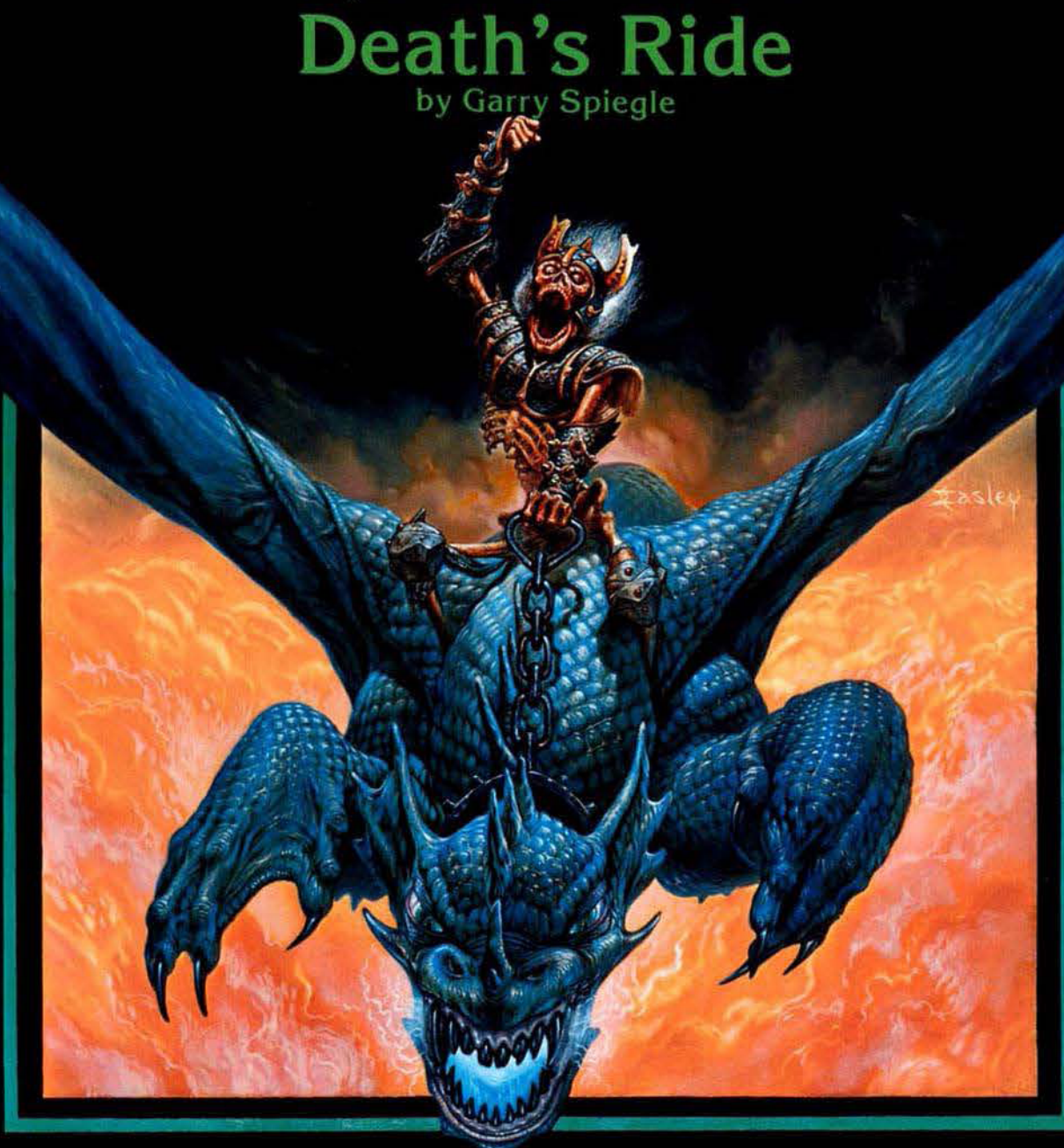


DUNGEONS & DRAGONS®

Companion Game Adventure

Death's Ride

by Garry Spiegle



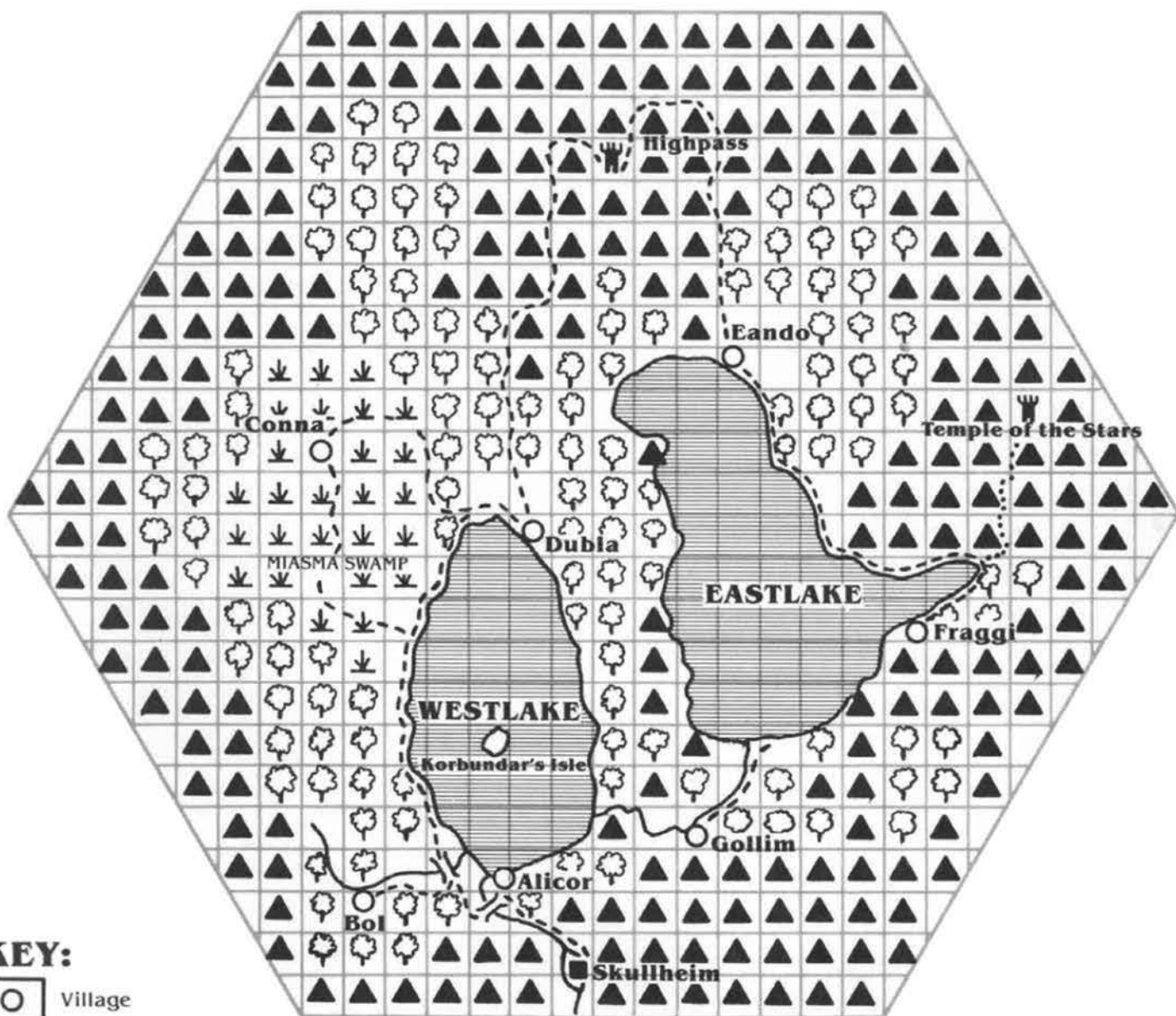
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DM MAP 1 BARONY OF TWOLAKES VALE

Scale: 1 square = 1 mile



KEY:

	Village
	Castle
	Tower
	Lake
	River
	Road
	Trail
	Mountain
	Forest
	Swamp

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Companion Game Adventure

DEATH'S RIDE

by Garry Spiegle



Editor: Tim Kilpin
 Cover Artist: Jeff Easley
 Interior Artist: Jeff Easley
 Graphic Designer: Ruth Hoyer
 Maps: Diesel

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TSR, Inc.
 POB 756
 Lake Geneva,
 WI 53147

TSR UK Ltd.
 The Mill, Rathmore Road
 Cambridge CB14AD
 United Kingdom



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Adventure for character levels 15-20

PROLOGUE: HOW TO RUN THIS ADVENTURE

A cloud of death hangs over the land, as an unlikely trio of evildoers orchestrates a reign of terror over the tiny Barony of Twolakes Vale. Because of these fiends' actions, hordes of undead have escaped through a gateway from the Sphere of Death, laying the peaceful lands of the barony to waste and terrorizing its citizens. Can the undead be stopped?

Death's Ride is an adventure designed for use with the D&D® Companion Set rules. Six player characters, levels 15 to 20, may try to stop the undead horde now pouring forth from Twolakes Vale. The party should include at least one high-level cleric, as this adventure showcases the new undead creatures from the Companion set.

How to Use This Adventure

You can run this adventure over a course of several game sessions. Several weeks of time may pass for the characters before the adventure is resolved. Allow the characters plenty of time between encounters, as they face new undead creatures and a large blue dragon; they'll probably need the time to rest and heal.

Keep in mind, though, that 15th level or higher player characters are quite powerful. You must take care to balance their encounters, making sure their opponents are strong and challenging enough. Pay particular attention to the effects of new spells, as they can completely change an encounter's outcome.

Some player characters may want to lead large bodies of troops, retainers, or hirelings in this adventure. Don't let too many characters get caught up in this, as it can bog your game down in a mire of details. Encourage your players to concentrate on their own characters. If a character still wants to lead a large body of men, use the War Machine rules from the Companion Set.

Introducing the Barony

The Barony of Twolakes Vale is detailed throughout this adventure. If you want, you may introduce your characters to the barony before actually starting the adventure. For example, you may have the characters pass through the barony while on their way to

another adventure, such as tracking down a marauding band of hill giants. Such an introduction establishes the barony in your campaign world and makes this adventure more interesting.

Awarding Experience Points

A six-character party should gain a total of about 750,000 Experience Points during this adventure. Most of these points will be awarded based on the treasure the characters recover. Since most of the treasures' cash value will be returned to the barony to help it recover from the invasion of the undead, experience should be awarded based on what the characters find, not on what they keep.

Each character may also reap a "king's reward" of up to 50,000 gp, plus any healing or restoration the character may need.

The amount of treasure characters may find in a specific area is given in each encounter section.

Encountering Undead

The clerical turning ability will be important to the party's success. Remember that in normal turns, undead forced to flee will return in 1-10 rounds.

Almost all the undead creatures in this adventure come from the Sphere of Death, an area either among or beyond the outer planes. The sphere is rumored to be the source of Death and Entropy, and at least part of it is malignantly evil.

Note that the Sphere of Death is not pre-

cisely an outer plane, so a character using a weapon that has a special bonus against creatures from other planes gets no bonus with the weapon if he uses it against a creature from the Sphere of Death.

Controlled undead: Under certain conditions (10% or less on random encounters), intelligent undead creatures can control other undead. An undead can control another undead of half its hit dice or lower (for example, a wraith can control a ghoul, or any weaker undead).

If an undead has the ability to summon other undead, it can then automatically gain control of other undead. Otherwise, the controlling undead must be within 60 feet and be in sight of the weaker undead to gain control. Use the Cleric Turning Undead Table to determine if the stronger undead gains control (count the stronger undead's hit dice as cleric levels, ignoring any hit point plusses). If an undead tries to gain control of another undead during combat, the attempt is considered a combat action.

Effects of controlling undead. An intelligent undead creature can control twice its hit dice in creatures. An intelligent undead can even set up a chain of control. For example, a spectre might control 12 wights, who each might control 6 skeletons. Such control is telepathic; the controlling undead can see and hear through the controlled undead. Control is total, so even if the controlling undead gives its underlings suicidal orders, the controlled undead obey without hesitation. The range of control over undead is 24 miles (one hex) per hit die of the controller. The effect lasts until the next full moon. A controller can also release controlled undead singly or in groups at will.

Turning controlled undead. When characters try to turn controlled undead, the attempt is made against the controller. If the attempt fails, the controlled undead are unaffected, even if they would normally be turned or destroyed. If the attempt succeeds, the control over the undead is broken, but there is no other effect. If a character makes a second successful attempt at turning a previously controlled undead, the undead is then turned or destroyed. Where there are multiple levels of control, the turn attempt is resolved only against the controlled undeads' immediate superior.

Wandering Monsters

Because there are so many undead roaming through the barony, travel there is extremely dangerous. When the characters are resting, check normally for wandering monster

PROLOGUE: HOW TO RUN THIS ADVENTURE

encounters. When characters are traveling, make a check once each game hour. Roll 1d6 and consult Table 1 to see how terrain affects the chance of encountering wandering monsters.

**TABLE 1
CHANCE OF ENCOUNTER**

Terrain Type	Monsters Encountered on a Roll of
mountains, swamp	4-6
forest, hills inhabited,	5-6
clear	6

When you have determined that the characters encounter wandering monsters, roll 1d20 on Table 2 to determine the type of monster encountered. If you want the characters to encounter a flying monster, roll 1d8. You can also create your own wandering monster encounter.

**TABLE 2
WANDERING MONSTER ENCOUNTERS**

Die Roll	Monster
1	Insect Swarm
2	Flying Hydrae
3	Wraiths/Spectres
4	Vampire
5	Apparition
6	Banshee
7	Ghost
8	Korbundar
9-10	Skeletons/Zombies
11	Grab Grass*
12	Manscorpions
13	Hill Giants
14	Ghouls
15	Wights/Mummies
16	Revenant
17	Odic*
18	Vision*/Shade*
19	Poltergeist*
20	Druj

* Indicates a stationary monster. If the encounter isn't appropriate, replace with manscorpions (in swamp) or hill giants (anywhere else). Grab grass is found only in swamps.

Wandering undead: In this adventure, the characters may encounter many more undead at one time than usual. Adjust the number of creatures encountered to fit the party's size, power, and location.

Korbundar: If characters encounter this creature (see the Korbundar's Lair section for details), the dragon makes one aerial pass, using only its breath. This encounter should harass the characters, but shouldn't cause serious damage. Also, don't let the characters kill the dragon.

Manscorpions: These creatures are usually found in the swamp, although characters may encounter them in roving bands. They are tough, treacherous, and highly intelligent. These creatures may often try to outsmart the characters. For example, they may falsely surrender in hopes of luring the characters within range of their tails.

Note that in all monster statistics given in this adventure, "WR" stands for Wrestling Rating.

Adventure Background

Start the adventure by having King Ericall of Norwold ask the characters to investigate the loss of communications with a distant mountain dominion, the Barony of Twolakes Vale. (A king from one of your own campaign dominions may make the request. Background on King Ericall is given in Companion adventure CM1.)

The barony, which is ruled by Baron Sir Maltus Fharo, has sent no taxes, caravans, or messages in several months. A small body of troops sent by the king to investigate has not returned. At this time, Ericall doesn't have the resources to send a large body of troops, so he is asking the characters to go to the barony, find out what's wrong, and if possible, restore contact. The king gives the characters a royal warrant and permission to act in his name.

Sphere of Death

The problem in Twolakes Vale is actually much more serious than Ericall realizes. The developments there threaten to overtake all of

Norwold, as well as the empire of Thyatis. A secret gate to the Sphere of Death has been opened in Twolakes Vale, and unspeakable horrors are emerging and spreading outward from the barony.

It's up to the characters to determine who or what opened the gate. They must also close the gate forever.

The characters learn about the gate and the creatures that opened it through a series of adventures that take place in the barony. These adventures can occur in any order you wish, so you must know the background material well. Although the characters could probably succeed in this adventure by using only their combat skills, you should occasionally hint at the undercurrent of greater campaign events while the adventure is being played.

The characters should not actually enter the Sphere of Death in this adventure; their goal is to close the gate. Twolakes Vale holds only an inflow portal from the sphere. Consider any character who actually reaches the Sphere of Death as killed (or at least removed from the campaign until other characters can launch a formal rescue operation).

Undead creatures, many never before seen by the characters, are emerging from the Sphere of Death into the barony. Other creatures, such as lichs and nightshades, have also used the portal from the sphere to enter the campaign world. No matter how this adventure turns out, there will be plenty of undead around to keep life interesting for a long time!

The Deathcloud

As the characters approach the barony, they see a mysterious black cloud hanging over the land. The cloud has shrouded the entire barony in a horrible, endless night, and is slowly blighting all it covers. Also, the deathcloud is growing, threatening to envelope the lands outside the barony.

The cloud emanates from a strange magi-



PROLOGUE: HOW TO RUN THIS ADVENTURE



cal item called the *deathstone*, which came from the Sphere of Death. The *deathstone* is the key to the adventure, as the characters can't close the gate to the Sphere of Death (even with *wish*) unless the *deathstone* is broken.

The bottom of the deathcloud comes no closer to the ground than 50 feet. The cloud doesn't enter caves, houses, or buildings. Because the cloud causes a perpetual night, the characters have a hard time seeing where the cloud originates.

Characters beneath the cloud can see a distance of only 120 feet during daylight hours. At night, vision is reduced to 0 feet. The characters can never see normally when they are within the cloud. Infravision cannot penetrate the cloud, but a *truesight* spell works normally (for example, a cleric standing on the ground could see 120 feet into the cloud). Deathcloud vision effects extend into the ethereal plane.

Any character who enters the cloud itself takes 10 points of damage for each round he is in the cloud. If the character makes a saving throw vs. spells, he takes only 1 point of dam-

age. A *protection from evil* spell completely blocks the cloud's damage effect.

The Unholy Trio

The Atlantean mage Wazor, acting in concert with an evil cleric, Ulslime the Chaosar, created a gate to the Sphere of Death. The cleric Ulslime made a pact with a being from the Sphere of Death that allowed for the opening of the gate through which the new and horrifying undead now creep.

The creatures from the Sphere of Death gave Ulslime and his companions (the mage Wazor, and Korbundar the dragon) the *deathstone* that has created the deathcloud. Korbundar, a large blue dragon, has been entrusted with the *deathstone*, and guards it in his lair on the island in the center of Westlake (the deathcloud originates, then, from this island). All three of these NPCs have been made immune to the deathcloud's effects. They are also immune to the effects of undead.

The creatures from the Sphere of Death also gave Ulslime two powerful magic items: a scroll of *portals* and a *rod of the wyrm*.

Together with new creatures called *death leeches* (which came through the gate to serve the trio), Ulslime has taken over the barony. The Baron Maltus Fharo was possessed by a ghost (via its *magic jar* ability); his castle then fell to Ulslime and his evil minions.

Encounter Overview

Each of the major encounter areas is explained below. Remember that it's not necessary for the characters to experience these encounters in any set order.

The Barony of Twolakes Vale: This section outlines the makeup of the barony before the invasion of the undead. You can use this section as a model for developing other baronies in your campaign.

Skullheim Castle: This section outlines Skullheim Castle, which is Baron Fharo's stronghold. Allow the characters to play through these encounters with a minimum of guidance. The characters will probably investigate, and then raid or attack the castle.

While investigating, the characters should learn of the *deathstone*. They should also discover that the only known way to destroy the stone is by smashing it with a magical item called the *hammer of life*.

Westlake Road: This section outlines what characters learn by investigating in the villages that are connected by this road.

Korbundar's Lair: This section outlines characters' encounters on the small island in Westlake on which Korbundar the dragon makes his home. The *deathstone* is located here.

Miasma Swamp: This section outlines an area that was once filled with rolling woodlands and large ponds. The characters may find the various parts of the *hammer of life* in this area.

Highpass Tower: This section describes the tower that guards the pass to the eastern section of Twolakes Vale. Wazor the mage makes his home here, along with several powerful guards.

Gollim village: This section outlines a small mining village that is under siege by Ulslime's evil minions. Some remnants of Baron Fharo's forces are still holed up here. The characters must try to help the villagers escape the clutches of the undead.

Temple of the Stars: This section outlines a ruined mountain temple that is now the home of Ulslime. The gateway from the Sphere of Death is located here.

THE BARONY OF TWOLAKES VALE: DOMINION OUTLINE

You can use the information given below when you create baronies for your campaign. Note, however, that Twolakes Vale is almost twice as rich as an average barony with an equal population.

Ruler: His Excellency, Sir Maltus Fharo, Baron

Strongholds: Skullheim Castle, Highpass Tower, Gollim Tower

Population and Economy

TABLE 3
BARONY OF TWOLAKES VALE VILLAGES

Villages	No. of Families	Industries
Alicor	100	fishing/farming
Bol	25	logging/farming
Conna	25	gourmet fish/farming
Dubla	50	fishing/farming
Eando	50	fishing/farming
Fraggi	75	fishing/farming (some logging)
Gollim	150	lead mines/farming
Skullheim	25	farming

Population and Industries:

Village	Families	Industry
Alicor	100	fishing/farming
Bol	25	logging/farming
Conna	25	gourmet fish/farming
Dubla	50	fishing/farming
Eando	50	fishing/farming
Fraggi	75	fishing/farming (some logging)
Gollim	150	lead mines/farming
Skullheim	25	farming

Dominion Expenses

Royal taxes (20%):	1,900 gp/month
Tithes (10%):	950 gp/month
Specialist costs:	1,875 gp/month
Troop costs:	3,100 gp/month
Total	7,825 gp/month
<i>To Treasury:</i>	1,675 gp/month

Dominion Income

<i>Standard income:</i>	5,000 gp/month
<i>Tax income:</i>	500 gp/month
<i>Resource income:</i>	
Logging	(×1)
Fishing	(×2)
Gourmet fish	(×2)
Lead	(×3)
Income = 500 × 8:	4,000 gp/month
<i>Subtotal:</i>	9,500 gp/month
<i>Total: 9,500</i>	Cash: 950

THE BARONY OF TWOLAKES VALE: DOMINION OUTLINE

Barony troops

The Barony of Twolakes Vale has 220 foot soldiers and 70 horse soldiers. This can be considered one **force** and is assigned a Basic Force Rating (BFR) according to the War Machine rules in the Companion Set.

Troops	BFR	Class	BR	Number
Baronial	99	Good	121	290

Armory

20 crossbows	150 shields
100 cases of	50 leather armor
30 bolts	20 chain armor
50 silver bolts	10 plate armor
100 javelins	
10 two-handed swords	2 swords +1
15 bastard swords	12 bolts +2
30 longswords	1 shield +1
50 shortwords	
50 daggers	
15 battle axes	50 warhorses, light
20 hand axes	40 warhorses, heavy
10 maces	25 horses, draft
100 spears	12 mules
50 lances	12 carts, two-wheeled
	6 wagons, four-wheeled

Stables:

50 warhorses, light
40 warhorses, heavy
25 horses, draft
12 mules
12 carts, two-wheeled
6 wagons, four-wheeled

Troop Breakdown

	No. of troops /officers	Pay per month	Total pay	AC	Weapons
Crossbow troops	60/2	4 gp	240 gp	5	heavy crossbow shortsword
Light foot soldiers	100/3	2 gp	200 gp	6	longsword dagger
Heavy foot soldiers	40/1	3 gp	120 gp	4	shortsword spear
Light horse soldiers	40/1	10 gp	400 gp	6	longsword lance
Heavy horse soldiers	30/1	20 gp	600 gp	2	longsword lance
Boltmen (light foot soldiers)	20	2 gp	40 gp	7	shortsword
Artillerist	1	750 gp	750 gp	7	shortsword
Officers	8	variable	100 gp	variable	as troops
Armorers	6	100 gp	600 gp	9	shortsword
Smiths	2	25 gp	50 gp	9	shortsword

Military Notes

All Heavy Horse and part of the Light Horse will always be in the castle.

All horse, light foot, and heavy foot soldiers carry shields of ironbound leather.

All horsemen use longswords. All swords carried as secondary weapons are shortwords. Light foot carry longswords, heavy foot carry shortwords.

One officer is required per 40 men. The baron pays twice normal for type, and officers are usually at least one level above the troops' average level. Some of the castle and barony staff serve as officers, adding the officer pay to their incomes.

Ballista crews (boltmen) man the various artillery pieces and are commanded by an artillerist, but are otherwise considered light foot.

One armorer is required per 50 men. One smith is required per 50 mules or horses. The number of specialists given here are the minimum needed for military requirements.

Peasant foot soldiers are armed with spears and shields. Peasant bowmen are armed with shortbows and daggers. Additional peasants are armed with improvised weapons.

THE BARONY OF TWOLAKES VALE: DOMINION OUTLINE

Baronial Troop Postings

TABLE 4
NORMAL TROOP POSTINGS

	HH	LH	HF	LF	CB	BM	PF*	PB*
Castle	30	20	40	80	40	20	10	15
Tower	—	10	—	—	10	—	—	—
Alicor	—	—	—	—	—	—	60	40
Bol	—	—	—	—	—	—	10	15
Conna	—	—	—	—	—	—	10	15
Dubla	—	—	—	—	—	—	30	20
Eando	—	—	—	—	—	—	30	20
Fraggi	—	—	—	—	—	—	50	25
Gollim	—	1	—	20	10	—	100	50
Total	30	40	40	100	60	20	300	200

* Not a standing force, but can be called if necessary.

HH = heavy horse LH = light horse
 HF = heavy foot LF = light foot
 CB = crossbowmen BM = ballista crews
 PF = peasant foot PB = peasant bowmen

Barony Staff

As the Barony of Twolakes Vale is rather small, the baron has used his Charisma to install personal retainers in positions of authority (which significantly cuts his costs!).

Specialist Positions

Household Position	Cost
Seneschal	*
Magist	*
Chaplain	*
Steward	1,000
3 Smiths	75
Total	1,075

The seneschal position is held by a lesser noble, the Baronet Guy of Brad, an old adventuring comrade of the baron. Like most of the baron's personal friends, he has a special arrangement through which he receives favors (like free curing) and occasional access to barony funds, all in lieu of a monthly income.

Because the barony is so small, the steward also doubles as a reeve.

The smiths are those required to tend the barony's stabled mounts.

The barony has no herald, again because it is so

small and so far from the king's court. The baron also wanted a sage, but couldn't find one at an acceptable cost.

There are four squires in the household, but they are receiving board and training in return for favors from their local households. There is no direct cost.

Barony Positions

Barony Position	Cost
Magistrate	200
2 Sheriffs	200
10 Provosts	200
6 Wardens	120
Total	720

The magistrate is the local law. There should be at least one magistrate per 1,000 families. A very poor baron could perform a magistrate's functions himself by spending about one week per month hearing cases.

The sheriffs also receive special benefits from the baron instead of cash.

A provost should be provided for every 50 families in a barony.

One warden serves as a local watch officer for each village. In the village of Skullheim, the bailiffs rotate this responsibility.

Castle Positions

Castle Position	Cost
Marshall	*
Castellan	*
Guard Captain	*
4 Bailiffs	80
Total	80

The castellan and guard captain positions could be combined in a poor barony.

The bailiffs, like the wardens and other officials of the barony, can double as military leaders in times of war.

Total Specialist Cost

Type	Cost
Household	1075
Castle	80
Barony	720
Total	1875

SKULLHEIM CASTLE: KEEP OF CLUES

Skullheim Castle, the stronghold of Baron Maltus Fharo, is located in the village of Skullheim in the southern end of the Barony of Twolakes Vale.

If the characters investigate this stronghold, they may discover that:

- * the castle was surprised and taken quickly by undead.
- * a high-level cleric apparently led the attack on the castle.
- * a wizard and dragon were also involved in the attack.
- * the cloud that hangs over the barony is produced by an item called the *death-stone*.

Don't allow the characters to learn the location of Korbundar's Lair or the Temple of the Stars while they are adventuring in this stronghold, however.

Note that almost all treasure has been cleaned out of the castle and taken by the undead to Korbundar's lair. Any treasure that remains is listed in the encounter key.

Castle Background

Map 1 shows the location of Skullheim Castle in relation to the rest of the barony. The castle sits on an island bordered by the river that flows southward from Westlake. The island is literally only a few yards wider than the castle's outer walls; the river flows in a raging torrent along the castle's west wall. Characters cannot swim across this river. They can navigate the river on the eastern side of the castle with some difficulty.

To the south of the castle, the streams join into a river that flows peacefully out of the barony.

Several warehouses and wharves, located only a few hundred feet from the castle grounds' main entrance, lie at the southern end of the island. These warehouses make up the northern end of the major trade route that leads into Twolakes Vale.

Approaching the Island

Use DM Map 2 as the characters approach the castle area.

If characters approach along the river, they see the wharf area first. The low, outer castle wall looms behind it. The deathcloud hangs heavily over the entire area, casting an omi-

nous pall over the land.

Small boats, which the characters can use to reach the island, are moored along the riverbanks in this area. If characters investigate the warehouses in the wharf area, they find that all are deserted.

Entering the Castle Grounds

Use DM Map 3 for a closer view of the Skullheim Castle.

The characters may be familiar with the general layout of the castle's outer walls and inner bailey, but they aren't likely to know much about the castle's interior. The outer wall is designed to slow attackers and keep siege machines and magic-users at bay; there are not enough men posted at the castle to defend this wall.

The gates and portcullises in each of the gatehouses are open, although the castle's defenders may close them if they have time. The inner wall defenses are bastions rather than full towers; characters find little of interest there.

Monster Defenses

Within the castle, Ulslime has posted a small force of manscorpions and hill giants that is

supposed to stop anyone trying to enter the stronghold. You may manipulate this monster force in any way you wish, including use of the War Machine rules.

For example, the manscorpions could be in two groups, some hidden in the outer gatehouse and the rest behind the inner gates. When the party gets halfway across the outer yard, the manscorpions can attack from two directions while the giants hurl boulders from the battlements. The manscorpions' lairs should be in the inner barbican towers.

Hill Giants (4): AC 4; HD 8; hp 55 each; MV 120' (80'); #AT 1 weapon; D 2-16, 3-18 with missile; Save F8; ML 8; AL N; WR 27; XP 650 each

The hill giants have 10,000 gp in mixed treasure. You may decide where this treasure is located.

Manscorpions (9): AC 1; HD 8*; hp 42 each; MV 240' (80'); #AT 2; D 3-18/1-10 * poison; Save F8; ML 10; AL C; WR 25; XP 1,200 each

The manscorpions have 20,000 gp in treasure. You may decide where this treasure is located.

Manscorpion Cleric: HD 8****; hp 45; MV 240' (80'); #AT 2; D 3-18/1-10 * poison; Save C8; ML 10; AL C; WR 25; XP 2,300

This creature will use *silence* spells to hinder enemy spellcasters.

If the characters decide to bypass the castle, you may have the monsters attack anyway. You might also have Korbunda swoop down from the deathcloud to surprise the characters. If you have the dragon attack the party, make sure the encounter does no more than weaken and harass the characters.

Entering the Castle

Characters may enter the castle either through the main doors, or through an unsealed trapdoor in the southwest tower. The windows and arrow slits are either shuttered or too small for any character to get through. Of course, characters above level 15 will probably have several ideas how they can get into the castle.

Encounter Key

1. NORTHWEST TOWER

1a. First floor: This 20-foot-diameter room contains a large bed, clothes racks, and extra armor of leather and mail. Swords and shields, hanging between candle sconces, decorate the walls. Broken stools, chests, and

torn clothing are strewn about the room.

A skeleton in plate armor lies along the room's north wall. The skeleton is that of Bagamar, the Bailiff of the Northwest Tower. There is no treasure in this room.

1b. Second floor: Broken chests, weapons, silver coins, and torn clothing are strewn about this room. A massive four-poster bed stands near the north wall.

The bodies of two men lie twisted on the floor. Both are unarmored.

This room was the living quarters of Heinrich Altmarm, Castellan of Skullheim. He was killed in battle outside the keep when it was invaded.

The two bodies on the floor are death leeches (see the New Monsters listing in the Epilogue for details). They attack the characters soon after they enter the room, trying to gain surprise, if possible.

The coins on the floor are worth 50 gp.

Death Leeches (2): AC 7; HD 8*; hp 55, 50; MV 240' (80'); #AT 1 + special; D 1-10/round; Save F8; ML 10; AL C; WR 25; XP 1,200 each

1c. Third floor: Weapons, clothing, armor scraps, and broken furniture litter this room. The skeletons of several guards, dressed in chain mail, are scattered about on the floor.

A heavy set of wooden steps leads to a metal trapdoor in the roof. A metal latch bars the door. This door opens onto the upper battlements.

2. NORTHEAST TOWER

2a. First floor: Chests, weapons, wall hangings, and a massive bed decorate the room. Broken statues litter the floor.

Sarrad, Bailiff of the Northeast Tower, lived here. He collected rare and beautiful statues that he kept in chests. The most valuable pieces are now in Korbundar's lair.

2b. Second floor: Heavy drapes and silk decorate this room, which is littered with broken, empty chests. Most of the furniture is also broken.

Roderick Ironrod, Guard Captain to the baron, lived here. Roderick, who was well-known for his courtly and military ability, was the last fighter killed in the attack of the undead. He was actually struck down by the baron during the fighting in **area 10**.

2c. Third floor: This guardroom has obviously been ransacked. Four bodies in chain mail are sprawled on the floor.

Ulslime turned the four guardsmen here into zombies. They attack as soon as characters enter.



Zombies (4): AC 4; HD 2; hp 9 each; MV 60' (20'); #AT 1; D 1-8; ML 12; AL C; WR 8; XP 20 each

3. SOUTHWEST TOWER

3a. First floor: A skeleton, dressed in leather armor and holding a whip in its hand, lies on the floor here. Broken chests, smashed furniture, and torn clothing are strewn about. A rack along the west wall holds six whips.

Lemas, Bailiff of the Southwest Tower, lived here. He was an expert with whips.

3b. Second floor: Fine drapes, beautiful carpets, and carved wooden chests are scattered about this room. A small chest lies broken in the west corner. Most of the furniture has been smashed.

Jarred, Chaplain of Skullheim, lived here. He was in the village of Gollim with the Baronet Sir Guy when Ulslime took the castle.

3c. Third floor: This guardroom was destroyed by fire during the attack. Charred wood and bits of cloth are all that remain. The trapdoor leading to the roof is open.

4. SOUTHEAST TOWER

4a. First floor: Hanging weapons and shields line the walls of this room. A beautiful set of full plate armor lies in disarray against the wall. Along the southeast wall, a huge mirror hangs above a small bed, which holds a skeleton.

Mogus, Bailiff of the Southeast Tower, lived here. He was a simple man and had few possessions. His most prized possession, a *mirror of life saving* still hangs here (see the New Magic Items section for details). If characters cast *detect magic* on the mirror, the image of Mogus appears in it. If characters successfully cast *dispel magic* against 20th level magic, the mirror restores life and form to the skeleton: Mogus appears in the flesh.

You may use Mogus as a source of information for the characters.

4b. Second floor: This room is empty.

4c. Third floor: This room is empty.

5. GREAT HALL

Banners, wall candles, hangings, and expensive carpets adorn this huge hall. Tables and benches are stacked along the walls. A great wooden throne, resting upon a dais, stands along the north wall.

A man dressed in plate armor and shield stands on the throne, his sword drawn. Ten men in leather armor, armed with bows and shortswords, surround the dais. The men in leather begin moving stiffly toward you.

All ten bowmen are death leeches. They attack as soon as characters enter the hall, changing form as they charge.

The armored man on the throne is Baron Fharo. Wazor seized his mind with a *magic jar* spell and betrayed his castle to Ulslime's forces. Wazor then gave the baron to a chaotic ghost that serves Ulslime. The ghost uses its own *magic jar* ability to hold the baron.

The ghost remains on the ethereal plane, appearing as a bundle of rags with a black, glowing candle beside it. If characters *hold*, or *free* the baron, the ghost leaves the ethereal plane and attacks the nearest character.

The baron does not leave this hall. He attacks any character who comes within range. (See the Non-Player Characters section for details on Fharo.)

Death Leeches (10): AC 7; HD 8*; hp 40 each; MV 240' (80'); #AT 1 + special; D 1-10/round; Save F8; ML 10; AL C; WR 25; XP 1,200 each

Ghost: AC -2; HD 14****; hp 65; MV 90' (30'); #AT touch/gaze; D age 10-40 + paralysis; Save F14; ML 10; AL C; *ectoplasmic net*, *magic jar*; +2 weapons to hit, save vs. turn; spell immunities; XP 5,150

SKULLHEIM CASTLE: KEEP OF CLUES

If characters rescue the baron, he is friendly to the characters and gives them any information that he can.

6. STEWARD'S ROOM

Beautiful hangings, carpets, and a short bed decorate this room. Numerous candle sconces, alternating with silvered mirrors, line the walls. Several broken chests lie scattered about the room.

Suddenly, a cockatrice appears from behind a chest and flutters frantically toward you, rolling its eyes and clucking wildly.

Ammylar, Steward to the Baron, was seized here. Wazor *curse*d her to take the form of a cockatrice. Distraught and mistreated by the castle guards, Ammylar rushes toward any open door. Although her touch doesn't turn anyone to stone, her bite still causes 1d6 points of damage. A *remove curse* spell restores her completely.

Ammylar: AC 6; NM; hp 4; MV 90' (30')/180' (60') flying; #AT 1; D 1-6; Save NM; ML 5 (8 in human form); AL L.

Even when Ammylar is in cockatrice form, her mental attributes are still human. If characters kill the cockatrice, Ammylar regains her original form. If revived, however, she returns to cockatrice form until the curse is removed.

Ammylar knows that a dragon, cleric, and wizard are working together to destroy the barony. She also knows that an item known as the *hammer of life* will destroy something called the *deathstone*. She can tell the characters that the hammer was broken up by the wizard and given to the manscorpions. She knows that the dragon has the stone. She hasn't actually seen either item.

7. MARSHALL'S ROOM

Hundreds of weapons, almost all in perfect condition, clutter this otherwise normal room. Most are adorned with precious metals and jewels. Various pieces of armor are also scattered about here.

Amanda of Alexis, Baileymaster and Marshall of Skullheim, lived here. Her prowess and ability with all known weapons allowed her to hold these positions, even at a young age.

Using the last charges on her *ring of safety*, Amanda was able to escape to the nearby mountains during the invasion. You can decide where she is located now. See the Non-Player Characters section for more details about Amanda.

The weapons collection here is worth 10,000 gp.

8. KITCHEN

Large fireplaces line the west wall of this room. There are plenty of pots, pans, and utensils here, but there is no food. Dust and dirt cover everything.

The small staircase along the north wall leads down to the dungeon.

9. BARON'S BEDROOM

Draperies, chests, clothes racks, silver candle sconces, and a huge, wooden bed adorn this room. Two large silver mirrors flank a painting of the baron on the north wall. The room appears to have been searched, but not ransacked.

Ulslime stays here when he visits the castle. He keeps about 6,000 gp of mixed treasure stored here.

10. COUNCIL CHAMBER

A large, richly carved wooden table, surrounded by ornate, highbacked wooden chairs, dominates this room. Motionless human figures, dressed in robes and leather armor, are seated at the table, four to a side and one at each end.

Heavy draperies line the walls; several chests are pushed up against the draperies.

This room was the baron's and seneschal's workroom. The chests contain the records and details of the barony.

The ten men in the chairs are actually death leeches that are truly dead. If characters touch or disturb the figures, they crumple and return to their original forms. Then they begin to rot rapidly away.

Behind the drapes along the west wall is the skeleton of Roderick (see **area 2b**).

11. MAGIST'S ROOM

The door to this room is burned and twisted from its frame. An enormous mess of materials litters the floor here. Glass, clay shards, wood, stone, and metal fragments lie all over. Everything in the room has been broken or tossed about.

This room was occupied by the Magist Maryan. Wazor and his apprentices carefully searched this room, and then just as carefully destroyed it. Wazor placed a *curse scroll* (your choice) in the mess. Any character who picks up the scroll uncovers and acti-

vates a *symbol of fear*. Both are 25th level magic.

If characters carefully search the debris here, they find a fragment of parchment that has the following note written on it:

"... disturbance lies . . . ward, I am . . . it. It is as if the fabric of the world . . . ripped asunder. I will ask the baron if I may . . . though I do not yet have enough knowledge to . . ."

12. TREASURY

The metal door to this room stands twisted and bent from its frame. Empty shelves line the walls; a few coins of copper, silver, and gold lie about the floor.

The barony's treasure was stored here. Most of it has been given to Korbundar by the undead. The inner walls of this room are made of 1-inch-thick lead.

13. GUARDROOM

A few benches and a table lie overturned in this guardroom. Eating utensils, plates, and goblets are scattered about. A few swords, daggers, and shields also lie here.

14. GUESTROOM

This richly-appointed room has been ransacked, and most of its furnishings have been destroyed.

Sir Guy, the seneschal, stayed in this room when he visited the castle.

15. STABLE

A horse skeleton stands in each stall of this stable. These skeletons are neither mobile nor undead. Stacked bales of straw and sacks of grain lie in the southeast corner of this area.

16. TACK ROOM

Rows of saddles, stacks of leather hides, bridles, horse barding, blankets, tanning materials, and workbenches fill this room.

17. ARMORY

The metal door to this building is blocked by a metal crossbar. See the "Armory" listing in the Barony of Twolakes Vale section for a list of this room's contents.

18. SMITHY

Forges fill the eastern half of this building. Armor, partially finished weapons, and metal bars of iron and lead are scattered throughout the room. The room is dark, and the forges are cold.



19. BARRACKS

Long rows of bunks line the walls here. Many skeletons lie in twisted poses throughout the room. Weapons and armor lie scattered about.

Most of the baron's soldiers were caught by *cloudkill* spells released by Wazor. A few of the soldiers escaped the east and took refuge in Gollim.

20. STOREHOUSES

These buildings contain large supplies of grain, cheeses, hardbread, wines, and other types of food.

21. WELLHOUSE

This building contains a well and cistern. The water is fit to drink.

22. BARBICAN

Two large, 25-foot-tall towers flank a gateway here, which is barred by two huge, iron portcullises. Both gates are currently up.

23. OUTER STABLES

There is nothing of interest here.

24. OUTER BARBICAN

If you want, this barbican can be manned. There is nothing unusual here.

25. OUTER WALL

This low wall is about 15 feet high: it lies 200 yards from the main castle.

26. INNER WALL

This wall is 20 feet thick and 20 feet high. A 5-foot-wide battlement runs along the top of the wall.

Dungeon Key

This dungeon was used mainly as a storage area, although prisoners were occasionally kept here as well.

27. GUARDROOM

Stairs lead down from the castle kitchen (area 8) to this room. A wall rack along one wall

contains several manacles, as well as spears and swords.

This room is dark, although three torch sconces line the walls. A large lock hangs on the iron gate. The keys are hanging on the wall nearby. The opening leads into a cave (area 32).

28. SECOND GUARDROOM

A skeleton, dressed in leather armor and holding a shortsword and buckler, lies crumpled on the floor near the bars here. The barred gate to the east is closed, but not locked.

29. HALLWAY

Five metal doors line the east wall of this hallway. All are closed and barred from the outside. A latched peephole is cut into each door. The peepholes can be opened from the outside.

The door along the west wall is made of wood.

30. STOREROOM

The heavy, wooden door to this room is locked. The room contains casks and barrels of food and ale. Dry rot has attacked most of the food, making it hardly fit to eat.

31a-d. MONSTER CELLS

Ulslime has turned these cells into traps by placing a monster in each cell. Wazor has cast illusions on the peepholes of cells 31a, 31b, and 31c. If a character looks through the peephole of any of these cells, he sees a treasure trove in the cell. This illusion conceals the monster that is actually living there.

If characters open a cell occupied by a monster, they can throw food and keep the monster at bay long enough to close the cell door.

If a character looks into 31d, he must make a saving throw vs. turn to stone before finding out what is inside.

Zombies, created from the castle staff, use the food from area 30 to feed these monsters. Ulslime doesn't know the food is going bad.

Choose a monster at random from the list below for cells 31a, 31b, and 31c. A basilisk lives in cell 31d.

Basilisk: AC 4; HD 6+1**; hp 33; MV 60' (20'); #AT 1 bite/1 gaze; D 1-10 + petrification; Save F6; ML 9; AL N; WR 21; XP 950

MONSTER LIST

Manscorpion: AC 1; HD 8**; hp 30; MV 240' (80'); #AT 2 at -4; D 3-18/1-10 + poison; Save F8; ML 10; AL C; WR 25; XP 1,200

The manscorpion mistakes the characters for other manscorpions, unless they give themselves away. The monster speaks first, in common.

Carrion Crawlers (3): AC 7; HD 3+1*; hp 16 each; MC 120' (40'); #AT 8; D paralysis; Save F2; ML 9; AL N; WR 15; XP 75 each

One crawler perches above the door, automatically surprising anyone who enters the cell.

Insect Swarms (3): AC 7; HD 3; hp 15 each; MV 30' (10'); #AT 1 each; D 2 hp each; Save NM; ML 11; AL N; XP 75 each

The swarms are mainly concentrated on a giant-sized humanoid skeleton, which is clean. The insects eagerly attack anyone who opens the door, however. They have eaten the hill giant who used to be kept in this cell.

32. CAVE

This cave is still under construction. Tools lie scattered about the floor here. Eight zombies are slowly digging at the west wall.

The zombies attack as soon as they spot the characters. Two poltergeists are also here, each controlling four zombies. If a cleric makes a successful turn attempt, four of the zombies pause, and then press forward (they are no longer controlled). If a cleric tries to turn again, ask which group he is trying to turn. If he turns the same group a second time, he probably destroys them.

The poltergeists also attack the characters as soon as they enter the cave. They hurl rocks and mining tools.

Zombies (8): AC 8; HD 2; hp 9 each; MV 90' (30'); #AT 1; D 1-8; Save F1; ML 12; AL C; WR 13; XP 20 each

Poltergeists (2): AC -1; HD 12****; hp 66 each; MV 60' (20'); #AT 2 missiles; D variable + age 10 years; Save F12; ML 11; AL C; WR 31; *ectoplasmic net*; +2 weapons to hit, save vs. turn, spell immunities; XP 4,150 each

WESTLAKE ROAD: PEASANTS' WARNINGS

Blocks of yellow clay pave parts of this road as it leads north from Skullheim into the barony. If characters follow this road north, they come to the village of Alicor, which sits on the southern shore of Westlake. A large island rests near the center of Westlake, but characters cannot see it, as it is nearly 3 miles away. This island is the home of Korbundar the dragon.



The Peasants' Tale

The peasants who live in Alicor are frightened and are unwilling to say much to the characters. They will grudgingly give food and shelter, however, to any badly wounded characters. If the characters stay in Alicor, the peasants hurry them indoors as quickly as possible.

If characters ask about the undead invasion of Skullheim, one old man comes forth to tell the characters what the peasants know.

"Not many survived, I can tell you that. A few got away, and took off to the east, by boat. There weren't many boats left, either. This huge, blue dragon—biggest I ever seen—came swooping out of that cloud up there and torched most of the boats . . . turned them to cinders!"

The peasants explain that the dragon keeps them from fishing in the lake; they are forced to eke what they can out of the blighted fields that surround the village.

If characters ask for more information about the dragon, the peasants talk about its size and power; they claim it appears without warning, screaming out of the black cloud to terrorize them. (The more this sounds like superstitious babble to the players, the better.)

If asked, the peasants also tell the characters that they think the dragon comes from the north. If characters ask about the island in the center of the lake, the peasants know nothing.

Investigating the Island

If the characters decide to investigate the island in the center of Westlake, they must figure out a way to get there. The characters may carry boats from Skullheim Castle (the rapids between Alicor and Skullheim are too dangerous to be navigated). The characters may also construct their own rafts, but they should take care to keep their work concealed from the dragon.

Allow the players to come up with their own solution to this problem; if it sounds reasonable, allow it.

Once characters set out for the island, go to the Korbundar's Lair section.

Following the Lake Road

If the characters go on to the village of Bol, they find that the peasants there act much the same as those in Alicor. The peasants advise the characters to continue on the lake road, because the swamp land between Bol and Conna has been infested with giant monsters wielding huge poleaxes. The road near the lake, they say, is firmer and safer.

If the characters go on to Conna, go to the Miasma Swamp section.

If the characters go to Dubla, they encounter more helpless peasants. These villagers tell the characters about a great dragon that flew in from the south, destroyed their boats and told them that Skullheim Castle had been taken over by Lord Ulslime.

The Dubla village elders went north to the outpost tower in Highpass two months ago to get help from the garrison there, the peasants explain, but they haven't returned.

The peasants tell the characters that the best way to get to Eando, Fraggi, and Gollim is by the Highpass road; the terrain off-road is very rugged and dangerous, and has been getting worse. When the characters reach Highpass Tower, go to the Highpass Tower section.

If the characters go on to Eando or Fraggi, they find the same situation: isolated, leaderless peasants who have been terrorized by a blue dragon. The peasants in these villages have been allowed to fish along the shore of Eastlake, however. In both villages, peasants who have strayed too far into the woods have been slain by giants or some other terrible beasts. The peasants also claim that spirits of the dead walk the vale by night.

Make sure that the characters don't stumble onto the trail that leads to the Temple of the Stars when they are in Fraggi. They can only learn of this trail while in Gollim.

From Fraggi, characters can safely reach Gollim by land. If characters take precautions to keep from being spotted by the dragon, they can travel to Gollim by boat. When the characters reach Gollim, go to the Gollim Village section.

KORBUNDAR'S LAIR: WESTLAKE ISLE

Korbundar is the large blue dragon that has joined forces with Ulslime and Wazor to terrorize the Barony of Twolakes Vale. Korbundar protects the deathstone that generates the deathcloud.

In exchange for Korbundar's help, Ulslime has created a large number of undead to help build the dragon's lair, which is located on a small island in the center of Westlake. Korbundar intends to build a new hoard on this island, starting with some of the barony's treasure.

Encounter Key

(Use DM Map 4.)

Korbundar's island, which lies in the center of Westlake, is roughly 350 feet square. Dirt and rock have been piled into a mound that rises up from the center of the island. All but the southern side of the island rises up to sheer, 100-foot-high cliffs.

The land at the southern end of the island gently slopes up from the water. The land surrounding the cliffs that face out to the east, north, and west is strewn with huge boulders and thick, gnarled vegetation.

1. SOUTHERN TREES

At the southern end of the island, six trees stand before a beautiful marble staircase that leads up to an ornate cave entrance. Three pairs of matched statues flank the stairs. The statues at the bottom of the stairs are jade, the next two are gold, and the two closest to the cave entrance are marble. A marble and jade archway frames the cave opening.

The six trees are *massmorphed* flying hydrae. They return to normal form and attack as soon as character passes the marble statues, or as soon as any character attacks the trees. If the characters are careless, the hydrae most likely attack from the rear just as the statues along the staircase are activated (see area 2).

Hydrae (6): AC 7; HD 6; hp 48 each; MV 120' (40')/60' flying; #AT 6, 3 if swooping; D 1-10 each; Save F6; ML 11; AL N; WR 21; XP 525 each

Each of these creatures has six heads. The hydrae are not protected from the deathcloud, so they are careful not to fly into it. Wazor has *charmed* hydrae, and they obey Korbundar's orders to attack or withdraw. They obey no other commands.

2. SIX STATUES

The statues that line the marble stairway are actually living statues. The jade statues are jade-covered crystal statues that attack as soon as any character sets foot on the stairs. These statues do not stop attacking until all characters are off the island. The jade on the statues cracks and falls off in worthless shards as these creatures move to attack.

The golden statues are actually iron covered with a thin coat of gold.

Each pair of statues attacks only after the next lowest set along the stairway is destroyed or halted, or if attacked first by the characters.

Crystal (jade) statues (2): AC 4; HD 3; hp 23, 15; MV 90' (30'); #AT 2; D 1-6/1-6; Save F3; ML 11; AL L; WR 15; XP 35 each

Iron (gold) statues (2): AC 2; HD 4*; hp 34, 22; MV 30' (10'); #AT 2; D 1-8/1-8 + special; Save F4; ML 11; AL N; WR 17; XP 125 each

Rock (marble) statues (2): AC 4; HD 5*; hp 40, 35; MV 60' (20'); #AT 2; D 2-12/2-12; Save F5; ML 11; AL C; WR 19; XP 300 each

3. ARCHWAY

Carefully bed runes mark this marble and jade archway.

A *symbol of discord*, placed by Wazor, protects this archway. The rest of the inscription, which may be translated with a spell or by a thief, reads: "Here lies the Guardian of the Gate."

The symbol completely seals the archway against passage—walking through the arch allows no saving throw against the effect. A saving throw is allowed against the effect if the symbol is touched or read by a character who can cast magic-user spells or by a thief of level 10 or higher. If the saving throw suc-

ceeds, the character recognizes the symbol as a high-level magical ward. Unless the character is familiar with the spell, however, the exact nature of the ward cannot be determined. The symbol's effects are permanent until dispelled against 25th level magic.

In play, assume that any *dispel magic* attempt is successful (but roll secretly anyway). As this symbol will probably have characters attacking each other, this is a good place for unaffected characters to use the wrestling system. Encourage it.

4. ENTRANCE CHAMBER

The walls of this chamber rise 70 feet to a rough ceiling. The smell of carrion fills the air; it is strongest at the cave opening to the right of the archway.

Jumbled piles of statues, draperies, silks, and satins lie about the chamber. Utensils of brass, copper, and silver are also scattered about.

If characters do not immediately move to investigate or guard the opening to the right after they enter this area, they lose first round initiative to the undead that swarm from that opening (area 5) to attack.

This room was to contain Korbundar's lesser treasures. The items that are here now are worth a total of 5,000 gp.

5. UNDEAD ROOM

This rough-hewn room contains nothing but a foul, intense smell and dozens of undead!

These undead are Korbundar's laborers. They clamber toward area 4 when the characters enter that chamber.

Death Leeches (10): AC 7; HD 8*; hp 40 each; MV 240' (80'); #AT 1 + special; D 1-10/round; Save F8; ML 10; AL C; WR 25; XP 1,200 each

Ghouls (10): AC 6; HD 2*; hp 9 each; MV 90' (30'); #AT 2 claws/1 bite; D 1-3/1-3/1-3 + special; Save F2; AL C; WR 13; XP 25 each

Skeletons (10): AC 7; HD 1; hp 4 each; MV 60' (20'); #AT 1 weapon; D weapon type; Save F1; ML 12; AL C; WR 11; XP 10 each

Zombies (10): AC 8; HD 2; hp 9 each; MV 90' (30'); #AT 1 claw; D 1-8; Save F1; ML 12; AL C; WR 13; XP 20 each

6. DEATHSTONE ROOM

A large rock, weighing at least 500 pounds, lies in the center of this room. The rock looks like a massive chunk of coal.

This deathstone is false and has no value.



It doesn't detect as evil. If characters move or destroy the rock, all characters within 20 feet of it are exposed to a *symbol of death*.

A secret door in the north wall of this chamber leads to **area 7**, the location of the real *deathstone*.

7. SECRET ROOM

A large rock, which looks like a huge piece of coal, rests on the floor in the center of this room.

This rock is the real *deathstone*. It is intensely evil and radiates an invisible deathcloud effect on any character within a 10-foot-radius of it (this effect appears as black smoke if a character casts a *detect invisible* spell).

The *deathstone* is guarded by a shade, which has a 90% chance to surprise the characters as it moves out of the wall to attack. Its first victim must make a saving throw vs. death or die immediately.

Shade: AC 0; HD 11****; hp 70; MV 120' (40'); #AT 1 dagger; D 3-12; Save T11; ML 9; AL C; WR 30; fear, save vs. turn, needs magic weapons to hit; XP 3,500

No attack of any physical or magical nature other than a blow from the *hammer of life*, has any effect on the stone. For a character to properly strike the stone with the hammer, he must stand within the invisible deathcloud emanating from the stone and strike at an Armor Class of 10. A single hit destroys both the *deathstone* and the hammer, and leaves a giant black, 3-inch-diameter opal (worth 3,000 gp).

Any character who takes the opal is immediately *cursed* (no saving throw), and loses 10 hit points from his maximum hit points for as

long as he keeps the stone. The opal allows its possessor to control up to 50 hit dice of undead (for purposes of turning, the character has a clerical level equal to half his current level).

The curse of the opal is transferred as soon as the owner gives it away (the 10 lost hit points are immediately regained).

8. KORBUNDAR'S CHAMBER

Great wall hangings adorn this cavern, giving it an air of decadent luxury. Blue scales from Korbundar's hide are scattered about crushed piles of silk and velvet. Boxes, chests, urns, bottles, and other treasures are also tossed about this room.

If the characters are in pretty good shape, you can have Korbundar confront them here.

Korbundar has no defenses set up to protect the treasures in this room. There are, however, two secret exits. In the southwest corner of the ceiling, Korbundar has covered a 30-foot-square opening with a permanent *hallucinatory terrain* spell. In the southwest corner of the chamber, the dragon has placed a huge stone slab that, when moved, opens onto a tunnel that leads into Westlake.

The dragon does not allow himself to be trapped inside his own cave; he uses one of his escape routes if such a situation rises. He then unleashes devastating breath spell attacks on the party. The dragon flees if he is in serious danger of being killed.

If the characters are badly wounded, you should tell them that this chamber is when they enter. If you want, Korbundar can confront the characters somewhere else on the island.

Korbundar: AC -2; HD 16•3*****; hp 90; MV 120' (40'), 300' (100') flying; #AT up to 12 at +2; D 3-30•4 bite, 1-8•2 other; Save F27; ML 9; AL N; spells cast as a 16th level magic-user; XP 6,100

Korbundar's breath dimensions are 150 feet by 5 feet.

Spells

First level: *detect magic*, *magic missile*, *read magic*, *shield*, *ventriloquism*

Second level: *detect evil*, *invisibility* (x2), *mirror image*, *phantasmal force*

Third level: *dispel magic*, *lightning bolt*, *water breathing*

Korbundar is intelligent; he uses all his wits, cunning, and power to defeat the characters. He uses his spells (listed on page 29 of the *Dungeon Masters Companion: Book Two*) freely. He won't fight to the death unless cornered.

If you don't want to use the spells listed, assume that Korbundar has a scroll with the spell *anti-magic shell*, which he uses before attacking.

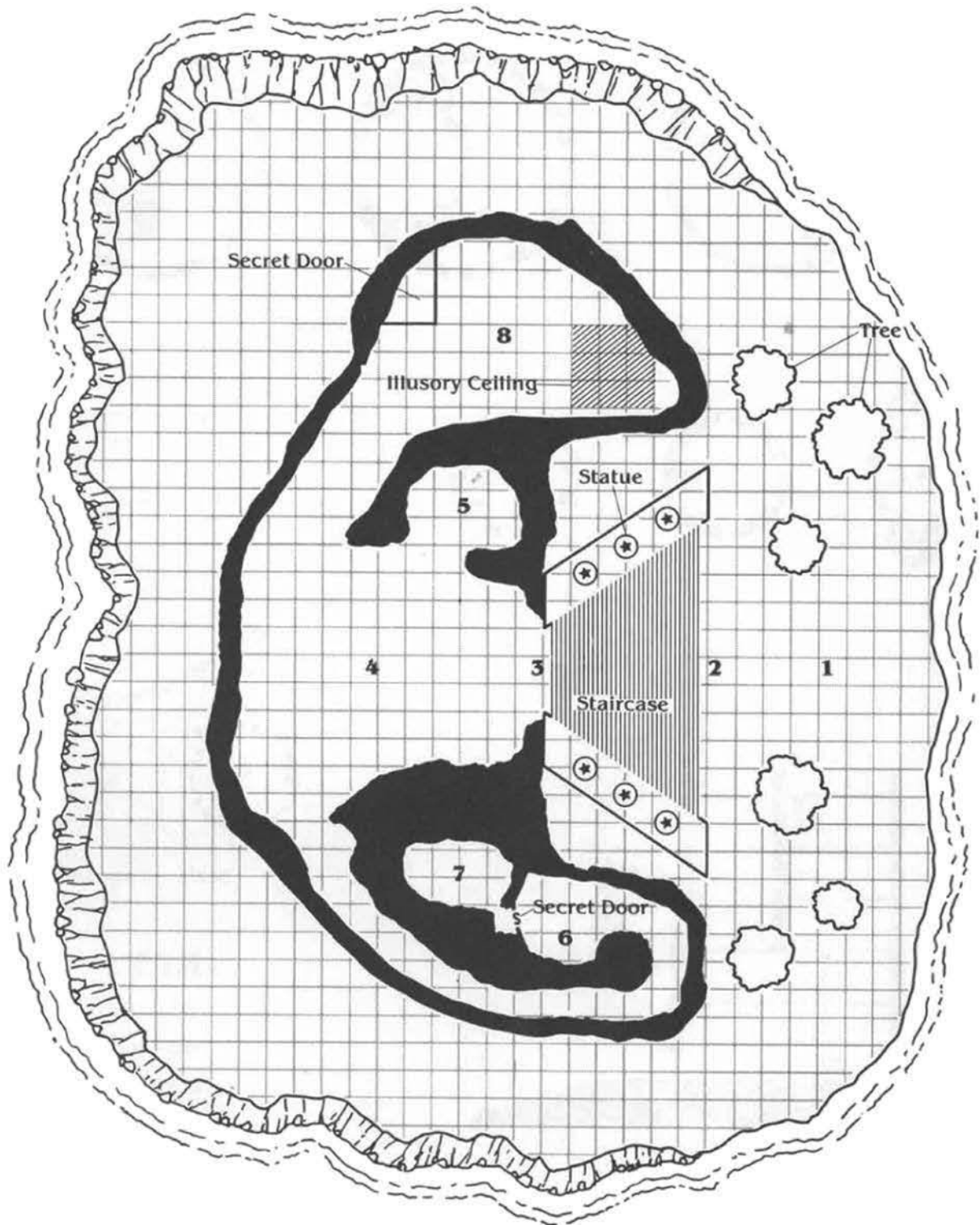
The undead from the Sphere of Death have made Korbundar immune to the effects of the deathcloud; the dragon can see clearly in it. In addition, Wazor has cast a *permanence* spell and *haste* spell on Korbundar.

The treasure that Korbundar has stored is worth a total of 120,000 gp. There are also 2d4 potions and four magical items taken from dead NPCs. Maryan's *slate of identification* is here; an *antidote* potion is sitting on it. As soon as a character picks up the potion, the slate reveals what the potion is.

If characters already have some means of identify magic while on this adventure, do not include the *slate of identification* in this area.

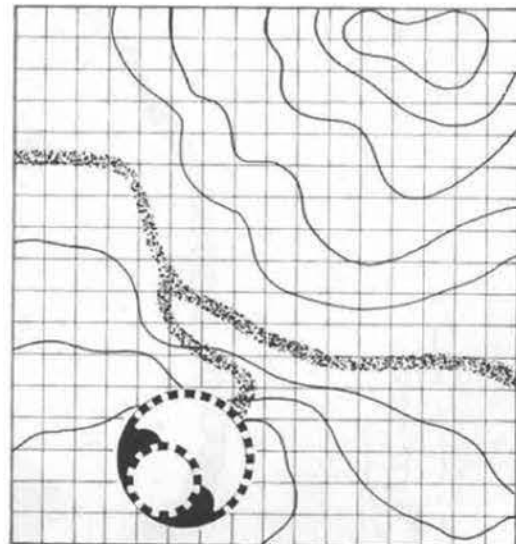
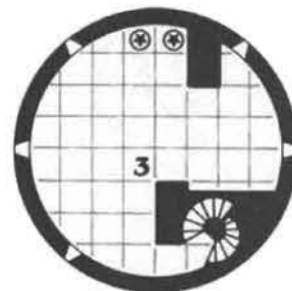
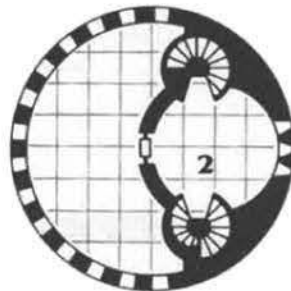
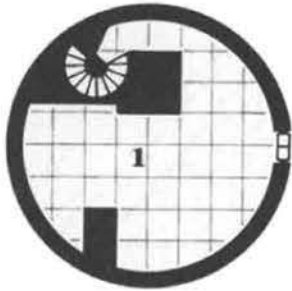
DM MAP 4 KORBUNDAR'S LAIR

Scale: 1 square = 10 feet

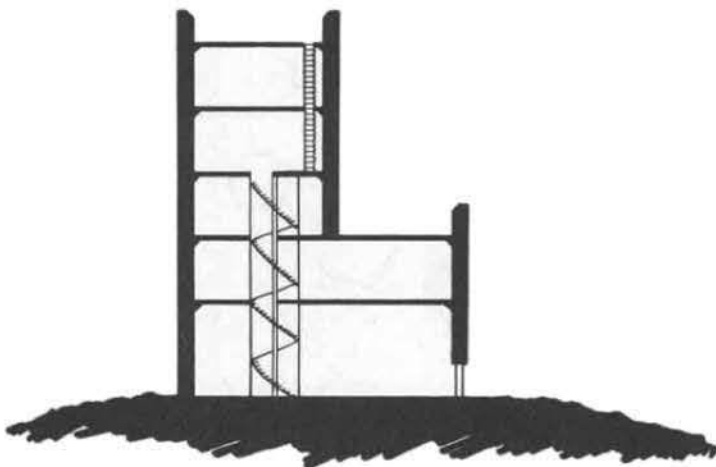


DM MAP 5 HIGHPASS TOWER










Scale: 1 square = 10 feet



Scale: 1 square = 20 feet

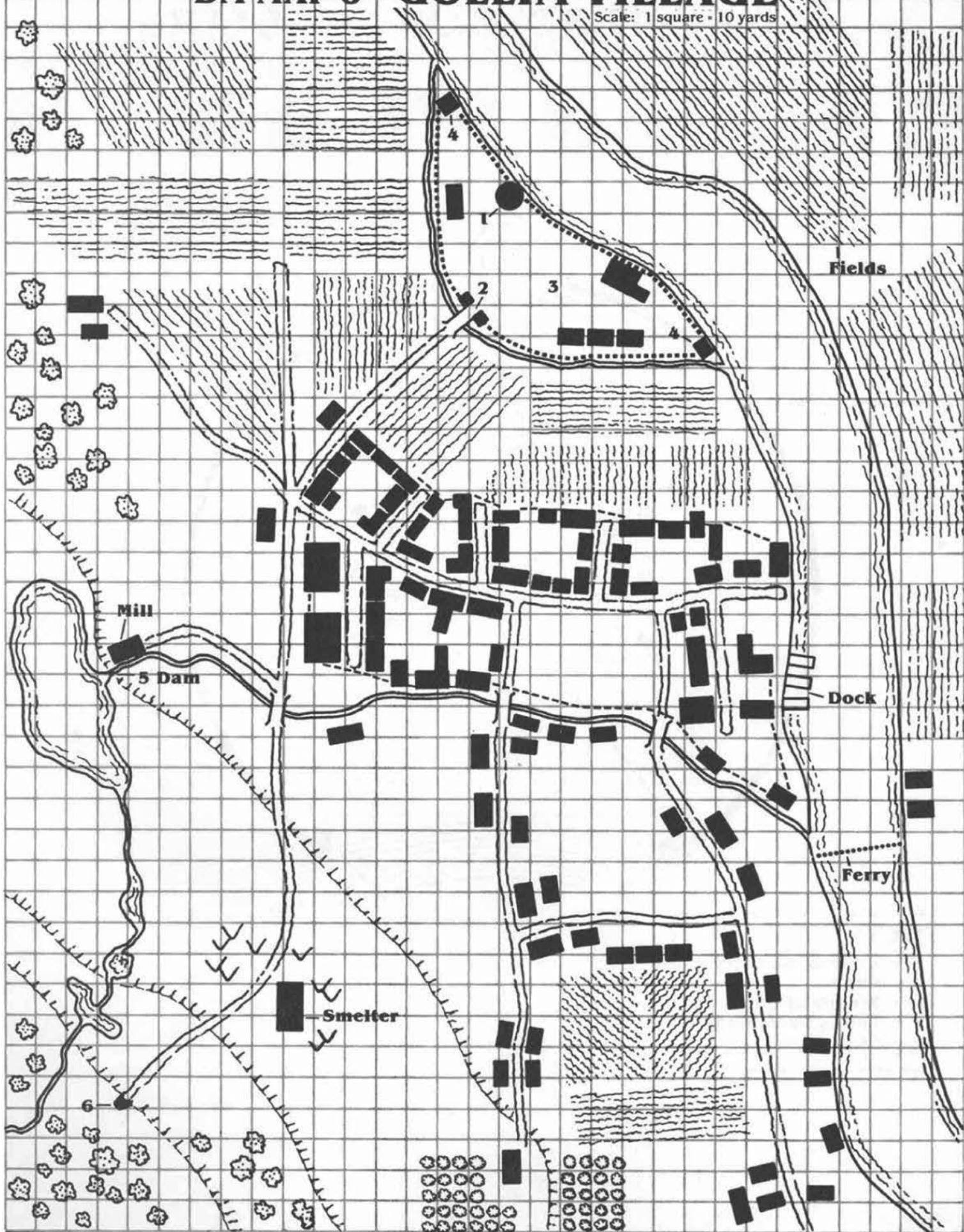


KEY:

-  Door
-  Double Door
-  Arrow Slit
-  Battlements
-  Spiral Staircase
-  Trapdoor in Floor
-  Trapdoor in Ceiling
-  Trapdoor in Floor and Ceiling
-  Statue
-  Torches

DM MAP 6 GOLLIM VILLAGE

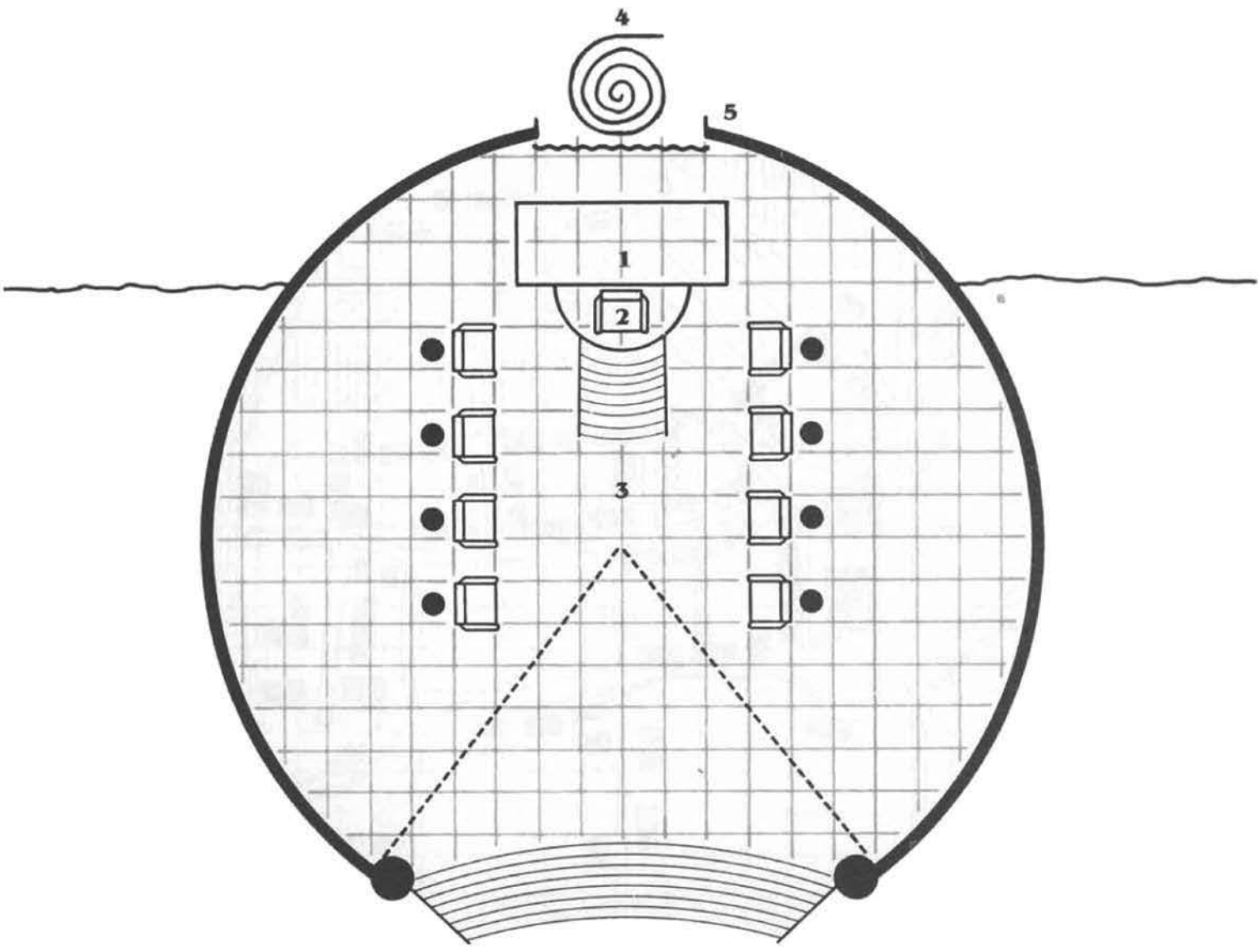
Scale: 1 square = 10 yards



- Palisade
- Barricade
- ==== Fields
- ∩ Slag
- 🌸 Trees
- ~~~~~ Contour line

DM MAP 7 TEMPLE OF THE STARS

Scale: 1 square = 10 feet



- KEY:**
- 1 - Altar to the Stars
 - 2 - Chair
 - 3 - Temple of the Stars
 - 4 - Vortex (incoming)
 - 5 - Arras

MIASMA SWAMP: JOINING THE HAMMER

Swamp Background

The very land itself in the Barony of Twolakes Vale has paid a heavy price as a result of the evil trio's reign. The deathcloud that hangs over the land is slowly killing off plant and animal life, as well as turning the shallow lakes near the village of Conna into swamps.

As these lakes transformed, water spilled out onto the land, and strange vines and plants crept forth to strangle the area's trees. The once fertile area is now damp, cold, and misty.

No word has come from the village of Conna since the coming of the cloud. The people who lived there were either killed or driven off into the mountains by marauding bands of manscorpions, which were brought to the barony by Wazor. Now the village is deserted; all that remains is a single clue, scrawled in blood upon the village elder's hut: "The Destroyer that Preserves lies apart in No Land."

This clue, which was written by Wazor, means that the *hammer of life* can be found somewhere in the swamp (see New Magic Items for details on the hammer). The hammer has been broken into three parts; each part is protected by some kind of guardian.

Each guardian is given as an encounter in the swamp. You may place a guardian encounter in any hex of the swamp that you want.

As characters explore this area, try to play up the mysterious and desolate nature of the swamp.

Moving Through the Swamp

Use the normal movement tables from the Expert set when characters are exploring the swamp. The cold, gray fog that shrouds the swamp limits visibility to a range of 10-100 feet. Anything over 30 feet away appears only as a shadowy form.

Truesight and *detect invisible* spells both work normally in this fog.

Encounter Key

(Use DM Map 1.)

1. THE FIRST GUARDIANS

As characters enter the hex containing the first guardian, describe the area as a misty grassland dotted with rock outcroppings and vine-covered trees.

This guardian force is made up of nine manscorpions and a manscorpion cleric.



Manscorpions (9): AC 1; HD 8; hp 40 each; MV 240' (80'); #AT 2; D 3-18/1-10 • poison; Save F8; ML 10; AL C; WR 25; XP 1,200 each

This group of creatures has one *potion of flying* and one *potion of fire resistance*. Two of the creatures drink these potions before attacking.

Manscorpion Cleric: AC 1; HD 10; hp 55; MV 240' (80'); #AT 2; D 3-18/1-10 • poison; Save C10; ML 10; AL C; WR 29; XP 3,700

This creature carries a wand case that contains the haft of the *hammer of life*.

2. THE SECOND GUARDIANS

As characters enter this hex, describe to them an open, fog-shrouded area with land that feels fairly dry and solid. Just before the encounter, the characters hear a mournful bellow. Seconds later, another bellow answers. The characters can't tell how far away these sounds are.

The characters are about to be attacked by two gorgons. Roll for surprise normally.

Gorgons (2): AC 2; HD 8*; hp 50, 40; MV 120' (40'); #AT 1; D 2-12 or petrification; Save F8; ML 8; AL C; WR 25; XP 1,200 each

The largest gorgon wears a studded collar. The biggest stud on the collar is the pommel of the *hammer of life*. When a character touches the haft of the hammer to the pom-

mel, the parts instantly fuse.

3. THE THIRD GUARDIAN

This encounter should take place in a low area of the swamp. The footing here is treacherous, as the tall grasses conceal pools of water. As characters explore this hex, the air turns sharply colder, frost crackles on the grass, and pools shimmer with a thin coating of ice.

A hydrax that lives here acts as guardian of the hammer head.

Hydrax: AC 2; HD 12; hp 60; MV 60' (20'), 180' swimming; #AT 2 or special; D 1-10/1-10; Save F24; ML 9; AL L; WR 33; detects invisible creatures at will, can cast *detect magic*, *dispel magic*, *ice storm/wall*, *water to ice*, and *web* three times a day (each) as a ninth level magic-user; immune to first and second level spells, and fire-based air-based attacks do double damage; attacks earth elemental creatures before all others; XP 3,700

The hydrax carries the head of the *hammer of life* on its back, imbedded in a block of ice.

The hydrax can ambush the party by waiting until a character steps or slips into a pool of water, and then freezing the character in before the action starts. The character should have a chance to free himself and get back into the action.

When characters touch the free end of the hammer haft to the head, the two instantly fuse.

HIGHPASS TOWER: WIZARD'S SHOWDOWN

Highpass Tower is the northern outpost of Twolakes Vale. It guards the winding road that runs through the barony. Wazor and his retainers use this tower as their base of operations.

Wazor has been busy gathering information about the characters ever since they began investigating the barony. If he is attacked, his first concern is to escape safely. Make sure that the characters do not kill or capture Wazor in this encounter!

Wazor Background

Wazor is a high-level chaotic magic-user and personal emissary from the High Council of Mages of Atlantis. He is the prime mover of the events in the barony. Neither of his partners knows of his other connections. The characters should not recognize Wazor by sight or reputation.

Wazor has cast *detect invisible* and *fly* on himself and made them permanent.

Approaching the Tower

Ethereal Approaches

The solid walls of the tower appear as a dark substance that, if touched, has the consistency of thick goo. The lead-sheathed laboratory (area 5) appears as a solid cube, though its normal entrances appear as hairline cracks, if characters search carefully for them. Remember that spells cast on the ethereal plane do not affect objects or creatures on the material plane.

A beholder that Wazor bribed patrols the ethereal tower site. The beholder won't fight to the death, and may even negotiate if the characters are too strong to defeat.

Beholder: AC 0/2/7; HD 11*****; hp 53; MV 30' (10'); #AT 1 bite + special; D 2-16 + special; Save M11; ML 12; AL C; WR 31; XP 5,100

Tower Defenses

Wazor prepares to test the characters as they approach the tower. His goal is to find out how strong the characters are. He doesn't care about keeping the tower. He does realize that his minions are vulnerable to long-range spells, so he will organize his tactics to neutralize any ranged attacks.

Wazor has posted two disguised lesser efreeti on top of the tower to prevent entry from above. The efreeti have been made immune to the effects of the deathcloud (the

tower stretches several feet into the cloud). The efreeti use their full abilities, particularly their illusions and *walls of fire*, to protect the upper battlement (see area 6 for details on these creatures). If the characters try to drive through the tower's front doors, these efreeti swoop down to attack.

Hill giants guard the ground floor, and Wazor's retainers guard the tower's mid-levels.

Once Wazor is certain that the characters are not an allied force, he starts testing them. He opens by casting either a *fireball* or *lightning bolt* (whichever is most effective) through an arrow slit in the tower. Next, he goes undercover, waits for 4 rounds, and then drops a *dispel magic* on the largest group of characters (or on any characters who are flying nearby). Wazor then lets his minions bear the brunt of the characters' attack, though he is not above picking off stragglers, if he can do so unnoticed.

Wazor probably uses *cloudkill* and *dissolve* spells against characters who are outside the tower entrance. He uses all magical items and spells at his disposal to destroy any intruders. If he finds himself in really hot water, Wazor uses his ring to escape. Once Wazor leaves the tower, he's out of the adventure.

For Wazor's statistics, see the Non-Player Characters section.

Encounter Key

(Use DM Map 5.)

1. STABLE

Two massive, wooden doors bound with iron lead into the first floor of the tower. A powerful stench fills this room, which is littered with straw, bones, scraps of food, and other trash. A spiral staircase leads from the back of the room up to the second floor.

This area was once used as a stable. Eight hill giants, which serve as part of Wazor's

guard force, live here now. They attack the characters on Wazor's command (for example, immediately after Wazor casts *dispel magic*).

Hill Giants (8): AC 4; HD 8; hp 58, 55, 44, 43, 39, 33, 31, 30; MV 120' (40'); #AT 1 weapon; D 2-16; Save F8; ML 8; AL C; WR 25; XP 650 each

2. LIVING QUARTERS

Chests, bunkbeds, tables, and chairs furnish this room. Wine bottles, food, and weapons lie scattered about on the tables. There is also some magic equipment lying on one of the tables.

Two statues of mages stand against the north wall.

Codocus, Wazor's guard captain, lives here, along with four guards and two of Wazor's assistants.

The two assistants have read scrolls containing *statue* spells, and are standing along the north wall. They try to surprise the characters when they attack.

See the Non-Player Characters section for these NPCs' statistics.

These NPCs have made an arrangement with Wazor to have their bodies recovered if they are killed. Ulslime's minions will try to recover the bodies if Wazor's cannot, so it's likely that these NPCs may be turning up more than once.

If characters defeat these NPCs, they receive a total of 2,400 Experience Points.

3. STOREROOM

This room, which is slightly smaller than the two below it, holds two staircases, one leading up and one leading down. An iron door, barred from the inside, leads out of the north wall. This door leads to a lower battlement.

Large cases of food, cloth, and other items are stacked in this room.

4. KENNEL

Cages of live rabbits and birds line the north wall of this room. Four stalls, each housing a hellhound, line the south wall. The hounds, which Wazor considers his pets, attack any person not accompanied by Wazor.

Hellhounds (4): AC 4; HD 6; hp 40, 33, 26, 22; MV 120' (40'); #AT 1 bite or 1 breath; D 1-6, breath 6-36; Save F6; ML 9; AL C; WR 21; detect invisible within 60 feet, 75% chance per round; XP 725 each

5. LABORATORY

Magic equipment of all kinds clutters this



room. There are some pieces of furniture and clothing strewn carelessly about. Six equally-spaced arrow slits are cut into the walls of the room. A wooden ladder leads up to a trapdoor in the ceiling.

Crude lead sheathing covers the walls, floors, and ceiling of this room. Wazor placed this sheathing here to prevent magical spying.

Unless the characters confronted him elsewhere, Wazor is in this room when characters approach the tower. If characters make Wazor flee, they receive 5,000 Experience Points.

If the characters search this room after Wazor has left, they find a sealed scroll case. If the player characters have played the CM1

adventure, they recognize the seal as that of Atlantis. The case contains a scroll that has a single *close gate* spell on it.

Characters should also find about 100,000 gp worth of treasures stored here. These treasures were looted from various barony treasuries and from major NPCs throughout the barony. You may also want to have the characters find a few minor magical items that once belonged to now-deceased NPCs.

Wazor has prepared one final surprise for anyone who has invaded his tower. When he leaves, he triggers a *wish* that levitates the entire top three floors of the tower 200 feet into the deathcloud. The top tower battlement rises just above the top of the deathcloud. If the characters who are stranded are

either unable or unwilling to leave, they must wait for the tower to levitate back down to its original position, which doesn't occur for another three days.

6. TOP BATTLEMENT

Two efreeti, disguised as large, iron torches that burn with a fierce flame, guard this top battlement. If characters try to get to the top of the tower, the torches transform into efreeti. The efreeti leave when Wazor flees.

Lesser efreeti (2): AC 3; HD 10*; hp 42, 31; MV 90' (30'), 240' (80') flying; #AT 1 fist; D 2-16; Save F15; ML 12; AL C; WR 29; create objects, illusions, wall of fire, pillar of flame, invisibility; XP 1,600 each



GOLLIM VILLAGE: BATTLE OF THE UNDEAD

Gollim is a small mining village nestled in the hills southwest of Eastlake. Its lead mines are the barony's most valuable resource. Sir Guy of Brad, Baron Fharo's most trusted friend, serves as Baronet of Gollim and lives here with a garrison in a small tower.

The total number of trained troops is 130. For the purposes of using the War Machine rules, all defending cavalry fight dismounted, as light and heavy foot soldiers, respectively.

Gollim peasant militia: 150 militia, armed with spears, AC 8; 50 militia, armed with bows, AC 9

Total force: 330 soldiers and militia
Battle Rating: 89

Ulslime's War Forces

Revenant (leader, HD 18)

20 manscorpions

10 hill giants

6 spectres (controlled by revenant)

18 wights (controlled by revenant)

70 zombies (controlled by spectres)

100 skeletons (controlled by wights)

Total force: 225

Battle Rating: 68

If Korbundar is still alive, he may also aid Ulslime's forces in this battle. You may also add any other still living creatures from Skullheim and Highpass Tower to this battle, if you wish.

The revenant can easily replace casualties among the undead, but the hill giants and manscorpions are much more difficult to replace. For this reason, the revenant is likely to throw masses of low-level undead at the defenses and save the best creatures for the surprise blows. Since there are several high-level clerics in Sir Guy's forces, the revenant's tactics become quite costly.

The village can be divided into different defensive sectors, with a separate battle fought for the control of each one. The characters may then fight where they choose. Encourage the players to devise special defenses and strategies to help defeat the evil forces.

If the characters help to successfully defend the village, they earn a total of 15,000 Experience Points (adjust upward as you see fit for a party made up of more than six characters). If the village defense is unsuccessful, the characters earn half that amount of Experience Points.

There is no treasure in the village of Gollim.

The characters may decide to seek the hammer, the *deathstone*, the gateway to the Sphere of Death while the evil forces are besieging Gollim. If this happens, set up a time limit for the characters. If they return to the village within the time limit, its people are saved.

Gollim Background

After the fall of Skullheim, Jarred the Chaplain and de Hallus the Sheriff led the remnants of the barony's army to Gollim. The minions of Ulslime are now loosely besieging the village. In fact, a sort of routine has been established: as long as the villagers don't stray too far from the village, the evil forces content themselves with the occasional raid. Ulslime's forces can wait; the village is already in dire straits and can expect no help from the king.

Originally, the villagers had taken shelter in the palisaded grounds that surround the baronet's tower. Now, however, the influx of refugees from other villages has forced them to begin fortifying blocks in the village. To make matters worse, the tower grounds were invaded by a *vision*, which was attracted by a massive raid that the villagers defeated only with great difficulty. The vision has driven the barony's forces into the poorly fortified village itself, where they have been feverishly building makeshift barricades.

Arriving at the Village

The forces of evil will have to attack quickly and savagely to deny the characters this haven. Adjust the strength and number of monsters given to match the size and strength of the party and villagers. For example, if the characters have brought additional retainers, you should increase the number of evil forces.

During the action here, the characters will learn from Sir Guy that the gateway to the Sphere of Death is located in the Temple of the Stars, which is located several miles northwest of Gollim.

Assaulting the Tower

If the characters want to try to take the baronet's tower, you can run the encounter as a short adventure. The vision there is protected by two vampires who harass the characters

with rats and bats in an attempt to prevent effective turning. The vampires won't attack openly if they can avoid it.

Vision: AC 0; HD 12***; hp 70; MV 0; #AT 6; D 1-8; Save C12; ML 12; AL C; fear on sight, howl each round, save vs. turn; XP 3,500

Vampires (2): AC 2; HD 9; hp 50, 40; MV 120' (40'), 180' (60') flying; #AT 1+special; D 1-10 energy drain; Save F9; ML 11; charm, regenerate, XP 2,300 each

The Battle for Gollim

Use DM Map 6 when the characters enter Gollim to assist in its defense. Both Sir Guy's and Ulslime's forces are listed below so you can use the War Machine rules to run this battle.

Battle Ratings are given for these forces, but you may obtain more accurate Battle Ratings by using the standard rating system. Check the Basic, Expert, and Companion rules booklets for individual monster statistics. You can also use the War Machine rules when forces that don't include the player characters are fighting over a section of the village.

Gollim Military Force

Sir Guy of Brad (level 14)

Jarred, cleric (level 17)

Saxus de Hallus (level 8)

Sir Celtar of Iron (level 6)

Magistrate Glyndon (level 4)

Wardens (four, each level 2)

(See the Non-Player Characters section for details on these characters.)

Garrison forces: 10 crossbowmen, 10 light horse soldiers, and 20 light foot soldiers

Baronial army remnants: 10 light horse soldiers, 10 heavy foot soldiers, 20 crossbowmen, 20 light horse soldiers, and 30 light foot soldiers.

GOLLIM VILLAGE: BATTLE OF THE UNDEAD

Role-playing the Battle

If you decide not to use the War Machine rules for this battle, the outcome could be determined based by the player characters' actions.

If you run the battle this way, assume that the characters are at the decisive point in the battle and attack them with a challenging force of evil creatures. If the characters win the battle, the attack fails.

If the characters lose, the surviving village leaders scatter, and any surviving characters must carry on with their mission unaided. The characters are then also responsible for the expense of rebuilding the village.

The Extended Siege

The following outline gives a series of scenarios for players who want to experience a longer siege. You can add to or change the list if you want. If the final assault fails, the siege ends.

Direct assault: A wave of undead hurls itself against the walls, trying to break through the defenses. The attack ends when a certain fraction of the attackers are destroyed.

The raid: The besiegers learn where the player characters stay, and send in a strike force to kill them in their sleep. Simultaneous strikes could be made against the NPCs. These strike forces should probably be made up of manscorpions and high-level undead.

The supply run: The last attack leads to suspicions that magical scrying is being used. There is enough lead in the storage sheds by the mines to sheath several rooms with lead, which would prevent any sort of magical spying on councils. The party organizes and leads a group to bring back several wagons of lead from the mine.

The diversion: An attack on the south wall is used to draw off the defenders. A secret force of undead, walking on the bottom of the river, suddenly emerges to attack the weakly-held north wall.

The tunnel: The attackers secretly dig under a fortified block and surprise the defenders, seizing a group of buildings and pouring into the village. The characters must then fight their way back into the houses and seal the opening. To prevent the characters from merely burning the attackers out, have a strong wind blowing toward the rest of the defenses.

The sally: A powerful enemy concentration is located. The PCs organize and lead a sneak attack to break it up before a devastating assault can be launched against the barricade.

The breach: The defenders' makeshift barricades (or palisade, if they have retreated into the tower) become the target of an undead assault. The creatures attack with axes, ropes, and other tools to pull away and tear down the defenses.

The trap: The hill giants throw rocks and baskets of vipers (made by Ulslime) at the defenses, in an attempt to lure the defenders out (the NPC leaders favor an immediate sally, if this occurs). If the characters refuse, role-play the confrontation as casualties mount. If the characters still stand firm after the NPCs have argued three times in favor of attack, the hill giants give up. If the defending forces do go out, the attackers hit them with a huge assault (at a minimum of 2-to-1 odds in hit dice).

The final assault: The entire force attacks the weakest section of the defenses. The revenant, as well as any other strong creatures, join in this attack. If the characters were fooled by the trap, this attack probably works very well.

Encounter Key

(Use DM Map 6.)

Many of the areas shown on DM Map 6 are typical for a village this size. The areas keyed below are those that might relate specifically to the battle for Gollim.

1. WARLORD'S TOWER

This is a typical stone tower, 40 feet high and 30 feet in diameter. The first floor is the great hall, the second floor is guard quarters, the third floor is made up of private and guest chambers, and the fourth floor is the baronet's private chamber.

2. BARBICAN/GATE

This structure, like the rest of the palisade, is made of wood. The palisade wall is 20 feet high.

3. INNER BAILEY

This area holds horse stables, a smithy, and several storage buildings.

4. WOODEN WATCHTOWERS

Each of these crude towers is covered by a blockhouse and a 10-foot by 10-foot fighting platform.

5. DAM

If the characters destroy this dam, they might be able to break up an attack on the east barricades, especially if they time the destruction right.

6. LEAD MINE

There are no undead here. Characters may be able to use this area as a hiding place.

7. PEASANT HUTS/SHOPS

As many of these buildings are organized into blocks with courtyards, Sir Guy's forces should be able to fortify and defend each area individually.

TEMPLE OF THE STARS: GATEWAY TO DEATH

The characters cannot find this temple or the path to it unless they have received instructions from Baronet Sir Guy while in Gollim. (If you want, characters may get the information from another similar NPC.)

The temple was built by a group of hermit-clerics, but was abandoned when the baron claimed and began to settle Twolakes Vale. The superstitious peasants have always avoided the site, so Ulslime found it an ideal place to create the gate to the Sphere of Death.

Approaching the Temple

The road that leads to the temple winds through the great eastern mountains of the barony. It is a long and torturous trail with hideous creatures. At least it never leads into the deathcloud.

Use the Random Encounter Tables from the Expert set when characters travel this road.

The temple lies just beyond a sharp bend in the trail, and swings around to hug the base of a great mountain. The temple itself is set into a cliff. The ground just before the temple is split by several huge fissures, but the trail winds safely to the left of them. The temple is made of white marble that shines faintly through the thick gloominess of the mountain air.

Ulslime is standing on a rocky platform 30 feet up the wall of another cliff, watching the characters as they approach the temple. His perch, which lies southwest of the temple, holds a small altar.

If the characters don't go into the temple, Ulslime attacks. First he sends a drolem from a nearby fissure to attack characters. The creature looks just like Korbundar.

Drolem: AC -3; HD 20****; hp 84; MV 120' (40'), 240' (80') flying; #AT 2 claws/1 bite or breath; D 2-12/2-12/11-30; Save F10; ML 12; AL N; WR 49; sees invisible within 60 feet; immune to fire, cold, gases, spells of first through fourth level, mind-affecting spells, and weapons of less than +3; XP 7,750

The drolem's death weapon is a 20-foot-

square cloud (make saving throws vs. dragon breath or die).

If Ulslime's drolem appears to be losing the fight, the cleric begins casting spells as quietly as possible. (See the Non-Player Characters section for details on Ulslime.)

If the battle is going against him, Ulslime uses all his resources to escape. The characters don't encounter him anymore in this adventure, although they may meet up with him again in a later adventure.

If the characters slay Ulslime or force him to flee, they earn a total of 5,000 Experience Points.

Exploring the Temple

(Use DM Map 7.)

If the characters have been weakened or are at low strength, you should probably reduce the severity of this encounter. Read the following boxed text to the players when the characters enter the temple.

The temple is shaped like a huge dome. A row of huge marble pillars supports the roof. A great throne stands before each pillar, facing inward. A dais, upon which rests an ornately carved throne, sits against the north wall of the temple. A marble altar behind the throne, and a large, black curtain hangs behind the altar.

An ancient skull, its two terrible eyes staring out at you, rests on the altar. Slowly it begins to rise upward, and as it does, its eyes float out toward you!

The skull and eyes are actually three druj. These creatures guard the gateway to the Sphere of Death, and only attack characters who remain in the temple. The characters must defeat these creatures before they can close the gate.

Druj (3): AC -4; HD 14****; hp 80 each; MV 90' (30'); #AT 4; D poison; Save F14; ML 11; AL C; WR 37; immune to first through third level spells; need +2 or better weapon to hit; spoils any food water, and potions within feet; casts *animate dead*, *cause disease*, *darkness*, *finger of death*, and *silence* (15-foot radius) at will at 16th level; XP 5,150 each

Each part of a druj does not cast spells; a druj only casts one spell, whether it is combined or not.

Unless specifically stated otherwise by a cleric trying to turn the druj, the skull is the first part affected by a turn. It floats down behind the altar, while each eye splits into four identical eyes. Six of these eyes whiz toward the characters (using gaze and physical attacks), while the other two float upward out of melee range and cast spells.

If a cleric's turn attempt is successful, one druj recombines for 2-5 rounds. A second successful attempt has the normal effect. Keep careful track of which druj is being turned. Remember that the skull can also split and attack.

Once all the druj have been defeated, the characters find the gateway to the Sphere of Death. It's located behind the black curtain.

The gateway is actually a 20-foot-diameter vortex that is filled with a thick, black, greasy material. The slime wells toward the rims of the vortex, then eddies away. A powerful stench of death and decay rises from the gate.

The slime in the vortex is cold to the touch. Any character who touches it must make a saving throw vs. spells or lose one level. Any item put into the black slime corrodes and rots as if it were put into black pudding.

If the characters have destroyed the *deathstone*, they may close the gate with either a *close gate* or *wish* spell.

If the characters close the gate, Ulslime flees on his drolem. If the characters don't close the gate, Ulslime puts the drolem on guard here permanently. He doesn't attack personally.

The deathcloud that hangs over the barony dissipates 4 hours after the gate is closed.

The temple contains 25,000 gp in treasure that Ulslime had moved here for safekeeping.

EPILOGUE: MAGIC, MONSTERS & WEAPONS

Ending the Adventure

This adventure ends when the characters close the gate or leave the barony. If the characters have succeeded at stemming the tide of undead, they should receive enough to gain at least one level of experience. Try not to give them too much cash or magic—at this level of play, the most important result of the adventure is the impact on the campaign world.

For example, if the characters have suc-

ceeded, they should have greatly reduced the number of undead in the area, thereby decreasing the chances that they will encounter undead in later adventures. If the characters fail, the undead problem could grow worse; the creatures could even begin to form armies. If this is the case, don't develop this threat too early. The best campaign developments do not force the pace of play.

If the players report back to the king before closing the gate to the Sphere of Death, the king sends them back with specific orders to

close it. If necessary, he also sends the appropriate scroll with them.

If you want, one or more player characters may be given the barony as a reward at the end of the adventure. The characters could then spend their monetary reward on restoring the barony to its original state (see The Barony of Twolakes Vale section for details).

If Baron Faro is still alive, the king may choose either to promote or banish him, depending on the circumstances.

New Monster

Death Leech

Armor Class:	7
Hit Dice:	8*
Move:	240' (80')
Attacks:	1
Damage:	1-10 per round
No. Appearing:	1-4 (2-8)
Save As:	Fighter:8
Morale:	10
Treasure Type:	nil
Alignment:	Chaotic
Wrestling Rating:	25
XP Value:	1,200

In its natural form, a death leech looks like a large, flat, translucent amoeba that shimmers with a variety of pale colors. Eight whiplike tendrils, each averaging 3 feet in length, extend from the sides of its body.

The death leech can *polymorph* itself to appear as any undead (of vampire strength or weaker) that has a physical form. The leech can duplicate any equipment, armor, and clothing that the undead has, although it can't use any of it. This mimicry is an inborn ability that doesn't detect as magical.

When it attacks, the death leech changes to its natural form while moving, writhing horribly at a speed of up to 120 feet per turn. Once it has changed, it can then move at the greater rate given above. It attacks by wrapping around and immobilizing a victim, and then using its tentacles to drain hit points.

When rolling to hit, a victim has an Armor Class of 9 (minus any magical adjustments for the victim's armor).

If the death leech successfully hits, it immobilizes the victim and drains 1d10 hit points per round. Victims who make a saving throw vs. Spells take only half damage for that round. Once a death leech has made a



successful first attack, subsequent damage is automatic. Also, half of the damage inflicted on a death leech is also suffered by the victim.

A death leech that's killed while in polymorphed state retains that form until touched. Then it crumples to its natural form and immediately rots away.

Death leeches come from the Sphere of Death, and are turned as *special* on the clerical turn tables. Death leeches often serve intelligent creatures of Chaos.



New Magical Items

Hammer of Life

This magical item was produced by a great cleric many centuries ago. It is an iron hammer with a head, haft, and pommel that can be separated by a *dispel magic* spell vs. 36th level magic. No Chaotic creature can touch the hammer when it's assembled; the creature's hand passes through the hammer. In the hands of a Neutral character, it is a *war hammer +1*.

In the hands of a Lawful character, the hammer is a +2 weapon that has the ability to cast one *cure all* spell per day. Magical runes that explain this function appear on the haft when a *detect magic* spell is cast on the hammer.

Any Lawful or Neutral character may use this hammer to destroy the *deathstone* in this adventure. The hammer is destroyed when the *deathstone* is destroyed.

Mirror of live saving

This massive (but fragile) mirror is capable of storing the life energy of its owner. Its dimensions are 5 feet by 4 feet.

If the mirror's owner is killed within 60 feet of the mirror, he can choose to place his life force in it. While a life force is in the mirror, a *detect magic* spell reveals the owner's image in the mirror.

If any fragment of the owner's body is brought within range and a *dispel magic* spell (effective against 20th level magic) is cast on the mirror, the owner's body is completely restored and its life force returns. A life force in the mirror can also be released by smashing the mirror (as long as a fragment of the owner's body is nearby).

Potion of superhealing

This potion is exactly like a *potion of healing*, except that it cures 3d6+3 points of damage. The entire potion must be drunk at one time.

New Weapon

Ballista

A ballista is a siege weapon that looks like a giant crossbow mounted on a heavy stand or catapult base. It fires a javelin-sized missile 300 yards (heavy ballista—360 yards) in a direct line to any target within range. A light ballista should be operated by two men; a heavy ballista should be operated by four men.

Like catapults, ballistae fire as fighters having a level equal to the number of men in the crew. A light ballista fires every third round if manned by two men, and every sixth round if manned by one. A heavy ballista fires every fifth round if manned by four, every eighth round if manned by three, and every tenth round if manned by two.

A creature struck by a light ballista bolt takes 2d6 points of damage, and a creature struck by a heavy ballista bolt takes 3d6 points of damage. The bolt from a light ballista does no structural damage, but a heavy ballista bolt does 1 point.

Two men can carry a light ballista, but it is usually mounted on a cart or disassembled and packed on a mule for traveling long distances. The heavy ballista, if moved at all, must usually be pulled on a wheeled cart by a team of pack or draft animals.

Ballistae are sometimes mounted on ships of catapults, reducing carrying capacity by 4,000 and 8,000 cn. They can fire flaming bolts which are similar to pitch shot, but do only 1-3 points of hull damage. Such bolts cost 10 gp each.

A light ballista costs 100 gp, and a heavy ballista costs 150 gp. Ballista bolts cost 1 gp and may be used with either type.

NON-PLAYER CHARACTERS: SUPPORTING PLAYERS

These characters are listed by encounter area. Those marked "*" are deceased.

Skullheim Characters

Sir Maltus Fharo
Baron of Twolakes Vale
Lawful 22nd level fighter

Strength	14	Dexterity	15
Intelligence	13	Constitution	15
Wisdom	12	Charisma	17
Armor Class	-5	Hit points	75

Wrestling Rating 9

Weapons: sword +3, healing

Armor: plate armor +3; shield +3; armband of absorption, absorbs any magic spell of first through fifth level, using one charge each time—five charges left—not rechargeable

Equipment: boots of wall walking, allow wearer to stand or walk on any vertical surface as if it were flat

Treasure: coronet and jeweled equipment worth 4,000 gp

Amanda of Alexis
Marshall of Skullheim Castle
Lawful 15th level fighter

Strength	13	Dexterity	18
Intelligence	14	Constitution	12
Wisdom	13	Charisma	18
Armor Class	-4	Hit points	60

Wrestling Rating 13

Weapon: sword +2, +4 vs. bugs

Armor: chain armor +3; shield +2

Equipment: potion of superhealing; ring of fire resistance

***Roderick Ironrod**
Captain of the Guard of Skullheim
Lawful 9th level fighter

Strength	18	Dexterity	15
Intelligence	11	Constitution	13
Wisdom	12	Charisma	13
Armor Class	-1	Hit points	60

Wrestling Rating 15

Weapon: sword of regeneration +2, cures the wielder 1-3 hit points each time it hits an opponent

Armor: plate armor +1; shield +2

Equipment: potion of fortitude; potion of superhealing

***Heinrich Altmark**
Castellan of Twolakes Vale
Lawful 8th level fighter

Strength	13	Dexterity	17
Intelligence	10	Constitution	17
Wisdom	11	Charisma	9
Armor Class	-2	Hit points	44

Wrestling Rating 9

Weapon: bastard sword +1

Armor: banded armor +2; shield +1

Equipment: potion of fire resistance; potion of speed

***Bagamar**
Bailiff of the Northwest Tower
Neutral 6th level fighter

Strength	11	Dexterity	13
Intelligence	10	Constitution	12
Wisdom	12	Charisma	6
Armor Class	3	Hit points	30

Wrestling Rating 4

Weapons: two-handed sword; dagger +1

Armor: banded armor

Equipment: potion of strength

***Mogus**
Bailiff of the Southeast Tower
Lawful 4th level fighter

Strength	17	Dexterity	14
Intelligence	12	Constitution	12
Wisdom	11	Charisma	11
Armor Class	2	Hit points	30

Wrestling Rating 5

Weapon: two-handed sword

Armor: plate armor

***Sarrad**
Bailiff of the Northeast Tower
Neutral 6th level fighter

Strength	12	Dexterity	15
Intelligence	11	Constitution	11
Wisdom	8	Charisma	11
Armor Class	1	Hit points	40

Wrestling Rating 6

Weapons: sword +1; dagger +2

Armor: plate armor; shield

***Lemas**
Bailiff of the Southwest Tower
Lawful 6th level fighter

Strength	15	Dexterity	11
Intelligence	11	Constitution	11
Wisdom	12	Charisma	10
Armor Class	2	Hit points	28

Wrestling Rating 6

Weapons: whip +1; crossbow and six bolts +2; sword; dagger

Armor: plate armor

***Alar, *Boli, *Culli, *Darse**
Squires to Baron Maltus
Lawful fighters (levels 1-4, respectively)

All ability scores: 12

Armor Class: any

Hit points (respectively): 8, 10, 12, 14

Wrestling Rating: AC +1

Ammylar
Steward of Skullheim
Lawful Normal Human

Strength	9	Dexterity	15
Intelligence	11	Constitution	10
Wisdom	7	Charisma	17
Armor Class	8	Hit points	4

Wrestling Rating 9

Equipment: none

***Maryan of Halls**
Magist of Twolakes Vale
Neutral 13th level magic-user

Strength	9	Dexterity	9
Intelligence	16	Constitution	9
Wisdom	11	Charisma	13



NON-PLAYER CHARACTERS: SUPPORTING PLAYERS

Armor Class 7 Hit points 30
Wrestling Rating 13

Weapon: wand of lightning (12 charges)

Armor: ring of protection +2

Equipment: rod of inertia; slate of identification; potion of dreamspeech; potion of freedom; poison antidote (all types, one use)

Spells

First level: charm person, detect magic, hold portal, magic missile (x2), read magic

Second level: continual light, ESP, invisibility, mirror image, web

Third level: dispel magic (x2), fireball, fly, lightning bolt

Fourth level: charm monster, dimension door, polymorph other, wall of fire

Fifth level: cloudkill, conjure elemental, magic jar, teleport

Sixth level: anti-magic shell, disintegrate, stone to flesh

*Father Jarred

Chaplain of Skullheim
Lawful 17th level cleric

Strength	14	Dexterity	13
Intelligence	12	Constitution	9
Wisdom	13	Charisma	13
Armor Class	-4	Hit points	43

Wrestling Rating 13

Weapon: mace +3

Armor: plate armor +2; shield +2; ring of protection +2

Equipment: ointment of blessing (x2); salve of healing (x3); scroll of three spells (first through third level)

Spells

First level: cure light wounds, detect evil, detect magic, light, protection from evil, remove fear

Second level: bless, find traps, hold person, resist fire, silence (15-foot radius), snake charm

Third level: continual light, cure disease, remove curse, speak with dead, striking

Fourth level: cure serious wounds, dispel magic, neutralize poison, sticks to snakes

Fifth level: commune, dispel evil, insect plague, raise dead

Sixth level: find the path, speak with monsters, word of recall

Seventh level: raise dead fully

*Saxus de Hallus

Sheriff of Twolakes Vale
Lawful 8th level fighter

Strength	17	Dexterity	17
Intelligence	12	Constitution	14
Wisdom	13	Charisma	11
Armor Class	0	Hit points	40

Wrestling Rating 8

Weapon: sword +1, +2 vs. chaotic opponents

Armor: plate armor +2; shield +1

Equipment: potion of healing; potion of invisibility

*Glyndon of Awk

Magistrate of Twolakes Vale
Lawful 4th level fighter

Strength	15	Dexterity	13
Intelligence	15	Constitution	12
Wisdom	10	Charisma	16

Armor Class 1(6) Hit points 16
Wrestling Rating 11

Weapon: silver sword

Armor: plate armor; shield (normally wears leather armor)

Equipment: potion of ESP; scroll of protection from magic; ring of truth

*Andro, *Buhrt, *Cerhon,
*Damon, *Ehryll, *Flahr,
*Garet, *Hals, *Ihnle, *Jarle
Provosts of Twolakes Vale
Lawful 1st level fighters

All ability scores: 12

Armor Class: 7

Hit points: 3 each

Wrestling Rating: 8

Weapons: shortsword, dagger

Armor: leather armor

Kahrli, Lum, *Malle, Nobson,
*Ostler, Pugh

Wardens of Twolakes Vale
Lawful 2nd level fighters

All ability scores: 12

Armor Class: 7

Hit points: 4 each

Wrestling Rating: 8

Weapons: shortbow, dagger

Armor: leather armor

Highpass Tower Characters

Wazor the Cunning Emissary of Atlantis

Chaotic 24th level magic-user

Strength	10	Dexterity	13
Intelligence	17	Constitution	11
Wisdom	14	Charisma	3
Armor Class	4	Hit points	36

Wrestling Rating 20

Wazor has a permanent fly and detect invisible cast on himself.

Weapon: staff of power (16 charges)

Armor: ring of protection +2

Equipment: displacer cloak; ring of spell

storing: holds word of recall to Atlantis (used for escape in sticky situations)

Potions: blue dragon control, elemental form, human control, undead control

Scrolls: scroll of any three spells (first through third level); cursed scroll; protection from all elementals

Spells

First level: charm person, hold portal, light, magic missile (x3), protection from good

Second level: continual light (x2), detect magic, mirror image, phantasmal force, web, wizard lock

Third level: dispel magic (x2), fireball, haste, invisibility (10-foot radius), lightning bolt

Fourth level: confusion (x2), polymorph other, polymorph self, wall of fire, wizard eye

Fifth level: cloudkill, dissolve, magic jar, passwall, teleport

Sixth level: anti-magic shell, death spell, disintegrate, invisible stalker (x2)

Seventh level: lore, reverse gravity (x2), statue

Eighth level: explosive cloud, mind barrier, permanence

Ninth level: maze, meteor swarm

NON-PLAYER CHARACTERS: SUPPORTING PLAYERS

<p align="center">Porgos Apprentice to Wazor Chaotic 6th level magic-user</p>				<p>Armor Class 9 Hit points 9 Wrestling Rating 11</p>				<p align="center">Dhurla, Lahrs, Mahl, Rhys Guards to Wazor Chaotic 2nd level fighters</p>			
Strength	8	Dexterity	11	Equipment: <i>wand of cold</i> (four charges)				<p>All have Strength scores of 13; all other ability scores: 11</p>			
Intelligence	16	Constitution	12	Spells				<p>Armor Class: 4</p>			
Wisdom	12	Charisma	7	First level: <i>magic missile</i> (x2)				<p>Hit points: 12 each</p>			
Armor Class	9	Hit points	18	Second level: <i>phantasmal force</i>				<p>Wrestling Rating: 5</p>			
Wrestling Rating 12				<p align="center">Marco de Codocus Guard Captain to Wazor Chaotic 8th level fighter</p>				<p>Weapon: sword</p>			
Equipment: <i>potion of ESP, potion of gaseous form; ring of invisibility</i>				Strength 17 Dexterity 13				<p>Armor: banded armor; shield</p>			
Spells				Intelligence 10 Constitution 13				<p>Equipment: each has one potion— <i>heroism</i> (x2), <i>giant strength</i>, <i>strength</i>, respectively</p>			
First level: <i>magic missile, protection from good</i>				Wisdom 11 Charisma 6							
Second level: <i>phantasmal force, web</i>				Armor Class -4 Hit points 50							
Third level: <i>dispel magic</i> (x2)				Wrestling Rating 9							
<p align="center">Dhakka Apprentice to Wazor Chaotic 3rd level magic-user</p>				<p>Weapon: <i>bastard sword +2 of cursing</i>, three charges, bestows a curse (if desired) on each hit</p>							
Strength	9	Dexterity	10	Armor: <i>banded armor +3; shield +2</i>							
Intelligence	15	Constitution	10	Equipment: <i>potion of superhealing; potion of luck</i>							
Wisdom	8	Charisma	11								

Gollim Village Characters

<p align="center">Sir Guy of Brad Baronet and Seneschal of Twolakes Vale Lawful 14th level fighter</p>				<p>Armor Class -2 Hit points 48 Wrestling Rating 10</p>				<p>Spells</p>			
Strength	17	Dexterity	13	Weapons: <i>sword +1; dagger +2</i> , returns when thrown;				First level: <i>cause fear</i> (x2), <i>cause light wounds, detect magic, protection from good, purify food and water, resist cold</i>			
Intelligence	16	Constitution	12	Armor: <i>banded armor +2; shield</i>				Second level: <i>bles, find traps, hold person, resist fire, silence</i> (15-foot radius), <i>snake charm</i>			
Wisdom	12	Charisma	16	Equipment: <i>potion of healing</i>				Third level: <i>cause blindness, continual darkness, speak with dead, striking</i>			
Armor Class	-4	Hit points	65	<p align="center">Temple of the Stars Character Ulslime the Chaosar Chaotic 20th level cleric</p>				Fourth level: <i>animate dead, cause serious wounds, dispel magic, poison</i>			
Wrestling Rating 10				Strength 13 Dexterity 13				Fifth level: <i>cause critical wounds, insect plague, raise dead, truesight</i>			
Weapon: <i>sword +2, +3 vs. spellcasters</i>				Intelligence 12 Constitution 16				Sixth level: <i>animate objects, barrier, cureall</i> (x2)			
Armor: <i>plate armor +2; shield +3</i>				Wisdom 14 Charisma 12				Seventh level: <i>holy word, raise dead fully, restore</i>			
Equipment: <i>five eggs of wonder; potion of invulnerability</i>				Armor Class 1 Hit points 85							
<p align="center">Sir Celtar of Iron Sheriff of Gollim & Sergeant Marshall of the Baronial Guard Lawful 6th level fighter</p>				Wrestling Rating 25							
Strength	17	Dexterity	18	Weapon: mace							
Intelligence	13	Constitution	15	Armor: plate armor; shield							
Wisdom	13	Charisma	15	Equipment: <i>rod of the wyrm</i> (chaotic); <i>scarab of protection; scroll of portals</i>							

PREROLLED CHARACTERS

If your players don't have high-level characters, they may use the prerolled characters given below. Each description includes notes on background, but you should encourage the players to add personality details to these descriptions.

Only the bare minimum of equipment and armor has been listed for these characters. Make sure that each of these characters has the following:

- * 200,000 gp in gems, jewelry, or coins
- * 4-9 potions
- * 1-2 magical rings
- * 1-2 miscellaneous magic items
- * 1-4 loyal henchmen, if the player wants

When necessary, use dice to determine how many of the above items a character has. To determine which items a character has, you may roll randomly on any of the lists in the D&D® Basic, Expert, or Companion rules. If, however, you use only the Companion lists, reroll all results that would give the characters items found only in the Companion rules. Give the new items out during the course of play.

Even though these characters come from different parts of the world, you may tell the players that these characters have adventured together in the past, or that they have met and become acquainted on the journey to Norwold.

Fergus the Justifier Lawful 18th level fighter

Strength	15	Dexterity	17
Intelligence	7	Constitution	14
Wisdom	12	Charisma	10
Armor Class	-5	Hit points	60

Weapons: sword +3; longbow +2; 20 arrows +2

Armor: plate armor +3; shield +2

Fergus is a wandering warrior from the kingdom of Vestland. He has traveled most of the civilized lands, and has made a substantial fortune. He established his own barony in the Great Land Rush, and swore fealty to King Ericall. Fergus recently received an urgent summons from the king, and quickly left for Alpha.

Geoffrey of Heldann Lawful 18th level cleric

Strength	10	Dexterity	11
Intelligence	10	Constitution	17
Wisdom	15	Charisma	9
Armor Class	-4	Hit points	54

Weapon: mace +3, +5 vs. undead

Armor: plate mail +3; shield +3

Equipment: scarab of protection

Geoffrey has spent most of his career helping the poor and sick in his native Heldann Freeholds. As he grew in power, he was challenged more and more often by the evil forces that had tracked him down. Because of this, he left his ancestral home for the new lands of Norwold. He, too, has been summoned by the king.

Brogahn of the Steppes Lawful 18th level fighter

Strength	15	Dexterity	11
Intelligence	9	Constitution	16
Wisdom	15	Charisma	7
Armor Class	-4	Hit points	64

Weapons: war hammer +3; shortbow +1; 10 arrows +2; dagger +1

Armor: plate mail +4; shield +2

Brogahn is an imposing figure with broad shoulders, a scowling face, and a huge black beard. Upon realizing the warlike council of his native Ethengar Khanate was beginning to view him as a threat, Brogahn set out for Norwold. Brogahn has found that carving a barony out of the wilderness is difficult, but he prizes his relative independence. Curiosity rather than fealty has brought him to the court of the king.

Claransa the Seer Lawful 18th level magic-user

Strength	13	Dexterity	11
Intelligence	17	Constitution	14
Wisdom	11	Charisma	11
Armor Class	5	Hit points	35

Weapons: two daggers +4; staff of wizardry

Armor: ring of protection +2; displacer cloak

Claransa wasted no time setting up a personal library and laboratory once she settled in Norwold. Her responsibilities as wizard and administrator have kept her busy since the founding of her new home. Even so, when the king summons, the wise obey. Besides, Claransa secretly misses adventuring with her friends.

Weston the Tall Lawful 10th level thief

Strength	12	Dexterity	16
Intelligence	7	Constitution	9
Wisdom	16	Charisma	15
Armor Class	0	Hit points	46

Weapons: sword +3; two daggers +2

Armor: leather armor +3; ring of protection +2

Weston the Tall is a well-traveled adventurer. He has seen most of the cities and lands in the civilized world. He has a habit of arriving in a new area with a full purse and high expectations, only to leave a month or two later, just ahead of a pack of city guards and irate merchants. He hasn't been quite so successful running a dominion either, but his purse is still full and the locals aren't ready to hang him (yet!).

Quillan Elm-Grower Lawful 10th level elf

Strength	10	Dexterity	18
Intelligence	13	Constitution	11
Wisdom	12	Charisma	9
Armor Class	-6	Hit points	31

Weapons: sword +2; longbow +3; 10 arrows +1; 5 arrows +3

Armor: chain mail +4; shield +3

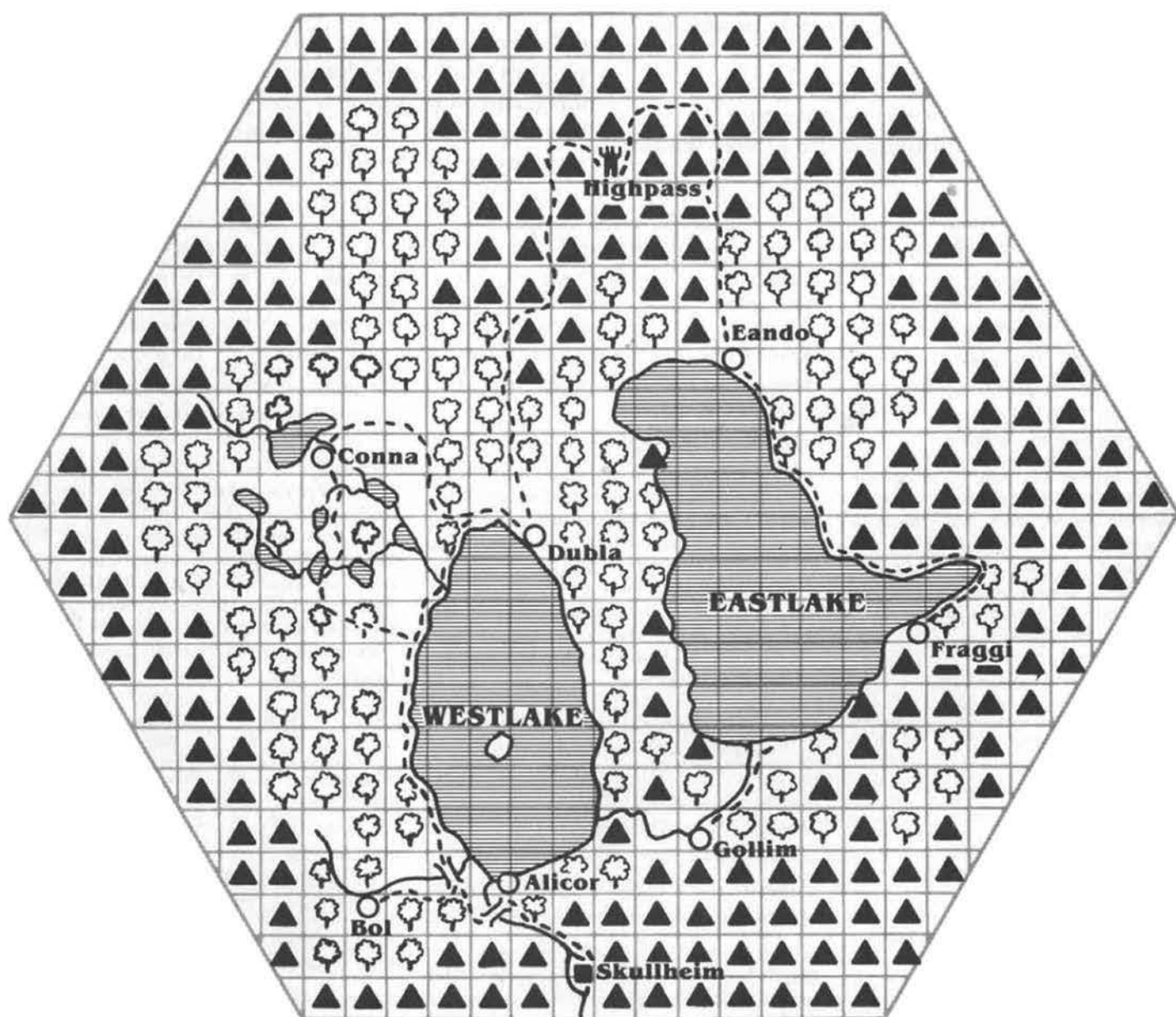
XP: 1,600,000

Quillan, originally from the forest of Alheim, came to Norwold looking for excitement and his northern kinfolk. He has successfully accomplished all this, and has carved himself a niche in one of the northern elven communities. He has been back to human lands from time to time, and occasionally carries important messages to the king of Norwold. He also keeps in touch with his human friends, and has become especially interested in the advanced techniques his friends have developed.

THE BARONY OF TWOLAKES VALE

PLAYERS' MAP

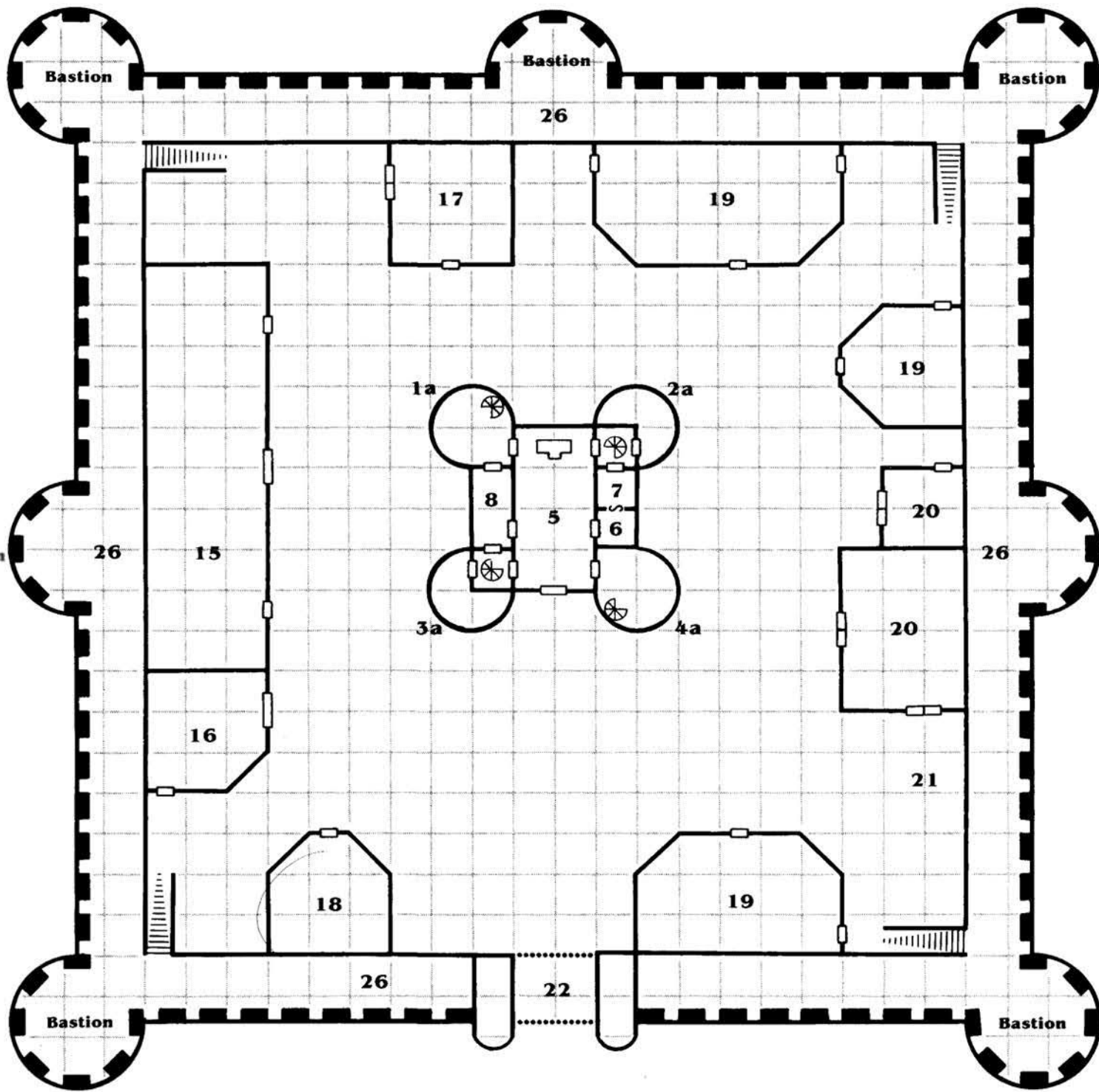
Scale: 1 square = 1 mile



CUT THIS PAGE FROM THE BOOKLET. GIVE THIS MAP TO THE PLAYERS WHEN THEIR CHARACTERS ENTER THE BARONY.

DM MAP 2 SKULLHEIM STRONGHOLD

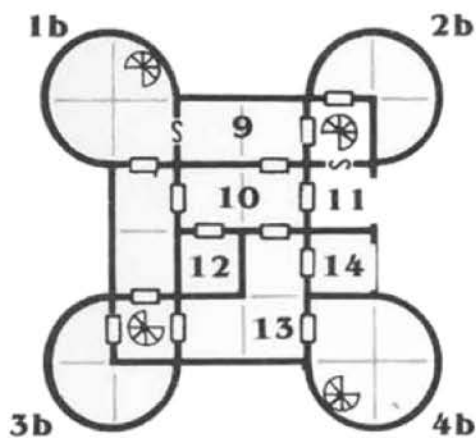
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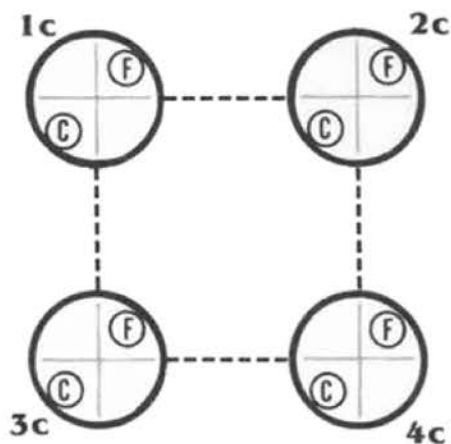
DM MAP 3 SKULLHEIM CASTLE

Scale: 1 square = 10 feet

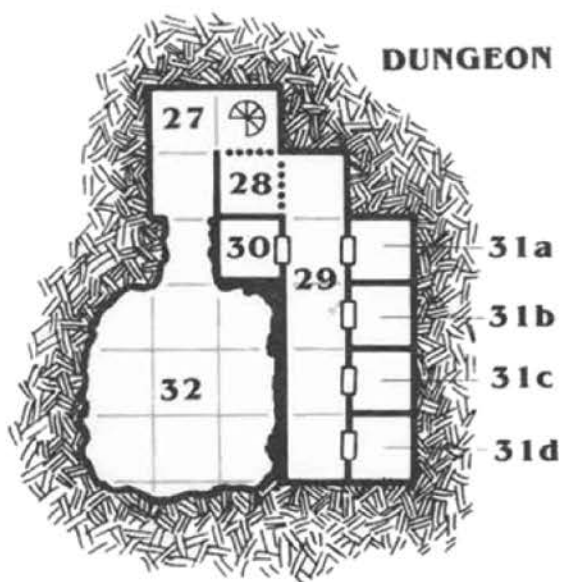
SECOND FLOOR



THIRD FLOOR



DUNGEON

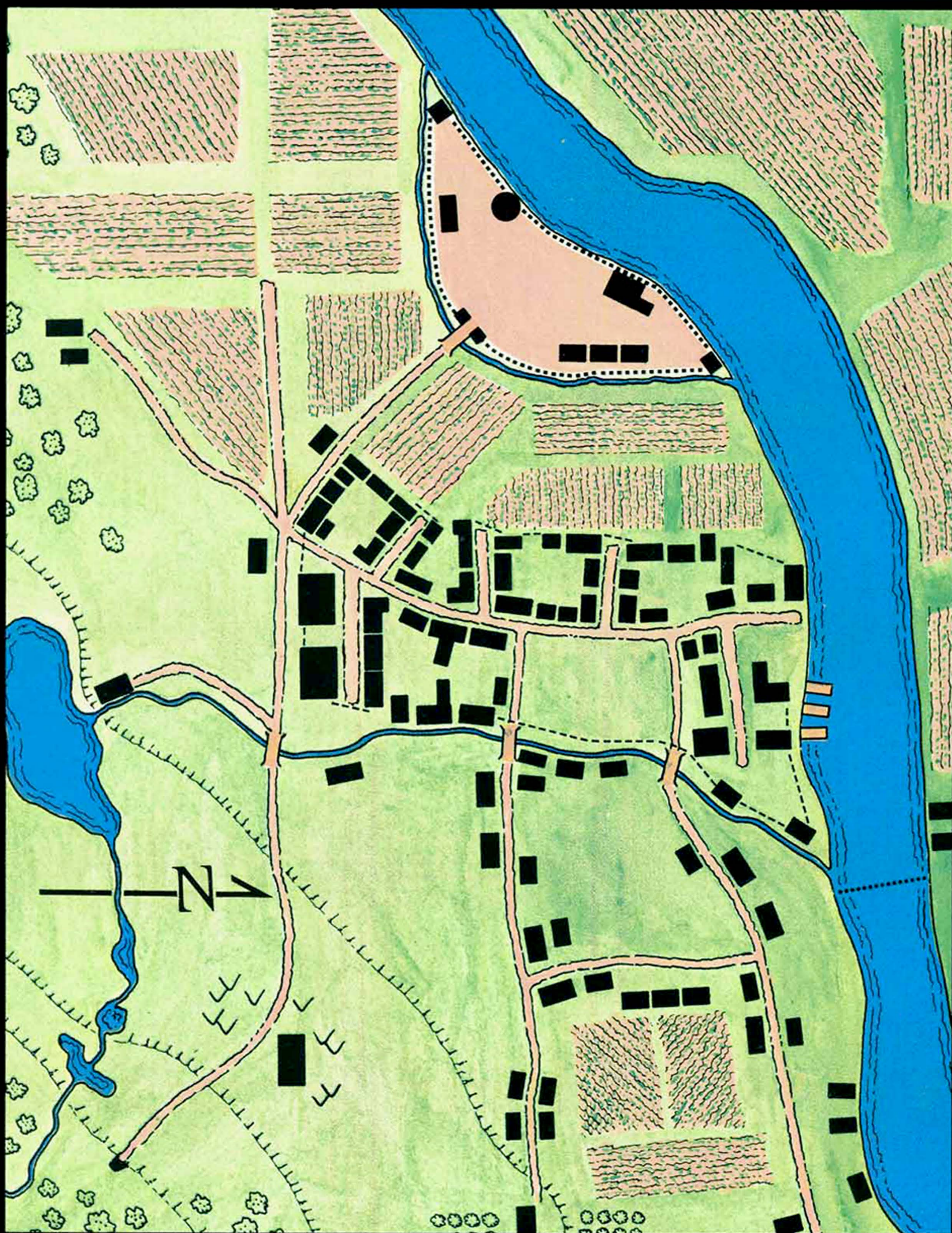


KEY:

-  Door
-  Double Doors
-  Secret Door
-  Trapdoor in Floor
-  Trapdoor in Ceiling
-  Spiral Staircase
-  Dais
-  Portcullis
-  Battlement

GOLLIM VILLAGE

PLAYER'S MAP





Companion Game Adventure

Death's Ride

by Garry Spiegle

A King's Commission leads to danger! All communication with the barony of Twolakes Vale has ceased. King Ericall, worried about the security of his border and angered at the loss of tax revenues, has commissioned you, a delegation of powerful characters, to investigate.

This is not a petty problem to be solved by the armies of local nobility. Indeed, the king's forces are desperately needed elsewhere. Twolakes Vale is, after all, only a small barony on the far frontier of Ericall's domain. And yet . . .

The cloud is there, its nature and cause unknown. None have returned from the barony for weeks. Furthermore, the cloud is spreading, and vague reports of unrest and mysterious disappearances are starting to trickle in from nearby baronies.

Can you discover the secret of Twolakes Vale?

This adventure is for use with the **DUNGEONS & DRAGONS®** Companion Set, which complements the **D&D®** Basic and Expert rules. This adventure cannot be played without the **D&D** Basic, Expert, and Companion sets produced by TSR, Inc.

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