the Barrier Peaks and leaves the valley by the Dim Forest. The great peaks nearly surround the vale and are very difficult to climb, impossible in some places, and definitely guarded.

"There is only one point where there are no mountains to bar your way, and that point at which the Javan exits the valley. We are certain that area is heavily

guarded, too, but perhaps adventurers of your caliber will have little trouble getting in. The only other entrance the informant learned of was a narrow pass through the Barrier Peaks—that is how he got in. It is marked on your map. I care not how you get into the vale, only that you do and find the necromancers. Perhaps some of the vale's inhabitants are friendly enough to give you some information or point you toward the necromancers.

"I sincerely suggest you do not try to take on the Black One, for I fear that will result in problems for all of us. However, perhaps if you talk to him or to this First Protector, you will be able to turn them against the necromancers." Walgar walks toward the exit, half of the soldiers staying several steps behind him. Then he turns for some parting words. "Bissel will pay you handsomely for undertaking this mission. Each of you will be given 4,000 gold pieces—half now in gems, the other half upon your return in a currency of your choice. I have a few trusted assistants available if you want to discuss the matter with them. Perhaps they can pass on some additional knowledge that will be beneficial to you."

While Walgar wants the PCs to undertake the mission as soon as possible, he will understand their desire to prepare for the adventure. Walgar will supply them with any basic equipment they want in addition to mounts. He will provide up to medium war horses. Further, he probably can be talked out of some *healing potions* or scrolls with *cure light wounds* spells on them. If the PCs ask for more than a half dozen of these, he will decrease their reward in exchange.

If the PCs talk to Walgar's assistants, the soldiers, or to some of the people in Bissel and the surrounding countries, they can learn the following statements, not all of which are true. True statements are followed by (T). False statements are followed by (F).

* Common people stay away from the Valley of the Mage because it is dangerous and foreboding. (T)

* Few adventurers dare to go there for the same reason. There are many other places on Oerth to seek fame and riches. (T)

* The necromancers probably are not entirely what they seem. Spellcasters do not carry swords, and one of the "necromancers" definitely had a sword. (T)

* There are tales that a handful of experienced adventures breached the vale and came back with platinum and gems. (T)

* There are vast riches rumored to lie unguarded in the Valley of the Mage because the demihumans who live there do not know what is valuable. Tales say pieces of platinum can be found in stream beds. (F)

* A patrol from Gran March entered the vale several years ago to gain information about the Black One. But none of the patrol returned, and Gran March has sent no additional patrols. (T)

* Some say the Black One is human and comes from a land nearby. (T)

* However, some say he is a demon or a lich, for humans cannot naturally live that long. And, further, he controls an army of undead that walk throughout the vale. (F)

* The Mage is mad, and is dangerous because of his insanity. He is said to detest humans and will permit no human to live within his domain. (F)

* The mage has the cooperation of mountain dwarves who live in the Barrier Peaks. The dwarves do their best to let no one pass. (T)

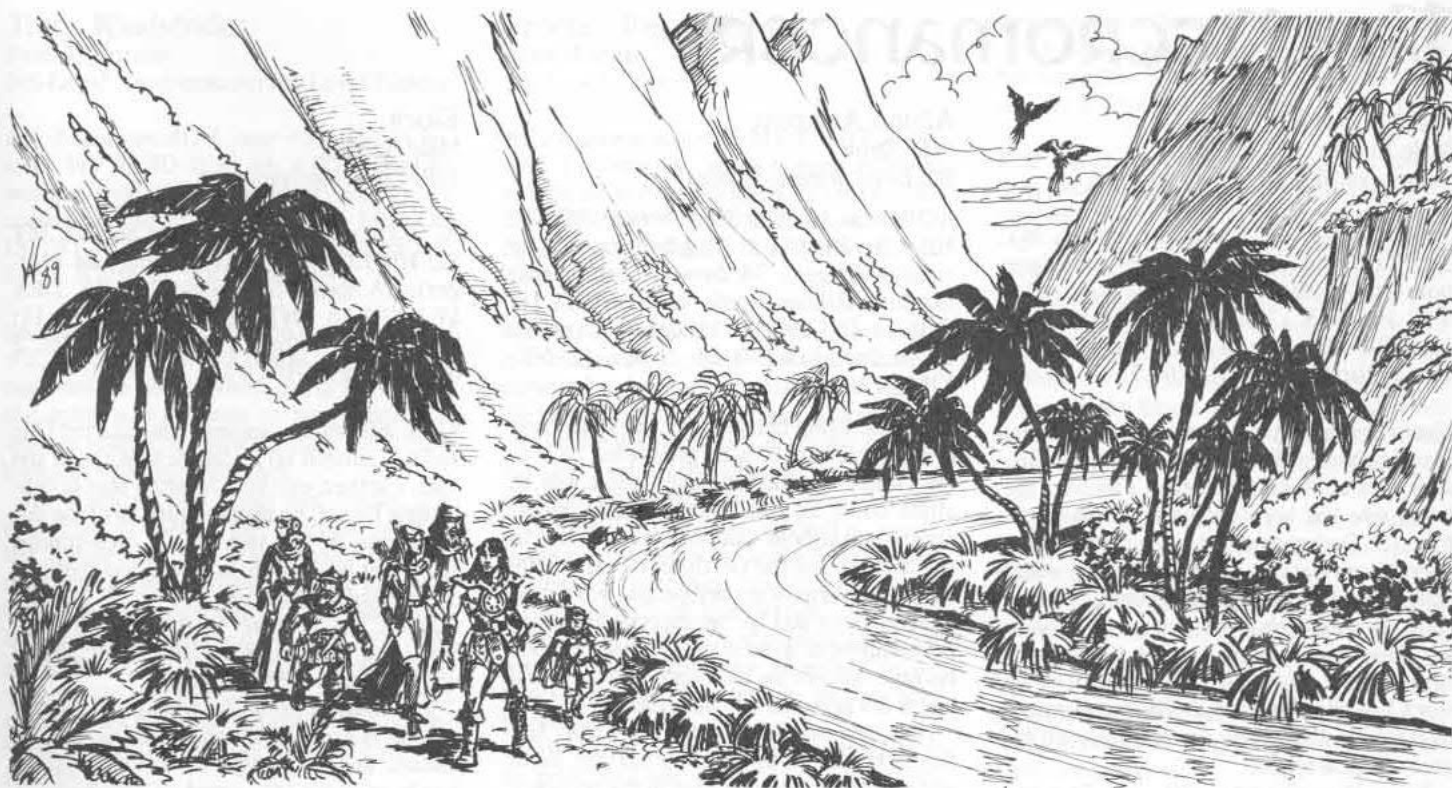
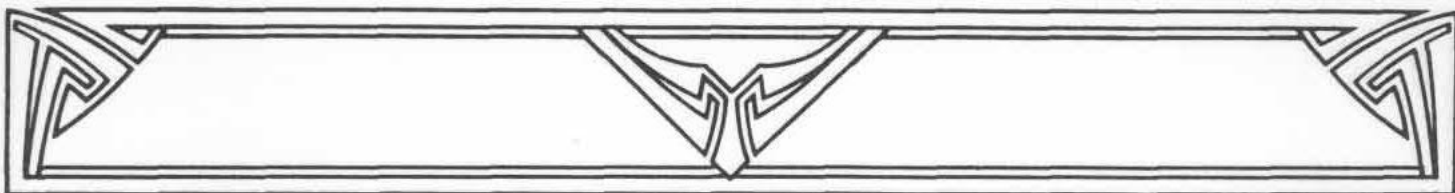
* The valley is heavily guarded, as the Black One does not want trespassers coming into the Valley of the Mage. (T)

* Monsters roam throughout the valley, making the place unsafe. (T)

* Even the natural creatures are dangerous and numerous. (T)

* There are a great many traps and magical barriers that also prevent entry to the valley. (T)

* And once someone has entered, he can never leave. (F)



* The Valley of the Mage is not a valley at all, nor is it part of Oerth. The valley is located on another plane, and walking into the valley takes you to that plane. (F)

* There are no humans living inside the vale other than the Black One, if indeed he is human. Valley elves and gnomes are the only people inside the vale. (F)

* The valley elves live in a great stone citadel near the river that was built by the Black One. (F)

* The Black One and his most trusted associates live in a citadel off the Javan River. The citadel is an impressive stone structure. (F)

* The citadel is there, but is no longer occupied by the mage. (T)

* No one in Bissel knows what the Black One looks like. (T)

* The Black One no longer exists. He was human, and as such his life span was limited and he died decades ago. However, rumors of his existence continue only because no

one has been in the Valley of the Mage to prove otherwise. (F)

The player characters are advised not to take horses if they intend to get into the valley through the Barrier Peaks. Horses cannot traverse the mountains except for the foothills. They will have no trouble taking horses into the valley if they go through the entrance by the Dim Forest. However, the Bissel soldiers will point out that horses are more noticeable than men walking, and they make more noise.

A group of Bissel soldiers will volunteer to ride with the PCs to the far edge of the Dim Forest, and then take the PCs' mounts. The Bissel soldiers will not escort the PCs farther than the Dim Forest.

The PCs are given a complete description of the six necromancers, down to the decorations on their robes. The Bissel officials cannot provide the PCs with descriptions of the Black One or the First Protector.

Going Inside

The DM must pay attention to where the PCs plan to enter the Valley of the Mage and con-

sult the valley's defenses, detailed in previous sections, to determine what the PCs will be up against. The monster statistic chart on page 28, listing the creatures found in the vale, can be used to generate wandering encounters for the PCs. In addition, you will have to remember the patrols that regularly travel through the valley looking for trespassers and unusual occurrences.

Further encounters are indicated by the letters on the DM's vale defense map. Consult the map. When the PCs travel near a letter on the map, turn to the section of the text under "Encounters and Oddities" (page 40) to determine what they see.

After the PCs have been briefed on their mission, you can go directly to their attempts to enter the vale, or you might want to run a mini-adventure from Bissel to the vale.

The Exalted One's location is detailed in the following section. You may elect to not have the PCs encounter him if you believe they would destroy him. The Exalted One is a powerful NPC you will want to keep around for a while in your Greyhawk campaign.

The Necromancers

Nyeru Darkspring

Male Human
10th-Level Wizard (Necromancer)

AC 3 (*bracers AC 6* and Dex bonus); MV 12; HD 10; hp 30; #AT 1; Dmg by weapon type (staff or dagger); SA spells; SD spells; STR 10, DEX 17, CON 16, INT 18, WIS 15, CHA 18; Spells: 5 1st, 5 2nd, 4 3rd, 3 4th, 3 5th; AL NE; THAC0 17

Nyeru Darkspring is the only son of a wealthy Bissel alchemist. He studied under one of Bissel's most accomplished mages, a friend of the family who had been purchasing components from the Darksprings for many years. However, Nyeru wanted to learn spells that would enable him to control dead creatures, something his tutor abhorred. Frustrated, Nyeru left Bissel and journeyed to the Great Kingdom, where he found wizards who would teach him what he wanted. The mage vowed to return to Bissel one day and show off his great magical might.

Nyeru threw his lot in with a small band of necromancers who were passing through the Great Kingdom. Together, the mages decided to subjugate a portion of Oerth and form their own kingdom.

Nyeru is by no means the most powerful of the mages, but he considers himself their leader because of his wealth and drive for political power. Nyeru has long black hair and a beard.

The magical items he wears and carries are *bracers of protection AC 6*, *staff +3*, *bag of holding* (largest capacity), *boots of striding and leaping*, *wand of magic missiles*, and a *dagger +2*.

The potions he carries are those of *extra-healing*, *invisibility*, *ESP*, and *sweet water*.

The spells he usually has memorized are as follows:

- 1st Level: *cantrip*, *chill touch*, *detect magic*, *grease*, *unseen servant*
- 2nd Level: *detect invisibility*, *fog cloud*, *levitate*, *spectral hand* (x2)
- 3rd Level: *delude*, *feign death*, *fly*, *vampiric touch*
- 4th Level: *contagion*, *enervation*, *polymorph self*
- 5th Level: *animate dead*, *magic jar*, *summon shadow*

Albion Aalkrost

Male Drow
9th-Level Wizard (Diviner)

AC 0 (cloak, ring, and Dex bonus); MV 12; HD 9; hp 26; #AT 1; Dmg by weapon type (staff or dagger); SA drow abilities, spells; SD drow abilities, spells; STR 8, DEX 18, CON 13, INT 18, WIS 18, CHA 15; Spells 5 1st, 4 2nd, 4 3rd, 3 4th, 2 5th; AL NE; THAC0 18

Albion is allying himself with the small band of necromancers until he gains what he considers to be sufficient magic and spells to strike off on his own to establish an underground stronghold. Albion has no desire to rule a portion of the Oerth, as he cares little for the concerns of surface people. However, he recognizes that he can improve himself in the company of these mages, and so he bides his time, follows the directions of Nyeru, and keeps his personal motives hidden.

Although he detests the light, he has forced himself to adapt to the surface world and is only at a disadvantage in the presence of bright, magical light. Albion also detests Elock, the most powerful mage in the group. He seeks to make himself look more powerful and important in Elock's presence.

Albion, although not a necromancer, opts to carry as many necromantic spells as he is able to make himself fit in better with his companions.

He has the following drow abilities, all useable once per day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, and *levitate*.

The magical items he wears and carries are a *cloak of protection +3*, *ring of protection +3*, *ring of fire resistance*, and a *dagger of venom*.

He usually carries *potions of animal control*, *diminution*, *healing*, and *ventriloquism*.

He usually has the following spells memorized:

- 1st Level: *cantrip*, *chill touch*, *detect magic*, *enlarge*, *identify*
- 2nd Level: *detect invisibility*, *ESP*, *shatter*, *spectral hand*
- 3rd Level: *clairaudience*, *clairvoyance*, *feign death*, *vampiric touch*
- 4th Level: *contagion*, *enervation*, *magic mirror*
- 5th Level: *false vision*, *summon shadow*

Elock

Male Human
12th-Level Necromancer

AC 2 (*bracers AC 6* and Dex bonus); MV 12; HD 12; hp 44; #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; STR 15, DEX 17, CON 18, INT 17, WIS 11, CHA 11; Spells 5 1st, 5 2nd, 5 3rd, 5 4th, 5 5th, 2 6th; AL NE; THAC0 17

Elock intends to vanquish the Exalted One and set himself up as the new Mage of the Vale. Further, enjoying Nyeru's plan of controlling Bissel, he plans to turn all of the demihumans in the vale into a well-trained army that will march on Bissel and then the other nearby countries.

Elock has no love for his companions. However, he recognizes that their power will help him realize his goals.

The magical items he wears and carries include *bracers of defense AC 6*, *ding of feather falling*, *periapt of wound closure*, *beads of force* (4), *wand of lightning* (14 charges), *serpentine owl*, and a *dagger +3*.

He also has *potions of extra healing*, *floating, clairaudience*, *sweet water*, and two *potions of stone giant control*.

Elock usually has the following spells memorized:

- 1st Level: *burning hands*, *cantrip*, *chill touch*, *magic missile*, *spider climb*
- 2nd Level: *darkness 15' radius*, *knock*, *rope trick*, *spectral hand*, *web*
- 3rd Level: *fly*, *lightning bolt*, *vampiric touch* (x2), *wraithform*
- 4th Level: *contagion*, *dimension door*, *enervation*, *solid fog*, *wizard eye*
- 5th Level: *avoidance*, *cone of cold*, *summon shadow*, *teleport*, *wall of stone*
- 6th Level: *death spell*, *Otiluke's freezing sphere*

Tracy Windstrider
Female Human
5th-Level Necromancer/7th-Level Fighter

AC -3 (*bracers AC 2, ring +3*, and Dex bonus); MV 9; HD 7; hp 49; #AT 1; Dmg by weapon type (long sword or spear); SA spells; SD spells; STR 17, DEX 16, CON 18, INT 14, WIS 10, CHA 18; Spells 5 1st, 3 2nd, 2 3rd; AL NE; THAC0 14

Because of her Strength and her *long sword +2*, Tracy gains a +3 bonus to her attack and damage rolls. When using her spear, she gains a +2 bonus to her attack and damage rolls. She carries her traveling spell books in a padded backpack.

As Tracy studied under her cousin, the necromancer Elock, she learned early in her career that she could never hope to match his magical prowess. Upon attaining 5th level as a necromancer, she set aside her magical training and pursued her fighting skills. Even though she continues to concentrate on her combat ability, she also relies on her necromantic spells. She is confident she will one day become more powerful than Elock.

Tracy feels comfortable among the small group of necromancers because she believes that together they can accomplish much. While she is not interested in political power, she is interested in wealth and magical items, something she knows political power—such as controlling Bissel—could bring.

The magical items she wears and carries include *bracers AC 2, ring of protection +3, long sword +2, spear +1, wand of magic missiles* (48 charges), a scroll with three *fireball* spells (cast by a 9th-level wizard) on it, and *dust of disappearance* (2 uses).

Tracy carries *potions of extra-healing, super-heroism, invulnerability*.

She usually has the following spells memorized:

1st Level: *chill touch* (x2), *magic missile* (x2), *wall of fog*

2nd Level: *spectral hand, stinking cloud, web*

3rd Level: *fireball, vampiric touch*

Promiss Reynolds
Male Human
7th-Level Cleric

AC 2 (*banded mail +2*); MV 9; HD 7; hp 37; #AT 1; Dmg by weapon type (staff or mace); SA spells; SD spells; STR 14, DEX 10, CON 16, INT 15, WIS 18, CHA 11; Spells 5 1st, 5 2nd, 3 3rd, 2 4th; AL LE; THAC0 18

Promiss threw his lot in with the necromancers because he is obsessed with becoming powerful and respected throughout Oerth. He is confident that with such power he can spread the faith of Nerull, his deity. Promiss has little respect for wizards; he considers their power fleeting and uncertain because it does not come from a greater power. However, he keeps his feelings to himself, pretending to respect his companions and taking instructions from Nyeru.

He trusts only Red and is certain his companions do not trust him. However, he believes they will not harm him, as they need his healing powers.

Promiss is far from brave, preferring to be protected and safe in the midst of the necromancers.

The magical items he wears and carries are *banded mail +2* and a *mace +2*.

He carries *potions of sweet water* and *fire breath*.

He has major access to the spheres of All, Charm, Combat, Healing, and Necromantic, and minor access to the spheres of Protection and Guardian.

He has the following spells:

1st Level: *bless, cause fear, cure light wounds* (x2), *protection from good*

2nd Level: *aid, hold person* (x2), *resist fire, silence 15' radius*

3rd Level: *curse, feign death, prayer*

4th Level: *cause serious wounds, cure serious wounds*

Red Morgan
Male Human
13th-Level Fighter

AC -3 (*plate mail of blending +2* and Dex bonus); MV 9; HD 13; hp 87; #AT 2; D 1d6 +3 (*staff +3*); SA nil; SD nil; STR 18/00, DEX 17, CON 17, INT 10, WIS 10, CHA 15; AL CE; THAC0 8

Red gains a +3 bonus to his attack roll and a +6 bonus to his damage rolls, because of his Strength. When using his staff or dagger, he is a total of +6 to hit, +9 damage.

Red enjoys the company of the necromancers because it gives him the opportunity to pass as a mage. With his *plate mail of blending +2* he appears as a tall, broad-shouldered man in deep purple robes. He carries a magical staff instead of a sword to complete his appearance; with his *ring of spell storing*, he is able to "cast" spells to further confuse his opponents. The ring is recharged by Elock. Red is at his best when he is in hand-to-hand melee because of the massive amounts of damage he can dish out.

In some respects he is the most dangerous of the group because his foes do not realize his true class.

Red is a troubled man, staying with the group because of the power and wealth that can be attained and because he is afraid to leave. He realizes that he knows too much about the necromancers and their plans for political power to be allowed to live if he left their company.

Red cares only for personal power, wanting to become more physically powerful and obtain more magical items to further his ruse of a mage. He envies Tracy, who is able to work as a necromancer and a fighter, but he is confident she can never attain his fighting skills. He does all he can to show her up in combat.

Red is a cruel man, killing animals and people with little or no provocation. He rarely eats the animals he kills. When afforded the luxury of time, he prefers to kill people slowly so they can fully realize their fates.

The magical items he wears and carries include *plate mail of blending +2, staff +3, dagger +3, boots of levitation, ring of spell storing* (*vampiric touch, spectral hand, wraith form, fly, and enervation*).

He carries *potions of invulnerability, heroism, extra healing, and sweet water*.



Visiting the Villages

If the player characters come upon one of the human or demihuman communities in the vale, they must deal with the residents, who know the Exalted One does not want strangers in the vale. The community will rally its forces to subdue the PCs or will impress upon them to surrender. The residents will not start a fight unless the PCs threaten the community or refuse to do as the residents demand. The residents know it is better to keep the characters alive, as more information can be extracted from them. If the PCs elect to fight, a battle could be disastrous; in a small community the PCs could wipe out the population. However, in a large community the sheer number of residents could spell the defeat of the adventurers. Consult the "Valley Elves," the "Gnomes of the Vale," and the "Tree People" sections for information about the races.

If the PCs are subdued or surrender, the leaders of the community quiz them about their presence in the vale, where they are from, and their intentions. If the PCs are convincing in their story about the necromancers and the danger the evil spellcasters could pose to the Exalted One, the leaders believe their story and summon the First Protector or the leader of their respective race—Summerstorm, Zurt, or Endoble.

The community will provide the PCs a guide or two to escort them through the vale in search of the necromancers while the Exalted One is found and the matter brought to his attention. If the PCs are wounded, they are healed, fed, and given rations.

The elven villages consist of thatched homes built on ground level. The residential buildings are around the villages' perimeter, while the common buildings are in the center.

The gnome villages consist of burrows that look like large mole hills, including the common facilities and meeting halls. Many of the burrows have herb gardens or wild flowers planted on top of them for decoration.

The tree people communities are constructed in large trees, and the people jump from the branches or swing from vines to move from one building to the next.

Elven Villages

Vinestrong, population 800. This village specializes in making objects from household goods to boats and homes, all from the heavy vines that grow throughout the vale.

Moonhollow, population 800. The residents of this village are known for concocting mixtures to aid in the growth of plants and to keep insects away. All of the other villages trade with Moonhollow for these substances.

Darkglade, population 1,200. This is a farming community that grows plants on land and has learned to cultivate the mosses and plants that grow along the bottom and banks of the Javan River. Many of the residents are also musicians, making flutes by treating the reeds that grow along the river bank.

The remainder of the villages are referred to on the map as "Elf Village." Five have populations of 100, two of 150, and two of 200. The villagers are craftsmen, farmers, musicians, and artists. They trade with other villages throughout the vale.

Gnome Communities

Woodsdeep, population 500. Residents grow herbs, mushrooms, and other plants for themselves and for trade with other villages.

Mossburg, population 300. This community was named for the heavy carpet of moss that covers this section of the vale. The residents have learned to grow the moss into living sculptures that rival the stone sculptures of the korreds. Other mosses are grown as spices and used for trade.

Fernwalk, population 70, **Petalrich**, population 60, and **Earthwood**, population 50, are known throughout the vale for the exceptionally tasty mushrooms the residents grow. More flavorful mushrooms cannot be found anywhere else in the vale.

Roothome, population 45, is known for the spicy roots grown by the community elders. The roots are prized by the tree people, who send runners to Roothome to

trade ebonwood weapons for the roots.

Rockpath, population 44, and **Burrowville**, population 35, are known for the fine furniture the residents fashion from wood and clay. The residents also make clay bowls and other items.

Barkburg, population 66, is a community of farmers, some of whom specialize in fast-growing, thick-limbed bushes. The bark from these bushes is peeled off, treated, and used to make scrolls and writing tablets.

Badgertown, population 30, is self-sufficient despite its small size. The residents farm and fish, and they are known for raising and training badgers to serve as guard animals. At any given time there are 15 badgers wandering freely in the village.

Badgertown badger: AC 4; MV 12, Br 3; HD 2; #AT 3; Dmg 1d3/1d3/1d4; SA nil; SD nil; AL N; THAC0 16

Tree People Villages

Ebonwood, population 250. The majority of tree people clerics live here. The residents are hunters, fishermen, and have learned to craft weapons and furnishings from the ebonwood trees in the vale. Their ebonwood items are prized by the valley elves and gnomes.

Tambor, Fortune, Swindle, Mooch, and Plunder, population 50.

Seer, Danz, Snaffle, and Scamp, population 45.

Kardz, Vagabond, and Little Bissel, population 60.

Like the residents of Ebonwood, these villagers primarily are hunters.

ENCOUNTERING the Exalted One



Some DMs might prefer not to allow the PCs to encounter Jason Krimeah for fear they could kill him and thus end the use of an interesting NPC and throw the Valley of the Mage into turmoil.

However, if you elect to expose the PCs to Jason Krimeah, the following encounter can be used any time before or after the PCs enter the citadel and deal with the necromancers. How the PCs deal with the Exalted One could determine their fate in the valley.

The Exalted One does not want strangers in his valley, but he is smart enough to find out about any trespassers before he ejects them from his territory. Therefore, by scrying on sections of the vale, the Exalted One spotted the PCs. Rather than call in his patrols or the First Protector, the Exalted One has elected to deal with the matter himself. Using his *hat of disguise*, he has taken on the form of a dryad and will appear to the PCs in a nonthreatening manner.

The Set Up

In this guise, The Exalted One has on his *ring of regeneration*, *ring of flying*, *hat of disguise*, *boots of speed*, *bracers of defense AC 2*, *wand of lightning*, *potion of invisibility*, and *medallion of ESP*.

By the time the PCs come upon the dryad, the Exalted One already will have cast *protection from normal missiles*, *know alignment*, and *anti-magic shell*.

Consult the section on Jason Krimeah for his statistics, background, and spell list.

Encounters and Oddities

The remainder of this module details encounters, structures, and unusual objects in the vale, including the former citadel of the Exalted One. Consult the DM's map on page 26 for the location of the objects or creatures; the letters on the map correspond to the letters below.

Areas A and B— Korred Kingdom

Six korred families, of the Clan Exalted, live in the five-square-mile area, designated as area A. In the center of their territory is an unusual stone garden where they gather each week for a holiday celebration.

The Clan Exalted consists of a total of 15 adults and 28 children of varying ages.

Four korred families, making up the Clan Extol, live within the five-square-mile area B. Near the middle of their territory is a series of odd stone sculptures in a circle. In the center of the circle they hold a celebration each week.

The Clan Extol consists of a total of 12 adults and 16 children of varying ages.

Clan members live in burrows scattered throughout each clan's territory. The burrows are protected by magical nets and entangling ropes made from the korreds' hair. The clans do not attend each others' celebrations. If the celebrations do not fall on the same day, however, the clans send members to spy on the other group's celebration so they can plan their own event to surpass it.

Despite the friendly rivalry and continual one-upmanship, the clans are very cordial to each other and will come to the other's defense.

If the PCs travel near the clans' territories and have not taken any precautions to hide themselves, they are spotted, and the families in the closest korred clan join together to confront the PCs.

Read or paraphrase the following description if the korreds come to the PCs:

You hear movement in the foliage around you. The large leaves of waist-high bushy plants part to reveal a half-dozen

three-foot-tall men seemingly covered with wild tangles of hair. The men's eyes are a shiny black, and they stare at you intently. Becoming bolder, one of the men moves forward. He has a gnarled wooden stick in one hand; his legs end in hooves.

He smiles and speaks (in elvish): "Ye bein in the territory of the Clan. Bein ye friends, ye kin stay fer a bit and have fun with us. Bein ye foes, ye bein outta sorts soon. Who be ye?"

If the PCs come upon the stone garden or sculptures of the respective clans, or are brought to either place for a celebration, read or paraphrase the following:

Area A—Clan Exalted

Ahead is a clearing filled with rocks. The rocks range in size from that of a sling bullet to the size of an elephant, and they are arranged in unusual patterns. Some of the rocks are tall, reaching toward the leafy canopy overhead. Others are low and flat and have smaller rocks spaced evenly about them, almost like tables and chairs.

Flowered vines crawl up many of the larger rocks, and some of the smaller rocks are covered with green and yellow mosses. In the center of the rock garden is a large, crystal-clear pond that is ringed with small, smooth stones of a variety of colors.

Several three-foot-tall creatures covered with long, tangled hair move into the clearing and look at you. The creatures look like men, but their legs end in hooves.

Area B—Clan Extol

Ahead in the clearing you see strangely shaped rocks in a circular formation. Some of the rocks are about three feet high, others are about 20 feet high. All are twisted into unnatural shapes, including spirals and ovals; some are obvi-

ously sculptures, such as the rabbits, man-sized mushrooms, and ten-foot-tall goblets. In the center of the circle is a large pond with a small island on it. A thin stone bridge leads across the pond to the island. On the island are several stone tables and chairs.

The korreds in the Valley of the Mage speak their own language in addition to satyr and elvish. PCs wanting to talk to the korreds have to use one of these languages or magical means.

Korred, adult: AC 5; MV 9; HD 6 + 1; hp varies; #AT 1; Dmg 1d2 + 4 or by weapon + 4; SA hurl rocks for 2d8 points of damage, spells; SD laugh, spells; MR 25%; THAC0 15

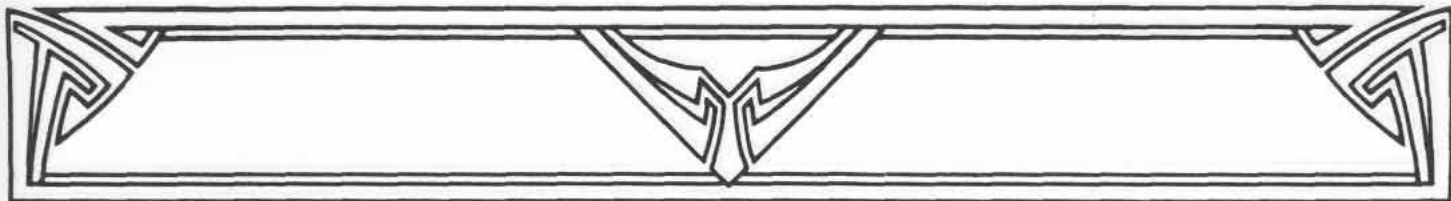
Korred, child: AC 5; MV 9; HD 4 + 1; hp varies; #AT 1; Dmg 1d2 + 4 or by weapon + 4; SA hurl rocks for 2d8 points of damage, spells; SD laugh, spells; MR 25%; THAC0 15

All korreds can voice a magical *laugh* three times per day. Humans and demihumans within 60 feet of a laughing korred must roll a successful Charisma check on 1d20 or be stunned for 1d4 rounds. A bard's singing can nullify the effect.

Further, korreds can use the following abilities at will: *stone shape*, *animate rock*, *stone door* (teleport 30 feet), *shatter rock*, *transmute rock to mud*, and *stone tell*.

The Korreds and the PCs

The korreds are generally a friendly group, enjoying singing, dancing, and celebrations. They do not attack the PCs unless first attacked or threatened. In the event of an attack, the children are told to return to their burrows, while the adults deal with the intruders. The adults fight to the death only if absolutely necessary. They avoid killing the PCs unless there seems no alternative, as they don't want to deal with the bodies. The korreds know dead creatures attract monsters, and they certainly don't want to contend with them. Their battle tactics include



laughing to stun the PCs, then retreating to their burrow homes. If the PCs pursue them, the korreds again try to stun them. If they are successful, they haul the PCs out of the valley. If they are not successful, the korreds fight to kill the PCs.

If the player characters act neutral to the korreds, the korreds watch them for a while, providing them with no information. They do not prevent the PCs' continued exploration of the vale. However, after the PCs are out of sight, korred messengers look for a valley patrol and notify the patrol about the PCs.

If, instead, the PCs are cordial to the korreds, the clan encountered is friendly in return and considers the occasion cause for a celebration. Plans immediately begin for the evening's festivities. The korreds have not seen outsiders in the vale before, and they want to know everything about the strangers and where they come from. The clan believes this will give them an edge on the other korred clan, because they will have knowledge and friends the others do not.

The korreds will be very persuasive to get the PCs to stay for the party, including bribing them with information. Of course, the korreds won't reveal the information until after the party is over.

If the PCs refuse to attend the party, a few korreds follow the PCs for a mile or two out of curiosity, but they do not take any actions against the characters.

If the PCs agree to be guests at the party, the korreds take them to either the stone garden, if it is the Clan Exalted, or the sculptures in a circle, if it is the Clan Extol.

The korreds weave their hair into animated entangling ropes and snares about the perimeter of the party area so they do not have to bother establishing sentries. If a PC attempts to leave the party area before the korreds take down the ropes and snares, he is attacked by the rope or snare and must roll a successful saving throw vs. paralysis or become entangled. The snares and ropes are AC 1, have 5 hit points, and move at a rate of 3. The korreds feel insulted, but take no action, if the PCs change their mind about the party.

A korred party, whether it is with the Clan Exalted or the Clan Extol, consists of several hours of singing, dancing, and story telling. The korreds insist the PCs tell tales

about themselves and their travels. The korreds are relentless until each PC offers a story. The korreds have no way to discern if the PCs are telling the truth. But if the PCs' stories are plausible or entertaining, the korreds are satisfied.

After the celebration, the korreds offer the PCs information about the vale. However, what the korreds reveal depends on the PCs' questions. The PCs are welcome to spend the night in the korreds' territory, where korred sentries watch over them.

Korred Information

* The Exalted One, for whom one of the korred clans is named, is a fine sort who never bothers them, but must certainly look in on them through magical means. The korreds do not know what he looks like, but they know he is the recognized leader of the vale.

* The Exalted One used to live in a large stone citadel deeper in the vale. The place is impressive, and undoubtedly dangerous. A few curious korreds tried to get in. The clan does not know if they were successful, as they never returned. The korred clan can give the PCs reasonably good directions to the citadel (area G). If the PCs ask for a guide, the korreds provide one. The guide takes the PCs to the citadel and then returns to his clan.

* Because the Exalted One is so respected by the valley elves, gnomes, and tree people living in the vale, the three groups act as patrols. The korreds caution the PCs to move quietly through the vale to avoid the patrols.

* The worst patrol of all is a green dragon that serves the Exalted One. The korreds have not seen the dragon up close, and they have no great desire to go looking for it.

* An unusual animal, "which is all animals," moves through the vale. The animal does not threaten the creatures that live in the vale, but the korreds don't know what the animal would do to strangers. (They do not know that the animal they refer to is the shape-changing jakar.)

Area C—Stone Bridge

This bridge was created by the korred clans so the korreds could get across the river (to spy on each others' celebrations and rock sculptures). Other creatures and people in the vale also use the bridge; the korreds do not seem to mind.

The unusual feature of the bridge is that it is sculpted from stone, and the Clan Extol side of the bridge is different than the Clan Exalted side. The clans could not agree on how to make the bridge, so each made half to their own liking. If the PCs travel near the bridge, read or paraphrase the following:

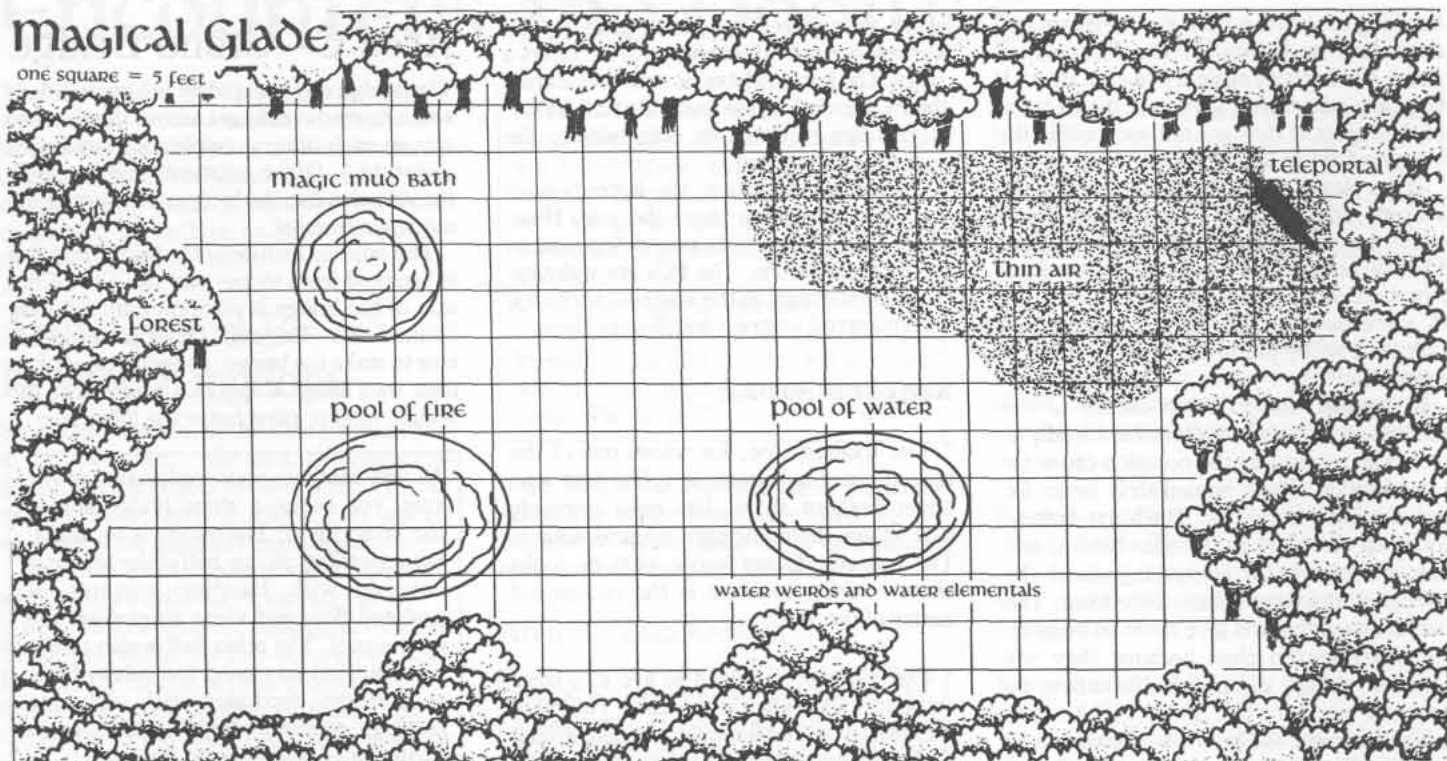
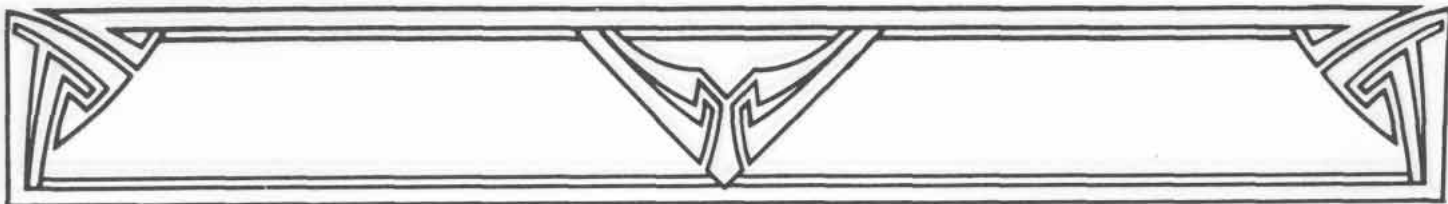
As you continue your exploration of the vale, you notice a stone bridge across the Javan River. The bridge is beautiful, but unsettling, as one half of the bridge is covered with twisting columns of sculpted flowered vines supporting the ornate roof. The other half is also elaborate, but has no cover; the sides of this section are decorated with elaborate carvings of many jungle animals, large exotic birds, and delicate flowers.

The PCs can examine the bridge as long as they desire. They will have no encounters here unless they damage the bridge or make a considerable amount of noise. In this event, they should attract the korreds or one of the valley patrols.

PCs looking at the bridge can tell that it was created from a single piece of stone. The korreds created it with several *stone shape* spells. The bridge does not radiate magic. It easily supports the weight of the PCs.

Area D—Galeb Duhr Guards

The galeb duhr living in this area created a narrow passage through the Barrier Peaks and positioned themselves on either side of the passage. The passage is only ten feet wide, big enough for animals to pass in and out of the vale. That is why the galeb duhr made the passage—so they could observe the animals, a favorite hobby of theirs. Occasionally valley elves in search of a merchant caravan to rob or searching for new



game will use the passage. The valley elves know of the galeb duhr and often stop to chat with them. The galeb duhr in the Barrier Peaks are curious and want to keep track of events inside the vale.

The galeb duhr know the Exalted One does not want strangers entering the vale. Therefore, if any humans or demihumans, with the exception of valley elves, come into the vale, the galeb duhr seal off the passage before the humans or demihumans are able to enter more than half-way. The spy from Bissel, an accomplished thief, was able to get into the vale through this passage because he moved silently and hid in the shadows of the rocky ledges.

If the PCs opt to enter or leave the vale through this passage, they have the galeb duhr to contend with. The galeb duhr have no intention of killing trespassers; they just have no intention of letting them wander freely in the vale. The galeb duhr use their *stone shape* and other abilities to keep the PCs out of the Exalted One's land.

After the galeb duhr halt the PCs' progress, probably by using *stone shape* to box them in, the galeb duhr question them. They want to know what the strangers are

doing here, where they are from, and their intentions. The galeb duhr plan to relay any information they pick up to the next patrol of valley elves. The galeb duhr do not provide the PCs with any useful information. The only thing they relate is that the vale belongs to the Exalted One and his charges, and the characters are not invited to enter.

The PCs cannot bluff their way into the valley, as the galeb duhr know that humans and demihumans lie; no matter how good the PCs' story is, it won't get them past the galeb duhr. The galeb duhr order them out of the Barrier Peaks, using their *stone shape* ability to push the PCs out if necessary. The PCs will have to find another way into the valley or kill the galeb duhr, which will prove a difficult proposition.

The galeb duhr only attack to kill if their own lives are in jeopardy.

Galeb duhr: NA 4; AC -2; MV 6; HD 10; #AT 2; Dmg 4d6; SA spells; SD spells; MR 20%; AL N; THAC0 10

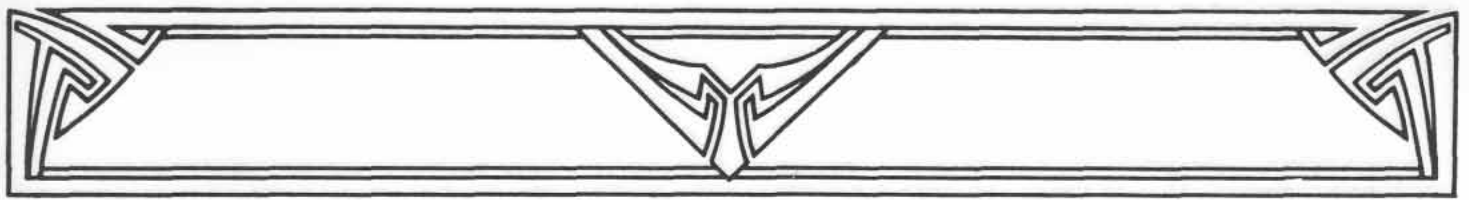
These galeb duhr can each animate two boulders within 60 feet of themselves (AC 0; MV 3; HD 9; Dmg 4d6). They can cast

the following, once per round, as 20th-level wizards: *move earth*, *stone shape*, *passwall*, *transmute rock to mud*, and *wall of stone*. They have no treasure.

Area E—Magical Glade

More than a decade ago the Exalted One chose this glade to conduct experiments using the four elements—earth, water, fire, and air. He tried to use the elements to better himself and extend his life span, but his experiments did not turn out as he had hoped. The gnomes, valley elves, tree people, and creatures in the vale avoid the place, because they have witnessed what happens when objects in the glade are disturbed. However, there are also benefits to be gained by investigating the objects in the glade.

The Exalted One rarely visits this place in person. However, he scribes on it at least once a week to make sure his subjects are not being harmed by the glade's effects. He would destroy the glade if it seemed to pose a threat to his subjects. He has kept it intact



thus far, believing that someday he might want to return to those experiments.

Consult the diagram for the location of the objects in the glade. As the PCs near the glade, read or paraphrase the following:

There is a large clearing ahead. The trees seem to form a perfect circle around it. The clearing is a perfect circle around it. The clearing is a perfect circle around it.

foliage. However, it has several striking features. In the center of the clearing is an oval pool ringed with green and blue marble-like stones. The surface of the pool is like glass, only the insects skimming over its top break the mirrored surface.

Nearby is another oval-shaped pool. But a fire burns across the surface of this one. The yellow-orange flames lick about ten feet into the air. Beyond these pools is a raised bowl where something brown bubbles and oozes over the side; it looks like mud.

The PCs cannot find human or demihuman tracks in the clearing, and there are few animal tracks. If they observe the tracks, they can tell the animals wandered around the clearing, moved over to the pool of water, and left. However, not all of the animal tracks leave the pool's edge. If the PCs detect for magic, they learn the entire glade radiates magic, including the very air. The glade does not radiate evil. If the PCs have valley elves, gnomes, tree people, or korreds with them, those demihumans do not willingly enter the glade, fearing the powerful magic.

The Element of Air

The air in the glade has a high oxygen content throughout most of the clearing. The thatched area on the map, however, represents where the air is very thin. Characters walking into the glade almost immediately notice the air is different, but it feels good. Characters staying in the glade more than ten minutes begin to feel giddy and euphoric because of the high oxygen content (but they are not harmed because of it).

PCs entering the thatched area can tell after 1d3 minutes that it is difficult to breathe; after an additional 2d4 minutes, they pass out for lack of oxygen. If they are not pulled

from the area they will die.

Only characters standing in what is marked as the thatched area on the diagram notice the shimmering rectangle. The Exalted One experimented with moving through the air as a form of teleportation, and this "doorway" was the result. He gave up on this form of transportation because he considered it too limiting; now he uses only

spells and magical items. Read or paraphrase the following to characters inside the thatched section indicated on the diagram:

The air is uncomfortably thin and dry here. There is no breeze, and no insects are present in this section of the glade. Still, there is something here, something you didn't notice until the air thinned. A rectangular patch of air shimmers in front of you; scintillating pastel pinks and blues swirl within the patch.

You are finding it hard to breathe, the air is too thin here.

If a PC touches the rectangular teleportal, which is concentrated magical air, he tingles all over. If the character passes a hand or object through the portal, he cannot see it emerge on the other side of the rectangle, as it is emerging elsewhere in the vale. Stepping through the teleportal transports a character to area H on the DM's map. Physically attacking the teleportal has no effect, as it is air. However, a *dispel magic* spell cast by a wizard of 8th level or higher has a 60% chance of working. The *dispel magic* removes only the teleportal; it does not affect the lack of oxygen in the air around it.

The Element of Earth

The bowl filled with mud radiates a strong aura of alteration magic. The Exalted One, in trying to lengthen his life span without *potions of longevity*, magically changed the earth of this glade. He learned from the tree people that mud has a rejuvenating component; the tree people use it in many of their healing treatments. He hoped it would keep him younger.

This mud rejuvenated him in one sense; it increased one of his statistics, but it also decreased another statistic in exchange. The mud also removed all wrinkles from his

body, making him appear 15 years younger; however, beneath his skin his actual age remained the same. Once he had been thus affected by the mud, further applications proved useless.

If a player character touches the mud with exposed skin, he notices that when the mud is brushed away, the skin beneath it is smoother and softer. Only sitting in the

bowl, nearly submerging oneself in mud, grants the benefit of the increased statistic, and the detriment of the lowered statistic.

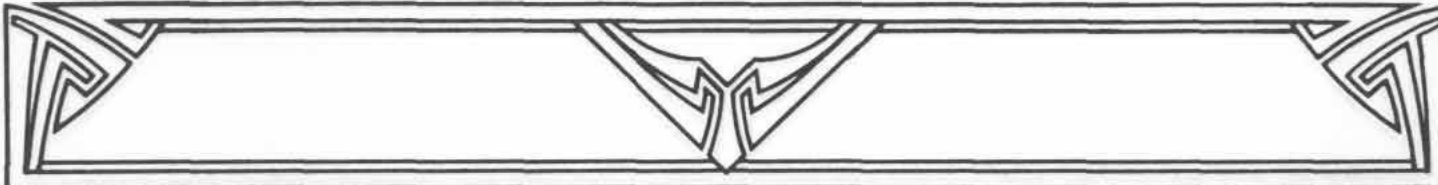
If a PC sits in the mud bowl, roll 1d6. The number rolled corresponds to the statistic that is raised one point—1 = Str, 2 = Con, 3 = Con, 4 = Int, 5 = Wis, 6 = Chr. Then roll a second d6 to determine the statistic that is lowered, roll again if the result is the same statistic that was raised. The mud only affects a character once. A *dispel magic* spell cast by a wizard of 8th level or higher has a 25% chance of destroying the magical properties of the mud.

The Element of Water

The Exalted One used this 20-foot-deep pool to summon water elementals. The pool acts as a gate between the Prime Material plane and the elemental plane of water. Eventually, two water weards came through the gate and now occupy the pool. The water weards successfully took over the water elemental in the pool and are controlling it in a manner similar to a *charm* spell. The only way to break the effect is to disrupt the water weird. The Exalted One does not know about the water weird.

The water weards feed on all life forms, and as such have been forced to survive on insects and the small animals that come to the pool. PCs watching the pool's surface can see insects skimming along the surface and being snatched from beneath the surface. It will look like a panfish is feeding off the bottom.

If the PCs move within five feet of the pool, the water weards begin to form (it takes them two minutes). The surface of the pool remains undisturbed during this time. Once formed, the water weird in control of the elemental remains at the bottom of the pool, directing the elemental's actions. The remaining water weird and the elemental can attack any characters within reach. If the elemental is dispatched, the



water weird comes to the surface to join in the fight. They fight to the death.

Water Weirds (2): AC 4; MV 12; HD 3+3; hp 24, 21; #AT 0; Dmg nil; SA drowning; SD edged weapons cause 1 point of damage, blunt weapons cause full damage; AL CE; THAC0 16

Water weirds strike as 6-Hit Die monsters. These particular water weirds can reach up to ten feet away from the pool's edge. Any creature struck by the water weirds is pulled beneath the water unless it rolls a successful saving throw vs. paralyzation; if it fails, it will drown in 1d4 minutes unless rescued. When damage inflicted to a water weird is equal to its hit points, the creature is disrupted. But it reforms again in two minutes. Cold spells slow it, fire-based spells do half or no damage. A *purify water* spell kills it.

Water Elemental: AC 2; MV 6, Sw 18; HD 12; hp 65; #AT 1; Dmg 5d6; SA nil; SD +2 or better weapon needed to hit; AL N; THAC0 9

Although this elemental can move on land up to 60 yards away from this pool, the water weird directs it to not leave the clearing. The water weird fears that the elemental will regain control of itself if it moves out of the water weird's line of sight. Out of water, 1 point of damage is subtracted from each die of damage the elemental inflicts (to a minimum of 1 point of damage per die).

If the PCs kill the water weird controlling the elemental, or dissipate it for two rounds, the elemental takes the opportunity to flee through the gate to its home plane. If the PCs kill the water weirds (and perhaps the elemental), they can search the bottom of the pool.

At the bottom of the pool are the skeletons of small animals and a few humans or demihumans, 20 copper pieces, 33 silver pieces, 40 gold pieces, three rings, and a short sword.

The sword is a *short sword of quickness* +2. One of the rings is *nonmagical*; it is a platinum band set with a large emerald and worth 3,200 gp. The other rings are plain bands, one silver, the other bronze. The silver band is a *ring of sustenance*; the bronze band is a *ring of clumsiness*, the secondary power of which is *invisibility*.

The Element of Fire

This pool, identical in size to the pool of water, is filled with oil. The fire on the oil's surface will never burn out naturally because the oil never will run out. The source of the oil is a *decanter of endless oil* that rests at the bottom of the 20-foot-deep pool. The Exalted One set fire to the surface of the pool so he would have enough light to conduct his experiments in the glade during the evening hours. He also believed the fire, because of its size, acted as a deterrent to wandering monsters.

The fire is not magical, but the pool radiates a faint aura of magic because of the decanter at its bottom.

Pouring water on the pool's surface will not put out the fire. Throwing heavy cloaks or blankets over the surface will snuff out the flames, however, as will a *pyrotechnics* spell. Other methods could work, depending on how creative the PCs are.

If the PCs put out the fire, they notice that the oil begins to overflow the pool. (The fire was the only reason the decanter did not flood the area with oil.) Because the oil is clear, PCs looking into the pool can see the decanter at the bottom. The only way to stop the oil flow is to retrieve the decanter, learn its command words, and stopper it, or to set the pool on fire again. The fire burns away the oil at a rate equal to the rate it pours out of the decanter. The command words are written in a magical script on the decanter's side. A PC wizard has a percentage chance equal to his Intelligence score to decipher the words (only one try per PC). Otherwise, a *read magic* spell will suffice.

The *decanter of endless oil* operates just like a *decanter of endless water*. This decanter's command words are "Oleum," which causes it to pour oil at a rate of one gallon a minute, "Fons," which creates a five-foot-long stream of oil that pours out at a rate of five gallons per minute, and "Scatebra," which produces a geyser 20 feet long that pumps out 30 gallons of oil a minute. The command word to make the oil quit flowing, enabling the stopper to be put back in place, is "Mora."

If the PCs take the *decanter* with them, and use it to start a sizeable fire in the vale, the patrols and the First Protector find them. Starting a forest fire will bring down

the wrath of the valley's residents and the Exalted One.

The Exalted One and the Glade

Because the Exalted One occasionally scries on the glade, there is a chance he notices the PCs' presence. There is actually very little chance (1%) he would be scrying on the glade while the PCs are there, but if they have left the glade a shambles, there is a chance (10%) he notices something amiss. If the PCs are not in the vicinity, the Exalted One assumes one of the valley's residents or a wandering monster became too curious about the objects in the glade. The Exalted One contacts a patrol—roll at random from the patrol list—to investigate the matter. The patrol begins tracking the PCs and eventually catches up to them (how soon depends on the PCs' actions).

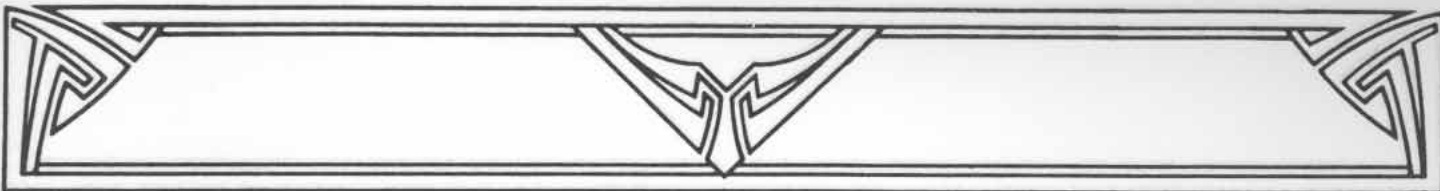
If the PCs stopped the fire in the oil pool, but didn't stop the oil, the Exalted One notices, contacts the First Protector, and directs her to investigate. She can stop the flow of oil and can locate the PCs.

If the player characters allowed the oil to continue to flow, and the glade was not scried on by the Exalted One, a patrol chances upon the clearing 4d10 minutes after the PCs left. The patrol sends a messenger to the First Protector, who comes to the glade and stops the flow. The longer it takes for a patrol to come upon the scene, the more oil spills out, thus obliterating the PCs' trail. If the patrol comes upon the scene within 20 minutes of the time the PCs left, they can send a runner to track the PCs. However, if the patrol comes upon the scene later than that, the PCs' tracks in the clearing are wiped out by the oil.

Area F—A Stand of Tree People

Three hours before the PCs enter this area, a patrol of tree people was attacked by two of the necromancers (Tracy Windstrider and Red Morgan). Most of the patrol members were killed, caught by Tracy's *fireball* spell. Those not killed by the spell were attacked by Red and killed or seriously wounded. The pair was in a hurry and did not bother to finish off the remaining patrol members.

If the PCs come upon this area, read or paraphrase the following:



The air smells acrid. There was a fire here recently; the smell of burning wood is unmistakable. Ahead you see several burned trees, their blackened trunks a stark contrast to the living forest around them. Thin wisps of smoke still rise from some of the branches. About the base of one of the large living trees are piled burned bodies. Several feet away bandaged, unburned bodies lie beneath another tree.

If the characters come closer, continue with the following, as one of the few remaining tree people addresses them:

A voice breaks the silence.

"Away stay. Armed. Hurt you come closer. People I protect. Dangerous me. Go. Safe."

In his crude form of common, the spokesman is telling the PCs to stay away because he is armed and will hurt them if they come closer. He is protecting his people and will fight to the death to do so. If the PCs leave, they will be safe.

However, the spokesman, Simius, will listen to any kind of reasonable talk from the PCs, especially if they offer to help him. Simius realizes his remaining people are badly hurt. He does not want to leave his people, as he is in the best shape to protect them. Simius has been waiting for another valley patrol to come by, but because of the erratic paths the patrols take, he realizes it could be several hours before help of that type arrives. Simius knew enough not to haul the bodies of his seriously injured patrol members into the trees, as moving them could cause more harm.

If the PCs are not cordial, and choose to enter the area in a threatening manner, Simius attacks them.

There are nine dead tree people, five seriously injured beneath a tree, and three moderately injured hiding in the trees above. The following statistics are for the injured tree people. The numbers in parentheses are the hit points each patrol member has remaining.

Tree People, 2nd-Level Fighters (5): AC 10; MV 0 at the moment; HD 2; hp 18

(2), 15 (2), 15 (1), 13 (0), 11 (1); #AT 0; D nil; THAC0 nil

Tree People, 2nd-Level Fighters (2): AC 7; MV 12 on ground and in trees; HD 2; hp 16 (4), 20 (5); #AT 1 (long sword), 2 (short bow); Dmg 1d8 (long sword), 1d6 (short bow); SA nil; SD 50% concealment in trees, -2 bonus to AC; THAC0 19

Simius, 4th-Level Fighter: AC 7; MV 12 on ground and in trees; HD 4; hp 28 (9); #AT 1 (long sword), 2 (short bow); D 1d8 (long sword), 1d6 (short bow); SA nil; SD 50% concealment in the trees, -2 bonus to AC; THAC0 17

If the PCs help the tree people, Simius is pleased, but he does not forget his duty—keeping trespassers out of the Valley of the Mage. Simius questions the party to find out what they are doing here, and informs them that it is his duty to make sure they leave. However, because they helped him, Simius asks the PCs to accompany him to the nearest tree people village, where Zurt, the leader of the tree people will be summoned. He is certain Zurt will guarantee the PCs' safe passage out of the valley. Keep in mind that Simius speaks the tree people's crude form of common, so it should be a little difficult for the PCs to communicate with him.

It is possible the PCs can convince Simius that the people who harmed him are part of a band out to get the Exalted One. If the characters can come up with a convincing story, without threatening Simius and his party, Simius believes them, sends the healthiest member of his party with them to act as a guide to the citadel (even if a korred is with the PCs), and searches for Zurt or the First Protector to relate the information.

If treated well, Simius can relate—in crude common—the following to the PCs:

* A member of his patrol, scouting ahead, spotted six robed figures heading toward the Exalted One's abandoned citadel. The man returned to Simius with the news, and the entire patrol started out after them.

* Simius believes the group must have noticed the scout, for two of them lagged behind and surprised the tree people.

* The smallest of the two, a woman with a sword, read from a piece of paper and caused a ball of orange fire to fly from her and toward the trees, where the bulk of the patrol was. The fire quickly burned itself out and killed nine of the tree people.

* The woman also caused sparks to fly from her fingertips, seriously wounding others.

* The male seemed more frightening, but didn't bother using magic on the remaining tree people; he wounded them with his staff and left them to be eaten by the valley's natural predators.

* Simius knows the group should not be in the valley, and worse—they shouldn't be in the Exalted One's citadel. The Exalted One informed the people of the valley that the citadel is a place of power and destruction and should be avoided.

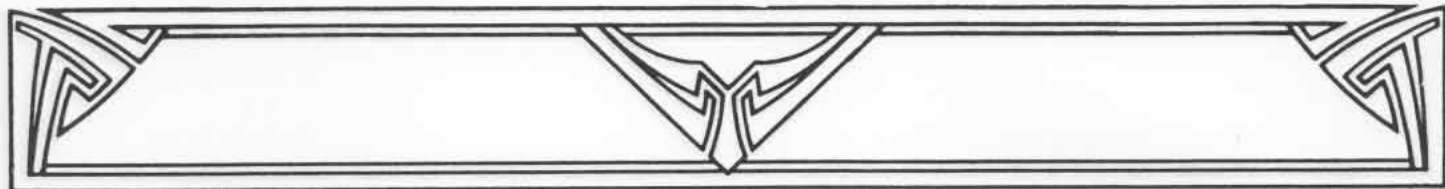
Area G—The Abandoned Citadel

A map of the citadel appears on the inside of this module's cover.

The citadel was built by the mountain dwarves, who painstakingly followed the directions of the Exalted One to mortar together massive stone blocks to form the building's thick exterior walls. False entrances and secret doors were constructed by only a handful of the mountain dwarves; and they were magically caused to *forget* where the true entrances were. The only windows are on the building's top floor, and those are nearly impossible to break because of the *glassteel* spells that cover them.

The Exalted One also enchanted his home so fire-based spells would not work inside the walls—except in the kitchen and in his laboratory, where he desired to conduct experiments with magical fire. In addition the walls are lined with lead to prevent scrying from outside forces, nor can others use *teleport* spells or other magical transportation get inside. A section of the citadel on the third level, however, is exempt from these restrictions.

The Exalted One demanded his home be built and enchanted like this to keep out possible spies from the Great Kingdom or



others who might want to usurp his power in the valley, as well as to prevent his home from being damaged by fire from those who might slip past his defenses. The dwarves considered him touched with the valley fever because of his fears. However, he paid them well and they did not want to refuse a job from a wizard they believed could easily kill them.

The Exalted One incorporated magical and mechanical traps throughout the citadel, as he constantly feared that someone could get through the exterior walls and to him. He lived here for more than a decade, conducting magical experiments, creating creatures such as the grists, and studying others such as the grivelings. He allowed few people into his citadel, primarily only the First Protector, Summerstorm, and Endoble; he created quarters for these people, whom he considered his favorites among all the folk of the vale.

Eventually, however, the Exalted One came to look upon his citadel as a prison. He feared that if enemies breached his defenses, they could acquire his magical secrets; if he didn't have the correct spells memorized, he could be trapped inside. Further, he was worried that he had become too complacent within the thick walls.

He decided he should have a home that could move so that it wouldn't be as easy for spies to locate him. Acquiring a *Daern's instant fortress* and a *cubic gate* helped the Exalted One realize his new plan. He created a permanent home on another plane, where he continues to conduct his magical research. Here also he keeps most of his prized items. It is heavily guarded by creatures native to the plane. The *instant fortress* enables him to live anywhere in the vale he desires, which is frequently behind the waterfall at the base of the Barrier Peaks.

Because of the amount of work that went into his old citadel, the Exalted One decided to leave it intact. He is certain it will serve as a ruse to those looking for him, and the defenses are still intact to harm or kill the Great Kingdom spies he still fears. Several grivelings inhabit the place, and the Exalted One had no desire to force them to move.

Further, he left many of the furnishings intact so Summerstorm, Endoble, or the First Protector could stay at the citadel while they were on a circuit of the valley. The Exalted One occasionally returns to

the place, where his old laboratory is still intact, to conduct experiments he would not want to try on another plane.

The Necromancers and the Citadel

Through use of detection spells, the necromancers eventually were able to get inside the citadel. They are residing on the second floor, where they can look down to the first floor and watch for the Exalted One. Four of them are in the building at the time the PCs visit—Elock, Nyeru, Albion, and Promiss. The other two, Tracy and Red, are by the waterfall, as Promiss determined that the Exalted One frequently is near there.

The necromancers were injured by the grists and other defenses in gaining entrance to the citadel, but they have had time to cure themselves. If the PCs take no precautions to hide themselves when they approach the citadel, the necromancers see them when the PCs enter the first level. If the PCs initially find the correct way into the citadel, the necromancers believe one of them is the Exalted One. However, more than likely it will take the PCs a few tries to get inside, revealing to the necromancers that the PCs are also strangers to the valley.

The necromancers are curious and do not initially attack the PCs. Elock uses the *crystal ball* in the viewing room to watch the PCs to see if they can handle the citadel's defenses and to attempt to learn their intentions.

If the PCs do not appear malicious in their investigation of the citadel, Nyeru appears to them when they go to the second floor of the citadel. Nyeru acts haughty, dignified, and attempts to pass himself off as the Exalted One. See the "Second Level" section for more information.

It is likely the PCs eventually will be forced to fight four of the necromancers inside the citadel.

The Player Characters and the Citadel

If the PCs have a guide to the citadel, the guide cautions them that the building is dangerous—the Exalted One warned the people of the valley away from it, telling them there are defenses that would harm them. No guide knows what the defenses

are, but everyone has heard that the very stone comes alive. If the PCs do not have a guide, they have to learn about the defenses on their own. As the PCs approach the building, read or paraphrase the following:

The building is large and seems out of place in this subtropical forest. At first glance it appears to be made out of a solid block of stone, adding to its massive appearance. Ornate carvings of winged creatures are attached to the buildings, and sculpted cornices and raised designs are evident beginning about five feet from the ground. Flowered vines grow up the building at random intervals and reach nearly to the top floor, where a few windows are evident. There are no discernable lights coming from the windows. It is difficult to tell whether the building is three or four stories tall.

The front entrance to the building has a large stone porch with thin, carved pillars supporting a stone roof that is open in the center. Sunlight (or moonlight, depending on when the PCs reach the citadel) streams through the porch's roof and splashes across the front steps. The large front door is made of carved wood.

The yard around the building is overgrown with a riot of ferns and wild flowers. Small animals scamper across the yard, which also contains a stone pool and fountain. No water spouts from the fountain, which appears to be a sculpture of an elven woman holding a large pitcher.

There are no traps in the yard, as the Exalted One did not want to harm the animal life or his valley patrols. The fountain has not been used for years, but the fountain basin is filled with rain water and a few small frogs.

If the PCs successfully check the area for tracks, they can find several-days-old tracks of a dozen humans or demihumans (a valley patrol), as well as slightly fresher tracks of a half-dozen humans or demihumans, which go up toward the house and to the building's side entrance. Two sets of tracks leave at this point and go into the forest. There also are tracks for a variety of animals.

Citadel Defenses

Gaining entry to the citadel is a difficult proposition unless the characters somehow have the First Protector, Summerstorm, or Endoble with them; these NPCs know the correct way into the citadel.

Because the walls are so thick, it would take at least two *passwall* spells to get inside—and perhaps three depending on where the PCs choose to enter. Coming up underneath the building is also difficult, as the foundation is thicker than the walls.

There are three apparent entrances to the citadel: the front door, complete with pillars and a large porch, is “C” on the Level 1 Citadel map; the back door (B); and a side door (A), which is the real way in. Doors B and C are nothing more than wood set into stone; they do not open, and there is nothing but stone behind them. These doors also have special wards on them (see following).

Each entrance is guarded by grists. Three grists, one to the left, one to the right, and one above each door, are anchored to the outside of the building at the second level. The grists fly down to attack when the PCs attempt to open the door at the first level or fly up to attack if they try to get inside the glassteel windows.

The door marked A is the actual way in. There is a small secret door within the door; attempting to open the larger false door releases a glass capsule of concentrated poison, which automatically breaks, releasing an unusually strong type M poison into the air. Characters within a ten-foot radius of the door must roll saving throws vs. poison. Those failing suffer 20 points of damage and lose 3 points of Strength for 1d12 minutes; those succeeding receive 5 points of damage and lose 3 points of Strength for 1d6 minutes.

The poison capsules are held by a complex mechanical apparatus. There are 12 capsules loaded into the mechanism. Therefore, a party could touch the door 12 times and be affected by the poison each time, or a thief would have to disarm the trap 12 times to make the door safe.

In addition, if characters at door A do not immediately go to the secret door, which is located near the large door’s hinges, the three grists located above this door fly down to attack.

The ward on door B causes *Evard’s black tentacles* to spring from the door. The 12 tentacles, which are AC 4 and last for 12 rounds, have a ten-foot reach. Each tentacle has 12 hit points. A victim of the tentacle must roll a saving throw vs. spell to avoid being grabbed. If the saving throw is successful, the victim suffers 1d4 points of damage; if unsuccessful, the victim receives 2d4 points of damage and 3d4 points of damage on each successive round until the tentacle is destroyed or it reaches its 12-round duration.

The ward on door C acts as a *vampiric touch* spell. Each time a character touches the door, or touches it via an object such as a sword or staff, the character loses 6d6 hit points. The hit points can be regained by normal or magical healing. The three grists near this door fly to the attack when the door is touched.

There are additional defenses inside the building; these are listed later in the text next in the sections describing specific areas on the map.

Grists (3 at each door): MV 9, Fl 12 (B); HD 8 + 4; hp 42 each; #AT 4; Dmg 1d8/1d8/1d10/1d8; SA fear gaze, snatch; SD +1 or better magical weapon needed to hit; MR 20%; AL N; THAC0 12

If the PCs cut open a grist, they find the following in each one: 2d6 electrum pieces, 2d4 gold pieces, and 1d6 platinum pieces.

In addition to the obvious doors, there is a secret door that elves can find (by searching) on 1-3 on a d6, and half elves can find on 1-2. The secret door is not as well concealed as most, but the characters might believe that shifting stone through the years could have made it easier to spot (the dwarves were told to construct it to look like the settling foundation made it easier to notice). This secret entrance is filled with traps. The rooms past this secret door are marked on the map with Roman numerals to differentiate them from the rest of the citadel’s rooms.

Inside the Citadel

Through the Wrong Secret Door

If the PCs choose this entrance, which leads to nothing more than a series of death

traps, they notice that the secret door is not locked, but it is trapped. The trap, which was created to make intruders believe they had actually found the correct entrance, is a poison capsule mechanism similar to that on door A. However, this poison is type L, and it only catches characters within a five-foot radius of the door. Those who succeed on their saving throws suffer no damage; those who fail receive 10 points of damage.

Read or paraphrase the following after the PCs have opened the door to corridor I.

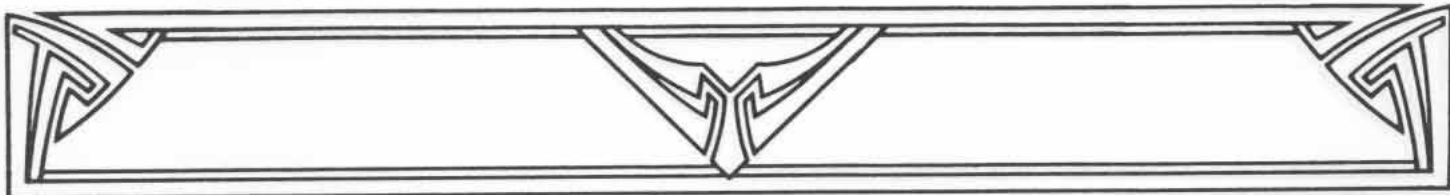
The corridor ahead is dimly lit by an unusual moss growing on the walls. The corridor extends about 30 feet, and it ends in a solid wall.

PCs walking on the pressure-sensitive floor of corridor I release the contact poison (type K) that is stored in the ceiling. Unless the PCs devise a method to stop the powdered poison from falling, they must roll saving throws vs. poison for every five feet they walk down the corridor. Those succeeding on their saving throws receive no damage, while those failing their saving throws suffer 5 points of damage. If the PCs run down the corridor, they need to make only three saving throws.

If the PCs check for secret doors at the end of the corridor, they can easily locate the door, which swings inward to reveal corridor II.

This corridor also is lit by the glowing moss. It extends forward about 20 feet and turns to the left, extending another 60 feet and ending in a large brass door; there are ornate, wooden doors to the left and right of the brass door. The brass door is polished; it has designs of small lizards and butterflies in its center, and it glows warmly in the light of the glowing moss.

If the PCs continue all the way down the corridor without taking precautions, the lead character(s) falls into the pit trap just before the three doors, suffering 1d6 points of damage. The pit trap extends across the entire corridor, is five feet wide, and is ten feet deep. Covering the bottom of the pit is a colony of green slime that has not eaten in a long time.



Green slimes (4): AC 9; MV 0; HD 2; hp 10 each; #AT nil; SA attaches to living flesh, turning the victim into green slime in 1d4 minutes; SD not affected by weapons and spells, except for *cure disease*, which kills it; AL N; THAC0 19

III. This ten-foot-square section of the corridor is also trapped, but this trap is linked to the wooden door on the west side of the corridor. When the door latch is turned, two stone blocks in the ceiling fall down on everyone standing in this area in front of the door. The victims suffer 4d10 points of damage. This trap has not been triggered by intruders before, as no previous intruder got past than the green slime. The door to the west is a false door. It cannot be opened, and there is nothing but stone behind it.

The brass door to the north is not trapped, but the entire 10' x 10' room beyond it is a pit trap. This trap is pressure sensitive and requires 250 pounds of weight to set it off—more than one player character. The walls of the room are covered in chalky frescoes of gnomes and valley elves. There are words written in an old dialect of elvish throughout the frescoes. The words are nonsensical but they are deliberately too small to be read from the doorway; they are simply a lure to get intruders in the room and into the pit. The pit is 20 feet deep; those falling into it suffer 2d6 points of falling damage. In addition, the bottom of the pit is covered with dirty, rusty iron spikes. Each person falling into the pit is struck by 3d4 spikes, suffering 1d4 points of damage for each spike. Victims struck by the spikes must roll successful saving throws vs. poison or contract a disease from the dirt and rust that is in their wounds. Those who fail their saving throws lose 1 point of Strength per day until their Strength reaches 0 and they die. The disease can be negated by a *cure disease* spell.

The wooden door to the east is locked but not trapped. The door only triggers the trap. When the door is opened, it negates the special *paralysis* spell that was placed on the two brown puddings that cover the floor of the room. Once the door is open, a *detect traps* spell will not recognize the floor as a trap.

It takes four minutes for the brown puddings to come out of the paralysis, during this time they stay dormant. Prodding the

“floor” will not get the puddings to move during the four minutes. Because the hides of the brown puddings are tough and the creatures are stretched thin over the floor, the PCs could believe they are walking on dirt or clay. The brown puddings attack after four minutes.

To lure intruders into this room, the Exalted One placed shields, bearing the emblems of Oerth lands, on all the walls. The emblems represent (from right to left around the room): Johrase, of the Bandit Kingdoms; Tiger Nomads; Duchy of Tenh; County of Sunndi; Ket; Iuz; Rockroost, of the Bandit Kingdoms; Reyhu, of the Bandit Kingdoms; Valley of the Mage (a jet black shield with a flaming comet moving across it); Duchy of Urnst; Grosskopf, of the Bandit Kingdoms; Dimire, of the Bandit Kingdoms; and the Great Kingdom. The Valley of the Mage emblem is on a *shield*, +2, which the Exalted One left there to symbolize that his country is greater than the others represented in this room. The Great Kingdom emblem is on a *shield* -1, *missile attractor*. Consult the Greyhawk Boxed Set to describe the emblems on each shield.

Brown Puddings (2): AC 5; MV 6; HD 11; hp 60, 55; #AT 1; Dmg 5d4; SA dissolves leather and wood in a single round, regardless of magical pluses; SD nil; AL N; THAC0 9

These brown puddings cannot eat through stone, which made the Exalted One confident they would not be likely to get into the main citadel.

If the characters explore this section of the citadel for secret doors, they are likely to find the doors that lead to rooms IV and V. The secret doors are locked, but not trapped.

IV. Just beyond the secret door is a 20-foot-deep pit trap, the sides of which are ringed with sharpened spikes. Characters falling in the pit must roll successful saving throws vs. paralyzation to avoid hitting the spikes on the side; those who are successful suffer 2d6 points of damage from the fall only; those who fail their saving throws receive 5d6 total points of damage from the fall and the spikes.

This room has walls painted a pastel green. On the walls are evenly spaced portraits of men in fine clothes. There is a small brass plaque beneath each of the paintings and a small patch of the luminous moss above each one to help show it off. In the center of the far portion of the room, which has larger portraits, is an ornamental throw rug. The room is spotless.

The room is spotless because no one has disturbed it since the Exalted One hung the paintings here, and the stonework is so tight that dirt and dust do not seep into the rooms. The portraits are of Krimeah's relatives and associates who once lived in the Great Kingdom (he has outlived nearly all of them), although the brass plaques beneath each painting do not identify them as such. There are 11 portraits, and the plaques beneath them read: A True Scoundrel; Murderous Thief; Cheater; Scum of the Kingdom; Child Stealer; Ruefully Regal Despot; Well-Dressed Lecherous Lord; Slanderous Statesman; My Favorite Sot; Inefficient, Inept Kingdom Mage; and Beautiful, Dangerous Deceiver.

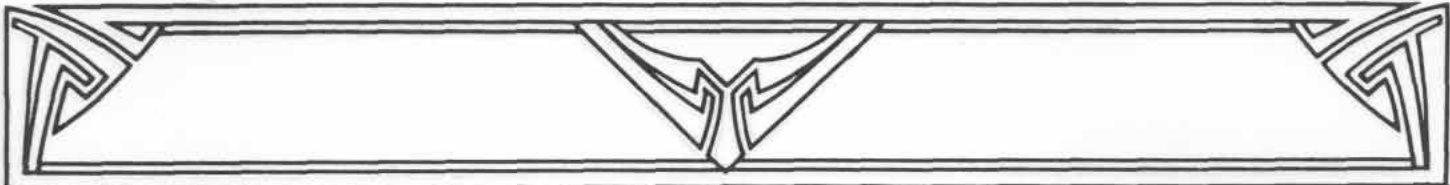
The paintings are a few decades old, awkwardly large and are each worth 50 gp. The frames are coated with a contact poison (type K, those who fail saving throws vs. poison suffer 5 points of damage). The Exalted One considered this trap fitting, as he believed those pictured had venomous personalities.

The large rug is a *rug of smothering* created by the Exalted One. It needs no command words. The rug wraps itself around any creature stepping on it, suffocating the victim in 1d4 + 2 minutes. The rug is AC 8 and cannot be destroyed until it suffers 18 points of damage. However, casting *hold plant*, *animate object*, or *wish* will get it to stop smothering its victim for 1d8 minutes. Creatures wrapped in the rug suffer the same damage the rug does.

The secret door in this room is opened by moving the portrait of “My Favorite Sot.”

V.

The walls of this large stone room are painted an olive green. Luminous moss



on the ceiling casts a glow on the polished wooden floor. There are no paintings on the wall, but at the far end of the room a green, blue, and gold tapestry hangs.

The floor of this room is slightly sloped downward to the north. But because of the lighting in this room, it would take a dwarf or someone rolling an object into the room to notice it. The traps in this room are three regenerating wards set in the floor of the room that go off whenever anyone walks over them. The wards are indicated on the map by circles.

Ward A acts as a *suggestion* spell, urging those who set it off to walk toward the far end of the room, in effect setting off the other two wards. Those who set off the first ward must roll successful saving throws vs. spells or be compelled to follow its directions. Those who save can also walk to the far end of the room if they desire, but under their own power.

The second ward, B, acts as a *grease* spell, which is intended to cause intruders to slide to the third ward, C, which triggers an *Evard's black tentacles* spell. The 12 tentacles, which are AC 4 and have a duration of 12 rounds, have a ten-foot reach. Each tentacle has 12 hit points. Each target of a tentacle must roll a successful saving throw vs. spell, with a -3 penalty because of sliding into the ward, to avoid being grabbed. If the saving throw is successful, the victim receives 1d4 points of damage; if unsuccessful, the victim suffers 2d4 points of damage, is grabbed, and receives 3d4 points of damage on each successive round until the tentacle is either destroyed or dissipates.

The only thing of value in this room is the 5' x 8' tapestry, which is worth 250 gp.

Player characters continuing to search the trapped section of the citadel cannot progress beyond this area. Eventually they should realize this entrance has not taken them far inside the building and they should look for another entrance.

The Correct Secret Door

1. Entrance Hallway

The secret door swings open to reveal a ten-foot-wide passage that extends 30

feet and ends in a solid stone wall. The floor, walls, and ceiling of this passage are stone.

The Exalted One installed two final regenerating wards to harm those who weren't supposed to be in his citadel. The first ward, marked "A," causes those who walk across it to be subject to a *blindness* spell. The second ward, marked "B," releases a *deafness* spell. The spells are released as many times as a character or characters walk across the wards. Characters who trigger the wards must roll saving throws vs. spell to avoid these effects. A *dispel magic* spell can negate either the blindness or deafness effect to one character. Characters can avoid setting off the wards by not walking on the floor. The Exalted One and his companions usually levitated across the passage. The necromancers discovered the glyphs by setting them off. By casting *dispel magic* spells, they were able to negate the handicaps.

The secret door at the end of the passage can be detected by elves, half-elves, or by other characters who tap on the walls. The southern wall, which ends the corridor, is not made of as thick of stone as the other walls. Examining the western half of this wall, about half way down, reveals a small key hole. The secret door has a resetting lock, but it is not trapped. It is a complex lock, and a thief attempting to open it suffers a 20 percent penalty to his open locks roll. When the door is opened, a soft bell, a magical effect, rings throughout the complex to alert the occupants that they have visitors. The only way to avoid the bell going off is to cast a *silence* spell on the door before it is opened.

Fires do not burn inside the citadel, except for in the laboratory and in a small area in the kitchen. Also, wizards cannot cast fire-based spells.

2. Foyer

Cushioned benches sit on the eastern and western ends of this large entrance room. The stone walls are painted a warm yellow and are decorated with paintings of forest scenes. Hanging from

the center of the room, illuminating it, is a single lit candle. The light from the candle reflects off the polished green marble floor. Almost directly across from where you entered is a carved walnut door with a brass handle.

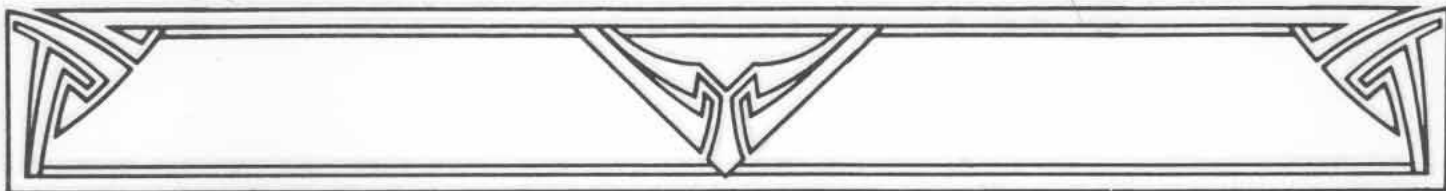
The candle's wick has a *continual light* spell cast on it. If PCs search the room they can find dirt on one of the benches and on the floor near it. This is where one of the necromancers sat while his companions removed the blindness and deafness affecting him. The walnut door is not locked or trapped.

3. Receiving Room

This room is a little larger than the one you just left. It too has a green marble floor and yellow walls. The room is lit by a single candle on a sconce next to a carved walnut door in the southern wall. The ceiling of this room is a glossy green, nearly a mirror of the floor. You can see your reflections in it. The room has no furnishings.

The ceiling of the room is made of a very thick green glass with a *glassteel* spell on it (it radiates magic if such is detected for). Those looking up through the glass see their reflections. However, those in the room above (room 24) who look down can see who is in the room. The Exalted One, First Protector, or other occupants of the citadel would come to the room above when the alarm bell went off to learn the identity of the visitors. The necromancers have learned to use the room in the same fashion and can watch the PCs. The candle by the door has a *continual light* spell on the wick.

The door room opens into a corridor that leads to rooms 4-14 and to the stairs that go up to the second level. The corridor's floor is of black marble slabs set on top of stone. The walls are painted a dark orange and have no decorations. The corridor is softly lit by luminous moss that is attached to the ceiling every 30 feet.



4. Kitchen

Steel counter tops dully glisten in the light of the luminous moss that clings to the ceiling. A stove loaded with logs sits in the center of the room; counter tops ring it. Cabinets with glass doors are above the counters; inside are colorful

china dishes, cups, and crystal goblets. At one end of the room, a stone-and-steel basin sits, filled with water from a pump attached to it. Under the basin and the counters are metal-drawered cabinets. As you take in the scene, a small dark, gray slate floats in the air toward you. The slate reads "Your Order, Please." A piece of chalk dangles on a string at the side of the slate.

A permanent, semi-intelligent unseen servant acted as the chef for the citadel when it was regularly occupied—except when the First Protector was visiting (she prepared meals for the Exalted One). The

servant still approaches anyone entering the kitchen and hands them a chalkboard. Requests are filled to the best of the unseen servant's ability. However, only a few bags of bug-ridden flour, a tin of salt and pepper, dried fruit, dried meat, and a half dozen bottles of old whiskey remain in the kitchen. When the Exalted One makes his rare visits here, he brings his own food.

If the PCs place an order for food, the servant will mix together these remaining ingredients, no matter what the order is, as it has nothing else to cook with and has forgotten many of its cooking skills. Whatever it makes tastes rather vile. If the PCs watch the meal being prepared, they see a cabinet open and a large mixing bowl move from it to the counter. This is followed by the flour, dried meat, dried fruit, whiskey and salt and pepper, which are unceremoniously dumped into the bowl and stirred with a large wooden spoon that materializes from another cabinet.

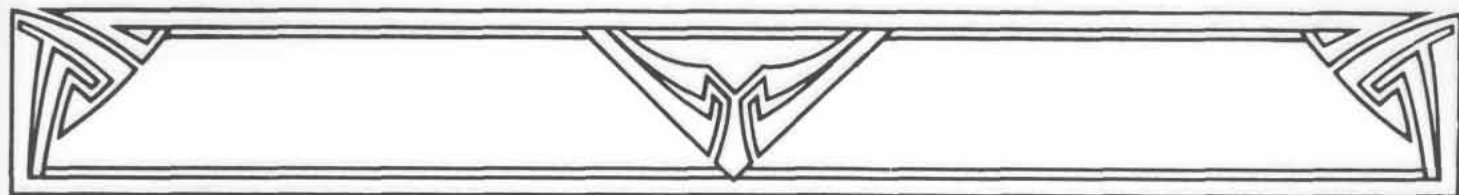
After the mixture is roughly and quickly stirred, the bowl is slowly carried to a stove, which the invisible chef lights with flint and steel. After the mixture cooks for ten minutes, the chef dishes it out on plates

that are retrieved from the cabinets—one place setting for each PC. The dishes are placed on a large silver tray, and the servant carries the tray to room 7 (the dining room) and pulls out the chairs to help seat the PCs.

If at any time the PCs interrupt the servant, it will start its task over again until no more food remains in the kitchen. When the food is exhausted, the servant patiently waits for more to be brought to it.

This unseen servant is destroyed if it suffers 6 points of damage from an area-effect spell (weapons do not harm it), or if a *dispel magic* spell is cast on it.

The cabinets with glass doors contain a china service for ten, including silverware. There also are 30 crystal goblets and ten china cups. The cabinets with metal doors contain cooking pots, bowls, pans, serving trays, assorted cooking utensils, the old food and whiskey mentioned earlier, and logs for the stove. The cabinet beneath the sink contains cleaning rags, a jar with gritty cleanser, a jar with a concentrated soap for washing dishes, two mops and a pail. The pump at the sink pumps well water from a reservoir beneath the citadel. The water in



the sink is rank, but any water pumped up by the PCs is cool and good. The five-foot area around the stove is the only place on this level where fire can burn.

5. Storage Room

There is no light source in this room, though some light seeps in from the luminous moss in the hallway. If the PCs want a better light source they will have to provide it. The eastern and western walls are taken up by wooden shelves, all of which are empty. The room smells musty and has small spider webs in it. At one time this room held foodstuffs for the kitchen. Player characters carefully inspecting the room can find traces of flour and bits of dried idani fruit.

6. Storage Room

The door to this room is locked. The Exalted One locked it so that if he brought tree people guests here, they would not see how he was using their gifts. The room lacks a light source. It is filled with ebonwood chairs and tables, which the tree people made for the Exalted One. There are 12 hand-carved chairs stacked up against the northern wall. Three hand-carved rocking chairs are spaced along the western wall. The eastern wall is taken up by eight small tables or nightstands, three low, long tables, and one large dining room table. The furniture is well made and would bring a good price in a city.

7. Dining Room

A dozen black wooden chairs ring an oblong matching table in the center of this room. The furniture is covered with intricate carvings of leaves, flowers, and birds. The room is lit by a candle that sits in the middle of the table. On the table in front of each chair is an off-white woven place mat. The material used in the place mats is similar to the material covering the cushions of the chairs.

The wick of the candle has a *continual light* spell on it. The furniture in this room, more elaborately carved than the furniture in the storage room, was left behind by the Ex-

alted One because he has plenty of the ebonwood furniture in his new home. He also wanted to leave the First Protector a nice place to dine when she stopped over at the citadel. The furniture would be worth several hundred gold pieces in a city.

8. Closets

These six areas are closets, all with locked doors. The closets on the southern side were used for the guest rooms (9, 10, and 11), which the grivelings have taken over. Those on the northern side were used as storage. The Exalted One liked his citadel clean and did not want objects laying around. If the PCs examine the contents of the closet, they can find in the southern closets a dozen bars of soap, six towels, three soft robes, three pairs of slippers, and three feather pillows. In the northern closets they can find brooms, pails, cleaning solvent in ceramic jars, rugs, a *continual light* candle, aprons, and a feather duster.

8 a. Dumb Waiter

This serves as a dumb waiter to bring food and supplies from one level to the next. The doors to the dumb waiter are locked on each level.

Griveling Guests

Seven grivelings, whose relatives used to guard the citadel, have made their home here, claiming rooms 9, 10, and 11. The grivelings frequently wander about the citadel and the surrounding area and look forward to the infrequent stops of the First Protector, Summerstorm, or Endoble. These grivelings were also witness to three visits by the Exalted One; he looked different during each visit, so they do not know what he really looks like. However, during each visit he gave them silver and gold statues, which they added to the furnishings they created in their quarters.

The Exalted One told the grivelings to confine their living space to that section of the citadel, although they could wander throughout the entire building. He requested they continue living in the building as they serve as an added defense to any intruders.

The grivelings are aware of the four men

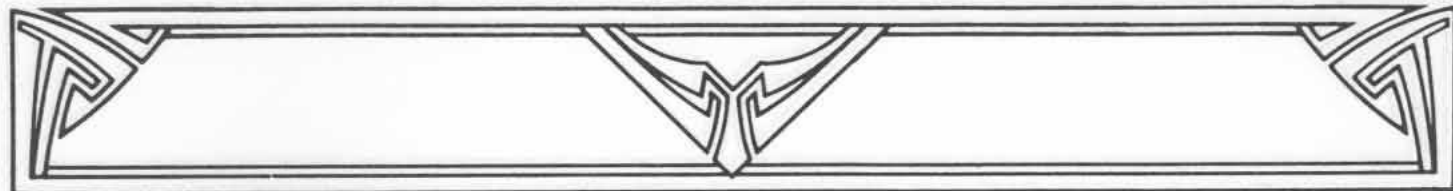
upstairs, one of which they are certain is the Exalted One because he looked like a wizard and gave them a pair of golden statues (candlestick holders) when they held out hands for a gift. The grivelings also are aware of the PCs in the building, but they initially believe the PCs are supposed to be here—otherwise they are certain the Exalted One upstairs would have taken care of them by now.

A griveling approaches the PCs as they move toward the grivelings' section of the citadel by extending a hand and a head out through the wall. The head has the visage of Nyeru Darkspring. If a PC puts something metallic in the outstretched hand, the grivelings are satisfied that the PCs are supposed to be there. If the PCs do not present a gift, the griveling spokesman asks them (in common) to state their business in the citadel. Any reply other than saying they are here at the invitation of the Exalted One results in the PCs being asked to leave.

The grivelings would rather handle the matter peacefully than through force, but if the PCs refuse to go, the grivelings attack at the first good opportunity. The grivelings attack by moving into a stone wall behind their quarry and coming through the wall to surprise them. The grivelings move through stone as easily as the PCs move through air.

Two of the grivelings in the group speak a smattering of common, but it is difficult for the PCs to get information from them. The grivelings are curious, wanting to know about the PCs and why they are visiting with the Exalted One; they are also tight-lipped, not wanting to divulge anything the Exalted One might consider secret and important. If the PCs ask about the Exalted One, the grivelings become intensely suspicious, as they believed the PCs were here at his request. The grivelings, who know "the Exalted One" is upstairs, ask the PCs where to find him. If the PCs' reply is anything other than upstairs, the grivelings ask them to leave immediately.

The grivelings also ask the PCs to leave if they enter room 9, 10, or 11, as the grivelings enjoy their privacy and are certain the Exalted One would not want his guests wandering in others' private chambers. In fact, unless the PCs offer an explanation as to why they are here, the grivelings become suspicious of them and send a repre-



sentative upstairs through the stone walls to inform "the Exalted One" (Nyeru) that his guests are poking around where they shouldn't be. If the PCs threaten the grivelings, they attack to defend themselves and their home.

During any attack, only six of the grivelings fight. The seventh moves through the stone walls to the second level where it will inform "the Exalted One" that intruders are on the level below. "The Exalted One" already knows about the intruders, but he thanks the griveling for the information. Each griveling fights until it is down to 1/4 of its normal hit points, at which point it retreats into the stone floor to recuperate.

The grivelings do not attack the PCs after they have retreated. They do, however, follow the PCs' progress through the citadel so they can report their findings to the Exalted One.

Grivelings (7): AC 2 (-1 in stone); MV 9, 12 through stone; HD 5+2; hp 41, 40, 35, 32, 28, 22, 20; #AT 2; Dmg 1d8/1d8; SA spells; SD spells, +1 or better weapons needed to hit; AL NG; THAC0 14

9, 10, 11. Griveling Suite

Each of these rooms, devoid of regular furniture, has been fashioned by the grivelings to fit their lifestyles. Through many months of work, the seven grivelings cast *rock to mud* and *mud to rock* spells to form in Room 9 a half-dozen sculptures like they witnessed in the korred rock garden. In Room 10 they made chairs and a table made of rock like in the Exalted One's dining room. In Room 11 they crafted stalactites and stalagmites like in their previous cave home in the Barrier Peaks.

These creations are a combination of granite from the Barrier Peaks, marble from the floors in each of the three rooms, and stone from part of the foundation beneath these rooms. They have made the gold and silver statues presented by the Exalted One part of the stone sculptures in Room 9. The statues include the candlestick holders from Nyeru (150 gp), a solid silver statue of a porpoise riding a wave (300 gp), a gold and silver vase (180 gp), and a gold pitcher inlaid with platinum designs (450 gp). Anyone who attempts to

steal the gold and silver statues is furiously attacked by the grivelings.

12. Library

The door to this room has a *wizard lock* spell cast on it. The necromancers have not yet attempted to enter this room, learning from Promiss that something potentially harmful is inside. Rather than risk further danger to themselves and expose to the grivelings that Nyeru is not the Exalted One, they left the room and ventured upstairs. They plan to get into the room later through the grivelings by somehow charming them and having them turn a portion of the rock wall to mud. The necromancers will be pleased if the PCs get inside the room and deal with whatever is harmful. (The dangerous items are books.)

To get in, the PCs must successfully force the door, which brings the grivelings down on them unless the grivelings are heavily damaged, or use a *knock* spell, which does not draw the suspicion of the grivelings.

The room is immense, about 100 feet long. Shelves that reach to the top of the ten-foot-high ceiling line each wall. Many of the shelves are empty; still, there are hundreds of books here. In the center of the room is a bare ebonywood table with a glowing candle on it. The candle, similar to those in other rooms, illuminates nearly the entire room. A large ebonywood chair at the table appears to have been carved from a single piece of wood. Designs of vines, leaves, and mushrooms are etched into the arms and legs of the chair.

The room smells musty—the odor of old books and of standing empty. A fine film of dust seems to cover everything in the room, including the black marble floor, which looks somehow darker because of the shadows cast by the bookcases. A door in the southern end of the room is also black, probably made of the same material as the table and chair.

There are 400 books in this room, about one-fifth of the Exalted One's library. The other books, those he considered more valuable and more useful to him, are kept at his new home. About 100 books are histories of various countries: the Great King-

dom, March of Bissel, County of Urnst, the Shield Lands, City of Irongate, Town of Highfolk, Kingdom of Furyondy, the Wild Coast, County of Ulek, and Sterich. Another 100 are about great battles, generals, and military histories of the lands throughout Oerth. The Exalted One read all he wanted to about the histories of the lands and, growing bored with the subject matter, decided to leave those books here.

Most of the rest of the books are about the flora and fauna of this section of Oerth, detailing medicinal uses, how to prepare them as food, and how to identify poisonous ones. The others are basic alchemical tomes, books on heraldry, composing music, improving painting techniques, and identifying various currencies. Some of the books are more than 50 years old, and each book ranges in value from 1 to 10 gp.

In addition to these mundane books, there are two identical magical tomes that the Exalted One acquired with other items in a treasure horde. He had the foresight to have these books identified before opening them, and upon the identification he immediately decided he wanted nothing to do with them. He decided to keep them here so they would pose no threat to himself or the First Protector. Further, he believed if by some chance his citadel was broken into, the intruders could help themselves to these two books, which radiate magic when a *detect magic* spell is cast.

The magical books are *vacuous grimoires*, and any character opening a book and reading even a single symbol inside is subject to the magical effects.

Other items of interest can be found in the room. Affixed to the underside of the chair by a piece of orange wax is a key to Room 14. In one of the history books of the Great Kingdom is a detailed pencil sketch of a young boy (Krimeah at age 9). Inside a heraldry book are several pencil sketches of the Valley of the Mage shield design and notes about it. The mage chose a flaming fireball against a black background because one of his names is the Black One, and he perceives magic, such as fireballs, as a show of strength. Behind the military history books of Furyondy are two carved wooden wands. All the charges were expended from the wands, and the Exalted One, who forgot where he put them, did not bother to recharge them.

13. The Exalted Study

An ebonwood desk, the legs of which are carved to resemble serpents, dominates the room. The room has no magical candles to illuminate it, and the gray walls make the place seem somber and dark. A black leather couch, coated with dust, rests against the southern wall. An ebonwood bookcase, containing only knickknacks and trinkets, leans against the eastern wall. Only the western wall, which has an ebonwood door on it, is adorned. A picture of a female drow in flowing green robes hangs from it. The woman in the picture is young for a drow. Her hair cascades down around her small shoulders, and her lips wear a faint smile.

The portrait is of the First Protector; it was painted by the Exalted One, although the signature on the painting reads "The Black One." The Exalted One has others, which he considers better, and he left this one here. The knickknacks and trinkets on the bookshelf include a dozen small ebonwood carvings of valley animals done by the tree people, a brass candle snuffer (useless in this citadel where fire cannot burn), a small bronze goblet, a pair of dusty, linen gloves, and a ceramic jar filled with fragrant oil to scent the room. The desk has two drawers, both of which are locked. The top drawer contains five diamond-tipped quills, each worth about 90 gp, and two stoppered vials of brown ink. The bottom drawer contains several sheets of blank paper, three blank scrolls, and two ceramic jars, one red, the other green. The red jar contains a *potion of black sight*; the green jar contains *dust of sneezing and choking*. Anyone who opens the green jar and examines its contents is subject to the effect of the *dust*.

The door to Room 14 is locked. The key from Room 12 will open it. If the key or a *knock* spell is not used, a bell chimes on the other side of the door. This triggers the stone golem that guards the contents of the room. The Exalted One stored some of his wealth, what he considers spare change, in this room. He directed the golem to attack anyone who does not look like the Exalted One (a particular visage) or the First Protector who attempts to take the treasure or

to attack anyone in the other room after the bell on the door rang.

Stone golem: AC 5; MV 6; HD 14; hp 60; #AT 1; Dmg 3d8; SA casts *slow* spell once every other round upon an opponent within 10'; SD +2 or better weapons to hit; AL N; THAC0 7

There are no furnishings in the room; the only objects inside are the golem and the treasure. The treasure, coated with contact poison (type L), consists of 2,500 gold pieces, 1,000 silver pieces, 300 platinum pieces, a life-size ebonwood carving of the First Protector, an ebonwood carved throne, a two-foot-tall gold vase worth 450 gp, a *continual light* candle, and a china teapot decorated with gold designs worth 100 gp.

Stairway

The stairs leading up to the second level are individual stone blocks mortared together. If there is a dwarf among the PCs, that character can tell that it is dwarven workmanship. A thick orange carpet covers the middle of the stairs; it is coated with a thin layer of dust. If the PCs examine the carpet, they find footprints leading upstairs.

If the PCs have been annoying to the grivelings or fought them earlier and forced them to retreat, one or two grivelings move into the stonework of the steps and bring their hands up through the steps to trip the PCs who are halfway up. A PC tripped by a griveling in this manner must roll a successful Dexterity check (vs. half of their Dexterity score) on 1d20 to avoid falling. Those falling suffer 1d8 points of damage. The grivelings continue to attempt to trip the PCs, using the stone stairs for cover. If injured, they retreat and follow the PCs' progress through the stonework. See the earlier section of grivelings for more information about their tactics.

Level Two

Nyeru Darkspring and his associates have been waiting for the player characters, first observing their entrance from above Room 3. Nyeru, in some of the Exalted One's robes, which he took from Level Three,

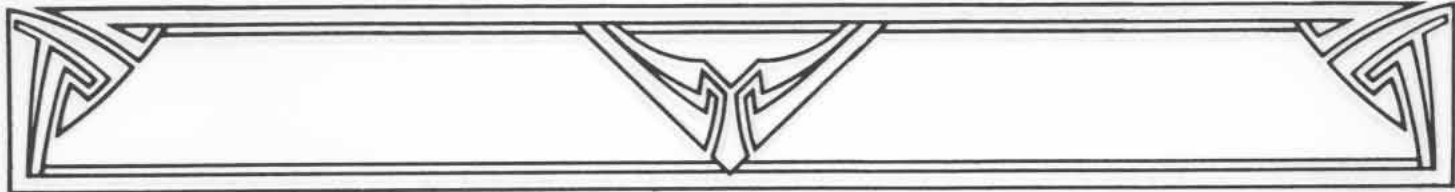
and now without a beard, appears to the PCs when they reach the top of the stairs. Nyeru, who had cast *detect invisibility* to locate any hiding PCs, tries to pass himself off as the Exalted One in an effort to get information from the PCs. He hopes they have been worn down by whatever force was in the library downstairs and by the grivelings.

He tells them he did not join them earlier as he was sleeping and was awakened a few moments ago when he heard noise coming from downstairs. If the player characters believe his charade, he invites them to sit with him in Room 15 where he quizzes them about how they got into his citadel, if they have damaged it (in which case he asks them for compensation), and what they are doing in the Valley of the Mage. If they explain about the threat of the necromancers, he asks them for details; he wants to know as much as possible about what the PCs know about his group. He also asks the PCs how they knew to find him here and if they first looked anywhere else (hoping to find other possible leads on the Exalted One's location). During the questioning, Nyeru is carefully looking the PCs over in an attempt to gauge their strengths and determine who are the spellcasters—these he plans to deal with first.

When he is confident he has gained all the information possible about the group, he attempts to split them up, asking two or three of the PCs if they will go downstairs and bring up a serving tray and some goblets from the kitchen. If they refuse, he and the necromancers strike anyway. If the PCs comply, he waits until he hears them go down the stairs and then strikes the PCs who remain with him. The necromancers are hiding nearby and strike when they hear his verbal signal, "I have the finest wine in the valley." The other PCs are attacked when they come back upstairs.

If, however, the PCs did not believe Nyeru's impersonation of the Exalted One and prepare to attack immediately, he and the necromancers join in the battle, hoping the PCs were weakened by the grivelings and the other forces in the citadel.

Combat tactics: Nyeru and his associates learned early that a fire cannot be lit within the citadel walls; they do not know that fires light in the laboratory. Therefore, they might have an edge on the PCs as they do



not waste time casting fire-based spells at the group.

Promiss cast *protection from good* on the group as the PCs started to climb the stairs from Level One. He followed this with a *prayer* spell. When combat begins, Promiss casts *hold person* on a spellcaster. He tries for only one target at a time to increase his chances for success. His escape tactics include casting *feign death* or running away at the first good opportunity.

While the necromancers were preparing for the PCs' arrival upstairs, Albion cast *spectral hand* and *summon shadow* spells. As soon as a fight begins, Albion directs the three shadows he summoned to attack a spellcaster, thus distracting him. Then he uses his drow ability to cast *faerie fire* on the PCs, making them easier to hit. His next tactic is to cast *vampiric touch* via his *spectral hand* on one of the obvious fighters. His follow up spells include *enervation* and *contagion*. His escape tactics include either casting *feign death* or drinking his *potion of diminution* and hiding.

Elock's first combat maneuver is to cast *cone of cold*, if he can do so without injuring his own party. Otherwise, he casts a *death* spell or *Otiluke's freezing sphere* as a globe of cold and hurls it at a player character not in melee. His next tactic is to throw a *bead of force* at a fighter. Further tactics include casting *web*, *contagion*, and *enervation*. If he appears to be threatened, Elock casts *dimension door* to escape. If he believes he has additional time, he first casts *wall of fog* to separate his party from the PCs before escaping himself.

When melee starts, Nyeru casts *grease* on the floor in front of him to help prevent the party from meleeing him. He uses his *boots of striding and leaping* to put some distance between himself and the PCs. If a PC is able to get to him, his next tactic is to cast *vampiric touch* on that PC. Otherwise, he tries to stay back and attack with his *wand of magic missiles*. Other tactics include casting *contagion*, *fog cloud*, and *enervation*. If he believes he is endangered, and he has the opportunity, he casts *polymorph self* to change himself into a small bird and flies away.

If the necromancers are not victorious, and at least some of them are able to get away, they travel to the area near the waterfall, hoping to regroup with Red and

Tracy. If this happens, the PCs can expect to have another fight on their hands if they travel to this section of the valley.

Getting A Little Help

The grivelings have been watching the PCs from their floor or wall vantage points and take in the confrontation between the PCs and Nyeru, the man they believe to be the Exalted One. Depending on how the PCs behave (and how they acted downstairs to the grivelings), the grivelings could come to realize Nyeru is not the Exalted One. They also believe the Exalted One would not attack without provocation, and if Nyeru leads an attack against friendly PCs, the grivelings get upset.

It is essentially up to the DM whether the grivelings interfere in the battle to aid the PCs. If the PCs are holding their own and have a good chance at winning the fight, have the grivelings hold back. However, if the PCs are losing badly, the grivelings could reach through the floor or wall to grab one of the necromancers and keep him from casting a spell. Or they might cast *rock to mud* beneath a necromancer.

If the PCs are victorious, after the battle the grivelings insist the PCs help clean up the place so the real Exalted One or the First Protector does not get angry.

15. Lounge

Thick cushioned furniture lines the walls of this rose-colored room. Large, red pillows are strewn across the floor, which is made of pink marble. The walls are decorated with a half-dozen paintings of valley elves; the furniture frames are made of ebonwood. The room is lit by a patch of luminous moss arranged in an oval shape on the ceiling.

This is where the Exalted One or the First Protector entertained guests. The paintings were done by the Exalted One as he disguised himself as a valley elf and visited various villages. The paintings are signed "The Black One." The furniture is carved from idani trees. If the PCs study the paintings, they can learn the Black One is an accomplished artist. The paintings are worth about 75 gp each. If the PCs sit on the furni-

ture, a small cloud of dust rises up, evidence that the room has not been used in a while.

16. Vacant Room

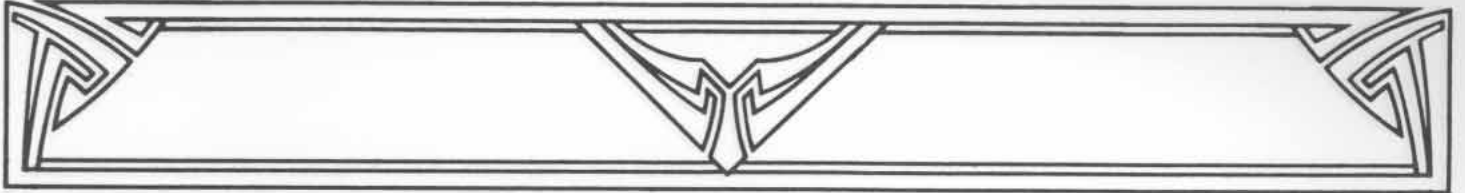
This large room is empty but clean; the pink marbled floor is shiny and has no evidence of dust. The beige walls are barren of pictures, and there is no light source in the room.

The room is not what it seems. The necromancers did not investigate the room because it truly seemed empty, and therefore uninteresting. The room actually is filled with old furniture, lab equipment, and paintings. The Exalted One, detesting a messy place, cast a permanent *vacancy* spell in this room to make it seem unused rather than cluttered with old items. If the player characters walk more than eight feet into the room, they bump into the hidden furniture. The *vacancy* spell cannot be disrupted unless a *dispel magic* is successfully cast. The items in the room remain invisible unless the PCs pull them outside.

The invisible objects include three old couches, a dozen carved ebonwood chairs that are not as fancy as the chairs downstairs, two broken ebonwood rocking chairs, a decorative suit of plate mail, which if worn affords the same protection as chain mail, four chipped ceramic pictures, two chipped ceramic wash basins, a gray ceramic bathtub, a four-foot-tall ebonwood owl, an idani wood harp with no strings, a large wooden box containing a banner of the Great Kingdom, a tarnished bird cage, and a dozen wildlife pictures signed by "The Black One." The pictures are early works and are not as good as those hanging in Room 15. All of the objects in the room are covered with dust and cobwebs.

17. Art Room

The stark white walls are covered with paintings of many shapes and sizes. The floor is covered with sheets of heavy material that are splattered with paint. Three easels sit at the far end of the room; canvases are on two of them. A



stool is near one of the easels, as is a large, wooden, paint-splattered box. The room is lit by the luminous moss spread over the entire ceiling.

The Exalted One still comes here to paint. He never bothered to lock the door to this room, believing that nothing inside was very valuable; he usually thought little of his art.

The room is guarded by three sheet phantom constructs the Exalted One created and dubbed canvas sheet golems. Since he hates undead, he could not bring himself to use real sheet phantoms, so he made his own variety, in much the same way he constructed a golem, but this recipe called for common canvas. They lie on the floor absorbing paint and waiting to attack anyone who does not look like one of the visages of the Exalted One or the First Protector or is not accompanied by either mage. The necromancers were able to wander freely about this room because without his beard Nyeru actually looked like an image of the Exalted One.

The paintings on the eastern wall are abstracts. One shows a young boy carrying a shield with the Great Kingdom emblem on it. The boy has a tortured expression on his face. Another shows the boy screaming before the distorted image of a robed man. Others depict the boy a few years later, his face twisted with hate. None of the abstracts are signed. The other paintings show scenes of the valley—the waterfall, guard tower, valley elf villages, korred rock garden, and the colorful birds. These are all signed “The Black One.”

The mage keeps these works here because they were from early in his artistic career and he wanted to remind himself of how he progressed through the years. The two canvases on the easels are unfinished portraits of the First Protector. In one she wears black robes against a gray background and is standing with her back to the viewer, her head tilted around her shoulder, and her eyes seeming to bore into the viewer. In the other she reclines in bright sunlight by the pool near the waterfall, a brightly plumed bird on her shoulder.

Any PC with the artistic ability non-weapon proficiency who examines the portraits can determine that the artist is a

master, and when finished these works would bring hundreds of gold pieces. The wooden box is locked; it contains small glass pots filled with oil paint and various sizes of brushes and pallet knives.

Canvas sheet golems (3): AC 4; MV 15; HD 7 +2; hp 35 each; #AT 1; Dmg 1d8; SA suffocation, *slow* spell once every three rounds, -1 penalty to opponents' surprise rolls; SD nil; MR 20%; AL N; THAC0 13

The canvas sheet golem attacks by rising from the floor and enveloping its victim. It can enfold two man-sized figures. It kills its victims by suffocating them, draining them of 1d8 hit points per round until they are dead. Victims enveloped by a sheet golem suffer the same damage as the golem when others attack to free the victims. The sheet golem is immune to cold-based spells, suffers double damage from fire-based spells (which cannot be cast in this room), and is destroyed by a *mending* spell.

18. Summerstorm's Quarters

This room has a double lock, but it is not trapped. A thief must successfully open locks twice to open the door. There are no magical or mechanical traps within the room; Summerstorm feels uncomfortable relying on such things. He uses the room when he stops here while patrolling the valley or when meeting with the First Protector to discuss valley defense plans.

The room is lit by a glowing flower hanging from the center of the ceiling. It is decorated in greens and browns. The chairs, bed, desk, and upright chest are made of a brown wood, possibly idani, not the rare ebony that fills the other rooms. The floor is a deep green marble, several shades darker than the walls. The bed has a thick, light-green comforter embroidered with designs in brown thread. The room smells like a meadow and is cozy and inviting.

The glowing flower is an ivory carving with a *continual light* spell cast on it. It hangs by a string of pearls Summerstorm stole from a caravan when he was young. There is little of value in the room. The chest contains

two changes of clothes, a nonmagical long sword, and a quiver filled with 20 arrows. The desk has two drawers, neither of which is locked. The top drawer contains a dozen thin pieces of charcoal and a stack of paper. Several sheets have sketches of valley elves on them. Summerstorm so admires the Exalted One that he is attempting to become an artist. He has not shown the sketches to the Exalted One, wanting to become better before revealing his work. The bottom drawer contains two silvered daggers, a sketch of the vale showing the locations of the guard posts and the guard tower at the entrance, and a bottle of fine Furryondy brandy.

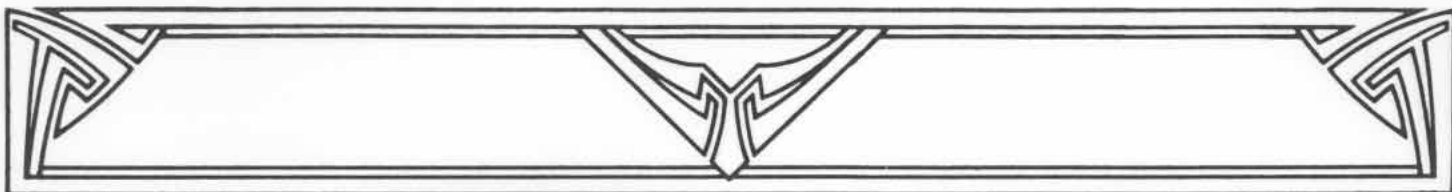
19. Endoble's Quarters

The door to Endoble's room is awash with swirling colors, a decorating touch the gnome illusionist was proud of (the First Protector and the Exalted One tolerated it). The door is not locked or trapped, but those who move to open it or inspect it might be suspicious as the colors become more intense and pulsate.

The trap in Endoble's room is two regenerating wards placed on a rainbow-colored rug on the other side of the door. Anyone stepping on the rug sets off the two-part trap, which is a *rainbow pattern* spell and a *shadow monsters* spell. The glowing, weaving, rainbow-hued patterns affect all creatures within a 30-foot cube, up to 24 levels or Hit Dice. Those who roll successful saving throws vs. spell are not affected by the *rainbow pattern*, but remain subject to the *shadow monsters* spell. Those who fail their saving throws are fascinated and gaze at the patterns. The two shadow monsters each have 5 Hit Dice and attack the closest characters.

The room is filled with colors. The walls are painted with rainbows and clash with the blue-and-orchid polka dotted floor. The furniture also competes for your attention, as the chairs, the posts on the small bed, the dresser, and the desk are all painted a different vibrant color.

Large purple-and-red throw pillows lie on the floor on top of bright yellow and orange rugs.



Endoble has not been here for several months, so the room is dusty and the corners are filled with spider webs. The dresser has four drawers, all locked. While Endoble usually trusts others, the Exalted One's paranoia has rubbed off. The dresser contains gnome-sized clothing, which might give the PCs the idea the room belongs to a child.

The desk also has four drawers, all of which are locked. The top drawer is filled with a dozen ink-stained quills and two empty ink bottles. The second drawer contains two dozen unused quills. Each quill, a feather from one of the multi-colored birds in the vale, is a different color. The third drawer contains ten stoppered bottles of ink—blue, green, red, orange, brown, purple, yellow, gray, invisible, and pink. The bottle of invisible ink feels full but appears empty. Any writing done with this ink appears only if the paper is held before a heat source or sprinkled with *dust of appearance*.

The bottom drawer contains blank sheets of paper and a blank scroll. Actually, the top three sheets of paper are not blank—they are notes Endoble has written in invisible ink. They contain the names of the gnomes on the valley patrols. Next to each name is a long dash and an item, such as ivory bracelet, silvered dagger, box of Bissel bon-bons. Endoble is planning to get each patrol member a gift, and this is his list. The scroll is also written in invisible ink. It contains the *invisibility*, *invisibility 10' radius*, and *improved invisibility* spells.

20. The First Protector's Room

The door to this room is locked with a complex mechanism. Any thief attempting to pick the lock must add 20% to his roll. In addition, the door is trapped with a regenerating ward placed by the Exalted One at his insistence to keep the First Protector safe from spies of the Great Kingdom. Anyone touching the door sets off the ward, which releases a *confusion* spell affecting those within a 20-foot radius of the door. All creatures within the area roll their saving throws vs. spell with a -2 penalty. This ward can be dispelled (though the caster is a 19th-level wizard). The necromancers have avoided this room ever since Nyeru became confused when he tried to open it. They

plan to find a way inside it later after they deal with the Exalted One.

The dark room smells of jasmine. It is furnished in a primitive elegance. The four-poster ebonwood bed is plain and does not have the elaborate carvings of the other furniture in the citadel. The chairs are plain and have no cushions; the desk and upright chest also are plain. The green patchwork quilt laying on the bed is the only ornate object in the room. The floor is black marble with veins of green running through it that match the dark green walls. A picture of a cloaked man hangs from the wall opposite the door you entered. The room is spotless—there are no traces of dust or spider webs.

The room is kept clean because the First Protector stops here when on a patrol of the valley. She keeps the room in excellent condition. This is the way it was furnished when the Exalted One designated it as hers many years ago. She declined his offers to fill it with more elaborate and comfortable furniture. She said the room fit her personality.

The painting on the wall is a self portrait of the Exalted One in one of his guises. It is signed "The Exalted One." The upright chest contains four changes of long robes and a pair of high, soft leather boots. The desk has three drawers, all of which are locked. The top drawer contains one diamond-tipped quill and a stoppered bottle filled with green ink. The middle drawer is filled with expensive beige parchment bearing the watermark of Sterich Stationers. The bottom drawer contains two books and a small, leather-bound box containing two vials of perfume. One book is a diary written in drow. It recounts the First Protector's journey from her underground home to her first experiences above ground to her being taken in by the Exalted One. The other book is a collection of love poems written about the Exalted One.

21 and 22. Laboratories

At one time the doors to these rooms were locked and trapped with regenerating glyphs and wards. These have been done away with by the necromancers, who were

critically injured in the process. After getting into the laboratories, and discovering through Promiss that it would be even more difficult to gain access to the third level of this citadel, they decided not to go any farther until they dealt with the Exalted One. The necromancers already have looted the laboratory for the spell components they considered valuable; they assumed they could take whatever else remained at their leisure.

Room 21 Description:

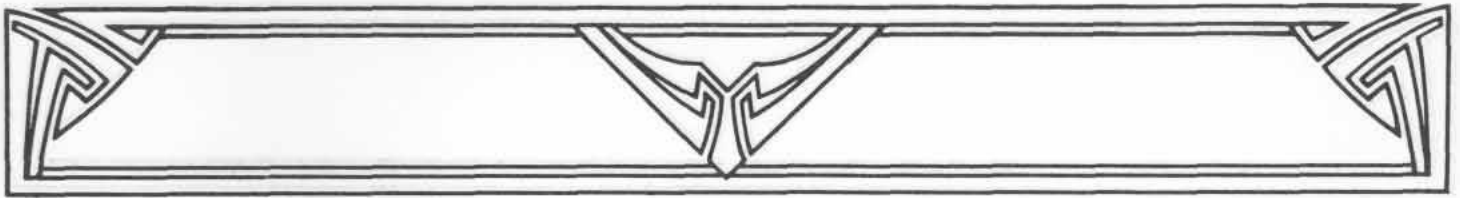
Shelves lined with glassware cover each wall of this room. The center of the room is taken up by three work benches covered with more glassware, boxes, and large ceramic bowls. The room smells of rubbing alcohol and other stringent chemicals.

There are about 200 beakers, vials, bowls, and glasses on the shelves, which are worth a total of 400 gp. All of them are clean and empty, and each one has lines and writing printed on it to mark how many ounces are inside. Many of the beakers and vials on the work benches are filled with liquids and powders, all of the contents unidentifiable.

Four vials radiate magic—two *oil of fiery burning* and two *black sight*. The *oil of fiery burning* functions properly in the laboratories or the kitchen, but not elsewhere within the citadel. PCs opening the oils here are subject to their effects. The drawers underneath the work benches have been pried open. Their remaining contents include spell components, aprons, towels, candles, and tools.

Room 22 Description:

The walls of this room are blackened from the floor up to about a foot from the ceiling; the place smells acrid. Webs hang grotesquely from patches in the ceiling. Part of the floor is shiny, the remainder dull and singed, and rutted. No wind comes through the room (the webs would move in the slightest breeze), yet you hear a forlorn sighing, like a cold breeze blowing through bare branches.



The Exalted One used this room to practice spells and invent new ones. The smell and blackened walls are the remnants of a *delayed blast fireball* spell. The webs are from a *web* spell. The shiny section of floor is from a *grease* spell still in effect. The ruts are from a failed variation of the *rock to mud* spell.

In addition to these experimental mishaps, Krimeah experimented with a *limited wish* spell in this room as a means of achieving a less costly *permanency* spell. He was successful in that the remnants of all spells cast in the room are permanent. (Thus the shiny spot from the *grease* spell.) An *invisibility*, 10' radius spell remains in effect just inside the doorway. Characters stepping into the room become invisible. If they walk farther than ten feet into the room they become visible again. The only other spell in effect in this room is a *silence*, 15' radius, which begins just beyond the *invisibility* spell. There is nothing of value in this room.

23. Dance Hall

The door to this room was once locked, but it was opened by a *knock* spell from the necromancers. If a player character opens the door and walks in, music starts to play.

The soft, melodious sounds of a harp and a violin are heard as you open the door and step into the room. The harp and violin are in the corner opposite the door you entered and are playing a waltz. In the center of the room is a candelabra with magically glowing candles. The lights create dancing, swirling patterns of light about the room, the floor of which is polished hardwood. The room appears to be a dance hall.

The harp and violin radiate magic while they are in the room; the room is a condition of their magic. They automatically play when someone opens the door and enters the room. They do not play if taken into another room. Krimeah would dance with the First Protector here when she stayed in the citadel between patrols of the valley. Waltz music is her favorite, and since Krimeah is an accomplished dancer, he was quick to teach her every step he knew. The candles in the

candelabra also radiate magic because of the *continual light* spells on them.

24. Viewing Room

The secret door to this room is locked with a complex mechanism; thieves must subtract 30% from their open locks score. The room beyond is plain. It has white walls and is lit by a *continual light* candle. Part of the floor is a piece of *glassteed* glass that looks onto Room 2 and 3. Krimeah came here to see who was entering his citadel.

25. Secret Stairway

There is no secret door leading to this stairwell. To get here a wizard must cast a *passwall* spell from Room 21, 22, or 23. The stairs lead up to Level Three, Krimeah's private quarters.

This area is more heavily guarded than any other part of the citadel; those who dare to come upstairs are risking their lives.

Level Three

26. The Exalted Foyer

Krimeah's first line of defense on this level begins here, with an enslaved aerial servant and a stone golem. He left these guards here because he acquired others for his new home and wanted the possessions he left behind here to be safe. Anyone coming up these stairs who does not have the visage of either the Exalted One or the First Protector is attacked by the guards.

Aerial Servant: AC 3; MV Fl 24 (A); HD 16; hp 80; #AT 1; Dmg 8d4; SA -5 penalty to opponents' surprise rolls; SD +1 or better weapon to hit; AL N; THAC0 5

Stone golem: AC 5; MV 6; HD 14; hp 60; #AT 1; Dmg 3d8; SA once every other round, casts a *slow* spell upon an opponent within ten feet; SD +2 or better weapons to hit; AL N; THAC0 7

The foyer is spartan, with beige walls, a black marble floor, and no furniture. (Krimeah didn't want to put things here that might be damaged in the event of intruders.) If the characters back down the stairs after running into the guardians, the

aerial servant follows (the stone golem remains upstairs). To get farther into the citadel, the PCs will have to deal with the guardians.

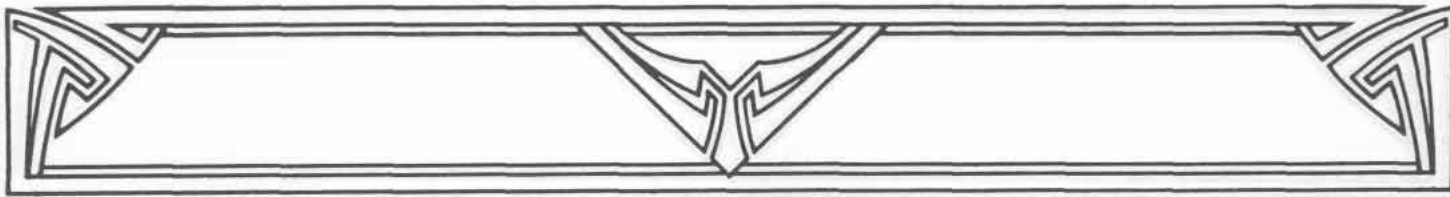
27. The Exalted Den

The room is wood. A polished wood floor gleams in the magical light of a gem hanging from the center of the ceiling. The gem illuminates the wood-paneled walls and the wooden desk made of the same wood as the floor and walls. The shelves, which contain only a few books, also are made of the same wood, as is the rocking chair and the straight-backed chair that sits behind the desk. The only objects not made of wood are the black bear skin rug on the floor and the mounted head of a small gold dragon on the wall. There is one door off of this room, which is only distinguishable from the paneling because of the door latch and hinges.

An unusual ward created by Krimeah is in effect in this room. After the door is opened, the characters have three rounds to sit in the straight-backed chair behind the desk. This prevents the ward from going off. Once a character has sat in the chair, he and any others in the room can walk around it freely. If no one sits in the chair within the three-round time limit, the dragon's head opens and a cloud of manufactured chlorine gas is released. The cloud fills the room, and all those in it must roll successful saving throws vs. poison or suffer 4d12 points of damage (those who are successful suffer half damage). The dragon head can breathe only once. Then it must be refilled before it can go off again.

There are seven books on the shelf. One is a book of poetry written by the First Protector; two are books on valley elf culture written by the elders of Darkglade; two are on gnome culture and are authored by Endoble; one is a book about the creation of chlorine gas, written by Krimeah; and the last is a book describing a high-level wizard's experiences on the elemental plane of Air. Krimeah stole this book from a sultan's treasure horde. The latter book is worth 150 gp, the others are worth 20 gp each.

The desk has four drawers, two on each



side. All are locked, have obvious keyholes, and are trapped with poison needles. The poison is type L—those stuck by the needle suffer 10 points of damage unless their saving throws are successful. The two right-hand desk drawers contain blank scrolls of fine, gray parchment. There are a total of 18 scrolls. The top left-hand drawer contains two empty ivory scroll cases, each worth 50 gp, a diamond-tipped quill worth 90 gp, and a vial of liquid gold ink worth 125 gp. The bottom left-hand drawer contains a small leather-bound box and a gray ceramic jar. The jar contains 100 gold dragon scales. The box contains a pair of men's silk slippers.

The eastern door leads to a hallway that provides access to the other rooms of this level.

The hallway is paneled with the same rich wood found in the den. The floor is carpeted with a thick brocade that has gold and silver threads running through it. The hallway is lit by magical candles spaced every few feet. There are three other doors off this hallway.

28. The Exalted Bedroom

The Exalted One no longer sleeps here, but he continues to use the room to store some of his possessions. The door to this room is locked and has two *wizard lock* spells on it. To get inside, a character would have to cast *passwall* or *dimension door* through the wooden door, use something like a *potion of gaseous form* to slip through a crack, or cast *knock* or *dispel magic* twice to negate the spells. Further, the mechanical lock must also be dealt with. The room has two windows, both of which have *glassteel* spells on them.

This black room has been unused for a long time. Dust covers the floor and furnishings like a thin blanket, and cobwebs hang from the ceiling and the canopy above the bed. But the room does not smell musty. Indeed, you cannot smell anything in here. Light streams softly into the room through two tinted windows. A large, circular bed dominates the room; it is covered with a dusty black

satin spread and black satin pillows. The bed, dresser, chest, and rocking chair are of ebonwood. A large black rug covers part of the floor. There is no light source in the room.

Nothing inside the room is trapped or warded. Krimeah was confident that the defenses he had set up elsewhere were enough to keep people from harming him here. And he was confident enough in his own abilities to defend himself against an intruder who must by this point be seriously damaged. The room has a permanent *cantrip* spell, which keeps the furnishings and walls odorless. Krimeah, who has superb senses, knew he could detect any invisible creatures in this room by smelling them.

Under the bed is a long, thin box containing part of his wealth—400 gp, 100 pp, and 300 gems worth ten gp each. The dresser has five drawers, all of which appear to be empty. The two bottom drawers have false bottoms, however. In one false bottom is a small diary, detailing some of Krimeah's exploits in the vale. It does not mention why he came to the vale or what his goals are, but it talks about his relationships with the valley elves, gnomes, tree people, and the First Protector, who he says is "the only person I believe I actually might love." The other false-bottomed drawer contains four burned-out ioun stones and a key to the library.

The chest contains dozens of robes, cloaks, and slippers, none of which are magical, but all of which are well-tailored and made of expensive material. The bed consists of a large, circular feather mattress, which is very soft and extremely comfortable.

The secret door to room 29 is locked but not trapped.

29. Mirror, Mirror Room

Mirrors cover every wall and the ceiling of this room. The floor is white wood, probably birch, and it is covered around the edges with luminous moss which makes the room practically glow.

There is nothing in this room other than the mirrors. The Exalted One, always con-

cerned about his appearance and about fabricating believable guises, would spend hours in this room when working on a new visage and image. The mirrors enabled him to view his created form from all sides.

30. Bath House

The door to this room has a *wizard lock* spell on it. Krimeah took no other precautions to protect this room, which is an elaborate bathroom. There is nothing of value that can be taken out. The tub, actually part of the floor, is magical and keeps the water in it at 99° F. The water, also magically treated, does not evaporate. Krimeah spent a few hours each day here when he lived in the citadel, to relax and compose his thoughts. Frequently the First Protector was invited to use the room. The window in this room has a *glassteel* spell on it.

The walls, floor, and ceiling of this room are covered with small blue tiles. Set into the center of the floor is a large blue tub filled with warm water. Nearby are two benches and a shelf filled with blue sheets and towels. The air in this room is warm but pleasant, and it carries a hint of lilac and rose fragrance. Light cheerfully streams through a window and reflects off the furnishings.

31. The Exalted Closet

The doors to this room are locked and trapped with *fire trap* spells. Anyone within a five-foot radius of a door when it opens suffers 1d4 + 19 points of damage (successful saving throw vs. spell for half damage). The Exalted One kept most of his wardrobe in this large closet. Many garments still remain. He did not believe that any trespassers would be especially interested in stealing his clothes. He just has many spells available to him and decided to cast *fire trap* spells on the rest of the doors on this level, including the secret doors.

This room is a large closet. Each wall contains a bar from which dozens of robes are hung. A shelf above each bar holds stacks of hats and shoes. The northern wall is interrupted by a door



that has a full-length mirror attached to it. This room, which is big enough to serve as a bedroom or living space, has an unusual odor to it. It is lit by what is obviously a *continual light* glass bulb that hangs from the ceiling.

If the PCs inspect the clothes, they note that the materials used are velvets, rich brocades, satins, silks, heavy weaves they have not seen before, and other fabrics with textures. All of the material is expensive, and the workmanship is exquisite. Not all the clothes are the same size, which may lead the PCs to believe they are the clothes of more than one individual. They are all Krimeah's, but some were tailored to various guises, accounting for the different sizes. It is possible some of the PCs will be able to wear the clothes.

There are a total of 46 outfits in here—an enormous wardrobe by almost anyone's standards, but only about one-sixth of the Exalted One's wardrobe. He keeps these clothes here because he considers it safe storage. Some of the clothes were acquired on several expeditions to cities throughout

the area. Many of them were taken from merchants' wagons by valley elf patrols and altered to fit the Exalted One.

There are 12 pairs of boots, six of which obviously never have been worn. And there are 22 hats of assorted styles, none of them the traditional pointed wizard hat.

If the PCs search the garments, they find two small sacks filled with spell components (any PC wizards note that they are for the spells *lightning bolt*, *cone of cold*, *invisibility*, and *fly*). In addition, there is a *wand of magic missiles* with four charges remaining. This wand cannot be recharged. There are no clothes within eight feet of the doors leading from the closet. The PCs do not notice this unless they specifically ask about the placement of the clothes.

32. Musing Room

Light cascades in from the window, bouncing off the light yellow walls and the white floor and ceiling. There are few furnishings in this room—a half-dozen large throw pillows on the floor, a

large cushioned rocking chair, and two braziers, one on each side of the chair.

Both the doors to this room have *fire trap* spells cast on them, as explained in the description of room 31.

Krimeah came here when he needed to muse and when he desired natural lighting over that given off by the luminous moss and objects with *continual light* spells. Krimeah never allowed anyone else in this room, not even the First Protector. The chair is magical and enables whoever sits in it to hear the sounds outside the glassteed window. The magic works only in this room; taking the chair out of the room negates its magical ability. Krimeah enjoyed listening to the birds who lived in the trees just beyond his citadel and would often spend several hours here each week studying their sounds and trying to discern patterns and a their form of communication.

33. Castles on Parade

Five large tables, each displaying a castle and miniatures, stand in this room. The castles are each different and are very detailed. (Continue reading only if the players are interested in the miniatures.) One castle is made of wood and stone and is surrounded by a stone wall with parapets. Miniature figures in chain mail carrying swords and spears appear to be storming the castle. However, miniatures armed with bows along the parapets are taking aim. Each miniature is intricately painted, and each is slightly different.

At another table the castle is smaller, probably only two or three stories high. The drawbridge is down and a brightly painted procession of finely dressed men and women are walking across it. Around the castle are moss and miniature trees, all apparently made from fabric. A third castle is under construction. Wooden scaffolding and pulleys with string to represent rope are along the castle's walls. Miniature men, painted to look like they are sweaty and dirty, are mortaring stones into place. In front of the castle a man with a long blue robe and dressed in blue and green surveys the scene. A small boy, similarly dressed, stands in front of him, a crown extended to the man on a pillow. A large green dragon, with metallic scales, lies on the front lawn; an elf standing beside it is grooming it.

The forces at the fourth castle, the largest castle in the room, are preparing for war. About a hundred miniature soldiers, all in uniform, are assembled in the castle courtyard. A large, muscled figure in a uniform decorated in gold stands in front of them. A dozen other miniature men are carrying swords and daggers, one of the miniatures is extending a sword to a soldier. In the castle's windows, beautiful women are seen waving handkerchiefs and crying.

The fifth castle is in ruins. Two walls are scorched, the miniatures next to them are melted, and the ground and trees are burned. Only one wall is undamaged, but the figures next to it are

crushed and their metal limbs are scattered across the table top.

The Exalted One, combining his love of art with his interest in history and displaying his own desires, created the miniatures in this room. It took him several years to complete these five tables. He is working on other miniature tables in his present home. He did not want to move these for fear they would be damaged.

Astute players can pick up quite a bit of information about the Exalted One from this room. The castle described on the first table is similar in construction to the citadel the PCs are in. The castle's floors can be lifted apart, showing the rooms inside, complete with furnishings. If the PCs have mapped the citadel, but not found all the secret doors leading to some of the rooms, this will help them. In addition, the miniature castle shows a fourth floor, which should give the PCs a clue that there is another floor.

The second castle is pictured in one of the history books in the library downstairs. It is of the first ruler of Bissel, the castle long since crumbled in ancient battles. The first coat of arms of Bissel, which has changed only slightly through time, is displayed on the front of the castle above the main entry. This castle cannot be taken apart.

The third castle, which is being built, is a place like Krimeah wants to someday build for himself—after the threat of the Great Kingdom's spies no longer exists. PCs looking carefully at the miniatures constructing the castle find gnomes, mountain dwarves, valley elves, and humans (tree people). The green dragon, much larger in scale than the dragon Krimeah has charmed, represents an older version of that dragon. The miniature surveying the scene and being presented the crown depicts the Exalted One as he really looks, not in one of his many visages. The boy handing him the crown is Krimeah as a youth.

The fourth castle, which is built on a low hill and shows an army preparing for battle, is the finished version of the castle on the third table. However, characters would have to examine them to note the similarities and spot the emblem of the Vale of the Mage, a duplicate of the emblem displayed on the shield in the trapped room. This cas-

tle, like the first one, separates by level. Each level has miniature furnishings and figures. On the top level are miniatures of the First Protector and Krimeah. Characters looking at them notice the male figure is the same as the one watching the other miniature castle being built.

This castle has four levels and a basement, which is revealed if the first level is lifted. The basement consists of five empty rooms and four rooms filled with assorted monsters—grists, grivelings, bugbears, and puddings. The largest room contains a miniature hydra and a wooden chest that is three inches long, two inches wide, and two inches deep.

The chest is trapped with a ward that works similar to a *shocking grasp* spell, delivering 1d8+19 points of damage to the person opening the chest. There is no saving throw. Inside the chest are a dozen amethysts (each worth 100 gp), three flawless emeralds (each worth 5,000 gp), and two flawless star sapphires (each worth 5,000 gp). Krimeah has plenty of gems and wanted to put a handful of them in his miniature castle to complete the look.

The final castle is the home of the ruler of the Great Kingdom, which is evident by the Great Kingdom coat of arms on the castle's front. Krimeah damaged the castle for effect and to work out some frustrations. He has no actual plans to destroy the real castle. This castle does not separate. PCs who examine it can tell that not as much effort was spent on this diorama.

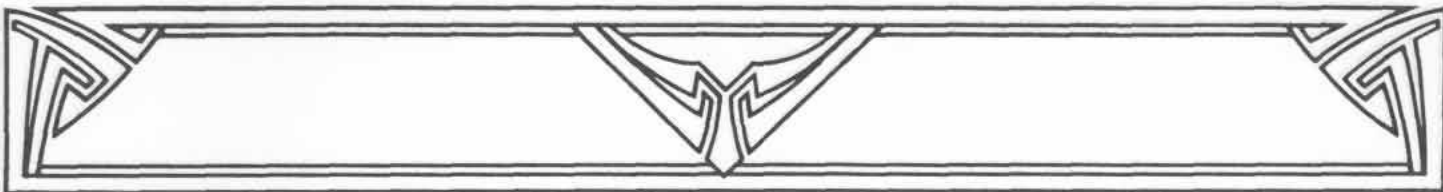
Both secret doors to this room are locked and have *fire trap* spells, as explained in the description of room 31.

34. Vacant Room

This is an empty room that was never used by Krimeah. He had plans to turn it into a small library, putting his most precious books here. However, he decided to move before realizing that plan. The secret door off this room is locked but not trapped.

35. Vacant Room

This room looks cold and uninviting. The plastered walls are unpainted and covered with dirt and cobwebs. The floor, made of unfinished wood, has a thick



coating of dust upon it. Light dimly filters through cobwebs and dust on the window pane.

The window has a *glassteel* spell on it, and the room has a *vacancy* spell on it. Characters examining the room actually do find dust and cobwebs, as the room has not been used for a long time. However, the dust they find is not as thick as it appears to be in the room. Only characters inspecting the room would notice this. The only object in this room, which is masked by the *vacancy* spell, is a stairway that leads up to the ceiling. There is no trap door or other access to reach the fourth level beyond, however. The PCs have to cast a *dimension door* or a *passwall* spell to get through the ceiling. The ceiling can also be broken through, but it would take a total of four man-hours of back-breaking work with a pick and sledge hammer.

Fourth Level

36. Observatory

You have come out onto the roof of the citadel. The valley stretches out on all sides in a breathtaking scene. You can see the trees rustle below you, but you do not feel the breeze from your vantage point.

This was Krimeah's favorite spot because he could watch the stars at night and in the day look out across his valley. The room has a permanent *invisibility* spell on it, and the walls and ceiling of the room are all glass, with *glassteel* spells on each side and on the ceiling. When Krimeah came up to this room he would turn himself invisible to safeguard against spies and curious valley residents. This room also can be found if the PCs climb up to the roof of the citadel and walk around it. However, it would be very difficult, if not impossible, for them to get into the citadel this way.

Area H—The Second Teleportal

The glade is large and inviting. It is almost 50 yards across and is ringed with yellow and blue wild flowers that sweetly scent the air. The grass in the glade is short and thick. Butterflies and other winged insects dart across it in an unrehearsed ballet. They do not fly near the far end of the glade, where a shimmering, rectangular patch of air floats a few inches above the ground.

This is the second teleportal in the vale. It is linked to the teleportal in area E and operates just like that teleportal. Creatures passing through the shimmering area are transported to area E. Creatures passing through the teleportal in area E are teleported here. Krimeah used the teleportals to move quickly across a portion of the valley.

Area I—Crocodile Kingdom

This area of the glade is claimed by a group of crocodiles who primarily eat the smaller animals in the glade and the fish and reptiles in the river. Occasionally they feed off valley elves, gnomes, and tree people who carelessly wander through this area alone. In turn, crocodiles wandering from their group are quickly dispatched by valley elves, gnomes, and tree people, who use the animals for meat and their hides for household items.

The crocodiles do not bother the valley patrols, which are usually in excess of 12 members. Although the animals probably could handle some of the patrols, they have learned through experience that attacking large groups is costly. Feeding off animals, fish, and reptiles is safer and just as filling. However, if the PCs walk in this area, they are considered fair game unless they have a group of valley residents with them. Many of the valley residents know about the crocodiles and stay clear of this area if in small numbers. The tree people are rarely concerned about the crocodiles, and usually travel in the trees in this area rather than along the ground.

The crocodiles attack groups with eight or fewer members, and are especially fond of gnomes. The crocodiles are sly, moving slowly along the riverbank or along the land near the river, hoping to surprise their prey. The usual tactic is to circle the prey and then close in for the kill. The kill results in a frenzy, with the crocodiles fighting among themselves for the victims. If the PCs send a scout ahead, and the scout is attacked by the crocodiles, the characters likely hear the attack, as branches snap, tails slash, and their friend screams in surprise or pain.

If the PCs are traveling in this area and are taking steps to be cautious or survey the land, they note branches broken about ground level, animal tracks, the broken bones of small- and medium-sized animals, and perhaps a rusted dagger or a few arrows. This should tip them off there are predatory animals in the area.

Crocodiles (18): AC 5; MV 6, Sw 12; HD 3; hp 20 (x 6), 15 (x 6), 12 (x 6); #AT 2; Dmg 2d4/1d12; SA nil; SD -2 penalty to opponents' surprise roll; AL N; THAC0 16

A small group of giant crocodiles moved into this area only a few days before the PCs got here. They lair about two miles west of the other crocodiles. None of the valley residents know about these new inhabitants. In the short time these crocodiles have been here, they have discovered a liking for apes, attacking the simians when they come to the river for water. These crocodiles also prey on other mammals in the vale, and have eliminated a jaleeda bird that came too close in an attempt to frighten them away from its territory. These crocs do not go out of their way to attack people, but if people walk into their area, they do not refuse the meal.

Giant Crocodiles (7): AC 4; MV 6, Sw 12; HD 7; hp 49, 43, 40, 34, 30, 27, 26; #AT 2; Dmg 3d6/2d10; SA nil; SD - penalty to opponents' surprise roll; AL N; THAC0 13

The player characters can find nothing of value around the crocodile lairs. However, the skin of the crocodiles is valuable to merchants and, if properly removed, could be sold in any city.

Kenku Adventurers

This can be used as an optional encounter. The player characters are not the only adventurers who have slipped into the valley. A party of kenku, most of them leaders of kenku groups, made its way over the Barrier Peaks, flying most of the way, and only stopping in the peaks to rest. They were able to evade a patrol of mountain dwarves, and were fortunate not to encounter any of the giants in the peaks.

Unfortunately for the kenku, they encountered some of the creatures in the vale—a group of carnivorous apes that took them by surprise and lessened their number, and a few of the giant crocodiles that also surprised them and cut their number further before the survivors fled. When they took to the sky, they spotted a jaleeda bird and decided to remain on land for a while.

The kenku entered the valley because they had heard some of the tales of platinum pieces and gems littering the bottom of stream beds, and they had to learn for themselves if the stories were true. They first tried to enter the valley at the opening by the Dim Forest, but they noticed a patrol and decided to go over the Barrier Peaks instead. The kenku know nothing about the Exalted One or the defenses and magic used to keep trespassers out of the vale. The kenku were only interested in the stories about the wealth.

Now that only eight of them remain, they are angry. While most adventuring parties might cut their losses and retreat, the kenku have decided they are going to get back at the valley and the creatures in it to gain revenge for their fallen brothers and to get rich before they leave. They are unaware of the valley patrols, having accidentally avoiding all of them.

If the PCs come upon this section of the vale, they automatically become targets of the kenku unless the PCs have with them a group of valley residents. The kenku attack if there are 15 or fewer in the PCs' party. All NPCs, such as valley elves or other valley residents (excluding the Exalted One or the First Protector) fall victim to the kenku's tactics.

The kenku do not want to kill the PCs, merely subdue them, take their wealth, and then ransom them to their friends and relatives.

Kenku (8): AC 5; MV 6, Fl 18 (D); HD 5; hp 34 (x 4), 29 (x 4); #AT 3; D 1d4/1d4/1d6; SA spells; SD spells, thief abilities; MR 30%; AL N; THACO 15

All of the kenku have 4th-level thieving abilities. In addition, these kenku can cast *magic missile*, *phantasmal force*, and *web* once per day. In addition, they can become invisible at will and can once a day cast *call lightning*. They have a 50% chance of passing for human.

The player characters are likely to be surprised by these kenku, which have been staying invisible to avoid the large predators in the area, particularly the green dragon they saw lumber by. However, if the PCs are checking the area for tracks or other signs of habitation, they notice the tracks of the dragon and the broken branches and bent small trees that marked its passing. It is possible the PCs will expect to run into the dragon and are on the alert.

The kenku notice the PCs unless the PCs are also invisible or are using some other form of magic to hide themselves. The kenku, still remaining invisible, surround the PCs and begin their assault. They communicate telepathically, and therefore are aware of each others' presence and actions. They begin by having one kenku cast a *web* spell on the PCs, trapping as many as possible. Another kenku casts a *phantasmal force* spell—an image of the green dragon they saw. A third kenku waits until some of the PCs begin to get out of the web and casts a *web* spell that seems to come from the dragon. Although the kenku turn visible each time they cast a spell, they can turn invisible again because it is an innate ability. When they are visible for a brief period, they appear as humans, not wanting to give away the fact they are kenku.

Further tactics include casting additional *web* spells (up to three more) to keep the PCs in place, and using another *phantasmal force* spell to create an image of a powerful-looking native shaman. The shaman walks toward the group, using signals and kenku gibberish to attempt to communicate that the PCs should surrender and throw down their valuables. If the PCs persist in attacking, a kenku casting three magic missiles appears in human guise and attacks a sturdy-looking PC. If the sky is overcast, a kenku or two will use *call lightning*, bringing

a bolt down near the PCs. The shaman makes another attempt to get the PCs to surrender. If the PCs surrender, four of the kenku in native garb come forward to strip the PCs of valuables, while the fifth kenku uses a *phantasmal force* spell to create the image of a force of spear-wielding natives, mingling among the real kenku to reinforce the surrender.

It is possible the PCs, or at least some of them, try to disbelieve what is happening, which could effect the outcome of the encounter. The kenku, using their invisibility as long as they can, fight to kill the PCs only if they are in jeopardy. If the kenku become seriously injured, they turn invisible and fly away. The kenku cannot communicate with the PCs other than by hand signals and gibberish bird-like noises. A *tongues* spell will not help matters, but any form of telepathy will work.

If the kenku are successful in taking riches and weapons from the PCs, they turn invisible and fly away, satisfied they exacted some revenge for their dead fellows and accumulated some wealth. The kenku do not take all of the PCs' weapons, as they do not want to leave the characters defenseless in the valley.

If, however, the PCs are victorious and kill some or all of the kenku, the kenku are discovered for what they really are rather than as their disguised human forms. Each kenku carries 100 gp total in a combination of platinum, gold, and silver coins. If the PCs are able to capture a kenku, the kenku—with its limited communication ability—attempts to explain how the kenku got into the vale, how their numbers were cut down, and why they attacked the PCs. The kenku's pride does not allow it to beg for its life.

If the PCs search the area after the confrontation, they find traces of a campfire and the charred bones of small animals that were cooked in the fire. It is obvious the kenku were camped here for a few days.

Area J—Shrine to Ehlonna

This garden appears sculpted, as if human or demihuman hands had worked

the trees and bushes to grow in artistic formations. Vines covered with pink flowers grow up the small, shaped trees. The grass in the garden is short compared the grass that grows elsewhere in the vale. It appears trimmed and weeded. Toward the center of the garden, benches made of sculpted stone circle a stone statue and a small bubbling pool. The statue is of a beautiful woman holding a bow in her right hand and a quiver in her left. Small sculpted animals circle her feet, and a sculpted owl sits on her shoulder, its wings spread wide.

A group of valley elf and gnome clerics created this shrine to Ehlonna after discovering the magical spring. They considered the spring a gift from Ehlonna. Grivelings, at the request of the clerics, sculpted the benches and the statue. A korred, who was paid well by the clerics, refined the statue into a work of art. Elves and gnomes use this area to worship Ehlonna. There is a 10% chance that a group of 1d12 valley elves, a group of 1d8 gnomes, or a mixed group of 1d6 valley elves and 1d4 gnomes is here worshipping when the PCs come upon the scene.

The worshipers attempt to learn the characters' deity. Characters answering "Ehlonna" are permitted to stay. Other characters are told to leave this sacred place. The worshipers fight if the PCs do not willingly leave, with one or two of them running to the nearest village to announce the intruders. The PCs' wisest move is to wait for the worshipers to leave and then explore the garden and spring.

The spring was not blessed by Ehlonna, but the Exalted One has no desire to tell his people that. The spring was experimented on by the Exalted One about two years after he moved into the vale. He discovered the spring, which was little more than eight inches across, nestled amidst some rocks. With the help of a golem, the Exalted One enlarged the spring and used it for an experiment. The water was exceptionally pure and clean, and Krimeah enchanted it with the use of an *alchemy jug*, a *beaker of plentiful potions*, and by exhausting a *ring of wishes*. Because of the ring, the effect on the spring is permanent. Any human or demihuman who drinks from the spring is sub-

ject to the magical effects. No saving throw is allowed.

The magical spring was discovered by three valley elf clerics who each drank from it and believed it was created by their goddess, Ehlonna. The gnomes, who also worship the same deity, were quick to believe the valley elves' explanation and agreed to create a shrine at the spring. Valley elves and gnomes recognized for bravery or for a significant contribution to their community are sent here to take a drink from the spring. The demihumans know to take only one drink, as a few greedy valley elves were witnessed to have taken multiple drinks from the spring and died in miniature explosions (potion incompatibility).

The spring radiates an aura of alteration magic. If a PC drinks from the spring, consult the following table by rolling 1d20 to determine the potion effect the imbiber experiences. There is a 5% chance that the effect is permanent, otherwise the effect lasts for 1d4 days. If a PC drinks from the spring more than once during the 1d4 days, consult the *Potion Compatibility* table on page 141 of the *Dungeon Master's Guide* to determine the results.

Spring of Ehlonna Effects

D20 Roll Result

1	Clairaudience
2	Clairvoyance
3	ESP
4	Diminution
5	Fire Breath
6	Flying
7	Gaseous Form
8	Growth
9	Invisibility
10	Levitation
11	Philter of Glibness
12	Philter of Persuasiveness
13	Plant Control
14	Polymorph Self
15	Rainbow Hues
16	Speed
17	Treasure Finding
18	Ventriloquism
19	Vitality
20	Water Breathing

Consult the descriptions of the potions in the *Dungeon Master's Guide* for the description of each effect.

Area K—Javan River Waterfall

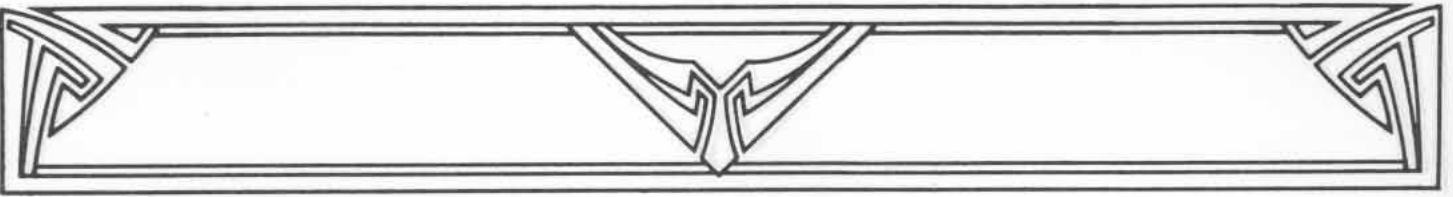
The scene before you is awe inspiring. The Javan waterfall cascades over the Barrier Peaks, thundering into a large pool at the base of the cliffs. This is the headwaters of the Javan River that runs throughout most of the valley and the Dim Forest and beyond. The water creates a mist that spreads over the land around the pool. At the base of the falls, rainbow patterns dance across the top of the pool. Small animals drink from the pool, and colorful birds fly through the mist, cooling and cleaning themselves.

It is up to you, the DM, whether the Exalted One has his fortress in place behind the falls or if he is in the vicinity.

Red Morgan and Tracy are at the falls, hiding in the foliage inside the mist waiting for the Exalted One. If the PCs visit the falls before going to the citadel, only these two from the necromancer groups are here. However, if they visited the citadel first and confronted the four necromancers there, any surviving necromancers are here with Red and Tracy. The status of the evil party depends on how quickly the PCs come to the falls after the citadel. If the evil NPCs had time, they would have healed themselves and slept to regain spells. The spells they have available thus depends on how soon the player characters arrive.

If only Red and Tracy are at the clearing, they seek to take on the PCs, believing they can handle the group if they can divide them. Tracy begins the assault with *wall of fog* spell in an attempt to separate and confuse them. She follows this by assaulting one group of the PCs with *web*, *fireball*, and *stinking cloud* spells.

Red, who drinks his *potion of invulnerability* before charging in, assaults the other group, starting with any PCs who are alone. He uses his *ring of spell storing* to cast *spectral hand* followed by *vampiric touch*, which can be cast through the spectral hand, and *enervation*. He closes to melee weakened PCs once the PCs appear to be badly injured by his and Tracy's assault. If he is in danger, he uses *wraith form* or *fly* from his ring to escape.



Tracy and Red believe the PCs are agents of the Exalted One, and they are confident that by removing these agents the Mage of the Vale will be easier to deal with. If one of the PCs appears to be a wizard of considerable power, Red believes he might be the mage and concentrates on defeating that character.

If there are additional spellcasters (escapees from the attack on the PCs in the citadel) with Red and Tracy, the entire group will work together to defeat the PCs. The difficulty of the fight depends on the condition of the additional spellcasters. If the fight involves flashy spells or considerable noise, residents of nearby villages come to investigate (though it is unlikely that they arrive in time to affect the outcome of a fight).

In any event, the necromancers do not fight to the death, preferring instead to escape by casting *feign death* or other spells.

If the PCs capture any of the necromancers, the necromancers talk in exchange for their lives. If it does not appear they can create a convincing lie, such as working for the Exalted One as a patrol, they tell the truth about their plan involving the vale and the Exalted One. They impress upon the PCs that the Exalted One is considered evil, powerful, and a threat to the land, and that their actions would have done nothing but make the area safer. It is up to the player characters what they do with the necromancers.

Area L—Baboon Territory

A tribe of baboons considers this part of the vale its property. The baboons chase out all violators. The only exception are the tree people, whom the baboons consider another kind of monkey just passing through. They do not mind other monkeys passing through, as long as they do not stay or challenge the baboons. However, they do not tolerate any trespass by the banderlogs several miles to the east, whom they consider rivals for the fruits and nuts in the valley.

If the player characters enter this section of the vale, they are pelted by nut shells, branches, rotten fruit, and fruit pits. Within four minutes of the PCs' intrusion, half of the tribe appears in the trees around the PCs and begins screeching and making

threatening motions with their hands. They continue to pelt the PCs. If the PCs are not grouped together but are wandering individually or in pairs in this area, the baboons drop on them and begin biting. In 12 minutes the entire tribe is gathered.

If the PCs flee the area, the baboons settle down. If the PCs use flashy magic or some other show of force that the baboons perceive as a threat, there is a 90% chance that they flee. If the baboons do not flee, they attack the PCs in force.

The people who live in the vale leave the baboons alone, not wanting to be pestered by the ill-tempered monkeys.

Baboons (40): AC 7; MV 12, 12 in trees; HD 1 + 1; hp 5 each; #AT 1; Dmg 1d4; SA hurl missiles; SD climbing; AL N; THACO 18

Area M—Banderlog Land

These apes are similar to baboons in temperament and social organization. Like the baboons to the west, they do not want their territory intruded upon. The banderlogs are stronger, however, and pose more of a threat to intruders, so they do not back down as easily as the baboons. The banderlogs consider the baboons their rivals for fruit and nuts in the valley, thus they drive the baboons away whenever they come near banderlog territory.

These banderlog operate a little differently than the baboons. While they detest trespassers, including the tree people, they initially watch those who enter their land to determine any apparent strengths and weaknesses. Further, the banderlogs seek to divide the trespassers to make them easier to handle. A banderlog may rattle a branch or drop objects into a bush to distract a group of trespassers. If the group divides, with one faction investigating the noise, the banderlogs attempt to drive off the now-smaller parties.

Their first tactic is to hurl pieces of fruits, rocks, and retch plant globes at the intruders. If the intruders do not leave, the banderlogs move in for the attack. If, however, the intruders display magic, the banderlogs try to keep their distance and continue to pelt their targets.

Banderlogs (20): AC 6; MV 6, 12 in trees; HD 4; #AT 1; Dmg 1d4 + 1; SA hurl missiles; SD climbing; AL N; THACO 15

Area N—Dragonne Lair

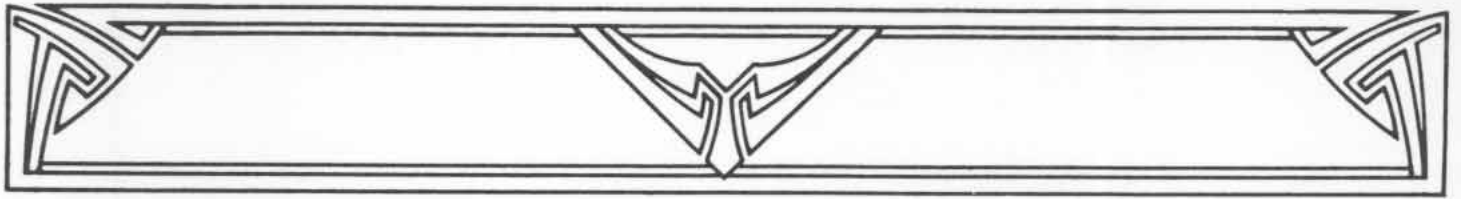
This is the lair of the only dragonne in the vale. The dragonne's lair is in a cave in the Barrier Peaks. It travels along the peaks and the edge of the vale in search of food, feeding primarily on careless monkeys and some of the large, slow-flying birds. It has curiously watched the goings on in the vale, such as the dispute between the baboons and banderlogs, the patrols of humans and demihumans, and the travel route of the green dragon, which it detests.

The dragonne does not attack the PCs unless the PCs approach its lair or spot the creature and threaten it. Even then, there is a 50% chance in the latter case that the dragonne flies away.

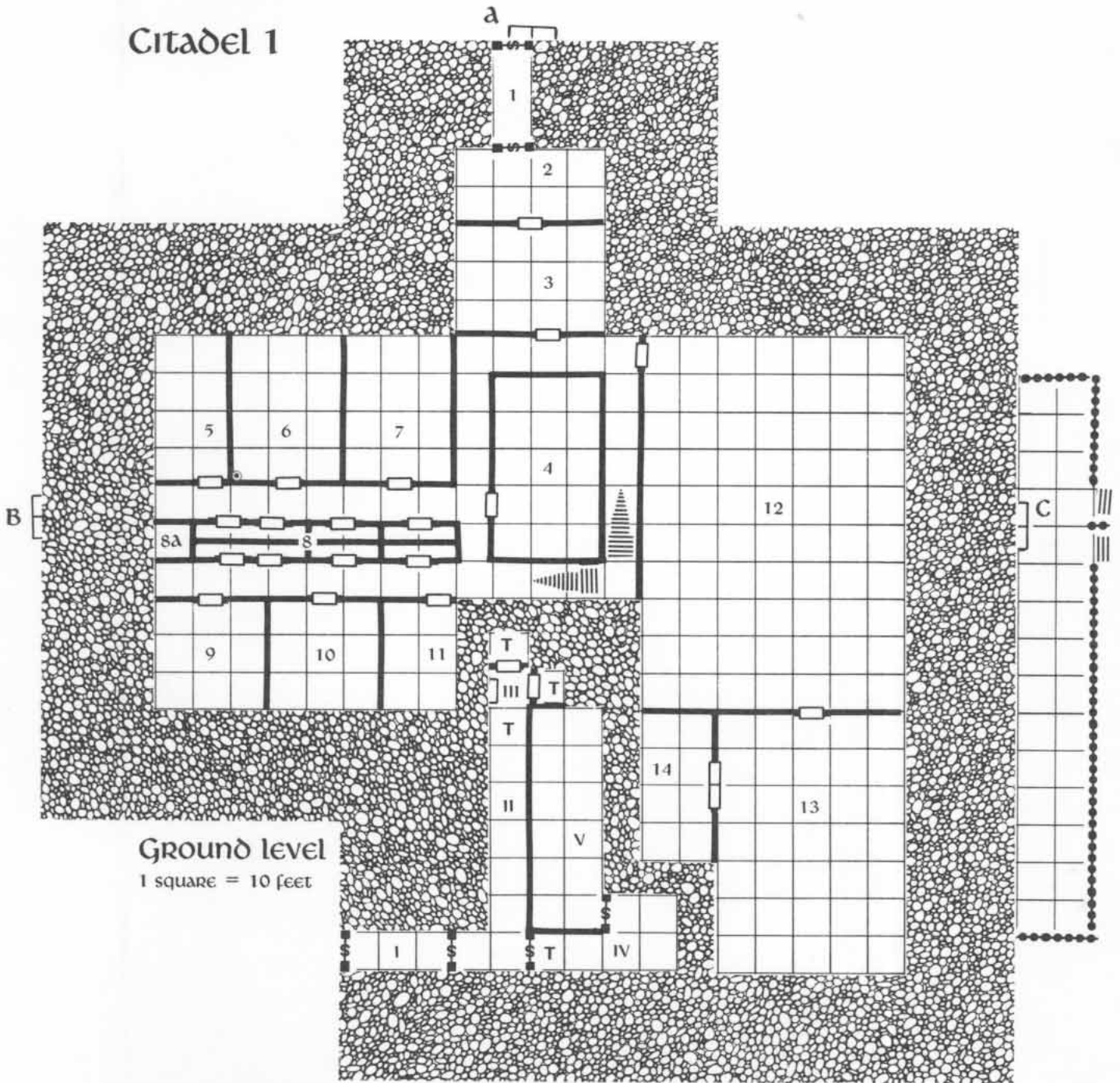
The mountain dwarves in the Barrier Peaks know a dragonne lives somewhere in this section of the peaks. Since the dragonne has not bothered them, they leave it alone.

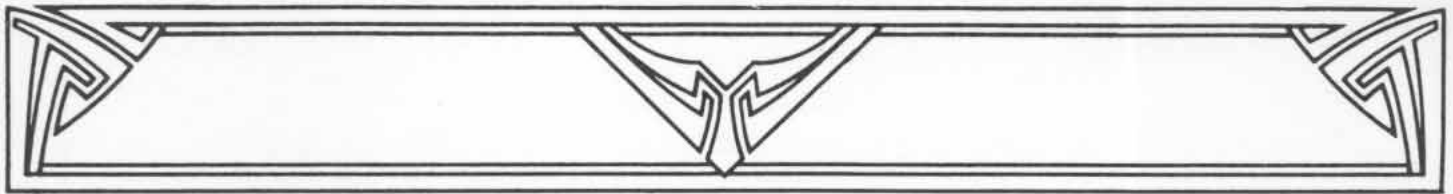
Dragonne: AC 6/2; MV 15, Fl 9 (E); HD 9; hp 50; #AT 3; Dmg 1d8/1d8/3d6; SA roar; SD nil; AL N; THACO 12

If the PCs kill or chase away the dragonne and locate its lair, they find the following: 2,000 copper pieces, 1,500 electrum pieces, 1,000 gold pieces, 15 gems each with a base value of 100 gp, a *potion of clair-audience*, and a *potion of sweet water*. In addition, the PCs find two shields, each bearing the emblem of Gran March. The shields are old and weather-beaten. They are from the patrol of Gran March soldiers sent into the vale many years ago. The dragonne did not kill the soldiers, but found these shields near the base of the Barrier Peaks and added them to its collection of treasure.

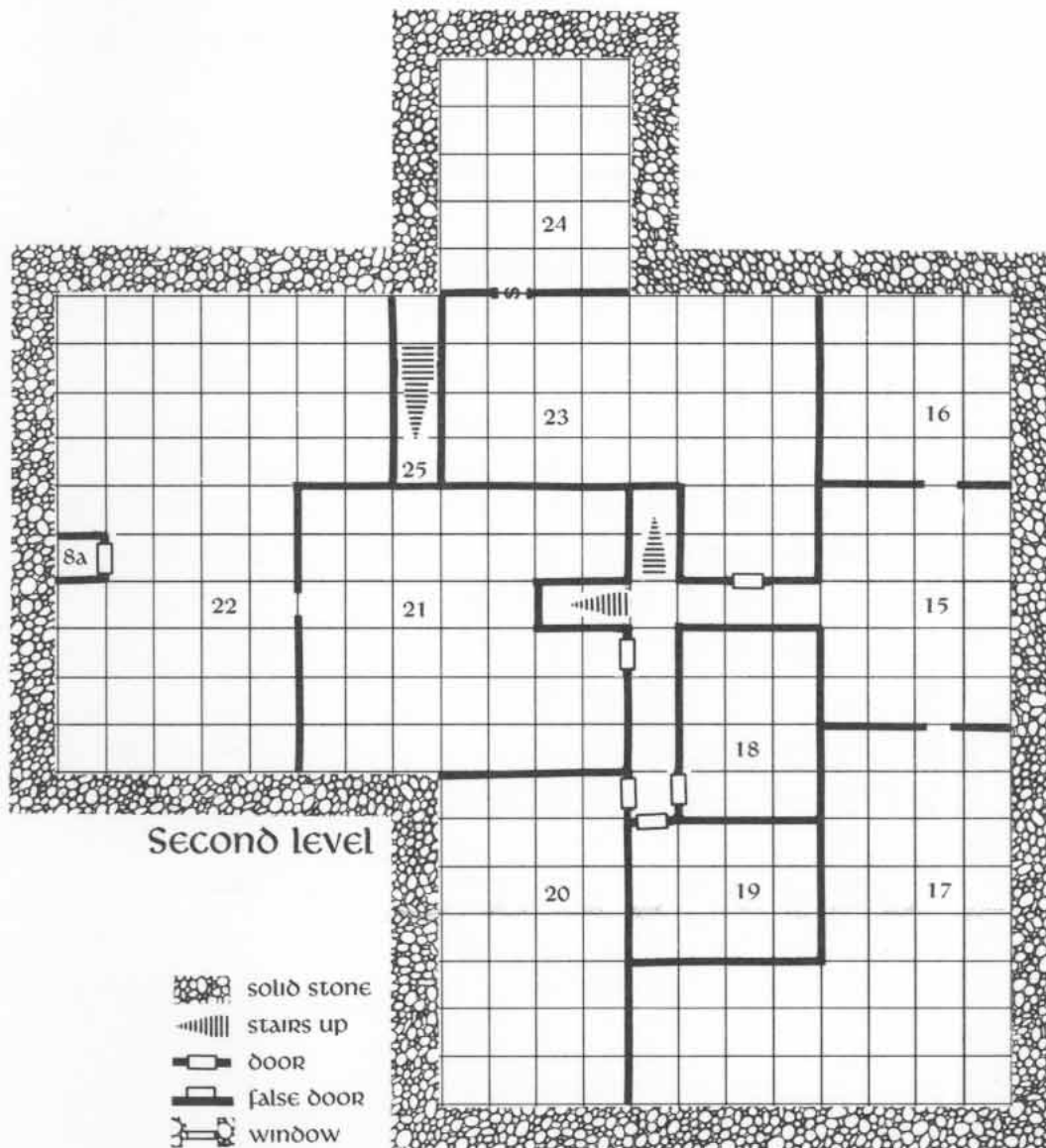


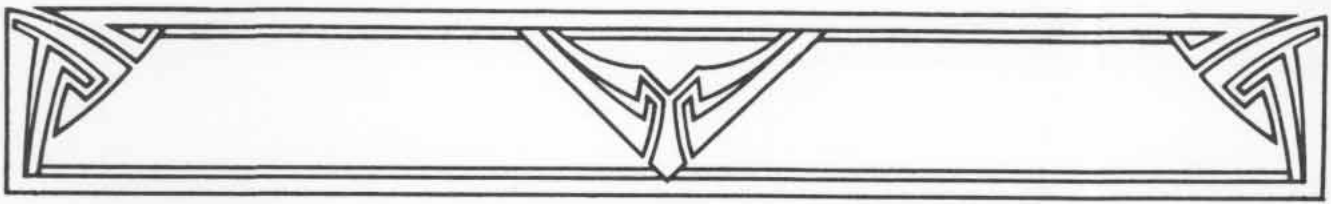
Citadel 1





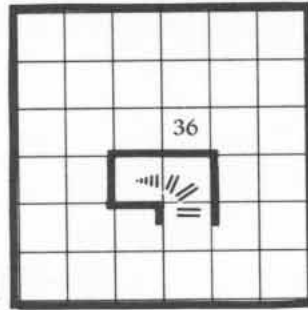
Citadel 2



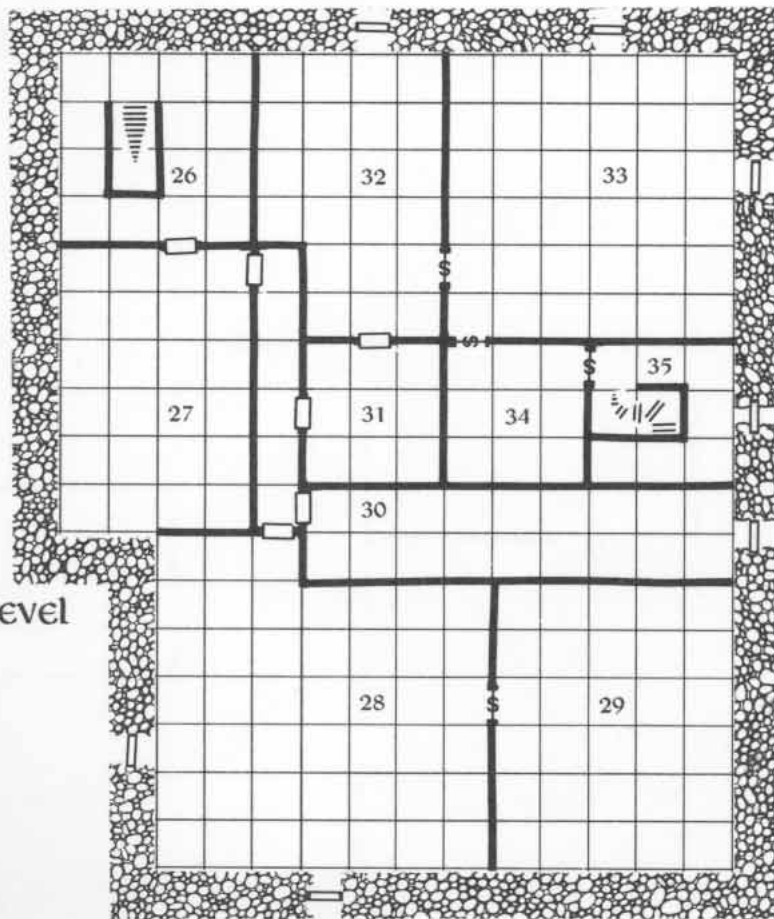


CITADEL 3

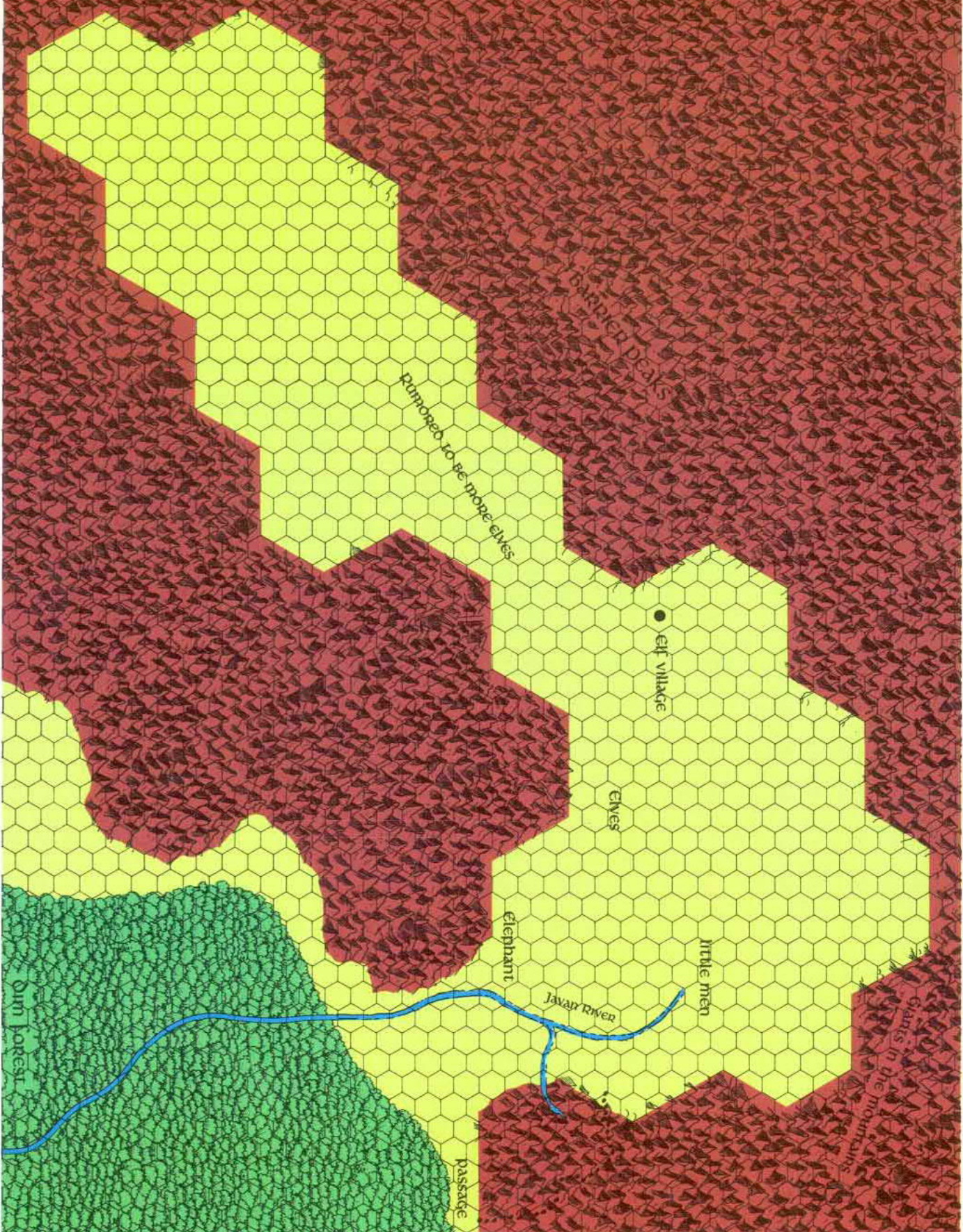
fourth level

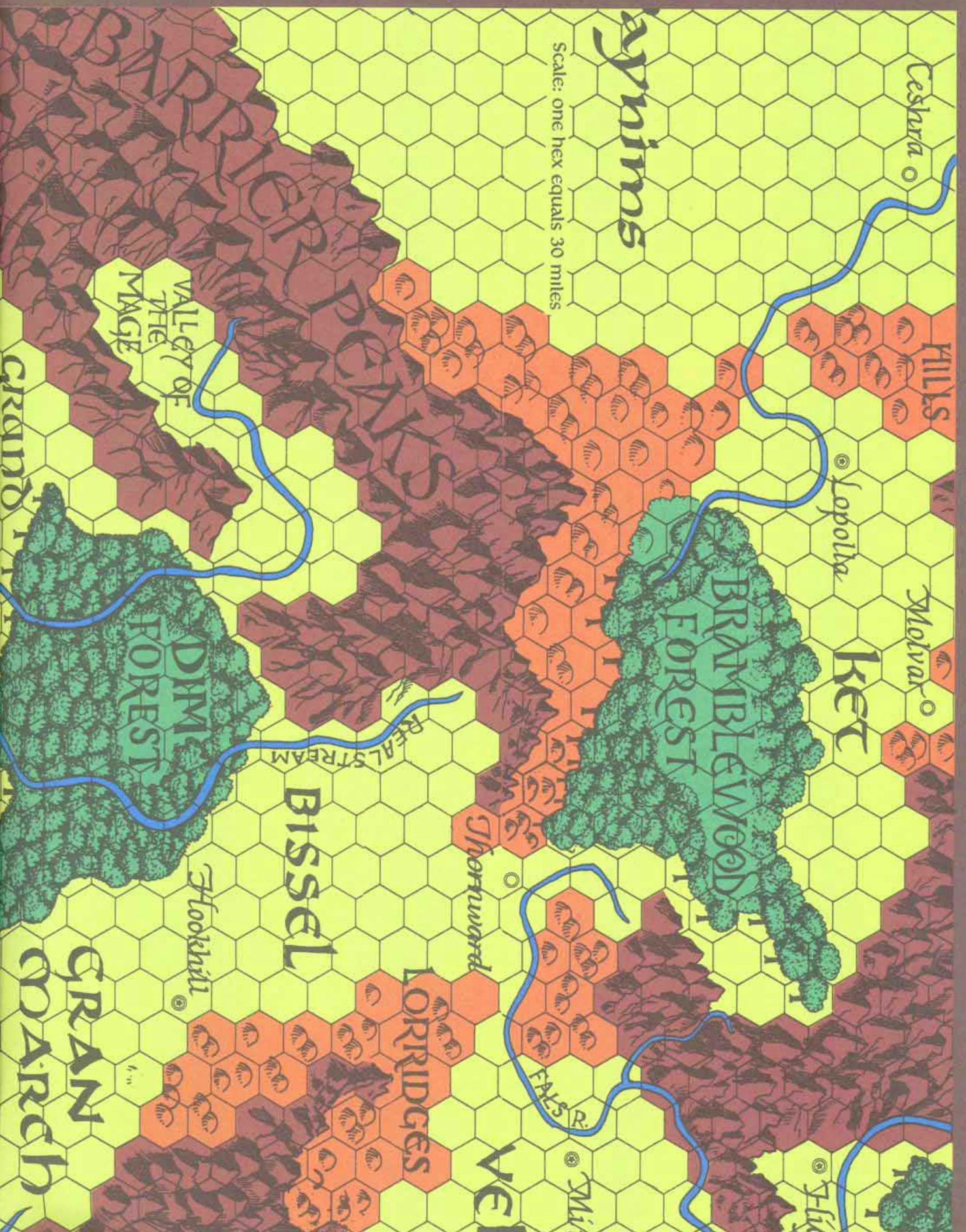


THIRD level



players' map





Aymims

Scale: one hex equals 30 miles

Ceshara

HILLS

Lopolka

Molvax

KET

BRAMBLEWOOD FOREST

Shorward

BISSEL

Thookhni

LORRIDGES

VEL

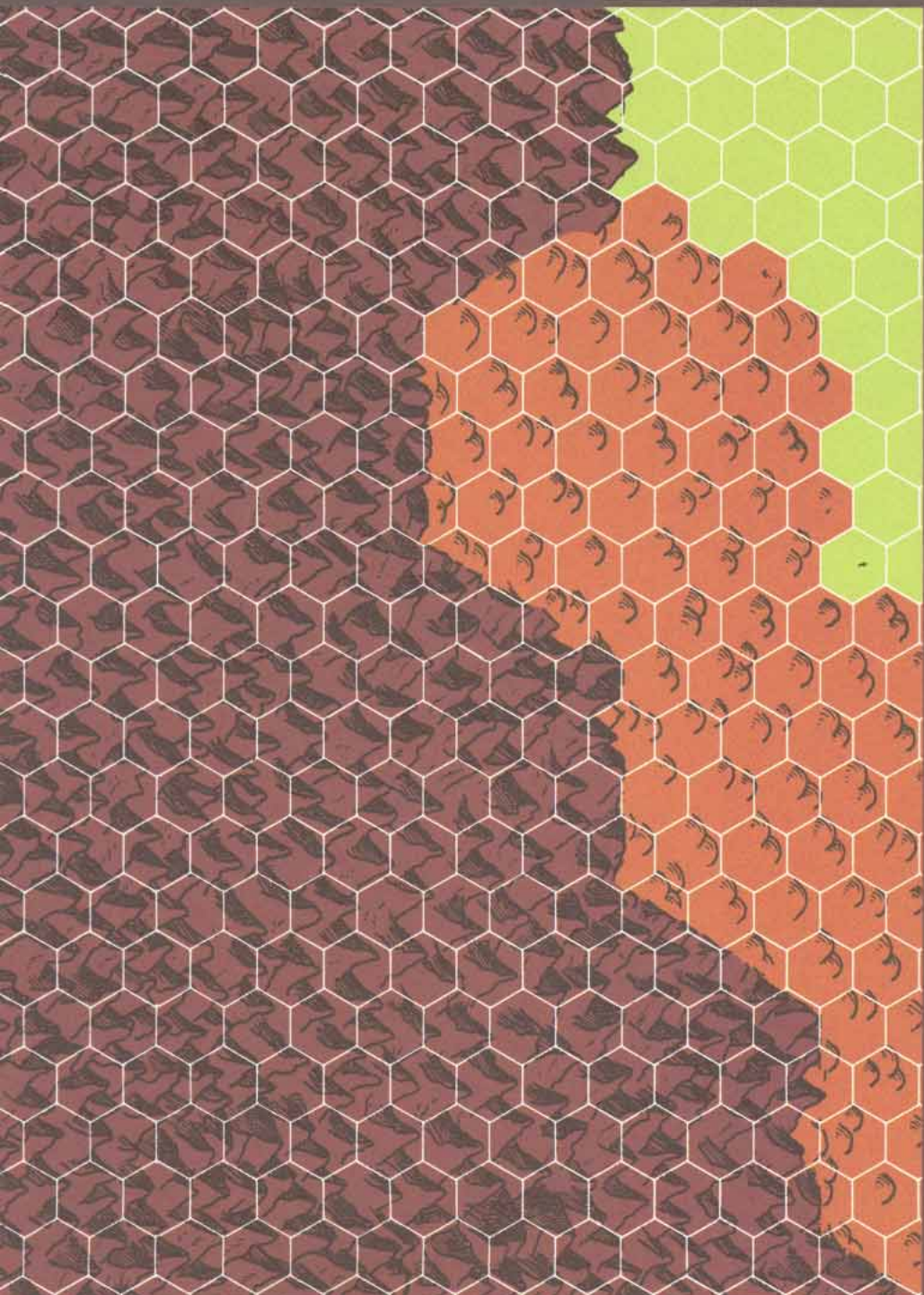
VALLEY OF THE MAGE

DIM FOREST

GRAND COARCH

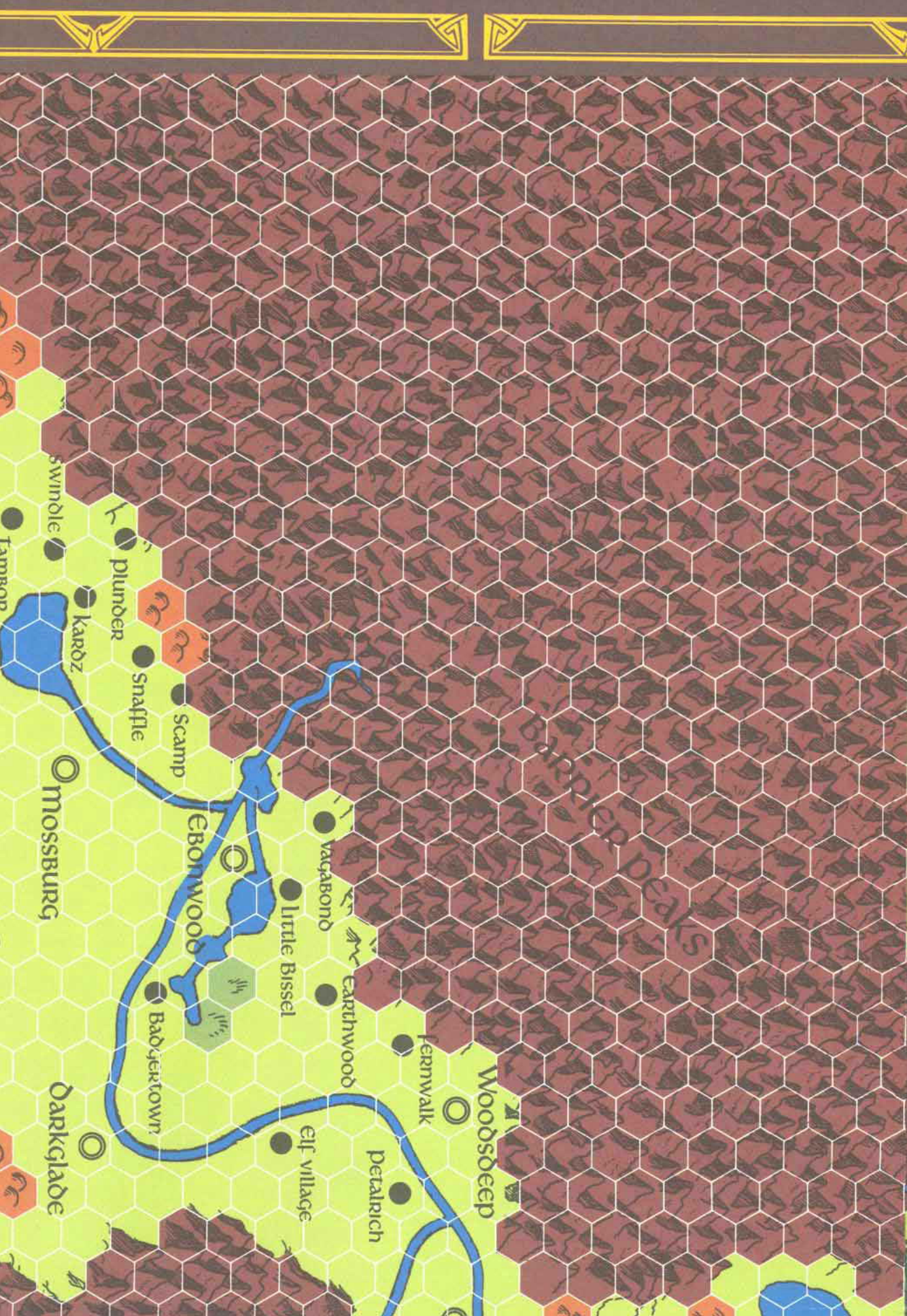
REAL STREAM

FALS



Valley





swindle

plunder

Karbz

Snaffle

Scamp

mossburg

EBONWOOD

Vagabond

Little Bissel

Earthwood

Fernwalk

Woodsoeep

petarich

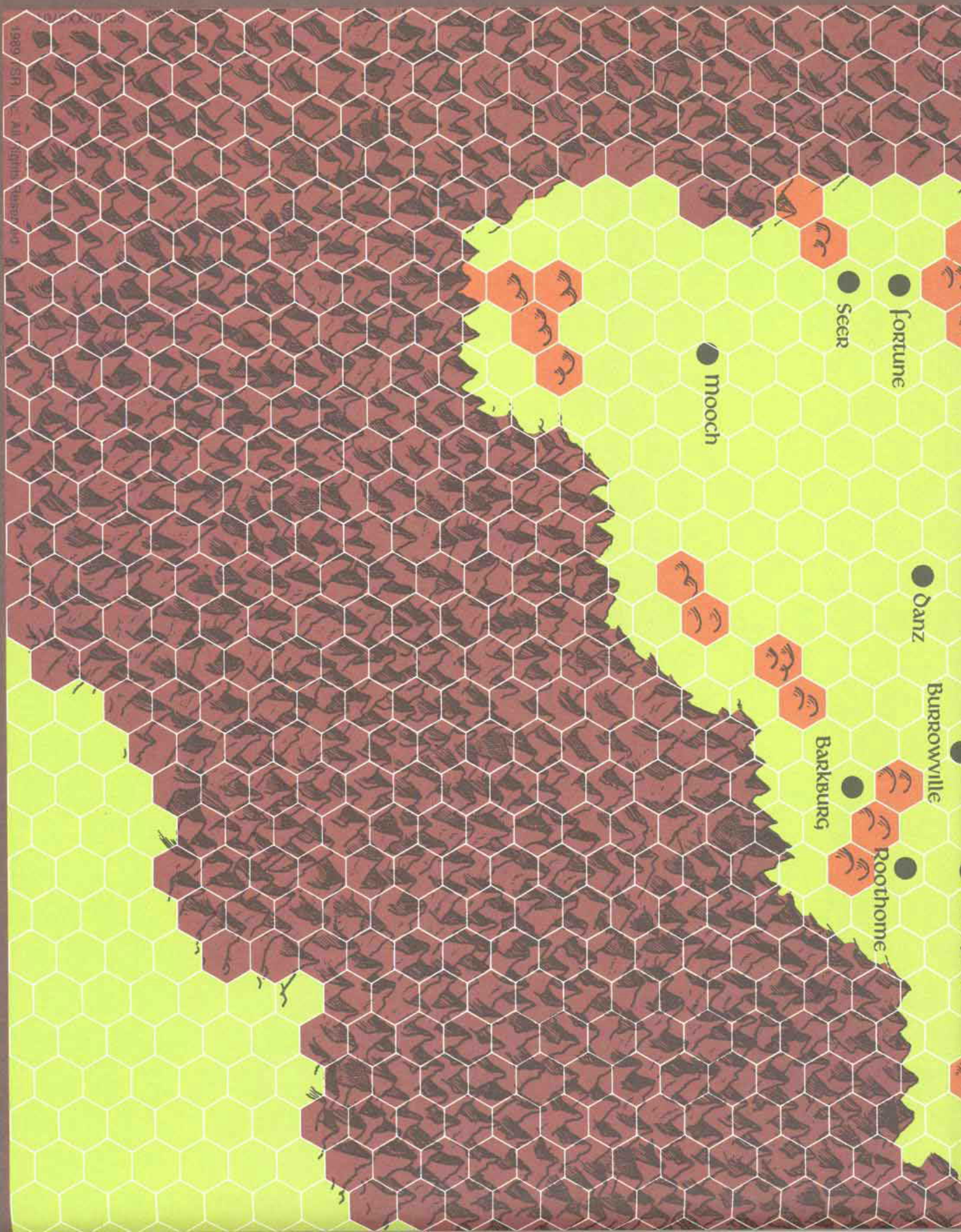
elf village

Badger town

Darkglade

Tamron

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● Moch

● Seer

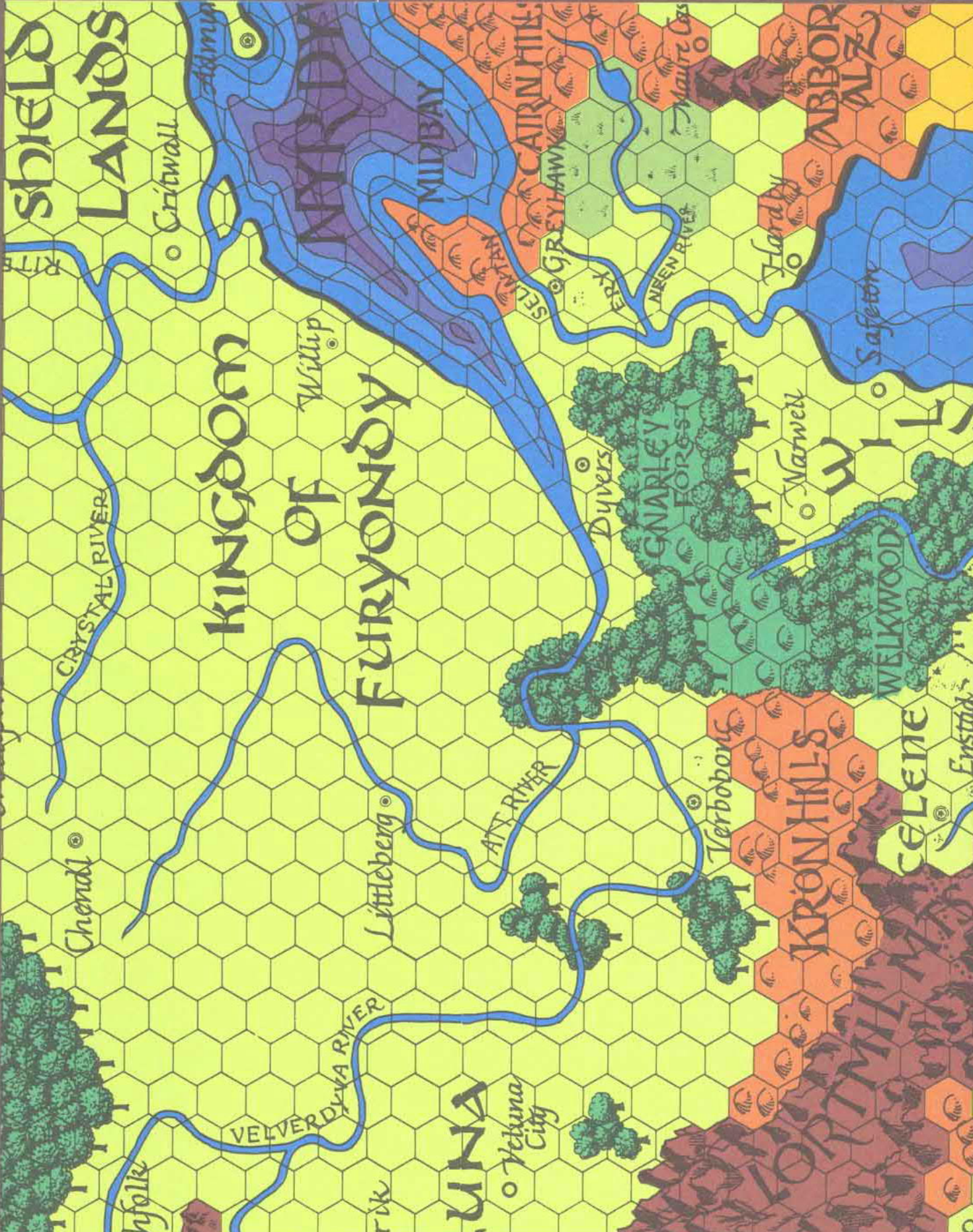
● fortune

● Danz

● Burrowville

● Barkburg

● Roothome



SHIELD
LANDS

KINGDOM OF FURYONDY

CRYSTAL RIVER

Chendel

VELVERDYVA RIVER

Littleberg

ATTY RIVER

VELVUNA
Velvuna City

Dyvers

GNARLEY FOREST

Verbobonc

KRONHILLS

CELENE

Willip

MIDBAY

GREYHAWK

CAIRN HILLS

NEEN RIVER

Narwel

ABBOR
ALZ

Hardby

Safeton

Enstads

Critwall

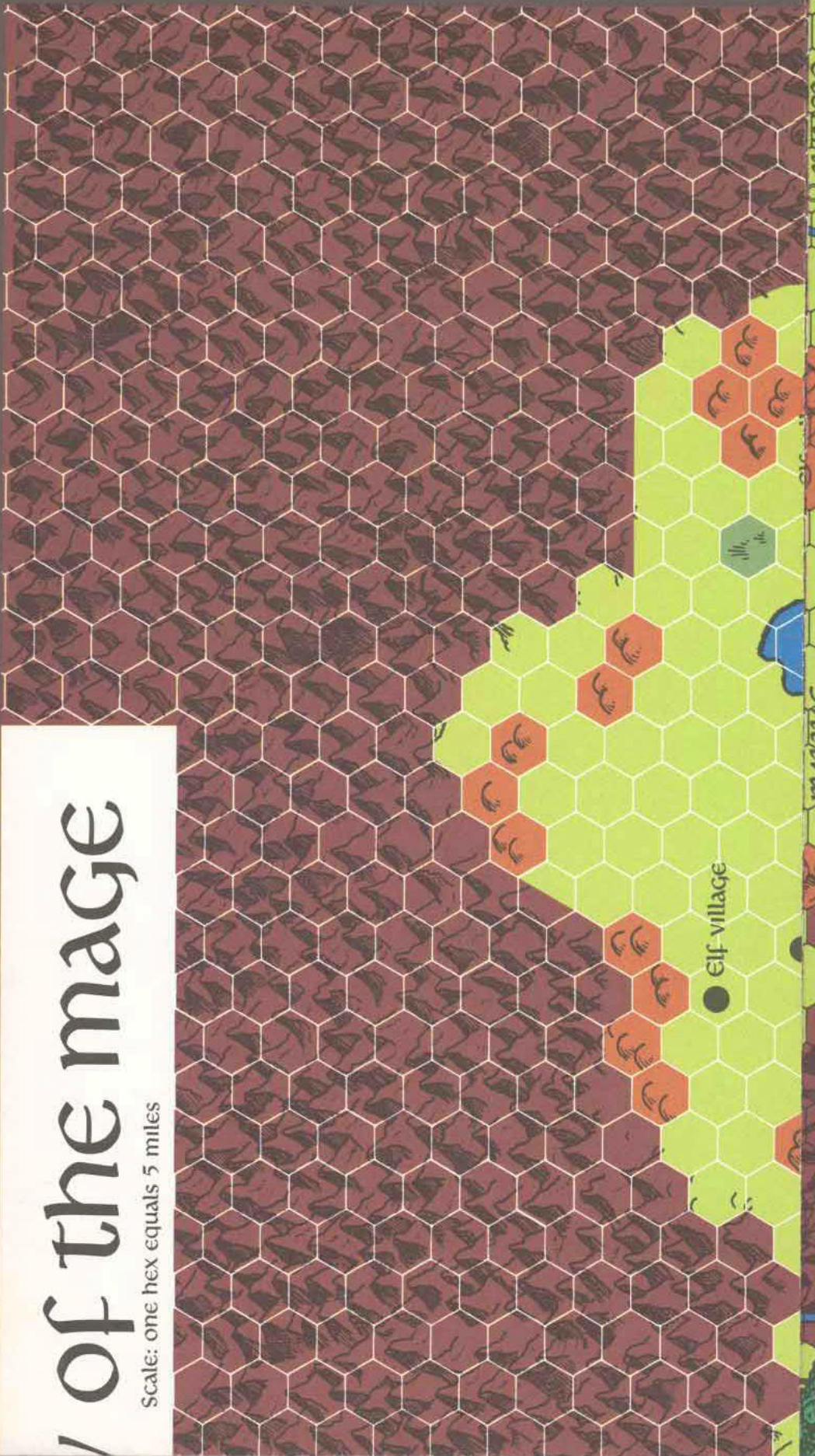
Admia

Maurz Cas

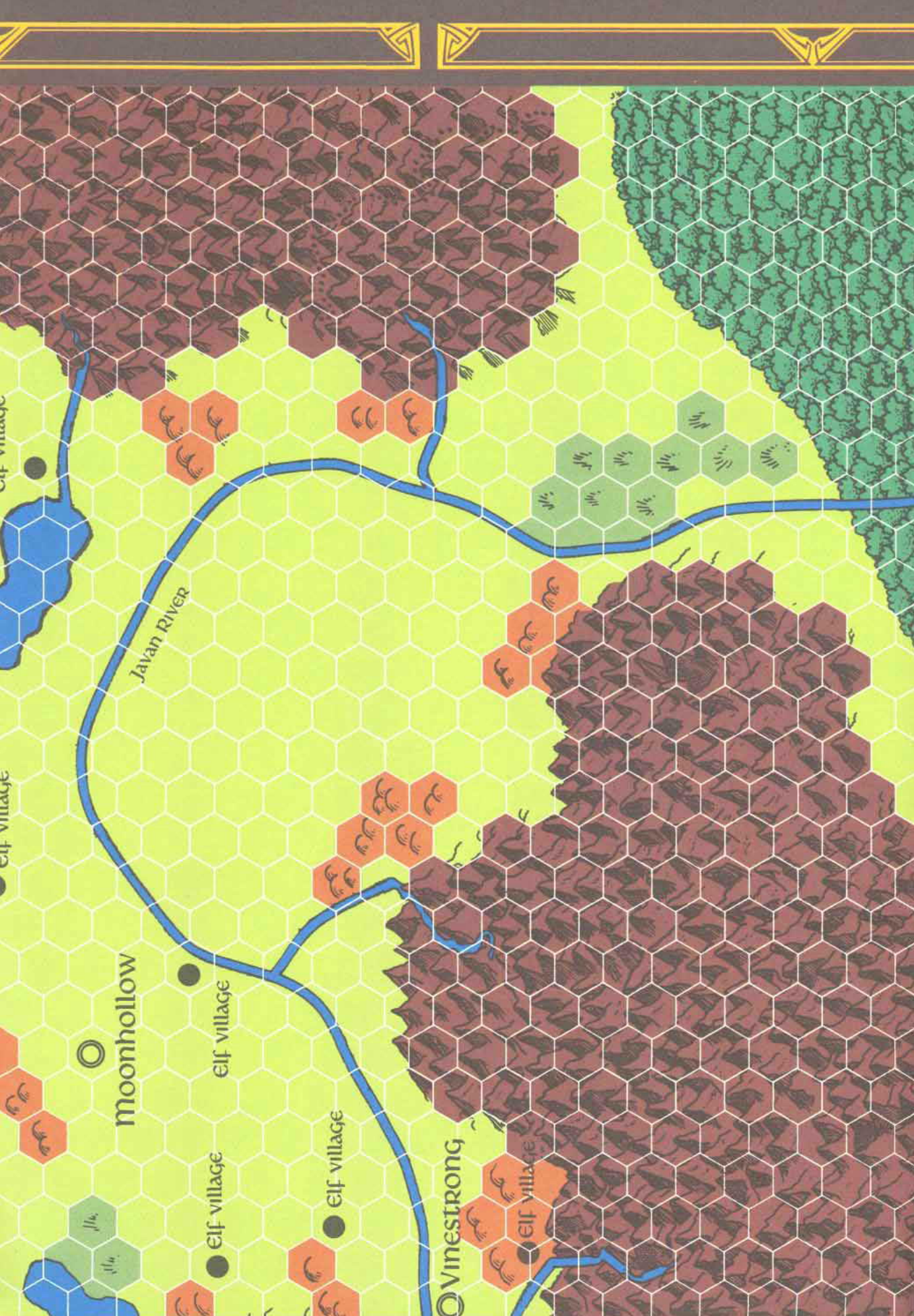


of the mage

Scale: one hex equals 5 miles



● elf-village



Javan River

moonhollow

Vinestrong

elf village

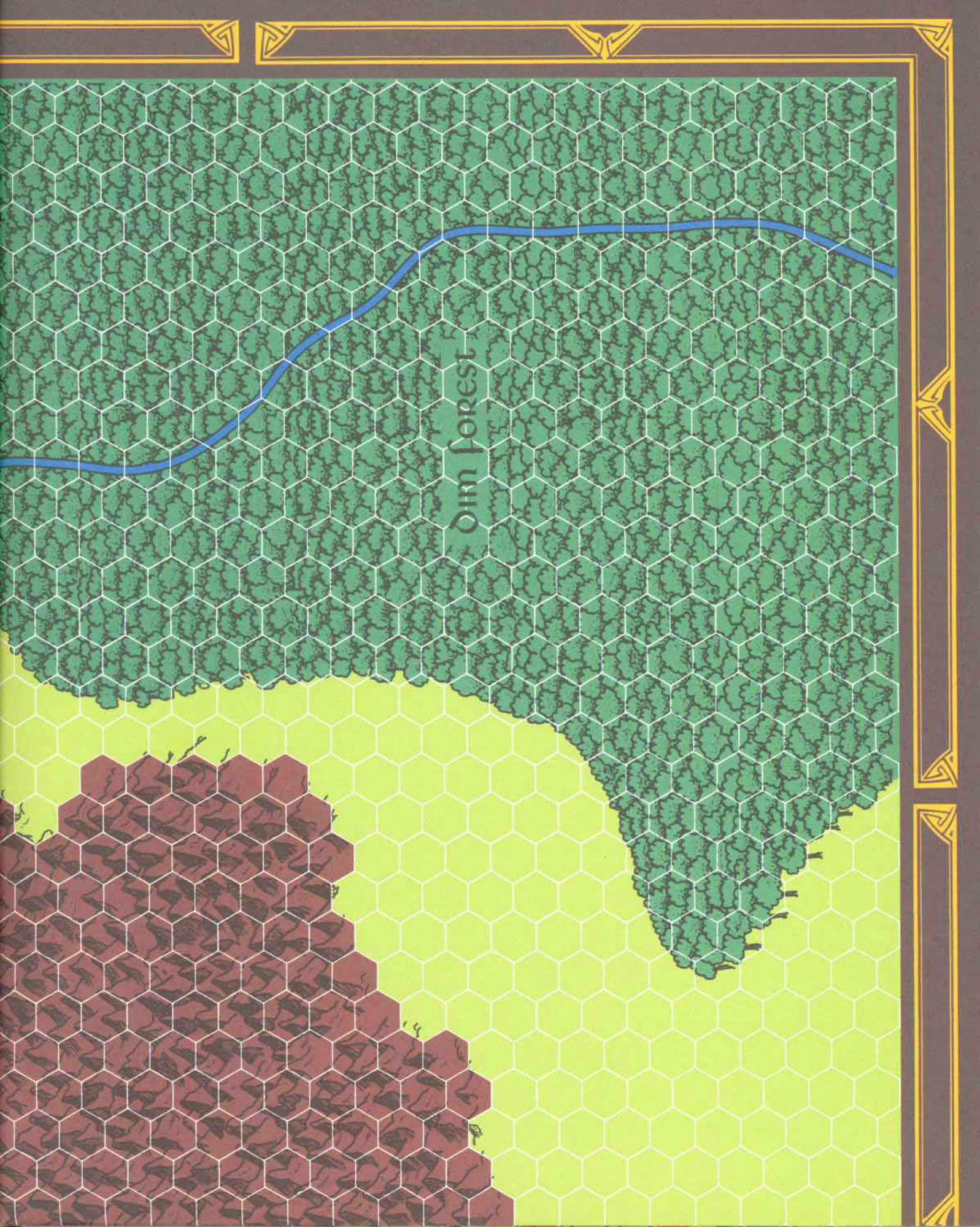
elf village

elf village

elf village

elf village

elf village



Dim forest

Advanced Dungeons & Dragons
2nd Edition

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Vale of the Mage

by Jean Rabe

There's only one way to get there—through the Barrier Peaks. Once you're there, you are confronted with armed guards, traps both magical and mechanical, and legendary beasts . . . not to mention the wandering necromancers.

Why go in there? Because rulers of neighboring countries have asked you to persuade the Black One to help rout that group of expatriate necromancers. They tried a coup, failed, and came to the Vale of the Mage to hide—and, presumably, to regroup and ally with the Black One. They may have gained the help of the Tree People, as well; you won't know until (perhaps) it'll be too late to turn back. It's a jungle in there. . . .

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ISBN 0-88038-816-1
9270XXX1401
\$8.95 U.S.

