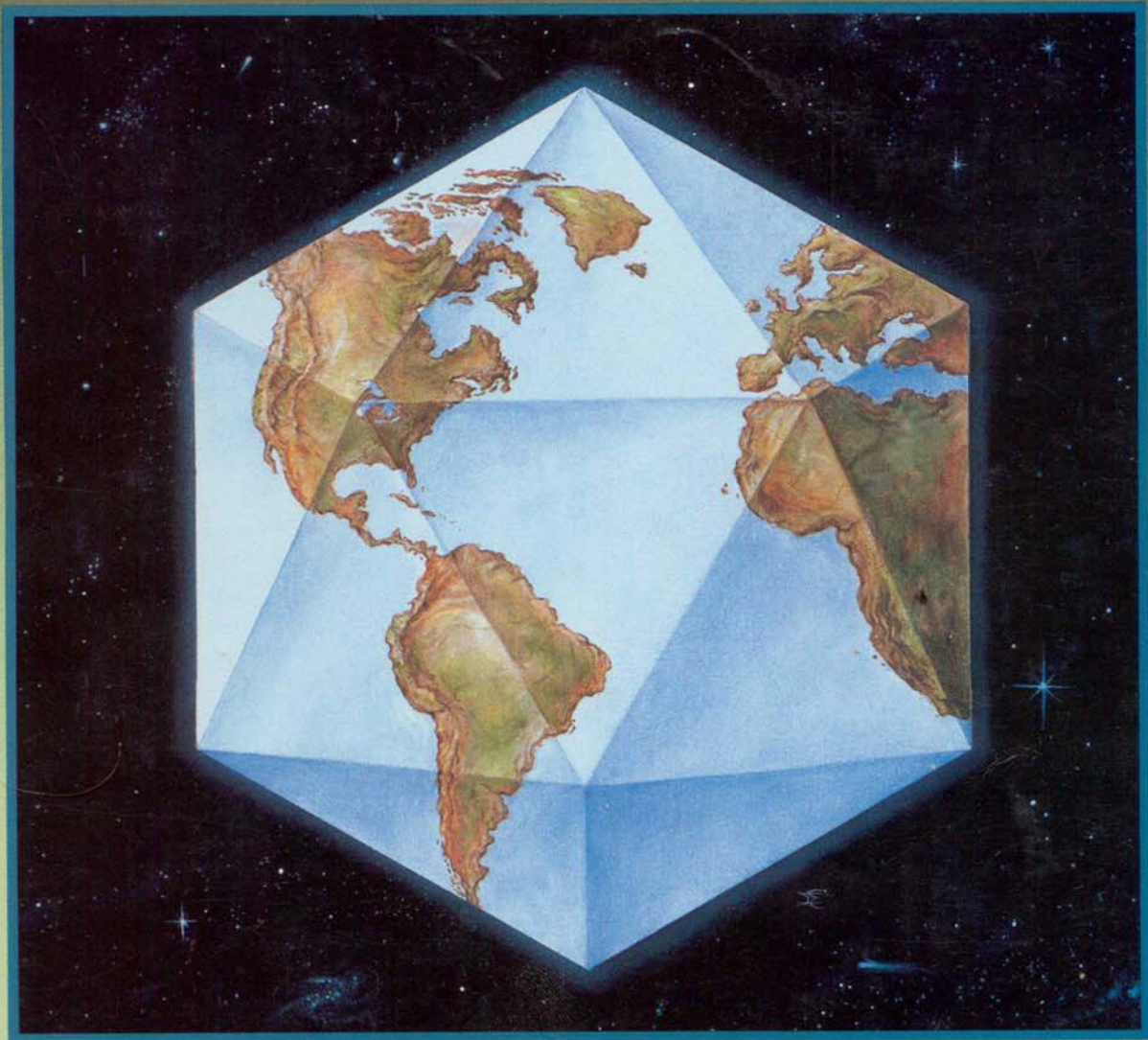


Advanced Dungeons & Dragons®

Official Competition Adventure

The Official RPGA™ Tournament Handbook

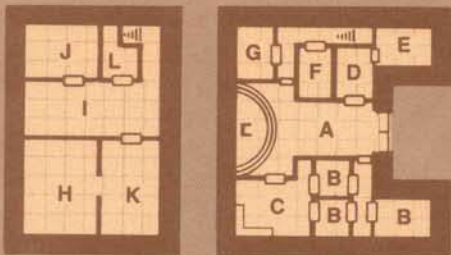


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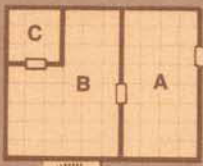
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Moradin's Paradise Town Map

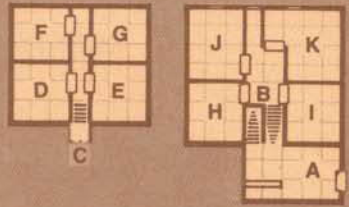
City Hall



Social Hall



Oasis Inn

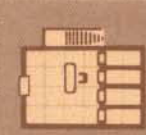


Lower Level

1st Floor

Well

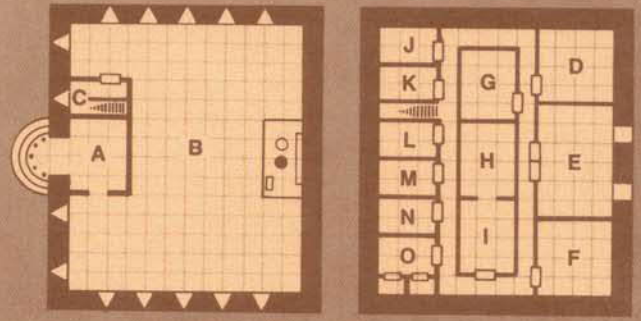
Constable



Ground Level

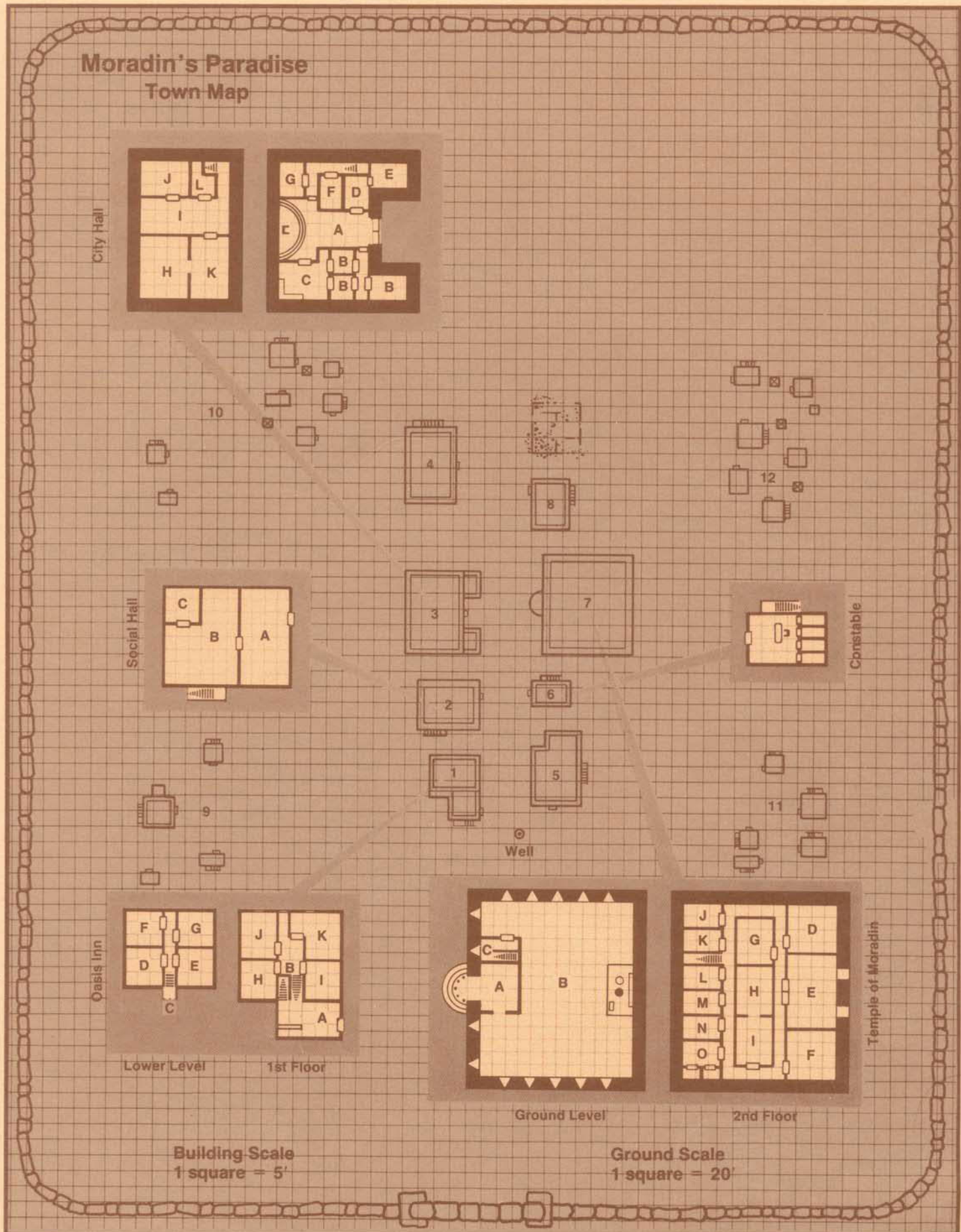
2nd Floor

Temple of Moradin



Building Scale
1 square = 5'

Ground Scale
1 square = 20'



Advanced Dungeons & Dragons®

OFFICIAL GAME ADVENTURE

An Adventure for 6 Characters, Levels 4-8

The Official RPGA™ Tournament Handbook

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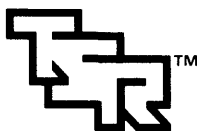
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Introduction

What is the RPGA™ Network?

The Role Playing Game Association™ Network is an international organization of role-playing enthusiasts dedicated to excellence in adventure gaming. Through this organization and its channels of communication, RPGA members are in touch with others who share their interest in playing, designing, and collecting role-playing games and adventures. The RPGA Network gives gamers a chance to share their ideas, creations, and gaming experiences with other fans.

The benefits of joining the RPGA Network include the following:

- * A subscription to the POLYHEDRON™ Newszine, the official magazine exclusively for RPGA members. This bi-monthly magazine prints official rulings on puzzling game questions, gives helpful suggestions on how to get more enjoyment from gaming, and offers members the opportunity to publish their own creations.

- * A 10% discount on games from the TSR Mail Order Hobby Shop catalog

- * A directory of RPGA members

- * Information on starting local RPGA Network clubs

- * The chance to attend and run official RPGA Network tournaments at conventions

- * An identification card

- * An RPGA Network pin

The basic one-year RPGA Network membership costs \$12 (\$20 in Canada, \$25 overseas via surface mail, \$40 overseas via air mail). A one-year RPGA Network membership plus a one-year subscription to DRAGON® magazine costs \$36 (not available outside the U.S.).

For information on how to join the thousands of other gamers in the RPGA Network, write to:

New Memberships
RPGA Network
PO Box 756
Lake Geneva, WI 53147

Beyond providing a forum for its members to exchange ideas, the RPGA Network also sponsors many different role-playing tournaments every year at dozens of gaming conventions all over the world. Members compete against other gamers for prizes in challenging and exciting adventures. RPGA members who play in or judge tournaments gain "experience points." This enables the Network to rank all members according to their performances in tournament play. These rankings are published yearly so that members can see their standings and set goals for improvement.

What is This Book?

If you have never experienced the thrill of tournament competition or the chance to compete against other gamers from across the world, then this handbook will be your introduction to this exciting form of gaming. If

you have already played in a tournament adventure at one of the many gaming conventions that have cropped up across the nation, then you will be delighted to encounter the challenging adventures presented here.

RPGA Network tournaments, like the organization itself, are designed to reward excellence in role playing. These tournaments emphasize role playing, cooperation, innovation, and strategy. Only the players and judges who excel in all these categories can claim the top Network rankings.

But the most important goal in an RPGA tournament is to have fun! That's what gaming is all about, a good leisure activity that entertains while challenging players' minds. The real winners are the players and judges who enjoy overcoming the challenges of an adventure with fellow enthusiasts.

The official RPGA Tournament Handbook is several products in one. It contains two detailed adventures that have been used to test the prowess of some of the best gamers in the nation. These short adventures are ideal for one-evening events, or for insertion into an ongoing campaign.

You will also find instructions on how to run your own role-playing tournament, as well as copies of the scoring sheets to record players' performances.

Finally, directions on how to design your own adventures have been included to aid you in creating tournaments for your local gaming group.

If you create a tournament, it cannot be advertised as an official RPGA™ Network tournament unless you have the written approval of TSR, Inc. On page 3 is an RPGA Tournament Submission Form. In order for your tournament to qualify as an official RPGA Network tournament, you must fill out this form and mail it, along with a complete, typewritten copy of your tournament, to:

RPGA Tournament Approval
TSR, Inc.
PO Box 756
Lake Geneva, WI 53147

The form and tournament must be submitted at least six months prior to the date you intend to run the tournament. If your tournament is approved, you may then advertise it as an official RPGA Network tournament. This does not grant you the right to publish your tournament or make use of it for profit in any way. You may make only enough copies as are necessary to run the tournament in the TSR-approved event.

How to Use this Product

Before you begin to play the adventures provided in this book, scan the whole book to get a feel for the information available to you. Each two-part adventure can be played separately, so you needn't read the entire book to get started. You should, however, read each scenario thoroughly before you attempt to play it.

The center 20 pages of this book are appendices and player handouts that are useful for

play. These appendices have been designed so that most of the related pages face each other for easy reference once they are removed from the book.

What is the Goal of Tournament Play?

Tournament competition provides you with the chance to match your playing skills with others from around the world. Here is an opportunity to teach fellow gamers how to get more out of playing and perhaps to pick up a few pointers yourself.

A good role-playing tournament should test each player's and judge's ability in five different categories:

1. Rules knowledge
2. Teamwork and cooperation
3. Problem solving and innovation
4. Role playing a variety of characters
5. Strategic response to combat

Good performances in each of these categories heighten the gaming experience for the entire group, while failure in one of these areas may result in disappointment and defeat. Tournament play not only shows who are the best players and judges, it also improves your role-playing skills and increases your enjoyment of adventure games.

Different Types of Tournaments

In role-playing competitions there are two types of tournaments—those in which an entire team advances and no single player receives special recognition, and those in which the best individuals are selected from each team to advance.

Team advancement requires close teamwork and cooperation as well as individual insight and initiative. Team competitions center around overcoming a variety of strategic problems and difficult puzzles. Teams are usually judged against standard objectives, such as progress toward the final goal, survival of party members, and solving puzzles.

Individual advancement requires a fine balance between teamwork and individual performance. The entire team helps select the individuals who advance to the next round. The decision is based on who showed the best overall ability in the five categories of play. Individual competitions tend to emphasize role playing and negotiations, though strategic obstacles must still be surmounted to reach the adventure's goal.

The RPGA Network has chosen to sponsor individual advancement tournaments over team competitions for several reasons: It is easier to design challenging scenarios and to rank individual members for these types of tournaments, and they promote role playing and innovation. The four scenarios presented in this book are designed to challenge each player's role-playing skills as the group strives to reach each adventure's conclusion.

RPGA™ Tournament Submission Form

I wish to submit for your review the following tournament module for approval and sanction as an official RPGA tournament, subject to all of the conditions below.

Working Title of Submission (please print):

I submit my tournament module voluntarily and on a nonconfidential basis, and I understand that this submission by me and its review by TSR, Inc. does not, in whole or in part, establish or create by implication or otherwise any relationship between TSR, Inc. and me not expressed herein. I further understand and agree that TSR, Inc., in its own judgment, may accept or reject the module submitted and shall not be obligated to me in any way with respect to my submission.

I agree that TSR, Inc. may have a reasonable period of time in which to review this submission. TSR, Inc. will return my submission to me provided it is received by TSR, Inc. with a self-addressed, stamped envelope, but TSR, Inc. shall not be held responsible for items of materials that are accidentally damaged or lost. (The submitter should retain a copy of the submitted module.)

I understand and agree that should TSR, Inc. approve this module to be run as an officially sanctioned RPGA event that its approval does not imply or create (1) any financial or other obligation of any kind on the part of TSR, Inc., (2) any confidential relationship or guarantee of secrecy, and (3) any recognition or acknowledgement of either novelty or originality.

I further understand and agree that this submission, whether or not approved by TSR, Inc., is considered to be a derivative work (e.g., based on one or more of TSR's copyrighted Works) containing material proprietary to TSR, Inc. (including, but not limited to, TSR copyrighted material, its trademarks or other proprietary material) of which no part may be published, marketed, or used commercially in any way without the express written approval of TSR, Inc.

I warrant that I am the sole and exclusive owner of said submission, that said submission has never been published and is original and does not violate the rights of any third party, that I am of legal age, and am free to make agreements relative to this submission, or that I am the authorized representative (check one: Parent, Legal Guardian, Agent, Other: _____) of _____, who is the owner of said submission.

Signature of Submitter _____ Date of Submission _____

Please type or print the following:

Submitter's Name _____ Phone _____

Address _____ State _____, Zip _____

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How to Run a Tournament

Organizing and coordinating a role-playing tournament is not as easy as you might think. It takes careful planning and someone to make sure the plan is followed. This page is intended as an aid for both first-time and veteran tournament coordinators.

Considerations Before Starting

1. How many teams should be in the competition? We recommend you begin with no more than six six-person teams. If you decide to run a two-round, elimination event, advance only the top three players from each team so that you have only half the number of teams participating in the second round.

2. How many judges do you need and where can you find them? You need one judge for every team in the first round. If you are running a two-round event, you need half of these judges for the final round.

Finding qualified judges can be difficult. If you cannot find as many good judges as you need, your tournament may be too large. Local gaming clubs or hobby stores may be able to get you in touch with experienced judges.

3. How much play time do you want? The ideal tournament provides 3 ½ to four hours of play time, plus up to one hour for each team to prepare spells, equipment, and marching order. On the average, you should allocate a half hour for every encounter in the adventure.

4. Where will the tournament be held? Locating an adequate site for the tournament is crucial. Local gaming clubs, schools, libraries, churches, and community centers are good places to check for the room you need.

The ideal gaming area should have separate rooms so that several teams can play at the same time. The location you choose should have adequate bathroom facilities and a public phone so that gamers can be contacted in an emergency.

Be sure to arrange for enough tables and chairs to accommodate all the players.

5. How do you advertise the tournament? A tournament is a flop if no one shows up to play. A good way to let people know about your tournament is to write up a poster listing the event, explaining what it is about, where the event is being held and when, and providing a name and phone number to call for more information.

Posters can be placed at schools, libraries, and some businesses. But always ask for permission before placing a poster.

Finally, most communities have bulletin boards for public notices (garage sales, bazaars, etc.). Local papers sometimes contain community bulletins that publish news of upcoming events.

Here are several tricks to cut down on the amount of time involved in preparing for

your tournament.

1. Contact a local gaming convention at which you can run your tournament. This way you don't have to arrange for the space or advertising of the event. You should write a list of your needs and communicate with the convention organizer.

2. Use prepared forms already available. This also has the advantage of making your tournament look more professional. For instance, blank prize certificates are available at most office supply stores. The score sheets provided in this product will help organize your scoring.

3. Be sure your master copy is neat and complete. Spend the extra time to make a legible and complete master copy of the tournament.

Organizing a Tournament

You need adventure scenarios for each round. This module provides examples of a complete tournament, and further details are given on pages 60-64.

You also need to make six copies of the player summary sheet and one judge summary sheet for each team in the tournament. Make enough copies of player character sheets and player handouts for everyone.

Give the judges copies of the adventures they are to run at least two weeks before the tournament so they have time to study the adventure.

You should meet with the judges at least one hour before the tournament starts to answer any questions.

You should caution your judges to stick to the official game rules and avoid any local variants.

While the judges are being briefed, team selection should be handled by an alternate judge. He should have a list of all the tables and rooms for the tournament. He should gather all the players into one area and then divide them into teams of six. Each team should go to its table and wait for its judge. After all the players are assigned, the coordinator should assign a judge to each team.

Instructing Your Judges

1. Each judge should begin the round by introducing himself, explaining the scoring system, and distributing character sheets. The characters should be available so that the players may decide who plays which PC.

2. Any special rules should be revealed to the players before they begin. Players should not be permitted to use any materials that contain judge's references, such as books of monsters, rule books, etc. Players may review with a judge game information regarding special powers or items before play begins.

3. The judge should read the story back-

ground to the players before play begins to help them select spells and equipment. To avoid this delay, these items may be already selected for the players. Allow 10 to 15 minutes to prepare spells and gear.

4. During play, the event coordinator should stroll by the teams to check their progress. This gives the coordinator a good idea of how well the scenario is working and which judges are having a hard time with the material. Also, the coordinator can make rulings on sticky points, though judges should handle that unless there is a severe complaint.

5. Play should stop 15 minutes before the scheduled end of the round to allow time for player discussion and filling out summary sheets.

6. The judge should vote first, before reviewing any player sheets if possible. His sheet should be folded and placed to the side while he collects the player summaries. Be sure the judge checks each player sheet to see that it is filled out properly.

The Role of the Coordinator

Your job as coordinator is to be free during the tournament to answer questions and help the judges through tricky spots.

The coordinator is the final arbiter of rules for a tournament. He is also responsible for scoring the tournament when each round is over. In the center of this booklet are master copies of player and judge summary sheets as well as a tournament score worksheet (instructions are on the back of the worksheet).

After the tournament is over, you should review the adventure with your judges and look at the summary sheets to find out where problems arose. Even if you never run the same scenario again, you can always learn from your mistakes.

Honor Guard: Round 1

Honor Guard was first used as an RPGA™ Network tournament at GEN CON® 19 Game Fair in August of 1986. Since then, it has been played in conventions all over the United States. The version presented here may be played as a two-round tournament or two one-round tourneys, or it may be adapted for regular campaign play.

Campaign Adaptation

In this adventure, the characters must escort an important religious figure from one large city to another, with a stopover in a small town for a public appearance. The adventure is designed for easy adaptation to any campaign world. Jesten, the city in which the characters begin the adventure, and Alm, their destination, are not detailed. The distance covered between stops is specified only in terms of days traveled. Likewise, climate and terrain are not given. The setting has been left as flexible as possible to facilitate campaign use.

To place the adventure in your own world, choose one large city for the characters' home base and another for the destination. Place the towns of Slapdash (round 1) and Keep Anelle (round 2) at convenient locations between the two. If comparable places already exist in your world, simply change the names given in the module. Plan a route that takes the characters through or past the desired locations, and add stops in other towns as well if you like. Road and wilderness encounters may be added between stops if desired, or you may simply breeze through the time spent traveling from place to place and summarize it in player information, as the tournament version does. Make the adventure as long or as short as you wish.

Like all RPGA Network tournaments, this one was designed specifically for the pre-generated characters provided. If you plan to use characters of your own, choose a well-balanced party with at least two or three lawful good characters. Adjust the relative strengths of their opponents to provide appropriate challenges for the characters.

The pantheon used in this adventure is not one of those listed in the AD&D® game system. Read the adventure to become familiar with the philosophies of the important NPCs and institutions. You may substitute deities from your own pantheon that are comparable to those given here.

The story line of this adventure identifies light with goodness and darkness with evil. Much of the plot depends upon that symbolic representation of the eternal struggle between good and evil. To retain the flavor of the adventure, try to stress the importance of light and darkness in play, regardless of any modifications you make in the scenario details.

Background for the DM

The characters are hired by the church of Sarkai, god of light, to protect an obnoxious old man called the Prophet during his annual pilgrimage to the Holy City of Alm. The Prophet carries with him the *crystal of light*, a holy relic that must be safeguarded throughout the trip. The Prophet resents the idea of having bodyguards and hates violence. He will not prove to be a cooperative client.

Unbeknownst to the church, a wizard named Miza Radu has made elaborate plans to acquire the *crystal*. He has hired an assassin named Drodash, who will attempt to slay the Prophet and make off with the *crystal* during a scheduled stop in the small town of Slapdash. The characters must prevent Drodash from carrying out his plans.

The major NPCs, both the villains and neutral characters, are detailed in full in the appendices in the center of this booklet.

The Story of Miza Radu

Miza Radu was once a powerful lawful neutral wizard. Although he dabbled in dark magics of summoning and control, he had always managed to win out against the creatures he called up from other planes and successfully bend their wills to his. Now the tables have turned, and Miza is struggling to remain on the Prime Material plane.

Miza's trials began when he first thought of adventuring in the ruins of the razed Keep Anelle. Keep Anelle was once a bastion of evil, but it could not stand against the advent of the Theocracy. In the end, the keep survived only as a ruin, and adventurers were barred by law from exploring there. This law was enforced less and less strictly as the years went by, and eventually it was forgotten entirely. Miza Radu and his party did not even realize that such a law had ever existed when they began exploring the ruin.

The group found the ruin to be infested with trolls, and set about the task of eradicating this menace to the surrounding community. In the process, Miza discovered a secret stairway leading downward. When the trolls had all been slain, Miza's party made camp in the ruins, and the wizard led them down into Keep Anelle's forgotten dungeon.

The lords of Keep Anelle had stored much of their treasure in the dungeon, including a unique magic item called the *shadowstaff*. This staff was meant for use by shades and other creatures of the plane of Shadow. When Miza grasped it, the staff's power transformed him into a shade. Denizens of the plane of Shadow have come to claim the wizard, but he is reluctant to leave the Prime Material plane, and wishes to rid himself of this curse.

In an effort to restore himself his natural form, Miza has been desperately seeking aid

from powerful denizens of the lower planes. His alignment has been slowly sliding away from lawful neutral toward lawful evil.

Miza's research has revealed that since the power of the staff is linked to shadow, only light or darkness from a divine source can dispel the shadow stuff from his body and soul. He has heard of the *crystal of light*, and feels that this relic may be his last chance to escape an eternity on the Shadow plane.

Miza Radu has hired a master assassin named Drodash to steal the *crystal* from the Prophet and bring it to him. Unbeknownst to Miza, Drodash also has a contract to kill the Prophet from another source. Drodash and his two henchmen, Khilemov the magic-user and Gabtrid the half-orc fighter/cleric, will make their move at Slapdash, one of the Prophet's usual stops on the journey.

Sequence of Events

1. The characters meet at the temple of Sarkai in Jesten and accept the job of escorting the Prophet through the town of Slapdash to the Holy City of Alm.

2. The journey to Slapdash is uneventful. The mayor greets the characters and asks whether the Prophet would mind speaking in the marketplace that evening. The mayor wants the good people of Slapdash to see the famous *crystal of light*. The Prophet is only too happy to oblige. The characters must act as security.

During the Prophet's speech, there is a well-orchestrated attempt on his life involving a number of distractions.

3. That night, the mayor and his advisors meet with the characters to apologize for the day's events. Later, one of the advisors leaves a note for the characters suggesting a clandestine meeting the next day on the road out of town. The note is a forgery, and if the characters show it to the advisor, they may gain his assistance in dealing with the assassin.

4. The next day, on the road out of town, the assassin and his party make their last stand. The characters must avert this last-ditch attempt on the Prophet's life.

Adventure Setting

This is a town adventure. Rather than a set of rooms for the players to explore, this round provides events that happen consecutively. Each event is described in detail. The characters come into contact with a number of NPCs, who are described in the appendix on pages 25 and 40.

The Town of Slapdash

Slapdash is a small community in the Altan Theocracy. It is one day's ride from the city of Jesten. The village is the center of a small farming community with its own local gov-

Honor Guard

ernment. Traders too poor to hawk their wares in Jesten set up their shops here. Family farms surround the village on all sides. On market days, farmers from miles around come into Slapdash to barter, a practice that is illegal in larger towns.

Slapdash has low, wooden walls and an iron gate, all in a sad state of disrepair. The village has never had any need to defend itself since it falls within the Holy City's sphere of protection.

Because of its proximity to the Holy City, Slapdash maintains a predominantly non-evil population—35% of the villagers are good, 60% are neutral, and only 5% are evil. Most of the populace worships Sarkai, the god of light, and there is a small temple to Sarkai in the village itself.

Random encounters in Slapdash are with citizens (85%), officials (10%), or visitors (5%). There are no wandering monsters, undead creatures, bandits, brigands, or the like in Slapdash.

Major events in the village include market days, holy festivals, and the occasional visits by important officials, wandering bards, etc. Such public events are always held in the open-air town park.

For the safety of the farmers and merchants who gather there, no metal armor may be worn in Slapdash, and no weapons may be carried openly. Exceptions are made only for town watchmen, officials, and clerics of Sarkai. A special exception is made each year for the Prophet and his honor guard. There are also laws against thievery and fraud, again to protect merchants and farmers. The mayor is the final arbiter of justice.

Starting Play

Hand out the character sheets and give the players time to read their role-playing notes. Then start right off with the Players' Background. Spellcasters should not be allowed to choose spells until after their meeting with the High Priest of Sarkai.

Players' Background

Nervously you wait in the cathedral of the church of Sarkai, god of light. In this part of the world, Sarkai is the most revered of the gods. It is a great honor to be summoned to his temple.

No one speaks. Every cough, every footstep, seems to echo and re-echo endlessly through the vast emptiness of the cathedral. Eventually, the high priest of Sarkai enters through a small door near the altar. He whispers for you to follow him into his chambers, away from the oppressive atmosphere of holy ground.

In the high priest's chambers, you meet an older man with white hair and a per-

manent scowl. The high priest calls him "the Prophet." Introductions are made all around, and the Prophet gives each of you a look of disapproval and distaste. Then the high priest clears his throat and speaks.

"Friends, some of you may have heard of a relic called the *crystal of light*. Each year at festival time, the *crystal* is shown in the Holy City of Alm, five days ride from here. It has always been one of the high points of the Festival of Light. During the winter months, however, the *crystal* is kept here, at this temple.

"Each year, the Prophet carries the *crystal* from here to the Holy City for the festival. The route passes through the town of Slapdash, where the Prophet must make his annual speech in the park. The mayor always offers free lodging, food, and drink. This is very kind of him."

The high priest takes a deep breath, then continues. "Now we come to the heart of the matter. The road to Alm is not particularly safe. We have never had any trouble, but it pays to be cautious. The *crystal* is an extremely valuable item. The church feels, with all due respect to the Prophet, that some sort of honor guard is necessary. Still, we do not want to send out a caravan of clerics and men-at-arms; tradition demands that a small group convey the *crystal* from here to the Holy City. Seven is a sacred number, and so we have taken to choosing six well-known, trustworthy adventurers each year to accompany the Prophet on his journey. This year we have chosen you six for the honor.

"The task is not difficult. There is only one town on the way to the Holy City. It is called Slapdash. It is traditional for the Prophet to stop at Slapdash for the night and to speak in the town square. The town has a small church of Sarkai; you should visit the town priest before moving on. If he has any need of aid, remember you are in the service of Sarkai. Do not delay anywhere else—it is essential that you reach Alm in time for the opening ceremonies of the festival.

"If you accept this honor, you will each receive 500 pieces of gold when you arrive safely in the Holy City. That amounts to 100 gold pieces for each day's work. It is a generous offer, but we feel that you deserve it. So, friends, do you accept this charge?"

The characters may ask the high priest any questions they wish, but there is little that he can tell them beyond what he has already said. The church will provide the characters with holy water and any nonmagical equipment they request. No magical items are available, and they may not take the time to

purchase anything in town if this scenario is being played as a tournament. If you have developed a home city for your campaign and wish to allow a bit of shopping time, the characters may have until morning to purchase what they please.

If anyone asks about the Prophet, the high priest explains that he is a devout follower of Sarkai, and that on his journey he should be allowed to do as he pleases. How the players interpret this is up to them. If the characters ask about the *crystal's* powers, the high priest takes offense and sharply informs them that they are not to come into contact with the relic. "Leave that to the Prophet," he says. If anyone asks about what they can expect on the journey, the high priest explains again that there has never been any trouble before and that they are about to earn some easy money.

After about five minutes of questions, a bell rings in the distance. The high priest rises and speaks.

"The bells for service! I have tarried here too long. Quickly now, do you accept or not?"

Before he leaves, the high priest tells the characters that they should get a good night's sleep because they leave at dawn. The church will provide horses for the characters and the Prophet.

At this point, allow those playing spellcasters to choose their spells and make any other preparations for adventuring.

Events

1. A Slapdash Arrival

The first day of travel passes easily, and the first night is uneventful. It almost feels good to get back into the routine of sleeping on hard ground, keeping watches, and the daily ride with your fellow adventurers.

It is early afternoon on the second day of your journey when the little town of Slapdash comes into view. It must be a holiday—flags are hanging from all the buildings and the entire town seems ready for a celebration.

The annual arrival of the *crystal* is one of the biggest events this town ever sees. The iron gates have been strung with brightly-colored ribbons, and the mayor and his two advisors, Pattrel and Slade, have been waiting impatiently for the arrival of the Prophet. The mayor is on his finest horse, which is dressed up almost as much as its master. Pattrel is also in his finest clothes. Slade is wearing his usual hooded cloak, but he has been persuaded to groom his black horse.

When the characters arrive, the mayor and Pattrrel greet everyone with pompous speeches and the empty flattery to be expected from minor officials. Slade is silent as usual. The mayor escorts the party to the town's only inn, which is called Reginald's, and explains that they are being given free rooms, food, drink, and stabling. He also reminds the characters of the usual rules about armor and weapons. These rules have been waived especially for the Prophet's honor guard.

Then the mayor asks if the Prophet is ready to make his annual speech in the town park that evening, mentioning that the good people of Slapdash have been waiting all year to catch a glimpse of the famous *crystal* and the illustrious Prophet. The Prophet is happy to oblige the mayor. Nothing the characters can say or do (short of physically restraining him) can stop him from keeping his commitment. If the characters object, he explains that he has made a speech here every year, and that nothing has ever happened. The Prophet wants to start his speech at twilight, and explains to the characters that he may speak well into the night.

The characters may scout the area beforehand if desired; there are still a couple of hours left before the sun sets. If they decide to do this, give them the map of the town. The Prophet stands on the central pedestal; the mayor and his advisors take up the center bench. The characters may station themselves wherever they wish. Any characters who wish to blend in with the crowd should be reminded that anyone with armor or obvious weapons is instantly recognizable as one of the Prophet's group. The Prophet does not allow anyone onto the pedestal with him while he speaks.

If the characters try to physically restrain the Prophet, the entire town turns against them. (The townspeople really have been waiting months for this.) The characters probably cannot stop the mob from conveying the Prophet to the park unless they slay many innocent people. The townspeople will break down doors and carry the Prophet out on their shoulders if necessary. If any violence occurs, the Prophet will not speak to the characters for the rest of the adventure.

Drodash's Plan

During the Prophet's speech, Drodash is seated at the bench marked S on your DM's Map. In order to distract the honor guard, Drodash has arranged for two incidents to occur almost simultaneously. Each of his two henchmen is responsible for carrying out one of the disturbances.

Gabtrid performs as he has been instructed regardless of the outcome. Khilemov obeys his instructions unless he is in danger, in which case he flees. Drodash, however, is highly intelligent and very cunning. He is

quite capable of changing the details of his plan in response to the PCs' actions if he thinks this will improve his chance of success.

1. The Carriage (Encounter 2a): Khilemov has rented a carriage and driver from the stableman to take him to the park entrance. Once there, the driver falls victim to Khilemov's *magic missile* spell. Khilemov then ties the horses' blinders down over their eyes. He stays with the carriage, keeping the horses calm, until the Prophet announces that he is about to show the *crystal*. At that point, Khilemov startles the horses by slamming his spell book shut and sends the carriage racing into the crowd. He then casts *invisibility on* himself and departs for the pre-arranged rendezvous point (noted on the DM's Map).

2. Sniper (Encounter 2b): Gabtrid has rented a room in a nearby house from an unsuspecting midwife. Khilemov has successfully cast *haste* upon him from his scroll. As soon as the carriage incident begins, Gabtrid drinks a *potion of invulnerability* and a *potion of super heroism*, both given to him by Drodash. The potions prove to be mixable and work normally, lasting just one turn.

3. Sage (Encounter 2c): Two rounds after that, Drodash approaches the Prophet in the guise of a sage and offers to escort him to a place of safety. Once there, he kills the Prophet and departs with the *crystal*.

Do not let the characters have a break between these events. Drodash's strategy depends on forcing the characters to split up to handle both threats and then not allowing them to regroup. Note that the town guard is present only to protect the mayor and his advisors; the guards do not leave their posts for any reason.

2. The Prophet Speaks

Allow the characters to take their positions before the speech. Actions may be taken at any time during the speech; be sure to pause and look at the players periodically while you read the following boxed information so that you do not miss any instructions from them. Once Drodash puts his plan into action, however, be sure to stick with the timetable given.

Long before twilight, the crowd begins to gather. The mayor and his advisors take their seats on the center bench, and people quickly fill the two remaining benches. More villagers mill about in the open area, waiting. When the Prophet enters, a cheer goes up from the crowd.

The Prophet takes his place and begins his speech about the virtues of nonviolence, the way of peace, and the power and glory of Sarkai. After a while, it begins to sound quite boring, but the villagers love it.

The Prophet drones on and on. You begin to feel that this is perhaps too steep a price to pay for your 500 gold pieces. But then, just as the Prophet says, "Behold! The *crystal of light*," there is a sudden commotion and the sound of screaming from the back of the crowd.

The commotion is being caused by the first planned incident, the runaway carriage. Go immediately to Encounter 2a.

2A. Runaway Carriage

As soon as any characters are in position to see the carriage, read the following. If no one moves to investigate, the general uproar continues, but the characters can see nothing clearly. In any case, move into Encounter 2b after two rounds and continue with the action in both areas simultaneously.

At the south end of the park, a horse-drawn carriage is running amok through the crowd. There is a driver at the reins, but he is slumped over in his seat, doing nothing. The townspeople are rushing in all directions, trying vainly to avoid the flailing hooves of the two horses.

The horses seem as frightened and disoriented as their victims, and continue to plow through the crowd, knocking townspeople aside as they go. Several villagers are already lying dead or unconscious, trampled by the frightened beasts.

The runaway carriage poses no immediate threat to the Prophet; it is meant only as a distraction. The Prophet continues to speak from the pedestal throughout the incident, attempting to calm the crowd and explaining that his honor guard will certainly be able to handle the situation efficiently. He resists all attempts to get him out of harm's way, saying, "There is no clear evidence that my life is in danger, and I wish to continue my speech!"

To the villagers, however, the cart is a great danger. They have packed into the small park to hear the speech and have nowhere to run from the maddened horses. If left unchecked, the horses kill or incapacitate any villagers who try to stop them for the next four rounds. Each round, another two or three villagers are knocked down by the horses' hooves. Villagers scream and wail as men, women, and small children fall under the carriage. At the end of the fourth round, Slade arrives on the scene and stops the carnage by casting *paralyzation* if the characters do not have things under control.

The horses do not advance more than 20 feet from the southern entrance. They confine their rearing and kicking to a tight circle just south of the center of the park.

If the characters do not try to stop the car-

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riage, the Prophet orders them to do so. ("In the name of all that is good and loves life! Will you sit and watch these people die?")

Characters who are not at the park entrance when the trouble starts can get to the carriage in one round. The distance is nominal, but they must push their way through a crowd of people who are moving in the opposite direction. The party can stop the runaway carriage in several ways, a few of which are discussed below.

* **Combat:** The characters can attack the horses. The horses naturally respond by fighting back, but their attack rolls suffer a -4 penalty since they are blind. At least one horse must be killed to stop the carriage this way, but the horses do not injure townspeople while fighting the party. Once the carriage has stopped, the villagers are able to keep away from the other horse.

* **Magic:** *Remove fear* or *paralyzation* might work, but allow the horses their normal saving throws. *Speak with animals* can be used to convince the horses to calm down.

* **Acrobatics:** Characters who try to jump onto the moving horses or carriage must save vs. paralysis or fall. Dexterity modifiers apply to the saving throw. Characters wearing metal armor suffer an additional saving throw penalty of -2 for chain mail or -5 for plate mail. Characters falling from the back of the carriage are stunned for one round; those who fall from any other part of the carriage or from a horse suffer automatic hits from two hooves for that round.

After the carriage has come to a full stop, the characters can examine the horses and the driver closely. Any mage can see that the driver was killed by *magic missiles*.

Two Horses: AL N; IN Animal; SZ L; MV 9" (pulling wagons) or 18"; AC 7; HD 2; hp 14, 8; #AT 2; Dmg 1-6/1-6 (hooves—no bite).

2B. Sniper!

As soon as he hears the commotion, Gabtrid drinks his two potions and begins firing arrows at the Prophet. His attack stands a $\frac{4}{6}$ chance of surprising the characters unless someone is specifically watching the windows of the buildings around the park. Anyone within 5' of the Prophet may be able to push him out of the way, depending upon initiative. Once the Prophet realizes that his life is in immediate danger, he consents to take cover.

If any characters can see the Prophet at this point, read the following.

Without warning, an arrow comes flying at the Prophet's back! It is quickly followed by another, and then two more.

Characters who are not dealing with the runaway carriage can see where the arrows are coming from, and may move toward the

house at $\frac{1}{2}$ their normal rate. (The characters must fight their way against the tide of the panicked mob running madly for the two exits not blocked by the carriage.) From this point on, the town guardsmen are so busy trying to protect themselves and the mayor that they effectively become useless as backups for the characters.

On the second round, Gabtrid fires four more arrows. If the characters started for the house immediately, they reach it this round.

On the third round, Gabtrid drops his bow, picks up his battle axe, and leaves. The characters may confront him in the hallway or at the door, depending on initiative. When party members first see Gabtrid, he presents quite an image—he is a brute.

Since Gabtrid is *hasted* and has two potions in him, he attacks three times per round with his battle axe as an 8th-level fighter with 23 extra hit points. He suffers no damage from normal weapons. However, Gabtrid's goal is to escape, not to kill the characters. He runs away at the first opportunity. Gabtrid fights if forced to, but he does not stop to finish off characters who fall unconscious.

If the characters pursue the fleeing half-orc, he leads them on a merry chase, farther and farther from the park and the Prophet. *Hasted*, Gabtrid moves at 12" even in his bronze plate mail and should be able to lose most of the party members eventually. Once the heavily armored characters have been left well behind, Gabtrid turns suddenly to any who are still with him and croaks in hoarse Common: "Do youse want to die now?" If his pursuers retreat, Gabtrid strolls to the rendezvous point. If not, he fights the remaining characters reluctantly, since Drodash does not want more than one murder to take place at this time.

If the characters capture Gabtrid, he proves very difficult to handle while his potions last. He struggles constantly and looks for a way to escape. After the potions wear off, he becomes a much more cooperative prisoner. He is quite talkative when addressed in Orcish, but knows little Common. If treated harshly, he reveals nothing. If persuaded with a gift of gold or the promise of freedom, he tells all he knows. Gabtrid knows that his master is an assassin, and he thinks this is a big secret! He also knows that his mission here is to "knock off de guy youse guys is watchin' out for." He also knows that Drodash is not from the Theocracy and that he is friendly with "dis wizzud" and "dese here giants." He knows where the rendezvous point is, but does not know what will happen there or what the next move will be, nor does he know anything about the person who ordered the Prophet killed.

If Gabtrid is set free, he wanders off. Drodash will make no attempt to re-enlist his services. If the characters turn Gabtrid over to the authorities, he stays in jail for the rest

of the adventure.

2C. The Sage

During all the confusion, Drodash approaches the Prophet and offers to lead him and any companions present to safety. With the honor guard scattered, he plans to administer the coup-de-grace to the Prophet personally.

If any characters are close to the Prophet at this point, read the following:

An elderly man who has been listening to the speech moves slowly toward the Prophet. He carries a large book entitled "Ancient Legends of Sarkai."

"We must get away from here," he says to the Prophet in a thick foreign accent. "The atmosphere is very unhealthy. I am a sage, come with me. We go discuss your speech at my home, eh?"

Drodash has adopted a somewhat humorous personality, that of a befuddled foreigner. If the characters laugh at the poor confused sage, so much the better—that's just what Drodash wants.

If no characters are around to stop him, the Prophet goes off with the false sage. In three rounds, Drodash has brought his victim to the rendezvous point. Once there, it takes him another three rounds to kill the Prophet. (Drodash fails his assassination roll and resorts to melee in a tournament situation.) The characters may notice that the Prophet is gone when they return from dealing with the carriage or Gabtrid. They can locate him by searching from the air if he has not yet reached the rendezvous point, or with a *locate object* spell on the *crystal*, or by any other reasonable method. If they respond quickly, they may be able to prevent the assassination. If not, the mayor will announce the grim news the next morning, after a search uncovers the Prophet's body.

If any player characters are present when Drodash makes his offer, the results may be less gruesome. The Prophet wants to go with the sage, but he listens to other suggestions. He agrees that the town park is no longer a safe place for him. Drodash wants to leave as soon as possible, before the party has time to regroup. The Prophet agrees, feeling that what remains of his honor guard is not sufficient protection.

If the characters are very suspicious of the sage, he will try speaking a few words of lawful good. Drodash does, however, detect as evil to both *detect evil* and *know alignment* spells. If Drodash realizes that the party has detected his evil nature, he quickly drinks his *potion of gaseous form* and flee.

If the PCs wish to accompany the Prophet to the sage's house, Drodash tries to get no more than one PC to come. He says that the PCs are needed to help calm the villagers.

Drodash leads the Prophet and any guarding PCs to an empty house. The door is not locked, as Drodash picked the lock well before the speech. This is his rendezvous point with Khilemov and Gabtrid. Unless Khilemov has been intercepted somehow, he is already here, *invisible*. Gabtrid arrives when and if he shakes off pursuit. They do not intervene unless Drodash's life is in danger. They are both aware that he can assume gaseous form, and that he will escape that way if threatened.

Drodash holds the door open for his guests, arranging to be the last one through if possible. He then backstabs the Prophet if he can, or the PC if the Prophet is not within reach. If the player took no precautions against this, give Drodash normal chances to surprise his victim and use the assassination table from the *Players Handbook* to determine his success. If he cannot surprise the victim, resolve the attack as a normal attack from the rear. His *dagger of venom* is concealed in the spine of the book he is carrying. He has no other weapon with him.

Drodash may even try this strategy with two characters if they seem weakened. However, Drodash does not want to start a major battle with the honor guard—yet. If more than two party members wish to go along, Drodash suggests the inn as a better place for so many people to talk. At the inn, the sage engages the Prophet in a long conversation about the virtues of law and the problems with those who treasure personal freedom too greatly. Since Drodash is lawful, he can keep this up for hours. Eventually he thanks the Prophet for a fascinating afternoon and leaves. If followed or attacked, he drinks his *potion of gaseous form* and escapes.

Drodash has no intention of putting himself in danger with a fight at this point. If he is found out or faced with any show of force whatsoever, he drinks his *potion of gaseous form* immediately and flows away. He does not stay around for even one round of melee if the odds are not in his favor. Drodash is smart enough to pull out and try again later if threatened in any way.

2D. Aftermath

If the characters force Drodash to flee, there are no more attacks. The crowd slowly gathers up the dead and unconscious villagers and heads back home. The Prophet blames the characters for ruining his speech. Go to Encounter 3 when the characters return to the inn.

If Drodash succeeds in stealing the *crystal* but fails to kill The Prophet, he makes another attempt on The Prophet's life before returning to Miza Radu. The Prophet returns to his room at the inn and insists that the characters recover the *crystal* immediately. Go to Encounter 3. The forged note delivered in Encounter 4 contains a reference to recov-

ering the relic.

If Drodash kills the Prophet but fails to get the *crystal*, Jamin instructs the characters to take the Prophet's body back to Alm for a *raise dead* in the morning. Drodash will make another attempt to steal the *crystal*. Go to Encounter 3 and adjust the information given to reflect the situation. The forged note in Encounter 4 asks for a meeting on the road back to Jesten.

If Drodash manages to kill the Prophet and steal the *crystal*, he leaves town immediately on horseback to take it to Miza Radu. Do not play Encounters 3-6.

Jamin, the local cleric of Sarkai, contacts the characters if they do not approach him first. He explains that there is nothing he can do for the Prophet; the PCs must take the body back to Jesten for a *raise dead*. The *crystal* is another matter. The characters must track the thieves immediately. Jamin insists that no rest be taken until the relic is recovered.

After they gather up their belongings, he escorts the characters to the gate, where Danica easily picks up the trail of two horses. It leads to a cave in the hills, where Encounter 7 takes place. The ride to the cave should be uneventful.

3. His Honor Apologizes

Run this encounter when the characters return to the inn. Adjust the information as needed to reflect the situation.

After all the excitement is over, you return to the inn for the night. The rooms are the most luxurious that Reginald has to offer. Tomorrow's dawn will find you on the road to Alm.

Allow the characters to make any arrangements they wish for the night. The mayor cannot provide any additional guards, but nonmagical supplies are available at no charge—within reason, of course.

Shortly after the characters have settled down for the night, there is a sharp knocking at the door of Ian's room. It is Mayor Maddleroid. He has come to apologize for the day's events. As usual, he is accompanied by his two advisors.

The mayor is even more fawning and flattering than usual. No sentence escapes his lips without an "honored guests," "most magnificent ones," or "my dear, dear friends" attached. The advisors say nothing. Pattrrel looks at his feet frequently.

It seems that the mayor blames himself for the happenings of the past day, and feels "so very, very sorry" that he and his town guard let the characters down. He wants the characters and the Prophet to forgive him. Until someone else takes the blame, or at least says that the mayor is not at fault, he will stay and

blather. The mayor asks that this whole matter be forgotten, as he does not want it getting back to the church of Sarkai that he allowed this fiasco to take place.

4. The Note

If Drodash is still alive, he is planning his next attempt on the *crystal* and the Prophet's life. This time, he has decided to lure the characters into an ambush outside of town.

Drodash has forged Slade's signature on a note to the characters. He then donned a hooded cloak like the one Slade always wears and delivered the note to Reginald, the innkeeper, with instructions to deliver it to the Prophet's room.

If the Prophet is in his room at midnight, Reginald sends a chambermaid to slide the note under the door of the Prophet's room. If the Prophet is out, Reginald hands him the note when he returns. If the Prophet is dead, the note is delivered to the characters. The note reads as follows:

There is something very strange going on here in town. I believe it will follow you even into the Holy City. I cannot discuss this further here. Tomorrow I will meet you on the road, one hour's ride out of town.

Slade

Reginald claims that it was Slade himself who delivered the note to the inn. If questioned further, he describes Slade. If asked whether it could have been anyone in a hooded black cloak, Reginald admits with surprise that it could indeed have been anyone, but asks why anyone would want to impersonate Slade.

Slade can be found at the Mayor's Hall with the mayor and Pattrrel. Slade denies having sent such a note if questioned. He is concerned about the Prophet's life, however, and offers his assistance. He willingly submits to verification of his good intentions via *detection* spells, but is unwilling to reveal his profession or abilities. If the characters accept his offer of aid, he asks about their plans and agrees to anything reasonable. If they fail to come up with a workable plan, he suggests riding out of town and confronting the villains. They are not expecting Slade, and he should be able to turn the tide in their favor with a surprise attack.

If the characters refuse his offer, Slade waits until they leave town and tags along behind them invisibly. If two or more characters die in the fight, Slade intervenes to save them from Drodash.

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5. On the Road Again (Optional)

This encounter is optional. If you are playing this module as a tournament, run this encounter only if there are more than 30 minutes left to play. Otherwise, proceed directly to Encounter 6. If you have adapted the adventure for campaign play, use the encounter at your own discretion.

The next morning dawns bright and clear. You set off at first light for the Holy City of Alm. After a short ride, you come upon a small farmhouse surrounded by a crowd of people. The farmer and his family are running out to meet you.

Farmer Harrald awoke this morning to find a giant insect-like creature in his barn. He took one look at it and ran screaming to his neighbors. Other farmers have gathered around the barn and some have even looked inside, but no one has been brave enough to attack the creature.

There is now a small crowd of farmers and their families around the barn, scared but unsure of what to do. All they know about the creature is that it is bigger than a horse—bigger than two horses. Farmer Harrald is nearly hysterical.

If Slade is with the party, he wants to help the farmer, but prefers to save his spells for "whomever we're going to meet later."

Farmer Harrald's barn, like most in these parts, has an earth floor. The creature inside is a huge anhkheg that has burrowed up into the barn to get at the horses inside. It has already eaten the horses and is now relaxing in the barn, happily digesting and enjoying the shade.

The anhkheg attacks anything that comes into the barn. Its mate, a slightly smaller creature, emerges from the dirt two rounds after the characters enter. She attacks the most convenient opponent. Neither anhkheg squirts acid unless reduced to 10 hit points or less.

Two Anhkhegs: AL N; IN Non-; SZ L; MV 12" (6"); AC 2 (underside 4) HD 8, 6; hp 34, 26; THACO 12, 13; #AT 1; Dmg 3-18 + 1-4 (mandibles)

Special Attacks: Squirt acid for 8-32 points of damage

6. The Fat Lady Sings

If the characters take the main road to Alm they ride straight into the ambush Drodash has planned. They can avoid the ambush by taking the long way through the wilderness and staying off the road, but this delays them and causes them to miss the opening of the festival in Alm. The Prophet and the church will not be pleased.

Drodash's Plan

If Khilemov is still alive, he has been stationed invisibly in the hills to cast spells from his scroll. If Khilemov is not available, Drodash has replaced him with another mage of approximately the same ability. Gabtrid, if present, has donned a black hooded cloak and drank a *potion of super heroism*. When the characters come into view, he rides out of the hills on a black horse; Drodash rides behind him on the same horse. If Gabtrid has been captured or slain, Drodash has brought in reinforcements—a stone giant and his pet cave bear. The giant stays hidden in the hills about 800' from the party while Drodash rides out alone disguised as Slade. Drodash does not bring in the giant unless Gabtrid is unavailable.

The action should proceed as follows:

Round 1: Party sees horseman from a distance. Giant throws his first rock, if he is there.

Round 2: Mage casts *fireball* from his scroll.

Round 3: Mage attempts to cast *hold person* from his scroll. Drodash (and Gabtrid, if present) close and dismount.

Round 4: Melee ensues.

If the characters take the main road, read the following description.

The road toward Alm is wide enough to ride two abreast. To either side are open, grassy fields that provide little cover for potential foes. There are some low hills to the east, about 200 yards away. A horse and rider are approaching from that direction. The rider is dressed in a black cloak. He raises a hand in greeting.

Give the players a round to set up their characters to receive the visitor.

If the stone giant is present, he begins to throw boulders at this time, one per round, until he has thrown all six of his rocks.

Since he is throwing boulders at a knot of people, choose one character at random to be his target and roll to hit. If the giant misses, roll again vs. every person within a 3" radius (enemies and horses included) in a random order. When a hit is indicated, the victim receives 3-30 points of damage. If no hits are scored, the giant has missed everyone. If one or more PCs charge the giant's position, he directs his barrages against those characters and no one else can be hit. The cave bear remains hidden behind the hill until the giant advances or the characters charge, whichever comes first. When the giant runs out of rocks, he and the bear advance to melee, arriving two rounds later.

When the rider raises his hand, Khilemov reads a *fireball* spell from his scroll, placing it so as to catch as many characters and horses

as possible in the 20' blast radius. If he casts the spell successfully, use the following description:

Suddenly, a human figure appears in the hills about 200 yards away from you. He holds a scroll in one hand. A streak of flame shoots from his pointing finger and blossoms into a ball of fire.

Once the *fireball* has burst, Khilemov closes to within 120 yards and attempts to cast *hold person* from the scroll on all of the party's spellcasters.

Meanwhile, Drodash and Gabtrid, if present, close and dismount. Gabtrid has taken a *potion of super heroism*, but Drodash has no more *potions of invulnerability*. Gabtrid has not been *hasted*. The half-orc attacks 3/2 as an 8th-level fighter with 23 extra hit points. In this melee, Gabtrid's goal is to kill as many adventurers as possible. He attacks the least armored people first.

Khilemov tries to catch any characters not involved in melee with a *lightning bolt* spell from his scroll. Then, since he has no desire to fight, he becomes invisible again and flees. If threatened with melee at any point, Khilemov uses his *invisibility* early and flees.

Drodash keeps his goals (the death of the Prophet and the theft of the *crystal*) in mind. If he has to go through other party members to get to the Prophet, he will fight them with his long sword in one hand and his *dagger of venom* in the other. If Drodash's partners are both killed, or if he is reduced to less than 20 hit points, he attempts to drink a *potion of gaseous form* to make good his escape. If he is forced to flee this time, he abandons the job of assassinating the Prophet, feeling that the target is too well guarded. If he kills the Prophet, he grabs the *crystal*, drinks his *potion of gaseous form*, and runs for it. (This takes two rounds: one to steal the *crystal* from the Prophet's body and another to drink his potion.)

The best strategy for the characters is a liberal use of *hold person* spells, *paralyzation* effects, and their own *potions*.

6A. Slade

If Slade is with the party, he casts *invisibility upon* himself when he sees the horseman. He does not try anything against Khilemov, but if Gabtrid is present, he waits until the half-orc arrives and then casts his *phantasmal killer spell*. Since Slade is invisible, this completely surprises poor Gabtrid, who must roll under a 5 on 3d6 to save against the spell effect. Slade then continues to cast spells as he sees fit.

If Gabtrid is not present, Slade approaches the giant and tries his *phantasmal killer* spell. The giant must roll a 7 or less on 3d6 to escape the effects. Then Slade casts *chromatic orb* and hurls it at the cave bear or the giant.

His sapphire orb inflicts 2-8 points of damage if it hits, and the victim must save vs. spell or be paralyzed.

Stone Giant: AL N; IN Average; SZ L; MV 12"; AC 0; HD 9+2 (45 hit points); THACO 12; #AT 1; Dmg 3-18

Special Attacks: Hurl rocks (3-30 points of damage each)

Cave bear: AL N; IN Semi-; SZ L; MV 12"; AC 6; HD 6+6; hp 22; THACO 13; #AT 3; Dmg 1-8/1-8/1-12

Special Attacks: Hug (2-16 points of damage)

7. Drodash's Camp

If Drodash escapes with the *crystal*, the characters can track him to a small cave in the hills. Drodash is on his way to Miza Radu, but he must spend the night somewhere, so he has dropped in on some old friends—a family of stone giants.

When the characters arrive, most of the family is away, hunting and ravaging several days ride north of the Theocracy's border. One giant is home, though, along with a small cave bear. Also present are any of the assassin's henchmen who are still alive. Khilemov usually takes the first watch and is always *invisible*. Drodash takes the second and hides in shadows. The bear and the giant also sleep in shifts.

If intruders strike, the person on watch awakens his comrades if possible. Khilemov tries to maneuver into position to cast *lightning bolt* from his scroll. If Gabtrid is present, he has a *potion of super heroism* and is ready to quaff it at the first sign of trouble. The giant and bear defend their home from strangers.

Stone Giant: AL N; IN Average; SZ L; MV 12"; AC 0; HD 9+2 (45 hit points); THACO 12; #AT 1; Dmg 3-18

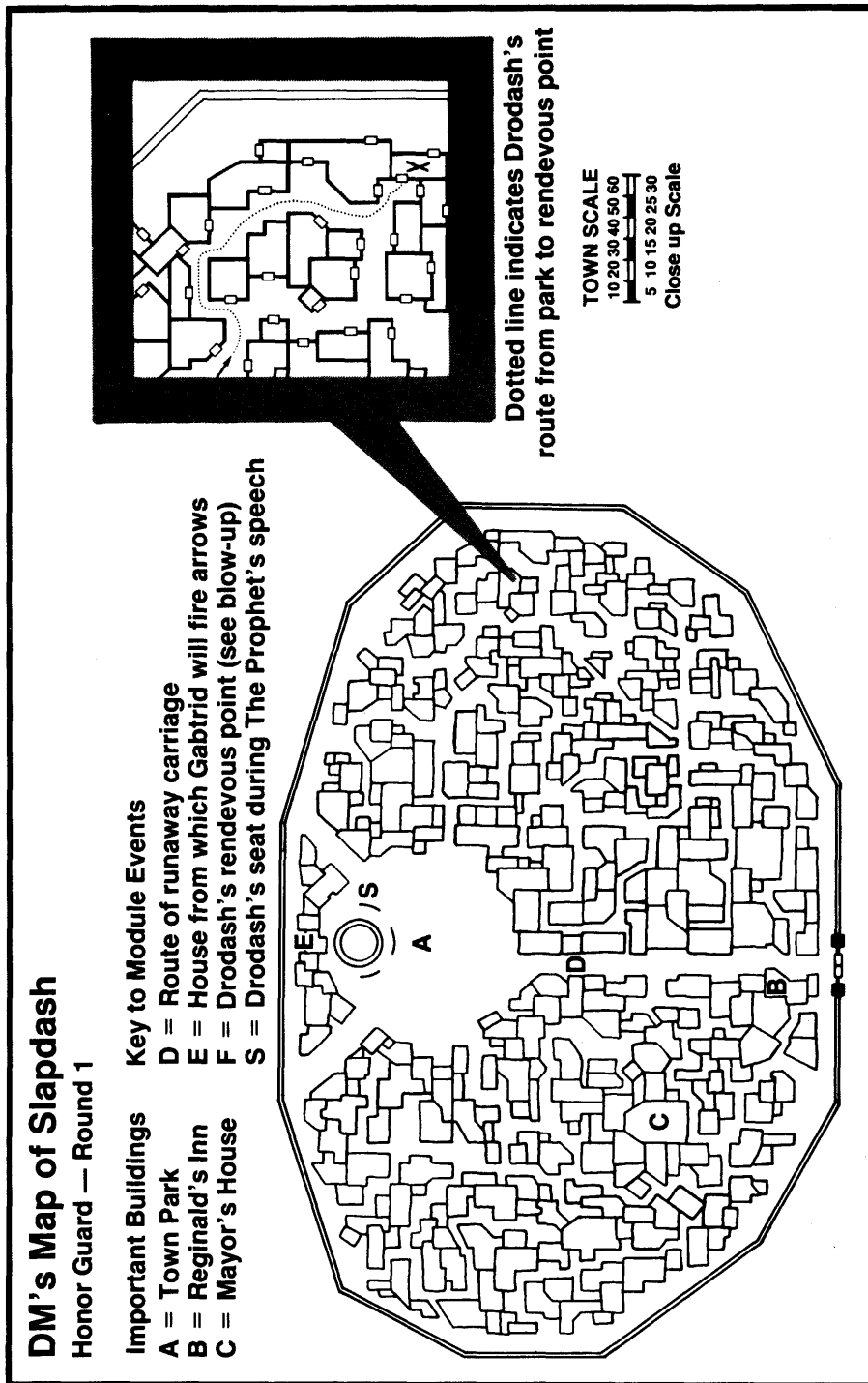
Special Attacks: Hurl rocks (3-30 points of damage)

Cave bear: AL N; IN Semi-; SZ L; MV 12"; AC 6; HD 6+6; hp 22; THACO 13; #AT 3; Dmg 1-8/1-8/1-12

Special Attacks: Hug (2-16 points of damage).

Conclusion

With the final defeat of Drodash, and any necessary resurrection for the Prophet, the party may think its troubles are at last at an end. However, the surly Prophet demands that they continue on to the Holy City at the fastest speed, now that their violent antics have cost so many lives and delayed them unthinkably. He drifts off into a tirade of anti-violent lectures as the party turns their mounts again toward the holy city. Two more days to go.



Honor Guard: Round 2

Prophet and Loss

Background for the DM

The characters have been chosen to escort a religious leader known as the Prophet safely to the Holy City of Alm for the Festival of Light. There he will display a holy relic, the *crystal of light*, which he carries with him at all times. Unbeknownst to the church, a powerful wizard named Miza Radu has made elaborate plans to acquire the *crystal*.

Miza Radu was once a lawful neutral wizard specializing in conjurations. During an adventure in a now-ruined bastion of evil known as Keep Anelle, Miza acquired a powerful item called the *shadowstaff*. When he grasped the staff, Miza was transformed into a shade. He is now struggling to remain on the Prime Material plane and restore himself to normal. Since his affliction is linked to shadows, Miza is certain that the divine powers of the *crystal of light* can cure him.

In Round 1, Radu hired a master assassin named Drodash to steal the *crystal* for him. For tournament play, assume that the characters thwarted two assassination attempts made on the Prophet by Drodash and his team, and managed to retain possession of the *crystal*.

Now, however, Miza's situation at Keep Anelle has gotten desperate. In the ruins above, the creatures of shadow attracted by the reactivation of the *shadowstaff* have built a secure base of operations. Miza is trapped in the dungeon. He can no longer venture abroad to enlist the services of others, so at great personal risk, he has summoned an ice devil to help him in his last desperate attempt to steal the *crystal*.

All of this extra-planar activity has alerted some of the good creatures who serve the Lords of the Theocracy. They are concerned with the situation, and are watching to see what will happen next.

Notes on Light and Darkness

During the course of this adventure, the characters will encounter various sorts of darkness, which they may try to counter with *light*, *continual light*, or the power of the *crystal of light*. For this adventure the following points apply when resolving the effects of combining various types of magical light and darkness.

1. *Light*, *darkness*, *continual light*, and *continual darkness* are all area effect spells. The 60' radius globe illuminated by *continual light* is so illuminated despite any non-magical impediments such as doors, walls, ceilings, etc. For purposes of this adventure, not even a stone wall cuts down the radius of such spells.

2. If the spheres of a *light* spell and a *darkness* spell come into contact, both are negated

(but not *dispelled*) in that area. The same holds for *continual light* and *continual darkness*. A *light* spell does negate *continual darkness*, nor will *darkness* negate *continual light*. In both cases, the lower power spell is negated while the continual spell remains in force. If there is more than one *continual darkness* in the area, it takes as many *continual light* spells to negate the darkness as there are *continual darkness* spells in effect. Any more light spells than that will light the area normally.

Example: Two *continual darkness* spells have been cast in Area 25 of Keep Anelle. The radius of darkness extends 60' from the altar in that room. (The dotted circle on your map defines the area of the *continual darkness*.) If the characters enter that area with a *continual light* spell, it will negate one of the *continual darkness* effects and the area will remain pitch black. If they enter with two *continual light* spells, both *continual darkness* spells negated, and the area in question will be lit by whatever natural light is available. If the characters bring two *continual light* spells and a torch into the area, for instance, the torch will shine. Any light beyond two *continual light* spells will light the area.

3. Negated *light* shines again once the *darkness* negating it has passed. Similarly, a *continual darkness* spell is only negated while a *continual light* spell is within its area of effect. Once the light has passed, the area is once again pitch black.

4. Magical swords that glow do not do so in *continual darkness*. They have no effect on the balance.

5. *Dispel magic* works normally on all four spell effects. If the *dispel* attempt is successful, the *light* or *darkness* is *dispelled* in the area of effect of the *dispel magic*, not merely negated. If the area of effect of the *dispel magic* includes the center of a *light* or *darkness* spell of any sort, then a successful casting *dispels* the entire effect.

6. The *shadowstaff* creates shadowy conditions within a 120' radius of its holder unless confronted with magic of a more powerful nature. No form of *light* or *darkness* spell within the power of mortal spellcasters has any effect on the area within 120' of the bearer. Only light or darkness created by divine power, such as that of the gods or of artifacts and relics, can affect the staff. If the *shadowstaff* is ever confronted with that sort of *light* or *darkness*, it loses all of its power for 24 hours.

7. The power of the *crystal of light* *dispels* any non-divine darkness of any sort within 120' of its holder. If any part of a *darkness* or *continual darkness* spell is ever touched by the radius of this power, the entire effect is *dispelled*. This is not negation, but instead duplicates the effects of a successful *dispel magic*. Note that this power of the *crystal* must be invoked; it is not constantly in force.

Adventure Setting

Long ago, before the founders of the Theocracy were even born, evil cults thrived within the walls of Keep Anelle. It is said that the very stones of the keep were raised by demons and elementals, and that the rites practiced there were more gruesome than any others in the Southland. The Priests of Keep Anelle, though few, were of great power, for they held the secrets of correspondence with the plane of Shadow.

The policies of Keep Anelle were not aggressive. The residents kept their worship in the keep, and did not venture out into the world at large except on rare occasions. Evil people came to the keep for training, but the priests themselves did not take any notice of the world outside.

This isolation eventually proved to be the keep's downfall. Secure behind their walls, the priests failed to notice the growing power of the Theocracy. Only when Alm was declared Father Alain's Holy City and capital of the realm did the priests realize the threat to their power. By then it was too late.

Father Alain himself came to Keep Anelle and destroyed it with the help of the wizard Thurom, the dragon Astrum, and the paladin lord known as Jadrian of Vespy. Alain declared that "not a stone rests here upon a stone, but that we have declared it should be so." Alain declared a 50-year moratorium on adventuring in the ruin.

Still, evil remained. In the dungeons of the keep, untouched by the forces of good, lay the last sanctuary of the priests. When Alain's force struck, no person in the keep had time to reach the underground retreat. Instead the door was sealed and forgotten, until Miza Radu opened it and retrieved the greatest treasure of the keep—the *shadowstaff*.

Sequence of Events

If Miza Radu's plans work as he expects, the following events will occur.

1. At the beginning of this round, the ice devil appears and attempts to steal the *crystal*. The PCs must track the relic to Keep Anelle, using the Prophet's ability to locate the *crystal*.

2. On the way, they encounter one of the good creatures who patrol the area, and may learn some information about their destination.

3. At Keep Anelle, the characters must win their way through to the stairway that leads down to the keep's dungeon.

4. Once in the dungeon, the characters must find the *crystal of light* and use it to restore Miza Radu to normal.

Starting Play

To begin this round, hand out the charac-

ter sheets as usual. Give the players time to read their role-playing notes, then read the Players' Background.

Players' Background

Finally, you have reached the last leg of your journey. It has not been easy keeping the Prophet and the *crystal of light* safe on the road to the Holy City. At every stop along the way there was danger, and it has taken all of your skill and intelligence to come this far.

Your first stop was the small village of Slapdash. The trouble began there. During the Prophet's traditional speech, you barely averted an attempt to assassinate him. A second attempt was made the next day, but you were better prepared. You recruited Slade, an advisor to the mayor of Slapdash, into your party and together you killed the assassin and took his treasure.

Despite all the obstacles, it seems you will arrive in the Holy City in two days, just in time for the Festival of Light.

Your Goals: Conduct the Prophet safely to the Holy City in time for the opening ceremonies of the Festival of Light. Ensure that the *crystal of light* also reaches the Holy City intact. If you can render aid to any creature in the name of Sarkai without seriously delaying your arrival, do so. Keep all party members alive in the process, and role play to the best of your ability using the character personality notes given.

Allow spellcasters time to choose spells, then proceed to Timed Encounter #1.

Timed Encounter Key

The following encounters are not placed on the map. Instead they occur at designated times during the adventure. See the individual encounter descriptions for details.

1. An Incident on the Road

Miza Radu is aware of the characters' approach. He has summoned an ice devil and sent it to get the *crystal* away from the characters. As usual, Miza is less concerned with killing the characters than with acquiring the relic. Therefore, the devil does not stay around to fight once it has the *crystal*.

The ice devil has prepared an illusion of a fight in the hopes of drawing the characters away from the Prophet. The devil has *polymorphed* into a hawk, and is circling above the "fight."

As you come up to the crest of a hill, you hear the familiar sounds of battle. A man

in shining plate mail and a green cloak is fighting a huge troll in the valley below. His sword shines in the setting sun. The man's horse lies dead, bleeding through its chain barding. A war dog, barking furiously, nips at the troll's heels, while a hawk circles in the air overhead. As you watch, a second troll lumbers out of a nearby cave to aid its fellow.

The man, the trolls, the dead horse, the dog and the mouth of the cave are all part of the ice devil's illusion. The hawk is high in the sky, over 150' up, out of range of most spells.

The hawk is concentrating on the illusion and on the party's position. If the Prophet is within the sphere of the paladin's *protection from evil*, the hawk keeps up the illusion and watches, hoping to draw the paladin away from the Prophet. If the Prophet and the paladin ever become separated, the hawk flies down to the Prophet, grabs the pouch with the *crystal* in its talons, and *teleports* away. This takes only two rounds.

If the paladin stays close to the Prophet, the ice devil adds another troll to the illusion, or causes the ranger to fall unconscious while the trolls move in for a feast. The illusion lasts for three rounds after the ice devil leaves the area.

If the illusion fails to fool the characters, the ice devil uses its *charm* ability on the Prophet. This automatically succeeds in tournament play; roll the Prophet's saving throw normally for campaign play. Once *charmed*, the Prophet throws the *crystal* up into the air, at which the waiting hawk swoops down, grabs it, and *teleports* away. As soon as the ice devil is gone, the Prophet recovers from the *charm* effect.

Once the *crystal* has been taken and the illusion has faded, the Prophet begins to feel the effects of the relic's hold over him. For the rest of the adventure, he is obsessed with regaining it and think of nothing else. At this point, he reveals to the characters that he can sense the *crystal's* direction if he concentrates on it, adding that this is a painful experience, but that it is his only means of regaining the *crystal*. The Prophet intends to use this ability to track the *crystal*, and he assumes that the characters want to go with him to handle any dirty work.

From now on, the *crystal* is presumed to be hidden in the dungeons of Keep Anelle, about 100' southwest of the keep proper. Until the Prophet is within 500 yards of the *crystal's* actual position, he is unable to tell that it lies underground; up to that point the distance down is not large compared to the horizontal distance away. While near or inside Keep Anelle, the Prophet points slightly downward as well as in the appropriate direction when asked to locate the *crystal*.

If the characters agree to go with the Prophet, he closes his eyes, concentrates, points off toward the west, and announces that the *crystal* lies in that direction. After performing this feat, he breathes heavily for several rounds. If the characters set off for Keep Anelle immediately, they arrive by nightfall.

Ice Devil: AL LE; IN High; SZ L (10'+); MV 6"; MR 55%; AC -4; HD 11; hp 50; THACO 10; #AT 4; Dmg 1-4/1-4/2-8/3-12; XPV 5,200

Special Abilities: Psionic ability 166 (CD/FGH); Strength 18/76; ultravision (60')

At will: *Animate dead, charm person, detect invisible, detect magic, fly, illusion, know alignment, polymorph self, suggestion, teleport, wall of ice, gate* (60% success) two bone devils (01-70) or one ice devil (71-00)

1/day: *Ice storm*

Special Defenses: Immune to fire; ½ damage from cold and gas; regenerate 1 hp per round

Special Attacks: Spear for 2-12 points of damage plus numbing cold (save vs. paralysis or be *slowed*); automatic fear 10' radius (save vs. wands)

If the Ice Devil Fails to Steal the Crystal

If this plan fails, Radu sends the characters an urgent message via the agathion (Timed Encounter #2). In it, Radu asks the characters to detour into Keep Anelle and aid him, promising that he can help them reach their destination quickly if they accept. If the characters decide to help Radu, alter the player information in Encounter 2 accordingly. If they decide to go directly to the Holy City, Radu makes further attempts to steal the *crystal* with more devils. Plan your own encounters from here.

Going to the Festival Without the Crystal

If the characters continue on to the Holy City without the *crystal*, they receive a very cold reception, whether the Prophet is with them or not. They arrive at dinner time, mere hours before the opening ceremonies for the festival. One of the Theocracy's most powerful priests gives them a stern lecture about what they ought to have done (namely get the *crystal back* before coming), and then escorts them to a tower. Here a wizard questions the Prophet about the *crystal's* whereabouts, if he is present. The characters should be made to feel almost insignificant when dealing with the high and mighty of the Theocracy's capital city.

The Prophet points out the direction of the *crystal* to the wizard, who announces that Keep Anelle lies along that path. The high priest mutters to himself and then suggests that the characters be given one last chance to redeem themselves. The wizard reluctantly agrees and uses a *mirror of mental prowess* to send the entire party (including the Prophet)

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to Keep Anelle. In this case, the characters miss the following encounter. Proceed directly to the keep.

2. A Meeting in the Late Afternoon

This encounter occurs on the road to Keep Anelle only if the characters proceed directly from the encounter with the ice devil to the keep.

As you travel westward, the terrain turns hilly and the foliage becomes scrub-like. Late in the afternoon you see a figure in the distance walking toward you.

The figure is Garibaldi, an agathion in the form of a human male cleric. He looks like a fat, jolly middle-aged gentleman in chain mail, and he is carrying a mace. He claims to be on his way to the Holy City for the festival. Actually, he has been patrolling this area for the past week, having spotted a new outbreak of evil. He is a friend of Hazkush the baku (see Area 15).

Garibaldi greets the characters politely and inquires about their business. If they mention that they are continuing west, Garibaldi tells them about the ruins of Keep Anelle, which are not more than two hours' ride west of here. He explains that it is a dark and evil place, and that the characters should avoid it. He is willing and able to suggest alternate routes to anywhere the characters wish to go.

If the characters tell Garibaldi the whole truth about their mission, he expresses great concern for their welfare. He also reveals his true nature, and explains that he and a friend have been very distressed at the recent turn of events in Keep Anelle, which is probably where the *crystal* has been taken. Garibaldi has seen shadows and shadow mastiffs at Keep Anelle, and describes these monsters to the party and warns them of the dangers there. Finally, he gives one of the fighters a small silver *horn of Valhalla*, explaining that it should be winded when the odds are against the party. It summons three neutral good 5th-level fighters (AC 4, hp 30 each) armed with sword and spear. These attack any evil creature they see.

Once he has talked with the party, Garibaldi wanders off or, if he has revealed he is an agathion, he simply disappears.

No other encounters occur on the road. At nightfall, the characters arrive at Keep Anelle.

Agathion: AL NG; IN Very; SZ M or L; MV 18; MR 35%; AC 0; HD 7 + 7; hp 42; THACO 12; #AT 2; Dmg by weapon (each); XPV 2220

Special Abilities: Psionic ability 177 (all/all); choose any material form

Psionic disciplines (all at 14th-level mas-

tery): *clairaudience*, *clairvoyance*, *object reading*, *suspend animation*, *aura alteration*, *dimension walk*, *mind bar*, *telepathic projection*

At will (all forms): Become ethereal, enter astral plane, *detect evil*, speak all languages telepathically

Special Defenses: Can only be hit by magical weapons; saves as 14th-level cleric; immune to level drain, *death* spells, *disintegration*, and positive energy

Human form: Abilities as 7th-level cleric (Wisdom 18)

Creature form: All attack forms and spell abilities of creature chosen as per *shape change*; turns as 14th-level cleric

Noncorporeal form: Contained within an object, bestows 1st-level clerical spell ability and 6th-level turning ability on user

Natural form: Positive energy damage (by touch, Dmg 1d8 + 6 points)

3. Arrival at Keep Anelle

In the light of the setting sun the ruins of Keep Anelle seem cold and forbidding. The wooden drawbridge has rotted and collapsed into the dry moat bed, where weeds and scrub now grow untended. The thick stone walls of the keep are still standing in all but two places. A giant moth flutters to a landing somewhere on the roof.

As you regard the ruined keep, the Prophet turn to your group and speaks. "My friends, I have failed in my charge," he says. "Clearly, the crystal has been taken into this evil place. It is likely that we will all be slain trying to recover it. In case of my death, I want you all to know how to use the *crystal*. If you ever come to hold it, speak the command word, "Altan," and all darkness around you will be *dispelled*. Then too will the *crystal's* other powers be revealed to you. Now I may rest in peace, knowing I have passed this secret on to others. If I die on this quest, one of you will be the next Prophet."

Key to Keep Anelle

Standard Features

Rooms: The floors of the keep are covered with piles of rubble, offal, mold, and dust. This carpet is home to a horde of small insects, worms, and the like. Some rooms show signs of repair, as if a monster or adventurer made camp there for a while. Others have charred circles on the floor, where fires were built for the night. Many walls have ivy and other clinging plants growing over them.

Ceilings: The ceilings of the keep are extremely unstable. Characters climbing on the ceiling have a 1 in 6 chance per round (cumu-

lative) of causing a cave-in, which causes the character to fall into the room below, taking 1-6 points of damage from the fall and 3-18 additional points from being trapped beneath the falling ceiling.

Doors: Whenever a door is encountered inside Keep Anelle, roll percentage dice and consult the following table unless the room description gives specific information about the door.

Die Roll Result

01-25	Door opens and closes easily
26-45	As above, but door has no handle
46-65	Door opens and closes with difficulty, making noise
66-75	Door has been ripped off its hinges, and is lying in pieces on the floor
76-80	Door opens easily, but does not close
81-85	Door is found open, and swings open again when closed, making noise
* 86-90	Door is jammed open and cannot be closed
* 91-95	Door is jammed closed and cannot be opened
* 96-00	Door falls off its hinges when opened

* Jammed doors can be released by a successful *open doors* roll, a *reduce* spell, or any other reasonable means.

Entrances and Exits: Walking around the keep reveals five possible entrances.

1. The drawbridge (Area 2)
2. The east door (Area 3)
3. The north gate (Area 6)
- 4 & 5. The two piles of rubble where the wall has caved in (Areas 4 & 5)

The secret door at Area 24 can be noticed normally by an elf or half-elf, but cannot be opened from the outside without magic. It is a one-way door designed as an emergency exit for the priests. Any character flying above the ruin will see the open courtyards (Areas 8, 10, and 22) and the areas where the roof has collapsed (Areas 7, 16, 17, and 18). Flying characters are attacked by the gloomwing (Area 17).

Wandering monsters: There are no truly wandering monsters in Keep Anelle. If the characters spend more than two turns in the same place, however, they are attacked by a patrol of three shadows.

Three Shadows: AL CE; IN Low; SZ M; MV 12"/12" (MC A); AC 7; HD 3 + 3; hp 17 each; THACO 16; #AT.1; Dmg 2-5; XPV 323 each

Special Defenses: Can only be hit by magical weapon; immune to *sleep*, *charm*, *hold*, and cold; 90% undetectable except in bright light

Special Attacks: Drain 1 point of

Strength per successful hit (Strength returns in 2-8 turns, victim drained to 0 becomes a shadow)

Time: Whatever the circumstances of their arrival, the characters should arrive at nightfall and be pressed for time. Make sure the time pressure is felt. The characters should believe that they are late for the opening of the Festival and may miss it entirely if they waste time.

Level One

1. Moat Bed

Once Keep Anelle had a moat around it. The bed was paved, and the moat was kept filled with create water spells. Now the entire area is overgrown with weeds and thorny brush. It is possible to cross the moat bed, but unarmored characters suffer 1 point of damage from the thorns. All who cross must save vs. petrification or trip and fall on the rough surface beneath the plant growth. Such a fall inflicts 1 additional point of damage.

2. Drawbridge

The rotting wooden drawbridge is much more of a hazard than the moat bed itself. The wood beams have collapsed into the moat in several places, but the bridge can still be crossed safely by light, unarmored creatures. Anyone trying to cross in chain mail or bulkier armor falls through the bridge into the moat bed, receiving 2-8 points of damage, unless special precautions have been taken. At the end of the drawbridge are the main double doors and the portcullis, both of which are open.

3. East Door

The oaken door here has warped considerably and is now so wedged into the stone that it requires a successful *bend bars/lift gates* roll to open it. The door can also be cut down like a tree with a heavy, sharp weapon. This takes 2-5 rounds and makes so much noise that a shadow patrol (see page 14) comes to investigate. *Knock, warp wood*, and similar spells also open the door.

4. Rubble

The wall has caved in here, leaving a large pile of rock. It is infested with giant rats. There are seven of them here, and they attack anyone who tries to cross here.

Seven Giant Rats: AL N; IN Semi-; SZ S; MV 12"/6"; AC 7; HD 1/2; hp 4, 3, 3, 3, 2, 2, 1; THACO 20; #AT 1; Dmg 1-3; XPV 11, 10, 10, 10, 9, 9, 8

Special Attacks: Infect victim with disease on successful hit (5% chance, save vs. poison to avoid)

5. Rubble

The wall has caved in here, leaving a pile of rock. Characters can clamber over the pile

without any difficulty.

6. North Gate

The portcullis is in the closed (down) position. The controls have long since rusted away. It may be raised with a successful *bend bars/lift gates* roll. Characters investigating this area see the battle described in Area 22.

7. Bat Rooms

The roof of the keep has caved in, giving access to the sky above. These rooms have become home to 200 bats. During the day, the bats hang from the ceiling and are relatively quiet save for a constant rustling. In the evening the rustling intensifies, and the bats begin to take off in small groups. At night, the rooms are empty.

Any bats present are startled by any noise, such as speech or the sound of someone walking in metal armor. They swarm around the source of the sound for one turn.

200 Bats: AL N; IN Animal; SZ S; MV 1"/24" (MC B); AC 8 (4 flying); HD 1/4; hp 1 each; THACO 20; #AT 1; Dmg 1; XPV 1 each

Special Attacks: Swarm in confusion if startled, obscuring vision and interfering with spellcasting

8. Warning

The floor of this open area is covered with rubble, dust, and soot. Under this, some words are chiseled into the floor. Examination of the floor reveals that there is a message there, or it may be detected as though it were a concealed door. It takes one worker one turn to clear off a 5' section of the floor. Each letter of the message is approximately 1' in height. A dwarf can tell that the writing is not part of the original construction of the castle, and can in fact identify pieces of stone in a nearby pile of rubble that were chiseled out of the original floor to make these letters. Fully uncovered, the message reads as shown on page 24.

The current year is 1103. The writing extends down the hallway as shown, from the central courtyard to the south door.

9A-C. Shadows

In these three rooms are six shadows, two to a room. All six shadows attack as soon as any room is entered.

Six Shadows: AL CE; IN Low; SZ M; MV 12"/12" (MC A); AC 7; HD 3 + 3; hp 21, 19, 18, 16, 10, 8; THACO 16; #AT 1; Dmg 2-5; XPV 339, 331, 327, 319, 295, 287

Special Defenses: Can only be hit by magical weapon; immune to *sleep, charm, hold*, and cold; 90% undetectable except in bright light

Special Attacks: Drain 1 point of Strength per successful hit (Strength returns in 2-8 turns, victim drained to 0 becomes a shadow)

10. Nightmare

A nightmare, the mount of the shade in Area 26, is kept here. He cannot go into any of the keep's roofed areas, so he waits here for his master. The nightmare hates all material life, and attacks intruders viciously. If the characters stay in the corridors under the roof and harass the nightmare with spells and missile weapons, it eventually gives up and flies off, returning to this position in 2-5 turns.

Nightmare: AL N(E); IN High; SZ L; MV 15"/36"; (MC C); AC -4; HD 6 + 6; hp 32; THACO 13; #AT 3; Dmg 2-8/4-10/4-10; XPV 856

Special Abilities (at will): *Fly*, become ethereal, enter Astral plane

Special Attacks: Breathes smoke (save vs. breath or suffer -2 penalty to attack rolls because of obscured vision)

11. Rest Area

Resting in this room is a cloaker under the command of Kuloz (see Area 26).

Two broad stone benches stand intact amidst the rubble in this alcove. Lying across one of the benches is a long black cloak.

The cloaker attacks any creature that touches it. If disturbed, it uses its fear moan, hoping to cause as many characters as possible to flee, then attacks physically or uses its *stinking cloud* moan, whichever seems most appropriate. If the light is dim enough, it employs its ability to manipulate shadows.

Cloaker: AL CN; IN High; SZ L; MV 1"/15" (MC D); AC 3 or 1 (tail); HD 6; hp 30; THACO 13; #AT 2 + 1; Dmg 1-6/1-6 + AC + 1d4; XPV 530

Special Abilities: Shadow images (as per *mirror image* when shadows are available)

Special Defenses: Shadowshift (AC 1); eyes all over negate rear attack bonus

Special Attacks: Tail attacks (2/round, 1-6 points of damage); wrap attack (bite for 1d4 + victim's AC in damage on successful wrap, split damage with victim when hit); moan #1 (unease, 80' range, after 1 hour victim has -2 penalty on "to hit" and damage rolls); moan #2 (*fear*, 30' range, two round duration, save vs. spells to avoid); moan #3 (nausea, cone 30' long by 20' wide, as *stinking cloud*, duration 2-5 rounds, save vs. poison to avoid); moan #4 (*hold person*, 30' range, affects one person for five rounds, save vs. spell to avoid, negate with *neutralize poison*)

12. Miza's Former Room

This is the room in which Miza Radu stayed when he and his party explored the upper level of Keep Anelle.

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The rubble here has been pushed aside into the corners of the room. The bare floor is less dusty than those in the rest of the keep. A blanket is rolled up on the floor. There is a closed door in the east wall.

Sewn into the lining of the blanket is a gem worth 5,000 gold pieces.

The door to the east was *wizard locked* by Miza Radu (a 12th-level magic-user). Behind it lies a 10'x10' room. On the floor are two fine robes (worth 50 gp each), a *dagger +1*, a scroll of *teleport*, and a piece of paper with what appears to be a rough sketch of a figure. Show the players the diagram on the module cover of the stick man. It is a rough map of the dungeon level, but the characters have to figure that out themselves.

13. Teledir's Former Room

This room was used by Teledir, a fighter in Miza Radu's party, when the team was exploring this area. Teledir died defending Miza from Kuloz (see Area 26) and is now a phantom, endlessly replaying the scene of his death to any sentient audience.

The rubble here has been pushed aside into the corners of the room. The bare floor is less dusty than those in the rest of the keep. A ghostly figure walks through the wall in the east, carrying a glowing sword.

If the characters save vs. the phantom's *fear* effect and stay to watch, they see the following.

The ghostly figure seems intent upon something behind it. It gestures at its back and looks around regularly. Then suddenly, a shadowy, man-like creature appears directly in front of the ghost and engages it in battle. The translucent figure and the shadow creature battle for several minutes before the darker figure wins out and the sword bearer collapses to the ground. Both figures fade away. The glowing sword remains for almost a minute, then it too fades.

Teledir's last thoughts were of his enchanted sword Foxiferous; thus it is the brightest and longest-lasting figure in this display (see Area 14). Two rounds after the sword disappears, the entire show begins again. Any characters who specifically look at the surroundings in the scene can tell that the fighter died in a room similar to this one.

Phantom: AL NG; IN Non-; SZ M; MV 9"; AC N/A; HD Nil; hp none; #AT Nil; Dmg Nil; XPV N/A

14. Sword Room

Three shadow mastiffs guard the sword Foxiferous, which no one in the keep has dared to touch. The dead body of Teledir, its last wielder, lies nearby.

There is a dead body in this room. A sword lies at its side. Dog-like shadows dance on the walls, and the sound of bestial growling emanates from all around.

The shadow mastiffs fight any sentient material creature that enters the room. Since they are guardians of the sword, they concentrate their attacks on anyone who tries to take it, and they do not pursue characters out of the room.

Foxiferous (Foxy for short) is neutral good, and can thus be wielded by any good character. It is a *flame tongue*, and it can *detect good*, *detect magic* and speak Common, Elvish, and neutral good. Foxiferous's Intelligence is 14 and its ego is 9. Any non-good character who touches Foxiferous suffers 9 points of fire damage.

Foxiferous hates Kuloz (Area 26). The sword urges its wielder to head for the temple area and kill the shade. If the wielder's combination of Intelligence, Charisma, and current hit dice ever drops below 23, Foxy takes control and force its wielder into conflict with Kuloz. Foxiferous knows all about the dungeon, Kuloz, Miza Radu, and the curse. It can correctly surmise what Miza wants with the *crystal* and how he intends to use it. Foxy shares any of this information with the characters if they ask.

Teledir was a 9th-level fighter in Miza Radu's party. When Miza became a shade, Teledir defended him and helped him look for a way to restore himself to normal. When Kuloz arrived looking for the *shadowstaff*, Teledir defended Miza and was killed. If conversed with via *speak with dead*, Teledir requests to remain dead, saying that he died nobly and is happy on the upper outer planes of good. He gladly tells the party all he knows, but he knows no more than Foxiferous.

Three Shadow Mastiffs: AL N(E); IN Semi-; SZ M; MV 18" (9" in light); AC 6; HD 4; hp 22, 20, 16; THACO 15; #AT 1, Dmg 2-8; XPV 273, 265, 249

Special Defenses: Blend with shadows (40%)

Special Attacks: Baying causes panic (save vs. spell or drop items held and flee, + 1 bonus to save per number of mastiffs under 10, - 1 penalty per number of mastiffs over 12)

15. Hazkush's Room

This room is occupied by Hazkush, a baku. He has used his *shape alteration* powers to turn himself into a shadow for spying purposes. When the party enters the

room Hazkush takes a round to *detect good*, and then changes into human form to talk to the party.

As you enter this room, a shadow slides off the wall and moves toward you.

If the characters attack, Hazkush does not fight back. Instead he urges the party to try detection spells on him. He is not impressed with the characters' intelligences if they do not follow his suggestions. If the PCs show no signs of stopping their attacks after two rounds, Hazkush becomes ethereal and leaves for the duration of the adventure.

Hazkush's true form is too large for him to assume in this room. He does, however, heal the party and give them information. Hazkush can heal up to 100 points of damage, but he cannot give more than 48 points of curing to one person.

He does not have the authority to get involved in a confrontation with evil beings from the plane of Shadow, but he can use the characters as emissaries and help them along. That way, it will appear that a group of mortals did the dirty work. Therefore Hazkush is glad to heal the party to the full extent of his power. If the party does not need 100 points of curing when they first encounter Hazkush, he is always ready to cure them at a later time.

Hazkush answers all the party's questions truthfully, but he does not volunteer any information as he is taciturn by nature. He does not know why there is so much evil in the keep all of a sudden.

Baku: AL NG; IN Genius; SZ L (9' +); MV 21"; MR 20%; AC -2; HD 12 + 12; hp 67; THACO 9; #AT 3; Dmg 3-18/2-12/2-12; XPV 6,106

Special Abilities: Psi 190 (BE/FGI); hold and use items with trunk

At will: Become ethereal; *invisibility*; travel astrally

Psionic disciplines (12th-level mastery): *animal telepathy*, *body equilibrium*, *cell adjustment (as fighter)*, *detect good*, *detect evil*, *reduction*, *shape alteration*, *body control* (6th-level mastery)

Special Attacks: Trumpet roar (1 per 4 rounds, 4" range, evil creatures suffer 1-8 points of damage and must save vs. paralysis or run in *fear* as if cast by 12th-level MU); stomp attacks (2-12 points of damage each vs. 6'-tall or smaller creature only)

16. Collapsed Ceiling

A huge section of the ceiling has collapsed. The entire area is filled with blocks of stone, much of it moldy and dusty. At the position marked (a), a cloaker is hidden in a corner of the ceiling. It waits until the party leaves this area, then attacks the last character from the rear while using its *stinking cloud* moan. Once the moan has affected the party, it

switches to its *fear* moan, attacking with its tail the whole time.

Cloaker: AL CN; IN High; SZ L; MV 1"/15" (MC D); AC 3 or 1 (tail); HD 6; hp 30; THACO 13; #AT 2 + 1; Dmg 1-6/1-6 + AC + 1d4; XPV 530

Special Abilities: Shadow images (as per *mirror image* when shadows are available)

Special Defenses: Shadowshift (AC 1); eyes all over negate rear attack bonus

Special Attacks: Tail attacks (2/round, 1-6 points of damage) wrap attack (bite for 1d4 + victim's AC in damage on successful wrap, split damage with victim when hit); moan #1 (unease, 80' range, after 1 hour victim has -2 penalty on "to hit" and damage rolls); moan #2 (*fear*, 30' range, two round duration, save vs. spell to avoid); moan #3 (nausea, cone 30' long by 20' wide, as *stinking cloud*, duration 2-5 rounds, save vs. poison to avoid); moan #4 (*hold person*, 30' range, affects one person for five rounds, save vs. spell to avoid, negate with *neutralize poison*)

17. Roskan's Party

Any characters who listen at the door can hear the sounds of battle in this room. A gloomwing is trapped in a small hole in the ceiling and fighting for its life against a group of young adventurers.

As you open the door to this room, a strange sight greets your eyes. There is a gaping hole in the ceiling, and a giant black and silver moth has pushed its head through the opening. It is attacking the occupants of the room—two female elves and a male human. The elves look to be little more than children, though both are armed with longswords. The human is only a little older. He fights with a mace. The three youths have positioned themselves so that they all can attack the moth, but it also has three attacks.

The moth grabs one of the elven girls in its mandibles and throws her against the wall, where she lies bleeding. If no aid is given, the gloomwing knocks out the other elf in the next round, and takes two more to finish off the human. The moth then concentrates on extricating itself from the hole in the ceiling. In the process of flattening the three attackers, the gloomwing suffers 10 points of damage. If the characters intervene, run the battle normally.

The elves are Lorena, a fighter/thief, and Jasmin, a fighter/magic-user. The human is a cleric of Sarkai named Roskan. Roskan and his group are 1st-level adventurers out for some excitement. They have found more than they bargained for. If they are rescued, they are in awe of the characters' superior power. They look up to the PCs as examples of what they might someday become. Roskan's party accepts any advice or sugges-

tions the characters give them.

Gloomwing: AL N; INT Ani; SZ M (8' wing); MV 0/12" (MC D); AC 1; HD 5 + 1; hp 17; THACO 15; #AT 3; Dmg 1-3/1-3/1-8; XPV 627

Special Defenses: Wing pattern causes *confusion* in all viewers (save vs. spell to avoid)

Special Attacks: Surprise 3/6; emits pheromone on 2nd and successive rounds of combat (save vs. poison or lose 1 point of Strength per round of exposure, one save per group; females lay eggs in corpse (hatch in 12 days as 4-10 tenebrous worms, cure *disease* needed)

Roskan: AL LG; MV 9"; AC 4; C1; hp 4; THACO 20; #AT 1; Dmg 2-7, XPV 22

Spells Carried: Cure *light wounds* (x2), *bless*

Equipment: Chain mail, shield, mace
Lorena: AL N; MV 9"; AC 3; F1/T1; hp 4; THACO 20; #AT 1; Dmg 1-8; XPV 26

Thief Abilities: Backstab for double damage; PP 30%; OL 25%; F/RT 25%; MS 15%; HS 10%; HN 10%; CW 85%

Equipment: Elfin chain, longsword, long bow, daggers, thieves' picks & tools

Jasmin: AL NG; MV 9"; AC 4; F1/MU1; hp 6; THACO 20; #AT 1; Dmg 1-8; XPV 22

Spells Carried: *Sleep*

Equipment: Elfin chain, long sword, daggers, spell books (*sleep*, *shield*, *unseen servant*, *read magic*)

18. Collapsed Roof

Another giant section of roof has collapsed here. Large branches and other organic material is mixed with the usual rubble because this section caved in under the weight of a dragonne nest. The dragonnes have long since departed.

A rock reptile lurks in the southern area of the pile of rubble. It leaps out and attacks any characters who pass there, surprising 50% of the time because of its natural coloration. It is very hungry.

Rock Reptile: AL N; IN Animal; SZ M (6') MV 6"; AC 3; HD 5 + 6; hp 20; THACO 14; #AT 1; Dmg 1d4 + 6; XPV 540

19. Dining Area

In the center of this long room is a huge pile of wood, rocks, and dust. Lit torches rest in sconces on the northern wall.

If the characters approach the northern end of this room, the 10 shadows there attack. If not, the shadows wait and attack the characters from the rear when they leave the room. In any event, the shadows attempt to surround the party as quickly as possible. They attack until slain.

10 Shadows: AL CE; IN Low; SZ M; MV 12"/12" (MC A); AC 7; HD 3 + 3; hp

21, 19, 17, 16, 16, 15, 14, 11, 8, 6; THACO 16; #AT 1; Dmg 2-5; XPV 339, 331, 323, 319, 319, 315, 311, 299, 287, 279

Special Defenses: Can only be hit by magical weapon; immune to *sleep*, *charm*, *hold*, and cold; 90% undetectable except in bright light

Special Attacks: Drain 1 point of Strength per successful hit (Strength returns in 2-8 turns, victim drained to 0 becomes a shadow)

20 & 21. Undead Army

Areas 20A-20D each contain three skeletons. Areas 20E and 20F each contain three zombies. Kuloz (see Area 26) has *animated* this group of undead to guard this level for him when he goes downstairs to get the *shadowstaff*. The undead fight intruders in any of these rooms. If the characters leave the room, the undead monsters cease their attacks.

Kuloz has placed a *glyph of warding* at the position labeled 21. This *glyph* inflicts 10 points of fire damage to anyone who steps on it without saying its name ("Uxbacal"). When the *glyph* explodes, any undead in Areas 20A-F will open their doors and come out to attack the people who set off the *glyph*. In this case, the undead pursue the characters tirelessly and attack until slain.

If the characters are severely wounded after a battle in this corridor and do not know where Hazkush is (Area 15), he steps out of his room in human form and offers to heal them.

12 Skeletons: AL N; IN Non-; SZ M; MV 12"; AC 7; HD 1; hp 8, 7, 6, 6, 5, 5, 4, 3, 3, 2, 1, 1; THACO 19; #AT 1; Dmg 1-6; XPV 22, 21, 20, 20, 19, 18, 17, 16, 16

Special Defenses: Immune to *sleep*, *charm*, *hold*, and cold; take half damage from edged weapons

Six Zombies: AL N; IN Non-; SZ M; MV 6"; AC 8; HD 2; hp 15, 10, 9, 7, 6, 4; THACO 16; #AT 1; Dmg 1-8; XPV 50, 40, 38, 34, 32, 28

Special Defenses: Immune to *sleep*, *charm*, *hold*, and cold; always lose initiative

22. Combat Zone

As the characters approach this area, a battle is raging between a hellcat (the familiar of the ice devil in Area 36) and two shadow mastiffs (part of Kuloz's team). The hellcat is visible as a huge, white outline of a cat against the darkness, but it becomes invisible in any light source. The mastiffs are invisible in the dark, but become visible in bright light. Thus in darkness, the battle looks like a huge white cat-creature snarling and spitting at nothing, while in light the battle appears to be two black dogs valiantly attacking nothing. The characters should see the cat fade and the dogs appear as they approach with their light sources.

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In total darkness, this battle is fairly even. The mastiffs are smaller, but they can blend into the shadows 40% of the time, which hampers the cat. If the party observes this battle without a light source, it lasts eight rounds. Eventually the cat wins, but it has only 4 hit points remaining. It then strolls down the south corridor and out into the night. (The nightmare will not bother the cat.) If light is introduced, however, the cat wins much more easily. The battle takes only three rounds from the time the light first appears. If characters approach this battle from the east, west, or south, the cat runs into the light to better its chances. The dogs follow. If the party aids the cat or the mastiffs, run the battle normally.

If the cat wins with the party's help (either through active aid or the production of light) it makes a graceful bow to the party before leaving the keep.

Hellcat: AL LE; IN Average; SZ L; MV 12"; MR 20%; AC 6; HD 7+2; hp 34; THACO 13; #AT 3; Dmg 2-5/2-5/2-6; XPV 1,340

Special Defenses: Immune to mind attacks; can only be hit by magical weapons, but magical damage bonuses do not apply; immune to *sleep* and *charm*; invisible in light

Two Shadow Mastiffs: AL N(E); IN Semi-; SZ M; MV 18" (9" in light); AC 6; HD 4; hp 20 each; THACO 15; #AT 1, Dmg 2-8; XPV 265 each

Special Defenses: Blend with shadows (40%)

Special Attacks: Baying causes panic (save vs. spell or drop items held and flee, +1 bonus to save per number of mastiffs under 10, -1 penalty per number of mastiffs over 12)

23. Temple Entrances

All of the doors off this area (including the 5'x20' corridor) have been recently oiled and repaired. They open and close easily and noiselessly.

This area and Areas 24-26 are all part of the keep's temple complex. Long ago they served as the major place of worship for gods of violence, despair, and death. When the keep was razed, some residual evil remained in these areas. No cleric of good was able to *dispel* this evil, and that is the reason why Keep Anelle was barred to adventurers for fifty years. The clerics of the Theocracy thought that perhaps time could do what magic could not. They were correct. Now the evil here has weakened, but it has not totally disappeared. The presence of the shade and the shadow demon has caused the evil to reawaken. Until these two are slain, the area radiates the effects of a *prayer* spell cast by an evil cleric. (Good characters suffer a -1 penalty on all attack and damage rolls and saving throws, while evil creatures gain a +1 bonus to these rolls.) Neutral characters are unaf-

ected by the evil here.

24. Lesser Temple

This was a temple to a lesser evil god in Keep Anelle's heyday. The secret door here is detectable by all the usual means and can be opened easily from the temple side. This part of the temple area is empty now. It was once consecrated to lawful evil.

25. Lesser Temple

This room still retains a large portion of its altar in the northeast corner of the room. A *continual darkness* spell has been cast on the altar, and another has been cast on a small silver piece that rests on the altar. (For information about the effect of two *continual darkness* spells, please see the notes on *light* and *darkness* at the beginning of this tournament round.)

A shadow demon and two shadows lurk in this room. They attack anyone who opens the door and continue to attack until the intruder has left the radius of the *continual darkness*.

The rubble here has been swept into the northwest corner, but the room is still dusty.

If the *darkness* is *dispelled*, the shadows attack and the demon casts *darkness* 10' radius. If this too is *dispelled*, the demon casts *fear* and then fights despite its weakness. Characters fighting in complete darkness attack with a -4 penalty to their attack rolls. The shadows and the shadow demon have no trouble seeing the party in this darkness.

The sounds of combat here alert Kuloz, who prepares himself for battle.

Shadow Demon: AL CE; IN High; SZ M; MV 12"; AC 9, 5, or 1; HD 7+3; hp 36; THACO 13; #AT 3; Dmg 1-8/1-6/1-6; XPV 1,185

Special Abilities: Jump 30'; flee at 18' for one round

1/day: *Darkness* 10' radius; *fear* 30' radius

1/week: *Magic jar*

Special Defenses: Immune to fire, cold, lightning; 90% invisible in shadows

Light conditions: Daylight (AC 9, takes double damage from all attacks); torchlight (AC 5, takes normal damage from all attacks, +1 attack roll bonus); darkness (AC 1, takes 1/2 damage from all attacks, +2 "to hit" bonus); *light* spell affects as *fireball*

Two Shadows: AL CE; IN Low; SZ M; MV 12"; AC 7; HD 3+3; hp 17 each; THACO 16; #AT 1; Dmg 2-5; XPV 323 each

Special Defenses: Can only be hit by magical weapon; immune to *sleep*, *charm*, *hold*, and cold; 90% undetectable except in bright light

Special Attacks: Drain 1 point of Strength per successful hit (Strength returns in 2-8 turns, victim drained to 0 becomes a

shadow)

26A & 26B. Greater Temple

This room is almost entirely enveloped in the radius of the *continual darkness* spells from Area 25. Note that the part of the room that is not dark (the southern area) cannot be seen from the door if the *darkness* is still in effect. Inside, the room is completely barren except for a blanket roll. The rubble has all been cleaned out and moved elsewhere. The room is lit by torches, but they shed no light since they are in the radius of the *continual darkness*.

This room is the home of Kuloz, the shade fighter/cleric who commands the forces on this level. If he hears sounds of battle in Area 25, he casts *protection from good* on himself, then retreats into Area 26b, which is also partially torchlit and partially dark.

Kuloz attacks the characters as they come through the door to Area 26b. If the *continual darkness* is negated, the entire room is torchlit, which is perfect for Kuloz, but if the *darkness* is replaced by *light*, he casts his personal *darkness* spells to restore the balance. Kuloz wants to fight the party in torchlight and can tolerate fighting in darkness, but does anything to avoid fighting in pure, bright light.

If Kuloz fights in torchlight, he uses his shadow-images ability to create three copies of himself from shadow. These copies behave like *mirror images*, but are not *dispelled* when hit. Only a change in lighting conditions *dispels* the shadow-images.

If Kuloz is brought to 15 or fewer hit points, he transports himself to the plane of Shadow using shadow-walk if there are any shadows around. If not, he fights to the death.

Kuloz has a *longsword* +3 and a *brooch of shielding*. He was a dual-classed human cleric/fighter 3/8 before he became a shade, and he retains his ability to attack three times every two rounds, and to cast certain clerical spells.

Like all the doors here, the one in the northwestern wall of Area 26b has been oiled and reconditioned. It opens easily, revealing a short corridor that leads to a spiral stairway going down.

Kuloz (shade): AL NE; IN Average; SZ M; MV 9"; MR 0 or 5% per level; AC *; HD 8; THACO as a fighter 8, varies with STR; #AT 3/2; Dmg as *longsword* +3, varies with STR

Special Abilities: See the Shade Abilities Table on module cover

Spells Carried (Wisdom = 14): *Command*, *cure light wounds*, *darkness*, *light*, *protection from good*, *find traps*, *hold person* (x2), *continual darkness*; add *detect life* if Wisdom = 15; add *hold person* if Wisdom = 16; add *animate dead* if Wisdom = 18

Level Two

Standard Features

Rooms and Doors: The destruction above did not reach the dungeons of Keep Anelle. Here all the rooms are lit by *continual light* spells cast by Miza Radu to keep the shadows away. Most of the complex is made of stone and cannot be burned. The doors are wood banded with iron. They all open easily and swing closed unless propped open.

Wandering Monsters: Whenever a character passes under or through the portcullis at Area 27, a small bell goes off in Area 36. This causes Miza to believe that the shadow creatures from above are making an assault on him, and he begins casting spells to fill the dungeon with monsters. After the characters pass through the portcullis, Miza's actions are as follows:

- Round 1 Cast *monster summoning I*
- Round 2 Cast *monster summoning I*
- Round 3 Cast *monster summoning II*; six orcs appear
- Round 4 Cast *monster summoning II*
- Round 5 Cast *monster summoning I*; four bandits and three gnolls appear
- Round 6 Three lizard men appear
- Round 7 First group of monsters leaves
- Round 8 Cast *monster summoning III*
- Round 10 Cast *continual light*; two giant weasels appear
- Round 11 Release ice devil; two poisonous toads appear
- Round 12 Second group of monsters leaves

Keep track of time! The orcs and the bandits disappear 13 rounds after their summoning. The gnolls and lizard men last 14 rounds, the weasels 15, and the poisonous toads 16 rounds. Seven rounds after the characters pass through the portcullis, the first group of monsters arrives at Area 32. The second group arrives five rounds later. A time sheet has been provided in the appendices for your convenience.

Six Orcs: AL LE; IN Low; SZ M; MV 9"; AC 6; HD 1; hp 7, 6, 5, 4, 4, 2; THACO 20; #AT 1; Dmg by weapon; XPV 21, 20, 19, 18, 18, 16

Equipment (all): Longsword

Four Bandits: AL N; IN Average; SZ M; MV 12"; AC 8; HD (1); hp 7, 7, 5, 4; THACO 19; #AT 1 or 2, Dmg by weapon; XPV 21, 21, 19, 18

Equipment (all): Shortsword or short bow; chain mail

Three Gnolls: AL CE; IN Low; SZ L (7'+); MV 9"; AC 5; HD 2; hp 10, 8, 5; THACO 16; #AT 1; Dmg 2-8 weapon; XPV 48, 44, 38

Three Lizard Men: AL N; IN Low; SZ M (7"); MV 6"//12"; AC 5; HD 2 + 1; hp 12, 8, 6; THACO 16; #AT 3; Dmg 1-2/1-2/1-8; XPV 66, 54, 48

Two Giant Weasels: AL N; IN Animal; SZ M; MV 15"; AC 6; HD 3 + 3; hp 20, 12; THACO 16; #AT 1; Dmg 2-12; XPV 205, 173

Special Attacks: Attach for 2-12 points of damage per round on successful hit

Two Giant Poisonous Toads: AL N; IN Animal; SZ M; MV 6"; AC 7; HD 2; hp 11, 9; THACO 16; #AT 1; Dmg 2-5 + poison; XPV 177, 173

Special Abilities: Can hop 6"

Special Attacks: Poisonous bite (save vs. poison or die)

27. Entrance

This is the entrance to Miza Radu's area.

A spiral stairway leads down into an octagonal room with a vaulted ceiling 15' high. A closed portcullis is in the southern wall. There are floor to ceiling alcoves in the centers of the northern, eastern, and southern walls. Each alcove holds a different stone statue.

In the northern alcove is a 12'-tall statue of a bizarre lizard-like creature with two unequal arms, one man-sized and the other giant-sized. In its giant hand it holds a huge pole arm of some sort. The entire statue is made of stone except for the top of the pole-arm, which is metallic.

The statue in the east depicts a 7'-tall creature with the tail of a snake and the upper body of a woman. Her six arms hold a multitude of deadly weapons. Again, the entire statue is made of stone except for the blade of one of the battle axes, which is made of metal.

In the western alcove is a 7'-tall statue of a winged lizard man with two large horns and a spiked tail. It carries a two-tined fork, the top of which is made of metal.

The portcullis has been locked down and *wizard locked* by Miza Radu, a 12th-level magic-user. It can be opened with a successful bend bars attempt, or with two *knock* spells. It can also be raised by twisting the top of the malebranche's fork, the blade of the Type V's battle axe, and the tip of the yagnodaemon's tol-kendar each 180 degrees to the left. The yagnodaemon must be done last, but the order of the others does not matter.

If the yagnodaemon's weapon is touched before the other weapons are set properly, it discharges 16 points of electrical damage (save vs. wand for 1/2 damage).

28. Statue Trap

In this area stands a stone statue of a dragon-headed man in flowing robes. Both of his outstretched hands are pointing to the west. When any character steps on the trigger stone, the statue shoots a dart from each hand. The darts hit the character who

stepped on the trigger and inflict 2-5 points of damage each (save vs. paralyzation to avoid the effect).

The missiles can be blocked by smashing the statue's hands, covering them with gauze, by interposing anything large directly between the statue and the party, or by any other reasonable means.

29. Statue Trap II

In this area is a statue of a dragon-headed man in flowing robes. Both of his outstretched hands point to the west.

A careful search of the statue reveals a hair-line seam around its base. When the false door at the end of the corridor is opened, the statue opens its mouth and breathes fire down the corridor. The fire fills the entire corridor, doing 12 points of damage (save vs. breath weapon for 1/2 damage) to anyone in that space. Behind the door is a stone wall.

This trap can be deactivated by strapping or spiking the statue's mouth shut, by putting some sort of wall between the party and the statue, by creative use of a *stone shape* spell, or by any other reasonable means.

The secret door in the south can be detected by the usual means. If the characters fail to find the door after springing the trap, the Prophet discovers it, if he is present.

30. Statue Trap Finale

When any characters step on the trigger stones, the statue in Area 29 pivots on its base, the secret door opens, and the statue breathes lightning down the corridor. The bolt inflicts 16 points of damage (save vs. breath weapon for 1/2 damage) to anyone in the first 40' of the corridor.

This trap can be disarmed by any of the means discussed for Area 28, as well as by spiking the crack around the statue's base, which keeps it from pivoting, or by spiking the secret door shut.

31. Ambush Site

There are arrow slits in the walls of these rooms that enable archers to fire at foes in the corridor. If the bandits have arrived by the time the party reaches this point, they stand behind the arrow slits (80% cover) and fire their short bows. If not, these rooms are empty.

32. Octagonal Hall

Here the party must confront any of Miza's summoned monsters that they have not yet met.

33. Quarters

These rooms were set aside to house any of Keep Anelle's occupants who were forced underground for an extended length of time. Each room in this area has a cot for every 5' of space. On each cot is a bedroll. The rolls contain a blanket, a set of cutlery, a change of

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clothes (long black robes with red trim, one size fits all), and a small book of devotions to the evil gods.

The one exception is the large room to the west, which is the dining area and has no cots. It contains a long wooden table and twenty chairs. In a niche in the wall, covered by a loose stone, is a scroll case. The scroll inside has *create food and water* scribed on it six times.

34. Invisible Stalker

An invisible stalker is always found in this room. Unless the characters have some method of detecting invisibility, they do not see the monster. Miza changes stalkers every three or four days so they do not come to resent his service. The stalker has been ordered to stay in this room and attack anyone except Miza who comes in. Following its orders to the letter, the stalker does not pursue any enemies out of the room.

This room is empty except for a brass door in the eastern wall.

Invisible Stalker: AL N; IN High; SZ L (8); MV 12"; AC 3; HD 8; hp 36; THACO 12; #AT 1; Dmg 4-16; XPV 1,210

Special Defenses: Invisible

35. Underground Temple

This door is locked. Inside is a beautiful ebony altar that was sacred to the evil gods. This is where Miza found the *shadowstaff*. If the altar is desecrated, a red abishai is *gated* in to defend it. If he fails, no other monsters appear to replace him. If this altar is desecrated, the temple area above (Areas 23-26) is also purged of evil.

Red Abishai Devil: AL LE; IN Average; SZ S (4); MV 18"/18" (MC C); MR 40%; AC 1; HD 4 + 2; hp 22; THACO 15; #AT 2; Dmg 2-5/2-5; XPV 1,420

Special Abilities (at will): *change self, command, produce flame, pyrotechnics, scare, charm person, suggestion, illusion, infravision, teleportation* (no error), *know alignment, cause fear, animate dead*

1/day: *gate* another abishai (20% chance of success)

Special Defenses: Half damage from cold; immune to fire; can only be hit by silver or magical weapons

Special Attacks: Grapple for 1-4 + 1 points of damage

36. Showdown

Miza Radu waits in this room with his ice devil. The room is bathed in the shadowy light from the *shadowstaff*. The *crystal of light*, which Miza has not yet figured out how to use, is hidden behind the curtain of darkness in the southern wall.

This room is the largest you have seen since the church of Sarkai in Jesten. It is roughly circular, about 100' in diameter, and the walls are patterned with strangely shifting shadows. The ceiling is vaulted, reaching a full 20' at its highest point. The power of evil is at its zenith here; it can be felt as a pulsating, malevolent force.

The room has three huge golden circles on the floor. One contains a triangle, another a pentacle, and a third various strange runes. A shade is standing in the center of one of these circles on a large decorative rug, holding a black staff. A 10'-tall insect-headed creature stands in the middle of the room. It regards you through huge compound eyes.

On the northern wall of the room are several shelves filled with exotic materials in a bewildering array of flasks, boxes and jars. In the center of the southern wall is a curtain of darkness.

When Miza sees the characters, he raises his staff high and shouts, "Kill them!" Roll normally for initiative. The Prophet, if present, locates the *crystal* and cries, "The crystal! It is there—in the darkness!"

The ice devil casts *ice storm* on the Prophet and any other characters in the area with him at the earliest opportunity. Miza Radu casts *magic missile* and directs all six missiles at the Prophet. If the Prophet is killed by the *missiles* or the *ice storm*, one of the other characters must activate the *crystal*.

Miza's homonculus is also in the room invisible. The homonculus attacks any character it can get close to, the less armored the better. It knows the devil is about to cast *ice storm* and waits for one round before entering the doorway area.

On the next round, the ice devil attempts to *charm* a character into helping him, preferably one who is trying for the *crystal*. Miza also casts *charm person*.

The ice devil attacks physically from that point on, radiating *fear* and trying to interpose himself between the characters and the south wall. Miza takes out his *wand of conjuration* and uses its monster *summoning III* power unless someone attacks him with weapons, in which case he responds in kind, using shadow-images and striking with his *shadowstaff*.

Because Miza never fights outside of the circle of shadows provided by the staff, his stats remain constant, unlike other shades whose abilities change with the light conditions.

The *curtain of blackness* in the south of the room has been conjured by Miza, using his *wand of conjuration*. It causes no damage, merely serving to hide the *crystal* from the characters. Behind the curtain is a small alcove where the *crystal* rests on a shelf along

with several other gems. If the Prophet survives this battle, he does his best to get to the *crystal* and use it. If not, one of the characters must grasp it and speak the word "Altan."

As soon as someone grasps the *crystal* and says "Altan," all the shadows in the area are *dispelled*. The *shadowstaff* loses its power for 24 hours, and Miza Radu reverts to normal, dropping the staff and regaining his normal coloration instantly.

He immediately dismisses the ice devil, saying, "Your service here is ended; return to your true home." The ice devil is happy to go.

Homonculus: AL LN; IN Average; SZ S (1+); MV 6"/18" (MC C?); AC 6; HD 2; hp 9; THACO 16; #AT 1; Dmg 1-3; XPV 99

Special Abilities: Saves as MU; telepathy 48"

Special Attacks: Bite (save vs. spell or go to *sleep*)

Ice Devil: AL LE; IN High; SZ L (10+); MV 6"; MR 55%; AC -4; HD 11; hp 50; THACO 10; #AT 4; Dmg 1-4/1-4/2-8/3-12; XPV 5,200

Special Abilities: Psionic ability 166 (CD/FGH); Strength 18/76; ultravision (60')

At will: *Animate dead, charm person, detect invisible, detect magic, fly, illusion, know alignment, polymorph self, suggestion, teleport, wall of ice, gate* (60% success) two bone devils (01-70) or one ice devil (71-00)

1/day: *Ice storm*

Special Defenses: Immune to fire; 1/2 damage from cold and gas; regenerate 1 hp per round

Special Attacks: Spear for 2-12 points of damage plus numbing cold (save vs. paralysis or be *slowed*); automatic fear 10' radius (save vs. wands)

Aftermath

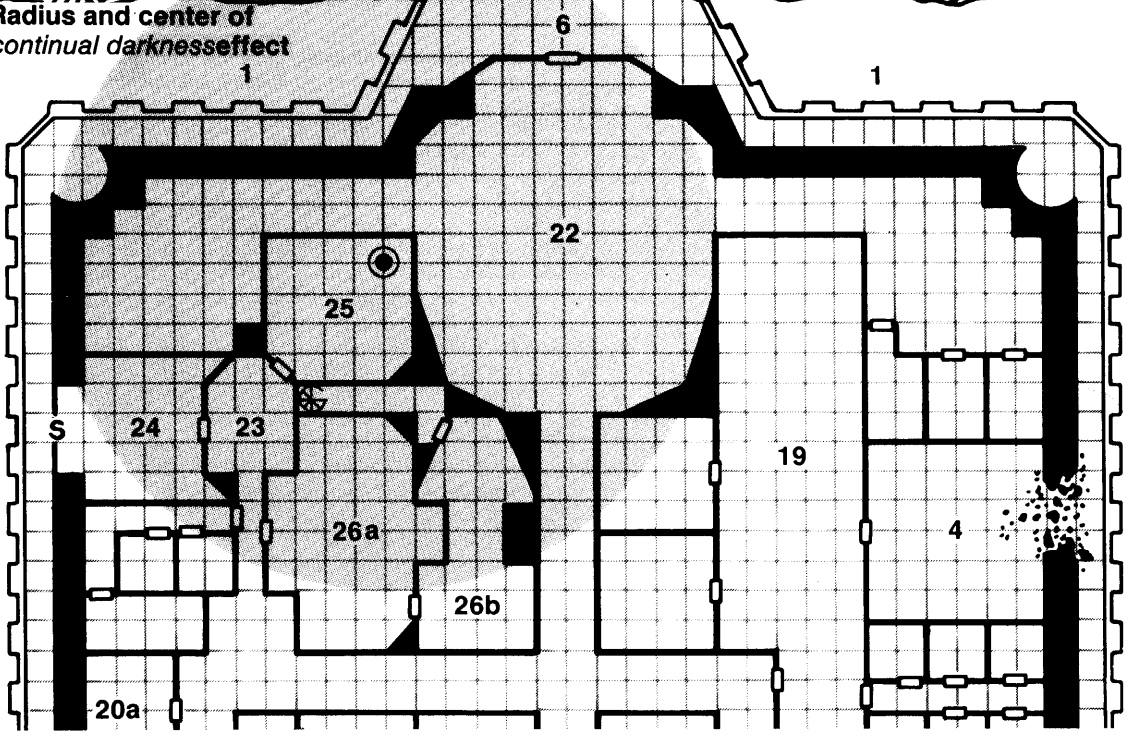
Miza congratulates the characters, explaining that he mistook them for servants of a being he calls the Shadow Master. This is why he attacked them and hid the *crystal*. He also tells them of the *shadowstaff* and its curse and warns them not to touch it. Then he wants to know how the characters came to be here.

If the characters recount their adventure and mention at any point that they are under a time constraint, Miza offers to fly them all to the Holy City on his *rug of welcome*. If they accept, they arrive in the Holy City in time for the festival. If the Prophet is dead, Miza Radu wants to be the new Prophet! If there is time left, feel free to play the festival, the showing of the *crystal* to the crowds of worshippers, and finally the characters' payoff of 500 gold pieces each from the temple of Sarkai.

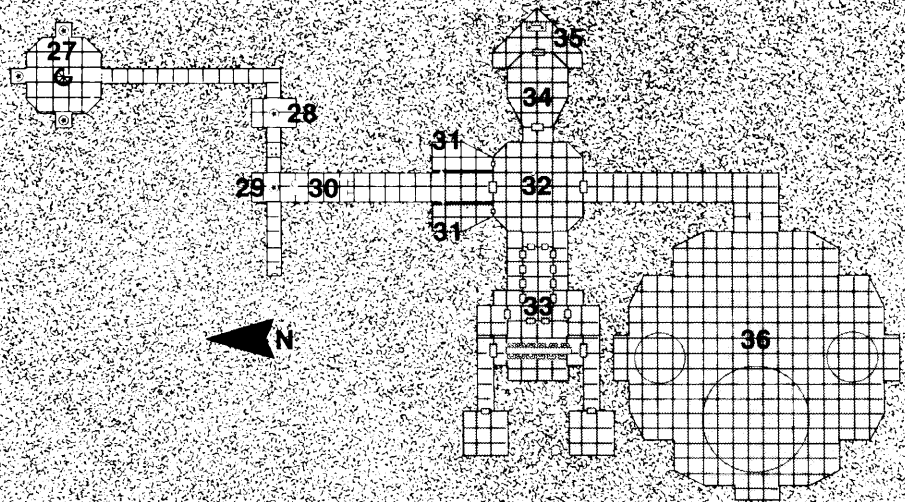
If the Prophet still lives, he is grateful for the party's help, but slips back into his stubborn, gruff, anti-violence diatribe given sufficient provocation.

BRAVO! You have completed the first adventure.

Honor Guard — Round 2
Spell Radius Diagram
 Radius and center of
 continual darkness effect



Area of Shadowstaff's "shadowy light" effect



The Long Way Home: Round 1

Moradin's Paradise

"The Long Way Home" has been used as an RPGA™ Network tournament all over the United States. The version presented here may be played as a complete two-round tournament, two one-round tourneys, or it may be adapted for regular campaign play.

Campaign Adaptation

Since this scenario was designed specifically for the pre-generated characters provided, some adjustments are necessary to render it suitable for campaign use. If you wish to integrate the adventure into your own campaign, keep the following points in mind and decide, before beginning, how you plan to deal with each of them.

1. Random encounters have been included for your use when running a campaign, but will greatly slow tournament play. It is recommended that these random encounters not be used during competition. One encounter in each region has been printed in italics, and if you decide to use one random encounter during a tourney, use this one only.

2. No cleric is included with the pre-generated characters. The absence of a cleric is intended to deprive the characters of food and water unexpectedly during a desert trip. This in turn necessitates an unscheduled stop in a small, deserted town where the adventure takes place. If you wish to allow a cleric in your group, you must find another reason for the characters to stop at this particular town. For example, perhaps the characters have intercepted a message from the town leader asking for help. In any event, the reason must be sufficient to warrant the risks involved.

3. Straight magic-user or illusionist characters with no secondary class may have serious difficulties with the scenario. Since it is quite probable that PC mages will lose their spellcasting abilities at some point during the adventure, you are strongly urged to encourage multi-classed characters rather than standard single-classed magic-users, since the former type can continue to participate in the adventure in any case.

Background for the DM

The remote area of the desert in which Round 1 takes place was claimed long ago by a band of mountain dwarves. Originally, this dwarven tribe had run an exceptionally profitable gold mining operation in the mountains to the north. But a nearby tribe of

duergar learned of their mine and decided to take it for themselves. Over several months, the gray ones sabotaged key portions of the mining operation and quietly captured many of the dwarves for slaves. Ottis Gick, chief priest of the dwarven tribe, felt that the unexplained incidents of bad luck were a sign from their god, Moradin, that the tribe should leave the mountains and find a new home. So, the dwarves abandoned their mine and began an exodus into the hot desert wastes.

They wandered the hot sands for many weeks and endured many hardships. Finally, a dust storm forced them to take cover under an overhanging rock formation. When the storm passed, they saw that the rock looked just like an anvil when seen from a distance, with its flat top and overhanging point. The chief priest scaled the slope and struck the stone with *Rocksplitter*, the tribe's sacred magic hammer, inadvertently tapping an underground spring. Taking this as a sign from Moradin that they should settle here, the dwarves built a small town around the spring and called it Moradin's Paradise.

As luck would have it, the surrounding hardrock bluffs turned out to be an excellent source of precious agate, so the dwarves started a small mining operation. Unfortunately, word of the dwarves' riches spread quickly, and the town was besieged by evil humans and humanoids bent on stealing the fruits of the dwarves' labor and gaining control of their water supply — a commodity coveted by all desert inhabitants.

It was obvious to the dwarvish leaders that their previous good fortune had been a direct result of their staunch faith and their all-dwarven community. To prevent lesser beings from further defiling their town, the dwarves decided to close Moradin's Paradise to non-dwarves forever. To that end, the chief priest used the last *wish* from his *ring of wishes*. The raids stopped. The magic hammer *Rocksplitter* was dedicated to Moradin, and the community prospered.

Meanwhile, the duergar had re-opened the dwarves' abandoned mine, and were busily working it. Had the dwarves of Moradin's Paradise not begun to mine gems and minerals from the nearby bluffs, the duergar plot might never have been discovered. But the townsfolk decided to mount a salvage mission to retrieve the equipment they had left behind at their old mountain mine. When Ottis and his companions arrived at the mine, they were shocked to see it in full operation, run by duergar and worked by some of their enslaved brethren.

In the ensuing battle, Ottis made good his escape, but his companions were captured and interrogated. Unwisely, they not only told the duergar where their brethren had settled, but they boasted that a magnificent magic weapon, the hammer called *Rocksplitter*, was hidden in their town, and that Ottis

and the other townsfolk would surely bring it out and destroy the duergar.

The gray ones could not allow that to happen, so they sent a large detachment to Moradin's Paradise to capture the remaining townsfolk for slaves (and recover the hammer. The magic which protected the town could not keep the duergar out, since they were dwarves too. The gray ones quickly subdued the remaining mountain dwarves and enslaved them. When Ottis returned, they ambushed him and threw his body into the well. But search as they might, they could not locate *Rocksplitter*. A small duergar unit remained in town to search, and the rest took their slaves back to the mine.

Ottis cannot rest as long as his people are enslaved. He haunts the well, waiting for someone who can complete his mission for him.

Effects of the *Dwarven Wish*

As a result of the priest's *wish*, only dwarves, characters with an Intelligence score below 5, and other creatures with Intelligence ratings of "semi-" or below are able to enter Moradin's Paradise. Though this protective ward is not tangible and has no substance, it can be treated as a permanent *wall of force* completely surrounding the town with respect to any creatures except those specified that attempt to enter the town. Dwarves and creatures below the intelligence limit may pass through the protective shell as though it were not there.

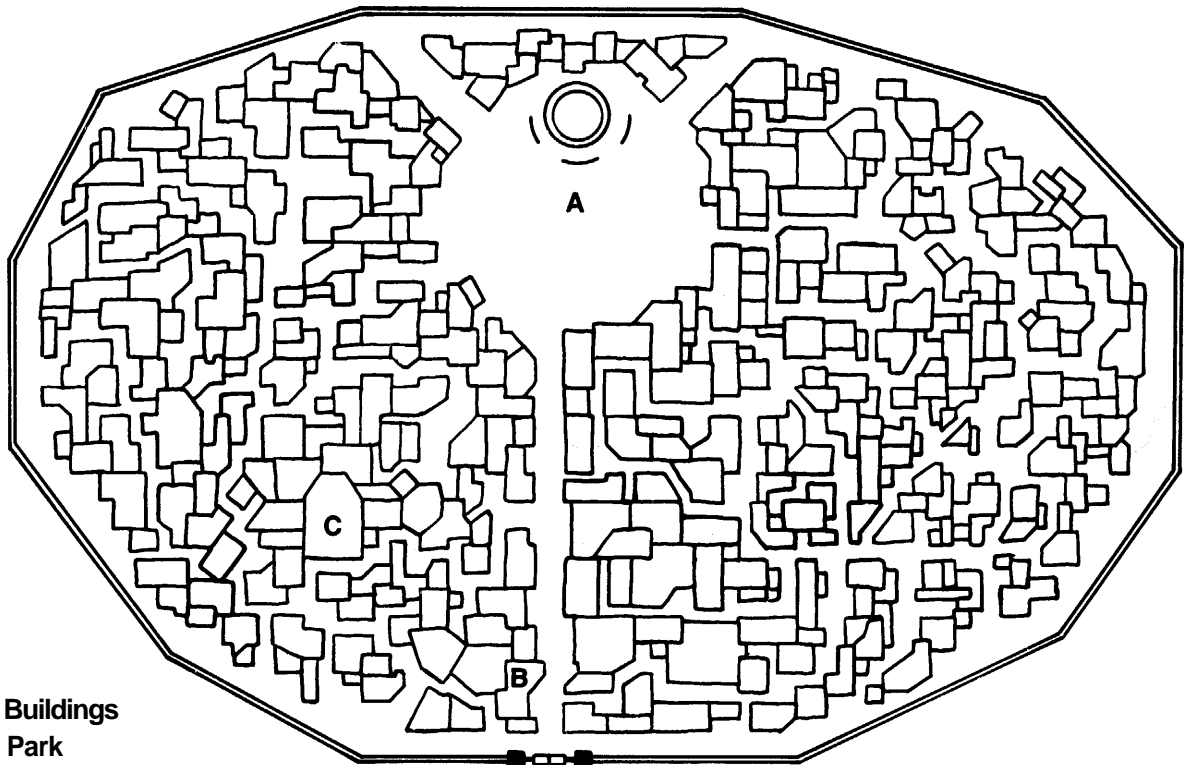
Ottis was a wise old dwarf, and worded his *wish* to allow a provision for non-dwarves to join their community if they truly wished to do so. As a result, the entrance to the town bears a special enchantment. Any intelligent creature passing through the archway is changed into a mountain dwarf, as per the *polymorph other* spell. Saving throws apply normally, but creatures who successfully save vs. the effect retain their true forms and cannot pass through the protective shell into the town. Players may waive their saving throws and submit to the change voluntarily if desired. The change is permanent until *dispelled*.

Regaining True Form

Treat the *polymorph* effect as a spell from a 19th-level caster. If Ottis is asked to change them back with a *dispel magic*, he sadly reveals that Moradin has not seen fit to grant him one since the "miracle" was put in place. Moradin wants his worshippers to see what unhappiness their intolerance produces, so he will not allow them to rectify the situation for one person unless they do so for all.

However, if the inhabitants of Moradin's Paradise collectively petition their deity to rescind the *wish*, the protective barrier around

Players' Map Village of Slapdash



Important Buildings

A = Town Park

B = Reginald's Inn

C = Mayor's House

SCALE
10 20 30 40 50 60

Equipment List From Moradin's Paradise Long way Home (Round 2)

Magical Items

Potion of healing
Ring of feather falling
Necklace of wound closure
Hammer +2
Potion of extra healing (4)
Potion of healing (2)
Potion of sweet water (2)
Rocksplitter

Cash

1,053 gold pieces
5,160 copper pieces
3,090 silver pieces
30 platinum pieces
295 electrum pieces

Gems & Jewelry

Diamond (120 gp value)
Rubies (2, worth 150 gp each)
Silver neckchain with hammer pendant
(1,000 gp value)
Emerald ring (200 gp value)
Carved ivory armband (60 gp value)
Jade bits (400 gp total value)
12 silver chunks (worth 100 gp each)
Silver ring (320 gp value)
Quartz gem (100 gp value)
Neckring (1,200 gp value)
Ruby (3,000 gp value)
Gold chain with hammer & anvil
(5,000 gp value)
Pearls (3, worth 50 gp each)
Silver candlesticks (8, worth 30 gp each)

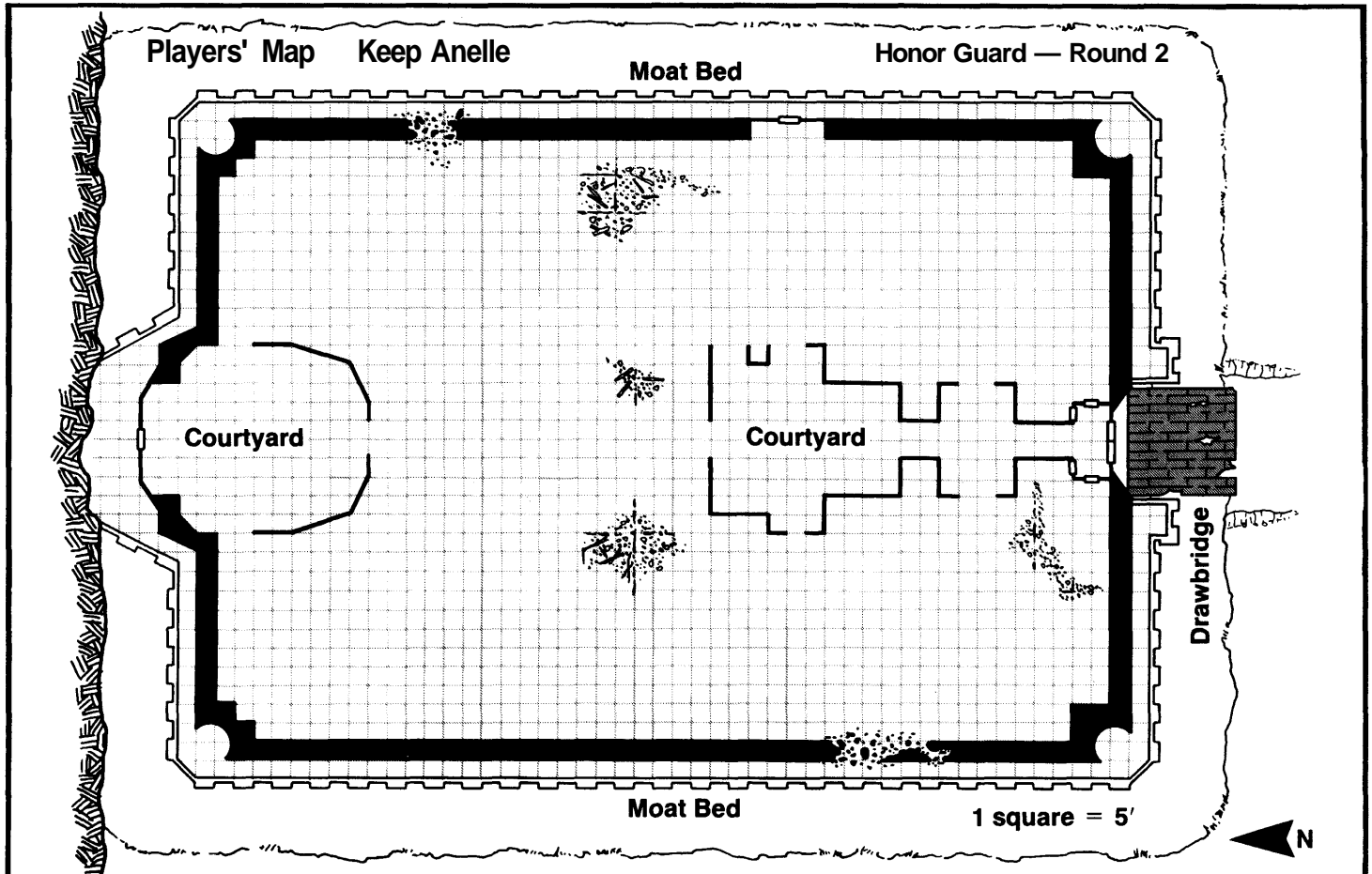
Armor & Weapons

Studded leather (1 suit, dwarf-sized)
Daggers (3)
Leather shield
Leather armor (1 suit, dwarf-sized)
Leather armor + 1 (1 suit, dwarf-sized)
Silvered longsword
Medium shield

Odds & Ends

Lizard-skin rug (250 gp value)
Pewter cups and plates
(36 gp total value)
Gold candlestick (140 gp value)
Lizard statue (80 gp value)
Holy water (3 vials)
Brass candlesticks (4, worth 20 gp each)

3057
THIS RUIN IS INTERDICTED
TO ALL ADVENTURERS
FOR 50 YEARS
FROM THIS DAY FORTH
BY ORDER OF
THE THEOCRACY



The Prophet

7th-level Human Male Thief (AL:LG)

Strength:	12	AC (normal):	7
Intelligence:	15	AC (rear):	10
Wisdom:	14	Armor Worn:	None
Dexterity:	17	Hit Points:	27
Constitution:	10	THACO:	19
Charisma:	15		
Comeliness:	16		

Equipment: *Crystal of Light*, staff, robes, diary, pen & ink.

Wealth: Nil.

Description: The Prophet is 42 years old, but he looks much older because of his white hair and pessimistic scowl. He is 5' 11" tall, and weighs 160 pounds. He usually dresses in fine robes of white, red, and gold.

Personality: The Prophet is a reformed thief. During an adventure, he stole the *crystal of light* from an ancient burial site, and it worked its magic on him. Now, he never lets the *crystal* out of his sight. Now that he has become lawful good, the Prophet has forgotten all his old thieving abilities, and is a strong proponent of non-violence.

He has very little concern for his own life, and impatiently explains that "it isn't whether you live or die, it's what happens afterwards that counts." Like many converts, the Prophet is a fanatic about the worship of Sarkai and the lawful good way, and hates his former lifestyle.

Anyone who speaks or acts in a way not consistent with the Prophet's philosophy gets a tongue-lashing from him, especially if that person claims to be lawful or good. ("You call yourself a paladin? How did you ever get past basic training? Such words from an alleged cleric of Sarkai — tsk, tsk. Someone cast *detect evil* — he might be a doppelganger! Oh, Sarkai! You are sorely testing me this day!")

The Prophet knows of the *crystal's* powers, but he will not use them except to save his own life. He is very suspicious of anyone who asks him about the *crystal's* powers.

Drodash the Merciless

10th-level Human Male Assassin (AL:LE)

Strength:	16	AC (normal):	-3
Intelligence:	16	AC (rear):	1
Wisdom:	11	Armor Worn:	<i>Bracers</i> (AC 5)
Dexterity:	18	Hit Points:	60
Constitution:	16	THACO:	16
Charisma:	15		
Comeliness:	14		

Weapon Proficiencies: Longsword, dagger.

Special Abilities: Assassination, disguise ability, PP 75%, OL 72%, F/RT 60%, MS 72%, HS 59%, HN 25%, CW 96%, RL 40%.

Equipment: *Potion of clairvoyance*, *dagger of venom*, *bracers of defense* (AC 5), *cloak of protection* +4, *beaker of plentiful potions* (*super heroism*, *invulnerability*, *gaseous form*, *climbing*, *healing*), *ring of free action*, longsword, 2 daggers, pouch of herbs, pouch of soot, small mirror, disguise kit.

Wealth: 30 gems (8,800 gp total).

Drodash has the following potions available: 2 *super heroism*, 1 *invulnerability*, 2 *gas-*

eous form, 1 *climbing*, 2 *healing*. Other than that, the *beaker* is empty until next week.

Description: Drodash is 34 years old. He stands 5' 10" tall, and weighs 170 pounds. He has black hair and brown eyes.

Personality: Drodash is brusque and businesslike. Assassination is his job, but he is not suicidal. He formulates a plan and carries it out with the help of his henchmen. If the plan does not work out, he will return his employer's gold rather than further risk his life.

Gabtrid

Male Half-Orc Fighter/Cleric (3/3) (AL:LE)

Strength:	18/11	AC (normal):	-1 (or -3)
Intelligence:	8	AC (rear):	1
Wisdom:	11	Armor Worn:	Plate
Dexterity:	16	Hit Points:	33
Constitution:	16	THACO:	18
Charisma:	9		
Comeliness:	5		

Weapon Proficiencies: Battle axe, throwing axe, mace.

Special Abilities: Infravision (60').

Spells Carried: *Cure light wounds* (x2), *hold person*.

Equipment: *Battle axe* +2, *bronze plate mail* +2, large shield, 2 throwing axes, 2 flasks of oil, tinderbox, unholy symbol, 3 vials unholy water.

Wealth: 300 gp.

Note: Drodash feeds this brute his potions of *super heroism* and *invulnerability* (from the *beaker*) and takes his chances on miscibility. His luck has been good, and for tournament purposes it will continue to hold. When Gabtrid has successfully consumed both potions, the following adjustments are used:

Cannot be hit by nonmagical weapons.

Cannot be hit by creatures of less than 4 HD.

+2 bonus to all saves.

4d10 + 1 extra hit points.

Fights as a 7th-level fighter (3/2 attacks).

New armor class: -3.

Damage taken from extra hit points first.

Description: Gabtrid is big, hairy and stupid. He is broad rather than tall, standing under 6' but weighing 180 pounds on a thin day. He looks like a huge walking warthog onto which someone has nailed several bronze plates; smells like a large wet dog.

Khilemov

3rd-level Human Male Magic-User (AL:LE)

Strength:	7	AC (normal):	9
Intelligence:	16	AC (rear):	10
Wisdom:	8	Armor Worn:	None
Dexterity:	15	Hit Points:	11
Constitution:	15	THACO:	20*
Charisma:	13		
Comeliness:	14		

Weapon Proficiencies: Staff.

Spell Book

1st Level: *Read magic*, *magic missile*, *armor*, *taunt*, *friends*.

2nd Level: *Invisibility*.

Equipment: *Scroll* (*magic mouth*, *fireball*, *hold person*, *lightning bolt*, *plant growth*, *haste* — all cast at 9th-level), staff, robes, bell, torches, tinderbox, 4 candles, incense, staff. Wealth: 300 gp.

Description: Khilemov is a green-eyed, pale-skinned fellow with blond hair. He stands 6' 1" tall, and weighs 175 pounds.

Slade

8th-Level Human Male Illusionist (AL:LN)

Strength:	9	AC (normal):	5
Intelligence:	16	AC (rear):	7
Wisdom:	13	Armor Worn:	None
Dexterity:	16	Hit Points:	19
Constitution:	10	THACO:	19
Charisma:	14		
Comeliness:	7 (9 if hooded)		

Weapon Proficiencies: Staff, dagger.

Spell Books

1st Level: *Change self*, *chromatic orb*, *detect illusion*, *detect invisibility*, *read illusionist magic*, *wall of fog*.

2nd Level: *Alter self*, *detect magic*, *invisibility*, *ventriloquism*.

3rd Level: *Dispel illusion*, *suggestion*.

4th Level: *Phantasmal killer*.

Equipment: Spell book, *ring of protection* +3, *dagger of throwing* +2, scroll (*shadow monsters*, cast at 11th-level), hooded cloak, black boots, staff, 2 throwing daggers.

Wealth: 3,000 gp.

Description: Slade stands 6' 0" tall and weighs 165 pounds. His face is scarred from an accident early in his life, and his looks are therefore enough to disgust many who do not know him. For this reason, Slade always wears a hooded cloak to hide his face from the world. It also adds to his already mysterious image.

Personality: Slade is strong-willed and dislikes taking orders. He is accustomed to being the most powerful person in the vicinity. If he joins the characters, he will act wisely, but he will not necessarily do as they ask.

Miza Radu (Shade)

12th-Level Human Male Magic-User (AL:LN)

Strength:	10	AC (normal):	7
Intelligence:	18	AC (rear):	8
Wisdom:	14	Armor Worn:	None
Dexterity:	15	Hit Points:	54
Constitution:	16	THACO:	16
Charisma:	13		
Comeliness:	15		

Special Abilities: Powers as shade, 70% magic resistance.

Spells Carried: *Charm person*, *magic missile*, *sleep*, *unseen servant*, *continual light*, *detect invisibility*, *invisibility*, *ESP*, *monster summoning I* (x2), *dispel magic*, *tongues*, *charm monster* (x2), *monster summoning II* (x2), *conjure elemental*, *monster summoning III*, *Mordenkainen's faithful hound*, *dismissal*, *ensnarement*.

Equipment: *Wand of conjuration*, *iron flask* (*Ice devil*), *shadowstaff*, spell books, *bracers of defense* (AC 8).

Long Way Home — DM Reference

Rocksplitter

Rocksplitter is a +3 dwarven thrower with a special ability. When struck against stone, it generates a huge crack which travels 100' in the direction of the blow, splitting a rock neatly in two or shearing off large sections of rock wall. Thus, it can be used to seal passages in a mine, cause an avalanche, or locate new veins of ore. This special ability functions only when *Rocksplitter* is wielded by a dwarf.

Character Summaries

Char. Number	1	2	3	4	5	6
NAME	Doyle	Gwen	Steeve	Eleonor	Hogan	Pierce
RACE	Human	Human	Half-Elf	Human	Halfling	Human
SEX	M	F	M	F	M	M
CLASS	Rgr	Pal	MU/Thf	Cav	Ftr	Thf/IL
LEVEL	6	6	5/6	6	6	5/6
THACO	16	16	19	16	16	19
STR	15	16/37	12	17/83	17	8
INT	17	12	17	11	11	18
WIS	14	13	13	13	15	15
DEX	13	15/88	18	16/76	17	17
CON	16	17/92	15	15/97	17	15
CHA	15	17	15	18	13	17
CMS	15	17	16	18	17	7
Align	NG	LG	LN	LG	NG	CG
AC Norm	6	-2	4	-2	3	7
AC Rear	6	1	8	1	7	10
hp	53	59	34	54	59	32
POISON	11	11	12	11	11	10
STONE	12	12	11	12	12	8
RODS	13	13	11	13	9	6
BREATH	13	13	15	13	13	10
SPELLS	14	14	12	14	14	7

Magic Item Summary

1. *Staff-spear* +3, *leather armor* +1, *ring of protection* +1, *oil of fire elemental invulnerability*, and a *potion of extra-healing*.

2. *Broadsword* +1, *shield* +1, *soap of washing* (2 cakes), *ring of spell storing* — 4 cure light wounds, and *potions of extra-healing & fire resistance*.

3. *Stinger-dagger* +3, *ring of protection* +2, *bag of holding*, *scroll* — lightning bolt, and *potions of healing & polymorph*.

4. *Bastard Sword* +1, *shield* +1, *ring of feather fall*, and two *potions of healing*.

5. *Short sword* +1/+2 vs magic — speaks; detects slopes; INT 15, EGO 5; *studded leather armor* +1, and two *potions of healing*.

6. *Staff* +2, *dagger* = 1, *cloak of protection* +2, *wand of fire extinguishing* (8 charges left), and *potions of healing and oil of impact*.

Equipment List

Magic Items

Potion of healing
Ring of feather falling
Necklace of wound closure
Hammer +2
Potion of extra healing (4)
Potion of healing (2)
Potion of sweet water (2)
Rocksplitter

Cash

1,053 gold pieces 30 platinum pieces
 5,160 copper pieces 295 electrum pieces
 3,090 silver pieces

Gems & Jewelry

Diamond (120 gp value)
 Rubies (2, worth 150 gp each)
 Silver neckchain with hammer pendant (1,000 gp value)
 Emerald ring (200 gp value)
 Carved ivory armband (60 gp value)
 Jade bits (400 gp total value)
 12 silver chunks (worth 100 gp each)
 Silver ring (320 gp value)
 Quartz gem (100 gp value)
 Neckring (1,200 gp value)
 Ruby (3,000 gp value)
 Gold chain with hammer & anvil (5,000 gp value)
 Pearls (3, worth 50 gp each)
 Silver candlesticks (8, worth 30 gp each)

Armor & Weapons

Studded leather (1 suit, dwarf-sized)
 Daggers (3)
 Leather shield
 Leather armor (1 suit, dwarf-sized)
Leather armor +1 (1 suit, dwarf-sized)
 Silvered longsword
 Medium shield

Odds & Ends

Lizard-skin rug (250 gp value)
 Pewter cups and plates (36 gp total value)
 Gold candlestick (140 gp value)
 Lizard statue (80 gp value)
 Holy water (3 vials)
 Brass candlesticks (4, worth 20 gp each)

Ian MacNellen

5th-Level Human Male Paladin (AL:LG)

STR: 16 D +1, +35#, DR 1-3,
BB/LG 10%
INT: 10
WIS: 13
DEX: 15 -1AC
CON: 15 +1 hp/die, SS 91%, RS 945
CHA: 17 +30% Rx, 10 Men, +30% Lty
COM: 16 Fascinate with WIS 8

Age: 22 **AC Normal:** -2
Height: 5'9" **AC Rear:** 3
Weight: 192 lbs. **Armor:** Plate
Hair/Eyes: Brn/grn **Hit Points:** 40

Saving Throws		Turning Undead	
Poi/Death	11	Skeleton	T Mummy 16
Stone/Poly	12	Zombie	T Spectre 20
Rod/Staff	13	Ghoul	T Vampire —
Breath	13	Shadow	4 Ghost -
Spell	14	Wight	7 Lich -
		Ghast	10 Special -
		Wraith	13

Base Attack rolls (Unmodified)

AC 10 9 8 7 6 5 4 3 2 1 0 - 1

Roll 6 7 8 9 10 11 12 13 14 15 16 17

Weapon Proficiencies: 5 (lance, long-sword, broadsword, horseman's mace, javelin)
NPP: -2

Special Abilities: +1 to hit with lance, long sword, horseman's mace; +5 damage with lance if mounted; attacks 3/2 with long-sword; parry ability; 90% unlikely to be thrown/injured; may vault into saddle; ride at +2"; constant *protection from evil* and *protection from fear* in a 10' radius; 90% immune to mind attacks; +2 on saving throws versus illusions; can function at up to -10 hit points; *detect evil* 60'; lay on hands for 10 points (1/day); cure *disease* (1/week).

Magical Items: *longsword* +2, *shield* +1, *potion of frost giant strength*, *potion of healing*

Normal Items: plate mail, helm, backpack, bullseye lantern, 50' rope, tinderbox, 10 iron spikes, wineskin with good wine; long-sword, horseman's mace, (medium lance on horse).

Wealth: 300 gp in coin, **XP:** 30,000
1,100 gp gem, 1,500 gp gem

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Danica Wyndam

5th-Level Half-Elven Female Ranger (AL:NG)

STR: 17 H +1/D +1, +50#, DR 1-3,
BB/LG 13%
INT: 14
WIS: 14
DEX: 14
CON: 15 +1 hp/die, SS 91%, RS 94%
CHA: 12 5 Men
COM: 15 Facinate with WIS 7

Age: 30 **AC Normal:** 3
Height: 5'10" **AC Rear:** 5
Weight: 156 pounds **Armor:** Chain
Hair/Eyes: Blond/blue **Hit Points:** 44

Saving Throws

Poison/Death	11
Stone/Poly	12
Rod/Staff	13
Breath	13
Spell	14

Base Attack rolls (Unmodified)

AC 1 0 9 8 7 6 5 4 3 2 1 0 - 1

Roll 6 7 8 9 10 11 12 13 14 15 16 17

Special Abilities: 30% resistance to *sleep* and *charm*; infravision (60'); detect secret doors (1/6 passing, 3/6 searching); detect concealed doors (2/6 searching); 60% base chance to track outdoors; 60% chance to identify tracks, direction of travel, number, and pace of common, uncommon, and rare woodland creatures; +6 damage bonus vs. "giant class" opponents; surprise opponents on a 1-3; surprised 1/6; weapon specialization in long bow.

Languages: Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll

Magical Items: *long sword* +3, *6 arrows* +2, *wings of flying*, *potion of heroism*, *potion of vitality*.

Normal Items: Chain mail, large shield, helm, long bow, hunting knife, quiver with 20 arrows, small sack, small mirror, 3 flasks oil, 50' rope, tinderbox, gold bracer (650 gp).

Wealth: 300 gp in coin **XP:** 30,000

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Ironsmith

Male Dwarf Fighter/Cleric (4/5) (AL:LG)

STR: 18/46 H +1/D +3, +100#,
DR 1-3, BB/LG 20%
INT: 13
WIS: 16 +2 L1, +2 L2 spells
DEX: 10
CON: 17 +2(+3) hp/die, SS 97%,
RS 98%
CHA: 11 4 Men
COM: 13

Age: 257 **AC Normal:** 0
Height: 3'8" **AC Rear:** 1
Weight: 120 lbs. **Armor:** Plate
Hair/Eyes: Black/brown **Hit Points:** 28

Saving Throws* Turning Undead

Poi/Death	9	Skeleton	T Mummy 20
Stone/Poly	12	Zombie	T Spectre —
Rod/Staff	13	Ghoul	4 Vampire -
Breath	15	Shadow	7 Ghost —
Spell	14	Wight	10 Lich -
		Ghast	13 Special —
		Wraith	16

* Add +4 racial bonus vs. rod, staff, wand, poison.

Base Attack Rolls (Unmodified)

AC; 10 9 8 7 6 5 4 3 2 1 0 - 1

Roll: 8 9 10 11 12 13 14 15 16 17 18 19

Weapon Proficiencies: 4 (battle axe, throwing axe, mace, war hammer).

Special Abilities: Infravision (60'), detect sloping passage (75%); detect new construction (75%); detect shifting walls (4/6); detect stonework traps (50%); determine depth (50%); +1 attack bonus vs. goblins, hobgoblins, orcs, half-orcs; ogres, ogre magi, trolls, giants, and titans suffer -4 attack roll penalty.

Languages: Dwarvish, Gnome, Kobold, Orcish, Common.

Magical Items: *long sword* +2, *shield* +2, *potion of frost giant strength*, *potion of healing*.

Normal Items: Plate mail, helm, leather backpack, bullseye lantern, 50' rope, tinderbox, 10 iron spikes, wineskin with good wine, battle axe, throwing axe, war hammer.

Wealth: 300 gp, **XP:** 30,000
60 pp in coin

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Honor Guard Player Characters

Ironsmith

You have been with this party since it was formed two years ago. You had no idea when you joined that the group would become so successful. You are strong, loyal to your friends, and decisive. You are a lover of action, and you hate it when the party starts arguing over some minor point or other. When that happens, you usually become very gruff and grumpy, and you let everyone know how much you would like them all to shut up and do something! When people ask your opinion, you give it to them, but you get exasperated if they insist on arguing with you.

IAN MacNELLEN, the paladin, is a bit eccentric, but he is a very good leader and fighter. He's the boss. You respect him and follow his orders. Of all the party members, his views of the world are the closest to yours.

DANICA WYNDAM, the ranger, is the other original party member. At first you disliked her because of her racial background, but she has proved herself to be a clear thinker and a fantastic fighter! These are rare qualities in a woman, especially in one with elvish blood, and you have learned to admire her despite her race. Sometimes the two of you even share a drink or a joke, much to the surprise of the local population.

ONTOR THE ILLUSTRIOUS, the cleric, is of the same faith as Ian. He is a powerful healer, and his moral ideas are similar to yours. You should respect him, but he gets on your nerves. He is always throwing himself into battles! A true healer should stay away from the center of the fighting, unless he is also a fighter, like yourself. If Ontor gets himself killed fighting, what good is he? You have already tried to talk him out of this, explaining that there are already three warriors in the party, but he never seems to listen.

THIMBLE, the halfling thief, seems competent, but you're not sure that you approve of thieves in the party. Still, Danica has asked you not to grumble too much about her. It seems that Ian can't stand her, and that is bad for the party. One of these days you are going to have to come to a decision about whose side you're on, since Danica and Ian are so opposed on the issue of thieves. Another annoying trait about Thimble is her tendency to turn invisible — after all, you can't trust what you can't see.

SENTAR BARNUM, the magic-user, is the replacement for Virn, a magic-user who had been with the party for one year before his death. Virn was a trusted friend and valuable comrade. You hope this new fellow will be able to fill his shoes. He's not as experienced as Virn, so you are unsure about how well he will perform under pressure. It will be difficult to replace Virn, who was older and more powerful.

Danica Wyndam

You are one of the founding members of this party. Two years ago, you started your career as a professional adventurer, along with Ian, Ironsmith, and a few others (now deceased). You are smart, confident, and cool under pressure. This is definitely the life for you — high risk and high reward.

You enjoy your role on the team. You are a top-notch fighter, and the rest of the party knows it. As an archer you are unbeatable. You like nothing better than to throw yourself into a fray. Some consider this an unsuitable place for a pretty woman; that's the kind of person you really can't stand.

You hold yourself responsible for making sure the party members cooperate with one another. Sometimes this is easy, sometimes less so. You are a great believer in compromise, and often try to convince everyone to accept a middle-of-the-road decision.

IAN MacNELLEN, the paladin, has a slight crush on you. You admire his skills as a fighter and a leader, but he is just a little too pompous at times. He also likes himself a bit too much. Sometimes his high-and-mighty attitude gets on the nerves of some of the newer party members. That's when you have to step in and soothe some tempers.

IRONSMITH, the dwarven fighter/cleric, has been with you since the beginning. Even though he is gruff and grouchy sometimes, he has always been loyal, strong, and just. These are rare qualities in a dwarf, and you have learned to admire him despite his race. Sometimes the two of you even share a drink or a joke, much to the surprise of the local populace.

ONTOR THE ILLUSTRIOUS, the cleric, is quite powerful, and you respect his abilities as a healer. He ought to stay out of battles, though. Ontor likes to rush into the middle of the fighting, and that is not the proper place for a cleric. Fights are your territory! No matter how often you tell him this, though, he never listens.

THIMBLE, the halfling thief, is a special friend of yours. You met her on a recent side adventure. You were impressed with her style and the way she handled herself in a crisis. You asked her to join you on this adventure, even though you knew Ian would not approve. If you stay between them, maybe they won't come to blows. A good thief adds so much to the party, but with Ian as leader it is impossible to hold on to a good one. You hope that this does not turn into a major face-off.

SENTAR BARNUM, the magic-user, is the replacement for Virn, a magic-user who had been with the party for one year before his death. Virn was a bit of an old fossil, but Ian and Ironsmith liked him a lot. Maybe this new fellow will be able to fill his shoes. He's not as experienced as Virn, so you are unsure about how well he will perform under pressure. Still, you'll have to keep the paladin and the dwarf from bothering Sentar just because he isn't Virn!

Ian MacNellen

You are one of the founding members of this party. It was two years ago that you convinced Danica and Ironsmith to join you, along with a few others (now deceased). You have had several adventures since then, and you have always been a strong leader and a brilliant strategist. Most of the other party members look up to you. This is as it should be, for indeed the paladin is the most perfect of persons, the flowering of knighthood and chivalry, and an idol for all others.

Although you are a strongly religious man and a worshipper of Sarkai, the god of light, you take more pride in your ability as a warrior and a tactician than in your role as a spiritual leader. As such, you feel personally responsible for the safety of each and every member of your party. When party members have died in the past, you have been inconsolable. In fact, you have just gotten over the recent death of the party magic-user.

DANICA WYNDAM, the ranger, is easily your favorite person in the group. She is one of the original members, and in your absence you would designate her to be the party leader. Although she is a woman, she has proven herself your equal in battle and in intellect. When you need advice, you respect Danica's intelligence. You and Danica often have differences of opinion, but they are the kind of arguments which build character, not animosity. In fact, Danica is the type of person with whom you might want to settle down someday, but that day is a long way off.

IRONSMITH, the dwarf fighter/cleric, has been in your party since the very beginning. Even though he is gruff and grouchy sometimes, he is always loyal, strong, just, and almost as lawful and good as you are. He is also very wise, and you can usually count on him for good advice. Despite his grumpy nature, Ironsmith always follows orders and defends your position as a leader. Anyone who says an unkind word about Ironsmith gets a strong dressing-down from you.

ONTOR THE ILLUSTRIOUS, the cleric, is a powerful priest of Sarkai. Getting him to join your party was a big plus for you. As a healer, he is more than competent. He has a strange habit of running into battles, but there's nothing wrong with that. After all, if you can't be a paladin, a fighting cleric is the next best thing.

THIMBLE, the thief, has only been with you for a few days. She is a friend of Danica's and a woman, so she deserves to be treated with some respect. For these reasons, you do your best to understand her. Sometimes, though, her morals are more than you can tolerate. As for her profession, well—the woman is a thief! Obviously, you need to keep one eye out for Thimble all the time, or she will probably rob the party blind.

SENTAR BARNUM, the magic-user, is the replacement for Virn, a magic-user who had been with the party for one year before his death. Virn was a trusted friend and a valuable comrade. Perhaps this new fellow can be able to fill his shoes. He's not as experienced as Virn was, so you are unsure about how well he will perform under pressure.

Doyle Lockwood

6th-Level Human Male Ranger
(AL:NG)

STR: 15 +20#, DR 1-2, BB/LG 7%
INT: 17 Lang +6
WIS: 14
DEX: 13
CON: 16 +2 hp/die, SS 95%, RS 96%
CHA: 15 +15% Rx
COM: 15

Age: 29 **AC normal:** 6
Height: 5'8" **AC rear:** 6
Weight: 160 pounds **Armor:** Leather
+1 & ring +1
Hair/Eyes: Black/blue **Hit Points:** 53

Saving Throws

Poison/Death	11
Stone/Poly	12
Rod/Staff	13
Breath	13
Spell	14

Base Attack Rolls (unmodified)

AC: 10 9 8 7 6 5 4 3 2 1 0 -1

Roll: 6 7 8 9 10 11 12 13 14 15 16 17

Weapon Proficiencies: 4; (longsword, long bow, dagger, spear)

NPP: -2.

Special Abilities: Base 70% chance to track indoors or outdoors; 70% chance to identify tracks if successful tracking attempt is made; determine time of passage of all sorts of creatures within a 100-mile radius; +6 bonus to damage with melee weapon vs. giant class opponents; weapon specialization with long bow.

Languages: Common, Gnomish, Dwarvish, Centaur.

Magical Items: *Leather armor +1, ring of protection +1, staff-spear +3, oil of fire elemental invulnerability, potion of extra healing.*

Normal Items: 50' rope, leather backpack, tinder box, 4 torches, large belt pouch, 6 flasks of oil.

Wealth: None **XP:** 60,000

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Gwendolyn Cale

6th-Level Human Female Paladin
(AL:LG)

STR: 16/37 D +1, +35#, DR 1-3, BB/LG 10%
INT: 12 Lang +3
WIS: 13
DEX: 15/88 -1 AC
CON: 17/92 +3 hp/die, SS 97%, RS 98%
CHA: 17 +30% Rx, 10 Men, +30% Lty
COM: 17

Age: 26 **AC normal:** -2
Height: 5'5" **AC rear:** 1
Weight: 130 pounds **Armor:** Plate & shield +1
Hair/Eyes: Blond/green **Hit Points:** 59

Saving Throws

Poi/Death	11	Skeleton	T	Mummy	20
Stone/Poly	12	Zombie	T	Spectre	—
Rod/Staff	13	Ghoul	4	Vampire	—
Breath	13	Shadow	7	Ghost	—
Spell	14	Wight	10	Lich	—
		Ghast	13	Special	—
		Wraith	16		

Base Attack Rolls (unmodified)

AC; 10 9 8 7 6 5 4 3 2 1 0 -1

Roll: 6 7 8 9 10 11 12 13 14 15 16 17

Weapon Proficiencies: 5 (lance, broadsword, short sword, javelin, dagger)

NPP: -2

Special Abilities: +1 attack roll bonus with lance, broadsword, and horseman's mace; +5 damage bonus with lance if mounted; attacks 3/2 with broadsword; parrying; 91% unlikely to be thrown from saddle/injured; vault into saddle; ride horse at +2" speed; constant *protection from evil* and *protection from fear* auras (1" radius); immune to fear and disease; 90% immune to mind attacks; +2 bonus to saving throws vs. illusions; can function at up to -10 hit points; *detect evil* (60'); lay on hands for 12 points (once/day); *cure disease* (once/week).

Languages: Common, Dwarvish.

Magical Items: *broadsword +1, shield +1, soap of washing* (2 cakes, removes any type of stain), *ring of spell storing* (holds 4 *cure light wounds* spells), *potion of extra healing, potion of fire resistance.*

Normal Items: Full plate armor, dagger, fine leather backpack, bedroll, two candles, 3 torches, tinderbox, small belt pouch, flask of oil, 3 empty holy water vials, 2 empty waterskins, prayer beads, silver holy symbol.

Wealth: None **XP:** 60,000

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Steeve

Male Half-Elf Magic-User/Thief
(5/6) (AL:LN)

STR: 12 +10#, DR 1-2, BB/LG 4%
INT: 17 Lang +6, CkK 75%, 8-14/Lvl
WIS: 13
DEX: 18 +3 In/Ms, -4 AC
CON: 15 +1 hp/die, SS 91%, RS 94%
CHA: 15 +15% Rx, 7Men, +15% Lty
COM: 16

Age: 57 **AC normal:** 4
Height: 5'6" **AC rear:** 8
Weight: 148 pounds **Armor:** ring +2
Hair/Eyes: Gold/amber **Hit Points:** 34

Saving Throws

Poison/Death	12	PP	80
Stone/Poly	11	OL	62
Rod/Staff	11	F/RT	50
Breath	15	MS	67
Spell	12	HS	52
		HN	25
		CW	102
		RL	45

Thieving Skills

Base Attack Rolls (unmodified)

AC: 10 9 8 7 6 5 4 3 2 1 0 -1

Roll:

Thf: 9 10 11 12 13 14 15 16 17 18 19 20
MU: 11 12 13 14 15 16 17 18 19 20 20 20

Weapon Proficiencies (MU): 2 (dagger, staff)

NPP: -5

Weapon Proficiencies (Thf): 3 (dagger, short sword, quarterstaff)

NPP: -3

Special Abilities: 30% resistance to *sleep* and *charm*; detect secret doors (1/6 passing, 2/6 searching); detect concealed doors (1/6 passing, 3/6 searching); infravision (60')

Languages: Common, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Elvish, and Dwarvish.

Magical Items: *Bag of holding* (500#), *ring of protection +2, potion of healing, potion of polymorph, "Stinger" (dagger +3), scroll of lightning bolt* (cast at 8th-level).

Normal Items: Large purple belt pouch, small leather backpack, silver mirror, bedroll, thieves' picks and tools, quarterstaff.

Wealth: None **XP:** 60,000

Spell Book (Memorized)

1st Level (4)	2nd Level (2)
<i>Comp Lang</i>	<i>Flaming Sphere</i>
<i>Feather Fall</i>	<i>Knock</i>
<i>Magic Missile</i>	<i>Strength</i>
<i>Read Magic</i>	3rd Level (1)
<i>Shocking Grasp</i>	<i>Blink</i>
<i>Spider Climb</i>	<i>Tongues</i>

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The Long Way Home Player Characters

Steeve

Your elvish father persuaded you to join the local Thieves' Guild, where he was a ranking member. He wanted you to follow in his stealthy footsteps, so you secretly practiced thievery and became recognized in the Guild while openly studying magic, as your mother wanted. In retrospect, you even enjoyed your shady profession.

While learning your skills, you became friends with a human thief. Together you used to roam the streets and think up new ways to relieve the local merchants of their gold. The two of you became excellent con artists, and made a good living as a team. And if all else failed, there was always outright theft, though you always preferred to have the marks pay you willingly.

Then one day, you discovered that your partner had set you up to take the rap for a failed caper. You fell out of favor with your noble mother's family, who knew nothing of your other profession. (The family still doesn't know what your father does for a living.) Your grandfather, the baron, never wishes to see you again. It was only through his influence that you escaped the usual penalties; any other thief wouldn't have been so lucky.

You have adventured with all these people before, and know them quite well.

ELEONOR D'JONE, the cavalier, is a true lady. You like her — or perhaps love is closer to the truth. You work hard to impress her, and you always treat her as the lady she truly is. Yet so far she has refused to take your feelings seriously. If only she would give you half a chance, you could prove that you and she were meant for each other.

GWENDOLYN CALE, the paladin, is an excellent fighter and a good friend of Eleonor's. She may know something of your dark past. If so, she has never asked you about it, nor has she revealed it to the others. Now and then she encourages you not to give up on winning Eleonor.

PIERCE MUNDAY, the thief, is your former partner — the low-life scum who set you up and ended your career in the Thieves' Guild hierarchy. He joined this party only a short time ago. Apparently he had made friends with the ranger on another mission. You would have talked the group out of taking him along, but you were afraid that he would reveal your secret to the others if you made him angry. You wanted to be sure that he wouldn't talk, so you offered him money to keep his silence. He seemed genuinely surprised and hurt, but he took the money without comment. He still maintains that he was innocent and didn't set you up. Perhaps he really didn't; you're not sure what to think. In a way, it's good to have him around — almost like the good old days.

BONECRUSHER HOGAN, the fighter, is a good friend of yours. Both of you recognize your contributions to the party's success. While he is short of stature, he is big of heart, and you don't allow anyone to tease him about his height.

DOYLE LOCKWOOD, the ranger, always comes through in times of need. He deserves more respect than most of your companions give him. However, his choice of companionship is highly questionable. He has made friends with Pierce!

Gwendolyn Cale

You follow the philosophy of law and goodness and believe in all that is pure and correct. You value truth and honor, and you detest falsehoods. Many people throughout the land know of your reputation and respect you. You have spread the word to many, though you are still working on your companions. It's only a matter of time before all of them are journeying down the right path.

Despite your noble upbringing, crass materialism is not important to you, though you do appreciate fine jewelry. Many religious leaders are known for wearing jewelry, and you are no exception. Gold pieces however, are another matter. Those go to the less fortunate, for you always help those in need.

You are good in a fight, and you study the fighting styles of others to improve your own. You never shy away from battle, and you rarely hesitate to attack creatures of evil, for they will never see the error of their ways. Evil humans and demi-humans, however, can often be reformed.

You have adventured with all these people before, and know them quite well.

DOYLE LOCKWOOD, the ranger, is an adept woodsman and fighter. Like you, he cares for the poor and disadvantaged of the world. The two of you are secretly betrothed, and you will be married when you reach home. For the nonce, you have kept the engagement a secret because Eleonor and some of your friends do not approve of Doyle, and you have no desire to spend this long journey listening to their well-meaning lectures and bickering. Once you are wed, your life will not drastically change, for adventuring is the way you have chosen to accomplish your good works — it exposes you to more of the folk who need help than if you stayed in one place.

ELEONOR D'JONE, the cavalier, is a good friend of yours. The two of you trained from the same tutor, but she does not bother to study the techniques of other fighters, as you do. If she is not careful, she will remain single her entire life, so you sometimes play matchmaker, encouraging her to consider Steeve as a husband. You don't want Doyle to get too close to Eleonor though, for her radiant beauty could blind any man.

PIERCE MUNDAY, the thief-illusionist, is obviously a dishonest person. You watched him pick the pocket of a drunk once, and you have kept your eye on him ever since. You sometimes lecture him about his choice of professions, since both of his professions involve deceit. He is usually your lowest priority for curing. However, since Doyle and Pierce are good friends, you accept the thief's presence for the time being.

BONECRUSHER HOGAN, the halfling fighter, is just adorable. You often have the urge to mother him, though he is strong and tough. You make sure he is dressed properly and has enough to eat; the two of you are good friends.

STEEVE, the magic-user, seems all right, and he evidently cares for your friend Eleonor, but there is something strange about him. He won't talk about his past, so you are curious about it. When he is in the presence of Pierce you watch them carefully, for they seem to have trouble getting along.

Doyle Lockwood

You are a dashing ranger from the North Woods, capable of tracking almost any creature. You pride yourself on your ability to survive in the wilderness, the land you love best. You were born to adventure-loving parents. Your mother is a beautiful, gentle woman who appreciates the great beauty which is so abundant in nature. Your father, a ranger and a rogue, leads a band of men in the North Woods who take wealth from the corrupt nobles and give it back to the homeless and impoverished. You wear the bright kelly green of your father's band, for you share his viewpoint. You never let the poor and unfortunate be abused, and you are loyal to your companions.

You have a cheerful outlook on life, so you wear a perpetual smile. You are not fond of authority figures, especially constables and sheriffs, but you are loyal to your companions. Between adventures, you are always careful to have your equipment repaired. You keep your armor in good condition, and your weapons sharp, for they are the tools of your trade, and your life may depend upon how well you care for them. Knowing that you can trust your equipment enables you to concentrate on more important things while adventuring. Your reputation as a fearless champion of freedom is quite accurate. Fear is something for lesser people. You embrace the unknown and throw caution to the winds — danger is but a playmate!

You have adventured with all these people before, and know them quite well.

ELEONOR D'JONE, the cavalier, ought to be off fighting some war for the king rather than wandering across the countryside bragging about her skills. She is a tough fighter, but she does not recognize your fine fighting abilities because you were not trained by the same expensive tutors as she was. Her obsession with outward appearances is silly.

GWENDOLYN CALE, the paladin, will be your wife as soon as the two of you return home. She is a wonderful lady, and you try to ensure her when traveling though she can take care of herself. You met her while aiding poor farmers whose cattle had been stolen. You gave them some gold and forever won fair Gwendolyn's heart because of your kindness. The two of you have kept your betrothal a secret because her friends disapprove of you and she did not want bickering during the trip.

PIERCE MUNDAY, the illusionist-thief, is your best friend. You met him years ago, and the two of you have shared many adventures since then. You realize that he has faults, but you overlook them, and you feel that others often judge him much too harshly.

BONECRUSHER HOGAN, the fighter, reminds you of a bulldog — small and feisty. He is an excellent fighter, but you don't think he should be given too long a leash.

STEEVE, the magic-user, is a decent sort. He's always there with some powerful spells when the party needs him, but he is hiding something. You are sure of it. You know very little about him except that he just cannot be friends with your good buddy Pierce. They should be able to get along — they aren't all that different.

How to Score a Tournament

Once a tournament is completed, it must be scored to determine who won. In RPGA™ Network Tournaments, an individual winner is chosen from each team, so that there are as many first place winners as there are final-round teams. Awards are given for first, second, and third place. In addition, there is competition among the judges to determine who was the best overall judge.

In RPGA Tournaments, everyone who participated in an adventure helps decide the winners. This is accomplished by completing summaries to rate the performances of the players and judges. Player and Judge Summary sheets are included in this module (on pages 32-34).

Filling Out a Summary

Summaries should be kept secret from other players so as not to influence their summaries. Once summaries are completed, they are collected by the judge and turned in to the Tournament Coordinator for final evaluation and scoring.

Each summary is divided into four sections.

1. Identification: The first section is provided to aid record keeping.

2. Adventure Comments: A tournament may be played at several conventions. Thus it is always a good idea to listen to the opinions of the players on how you might improve this tournament or future tournaments of your own design.

3. Judge and Player Evaluation: The players have the opportunity to judge their referee's performance, while the judge comments on the overall performance of his players as a team. A five-point award scale is used to rate the judge and team in six different categories. Average performance is considered to be a "3," merely adequate performance is a "1," and outstanding performance rates a "5."

4. Player Review: This last section is used to identify the top players in a variety of categories. First, each person is asked to write the name of the best player for each of six different categories. The player should consider his own performance, as well as those of the other players. Different players show different strengths in a tournament. Then, each person is asked to rank the top four overall players in order.

Completing a Scoring Worksheet

Once the summary sheets have been collected, a Tournament Worksheet must be filled out for each team using the information on the summaries.

1. Fill out the identification section.

2. Fill in the judge's and players' names. Place the judge's name at the top of the left-

most column. Place each player's name in the left-most column next to the number of the character he played this round.

3. Score the Players' Performances: Look at the Judge's Summary. Award points to the players the judge picked as the first, second, third, and fourth place overall players (these points go in the appropriate players' boxes beneath the column marked "Judge"). The point values for each place are given below. Thus, for the first-place player, a score of "8" is recorded in the "Judge" column box next to the name of the player.

Each player's choices for the best players are recorded under the column that corresponds to the player's character number. The points awarded for the player choices are given below.

Placement	1st	2nd	3rd	4th
Judge Points	8	6	4	2
Player Points	4	3	2	1

Once all scores are recorded, each row is totaled. The player with the highest point total wins first place, the next highest wins second place, etc. If there is a tie, then the person with the most Special Mentions scores higher. If this also results in a tie, both players are declared tied for that place (and no one is given the next lower place).

4. Record the Special Mentions: While recording whom each person picked as first, second, and so on, also record whom that person picked as the best in each of the six special categories. Do this by recording a slash in the appropriate box after the chosen player's name.

To win a Special Mention, a majority of those judging must choose one person for a category. With a six-person team and one judge, this means four or more people. If someone is picked by a majority for one category, circle that box after the player's name to indicate he won that category. It is possible that no one receives a majority of votes for a category. Then there is no winner for that category.

5. Record Judge's Ratings: As placement and Special Mentions are recorded for each player's summary sheet, add together the points that player awarded the judge in all six categories. Record the total in the box next to the judge's name and beneath the player's character number (these are the boxes directly beneath the "Judge and Player Rankings by Player" heading). Add all these totals together in the box labeled "TOTALS" alongside the judge's name. This is the judge's rating. The ratings achieved by the judges are then compared and the highest score wins first place and so on. See the section on scoring multiple-round events below.

6. Team Score: The points awarded by a judge for each category are recorded in the appropriate boxes and totaled with the number of the last encounter the team reached mi-

nus the number of the final encounter for the round. Team scores are used by the RPGA Network as bonus points added to each player's score but serve little purpose in selecting placement.

Multiple-Round Advancement

When playing a multiple-round event, each team is scored separately each round. Then the top three players of each team advance to the next round. The fourth-place player is used as an alternate to fill out a team if the number is uneven or one of the top three players cannot play a later round for some reason. Alternates are chosen in order of highest score. Tournament winners are those who win the final round.

RPGA Tournaments usually consist of six-person teams. In later rounds, it is a good idea to mix the teams so that players get to play with new people.

Picking Winners

In a multiple-round tournament, winning players are picked in the same method as for a single-round event. Picking a winning judge is a different matter, since there are fewer teams to run each round and fewer judges have a chance to play. Therefore the following scoring method is used to select the top judges in a multi-round tournament.

Winner points are awarded to the top judges each round. These points diminish with each subsequent round so that judges who only ran the first round still have a chance to place among the top four judges. The winners are selected from those who have the highest total winner point scores at the end of the tournament. If there is a tie for a place, the points for that place and the next lower place are added together and divided among the tying judges. Points awarded for each place are as follows:

Place	1st	2nd	3rd	4th	5th	6th
1st Round	8	7	6	5	4	3
2nd Round	6	5	4	3	2	0
3rd Round	4	3	2	1	0	0

In order to judge a later round, a judge must have run the previous rounds and gained an average rating of at least 90.

Tournament

Type: _____

--

Convention: _____

Date: _____

Rds. _____

Game System: _____

Tournament Size: _____

Team Number: _____ out of _____

Round Number: _____

Status: _____ Did the team finish the adventure? _____ If not, what was the last encounter they reached? _____

Team Bonus

TEAM SCORE:

1	+	2	+	3	+	4	+	5	+	6	+	Last Encounter Finished	-	Final Encounter Number	=	

Judge and Player Rankings by Player

Judge:	P1	P2	P3	P4	P5	P6	P7	P8	TOTALS
#:									

SPECIAL MENTIONS

PLACEMENTS

	A-Rules	B-Innov	C-Strat	D-Lead	E-Act	F-Team	(Specials)
P1:							
#:							
P2:							
#:							
P3:							
#:							
P4:							
#:							
P5:							
#:							
P6:							
#:							
P7:							
#:							
P8:							
#:							

PLAYER'S SUMMARY

Real Name: _____ RPGA# _____
(Last) (First)

Adventure Character: _____ Character #: _____

Convention _____ Scenario _____
Round #: _____ Date: _____ Time: _____

Adventure Comments:

A. Did you enjoy this adventure? _____

B. What did you like most? _____

C. What did you like least? _____

D. Any comments for improvements? (Please write on the back of sheet)

Judge name: _____

Circle the number which best defines your judge's performance.

	Poor	Fair	Good	Great	Super
1. How well did he organize the play?	1	2	3	4	5
2. How well did he know the adventure?	1	2	3	4	5
3. How well did he handle the unexpected?	1	2	3	4	5
4. How well did he role play?	1	2	3	4	5
5. How well did he know the game rules?	1	2	3	4	5
6. How would you rate your judge overall?	1	2	3	4	5

E. Name one way your judge could improve. _____

Player Review

Name one player for each category; you may name a player several times.

A. Who knew the rules the best? _____

B. Who showed the most innovation? _____

C. Who showed the best strategic play? _____

D. Who showed the best leadership? _____

E. Who did the best role playing? _____

F. Who showed the best team support? _____

Now vote for the four players who displayed the best overall performances — including teamwork, role playing, good strategic sense, and knowledge of the rules. Consider yourself as well as other players.

1. Best: _____

2. _____

3. _____

4. _____

JUDGE'S SUMMARY

Real Name: _____ RPGA# _____
 (Last) (First)

Convention _____ Scenario _____
 Round #: _____ Date: _____ Time: _____

Adventure Comments:

- A. Did you enjoy this adventure? _____
- B. What did you like most? _____

- C. What did you like least? _____

- D. Any comments for improvements? (Please write on the back of sheet)

Team Play

- 0. Did your team complete the adventure? _____
 If not, how far did they get? _____
 Rank your team's performance in the following categories.

	Poor	Fair	Good	Great	Super
1. Knowledge of rules?	1	2	3	4	5
2. Strategic and organization ability?	1	2	3	4	5
3. Role-Playing ability?	1	2	3	4	5
4. Innovative Thinking/Problem Solving?	1	2	3	4	5
5. Cooperation and Teamwork?	1	2	3	4	5
6. Overall performance toward stated goal?	1	2	3	4	5

Player Review

Name one player for each category; you may name a player several times.

- A. Who knew the rules the best? _____
- B. Who showed the most innovation? _____
- C. Who showed the best strategic play? _____
- D. Who showed the best leadership? _____
- E. Who did the best role playing? _____
- F. Who showed the best team support? _____

Now vote for the four players who displayed the best overall performances — including teamwork, role playing, good strategic sense, and knowledge of the rules.

- 1. Best: _____
- 2. _____
- 3. _____
- 4. _____

Eleonor D'jone

6th-Level Human Female Cavalier
(AL:LG)

STR: 17/83 H +1/D +1, +50#,
DR 1-3, BB/LG 13%
INT: 11 Lang +2
WIS: 13
CON: 16/76 +2hp/die, SS 95%, RS 96%
DEX: 15/97 -1 AC
CHA: 18 +35% Rx
COM: 18

Age: 22 **AC normal:** -2
Height: 5'10" **AC rear:** 1
Weight: 140 pounds **Armor:** Plate &
shield +1
Hair/Eyes: Brn/brn **Hit Points:** 54

Saving Throws

Poison/Death	11
Stone/Poly	12
Rod/Staff	13
Breath	13
Spell	14

Base Attack Rolls (unmodified)

AC: 10 9 8 7 6 5 4 3 2 1 0 -1

Roll: 6 7 8 9 10 11 12 13 14 15 16 17

Languages: Common, Elvish, Dwarvish,
and Halfling.

Weapon Proficiencies: 5 (lance, two-
handed sword, dagger, short sword, horse-
man's flail).

NPP: -2

Special Abilities: +1 attack roll bonus
with lance, two-handed sword, and horse-
man's mace; +5 damage bonus with lance
if mounted; attacks 3/2 with broadsword;
parrying; 91% unlikely to be thrown from
saddle/injured; vault into saddle; ride horse
at +2" speed; constant *protection from fear*
aura (1" radius); immune to fear; 90% im-
mune to mind attacks; +2 bonus to saving
throws vs. illusions; can function at up to
-10 hit points.

Magical Items: *Shield +1, bastard sword
+1, ring of feather falling; 2 potions of
healing.*

Normal Items: Leather backpack, hooded
lantern, 3 flasks of oil, 3 wooden spikes, 2
empty water skins, blanket, comb, two
cakes of soap.

Wealth: None **XP:** 60,000

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Bonecrusher Hogan

6th-Level Male Halfling Fighter (AL:NG)

STR: 17 H +1/D +1, +50#, DR 1-3,
BB/LG 13%
INT: 11 Lang +2
WIS: 15 +1 Saves
CON: 17 +3 hp/die, SS 97%, RS 98%
DEX: 17 +2 In/Ms, -3 AC
CHA: 13+5% Rx, 5 Men
COM: 17

Age: 52 **AC normal:** 3
Height: 3'9" **AC rear:** 7
Weight: 80 pounds **Armor:** Studded
leather
Hair/Eyes: Brn/brn **Hit Points:** 59

Saving Throws*

Poison/Death	11
Stone/Poly	12
Rod/Staff	13
Breath	13
Spell	14

* Add +4 racial bonus vs. rod/staff,
poison

* Add +1 vs mental attacks

Base Attack Rolls (unmodified)

AC: 10 9 8 7 6 5 4 3 2 1 0 -1

Roll: 6 7 8 9 10 11 12 13 14 15 16 17

Weapon Proficiencies: 5 (short sword,
dagger, short bow, battle axe).

NPP: -2

Special Abilities: Surprise 4/6 if alone or in
advance (2/6 with door); weapon specializa-
tion with short sword.

Languages: Common, Halfling, Dwarv-
ish, Elvish.

Magical Items: *Studded leather armor
+1, 2 potions of healing, short sword +1/
+2 vs. magic-using and enchanted crea-
tures (IQ, 15, Ego 5, speaks Common and
halfling, detects sloping passages).*

Normal Items: Fine leather backpack, 30'
rope, 4 torches, small blanket, tinderbox, 3
small sacks, belpouch, 2 flasks of oil, 2
empty water skins.

Wealth: None **XP:** 60,000

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Pierce Munday

Human Male Thief-Illusionist (5/6)
(AL:CG)

STR: 8 DR 1-2, BB/LG 1%
INT: 18 Lang +7, CtK 85%, 9-18/Lvl
WIS: 15 +1 Saves
DEX: 17 +2 In/Ms, -3 AC
CON: 15 +1 hp/die, SS 91%, RS 94%
CHA: 17 +30% Rx
COM: 7

Age: 38 **AC normal:** 7
Height: 5'10" **AC rear:** 10
Weight: 126 pounds **Armor:** None
Hair/Eyes: Blk/blue **Hit Points:** 32

Saving Throws

Poison/Death	10
Stone/Poly	8
Rod/Staff	6
Breath	10
Spell	7

Thieving Skills

PP	65
OL	57
F/RT	45
MS	62
HS	52
HN	25
CW	102
RL	45

* Add +1 bonus vs. mental attacks

Base Attack Rolls (unmodified)

AC: 10 9 8 7 6 5 4 3 2 1 0 -1

Roll:

IL: 9 10 11 12 13 14 15 16 17 18 19 20
Thf: 9 10 11 12 13 14 15 16 17 18 19 20

Weapon Proficiencies (IL): 1 (dagger).

NPP: -5

Weapon Proficiencies (Thf): 3 (long-
sword, sling, quarterstaff).

NPP: -3

Languages: Common, Dwarvish, Boggle,
Orc, and Bugbear.

Magical Items: *staff +2, dagger +1, po-
tion of extra healing, oil of impact, cloak of
protection +2, wand of flame extinguish-
ing (8 charges).*

Normal Items: large belt pouch (for loot),
small belt pouch (spell components), 4 torches
bound by a leather thong, tinder box, back-
pack (spell books), empty water skin.

Spell Book (Memorized)

1st Level (4)	2nd Level (2)
<i>Color Spray</i>	<i>Fog Cloud</i>
<i>Chromatic Orb</i>	<i>Invisibility</i>
<i>Det Invisibility</i>	<i>Whispering Wind</i>
<i>Hypnotism</i>	3rd Level (1)
<i>Read Magic</i>	<i>Paralyzation</i>
	<i>Wraithform</i>

Wealth: None **XP:** 60,000

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The Long Way Home Player Characters

Pierce Munday

You're really not a bad sort, although you are certain some of your companions consider you so. You would like to be accepted by them, as they accept everyone else.

You are a dashing fellow, but looks aren't everything and you don't wear the best clothes. Several times, looking like a commoner has been an asset in your adventures. Besides, frilly, wimpish clothes just don't look right on a man.

An intelligent and dexterous person, you have chosen your professions wisely. You took up thievery at an early age and joined the Guild, where you met a half-elf with whom you became fast friends. Together you worked wonderous scams that netted a sizable income without resorting to regular burglary. You never picked on the poor; your income came from the wealthy.

However, on one of those capers your partner got caught, and it resulted in his virtual banishment from his home and noble family. You know that he blamed you for this, though you were innocent.

You have adventured with all these people before, and know them quite well.

ELEONOR D'JONE, the cavalier, is wonderful, beautiful, and strong. She is quite capable at her profession and you are quick to point this out to her. You have seen the way Steeve looks at her; your old friend is doubtless infatuated with the woman. Not being a particularly shy person, you have pointed out to her that there will be no Duke of Cire unless she marries.

GWENDOLYN CALE, the paladin, watches you constantly, which makes you rather nervous. After all, paladins are known for disliking thieves in their groups. Little does this one know that there are two thieves here, but you won't be the one to tell her that. Sometimes you deliberately act suspicious when she's near, just to annoy her.

BONECRUSHER HOGAN, the halfling fighter, is a good man to have along, but he doesn't trust you. For that matter, you don't particularly like the way he tries to best Eleonor in battle at every opportunity. No party needs two leaders.

STEEVE, the magic-user/thief, is your erstwhile friend and companion. When Doyle brought you into this party, you tried to explain to Steeve that you had been innocent, but he would not believe you. Worse yet, he seems to think that you would deliberately try to ruin his life if you could. Steeve has not told anyone in this group that he is also a thief.

He drew you aside one day and asked you not to tell anyone about his past, but before you could tell him that you had already resolved not to mention it, he handed you money! Imagine Steeve of all people thinking that he had to buy your silence. How insulting! You were speechless. Finally, you decided to take the money if he thought so little of you. You have saved it all, over 1,000 gold pieces, in a chest at your home, and you plan to give it back to him for a special occasion, such as when he marries his lady love Eleonor.

You would value Steeve's friendship again if he would just trust you. Although the two of you do not get along right now, you would defend his person and honor if the need arose because of your past strong friendship.

DOYLE LOCKWOOD, the ranger, is a trusted friend. His tracking abilities and survival skills are essential for adventuring, and you believe that he is the best all-around fighter in the group.

Bonecrusher Hogan

You are strong and brave, and you possess all the finest qualities a great fighter should have. Unfortunately, those rare traits made you stick out in your native halfling community. The townsfolk just never craved adventure and excitement — the things you lived for. Your family encouraged you to settle down and live the life of a merchant. Instead, you left your peaceful glade and joined your present stalwart companions.

You envision yourself as the leader of this crew, as your prowess in battle cannot be matched by anyone else. Someday you will lead the King's armies, but first you must build up a reputation and vast wealth.

To this latter end, you collect gems; you have a rather large chest of them at home. Gems are better than coins — they are flashier and attract more attention. Your other fondness is for fine cooking — it seems that you can never get enough food. After all, you must eat to keep up your strength.

A halfling of unusually high morals, you are quick to champion a cause — especially if a woman is involved. You are always optimistic that you will succeed, even against such huge foes as dragons. Surely you will be a hero throughout the land.

You have adventured with all these people before, and know them quite well.

ELEONOR D'JONE, the cavalier, is brash and flashy, always flaunting her noble status. You resent her for considering herself party leader just because of her status. You deserve the position, and you shall prove that through brave and courageous actions. Despite all that, she is an asset to your group.

GWENDOLYN CALE, the paladin, is much easier to get along with than her friend Eleonor. She's helpful, friendly and one of your best friends. You just wish that she would stop mothering you so much. It is much more difficult to act like the leader with her fussing over you all the time.

PIERCE MUNDAY, the thief-illusionist, is a shady character if ever there was one. You must watch him carefully, particularly around your loot. So far, he has not tried to take anything from you, but he always seems to have a little more treasure than the rest of the party. You could swear that you saw Steeve give him gold and silver once, but so far you've minded your own business. If you were the leader though. . . .

STEEVE, the magic-user, is quite talented with the arcane arts. He's very intelligent, and even good in a fight, in his own way. You can always count on him when the going gets tough. You consider him a friend — and that's an honor you do not bestow lightly. He is quite secretive about his past, though. Perhaps he is hiding something.

DOYLE LOCKWOOD, the ranger, is too friendly with Pierce for your liking, and you are suspicious of him. However, you are not small enough to pass judgment on someone because of the company he keeps. At times, Doyle's woodsman skills have been a boon to you and the others, but more often than not they have been of minimal use. In future adventures he will have to prove himself to you and earn your respect if he wants it.

Eleonor D'jone

You are the first-born of the House of the Duchy Cire. It is your right to inherit your father's lands, but to do so you must prove yourself a skilled warrior and a good leader. To that end, you became a cavalier, studying under one of the king's greatest knights ever since you were but a girl. Eventually, the knight directed you to strike out on your own, as you no longer needed his tutelage.

About one year ago, you met your current companions and became their leader. You expertly direct their actions in combat, always from the front of the party. You are harsh with those who err in battle, often pointing out what should have been done and offering to teach them your fighting techniques. However, you are equally as quick to praise them when they do well.

You are fastidious about your appearance, wearing the most fashionable garments at social gatherings and the best armor on the battlefield. You are clean and neat, and you rarely have a hair out of place. You are quite attractive, and you have the attentions of men. Flirting with attractive fellows gives you pleasure, but you will not let any of your companions court you. A serious relationship could lead to disintegration of your command capability — and that would jeopardize party safety.

You have adventured with all these people before, and know them quite well.

BONECRUSHER HOGAN, the halfling fighter, is an upstart and a braggart. You have spent much time in combat with the small man. While you know he is a capable warrior, you are concerned that his ambition could lead to serious trouble. He is constantly trying to take control of the group. He would not be so brash if he knew the consequences of leadership.

GWENDOLYN CALE, the paladin, is a good friend of yours. The two of you met in training. You both had the same tutor, and she was the only student who could hold her own against you in the practice matches. Since then, you have attended many jousting tournaments together. It is refreshing to have another woman around. She is a great asset to your group.

PIERCE MUNDAY, the thief-illusionist, doesn't seem altogether trustworthy. You don't want him at the back of the party — or for that matter, directly behind you. He is a shady character. He dresses in drab peasant clothes and does not know the social graces of higher society. Besides that, he is often filthy! Still, he is alert and skillful with what he does.

STEEVE, the magic-user, has much potential, and you respect his magical talents. If only he had been born a noble, you might consider him as a future spouse. Still, you enjoy his attentions, and you even lead him on at times. He claims that his human mother was of a noble house, but of this you are dubious, since he seems unwilling to go into detail.

DOYLE, the ranger, seems out of place in this group. You accept him because Gwendolyn seems smitten with him. He is weak and inferior — even compared to Hogan — but at least he is good-hearted and clean.

Ontor the Illustrious

6th-Level Human Male Cleric (AL:LG)

STR: 13 +10#, DR 1-2, BB/LG 4%
INT: 14
WIS: 18 +2 L1, +2 L2, +1 L3,
 +1 L4 spells
DEX: 12
CON: 15 +1 hp/die, SS 91%, RS 94%
CHA: 14 +10% Rx, 6 Men, +5% Lty
COM: 15 Fascinates with WIS 7

Age: 22 **AC Normal:** 1
Height: 6'0" **AC Rear:** 2
Weight: 161 lbs. **Armor:** Plate
Hair/Eyes: Brown/blue **Hit Points:** 36

Saving Throws		Turning Undead	
Poi/Death	9	Skeleton	D Mummy 13
Stone/Poly,	12	Zombie	D Spectre 16
Rod/Staff	13	Ghoul	T Vampire 20
Breath	15	Shadow	T Ghost —
Spell	14	Wight	4 Lich —
		Ghast	7 Special —
		Wraith	10

Base Attack Rolls (Unmodified)

AC: 10 9 8 7 6 5 4 3 2 1 0-1

Roll: 8 9 10 11 12 13 14 15 16 17 18 19

Weapon Proficiencies: 3 (mace, staff, hammer).

Magical Items: Staff-mace, ring of protection +1.

Normal Items: Plate mail, large shield, 3 flasks holy water, 2 scroll cases, bullseye lantern, tinderbox, holy symbol, 50' rope, pen, ink, pouch of herbs.

Wealth: 300 gp in coin **XP:** 30,000

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Thimble

6th-Level Female Halfling Thief (AL:N)

STR: 11 DR 1-2, BB/LG 2%
INT: 17
WIS: 9
DEX: 18 +3 In/Ms, -4 AC
CON: 15 +1 hp/die, SS 91%, RS 94%
CHA: 16 +25% Rx, 8 Men, +20% Lty
COM: 12

Age: 49 **AC Normal:** 4
Height: 2'9" **AC Rear:** 8
Weight: 48 lbs. **Armor:** Leather
Hair/Eyes: Brn/brn **Hit Points:** 29

Saving Throws **Thieving Skills**

Poison/Death	12	PP	70
Stone/Poly	11	OL	67
Rod/Staff	12	F/RT	55
Breath	15	MS	67
Spell	13	HS	62
		HN	25
		CW	77
		RL	25

* Add +1 racial bonus vs. rod/staff, spell, and poison.

Base Attack Rolls (Unmodified)

AC; 10 9 8 7 6 5 4 3 2 1 0 - 1

Roll: 9 10 11 12 13 14 15 16 17 18 19 20

Weapon Proficiencies: 3 (short sword, dagger, sling).

Special Abilities: Infravision (30'); surprise opponents 4/6 if alone or 9' from party.

Languages: Dwarvish, Elvish, Gnomish, Goblin, Halfling, Orcish, Common.

Magical Items: Ring of invisibility, short sword +1, potion of healing.

Normal Items: Leather armor, 3 daggers, sling and bullets, thieves' pick and tools, 50' rope, tinderbox, 2 flasks of oil, empty wineskin, daggers, sling.

Wealth: 500 gp, 2 100 gp **XP:** 30,000
 gems, 1 400 gp gem

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Sentar Barnum

5th-Level Human Male Magic-user (AL:CG)

STR: 9 DR 1-2, BB/LG 1%
INT: 17 Lang +6, CtK 75%, 8-14/Lvl
WIS: 14
DEX: 15 -1 AC
CON: 16 +2 hp/die, SS 95%, RS 96%
CHA: 15 +15% Rx, 7 Men, +15% Lty
COM: 12

Age: 33 **AC normal:** 4
Height: 6'0" **AC rear:** 10
Weight: 175 lbs. **Armor:** Bracers (AC 5)

Hair/Eyes: Red/blue **Hit Points:** 20

Saving Throws

Poison/Death	14
Stone/Poly	13
Rod/Staff	11
Breath	15
Spell	12

Base Attack Rolls (unmodified)

AC: 10 9 8 7 6 5 4 3 2 10 - 1

Roll: 11 12 13 14 15 16 17 18 19 20 20 20

Weapon Proficiencies: 1 (staff).

Magical Items: Bracers of defense (AC 5), wand of paralyzation (22 charges), scroll (slow, ice storm, hold monster), potion of polymorph.

Normal Items: Robes, staff, 2 flasks of oil, tinderbox, 3 torches, small iron box (empty), wineskin of good wine, pen and ink, staff.

Spell Book (Memorized)

1st Level (4)	2nd Level (2)
Feather Fall	Darkness 15' R
Shocking Grasp	Det. Invisibility
Magic Missile	Strength
Read Magic	3rd Level Spells (1)
Shield	Fly
Spider Climb	Slow

Wealth: 300 gp, **XP:** 30,000
 2 gems (200, 350)

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Honor Guard Player Characters

Sentar Barnum

Recently, this party's magic-user died, and you have signed on as his replacement. The former magic-user was named Virn, and his friends cannot stop talking about him. It is hard to do your job well when everyone is comparing you to the fellow they had before.

You are young, aggressive, and eager to show this group what you can do. You love the freedom of the adventuring life and the rewards that a successful adventure can bring. As the only magic-user in the party, you know that you must be very careful in choosing spells and casting them. You are not the type to engage in close combat.

IAN MacNELLAN, the paladin, is the party leader. He is much too bossy for your liking, but he is a good fighter. Sometimes you go along with his orders because they are well thought out; sometimes you don't because they aren't. He'll get used to it, it's better than having no magic-user in the party.

DANICA WYNDAM, the ranger, is brilliant and confident. She always seems to be able to find a compromise solution to the party problems. She is a friend of the paladin's, but is much less demanding and stuffy than he is. It would be best to get on her good side, since she seems to have a lot of power in the party.

IRONSMITH, the dwarven fighter/cleric, is Ian's best friend, and he is just as "awful good." Still, the more healing power in the party, the better. Ironsmith does have some wise ideas at times. For the most part, though, he just grumbles. The worst thing about him is how quickly he jumps whenever the paladin snaps his fingers.

ONTOR THE ILLUSTRIOUS, the cleric, is more powerful and more likable than Ironsmith. He does not seem to care that you do not share his lawful views, and he is young and enthusiastic, like yourself. He has a nasty habit of rushing headlong into battles, though. You have tried to tell him that he does not belong there, but he refuses to be convinced. It'll be the death of him someday.

THIMBLE, the thief, is one of the most valuable members of the group, but nobody seems to realize that except the ranger. Since you would like to be friends with Danica, it would pay to respect Thimble too. Even so, you keep an eye on her. You are not fooled at all by her laughter and jokes — she is an ace thief.

Thimble

You made a name for yourself dodging city watchmen in the streets and committing "impossible" crimes. For you, this adventure is a one-shot deal. You are joining this team because Danica, the ranger, asked you to do so. You do not care what the others think about you.

You like to laugh and tell jokes, and you are always cheerful, even under the most hazardous conditions. This leads some people to underestimate your abilities.

As a whole, you find this group a bit prudish and narrow-minded. You are determined to convince these folks how much good a thief can do for their party.

IAN MacNELLEN, the paladin, doesn't much care for you. The solution is to stay out of his way. He seems to be a typical paladin — convinced he is the best and brightest thing ever to walk the earth. You don't understand how the others can possibly tolerate him, except for the dwarf, who seems to be cut from the same cloth. Oh, well. If he starts bossing you around too much you can always turn invisible.

DANICA WYNDAM, the ranger, is a friend of yours. You met her when you tried to pick her pocket. Instead of turning you in to the law, she recruited you for an adventure she was planning, and the two of you had a lot of fun together. Later, she asked you to join her regular team on this adventure. She warned you about the paladin, but you decided to join anyway — just for this one trip. Danica is a good friend who will probably back you if you try anything interesting. She trusts you, and you are resolved not to betray that trust.

IRONSMITH, the dwarvish fighter/cleric, is about as close to a paladin as you can get without actually being one. He is old and grouchy, and responds to your jokes by grumbling. He seems to be considering whether or not to accept you as a team member. He'd better make up his mind soon. You might convince him to like you if you show him lots of respect. You're still deciding whether it's worth the trouble.

ONTOR THE ILLUSTRIOUS, the cleric, could be just as fanatical as the paladin, but he turns out to be reasonable. Ontor is the kind of cleric you enjoy having on an adventure — one who does not feel you have to abide by his personal views on morality. Also, he is convinced that fighters are not the only people who can do a good job in battle. You agree wholeheartedly with that sentiment!

SENTAR BARNUM, the magic-user, has just joined the party. Like you, he has a lot to prove. You have found magic to be the decisive factor in a number of battles, so you hope he's good at what he does.

Ontor the Illustrious

You are a young cleric of Sarkai, the god of light. One year ago you were asked to join this party, and you were happy to accept. You love the adventurer's life, and this party seems to be quite successful.

You are first and foremost a healer. Still, nobody is going to keep you from the battleground. You are strong, and you have the weapons and armor to stay in the forefront rather than standing back and waiting for the fighter-types to need healing. You consider yourself to be a warrior cleric. Some of the fighters get angry when you throw yourself into battles — but that's just jealousy.

You are a tolerant man, and you realize that those who are not lawful good can also make contributions to an adventuring party. You are willing to get along with anyone who'll give you half a chance.

IAN MacNELLEN, the paladin, is the leader of the party, and it was he who first asked you to join the group. You respect his skills as a leader and a fighter, but he is often too quick to order people around. A true servant of Sarkai must not be so proud.

DANICA WYNDAM, the ranger, is the party peacemaker. She is quick, smart, and cool under pressure. You usually find yourself agreeing with her compromise solutions to party problems. Danica still does not understand your wish to do some fighting, but she seems able to tolerate it. Anyway, who can argue with such a pretty woman?

IRONSMITH, the fighter/cleric, is a crusty, grumpy old dwarf. Even though he is a good and strong fighter, he gets on your nerves. He resents your power as a cleric and your wish to do your share of the fighting. Whenever you try to reason things out with him, he grumbles. It's a terrible thing to think about a fellow lawful good individual, but he could probably be replaced.

THIMBLE, the halfling thief, is a friend of Danica's. She seems cheerful and competent, and she makes you laugh. You have to admit that you like her despite her profession. Ian probably won't be able to stand her. Oh, well — his loss.

SENTAR BARNUM, the magic-user, is the replacement for Virn, a mage who joined the party at about the same time you did. Virn was the most pretentious old bore you had ever met in your life! You have never understood why Ian and Ironsmith liked him so much. Sentar seems like a great replacement — young and enthusiastic.

LONG WAY HOME — NPC Capsules

Grinshnof

7th-Level Male Duergar Fighter (AL:LE)

Strength:	17	AC (normal):	-1
Intelligence:	14	AC (rear):	2
Wisdom:	9	Armor Worn:	Plate & shield +1
Dexterity:	15	Hit Points:	68
Constitution:	14	THACO:	14
Charisma:	12		
Comeliness:	8		

Special Abilities: Dwarf abilities, infravision (12"), surprised only 1 in 10, +4 bonus to saving throw vs. all magical attacks, immune to paralysis, poison, and illusion/phantasm spells, psionic disciplines (expansion, invisibility, molecular agitation, reduction), surprise 3 in 6.

Equipment: Hammer +1, short sword of quickness +2, light crossbow, 20 bolts, plate mail, shield +2, 2 potions of extra-healing.

Personality: Grinshnof has an excellent mind for strategy. He feels that he was left in charge of this unit because he somehow fell out of favor in the duergar military hierarchy. Thus, he is gruff and taciturn, and shows an intense dislike for the whole operation. He is suspicious of everyone, including his old friend Frozzit.

Frozzit

Male Duergar Cleric/Assassin (6/6) (AL:LE)

Strength:	15	AC (normal):	2
Intelligence:	14	AC (rear):	3
Wisdom:	17	Armor Worn:	Bracers (AC 3)
Dexterity:	15	Hit Points:	37
Constitution:	10	THACO:	18 (19)
Charisma:	8		
Comeliness:	10		

Special Abilities: Dwarf abilities, infravision (12"), surprised only 1 in 10, +4 bonus to saving throw vs. all magical attacks, immune to paralysis, poison, and illusion/phantasm spells, psionic disciplines (expansion, invisibility, molecular agitation, reduction), surprise 3 in 6.

Equipment: Hammer +2, dagger of venom, wand of metal & mineral detection, Keoghtom's ointment, bracers of defense (AC 3), 2 potions of extra-healing, 4 daggers.

Spells Carried: detect magic, create water, cure light wounds (x3), find traps, hold person (x3), silence 15' radius, death's door, prayer (x2).

Personality: Frozzit is cool under pressure, and does his work in a calm and unruffled fashion. He is an excellent actor, and is quite convincing when he smiles and offers reasonable explanations for the current situation. However, he is vicious and enjoys his assassin profession. His troops always have perfect confidence in him.

Bearclaw

Male High Elf Druid/Magic-user (12/9) (AL:N)

Strength:	14	AC (normal):	0
Intelligence:	18	AC (rear):	0
Wisdom:	18	Armor Worn:	Bracers (AC 0)
Dexterity:	10	Hit Points:	63
Constitution:	12	THACO:	10
Charisma:	16		
Comeliness:	11		

Special Abilities: Immune to all natural poisons, vigorous health, extra longevity, can alter appearance at will.

Languages: Centaur, Dryad, Elvish, Faun, Gnome, Green Dragon, Hill Giant, Lizard Man, Manticore, Nixie, Pixie, Sprite, Treant, Banderlog, Galeb Duhr and Xaren.

Equipment: Bracers of defense (AC 0), staff of thunder and lightning, wand of polymorphing, elixir of health, ring of invisibility.

Spells Carried (Druid): Animal friendship (x5), pass without trace, precipitation, charm person or mammal (x3), cure light wounds (x3), feign death, tree, call lightning (x2), neutralize poison, water breathing,

control temperature (x2), cure serious wounds (x2), speak with plants, commune with nature (x3), liveoak, wall of thorns, changestaff.

Spells Carried (Magic-User): Affect normal fires, magic missile (x2), friends, detect invisibility, deep pockets, ESP, hold person, zephyr, protection from normal missiles, suggestion, dig, wizard eye, teleport.

Personality: Bearclaw is younger than he looks; he can appear as any age he desires. Though he is dual-classed, he has earned the right to a place in the druidical hierarchy. Bearclaw notices every bit of harm that comes to his beloved woodlands because of adventurers, but he is reasonable enough to punish only major transgressions. Mankind, after all, cannot be eradicated, and a certain amount of destruction is part of the natural process.

Sgoth

9th-Level Male Duergar Fighter (AL:LE)

Strength:	18(65)	AC (normal):	1
Intelligence:	17	AC (rear):	1
Wisdom:	10	Armor Worn:	Plate +2
Dexterity:	14	Hit Points:	72
Constitution:	18	THACO:	12
Charisma:	6		
Comeliness:	8		

Special Abilities: Dwarf abilities, infravision (12"), surprised only 1 in 10, +4 bonus to saving throw vs. all magical attacks, immune to paralysis, poison, and illusion/phantasm spells, psionic disciplines (expansion, invisibility, molecular agitation, reduction), surprise 3 in 6, weapon specialization in longsword.

Equipment: Hammer +2, plate mail +2, short sword of wounding, potion of sweet water, elixir of health, spear.

Personality: Sgoth has been the leader of this small tribe for several years. He gained leadership through the sudden, unexplained death of his uncle, the former chief, and he maintains his power through intimidation.

Sgoth is gruff, slovenly, and irritable. Most of this attitude is an act, as he is quite intelligent and cunning. He and Scord, the tribe's chief priest, have developed an effective routine for dealing with enemies. Scord plays the calm, reasonable, educated individual while Sgoth plays the barbaric fighting machine just barely held in check.

Scord

10th-Level Male Duergar Cleric (AL:LE)

Strength:	11	AC (normal):	0
Intelligence:	15	AC (rear):	2
Wisdom:	18	Armor Worn:	Plate +1 & shield +1
Dexterity:	13	Hit Points:	65
Constitution:	10	THACO:	14
Charisma:	17		
Comeliness:	12		

Special Abilities: Dwarf abilities, infravision (12"), surprised only 1 in 10, +4 bonus to saving throw vs. all magical attacks, immune to paralysis, poison, and illusion/phantasm spells, psionic disciplines (expansion, invisibility, molecular agitation, reduction), surprise 3 in 6.

Equipment: Hammer +1, plate mail +1, shield +1, potion of extra healing, philter of glibness, staff of striking (24 charges).

Spells Carried: Cure light wounds (x4), command, remove fear, aid (x2), hold person (x2), silence 15' radius, withdraw, death's door, dispel magic, prayer (x2), cure serious wounds (x2), protection from good 10' radius, spell immunity, cure critical wounds, flame strike.

Personality: Scord has always been a smooth talker. He is neat and clean, and always presents a good image when he speaks. He is calm and reasonable, and in a dangerous situation he will always ask for parley first. Though he is vicious and cruel at heart, he takes pains to appear interested in negotiating a solution that will benefit everyone. He is the foil for Sgoth, who cultivates a stupid and dirty appearance. Their usual plan is to keep their opponents busy talking to Scord while Sgoth becomes invisible and attacks by surprise.

Honor Guard

The Crystal of Light

Ages past, the deep gnomes found this powerful relic in a cavern far beneath the earth. There, it "shone like a crystal star in the earth's deep night," according to an ancient song. The gnomes released the *crystal* from its rocky bed and it remained a part of their collection of gems until it was stolen by a legendary thief.

One of the greatest priests of Sarkai held the *crystal* personally for several decades, and at the time of his death he was so obsessed with it that he decreed it should be buried with him. The *crystal* remained in his crypt, all but forgotten, until it was "found" by its present holder, The Prophet.

The holder of the *crystal* has the power to *dispel* darkness of any sort within 120' of the *crystal* with the command word "Altan." No darkness save that created by deities or by other artifacts and relics can stand against the light of the *crystal*.

Minor benign powers: *Bless* (by touch), *light* (14/week), *hypnotic pattern* (when moved, up to 3/ day).

Major benign powers: *Sunray* (3/week, as the 7th-level druid spell), *sunburst* (1/day, as a *wand of illumination*).

Minor malevolent effects: Possessor's hair turns white; yearning for *crystal* causes the possessor never to be away from it for more than one day if at all possible.

Shadowstaff

The *shadowstaff* is an artifact that draws its power from the plane of Shadow. When used as a weapon, it acts as a *staff of striking* with an unlimited number of charges; thus the possessor will always gain the greatest possible damage bonus.

In addition, the *shadowstaff* is linked with the plane of Shadow. It constantly draws power from that plane, which it feeds to its possessor. Because of this shadow power, the possessor instantly becomes a shade upon grasping the staff. As a shade, the holder retains all of his normal powers and abilities.

The *shadowstaff* generates shadowy light in a 120' radius sphere around the user. This effect is drawn from the plane of Shadow, and cannot be halted or *dispelled* by any mortal spell or device. Only divine light or darkness or the death of the *shadowstaff's* holder will stop this effect.

Minor benign powers: *Shield* (3/day); immune to *sleep*, *charm*, *hold*, and *paralysis*; possessor need not eat or drink for up to 1 week.

Major benign powers: *Minor globe of invulnerability* (1/day), regenerate 2 hp/turn.

Minor malevolent effects: - 1 penalty to saving throws vs. spell.

Major malevolent effect: User becomes a shade upon first use of major power.

Rounds Counter

Use this chart to keep track of Miza Radu's summoned monsters on Level 2. Once he starts casting his spells, check off each round as it passes.

- 1 Characters leave **Area 27**.
- 2 Miza Radu begins casting spells.
- 3
- 4
- 5
- 6
- 7
- 8 Bandits, orcs, gnolls, lizard men arrive at **32**.
- 9
- 10
- 11
- 12
- 13 Weasels and poison toads arrive at **32**.
- 14
- 15
- 16 Orcs vanish.
- 17
- 18 Bandits vanish.
- 19
- 20 Gnolls vanish.
- 21 Lizard men vanish.
- 22
- 23
- 24
- 25 Weasels vanish.
- 26
- 27 Toads vanish.

Character Summaries

Char. Number	1	2	3	4	5	6
NAME	Ian	Danica	Ironsm	Ontor	Thimble	Sentar
RACE	Human	1/2 Elf	Dwarf	Human	Halfling	Human
SEX	M	F	M	M	F	M
CLASS	Pal	Rgr	Ftr/Clr	Clr	Thf	MU
LEVEL	5	6	4/4	6	6	5
THACO	16	16	18	18	19	20
STR	16	17	18/46	11	10	9
INT	12	14	12	13	14	17
WIS	13	13	16	17	9	12
DEX	16	14	9	10	18	14
CON	15	15	15	15	15	15
CHA	17	12	11	13	15	15
CMS	16	15	13	15	12	12
Align	LG	NG	LG	LG	N	CG
AC Norm	-2	3	0	1	4	4
AC Rear	3	5	1	2	8	10
hp	40	44	28	36	29	20
POISON	11	11	9	9	12	14
STONE	12	12	12	12	11	13
RODS	13	13	13	13	12	11
BREATH	13	13	15	15	15	15
SPELLS	14	14	14	14	13	12

Magical Item Summary

1. *Longsword* + 2, *shield* + 2, *potion of frost giant strength*, *potion of healing*.
2. *Longsword* + 3, 6 *arrows* +2, *wings of flying*, *potions of heroism*, *potion of vitality*.

3. *Battle axe* +2, *ring of protection* +2, *scroll (remove paralysis, dispel magic (12th-level caster), potion of speed)*.
4. *Staff-mace*, *ring of protection* +1, *necklace of prayer beads (atonement, blessing, curing)*, *scroll (neutralize poison, flame strike [12th-level caster], potion of extra-healing)*.
5. *Ring of invisibility*, *short sword* +1, *potion of speed*.
6. *Bracers of defense* (AC 5), *wand of paralyzation*, *ring of fire resistance*, *scroll (slow, ice storm, hold monster)*, *potion of polymorph*.

The Village of Slapdash — Mayor and Officials

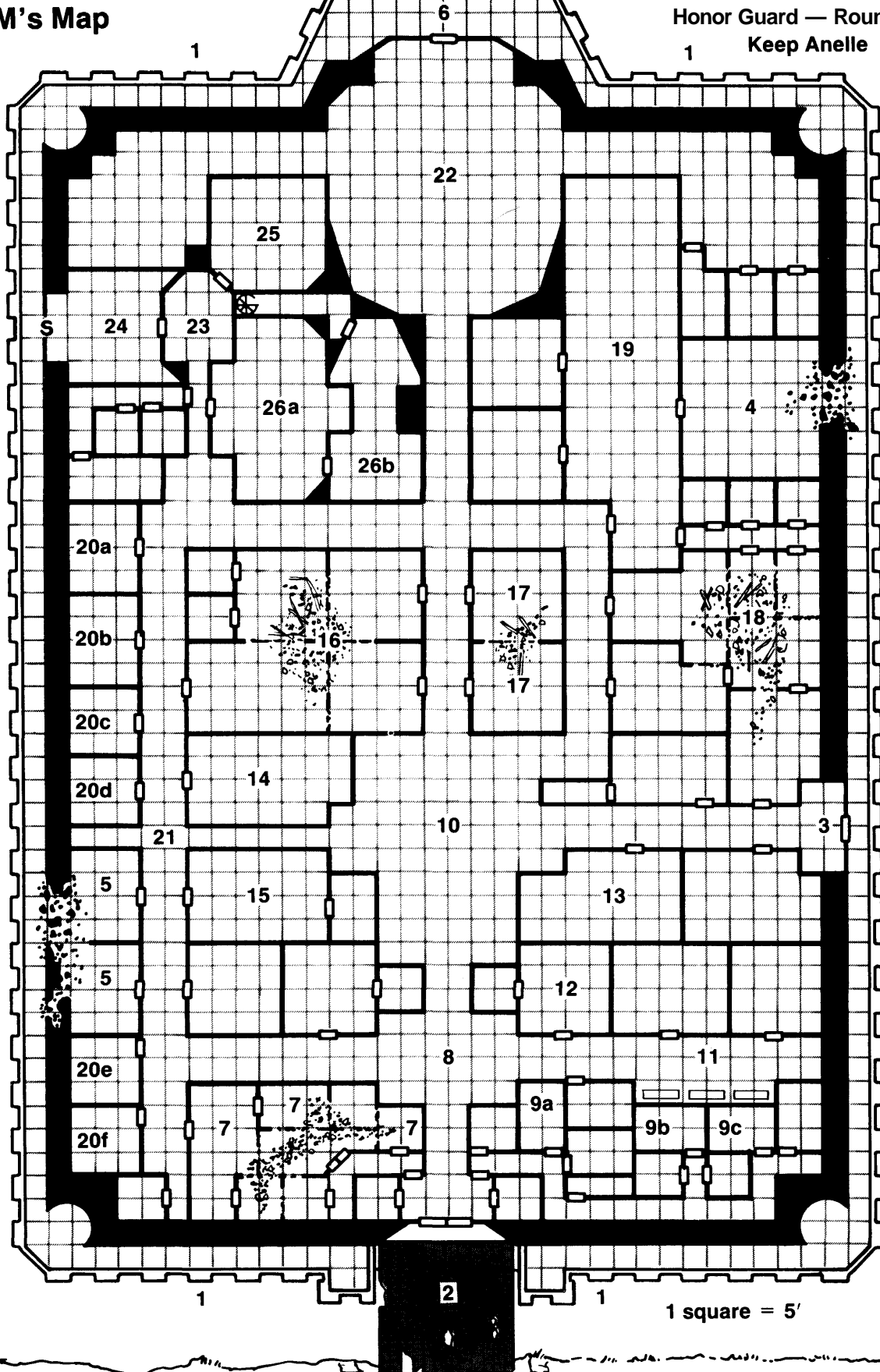
	Mayor John Maddleroid	Advisor Pattrel	Town Watchmen (6)	Priest Jamin	Temple Acolytes (3)
CLASS	Fighter	Fighter	Fighter	Cleric	Cleric
LEVEL	0	0	0	3	1
STR	14	9	11-16	13	10-15
INT	10	10	9-14	13	10-15
WIS	9	8	9-14	15	11-16
DEX	11	11	10-15	10	9-14
CON	14	7	11-15	12	9-14
CHA	10	12	9-14	14	9-14
COM	14	13	10-15	12	10-14

Ability Scores for Kuloz According to Lighting Conditions

	ST	IN	WI	DE	CN	CH	CM	MR	HP	AC
<i>Cont Light</i> spell	15	8	14	12	13	10	9	Save-4	26	4
<i>Light</i> spell	16	9	15	13	14	11	10	40%	34	4
<i>Edge of Light</i> spell	17	10	16	14	15	12	11	40%	50	4
<i>Torchlight</i>	18/10	12	18	16	17	14	13	40%	74	2
<i>Darkness</i> spell	17	10	16	14	15	12	11	Stan.	50	4

DM's Map

Honor Guard — Round 2
Keep Anelle



1 square = 5'










DM's Map

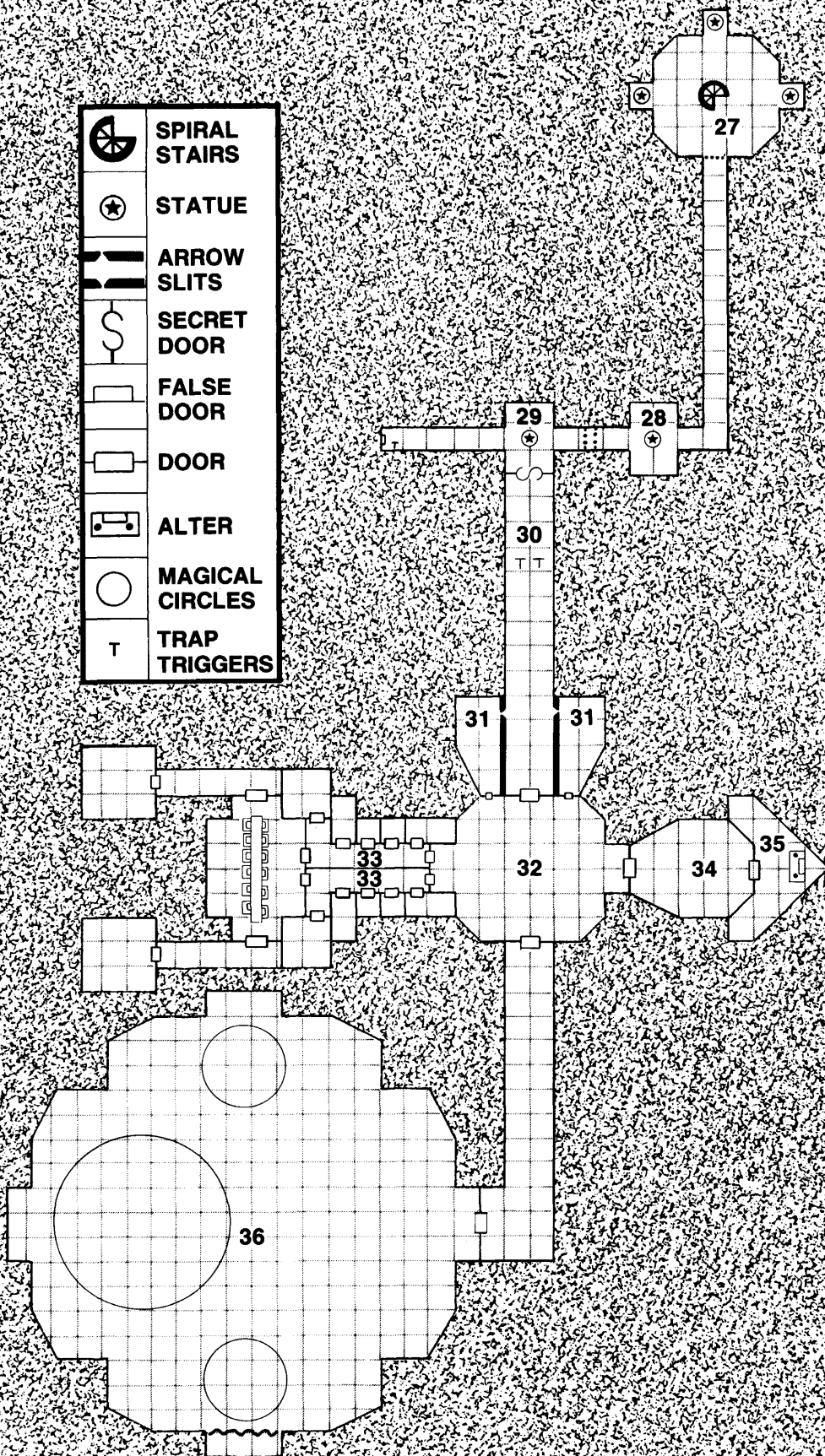
Keep Anelle

Lower Level

Honor Guard — Round 2

1 square = 5'

	SPIRAL STAIRS
	STATUE
	ARROW SLITS
	SECRET DOOR
	FALSE DOOR
	DOOR
	ALTER
	MAGICAL CIRCLES
	TRAP TRIGGERS



the town will be removed, the arch will lose its power, and all those who were transformed into dwarves will regain their normal forms. The dwarves are good souls at heart. If they are rescued, they will realize that it was wrong of them to force their will on others, so they will join together and ask to have the *wish* revoked.

Adventure Setting

The scenario opens with the characters crossing a desert on their way home from a jousting tournament in City Turin, which lies beyond the mountains to the south. They have met with ill luck, losing their cleric and their horses in a fight with duergar raiders. Shortly thereafter, a sudden dust storm blew them off course. As they wander on foot through the desert without food or water, they stumble upon Moradin's Paradise, where this adventure takes place.

Effects of Hunger and Thirst

For each day the characters have been without food and water, apply a -1 penalty (cumulative) to the strength, dexterity, and constitution scores of each character. The penalties are temporary, and abilities will return to normal as soon as food and water are consumed.

Players' Background

The desert — barren land of sand and sultry heat. The parched, cracked earth stretches before you like a still, white sea that has no beginning and no end, yet in all directions it touches the bright, cloudless sky. Still, the land is not flat — far from it. Huge, rocky bluffs tower above you in all directions, taking on ever-changing colors as the sun travels through the sky. Years of wind and sand have worn the bare rock into strange, twisted shapes — sharp-featured faces that leer down and laugh at your plight. Or is it only a trick of the sun?

The sandy ground is studded with small scrub growth clinging stubbornly to life. Dry gulleys and arroyos are plentiful enough, but with no rain in sight, they hold no promise of water, something your parched throats cry out for. You and the tiny sandcrabs that burrow beneath your feet seeking relief from the warmth of the emerging day seem to be the only living things in this vast, silent sea of dust and sand.

The Desert of Ages posed no problems when you crossed it a few weeks ago on your way to the City Turin for the annual jousting tournaments. Cinden, your

cleric, made sure that everyone had plenty of fresh food and water for the trip, and your strong steeds were easily up to the task of a journey through the hot wastes. But the return trip has not been so simple. On the sixth night of your ten day trip, you took shelter from the cold night wind under a rocky overhang. Some time later, you awoke to see your horses galloping away through the night. Deep dwarvish laughter was carried back to you on the wind. Cinden was nowhere to be found. Taking inventory, you discovered that the night raiders had taken not only your horses, but all of your food, water, and money as well. Since you were already more than halfway through your journey, you had little choice but to press onward on foot. The next morning brought a blinding sandstorm which drove you off course in your search for shelter — how far, you still are not sure. When the storm died down late in the afternoon, all traces of your passage were obliterated.

You spent another miserable night huddled around a small fire while your ranger plotted your location from the stars. The news was grim — you were approximately 10 miles north of your previous location. Your home city lies 9 days away if you continue on foot. Morning brought no sign of relief from the heat. Still there is nothing to eat or drink. The sun beats down upon your sweat streaked backs as you continue walking. None of you dare wear armor during the daylight hours — each drop of sweat brings you closer to death from dehydration. The sun has burned every inch of exposed skin, so you travel during the late morning and early evening, hoping to find shelter under some large, rocky outcropping when the scorching heat of the mid-day sun takes hold.

Above you, vultures are circling lazily. It is becoming difficult to move, difficult to speak, and it is an effort even to maintain consciousness. Meanwhile, the vast expanse of parched earth stretches endlessly before you, unsympathetic and unrelenting.

Up ahead is a huge, rocky bluff worn smooth and flat on top by the desert winds. It has an odd shape, almost like an anvil. Perhaps it would be a good place to seek shelter from the noon heat. But what's that? Are there buildings on that plateau? Where there are buildings, there must be water! The desert folk are not always civilized, but they never refuse water to thirsty travelers, though custom decrees that one who asks for water must provide whatever service is requested in return.

Your Goals: Investigate the town on the bluff, and obtain food and water there if possible. Perform whatever service is asked of you in return according to desert custom. Keep all party members alive in the process, and role-play to the best of your ability using the character personality notes given.

The Desert Trek

1. Scavengers

The town on the bluff is Moradin's Paradise, an isolated dwarvish community surrounded by a 3'-high stone wall. A path leads up the slope to an ornately-carved gateway set into the town wall. The slope is covered with healthy-looking vegetation, as the soil here is fed by an underground stream.

Two minotaur lizards are hiding in the brush, one on each side of the path, waiting for prey. They have eaten well here in the last few days, feeding off the remains of the duergar raid. As they are non-intelligent, they will attack the first visible creatures to come up the path, surprising on 1-4. A single character coming up to scout will be attacked by both lizards, but the two will then fall to fighting each other over the victim unless other prey is nearby. If the characters do not use the path, the lizards will move through the brush to attack, surprising on 1-3. They have no treasure, and their lair is far away.

Minotaur Lizards: 2; AL N; IN Non-; SZ L; MV 6"; AC 5; HD 8; hp 40 each; THACO 12; #AT 3; Dmg 2-12/2-12 (claws) and 3-18 (bite); XPV 1275 each.

Special Attacks: Fastens jaws on victim on a hit roll of 20. Victim can not attack while so held and lizard causes automatic damage each turn that he is held.

The Ghost Town

The town of Moradin's Paradise is built of wood and stone upon a high, flat rock. The gate, a heavy stone slab carved with scenes of dwarvish revel, has been torn from its setting and now lies broken upon the ground. The archway in which it once hung is carved from banded agate. The colors glow softly in the sunshine. A weathered wooden sign is fastened to the top of the arch.

The town consists of several buildings made of wood and stone. A well stands at one end of town where the spring is located. Moradin's Paradise is currently inhabited by a band of duergar raiders, a band of mountain dwarves (formerly ogres), a few other former monsters, and several animals.

The Long Way Home

This is indeed a town — small, yet still with some semblance of civilization amid all this unbroken wilderness. A 3'-high wall surrounds several wooden and stone buildings. Where the path meets the wall is an open archway carved from some sort of stone which glows softly with rainbow hues in the sunlight. Just inside the archway lies a broken slab of stone. Sand has drifted through the archway and into the street, partially blocking the doorways of some buildings. And there, at the heart of town, stands a well!

The buildings that line the main street are weathered, blasted by the wind and sand. In the street lie the remains of two small humanoids, picked clean by vultures and other scavengers. Shouts and singing emanate from a building down the street, but all else is quiet — deathly quiet. Some of the buildings are one story tall, others are two. They vary considerably in size, and it appears that most of them were once businesses.

None of the town's inhabitants will come out into the street or answer the characters' calls. The sign on the archway is lettered in Common, and reads:

Welcome to Moradin's Paradise
Only dwarves are welcome!
All others, pass these gates at your
own risk.

Entering Moradin's Paradise

The archway radiates strong enchantment. Any intelligent creature passing through it must save vs. spells or be *polymorphed* into a mountain dwarf of the same level and hit points, completely unequipped. All clothing, armor, and equipment carried becomes part of the new form. Weapons, spell components, magic items, etc. may be tossed through the arch and picked up again on the other side after the transformation; otherwise, they are part of the dwarf form and cannot be used. Armor and other protective devices worn through the arch also become part of the new form, but any magical bonuses to armor class are retained. That is, a character who wears *chain mail* +1 through the gate will become a dwarf in normal clothes with AC 9. Magical shield bonuses are also retained, so a *shield* +1 carried through the arch melds into the new form and gives a +1 bonus to normal AC (not just frontal). Armor which is not permitted to become part of the dwarf form will not fit after the transformation, and is not usable.

Conversely, powers and "to hit" bonuses of magical weapons or other magical items are not usable if the items are permitted to become part of the dwarf form. Magical items

which are thrown through and picked up on the other side function normally, but note that some weapons will no longer be usable due to size and weight restrictions for shorter characters.

Characters who successfully save vs. the *polymorph* effect retain their normal forms, but they cannot pass through the arch into the town due to the powerful wards which prevent any intelligent creatures except dwarves from entering. Therefore, to reach the water inside the town, the characters must allow themselves to become dwarves. Characters who have successfully saved once may try to pass through as many times as desired; a new saving throw is permitted each time. However, the player may choose to waive his saving throw and submit to the change voluntarily.

Optimum results may be obtained by tossing all equipment save armor through the archway, allowing the change to occur, and picking up the items on the other side. A system shock check must be made immediately upon transformation to see whether the character survives the change, regardless of whether or not it was voluntary. (Players should roll system shock checks themselves.)

As per *polymorph other*, an intelligence check must be made for each character at the time of the transformation, and once each day thereafter, to see whether the character's original personality and knowledge is retained. Until a change to the mentality and personality of a dwarf occurs, the characters are the same people as they were before, trapped inside dwarven bodies. All the physical and mental abilities of the new forms are acquired, and the characters know everything they formerly knew as well, including spellcasting. Therefore, as long as the characters retain their own minds, the magic-user and illusionist can cast spells just as before, and the ranger and paladin retain the knowledge of their special abilities. Although the characters immediately begin to take on dwarvish attitudes, such as aversion to magic, they can overcome such as long as they retain their own minds.

Those dwarvish abilities which are not innate, but are learned through years of training, such as combat bonuses vs. certain creatures, detecting stonework traps, etc., are not gained immediately. They must be learned over time, just as normal dwarves learn them.

Once the mental change occurs, the character becomes a dwarf in all respects, and will not remember ever having been anything else. All original character knowledge which is not also available to dwarven characters is forgotten, including how to cast magic-user spells. The paladin and ranger revert to normal fighters of the same level, and use of magic becomes repulsive, though characters may still employ magical weapons and those

magical items usable by characters of the professions they now follow without penalty. Magic-users and illusionists may use only their non-mage abilities. Original ability scores are retained throughout.

Percentages for intelligence checks are as follows:

Doyle	15%	Eleonor	15%
Gwendolyn	30%	Hogan	15%
Steeve	10%	Pierce	10%

As soon as a player rolls under the given percentage for his character, the mental change takes place and the character becomes a dwarf entirely.

Events

The following events occur when and if conditions are appropriate.

1. The Spirit of Ottis

This encounter occurs when someone approaches the well.

There are many tracks around the well, and desert grasses grow along its circular base. The well itself is about three feet in diameter, constructed of wood and stone. Above it is a thatched roof supported by two rotting wooden beams, and hanging on a bar over the opening is a bucket on a rope.

Tracks around the well include those of large lizards, dwarves, and other small creatures.

Ottis died with a vital mission undone. His body lies at the bottom of the well, and his spirit waits for someone to help him save his brethren so that he can rest. Ottis has become a haunt. He has retained his intelligence and the ability to speak. When he possesses a body, he can use it to cast clerical spells, provided that he takes the standard amount of time to rest and pray for them first. As soon as anyone comes within 6" of the well, Ottis rises out of it as a ghostly image of his former self, hands outstretched. He hovers there and speaks.

"Brethren, do not harm me! I, Ottis P. Gick, am your friend. I can help you! Please, come and talk with me while you refresh yourselves. Do not fear, I shall not harm you. Please feel free to satisfy yourselves as to my good heart with any magical means you have."

Ottis introduces himself as the erstwhile chief priest of Moradin for this community. He urges the characters to bring everyone in, if they are not already, and asks them to refresh themselves at the well. While the characters

drink, he inquires as to whether they like their improved forms, and whether they would now like to settle down in Moradin's Paradise. The well water is cool, fresh and clear. Ottis tells his story once the characters are refreshed.

Ottis's Story

"Once, our tribe had a mine in the mountains north of here. We mined much gold, but trouble came upon us. Sections of our mine caved in, killing some of our brethren. Cave creatures attacked us without reason. We knew that Moradin wanted us to leave and find a new home.

"So we packed our belongings and set off through the hot desert wastes. We wandered for many weeks, until, quite by accident, we discovered this bluff, which had the shape of an anvil. Feeling that this might be the sign for which we had searched, I scaled the bluff and struck the ground with *Rocksplitter*, our sacred magical hammer. Water sprang forth! We knew that indeed this was the place where we should settle and build new lives. We prospered, even discovering new gemstones in these barren cliffs.

"But desert raiders, orcs, orges, evil humans, and other less savory creatures came to take our water and our wealth. Many brave dwarves were slain. In our time of need, I wished for a miracle, and its effects are now clear to you.

"The miracle has brought us peace and safety. None save our brethren may enter the town. But a provision was made for cases of special need, such as your own. The archway has the power to allow those who truly wish to join us to enter by reshaping their forms. That is how you came to be as you are. I am truly pleased that you have chosen to join our community."

The Bargain

Ottis is genuinely grieved if the characters do not appreciate their new forms. Though he fails to comprehend why anyone would want to go through life as anything other than a dwarf, he accepts the characters' attitudes eventually. Though he can do nothing to restore them by himself, he knows that the whole community can do so if all are agreed. Therefore, he offers the characters a bargain.

"Brethren who do not wish to be my brethren, the magic can be reversed. I know the way. But you must help me if I am to help you. With some of the other dwarves from the town, I undertook a salvage mission to the mine to recover some of the equipment we had been forced to abandon in our flight, so that we might be

able to mine our gemstones more effectively. Imagine our surprise when we came upon a fully operational mine run by duergar and worked by our enslaved brethren! We were captured, but eventually I made good my escape. The others were not so lucky.

"There was one chance to rescue my brethren and take back the mine that was rightfully ours. The magical hammer that was given to our forefathers by Moradin himself was dedicated to the deity when the town was built, and has not been used since. So I returned to town as quickly as I could to get the hammer and mobilize my remaining brethren. But the gray ones were waiting for me. I was ambushed by several duergar and killed, and my body was thrown into the well. I can only surmise that my companions on the salvage mission must have divulged the location of our town and the existence of the hammer, for a few duergar remained here and have virtually torn apart each building searching for *Rocksplitter*. But it will do them no good; only I know where it is.

"This is my proposal. Desert custom allows me to demand a service of you in exchange for the gift of water. I ask that you find the hammer and drive the duergar out of our mine. If you will do this, my brethren and I will set your bodies aright. In this way, your debt to us and ours to you will both be paid."

Regardless of the party's reply, Ottis insists on curing any sick or wounded characters and on raising any that have died, though he must have the loan of a body for a night to do so. Nourishment is a secondary priority; Ottis directs the characters to the kitchens of various buildings to look for food until he can afford to take spells which can feed the group. Ottis recommends staying indoors at night and posting a guard; there are still duergar living here who are searching for *Rocksplitter*. He also advises the adventurers to get clothes, armor, and equipment from the surrounding buildings — they are free to take whatever they need.

If one of the characters is willing to act as a host body for Ottis, he will be more than happy to accompany them. For role-playing purposes, simply assume that both the PC and Ottis are occupying the same body. Both can converse and participate normally, but only one can actually perform actions at a time. Since Ottis is lawful good, he will not take advantage of his host, and will remain passive unless requested to take action. If the characters do not wish to take Ottis along, he offers to heal them at any time. All they have to do is return to the well and provide him with a host body for a few hours. In either case, he directs them first to the Temple of

Moradin to retrieve the head of *Rocksplitter*, then to City Hall for the shaft.

Haunt (Ottis): AL LG; IN High; SZ M; MV 6"/as host; AC 0/as host; HD 5/C9 (WIS 18); hp 25/as host; THACO 15/16; #AT 1; Dmg drain 2 dexterity points per hit/by weapon or spell; XPV 290.

Special Attacks: Possession once victim's dexterity is drained to 0.

Note: Though Ottis can possess a body in the same manner as a normal haunt, his alignment prohibits him from simply taking one without permission.

2. Duergar Raiders

There are 16 duergar soldiers and two duergar leaders stationed in Moradin's Paradise to locate the hammer. Keep track of the characters' activities in town, and make sure that the gray ones react appropriately with one or more of the tactics suggested.

The duergar remain hidden during the day, and conduct their searches at night in two teams, one led by Frozzit and the other by Grinshnof. Two guards are posted to patrol the inn while the rest are out searching. The leaders do not know that the hammer is hidden in two places; they believe that they are searching for an intact hammer.

If the duergar find out where the two parts of the hammer might be, they send out a small unit to delay the characters while their leaders, Frozzit and Grinshnof, recover the hammer. (See appendix for descriptions of NPC leaders.) One possible delaying tactic is an attack; another is a ruse of some sort, such as having one of the unit promise aid or information, then be "captured" by the others. Use whichever tactic seems appropriate for the situation.

If, however, the characters already have one piece of the hammer, the gray ones will follow them discreetly and allow the characters to obtain the other piece as well, then set upon them invisibly and from behind, hoping to recover the entire hammer in a surprise attack.

In either case, the leaders depart by night once the hammer is recovered, on horseback if possible, otherwise on foot. They return to the mine by the shortest route. Do not play out any pursuit; that is for Round 2.

Duergar Soldier: AL LE; IN Very; SZ S; AC 4; MV 6"; F3; hp 24 each; THACO 18; #AT 1; Dmg by weapon; XPV 237 each.

Special Abilities: Dwarf abilities, *infravision* (2)

Special Defenses: Surprised only 1 in 10, +4 bonus to saving throw vs. all magical attacks, immune to paralysis, poison, and illusion/phantasm spells.

Special Attacks: psionic disciplines (*expansion*, *invisibility*, *molecular agitation*, *reduction*), surprise 3 in 6.

The Long Way Home

Equipment (all): Hammer, pick, spear, chain mail, shield.

3. Finding *Rocksplitter*

When the dwarves built a temple to Moradin, they set the head of *Rocksplitter* into the floor and dedicated it to the deity. Since there was no room for the shaft, it was used as one of the legs on the Mayor's audience chair, from which he handed down judgements and laws. (It was thought that this would ensure their leader the wisdom and fairness of Moradin himself.) But it is no longer there. During their search, the duergar broke up most of the furniture in town and used the pieces for firewood. The shaft is currently in the fire pit of the kitchen in **Building #2**.

The easiest way to locate the shaft is to find out what the duergar did with the chair, either by observing their tactics during a night search, or by interrogating one or two duergar prisoners. Of course, the characters may find it by carefully searching the entire town, since they know exactly what they are looking for if they have a description from Ottis.

Key to Moradin's Paradise

All the businesses described here have signs prominently displayed which advertise the name of the establishment. Except as noted, all signs are in Dwarvish.

1. THE OASIS INN

This long wooden building probably looked imposing once, with its fancy carved cornices and pillars. Now, the sand has taken its toll on the building's facade. The large front windows have been boarded over. Sand has piled up on the porch and drifted in front of the double wooden doors. A sign hanging from a door latch reads, "Vacancy."

During the day, the duergar leaders and four soldiers sleep here at the inn. They do not investigate sounds of normal speech and movement, thinking that it is merely their dwarven servants cooking or cleaning. They will, however, come running with weapons drawn if they hear sounds of a fight or a call for help. At night, they conduct their searches of the town, leaving two soldiers patrolling the inn.

1A. LOBBY

Light filters in through cracks in the boarded-up windows. The floor is covered with sand and bits of wood which may once have been furniture. The chandeliers

hanging from the ceiling hold long-unused candles. In one corner of the room, a table is turned over. Lying next to it on the floor are piles of red and blue discs.

The dominant feature of this room is a relatively undamaged counter made of deep brown wood. Behind it on the wall hangs a set of eight small wooden boxes for room keys and messages. All the cubbyholes are empty except for #2, which has a key in it, and #5, which has a folded-up note reading, "Meet me at the temple. Ottis."

Next to the counter is a double stairwell. One flight goes up; the other descends into darkness. The walls are devoid of decoration.

On the counter is the guest register. Many dwarvish names are listed, but the last entry is over two months ago. One page of the register was torn out by the manager for scratch paper; its contents were unimportant. Next to the register is a quill pen and an empty ink well. The pen tip is covered with dried ink, and is actually a piece of diamond worth 120 gp pieces.

1B. STAIRWAY UP

The stairs are old, but free of sand. They are but four feet wide. Along the walls of the stairwell are unlit torches in iron mountings.

The stairway and torches are normal and untrapped.

1C. STAIRWAY DOWN

The air is musty here, but breathable. Unlit torches in wall mountings line a hallway that extends past the bottom of the stairs. Four doors lead off this hallway.

The staircase has a total of 18 steps. The third and the sixth have been trapped by the duergar who live here, and they will cave in as soon as any significant amount of weight is applied. Mesh nets full of copper coins have been loosely attached to the underside of both steps, and metal pans has been positioned below them. When either step caves in, the coins rattle into the pan and alert the duergar. Anyone stepping on the trapped stairsteps must save vs. petrification or fall down the stairs, suffering 1d3 points of damage. If the saving throw is successful, the victim's leg is caught in the broken step and can be freed easily. If the trap is set off, the duergar will arm themselves and rush out to the bottom of the stairs to attack.

Each of the 4 doors is locked, but not trapped. The door to Room 1F has two locks.

1D. GUEST ROOM

Two duergar have made their home here. At night, they are out searching the town. In the morning they are sitting at a small table playing cards, and may be surprised (1 in 8 chance, since they are not expecting trouble). In the afternoon, they are asleep. If the trap is set off while they are in, they rush out two rounds later, fully armed and armored, to attack the intruders.

The room is lit by an oil lamp on the table, and may be latched with a hook from the inside for extra security. Other furnishings include a bed, desk, and footlocker. The latter contains four outfits of drab grey and brown dwarf-sized clothes. Underneath those are two small leather sacks tied with thongs. One sack contains 80 gp and two rubies worth 150 gp each; the other contains a silver neckchain with a hammer charm hanging from it worth 1,000 gp. Under the bed is a chamber pot.

1E. GUEST ROOM

Another pair of duergar are quartered here. Their schedule is the same as that of the duergar in **Room 1D**. If there has been any commotion, they will use their psionic *invisibility*, then come out to join the fray.

The room is furnished exactly like **Room 1D**. The footlocker is locked. Inside it are one suit of studded leather (dwarf-sized), three daggers, a matching leather shield, one *po-tion of healing*, and 10 gp. Hidden in the chamber pot is an emerald ring worth 200 gp.

1F. GUEST ROOM

This room is double-locked. It has been serving as a storage room for the inn. In it are two dozen wooden chairs stacked along one wall, one dozen empty ledger books, and one dozen vials of ink, five of which have not dried out.

1G. GUEST ROOM

A cloaker looking for a new home has wandered into town and undergone the transformation to mountain dwarf form. Though intelligent, he does not speak Common or Dwarvish, and does not truly understand the "miracle" that has occurred. Therefore, he attacks any intruders by throwing himself upon them. (Treat the attack as an overbearing attempt, followed by a grapple.) Once the opponent is prone, the creature hesitates for a round, grabs a blanket from the floor, and tries to smother the victim with it. Since the cloaker is normally able to wrap around victims with weapons in hand, his first overbearing and grapple attacks cannot be thwarted in that manner.

Though the cloaker's subsonic moan has no effect in this form, he still moans regularly. He does retain his shadow shifting abilities, which he will use to create extra images if at-

tacked by a superior force. The duergar consider him mad and avoid him.

This room is furnished in the same manner as **Room 1D**. The footlocker is lying over on its side. Its contents are spilled out, partially covering two dwarven skeletons. The treasure includes 2,000 cp, 1,000 sp, 400 gp, a silver ring set with a large topaz (*ring of feather falling*), and a carved ivory arm band (worth 60 gp).

Mountain Dwarf (cloaker): 1; AL CN; IN High; SZ S; MV 9"; AC 10; HD 6; hp 24; THACO 13; #AT 1; Dmg Smother attack, victim must save vs Paralyzation each round or suffer ¼ damage; XPV 494.

Special Abilities: Infravision (60'), shadow shifting.

Special Defenses: +4 bonus to saving throw vs. all magical attacks and poison.

1H. GUEST ROOM

This room is utterly devoid of occupants and treasure. Cobwebs hang thickly from the walls and ceiling, and dust covers the floor. The furnishings are the same as those in **Room 1D**.

1I. GUEST ROOM

This room is furnished in the same manner as **Room 1D**, and it is occupied by 2 more duergar soldiers with the standard schedule.

1J. GUEST ROOM

This room is furnished in the same manner as **Room 1D**. Two giant horseflies have made this room their home. The outside window through which the horseflies entered is broken.

Giant Horseflies: 2; AL N; IN Non-; SZ L; MV 6"/27"; AC 5; HD 6; hp 30 each; THACO 13; #AT 1; Dmg 2-16; XPV 330 each.

Special Defenses: Jump 3" in 1 segment (1" height and airborne at end of movement).

Special Attacks: Inflicts 2-16 points of damage per round after first successful hit until driven off or slain (no further "to hit" roll required).

1K. SUITE

The furnishings here are opulent. A large four-poster bed dominates the room. There are paintings of handsome dwarves on the walls, and a dainty ceramic lamp stands upon a round marble-topped table in the corner.

The two duergar leaders, Frozzit and Grinshnof, are living here in the suite. Their stats are listed in the appendices. During the day they are here sleeping with the shutters

closed. During the night hours, they are out searching the town with their underlings from the rooms downstairs. If the characters approach by day quietly, apply a +2 bonus to their chance to surprise the duergar; if they are awake, the surprise chance is the normal 1 in 10.

If possible, Grinshnof and Frozzit will call out for backup at the first sign of intruders, which will bring all the other duergar in the inn to their door in 1-4 rounds. Meanwhile, the two will fight to the best of their ability. Grinshnof will try to keep the group occupied in melee while Frozzit casts spells. They will surrender if seriously threatened.

They will submit to interrogation willingly enough, but they frame their answers in a way that encourages the characters to reveal what they know as well. They do not reveal that they are actually in charge of the operation unless *charmed* or otherwise magically influenced, claiming instead that the leaders are hiding in the Temple of Moradin.

If the characters try to parley instead of attacking immediately, the two leaders will pretend cooperation while subtly pumping them for information. They protest their own innocence, claiming that the town was deserted when they found it, and they simply moved in.

If the characters reveal who and what they are, Frozzit will reveal that he is a cleric, demonstrating with a spell or two if necessary, and offer the characters a deal. If they can find out from the haunt in the well where the hammer is hidden and let him know, Frozzit will use his *dispel magic* to change them back to normal. He offers to continue making the attempt until it is successful if the characters will also bring him the hammer. Of course, Frozzit has no intention of keeping his word. If the characters are foolish enough to agree to this proposal, the entire duergar force will be waiting invisibly to ambush them when they return with the hammer.

2. DEEZIL'S SOCIAL HALL

This three-room building once served as a restaurant and gaming parlor. There are no creatures here.

The windows of this building are boarded up, and large padlocks hang on the latches of the front and rear doors. A sign in the center of the front door reads:

Keep Out! Business Closed!
Proprietor Has Left Town!
You Should Do Likewise!

2A. GAMING HALL

Bits of wood poke through the sand which covers the floor of this vacant room. Red and blue chips are scattered liberally throughout the room, and there is a faint glitter of something metallic in the corner. Cards are scattered on the floor along with a few broken wine bottles. Adorning the walls are paintings of dwarves in fine clothes with grim looks upon their faces, but the paint is peeling and the frames are weathered. There is a door in the back wall.

The glint in the corner is light reflecting off a gold piece — one of 38 which are partially buried in the sand on the floor. Under the sand on the floor is a large lizard-skin rug, which has been well preserved. Due to its size, it is worth 250 gp in any market.

2B. DINING ROOM

More broken furniture greets your eyes here. Plates and cups made of a silvery metal lie scattered on the floor. The door leading out of this room is slightly ajar.

The door leads to the kitchen. Bits of ancient, moldy, disgusting stuff cling to the pewter plates on the floor. There are 12 cups and 12 plates in all; each cup is worth 1 gp, and each plate is worth 2 gp.

2C. KITCHEN

This room is obviously the kitchen. A large, black cauldron hangs over the cooking pit in the corner. The walls are lined with cabinets, and a covered bin stands in the corner. In the center of the room is a long table covered with reasonably fresh food scraps.

In the early morning and late evening, the dwarves from Joe's Bar and Grill are here preparing food for the duergar and cleaning halfheartedly. There is no one here at any other time.

A blackened stick protrudes from the ashes in the cooking pit. This stick is the shaft of *Rocksplitter*. It is the only piece of wood which has not been consumed by the fire. The runes engraved in it are covered by soot, but if it is cleaned, its true nature will be obvious. It radiates magic.

The cabinets are filled with dishes. Four bottles of fine vinegar are hidden behind the stacks of dishes in one cabinet. Another contains a book bound in lizard skin entitled: "258 Ways to Prepare Lizard." A preserved lizard tongue serves as a bookmark. The recipe it marks is "Lizard Au Gratin."

The bin is filled with flour. The scraps on the table are bits of lizard meat.

The Long Way Home

3. CITY HALL

This building was the home of the dwarf who governed the small community. All the first story windows have been boarded up, leaving only the second story accessible. The front door is double-locked.

This building must have once served an important function, as it is finely constructed of red sandstone. The rock walls are decorated with frescoes. Sand has blasted some of these into obscurity, but desert birds and plants can still be recognized, as well as the smiling visages of many dwarves. Cacti grow in riotous profusion in the gardens flanking the stone path which leads to the front door.

The door is decorated with a carved dwarven face. Through its bulbous nose is a steel ring, which obviously serves as the knocker. Thieves who examine the door closely can tell that several attempts have been made to pick this lock — all unsuccessful.

3A. THE MAYOR'S AUDIENCE CHAMBER

Sand has wafted its way under the door and a thin layer of it covers the floor of the entryway. Past the doorway, the room broadens, displaying steps rising to a dais. On top of the dais are a few bits of broken wood and torn blue cloth.

A sandling is hiding in the sand on the floor. It allows the characters to wander about the area for a turn or two before attacking. It is quite territorial, and will try to drive intruders from its lair if possible.

The wood and cloth scraps are all that remains of the Mayor's audience chair. The duergar smashed it along with the rest of the furniture in their systematic search for the hammer and took the remains back to the Social Hall (**Building #2**) for firewood to cook their meals. The shaft of *Rocksplitter*, which was a leg of the audience chair, is currently in the cooking pit of the Social Hall's kitchen. The room is completely devoid of furniture.

The dais is decorated with inlaid jade in green, pink, and white. There are 50 pieces of jade in all, and if two hours are spent prying it out, the haul will net 10-40 gp value/piece.

Four doors lead out of this chamber; two to the left and right of the entrance, and two more off to the left and right of the dais.

Sandling: 1; AL N; IN Non-; SZ L; MV 12"/6"; AC 3; HD 4; hp 20; THACO 15; #AT 1; Dmg 2-16; XPV 165.

Special Defenses: Immune to *sleep*, *charm*, *hold*, and other mind-influencing

spells; 10 gallons or more liquid thrown on the sandling affects it as per a *slow* spell. (It can do only half damage when wet.)

3B. SERVANTS' QUARTERS

Bits of broken furniture, mops, and pails are scattered through all these rooms. There are three sets of usable dwarven clothes in each room, though they are obviously the garb of commoners. Hidden under each mattress are 1-12 sp.

3C. THE KITCHEN AND DINING ROOMS

A circular, carved table with an inch-thick marble top stands in the center of the room. Bits of broken wood are all that remain of the chairs which once stood around it. On the table stands a misshapen sand sculpture.

The object on the table is actually a golden candlestick worth 140 gp, but it is completely encrusted with dirt and sand. In the far corner is a small cooking pit, and above that are cabinets, all empty.

3D. BARRACKS OF THE MAYOR'S GUARDS

The furnishings here were spartan to begin with; now little remains of the three bunk beds. The bedspreads and pillows lie in a heap in the center of the room, and a layer of dust covers everything. The three footlockers have been ransacked. Another door displays a brass name plate which reads, in Dwarvish, "Captain Frondish."

A small wooden sign tacked up below the nameplate reads "Knock Before Entering."

One footlocker boasts a rancid hunk of lizard meat and several moldy lumps of cheese. They all smell dreadful. The false bottom may be lifted out to reveal a dozen hunks of silver worth 100 gp each and a small book entitled *Poetry of the Desert*. The only legible poem reads "Cacti are green. The desert is yellow. Since you are my girl, I'm one lucky fellow."

The second footlocker is locked. It contains one suit of beige-colored dwarven leather armor of especially fine workmanship, a leather scabbard for a broadsword, a dagger sheath, and a pair of boots, all of which match the beige-colored armor. Beneath all this is an extra pair of plain black boots.

The third footlocker is empty.

3E. CAPTAIN FRONDISH'S ROOM

This room, though spartan, is more tastefully decorated than the guard room. The furniture is intact. A bed is suspended by chains about one foot above the floor in the center of the room. Next to the door by which you entered is a desk covered with papers, with a wooden rocking chair in front of it. Past that is a large footlocker secured with a padlock. A brass plate, which has remained surprisingly un tarnished, reads "Property of Captain Frondish."

The bed is quite comfortable, and it swings back and forth like a hammock if anyone sits on it. The papers on the desk are sketches of desert birds and lizards — most of them are really quite good. One sketch is of a frightening monster which is at least part sphinx, with the title *Terrifying Beastie* penned beneath it.

Close inspection of the room reveals a platinum piece lying beneath the swinging bed. One of Frondish's men partially melted the coin and burned it into the floor to frustrate the captain, who had a fondness for platinum. It cannot be pulled free; it must be gouged from the floor.

The padlock on the chest is old and rusty. The chest itself is trapped, but the trap is on the inside. A *mirror of opposition* is affixed to the inside of the lid such that anyone who opens the chest without averting his eyes will see it. Frondish put it there to discourage the guardsmen who had thieving as a secondary profession. Inside the chest is a suit of dwarf-sized banded armor of superior workmanship, a crossbow, 20 crossbow bolts, a silvered short sword, three *potions of healing* labelled "Drink this in times of emergency," a quartz statue of a lizard with amethyst eyes (worth 80 gp), a dozen or more sketches of desert animals, 18 quills for writing, dice, 30 platinum pieces, a silver ring (worth 320 gp because of the fine workmanship), and a ruby quartz gem (worth 100 gp). Affixed to the crossbow stock is a brass nameplate with the inscription, "Property of Captain Frondish." The silver ring also bears an inscription inside the band, which reads, "From Frenella" in Dwarvish.

3F. RECREATION ROOM

A grey mat lies in the center of this room. It is the only piece of furniture, if indeed you can call it furniture. On one wall is a large dart board. Three darts are embedded in the wall near the target.

3G. BARRACKS

The remains of five bunkbeds are scattered throughout this room. The blankets are torn and strewn all over the floor. There is no treasure.

3H. THE MAYOR'S BEDROOM

Hiding in this room is a mimic. It is currently disguised as a broken bedpost, and it will attack whenever the time looks right.

This stately bedroom obviously belonged to someone of noble rank. It has now been thoroughly ransacked. The bed lies in many pieces, its intricately carved posts are split, and its fine silk quilt is slashed in many places. Dwarvish clothes and boots are the only things of possible value here.

The mimic belonged to the Mayor, who kept it here in the guise of a chest to guard his chambers. The duergar proved more than a match for it when they came to search the room, but it has since recovered from its wounds.

There is only one set of matched clothes, but two more outfits can be put together from various mismatched pieces. There are four pairs of boots — all of the same size.

Killer Mimic: 1; AL N; IN Semi-; SZ L; MV 3"; AC 7; HD 9; hp 56; THACO 12; #AT 1; Dmg 3-12; XPV 1972.

Special Attacks: Glue secretions.

3I. THE SITTING ROOM

The floor is covered with padding torn from a once-fine divan. A table which once had a locked drawer has been heavily vandalized. The seats have been sliced out of the wicker chairs. Several broken musical instruments lie in the middle of the floor, and a wooden harp with no strings leans against the wall. A bed, small even by dwarven standards, stands against the left wall; it, too, is broken.

3J. THE CHILDREN'S ROOM

The door to this room is propped against the door frame. Stuffing is scattered throughout the room. A teddy bear with its stomach sliced open lies in the far left corner. There is no treasure.

3K. THE GOVERNESS'S ROOM

The fancy poster bed now lies in ruins. A small broken chest rests near the bed. A dwarven woman's clothes are scattered across the floor.

Three full outfits can be pieced together.

3L. THE NURSERY

A crib and a dwarven-sized bed are the only furnishings. Dusty infant toys are piled in a topless wooden box.

4. JOE'S BAR & GRILL

Fifteen dwarves, formerly ogres, now live in this one-room bar. In the early morning and late evening, they are at the inn cooking and cleaning. They spend their daytime hours singing and making merry in the bar. At night, they sleep here on pallets.

This little band came to raid the town after it was abandoned and ended up making it a permanent home. The ogres had no desire to return to their own people in this condition. The duergar leaders have struck a bargain with the group. In return for being allowed to live here, these fellows do all of the cooking and other menial labor for the gray ones. Of course, these dwarves are tough, and the duergar might not actually be able to defeat them in a fight, but the former ogres don't know that.

Each evening, Dynsa the wolfwere comes over to Joe's in human form to entertain the dwarves with her singing. If she is hungry, she lures one of them outside after the performance and devours him. Originally, there were 30 ogres in this band. The leader suspects what is happening, so he thwarts her whenever possible by loudly ordering her victim to stay and work. However, he isn't interested in fighting her openly. Dynsa lives in an acolyte room in the Temple of Moradin.

Use the description below if the characters approach this building during the day. The inhabitants are making so much noise that they will not notice intruders at first.

Laughter and something similar to music is coming from this building. The laughter is loud and the songs are off key. The door is open, but the steps up to it are broken. There is a hand axe embedded in the porch underneath the front window.

The dwarves will greet any visitors cheerfully, as they are too happy to start a fight at the moment. But they are chaotic and evil, and are even less trustworthy than their duergar masters.

Inside, one dwarf wearing an off-white apron tends bar. At least a dozen dwarves are sitting at tables or running around the tavern. One huge dwarf sits in the far right corner sharpening spears. An exceptionally small one is attempting to sing in Common — something about a girl with blue eyes.

If asked for permission to take water from the well, the dwarves grin maliciously and tell them to risk it if they wish. Ottis attacked

them when they drew water from the well, so they now depend on *create water* spells from Frozzit, as do the duergar.

The singer is the son of the huge dwarf, and is the only one who still remembers being an ogre. The bartender is Dingus DaGee, the leader of this little band. He is something of a coward, so he will duck behind the bar when a fight starts, surrendering if all the others are defeated, and fighting only if cornered.

The dwarves will watch the characters draw water. If they are successful, the dwarves will rush out into the street and attack them, fighting until one of them dies, then fleeing back to the tavern.

Scattered on tables is a total of 512 gold in various coinage. Dingus has 40 gp and wears a neckring worth 1,200 gp. Hidden beneath a loose floor board under the bar are 1,400 sp, 32 ep, 438 gp and a necklace worth 2,500 gp (*necklace of wound closure*).

Mountain Dwarves (ogres): 14; AL CE; IN Low; SZ S; MV 9"; AC 10; HD 4 + 1; hp 17 each; THACO 15; #AT 1; Dmg by weapon + 2; XPV 175 each.

Dingus DaGee: AL CE; IN Low; SZ S; MV 9"; AC 10; HD 7; hp 30; THACO 13; #AT 1; Dmg by weapon + 3; XPV 465.

Special Abilities (all): Dwarf abilities, infravision (60').

Special Defenses (all): + 4 bonus to saving throw vs. all magical attacks and poison.

Equipment (all): Hammer, spear.

5. STABLE & SMITHY

This structure has been burned in several places, but seems basically sound. Hay pours from its double doors and mingles with the sand. The wooden roof above the entrance to the blacksmith shop has fallen in.

Inside the stable are 2 horses, on which the duergar leaders intend to escape with the hammer.

Horses: 2; AL N; IN Animal; SZ L; MV 18"; AC 7; HD 2 + 2; hp 10 each; THACO 16; #AT 3; Dmg 1-6/1-6/1-3; XPV 65 each.

6. CONSTABLE MATT'S

The outside of this building has been scoured by the ever-blowing sand. The stones that made up its walls are smooth, almost polished, and the lock that hangs from the front door looks new. The worn sign reads "Constable."

A 10-foot long lizard is sleeping on top of the ruined desk in the outer office. It awakens when anyone enters, and curls its tail about the desk leg. The lizard will not budge unless attacked, nor will it initiate an attack.

The Long Way Home

A silver star with a pin on the back and a ring of keys are the only objects left in the broken desk. The keys open the four cells, two of which contain dwarven skeletons. Two pairs of worn boots can be salvaged from the cells, but no usable clothes or weapons.

Giant Lizard: 1; AL N; IN Non-; SZ L; MV 15"; AC 5; HD 3 + 1; hp 16; THACO 16; #AT 1; Dmg 1-8; XPV 189.

Special Attacks: Double damage on a "to hit" score of 20.

7. MORADIN'S TEMPLE

This sandstone white building is easily the most impressive structure in town. Its walls and pillars are so finely constructed it looks like an artist's sculpture. Curved white steps lead up to an entryway. There are arrow slits on all the walls.

7A. ENTRYWAY

The entryway is open. The statue just inside the entryway is of a larger-than-life dwarf, extremely detailed. The dwarf holds a hammer in the air and is standing upon an anvil affixed to a dais, which makes up the statue's base.

Careful examination of the statue reveals the word "Moradin" engraved in Dwarvish on the base.

The room in which the statue stands is featureless. One doorway leads into the large chamber. If the characters speak in this chamber, the sound will echo into the hall of worship, alerting any duergar there.

7B. HALL OF WORSHIP

This immense chamber measures roughly 75' x 55'. The walls of the temple room are covered with frescoes. They glow with color, as though untouched by time. Some of the artwork depicts dwarves in the hills mining, and then holding up offerings of silver to a larger, more powerful-looking dwarf. Another shows terrified dwarves walking across the desert. Yet a third shows dwarves standing around a pool of water with their hammers held high.

In the center of the room is an altar of sorts. There is a podium to its right, and behind that is a forge. In the center of the riser is a hole, and just to the left is an iron anvil on a pedestal.

During the day, this room is deserted. At night, a team of 6 duergar led by Frozzit are trying to dig the precious metal out of the altar. They may be surprised at their normal 1 in 10 chance if the characters have entered quietly, but if they talked in the entryway, the

duergar are waiting in ambush behind the altar. They throw their spears first, then close to melee with hammers. If the characters flee the temple, the duergar will chase them, attempting to capture them for interrogation and eventual slavery.

Closer inspection of the altar reveals that molten precious metals were melted in the forge, then poured into the hole, which is 4' wide and 70' deep. The hole holds silver, gold and platinum from various sacrifices. It will take eighteen hours to remove these metals from the hole in the ground. Total value of the resultant lump is 18,000 gp.

The floor of this room was designed especially with the head of *Rocksplitter* in mind. The head was set into the floor along with all the other stones when the temple was built. All of the other stones were carved in the shape of that one, so it is impossible to tell them apart without *detect magic*.

7C. STAIRS

The stairs go up about 12', opening into a corridor that runs perpendicular to the staircase.

7D. ASSOCIATE CLERIC'S ROOM

A poltergeist haunts this room. It is the angry spirit of a dwarf killed by the duergar invaders. It waits until several characters enter the room before beginning its assault.

This room is austere and spotless. Not even a cobweb hangs from its white walls or ceiling. The furnishings are simple; a pallet lies in the far corner, and near it stands a crude, wooden three-drawer desk, which has been broken and rifled. The remains of a small wooden table and chair are strewn across the room, along with plates and candlesticks.

Suddenly, there is a creaking sound. The desk drawers are opening and closing by themselves!

Poltergeist: 1; AL LE; IN Low; SZ M; MV 6"; AC 10; HD (5); hp 4; THACO 15; #AT Nil; Dmg Nil; XPV 38.

Special Defenses: Invisible, can only be hit by silver or magic weapons.

Special Attacks: Throws objects for no damage, but any creature hit must save vs. spell or flee in a random direction for 2-24 rounds, with a 50% chance of dropping any item held.

7E. OTTIS'S ROOM

The double doors are made of carved wood banded by steel. During the day they are closed and locked. At night, a team of 6 duergar led by Grinshnof are here rifling the chamber. They can be surprised on their normal 1 in 10 chance.

A large pallet lies in the center of this room. Above it hangs an iron chandelier. A large, roll-top desk stands between the shuttered windows. Atop it is a ceramic oil lamp. To the right of the double doors is a small table and chair; to the left is a chest of drawers.

The top drawer of the desk is locked. It contains church records. The second drawer is unlocked and empty. The third drawer is also unlocked; it contains a small, leather-bound box. It is not locked or trapped. Inside are six vials of clear liquid. Three contain holy water, two are *potions of extra-healing*, and the sixth is a *potion of sweet water*. The fourth drawer is locked, and contains the chief priest's holy symbol: a tiny golden hammer and anvil encrusted with rubies (5,000 gp value) suspended on a golden chain.

Searching through the papers on top of the desk reveals a map. Give the Wilderness Map to the players at this point.

In the corner of the room is a locked, brass-bound chest. It contains a fine suit of mithral chain mail, two pairs of soft boots, two pairs of trousers, a tunic, and a white clerical robe embroidered with a golden hammer. Underneath all the clothes is a *hammer +1*.

7F. KITCHEN AND DINING ROOM

The door has been taken off its hinges. It was torn from its hinges by the former troll who lives in the temple. The room is in a shambles; the table lies broken in pieces upon the floor. Only one chair remains intact. The doors to the cupboard on the right wall have been ripped off the hinges, but the dishes inside are undisturbed. There are two cooking hearths in this room, but no pots.

7G. TEMPLE DEFENDER'S ROOM

This room is garish and tasteless. A hammock hangs in the corner across from the doorway. Clothes are piled into it and are spilling out onto the floor. All four drawers in the chest next to it are opened, and hats are strewn all over the room. Next to the chest are four sets of pegs, but only one set holds a sword. The sword is non-magical, and it has notches cut into the pommel. Papers are heaped on the table in disarray.

The papers include a letter from Ottis to Bro-mear, the Defender of the Temple of Moradin, telling him to clean up his act or he will be replaced. Among the apparel are four wide-brimmed leather hats and three pairs of boots (two made of snakeskin). Three outfits can be put together.

7H. LIBRARY

Shelves full of books line these walls, and three leather-covered chairs form a semi-circle in the center of the room.

The books are about clean living, following Moradin's path, building from sandstone, surviving in the desert, gardening in sandy soil, and cooking without meat.

7I. THE STUDY

This plain iron door has a polished brass handle. Parallel scratches run down its surface in several places.

This plain, severe room contains only the remains of a long wooden table and eight chairs. Scattered through the room are four brass candlesticks (worth 20 gp each).

7J-7M. ACOLYTE ROOMS

These rooms contain the same sort of simple furniture as the others, most of it broken. Each room has two pallets, a simple writing table, and two chairs.

7N. ACOLYTE ROOM

There are two pallets, a large writing table, three smaller tables, and two chairs.

Books and old scrolls are heaped on the tables, chairs, and beds. At a large table sits an attractive woman, pen in hand, bent over a long piece of parchment. A stringed instrument of some sort is lying within easy reach on the floor.

The woman is a wolfwere. She lives in the abandoned town and preys on the dwarves who are left. The duergar do not trust her and give her a wide berth, but the former ogres at **Joe's Bar & Grill** frequently ask her to entertain them. She smiles at the characters and invites them to join her. The wolfwere introduces herself as Dinysa the bard, and explains that she is here to write the epic song of Ottis and his dwarves. She is engaged in research, and has taken numerous volumes from the temple and other buildings.

The wolfwere was affected only temporarily by the transformation to dwarf form, as she was already a shapechanger. If asked how she has retained her human form, she claims that she had permission, and refuses to go into detail.

She says that none of the dwarves here are music lovers. The ones down at the bar are more fun, but they all have tin ears — can't carry a tune in a wheelbarrow. So she stays in her room most of the time, and goes down to entertain at the bar each evening.

After questioning the characters about

their backgrounds and skills, she offers to play her song for them. If Ottis is present, he would like very much to hear it. In any case, she begins to sing. She will attack if at least 4 characters seem to be *slowed*, otherwise she decides to wait until she can catch one of them alone. To that end, she invites the group to Joe's Bar and Grill that evening to watch her performance, hoping for better luck.

Wolfwere: 1; AL CE; IN High; SZ M; MV 15"; AC 3; HD 5 + 1; hp 31; THACO 14; #AT 1; Dmg 2-12; XPV 736.

Special Defenses: +1 or better weapons needed to hit.

Special Attacks: Song *slows* victim unless a saving throw vs. spell is successful.

7O. PRAYER ROOMS

A leather sign affixed to this door with studs reads, "Private Prayer." Inside is a dwarf who was once a troll. He has been recruited by the duergar occupation force, and will attack immediately. There are two wooden cells attached to the room. Two iron cooking pots are overturned on the floor, and scraps of fur and bones are everywhere. The attached cells have little doors, which are standing open.

In one cell is a hoard consisting of 3,000 cp, 500 sp, and 200 ep. In the other are three 50 gp pearls, a *ring of delusion*, and a non-magical short sword with an empty secret compartment in the pommel.

Mountain Dwarf (troll): 1; AL CE; IN Low; SZ S; MV 9"; AC 10; HD 6 + 6; hp 38; THACO 13; #AT 1; Dmg 2-7 + 3; XPV 829.

Special Abilities: Dwarf abilities, infravision (60').

Special Defenses: +4 bonus to saving throw vs. all magical attacks and poison, regeneration.

8. GENERAL STORE

Atop an overhang stands a wooden sign which reads: "Allowishes's Emporium." Two rickety wooden steps lead up to a rickety wooden porch. The wooden door hangs slightly ajar. The windows on either side of the door are boarded up with spikes.

Inside, this one-room store is a mess. There are spiderwebs everywhere. Foodstuffs have been spilled out on the floor, and everything reeks of spoilage. There is a large counter at the center back wall of the room; affixed to it is a wooden device with colored wooden beads attached to it — obviously a counting aid of some sort. Bolts of cloth line the shelves behind the counter. High above the cloth, almost against the ceiling, are several jars.

Once the characters are in, four spiders drop from their dark corners and run to attack. A dwarf, formerly an ettercap, springs up from behind the counter and joins in.

The only things of value here are the few goods which remain undamaged. Depending on how thoroughly the characters search, they may find one bolt of cloth, two square yards of light blue silk, three square yards of heavy cloth, two mining picks, one backpack, a box of dice, two corn-husk dolls, two small sandstone statues of Moradin, one wooden bucket, an anchor, and a string-bound pack of paper. On the bottom shelf is a large wooden box with a flour sack resting on top of it. Inside the box is a suit of *leather armor + 1*, sized for a dwarf.

The five jars on the high shelf contain dried beans, dried carrots, pickled grasshoppers, canned tomatoes and canned squash. Behind them is a small leather pouch that contains brass-plated thieves' picks and tools. The shopkeeper also kept a *potion of neutralize poison* next to the tools.

Huge Spiders: 4; AL CE; IN Animal; SZ M; MV 18"; AC 6; HD 2 + 2; hp 18, 15, 13, 10; THACO 16; #AT 1; Dmg 1-6; XPV 199, 190, 184, 175.

Special Attacks: Victim must save vs. poison at +1 upon a successful bite.

Mountain Dwarf (ettercap): 1; AL NE; IN Low; SZ S; MV 9"; AC 10; HD 5; hp 22; THACO 15; #AT 1; Dmg 1-8; XPV 275.

Special Abilities: dwarf abilities; infravision (60').

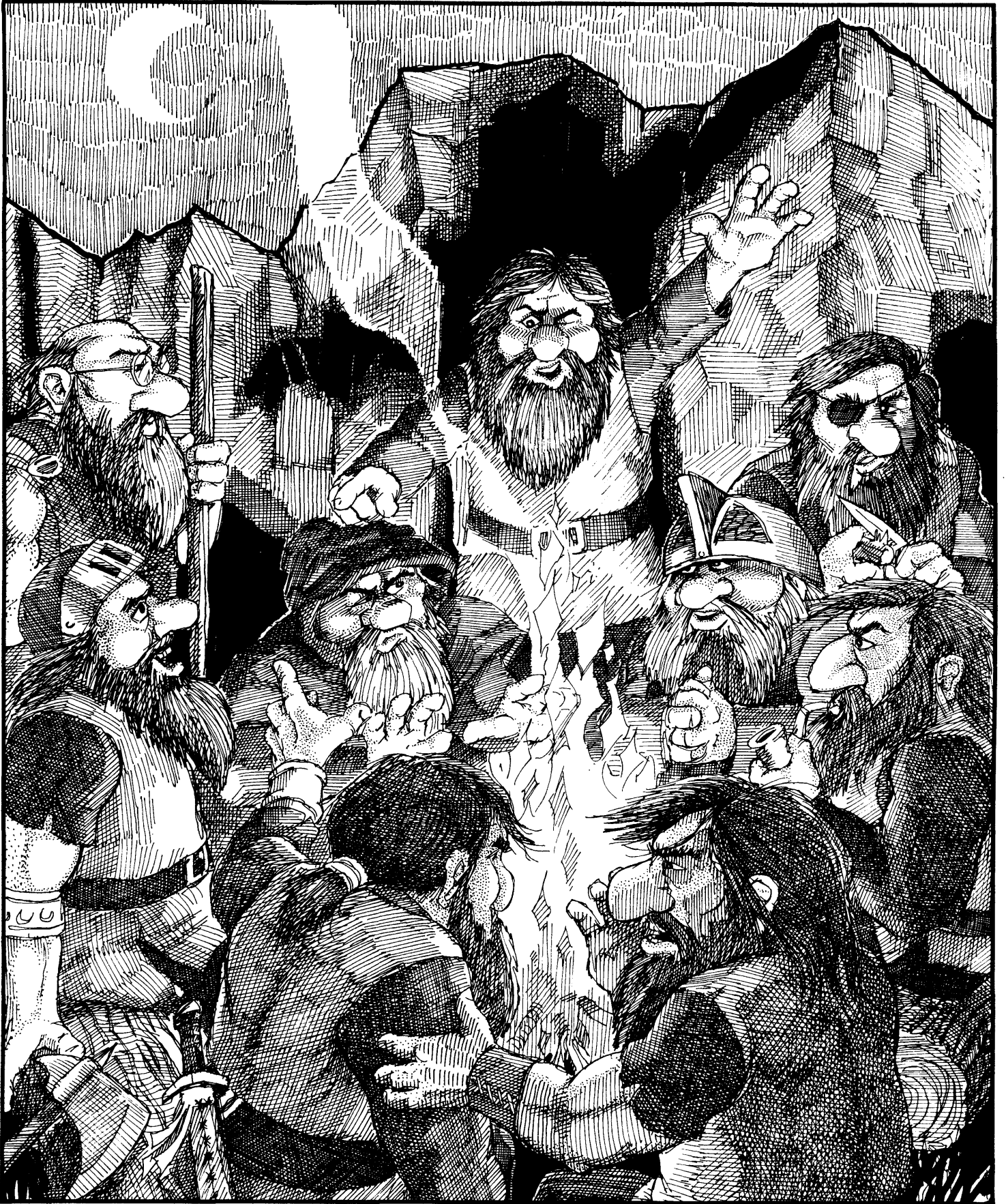
Special Defenses: +4 bonus to saving throw vs. all magical attacks and poison.

9-11. RESIDENCES

There is no treasure, but close examination of the area during the night will provoke an encounter with a squad of 6 duergar led by Frozzit. The duergar become invisible immediately and close for melee with their hammers, while Frozzit casts *hold person* at any characters who appear to be spellcasters, or at whoever seems to be the best fighter. If the squad captures the characters, they are taken back to the inn for interrogation. If the characters capture Frozzit, he maintains that Grinshnof is the boss, and tries to gain information about the characters and the location of the hammer. He will not hesitate to sacrifice his squad to ensure his own safety.

12. RESIDENCES

These residences are intact, though weathered. Ten of the duergar live here guarding the plunder they have collected from the town. The duergar treasure is stashed inside one of the homes. The hoard consists of 150 sp, 63 ep, 47 gp and two metal frying pans.



The Long Way Home: Round 2

Moradin's Mine

Background for the DM

In Round 1, the characters stumbled upon a small town called Moradin's Paradise in the desert, and went in for some water. Unbeknownst to them, the town was warded against all intelligent creatures except dwarves. Worse yet, passing through the stone arch that served as the town gate *polymorphed* them into mountain dwarves. These effects were the result of a *wish* made by the now-deceased chief priest of Moradin, Ottis Gick.

The spirit of this dwarvish priest still haunted the well, where his body lay. Ottis explained that a tribe of duergar had stolen their mountain mine and taken the townsfolk there for slaves, forcing them to work their own mine for duergar profit. A small unit of duergar soldiers still remained in Moradin's Paradise searching for the magical hammer called *Rocksplitter*. Ottis promised on behalf of the whole community that he and his brethren would restore the characters to normal if they would but rescue the dwarves from the mine.

Adventure Setting

This round opens with the characters preparing to set off across the Desert of Ages for the mine. They have recovered the magic hammer *Rocksplitter* and defeated the duergar force in Moradin's Paradise.

Enough food and water can be gathered in town to sustain the characters for 7 days in the desert. A list of the equipment available in Moradin's Paradise is given in the appendices. For tournament play, assume that the characters found all of the listed items, and that none of them have made the mental change to dwarves. Once again, daily intelligence checks must be made for each character.

Players' Background

You hadn't intended to take the long way home when you set off for the jousting tournament in City Turin several weeks ago. But you met with ill luck in the Desert of Ages on your way back and lost your money, your supplies, your horses, and a good friend, Cinden the cleric. You now suspect that a group of duergar were responsible for the raid.

"You bravely set off through the burning wastes on foot, but you would surely have died of thirst had you not spotted a small town high on a rocky bluff. When you reached it, no one came to greet you, so you went through the stone arch toward the well in the center of town.

Little did you know that the town of Moradin's Paradise was a dwarvish community under magical protection. When you passed through the arch, you began to shrink, and hair sprouted from your chins. You had become dwarves!

Soon you understood. A haunt rose from the well to greet you and beg your aid. It was the spirit of Ottis Gick, formerly the resident chief priest of Moradin. He had been slain by duergar raiders, who then took his kinsmen for slaves. As it turned out, the townsfolk once owned the mine in question, and the gray dwarves had stolen it from them.

Though Ottis offered to cure you, he could not restore your bodies to normal. However, he did say that the entire community could do so. He proposed a bargain: if you would rescue his people and drive out the duergar from their town and mine, he promised on behalf of the community that he and his kinsmen would restore your forms to normal.

You have now recovered both parts of *Rocksplitter* and defeated the duergar in town when they tried to take it from you. Now you must fulfill the rest of your bargain by crossing the Desert of Ages again, finding the mine in the northern mountains, and rescuing the dwarves from their duergar oppressors. It had best be done soon; you are already beginning to feel natural as dwarves. Soon you will forget that you were ever anything else.

The morning sun shines brightly as you gather near the well and distribute the equipment you have collected in town among yourselves for the trip.

"Well, my brethren, are we ready to get started?" Ottis rises from the well to join you. "It is a fairly long journey; we had best get going. After all, the sooner we can rescue my people, the sooner you can have your normal bodies back, although if I may say so, I do think you make excellent dwarves. We dwarves are sturdy creatures — a truly superior race! You still don't think so? Well, maybe the next batch of wanderers who find the old town will see things more clearly. They'll have to; they won't have me to tell them how to get their proper bodies back. But enough of my idle chit-chat. Let us be off, my brethren!"

Ahead, the desert sands beckon. The little town of Moradin's Paradise has drastically changed your lives. But Ottis has promised that he and his brethren can return you to your rightful forms if you help him free his people. There is no doubt that he can be trusted; he is still lawful good even in death.

Your Goals: *Cross the Desert of Ages once*

again and find the old dwarven mine using the map that you found in town. Rescue the dwarves who have been enslaved and drive out the duergar. Restore the mine to its rightful owners. Keep all party members alive in the process and collect as much treasure as possible. Role-play to the best of your ability using the character personality notes given.

Give the players the equipment list from the appendices. They may choose to take any or all of it with them for the trip. Make a note of which characters are carrying the important items.

Ottis would like to accompany the characters to the mine. He offers his clerical services for the trip if someone is willing to act as a host body. If the players accept his offer, they must decide who will be his host. If not, he wishes them well on their journey.

Wilderness Encounter Key

Several timed encounters are presented for the wilderness, along with random encounter lists. The timed encounters are not placed on the map; they occur at set points in the adventure as described in the text. The random encounters are optional.

The Desert of Ages

The trip across the desert will take 5 days on foot. Two planned encounters occur during this time. In addition, any or all of the random encounters given on the list in this section may be used if desired. Try to pace the adventure so that it is neither too deadly nor too dull. Creatures may or may not pursue, depending upon their intelligence and character actions.

If this adventure is being used as a tournament, it is recommended that you do not use the random encounters. If the playing time for the tournament is greater than four hours, you may add the italicized encounters from the random encounter lists.

1. Raiding Party

Shortly after the characters leave town, a band of 5 thri-kreen approach and hail them. They have weapons in hand, but not leveled at the party. These creatures have heard of the rich treasures in Moradin's Paradise and are on their way to investigate. They are not interested in killing unless necessary; armed parties are quite dangerous.

If the characters warn them about Moradin's Paradise, the thri-kreen are incredulous at first. Upon further thought, however, they decide to give the town a wide berth and thank the party for the information. They are low on supplies, and had hoped to restock at Moradin's Paradise. They attempt to bargain with the characters for food and water,

The Long Way Home

plus any weapons they can get. Weapon and food prices vary (DM's discretion), but for water they offer 1 gp per waterskin. They will go as high as 5, or they are willing to accompany the characters for 1 day or until their next battle, whichever comes first.

Thri-Kreen: 5; AL CN; IN High; SZ M; MV 18"; AC 5; HD 6 + 3; hp 45, 44, 38, 34, 32; THACO 13; #AT 3 (when using two weapons and bite) or 5 (when using claws and bite); Dmg 3-8 (polearm)/3-6 (thrown wedges)/2-5 (bite), without weapons 4 x (1-4)/2-5; XPV 1160, 1152, 1104, 1072, 1056.

Special Abilities: Leap 20' upward and 50' forward.

Special Defenses: Can dodge missiles on a "to hit" roll of 9 or better on 1d20.

Special Attacks: Bite causes paralysis (save vs. paralyzation to avoid).

2. Ogres and the Troll

Five ogres and a troll are out looking for some friends who disappeared several weeks ago after saying that they were going to a place called Moradin's Paradise. If approached peacefully, the ogres will inquire as to the whereabouts of this town, then leave peacefully, though the troll will continue to smile hungrily at the characters throughout the conversation. If attacked, they will fight until one ogre or the troll is slain, then flee.

Each ogre carries 3 gp and 35 sp. The troll wears a silver armband on his wrist (240 gp value).

Ogres: 5; AL CE; IN Low; SZ L; MV 9"; AC 5; HD 4 + 1; HP 29, 27, 26, 26, 17; THACO 15; #AT 1; Dmg 1-10; XPV 235, 225, 220, 220, 175.

Troll: 1; AL CE; IN Low; SZ L; MV 12"; AC 4; HD 6 + 6; HP 39; THACO 13; #AT 3; Dmg 5-8/5-8/2-12; XPV 837.

Special Defenses: Regeneration.

Random Desert Encounters

1. **Giant Hornet:** 1; AL N; IN Semi-; SZ M; MV 24"; AC 2 (in flight) or 4 when settled); HD 5; hp 30; THACO 14; #AT 1; Dmg 1-4; XPV 315.

Special Attacks: Poison sting (save vs. poison or suffer 5-30 points of damage and be incapacitated for 2-12 hours).

2. **Trolls:** 2; AL CE; IN Low; SZ L; MV 12"; AC 4; HD 6 + 6; hp 41, 32; THACO 13; #AT 3; 5-8/5-8/2-12; XPV 853, 781.

Special Defenses: Regeneration.

Treasure: 38 gp, silver neckchain (120 gp value); 10 sp, 4 pp.

3. **Vortex:** 1; AL CN; IN Non-; SZ Variable; MV 15"; AC 0; HD 2 + 2; hp 18; THACO 16; #AT 1; Dmg Special; XPV 104.

Special Attacks: Successful hit causes no

damage the first round, but 1-3 points per round thereafter; 5% cumulative chance for death each round.

4. **Dust Diggers:** 3; AL N; IN Semi-; SZ L; MV 3"; AC 4; HD 4; hp 22, 20, 17; THACO 15; #AT 1; Dmg 1-8 + victim's AC; XPV 253, 245, 233.

Special Abilities: Hides in sand; projects an illusion of bubbling pools to attract prey.

5. **Ant Lion:** 1; AL N; IN Animal; SZ L; MV 9"; AC 2; HD 8; hp 46; THACO 12; #AT 1; Dmg 5-20 per round; XPV 1035.

6. **Brass Dragon** (Young Adult Female): 1; AL CG; IN High; SZ L; MV 12"/24"; AC 2; HD 7; hp 28; THACO 13; #AT 3; Dmg 1-4/1-4/4-16; XPV 525.

Special Attacks: Breath weapon (7"x2" cone of sleep gas or 4"x5"x2" cloud of fear gas).

Notes: This dragon will not fight unless attacked. She swoops down out of curiosity, asks what the dwarves are doing, and giggles a little if told the whole truth. The dragon will not aid the characters, however, and will leave after a brief chat.

The Foothills

The foothills are rugged and bare on the desert side, blasted by wind and sand. On the other side, ascending into the mountains, the slopes are less steep and desert scrub growth gives way slowly to grasses and trees.

The "Attack" of the Leprechauns

Time this encounter to occur when the adventurers are well into the foothills. The leprechauns have been spying on the characters, and they have decided to have a little fun. There have been so very few people through these parts, and those who do live here know the leprechauns' tactics and won't put up with their pranks.

The leader of this little pack is a leprechaun named Wilbur. He is especially fond of picking on dwarves. He thinks they are far too serious. Their dour outlook on life probably stunted their growth.

First, the leprechauns create a few carefully selected illusions. Use your imagination, but avoid anything that looks suspicious at first. For example, the leprechauns could make the ground appear wet, as though a sudden desert storm had just passed leaving foot-deep mud in strategic locations. Then parts of the terrain begin to change — a tree is there for a moment, then disappears. A tree branch becomes a writhing snake and tries to twine around a nearby character. At last, whimsy takes over. Flowers may grow to unusually large proportions and flap their leaves while the leprechauns use their *ventriloquism* to make them speak. Other uses of *ventriloquism* may include but-

terflies speaking, birds roaring or squirrels reciting poetry.

Once the characters are busy with all this, the leprechauns use their *polymorph* abilities to change weapons into candles, noodles, artificial flowers, or even stuffed teddy bears. Boots may become frying pans, shields may become books, etc. Of course, while all this is going on, the little fellows will attempt to steal a few things of value from the party.

It should be very difficult to talk the leprechauns into changing the weapons and boots back into their original forms. However, it can be done. Threats and wine work wonders. It is even more difficult to get the leprechauns' treasure, as they can create illusions of treasure to dupe the characters. If, by some chance, a party is able to get it by cunning, here is the list of the said treasure: 3,000 gp, 100 pp, 10 gems (worth 10, 20, 30, 50, 100, 200, 400, 600, 800, and 900 gp), a *philter of glibness*, a *potion of extra healing*, a clerical scroll with a *death's door* spell on it, a *bag of holding*, a *ring of jumping*, and a suit of *banded armor +1*, sized for a dwarf. The leprechauns can identify everything except the *philter of glibness*.

Leprechauns: 7; AL N; IN Exceptional; SZ S; MV 15"; AC 8; HD 1; hp 5 (Wilbur), 5 (O'Leary), 4 (O'Kno), 4 (O'Shaunessy), 3 (O'Patrick), 3 (O'Meegosh), 2 (O'Daily); THACO 20; #AT none; Dmg none; XPV 85, 85, 84, 84, 83, 83, 82.

Special Abilities (at will): become *invisible*, *polymorph non-living objects*, create *illusions*, *ventriloquism*.

Special Defenses: Acute hearing prevents leprechauns from being surprised.

Special Attacks: Theft (75% chance of success).

The Great Dreaded Forest

The forest isn't really all that great or dreaded. The dwarves encountered some carnivorous apes there many years ago, and the tale grew in the telling. If Ottis is present, he advises going around the forest on the trail to avoid the huge dragons, evil druids, and witches that lair in its dark depths.

If the characters choose to cut through the forest anyway, choose at least one random encounter from the list given in this section and place it as desired. More may be used if desired, or if the characters provoke or attract additional creatures through their own actions.

In addition, carnivorous apes will stalk the party through the forest and attack at some point. Place the attack as you see fit, keeping proper pacing in mind. Do not bring in another encounter while one is still in progress.

Ape Attack

The apes have several lairs within the forest.

If the characters search for one, allow them to find a clump of trees where another 4 apes are socializing. In and around the trees are 430 copper pieces, 122 silver pieces, and a *morning star* +1.

Carnivorous Apes: 4; AL N; IN Low; SZ L; MV 12"; AC 6; HD 5; hp 39, 32, 29, 25; THACO 15; #AT 3; Dmg 1-4/1-4/1-8; XPV 325, 290, 275, 255.

Random Forest Encounters

1. **Giant Ticks:** 6; AL N; IN Non-; SZ S; MV 3"; AC 3; HD 3; hp 10, 10, 9, 8, 7, 5; THACO 16; #AT 1; Dmg 1-4 XPV 125, 125, 123, 121, 119, 115.

Special Attacks: Attaches on successful hit for 1-4 point initial damage plus 1-6 points from blood drain each round thereafter; victim has 50% chance to contract blood disease from bite (fatal in 2-8 days).

2. **Giant Skunk:** 1; AL N; IN Animal; SZ S; MV 9"; AC 7; HD 5; hp 35; THACO 14; #AT 1; Dmg 1-6; XPV 340.

Special Attacks: Squirt musk (2"x2"x6" cloud, save vs. poison or be blinded for 1-8 hours and lose 50% of strength and dexterity for 2-8 turns due to nausea).

3. **Unicorns:** 2; AL CG; IN Average; SZ L; MV 24"; AC 2; HD 4 + 4; hp 32, 29; THACO 15; #AT 1; Dmg 1-6/1-6/1-12; XPV 560, 545.

Notes: These creatures, a mother and daughter, will try to avoid the characters, although the little one is a bit curious about the dwarves and tries to stray over toward them.

4. **Harpies:** 3; AL CE; IN Low; SZ M; MV 6"/15"; AC 7; HD 3; hp 24, 19, 16; THACO 16; #AT 3; Dmg 1-3/1-3/1-6; XPV 217, 202, 193.

Special Attacks: Song (save vs. spells or approach harpy), *charm* (by touch, save vs. spells).

Note: The harpies' lair is nearby, and contains 980 cp, 423 sp, and 128 ep.

5. **Werewolves:** 2; AL CE; IN Average; SZ M; MV 15"; AC 5; HD 4 + 3; hp 32, 24; THACO 15; #AT 1; Dmg 2-8; XPV 365, 325.

Special Defenses: Can only be hit by silver or magic weapons.

Special Attacks: Victims who suffer more than 50% of their original hit points in bite damage become lycanthropes themselves.

Note: The lair is a small cave in the hillside. Inside is a treasure hoard consisting of: 2,480 cp, 914 sp, 234 ep, and a suit of studded *leather* +1, sized for a dwarf.

6. **Kech:** 3; AL NE; IN Average; SZ M; MV 15"; AC 4; HD 5; hp 32, 30, 24; THACO 14; #AT 3; Dmg 2-5/2-5/1-6; XPV 365, 355, 325.

Special Defenses: Camouflage.

Special Attacks: Surprises 5/6.

Notes: Hidden in the nearby lair are a chunk of onyx worth 850 gp, a large piece of polished coral worth 650 gp, an emerald worth 180 gp, and an ivory carving of a mermaid worth 180 gp.

7. **Gripli:** 8; AL N; IN Very; SZ S; MV 9"/15"; AC 9; HD 1 + 1; hp 7 each; THACO 18; #AT 1; Dmg 1-4 or by weapon; XPV 59 each.

Special Attacks: Surprise 4/6.

Notes: The gripli will approach the characters peacefully to bargain for baubles, offering small (10 gp value) gems in exchange for bright clothing and other pretty things.

8. **Wolf-In-Sheep's-Clothing:** 1; AL N; IN Low; SZ S; MV 1"; AC 3 (roots and tentacles)/5 (body stump)/7 (eyestalks); HD 9; hp 45; THACO 11; #AT 1-3; Dmg 1-4; XPV 1530.

Special Attacks: Successful root hits cause 1-4 points of damage and entwines victim; subsequent damage is 1-4 points per round, plus automatic bite for 7-12 points unless victim breaks free.

The Weird Lands

The area now known as the Weird Lands was once the home of several chaotic magic-users. Their odd experiments changed the landscape and altered the native creatures. A few strange other-planar creatures were trapped here as well. Most of the mages are long gone, but the land retains its strange appearance and ecology.

The characters have no real reason to enter this region. If they do, they discover that the countryside somehow looks out of perspective, and the colors are all wrong. The grass is reddish and the soil is turquoise. A nearby waterfall spills downward in ever-shifting rainbow hues. Odd looking creatures wander by and gaze at them curiously from time to time.

Trouble

If the characters persist in exploring, they find a *kampfult* in a bad mood, and little else.

Kampfult: 1; AL N(E); IN Low; SZ S; MV 3"; AC 4; HD 2; hp 16; THACO 18; #AT 6; Dmg 1; XPV 68.

Special Defenses: Only the central section can be harmed.

Special Attacks: Surprises 3/6; once hit, the victim cannot escape until the *kampfult* is killed; automatic damage of 1 point/round applies until victim dies or is freed.

The Trail

Several placed encounters occur on the trail around the forest. Characters may bypass any

or all by going through the forest; use the encounters from that section instead in that case.

1. HOME OF THE THREE WEREBEARS

A prim, cozy cottage with a well-tended yard sits a short distance back from the trail. In front of the cottage is a burly man holding a cane and petting a small bear.

The man waves at any characters he sees. If they approach, he greets them in a friendly manner and invites them in for a meal. If they accept, he escorts them inside to meet his wife.

The home is immaculate and tastefully decorated. Paintings of woodland scenes adorn the walls. In the center of the large central room is a wooden table. Alas, it has only three chairs.

Father werebear will invite a few characters to sit, apologizing for the lack of sufficient furniture. One chair is small, another is medium, and the third is large. Before the meal, the small bear outside changes into a child and dashes for the small chair.

Despite all this, the food is delicious, and there is enough to satisfy everyone — even Bonecrusher Hogan. The werebears will not attack the adventurers unless they are attacked first.

Werebears: 3; AL CG; IN Exceptional; SZ M (L); MV 9"; AC 2; HD 7 + 3; hp 54 (father), 45 (mother), 28 (baby); THACO 13; #AT 3; Dmg 1-3/1-3/2-8; XPV 1365, 1275, 1105.

Special Abilities: Cure *disease* in 1-4 weeks; summon 1-6 brown bears in 2-12 turns; heals wounds at triple normal rate.

Special Defenses: Can only be hit by silver or magical weapons; immune to disease.

Special Attacks: Hug for 2-16.

2. THE APPLE ORCHARD

This little grove is tended by a greenhag. She killed the former owners, who lived in a small hut near the road, and moved in to prey on travelers passing by on the trail. She uses her *change self* to appear as a lovely peasant girl and goes out to pick apples when she sees potential victims.

Ripe red and yellow-gold apples hang from the trees in a small orchard by the trail. A lovely young peasant woman is picking some and putting them into a wicker basket. She pays you no heed. Though the trees are planted in orderly rows, weeds grow thickly around them. The grove looks wild and unkempt.

The Long Way Home

If Ottis is along, he remarks that he does not remember the old peasants having a daughter. If the characters do not approach her, the greenhag will feign an accident to lure them closer so that she can attack.

A thorough search of the tiny hut, which is now filthy both inside and out, reveals 300 gp, 20 pp, five gems worth 50 gp each, a *portion of diminution*, a suit of dwarf-sized plate mail, and a *periapt of wound closure*.

Greenhag: 1; AL NE; IN Average; SZ M; MV 12"/12"; AC -2; HD 9; hp 43; THACO 11; #AT 2; Dmg 7-8/7-8; XPV 2116.

Special Abilities (at will): *audible glamour*, *dancing lights*, *change self*, *invisibility*, *pass without trace*, *speak with monsters*, *water breathing*, *weakness*.

Special Defenses: 35% magic resistance.

3. SHRINE OF SKERRIT THE FORESTER

The only sign that there is something unusual nearby is the large number of hoofprints which leave the trail here and cut into the forest on a small path. The ranger can tell upon closer inspection that the front hooves of all the creatures which passed made more of an impression in the soil than the rear hooves.

The shrine itself is a small garden around a statue of Skerrit. The shrine is set back into the trees and cannot be seen from the road. If the characters investigate, read the following:

The forest here is orderly and sculpted. Birds of wondrous plumage flit about, and squirrels play among the branches. A statue stands in the center of all this beauty.

Skerrit is the god of centaurs. This shrine was put here after the exodus of the dwarves from their mine.

The statue is that of a rearing centaur. It has morning glory vines wrapped around its legs. The creature holds a bow in one hand; the other is extended, palm up, apparently in greeting.

Anyone who approaches within 8' of the statue triggers the *magic mouth*. It says, in centaur, "Welcome thou creatures of the forest. With Skerrit the Forester, thou shalt be safe."

The garden is tended by Snow, the half-elven daughter of the local druid. She will be along presently to water and weed the plants.

The sound of singing wafts toward you on the breeze. The singer seems to be coming in the direction of the statue.

Snow comes into view two rounds later. She smiles at any visible characters and says, "Oh, dwarves!"

The woman has fair skin and shiny black hair that falls about her shoulders. From the look of her, a bit of elvish blood runs in her veins. Her twinkling blue eyes perfectly match the color of her flowing blue peasant dress. "What brings you here?" she asks pleasantly.

Snow is very fond of dwarves. A group of them once saved her from the greenhag in the orchard. If the characters strike up any idle conversation, she will tell them about the incident.

If the characters explain their plight, Snow offers to lead them to her father. She says that he can cure anything, and he would doubtless be happy to restore the characters to their rightful forms. Go directly to Encounter 4 if the characters accept.

The carnivorous apes in the forest are Snow's friends. They watch over her, and will come to her aid if she is attacked.

Snow (half-elf): AL N; IN High; SZ M; MV 12"; AC 7; D1; hp 7; THACO 20; #AT 1; Dmg by weapon or spell; XPV 26.

Spells Carried: *faerie fire*.

Equipment: Trowel, hoe, rake, bucket.

4. PALM GROVE

Bearclaw, the elven druid/magic-user who cares for this region, is constantly experimenting with plant hybrids and grafting techniques to create new, hardier strains of plant life. Four years ago, he brought some tropical food-bearing plants back with him from a trip to the equatorial region. He has managed to successfully graft portions of each onto the trunks of hardy mountain trees, them. He takes especially good care of these experimental versions, as they cannot be replaced. Bearclaw's stats are given in the appendices.

To the left is a grove of odd trees. They don't fit in with the rest of foliage — they are palm trees. One bears bananas, another coconuts, and the third pineapples. There is a low fence around them.

The fruit is delicious! If they eat any, though, the druid will be upset — he has been nursing these special plants carefully. If Snow is with the characters, she tells them about the experiment and warns them not to eat any of the fruit.

The Druid

Bearclaw, the druid/magic-user, has been tracking the characters' progress via *wizard eye*. Before coming out, he casts *protection*

from normal missiles, *ESP*, and *detect invisibility*.

If the characters have come here with Snow, she leads them to a mound of twigs and sticks and bids them wait. She opens the makeshift door and calls, "Father! There are some dwarves here to see you!" If the characters have come here by themselves, Bearclaw observes them a bit longer to see whether or not they respect nature and the property of others.

If the characters have eaten his fruit, Bearclaw will attack them, first with *heat metal*, then with more destructive spells. He may be reasoned with and calmed by agreement to pay some price for the damage. He will not put any animals in danger with his attacks. If his fruit remains untouched, Bearclaw makes his appearance whenever it suits him.

After but a moment, an elderly elf in a green robe approaches you. He leans on a tall, carved staff and regards you solemnly. "Dwarves. Are you in truth dwarves?"

After listening to their story, Bearclaw offers to change their forms for a price. Actually, he thinks they are complete fools for getting into this situation, and may consider them dishonest if they broke their original bargain with Ottis. He has no intention of restoring their true forms; he plans to teach them a lesson.

"Yes, my friends," says the old elf, scratching his head. "I have heard tales of this village you mention. The magic there is very potent, but so too is my own. I believe that I can get you out of those grotesque forms you now wear — if you are willing to meet my price."

The elf will ask 10,000 gp from each person, but will come down to 5,000 or one permanent magic item from each character if they bargain shrewdly.

If the characters pay the druid, he puts the money inside his hut and returns with a wand, which he says will undo the spell. He asks the characters to drop any equipment that could be vulnerable to *dispel magic*, and line up so that he can start the process. He warns them that they must allow the magic to take hold, or there may be no effect. (Explain to the players that he is asking them to waive their saving throws. Make a note of any players who do NOT wish to do so, and allow them a normal saving throw vs. polymorph when Bearclaw touches them with his wand.)

When they are ready, Bearclaw walks along the line of characters, touching each in turn with his *wand of polymorphing*, which was made for him by a 25th-level magic-user. He tries to change the characters into appro-

appropriate animals or monsters, choosing a different form for each. He makes only one attempt for each character.

As the change starts to occur, the druid grabs his daughter and steps into the mound of twigs. From there, he uses his *teleport* to send both of them to a place of safety, far, far away — just in case the characters do not appreciate his efforts.

The hut is completely empty except for a straw pallet and a bucket of water.

The Mountains

Use at least one of the random encounters from the list given in this section when the characters reach the mountains proper. More may be used if desired. In addition, an encounter with galeb duhr will occur shortly before the characters reach the mine itself.

5. GALEB DUHR

The galeb duhr who live in the mountains are curious creatures. They will block the pass leading to the mine so that they may study the dwarves. They have no intention of attacking the dwarves; they just want to find out what they are doing here. The only dwarves they have ever seen are wearing chains — i.e. the enslaved townsfolk. After the dwarves answer their questions, the galeb duhr will move aside.

Galeb Duhr: 4; AL N; IN Very; SZ L; MV 6"; AC -2; HD 9; hp 57, 53, 51, 49; THACO 12; #AT 2; Dmg 2-16; XPV 2684, 2636, 2612, 2588.

Special Abilities (as 20th-level MU, once/round): move *earth*, *stone shape*, *passwall*, *transmute rock to mud*, *wall of stone*.

Special Defenses: 20% magic resistance; immune to lightning and normal fire; save at +4 vs. magical fire.

Special Attacks: Animate boulders as a treant does trees.

Random Mountain Encounters

1. **Axe Beaks:** 5; AL N; IN Animal; SZ L; MV 18"; AC 6; HD 3; hp 24, 21, 20, 14, 11; THACO 16; #AT 3; Dmg 1-3/1-3/1-6; XPV 107, 98, 95, 77, 68.

2. **Cyclopskins:** 3; AL CE; IN Low; SZ L; MV 12"; AC 3; HD 5; hp 38, 24, 19; THACO 14; #AT 1; Dmg by weapon +2; XPV 280, 210, 185.

3. **Jackalwere:** 2; AL CE; IN Very; SZ S (M); MV 12"; AC 4; HD 4; hp 30, 24; THACO 15; #AT 1; Dmg 2-8; XPV 920, 896.

Special Defenses: Can only be hit by iron or magic weapons.

Special Attacks: Sleep gaze.

Notes: These Jackalwere attempt to join

the party in human form, saying that they are journeying through the mountains to the City North. Later, they hope to catch the characters off guard. Their lair is nearby, and contains 2,643 cp, a chunk of jade worth 300 gp, a large piece of rose quartz worth 350 gp, and an emerald worth 1,000 gp.

The Mine

The duergar operate the mine around the clock, using their slaves in shifts. The mining operation has been expanded since Ottis and his tribe operated the mine. Any character wielding *Rocksplitter* can easily crack a stone wall, though that will certainly cause a great deal of noise.

At last! There is a large cavern in the face of the cliff ahead. It is the mine you have sought. Large timbers outline the entrance to the mine. The opening is but five feet tall — dwarf-sized, and several rusty old mining tools lie outside on the ledge.

If it is dark, there is no one in sight. In the daytime, two duergar soldiers are standing guard outside the mine entrance. In either case, sounds of activity emanate from within.

Ottis remembers three rooms in the upper section; now the mine has five. The lower parts of the mine have caved in due to the activities of the galeb duhr in the area, and the duergar are engaged in trying to clear the fallen stone.

1. ENTRANCE AREA

Rusted mining tools are thrown haphazardly near the walls, and the small chunks of rock all over the floor make it difficult to walk. The air is musty, and water drips downward from the ceiling above. Two tunnels lead off this area — one to the right and one to the left. Rich ore is heaped in the small entrance chamber, and there is a small wagon nearby.

2. ABANDONED ORE ROOM

The short tunnel leads to a small room, which at one time must have been extensively mined. A wooden sign is tacked up over the entrance.

The sign is written in Dwarvish. It reads: "Danger! Do not enter." The only living things in this chamber are stirges, which nest in a small crevice in the upper left wall. They attack any creatures that enters.

The passageway used to lead deeper into the mountain, but it caved in many years ago. *Rocksplitter* can help clear the debris. The bones of three dwarves lie broken on the

floor.

In the rubble are a silver and pearl bracelet worth 350 gp, a jade armband worth 220 gp, and a bronze dagger set with turquoise worth 280 gp.

Stirges: 11; AL N; In Animal; SZ S; MV 3"/18"; AC 8; HD 1 + 1; hp 9, 8, 8, 7, 7, 6, 5, 5, 4, 3, 2; THACO 15; #AT 1; Dmg 1-3; XPV 54, 52, 52, 50, 50, 48, 46, 46, 44, 42, 40.

Special Attacks: Attacks as a 4 HD monster; inflicts 1-3 points of damage on initial hit, then 1-4 points each round thereafter until sated (12 hp worth) or killed.

3. RIGHT ROOM

Spiderwebs hang from the ceiling in thick masses. The tunnel which used to continue on past the webs has caved in. A wooden sign hangs over the entrance.

The sign is written in Dwarvish, and reads: "Danger! Cave-in!" The phase spider who lives here and guards the area will attack the characters at the earliest opportunity. It will not fight to the death; if wounded it will phase out and warn the duergar in the right rear chamber, who will prepare an ambush.

Its treasure includes a *potion of extra healing*, a *potion of longevity*, a magic-user's scroll (web, knock, and push), a *bag of devouring*, and 2,873 gp. hidden in a web bag attached to its nest 35' overhead.

Phase Spider: 1; AL N; IN Low; SZ L; MV 6"/15"; AC 7; HD 5 + 5; hp 40; THACO 14; #AT 1; Dmg 1-6; XPV 990.

Special Attacks: Poisonous bite (save vs. poison at -2 or die); impervious to most attacks forms while out of phase.

4. LEFT REAR CHAMBER

This area has been mined extensively. The gold ore was exhausted long ago, so it is now used to house the slaves. The remaining 40 dwarves from Moradin's Paradise sleep here in the daytime in chains under the watchful eyes of 5 duergar soldiers. At night, two duergar soldiers guard this chamber, while the rest watch the slaves at work in the right rear chamber.

5. RIGHT REAR ROOM

This chamber is where the mining operations are currently conducted. The chamber is 200' in diameter. During the night, all 40 dwarven slaves are at work here with 5 duergar soldiers watching over them. The other 3 soldiers are leading raiding expeditions to find food and to relieve travelers of their possessions. During the day, all the masters sleep here and the slaves are in their quarters.

Heaps of ore are being loaded into carts by some of the slaves, while others mine with

The Long Way Home

hammers and picks. The two 5th-level duergar clerics tend the minor cuts and scrapes of the slaves, and create sustenance when needed. The 10th-level priest, Scord, is conferring with Sgoth, leader of the duergar tribe, when the characters approach. The two are standing in the back, away from the main group of workers. Their stats are listed in the appendices.

The rest of the duergar tribe totals 20 1 hit die men-at-arms, 35 non-combatant females, 25 children, and 5 non-combatant elders. The males are out in raiding parties under the command of the soldiers during the night. The females and children are cooking and doing other domestic chores in the sleeping areas while the men are out.

If the duergar have been warned of the characters' approach, three duergar assassins will be waiting quietly in the shadows near the entrance if they know of the characters' arrival. One of the assassins wields a *wand of metal command*, which she will use on any armored characters to *heat metal*. The other two will move to cut off the characters' retreat and make backstab attempts on the rear characters, then become invisible and position for further surprise attacks.

Sgoth will advance menacingly upon the intruders, but Scord will stop him and call for parley if the assassins fail to kill the characters immediately. While Scord talks calmly and reasonably with the characters about how the duergar are just trying to make a living like everyone else, Sgoth becomes invisible and moves in for a backstab on a spellcaster if possible. Thereafter, general melee breaks out. The non-combatant females and children will fight with pots and pans if cornered; otherwise they will simply hide.

Duergar Soldier: AL LE; IN Very; SZ S; AC 4; MV 6"; F3; hp 24 each; THACO 18; #AT 1; Dmg by weapon; XPV 237 each.

Special Abilities: Dwarf abilities, infravision (12").

Special Defenses: Surprised only 1 in 10, +4 bonus to saving throw vs. all magical attacks, immune to paralysis, poison, and illusion/phantasm spells.

Special Attacks: psionic disciplines (expansion, *invisibility*, *molecular agitation*, *reduction*), surprise 3 in 6.

Equipment (all): Hammer, pick, spear, chain mail, shield.

Duergar (male or female): AL LE; IN Very; SZ S; AC 4; MV 6"; HD 1 +2; hp 6 each; THACO 18; #AT 1; Dmg by weapon; XPV 85 each.

Special Abilities: Dwarf abilities, infravision (12").

Special Defenses: Surprised only 1 in 10, +4 bonus to saving throw vs. all magical attacks, immune to paralysis, poison, and illusion/phantasm spells.

Special Attacks: psionic disciplines (ex-

pansion, *invisibility*, *molecular agitation*, *reduction*), surprise 3 in 6.

Equipment (all): Hammer, pick.

Duergar Assassins: 3; AL LE; IN Very; SZ S; AC 6; MV 9"; A5; hp 19 each; THACO 19; #AT 1; Dmg by weapon; XPV 259 each.

Special Abilities: Dwarf abilities, infravision (12"), abilities of 3rd-level thief.

Special Defenses: Surprised only 1 in 10, +4 bonus to saving throw vs. all magical attacks, immune to paralysis, poison, and illusion/phantasm spells.

Special Attacks: psionic disciplines (expansion, *invisibility*, *molecular agitation*, *reduction*), surprise 3 in 6, backstab for triple damage.

Equipment (all): Hammer, dagger, short sword, leather armor.

Duergar Cleric: 2; AL LE; IN Very; SZ S; AC 4; MV 6"; C5; hp 32 each; THACO 18; #AT 1; Dmg by weapon; XPV 480 each.

Special Abilities: Dwarf abilities, infravision (12").

Special Defenses: Surprised only 1 in 10, +4 bonus to saving throw vs. all magical attacks, immune to paralysis, poison, and illusion/phantasm spells.

Special Attacks: psionic disciplines (expansion, *invisibility*, *molecular agitation*, *reduction*), surprise 3 in 6.

Equipment (both): Hammer, pick, spear, chain mail, shield.

Spells Carried (both): *Cure light wounds* (x3), *silence 15' radius*, *find traps*, *hold person*, *death's door*.

The Reward

Once the characters have defeated or driven off all the duergar, they can release the enslaved dwarves and restore the mine to them. Of course, the dwarves would like to have *Rocksplitter* returned to the clan, but they are willing to let the characters keep any other treasure they have collected from Moradin's Paradise.

If Ottis is present, he makes a small speech to the characters thanking them for their unselfish aid. Frenella makes the speech on behalf of the community in the chief priest's absence.

"Brethren, you have my deepest thanks for rescuing my people and returning the mine of Moradin's dwarves to its rightful owners. You have been most kind to me and to all of us, and in return for your kindness, we would like to offer you all positions in the dwarven council and caves of your own if you will stay and join our tribe."

If the characters refuse and request that the dwarves return them to their rightful forms,

the dwarves grumble and mutter amongst themselves. Frenella calls for order and speaks to her brethren.

"These gentle folk have given us our freedom. Surely the price is not too much to pay. Perhaps we have been wrong. Forcing others to become dwarves has only bred contempt. Each creature has the right to the body which nature bestowed upon it. We have been no better than the gray ones, for we too have forced our will upon others and made them live as we deemed fit instead of allowing them to lead their own lives. Let us petition Moradin to make right that which our folly has caused."

The dwarves listen in silence, then slowly nod and murmur agreement. Frenella tells the characters to remove their armor and lay down their weapons. The dwarves join hands around the characters and begin an ancient Dwarvish song. The song seems to grow in volume and echo from all the walls. As it ends, the characters begin to change. The "miracle" has been rescinded, and all is as it was before. The characters are restored to normal, and all items which had become part of the new form are once again usable.

A cheer goes up from the assembled dwarves. Captain Frondish offers the characters 10,000 gp worth of newly-mined gold as a parting gift.

If Ottis is still present, he bids the characters a final farewell.

"It is done. I pray that you will remember me with fondness now that you are yourselves again, and forgive our folly. Now, farewell. I go to join my friends under the great mountain where I shall finally see Moradin. May your path forever be without obstacles, my friends." With that, Ottis leaves your companion and departs for his final rest.

The character whose body Ottis was using will be left with a dexterity of 3, and must rest with the dwarvish community until the lost dexterity is regained (see *haunt* description, MMII). In honor of their guests, the dwarves have planned a great celebration and feast.



Creating Your Own Tournament

Running a pre-existing scenario is a relatively easy task to complete when compared to the trials of writing your own tournament adventure. Writing an adventure is more difficult because you must answer all the questions that could arise and provide guidelines on how to handle the unexpected. At the same time, the scenario must be flexible enough for the players to attempt the unexpected.

Some standards and guidelines for creating tournaments are provided here to help you design your own adventures. These directions are not the only way to write a tournament, but they have resulted in dozens of successful tournaments for the RPGA™ Network. Because of this success, it is recommended that you do not discard a standard without a good reason.

Don't take on the task of writing a tournament if you are not willing to commit the time to do a careful and thoughtful job.

Tournament Design Goals

1) A tournament should be fun for all participants.

The only way to ensure the success of a tournament is to make sure that everyone—the judges and all players—has fun during the adventure. Keep this in mind when writing the adventure.

The goal of a tournament is not to eliminate players, nor is it to create challenges that are unsolvable except by the most ingenious players. Certainly the scenario should challenge the players' and judges' abilities, but it should not overwhelm them. The scoring system removes that burden.

Gamers pay to participate and they expect to have a good time. If this basic reward is denied due to flaws in the design, then the tournament is a failure.

Here are several subgoals to help meet this criteria.

1a) This is heroic fantasy and should live up to the ideals of this genre.

Challenges should be exciting, noble, and rewarding. Clever humor, desperate situations, stupendous feats, endearing moments, clever cons, puzzling dilemmas, mysterious events, and spectacular battles are all elements of heroic fantasy. Situations that are anti-heroic and destructive detract from the success of the game.

1b) Players should never be denied participation.

New designers often make the mistake of creating very dramatic scenes in which players only serve as an audience. Players desire to be crucial elements in the final success of each adventure, not merely minor pawns. You should provide ways for them to participate in all major encounters. Avoid the following:

* High chance of character death in early

encounters.

* Constricted encounters in which only one or two players may participate.

* Slow-moving situations, especially in early encounters.

* Making players an audience incapable of participating in an event.

* Requiring a single solution that depends on one character.

1c) Don't create dissent among player characters.

Never make player characters evil; never create character backgrounds that will result in feuds or noncooperation. If you must have a traitor or spy who is against the party, make him an NPC.

2. Make sure the adventure can be started swiftly and at a dramatic or exciting point.

3. Make sure each round contains objectives that are perceived as worthwhile by players. These objectives should be fairly obvious.

4. Establish and maintain swift pacing and variety in encounters to maintain interest.

Don't create encounters that are slow paced, boring, or serve no purpose in the overall adventure. Also avoid excessively detailed encounters or prolonged negotiations that take more than 40 minutes. For example, don't design an entire village for the PCs to search for a clue when a single tavern encounter would serve just as well.

5. Adjust the challenges to the capabilities of the player characters.

No encounter should be impossible to solve or defeat if a proper strategy is applied. On the other hand, an encounter that takes five minutes to play or two rounds of melee to overcome is not an appropriate encounter for a tournament. The events of a tournament should test the abilities of the characters and the skills of their players. These skills include rule knowledge, strategic combat ability, problem solving and innovation, teamwork, role playing, and common sense.

A general rule of thumb is that a party at two-thirds strength should be able to dispatch an encounter with some effort. A weaker team should still be capable of succeeding, but usually at with much more effort. If you present a riddle or puzzle as an encounter, two-thirds of the teams should be able to solve it with some effort. If the numbers are lower than this, then the encounter is too difficult.

Further, no single encounter should take away more than 10% of the total available health and healing of an average group.

Finally, a balanced hazard should reward the players for their efforts in some manner.

6. Use a good mixture of role playing, action, and problem solving events within each round of an adventure.

Role playing challenges a player's acting, negotiation, and social skills.

Physical obstacles test the party's ability to work together as a team. These challenges

are usually nonaggressive hazards.

Combat is the most difficult group activity to orchestrate. Combat can be used to spice up an adventure in the midst of the role playing and problem solving. A combat encounter should also be used as the final climax—a rush of desperate, all-out fighting at the threshold of the final goal.

Problem solving includes bizarre events, puzzles, and mysterious omens.

7. The adventure should be capable of being completed within the allotted time by a competent group of players.

Experience has shown that players feel that finishing an adventure is the best reward for play. Having to stop far short of the final goal despite good play creates frustration and disappointment. Even getting close to the finale can be almost as rewarding as finishing the adventure.

To ensure completion of the tournament by most of the teams:

7a) Don't overwrite! Write only what can be completed by a quality team within the time limit. This should not exceed 45 double-spaced pages. You may add one to three non-encounters that present no challenge or harm. A good group will breeze right past these.

7b) Limit melee time! Melees are more time consuming and tend to make good interludes and finales, but you should limit their number. No more than one-third of your events should be melees. The first event should never be a melee. Every melee should provide opportunities for the heroes to exploit a weakness of their foes to gain an advantage and thus bring it to a quicker end.

Manuscript Standards

The following are some standards to help organize your work and minimize errors.

* Type your manuscript with a fresh ribbon on white, 8 1/2 x 11" paper.

* Use a 65-character line length with a one-inch margin on all sides of the text.

* Double space your text (type on every other line, for a total of 27 lines per page). This makes it easier to read, make notes, and indicate corrections.

* Type your name, the adventure title, and a page number in the upper right-hand corner of every page.

* Do not use fancy type styles or all capital letters. If you want to emphasize a word, just underline it.

* Indent the start of each paragraph five spaces.

* If you have information that can be revealed to players, indent those lines five spaces and draw a bar beside that piece of text.

Maps and Handouts

* Identify the page and section of text that the map or handout applies to.

* Use red line or black line graph paper for drawing maps that need grids, since blue lines do not reproduce well.

* Draw the map first neatly with a pencil so that you may correct errors. Then redraw the map in ink to make it permanent.

* Each map should have a direction compass, a map scale (how big each square is), and a symbol key. Use standard mapping symbols wherever possible.

Tournament Standards

1. Each team should play until the round objective is completed or until time runs out, whichever comes first.

2. The ideal time for one round is three to four hours. This time should include an average of half an hour of character preparation time.

3. Tournaments should be designed for teams of six players. Smaller events may use teams of four players, but team size should never exceed eight players.

4. The number of tournament rounds you need depends on the number of people who are playing. The goal is to have from four to eight final teams. To this end you may advance two to three players from each team to subsequent rounds. This reduces the number of teams by one-half or one-fourth every round. Thus, if you have 10 first-round teams, let half of the players advance to the second round so that you have five teams in that round.

5. Who rolls the dice? Dice are an integral part of the game, and we usually allow the randomness of die rolling to determine the results of play.

During the tournament, players should roll their own hit rolls, damage, ability saves, and saving throws. Another player should witness each roll. The judge makes all other dice rolls, including special ability checks for which a player would not know whether his character succeeded or not.

6. All tournament scenarios should be in good taste. They should not contain material that is vulgar, obscene, gory, or otherwise offensive.

7. During play, a player character dies if his hit points drop to -10 or less. When a character's hit points drop to 0 or less, he falls into a coma and is helpless. A comatose character loses one hit point per round until he is dead. This loss is due to shock, bleeding, respiratory distress, and so forth. This loss ceases immediately if aid is administered, such as binding wounds, artificial respiration, administering a draught (potions, spirits, etc.) or magical healing.

A comatose character restored to above 0 hit points revives in 1d6 turns. Since such a

character must then rest at least a week to be capable of stressful activity, during the remainder of the tournament he is considered capable of walking and talking, but nothing else.

8. Do not use variant rules. To give everyone an equal chance of success, use only the standard rules during tournament play. If the rules do not detail a specific action, are too awkward for tournament play, or impair the fun of the event, you may want to make a special ruling for use with the tournament only. Such special rulings should be used consistently through all rounds. They should be kept simple and direct.

The only exceptions to this standard are that a few special foes, items, or spells may be introduced. See the appropriate sections following for restrictions that should apply.

9. You may elect to minimize the effect of chance in critical situations or where you want all teams to have an equal opportunity. Several examples of when to do this and how are given here.

Healing: A common standard is for the judge to declare the effects of healing rather than rolling randomly. The standard is to award points slightly above average.

Poison: Since failure to save vs. poison usually results in automatic death, a tournament special ruling is often used to replace this. Poison may instead cause a number of points of damage if the saving throw is missed. Special side effects may also be applied.

Mega-Damage: In the case of attacks that could potentially cause an inordinate amount of damage, average results are used instead of rolling for damage.

Ability Checks: When in doubt as to whether a character can succeed in an action, use an Ability Check against the ability that most directly influences the action. Roll 1d20, and if the number is less than or equal to the ability score, the save succeeds. If the save fails, this should not lead to automatic death, though the character may need to be rescued.

10. Design for the game system. Do not try to jam something you think is a neat idea into a game that it is not suitable for. For instance, using laser pistols in a medieval game. Stay within the game and its milieu at *all* times. Use existing foes and gear wherever possible.

11. Avoid randomness in your adventure design. Use logic to link each encounter with the others. Players look for a sense of logic in an adventure and feel satisfied when they discover that logic.

12. Allow for innovative, alternate solutions. Don't expect the players to perform as expected. Allow alternatives. The rule of thumb is to provide at least one solution, and then a list of things that will not work. Any alternate solutions that make sense should be permitted a chance for success. The most im-

portant criteria is whether the players are thinking, not whether they arrive at the designer's particular solution.

Nor is it necessary to herd the characters along one particular path. There should be several avenues of approach via which they may achieve their goal. Try to leave them several options.

Your plot should never hinge on the players performing a specific action, because they are so unpredictable. For instance, don't hinge the adventure on the continued existence of an NPC or item to which something might happen early in the adventure.

13. If you present the players with a puzzle, riddle, tricky trap, or specifically deadly encounter, provide them with sufficient clues and warnings. Also provide elements for at least one or two possible solutions to a problem. The purpose of the game is not to totally stump the players, but to give them the opportunity to solve the problem if they think about it.

14. Do not make decisions for the players. If there are points in your plot where decisions must be made for characters, time them to occur between rounds or before play. Forcing decisions on players frustrates them.

Organizing Your Design

Story and Objectives

You should have a good idea of the overall story, theme, and objective for each round before you sit down to write it out. This will help you select characters and encounters that are appropriate to the adventure. The overview of the story shows you how each round and encounter should interact. The theme establishes the mood for each event. For instance, a gothic horror motif should cloak everything in shadows and mist and eerie sounds may echo faintly from the distance. If you select a motif or theme to dress up your adventure, be consistent throughout the adventure. The objective provides the player characters with motivation and a goal. It may also influence your decisions regarding what obstacles must be overcome.

Twists in perceived objectives versus actual goals are only acceptable when there are sufficient clues that there may be other goals than the obvious one.

It is important that each round's objective be very clear. Otherwise the gamers will be unsure of their purpose and how to win.

Adventure Synopsis

This is an outline of each encounter: What foes or obstacles are encountered, what possible solutions may exist, and what rewards may be gained. This synopsis may later be used by judges as a guideline to the designer's expectations.

Creating Your Own Tournament

The encounter outline should answer the following questions:

- * Who or what is here?
- * Where are they located?
- * Why are they here?
- * What will they do?
- * When will various actions occur and how will they affect the party?

You may wish to include a special twist to the encounter or to disguise it to create surprise. For instance, an apparent black pudding might turn out to be a soot-covered ochre jelly.

If an encounter requires a key item to complete or is particularly difficult, you should drop clues or some useful items in the encounter or in an earlier encounter.

Pregenerated Player Characters

The purpose in creating pregenerated player characters is to permit you to balance encounters for characters with known abilities.

The characters may be of any level, but should be in balance with each other. We recommend that you choose mid-rank characters because they have a good chance for survival yet do not possess so many options that they slow down the adventure. Levels between 4th and 12th are recommended.

In order to make the characters equally powerful, choose an experience point total appropriate to the scenario, and use this score to determine the level of each different character class. Ability scores should also be balanced. Each character should have at least two scores that are above average. These scores should be carefully reviewed to make sure they are within range for the character's class and race.

Personality Profiles: Each character should be given no more than one page of notes about their personality. This may include such things as likes, dislikes, traits and habits, personal goals, and how he interacts with the other PCs. You need not force attitudes, such as "he hates all orcs," but you may imply this in the character's historical background by saying that his family was killed in an orc invasion. This provides the player with more latitude in playing his character.

Descriptions of characters should promote party unity, though they may note minor irritation toward other character's attitudes. These notes should be consistent with the racial and alignment characteristics of the character. No character should be evil, nor should he be a traitor to the party (reserve this role for NPCs who may be defeated without being unfair to a player).

Personality quirks and phobias help create interesting conflicts with the encounters. These should be balanced with the adventure so that everyone has an equal chance to take positive action. If you give one character a

special trait, you must give all some special trait to avoid giving an advantage to some players.

Equipment: Characters should have equipment that matches their level and situation. Or if you would rather, you may provide the characters with standard packs, rations, clothes, water skin, appropriate class equipment (material components, thieves tools, etc.), one primary weapon and one secondary weapon, ammunition for missile weapons, and appropriate transportation. Then provide the party with a list of special equipment that may be needed during the adventure. These items may be distributed as the players desire.

Magical Items and Specials: The amount of magic should match the level of the characters. You should select magical items that give players the most options. You should also create a need for strategic decision giving most items only limited uses, such as potions, scrolls, and charged items. These require players to choose the best time to use them. A good rule of thumb is that a character should have one permanent magical item for every four levels, and one temporary magical item for every three levels of experience.

Permanent items should be limited to those that provide defensive and offensive bonuses such as armor, swords, and other weapons. Magical rings and other permanent magical items should be carefully selected so as not to disrupt the balance of the adventure.

Temporary magic should provide limited heavy firepower, healing and protection, and spells that are not commonly selected but may prove useful during the adventure (*spider climb*, *jump*, *water breathing*, etc.). Choose a severely limited number of charges so that players won't be able to squander their resources.

Spell Selection: Before the adventure begins, players must select which spells they will memorize. Clerics and those capable of learning clerical or druidical spells may pick from the entire list available. Mages and illusionists, on the other hand, are limited to a preselected assortment.

You should preselect spells for each mage's spell book. A mage should have a total of no more than three spells per character level and should always have at least one more spell at each spell level than he can choose. For instance, a 6th-level magic-user might have 16 spells—nine first level, four second level, and three third level (he can only memorize four first levels, two second levels, and two third levels). If all PC mages have the same spell book, it is much easier.

Spell books should concentrate on the most commonly used spells—offensive and defensive spells. If there is a need for a less common spell in the adventure, it should be provided on a scroll, in a potion, or a *ring of spell storing*. If a specific spell is important

for the adventure, it should either be given in duplicate to the character on a scroll or very broad hints to this effect should be given in the players' introduction to the adventure.

Major NPC Motivations

You need to create detailed personality descriptions for your key NPCs to help the judges play them. These personality notes should include attitudes and habits, common tactics, and any motivations that are relevant to the adventure. Predetermined responses to PC actions make it easier for the judges to run the adventure.

You should have between three and eight developed NPCs to create sufficient interaction. An NPC may be any level if he is not established as a foe to be defeated. However, if he is designed to challenge the player characters or to demand their obedience, his level should equal one and one-half times the average character level.

Story Background

This provides a brief history of what has gone before. It gives the judge the background necessary to develop answers to PC investigations into the history of a locale or event. It should also establish the ongoing conflict for the judge. A story background should not exceed three typed pages.

A story background also helps guide you when deciding what encounters to include in the adventure.

Player Introduction

The players' introduction should contain what the players know regarding their mission at the start. Their objective should be clearly defined, and clues to mysteries that must be solved should be woven into this section. This should also provide the motivation for the characters to participate in the adventure.

A players' introduction should not exceed one single-spaced page. It may be read aloud to the players, or a copy may be handed to one of the players to read and then retain as a reference for the adventure.

Maps

Details on maps and their value to the adventure are given in earlier sections. Needless to say, well drawn and detailed maps make your job much easier. You can adjust your maps if you think of something special while you are writing.

Monster Synopsis

A monster synopsis is an alphabetical listing of all the monsters that appear in the adventure. This list eliminates delays once you begin writing. DMs can use this synopsis as a reference to help run encounters, saving them from searching through pages of adventure notes for every combat. Organize the

statistic headings in columns across the top of the page. The monster names should go in rows down the left-hand margin of the page. Fill in the statistics for each monster in the proper columns.

New Creations

When writing a tournament, you may desire to introduce new creatures, spells, or items of your own invention. Don't overdo this! Too many new items make the judges work more difficult, and a plethora of the unknown confuses and frustrates the players. We recommend that you introduce no more than one new monster or two new items or spells per round.

New creature listings need all vital statistics, physical descriptions, special attacks and defenses, etc. You also need to supply information regarding their habits, likes and dislikes, and lairs. New spells need details on their casting time, duration, area of effect, effect of saves, type, components, and specific effects. New items need descriptions and any notes pertinent to their use (including limits).

A new item should not be a conglomeration of many effects. Too many special effects make it difficult to run the item. A new creature should be limited to no more than three special abilities. A new spell should have reasonable limits on its range, duration, area of effect, and save effect. A new item should be limited by some means, such as limited charges, only usable by certain character classes, only usable a limited number of times each day, and so forth.

Any new creation should be reviewed by someone else to see if you have forgotten something, or if some point is unclear.

Details of Encounters

Number: On the average you should have one encounter for every half hour of play. Melees equal one and a half average encounters. That means that six to eight encounters, plus one to three uneventful side encounters will be all you need to write.

Purpose: Your encounters should promote good role playing, either by giving opportunities for characters to display their personalities, emotions, abilities, and PC interactions, or by presenting chances to negotiate and interact with NPCs. You should design some encounters to take advantage of the PCs' backgrounds to give them a chance to utilize this information through role playing.

Format: Use the same form for presenting information as is typically used in published adventures. In general, each encounter should detail each of the following points in its description.

1. **Player Information:** This section details the initial impression a player has when entering an encounter. It may be used to influence an interpretation of the event through description. This may also give the players

further information about the background of the adventure, such as "Hanging on the wall of this room is a shield with the baronial crest of Darklake, the enemy of your king."

This information should be presented on indented lines so the judge can spot it easily. This need not be read aloud to players, but the judge should impart the information at once. The rest of the encounter information may only be revealed as a result of party questions and actions.

2. **Action of Encounter:** Next you should give a synopsis of what is supposed to happen in the encounter.

3. **Detailed Description:** A complete description of the encounter area and its general contents should be given here. This may include further definition of items, as well as details not readily apparent at first glance.

4. **Monster Notes:** Many encounters may not have foes present, but if they do you should provide the following information. You will want to state the number present and mention any special members of the group (is one a leader?). You may repeat the monsters statistics, as many people like to have the statistics listed right with the encounter, or you may refer them to your master monster chart.

Every monster note should contain detailed instructions for role playing—the monsters' attitudes and general reactions, special lair set ups, etc. You should also list any unusual combat tactics. (Monster tactics are very important and should not be left to the invention of your judges.) Monster attacks should be the same for all teams. This is your chance to create some interesting tactics that show that your monsters are not all dumb brutes. Have your monsters react logically, utilizing the terrain of the encounter.

If a monster might attempt to flee, you must detail any future bearing he might have on the adventure. If a monster might be captured, you must record what the creature knows and how it will respond to interrogation.

5. **Detail Obstacles:** If there are physical obstacles that must be surmounted, such as a cliff-face, river, chasm, or brambles, you must describe the dimensions of the obstacles and detail the challenge. Recap or explain any special actions that must be taken to pass the obstacle. Finally, detail the results of failure or the danger represented by the obstacle, such as falling, damage, tangling, or being placed in some awkward position.

If an encounter possesses both an obstacle and a monster, you must describe how the two interact. For instance, a vast web must be climbed to cross a chasm, but doing so attracts a giant spider that attacks the climbers.

6. **Tricks or Traps:** You should describe any tricks or traps present in the encounter and how they work. Explain how they are triggered, how they might be circumvented,

and the results if they are triggered.

7. **Rewards:** Lastly, you should detail what awards may be gained from the encounter. Rewards include clues and information, special items of use later in the adventure, healing, protections, or just escape. Monetary treasure has little purpose in a tournament, unless there is some way to use the money in the adventure.

You should note the location, description, and value of each reward. You also need to define how the characters may gain the reward and what protects the item. Finally, you should explain its game mechanics if the reward is a nonstandard item.

Types of Encounters: There are many different types of encounters. Select a variety of encounter types for your adventure to test all the skills of your players.

Not all encounters need take place at a specific location, they may instead be events that occur at a specific time no matter where the characters are.

Negotiation/Interaction: This event requires interaction with an NPC.

Deception: This encounter is not what it seems: Either it is a different type or the danger of the encounter is disguised.

Dramatic Event: This is an interlude that is used to provide clues or a preview to upcoming events. This could be a warning or an occurrence that evokes terror or requires a moral judgment.

Trick/Puzzle: This is a noncombat encounter. In general, a puzzle should only have the potential to inflict minimal damage. Tricks are designed to waste time if the players aren't on their toes.

Trap: A trap is a noncombat encounter designed to inflict damage or cause delays. It may be circumvented to eliminate or avoid damage.

Obstacle: This includes natural hazards that must be crossed to continue the adventure.

Dilemma: This contains difficult and potentially dangerous obstacles that must be surmounted. If approached incorrectly, a dilemma encounter may inflict a lot of damage to each party member. A dilemma usually has an element of desperation.

Empty Room/Delay: These cause a delay for the party. An empty room need not really be empty, but characters should be unable to gain any advantage or suffer much harm from an empty room.

Surprise/Ambush: An unavoidable encounter that tests the players' ability to react quickly to an unexpected situation.

Skirmish: A short combat, less than 20 minutes, with low lethality. Designed to drain party resources and cause delay.

Melee: This combat encounter is designed to significantly deplete party resources and health. It should contain explicit, logical tactics for the foes.

Creating Your Own Tournament

Guardian/Watch Dog: This is an unavoidable encounter with a monster placed to halt progress. It may result in a melee, negotiation, or puzzle to surpass.

Special Monster: Usually one special new monster or new version of an old monster is included to create an element of unknown. This encounter usually centers around the creature's special abilities. It may be a melee, negotiation, dilemma, or trap.

Finale: Every adventure should climax with a grand finale, a carefully orchestrated major melee that features special tactics, surprises, unique terrains, and puzzles or weaknesses that characters may exploit to gain an advantage. A finale should be led into with clues for the PCs to gain minor advantages.

An Example of Tournament Design

The "A" series of adventures, *Saga of the Slave Lords*, was originally designed as a tournament adventure, and later areas were added to flesh it out into a campaign adventure. Look at just the tournament part for an example of how to select encounters.

Judge Instructions

You should prepare a section that explains what the judge is supposed to do to run your tournament. This section should also explain any unusual rules for the tournament and any points of which the judge should take special note.

Judge Reference Sheets

Reference sheets help your judges to run your tournament. These may include statistic sheets for all monsters encountered in the scenario, maps with notes on movements of NPCs, a listing of player character capabilities, or a synopsis of the action of complex encounters. These sheets eliminate the need for the judge to sift through the manuscript to organize and run an encounter. These synopses should be limited to single pages that may be hung on the judge's reference screen when needed.

Handouts

You may find it desirable to prepare special handouts to be given to the players during play. Handouts include scrolls and written backgrounds, maps, and diagrams of puzzles. Handouts make play move more swiftly and help clarify communication.

Handouts should be neatly prepared using the same standards for manuscripts and maps. They should be legible and printed with all the information necessary to make them useable.

To make your handouts attractive, you might want to create a couple of borders, such as the outline of a scroll, a plaque, or a leather scrap. Then prepare your message or map on a separate piece of paper that will fit into this frame. Tape your message within the

frame and photocopy the two together to make the final handout.

Play Test Your Finished Tournament

The bane of all tournaments is a lack of play testing. Before you run your tournament, you should have it play tested to see if there are any errors, omissions, imbalances, or length problems. Do not play test the tournament yourself—an author tends to be blind to his own errors. Have a friend play test it with a group. You should observe the play test quietly and take note of any problems that arise during play. After play is finished, you should then talk to the judge and players and record any complaints, problems, or frustrations they had with the scenario.

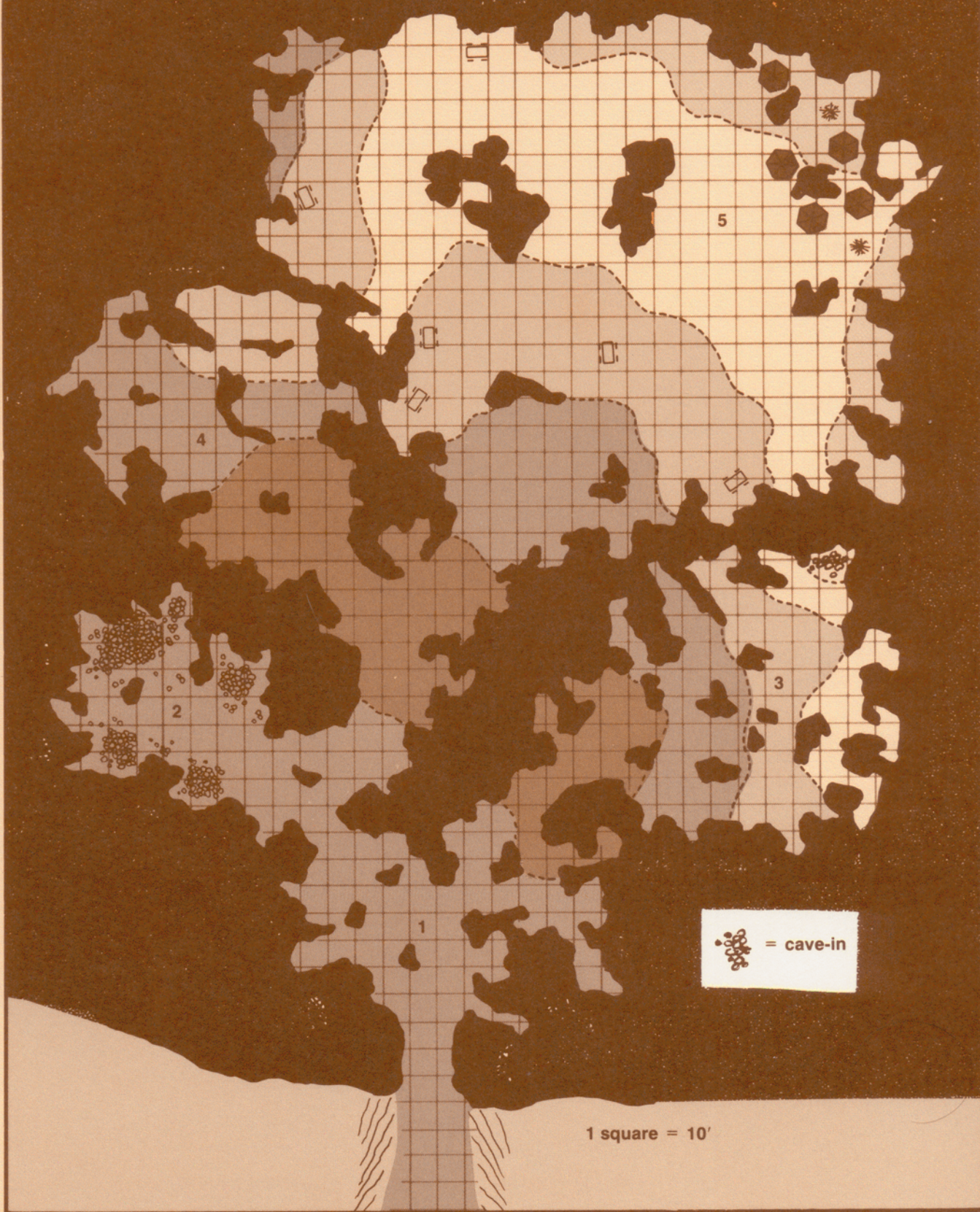
Making Corrections


Accept criticism gracefully. This is a service your friends are providing you so that you won't suffer the embarrassment of running a bad tournament. You need not accept your friends' proposed solutions, but you should correct the problem, whether it is a clarification, new rule, or rewrite of an entire encounter. Test your solution to see if it really works.



The Long Way Home — Round 2

Mine Detail

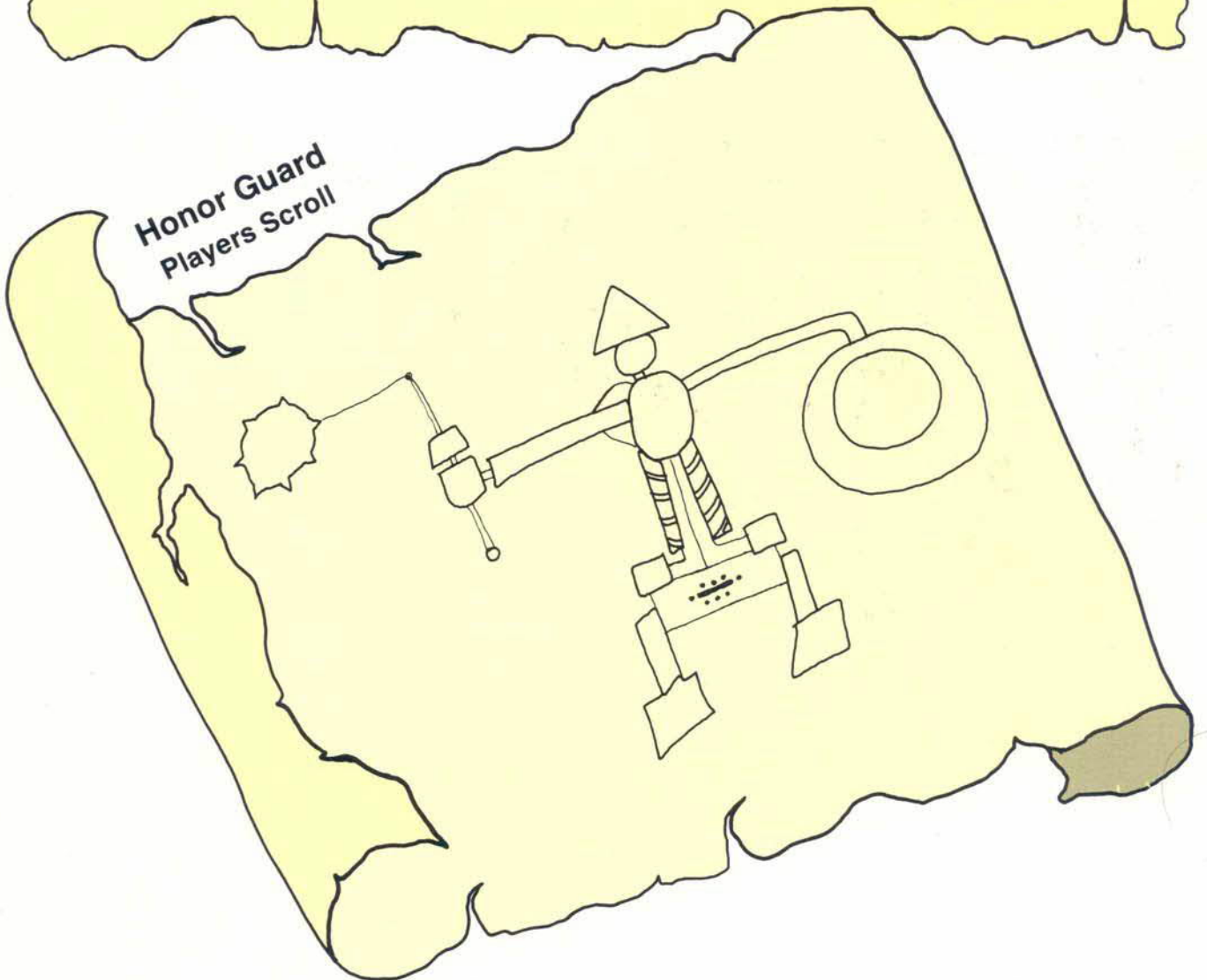
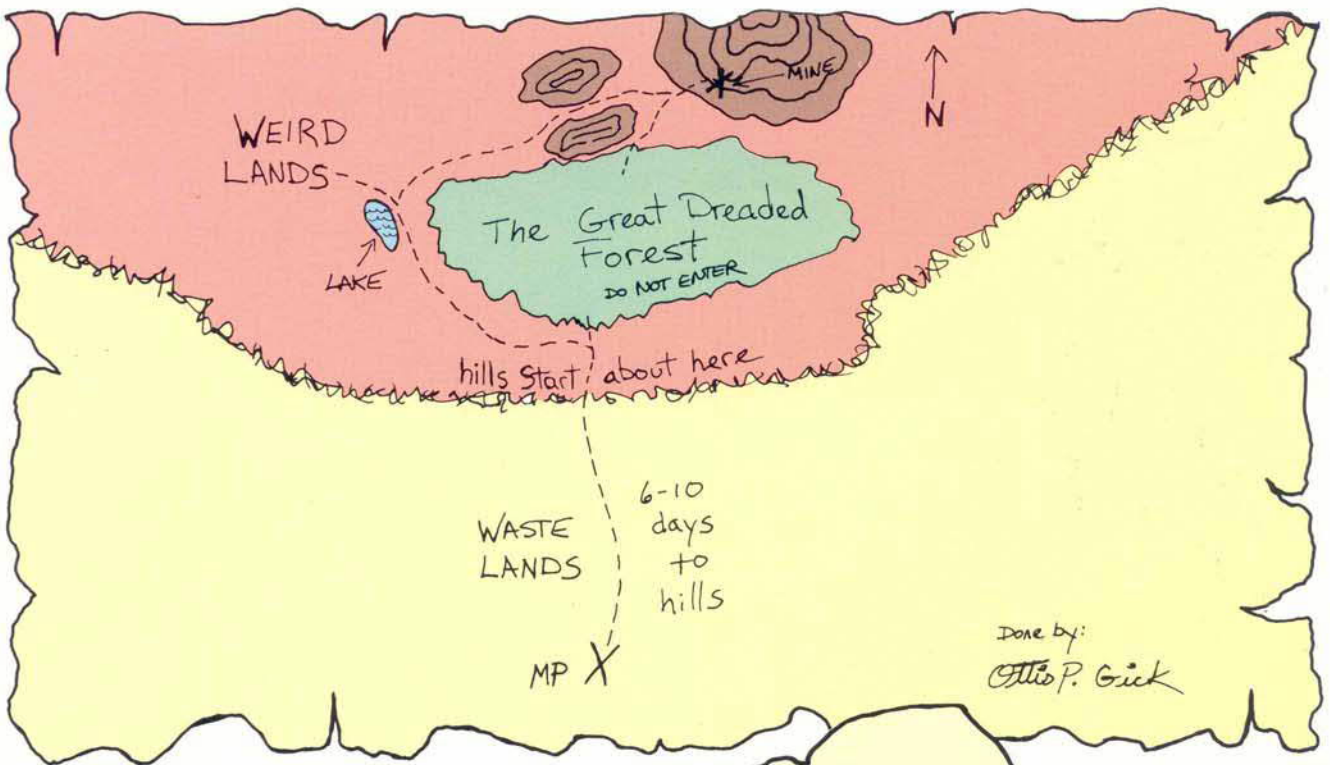


 = cave-in

1 square = 10'

Players' Map of the Wilderness

The Long Way Home



DM's Map of the Wilderness

The Long Way Home

To Mountains

To Weird Lands

The Great Dreaded Forest

Moradin's Paradise

N



	= Desert
	= Forest
	= Hills
	= Mine
1 hex	= 5 miles

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