

DUNGEONS & DRAGONS®

Master Game Adventure

Twilight Calling

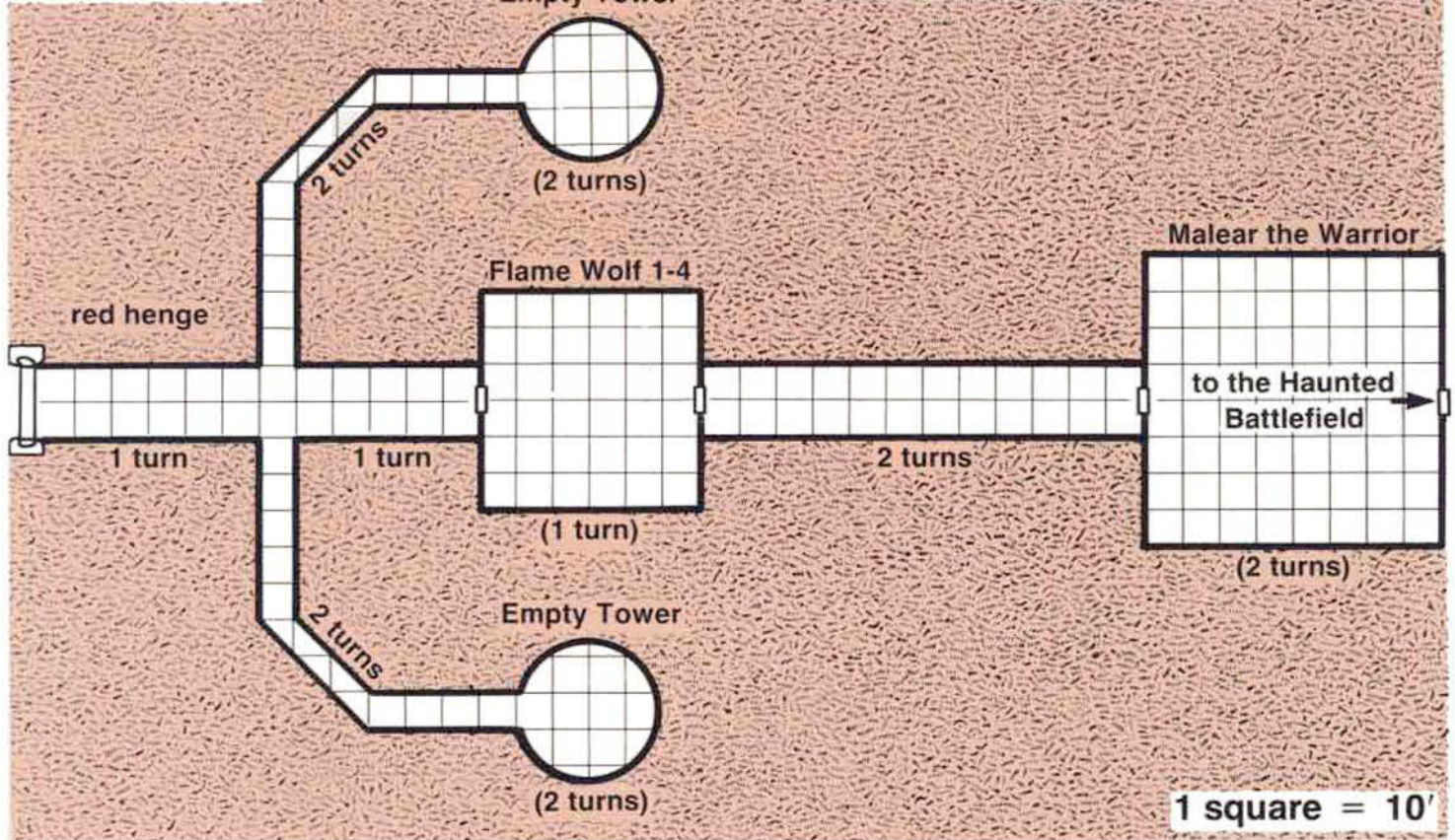
by Tom Moldvay



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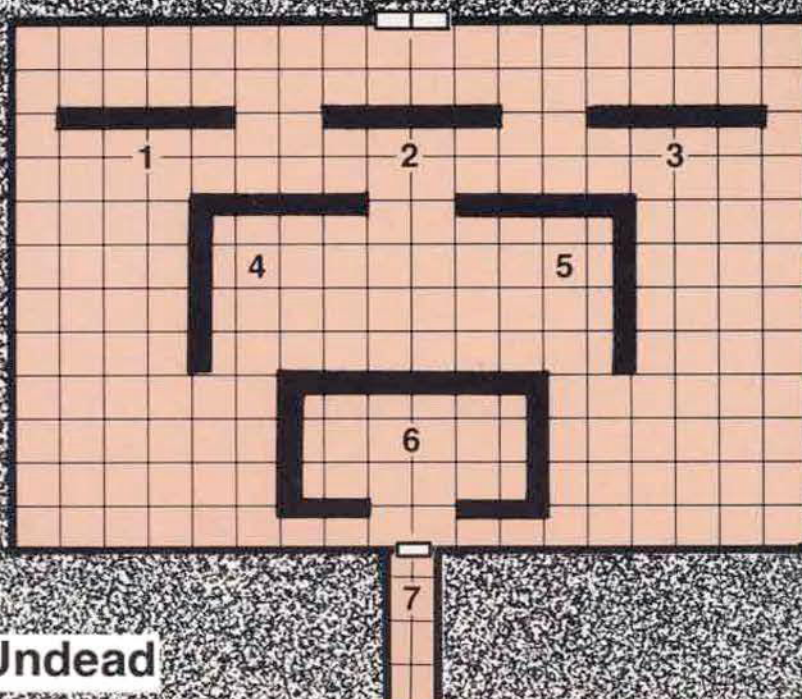
DM Map 9:

The Castle of Burning Iron



1. Where the Revenant will be summoned.
2. Where the Nuckalavee awaits.
3. Where the Shade will be summoned.
4. Where the Lich awaits.

5. Where the Nightwalker awaits.
6. Where the Black Hag awaits.
7. The entrance to the Deadly Maze.



DM Map 10:

Hall of the Undead

1 square = 10'

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by Tom Moldvay



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INTRODUCTION

Twilight Calling is written for the D&D® Master Set rules. The adventure is designed for four to six characters of levels 30 to 35, for an average total of 160 levels. *Twilight Calling* is divided into two main parts: The Seven Realms and Carnifex Castle. As with any module, read the entire adventure before beginning play.

The Plot

A rising power among Immortals of the realm of night, Lord Alphaks the Dark, needs a grand display of his powers in order to gain further recognition. He seeks to release the Carnifex into the world of man. These highly magical and malevolent creatures would spread death and chaos throughout. However, the path to the Carnifex is sealed by forces he himself cannot shatter. Should he even attempt this, Immortals from the rival spheres would certainly intervene, ruining his plan forever. Instead, Lord Alphaks plots to lure a party of daring men into forcing their way into the forbidden lair. The magical wards were designed to prevent the Carnifex from leaving, and only lawful beings in their true state of mind can tamper with them. Entering the lair of the Carnifex will shatter these wards and release the fury of the Carnifex, for the greatest glory of the Sphere of Entropy and its devoted servant, Lord Alphaks the Dark.

The Carnifex

The Carnifex are an ancient evil race, kin to both lizards and dinosaurs. Long ago they developed a civilization based on the darkest exploitation of magic. Their lust for power became dangerous but one experiment that went wrong left them trapped in another dimension. The experiment failed in part because some Immortals indirectly altered their magic, judging their presence too dangerous. In the future, these creatures might have even challenged the Immortals themselves.

The Immortals created seven magical pocket pocket dimensions between the dimension of the Carnifex and the party's own world. Since then, the Immortals have lost interest in the Carnifex menace since no man had ever managed to find the seven realms, and much less, get past their many dangers.

Meanwhile, the Carnifex have waited for their chance. Many of them have died in the hostile environment of their dimension. The place is known to the Immortals as the Pits of Banishment, for neither land nor sky exists in this world of nothingness. Those creatures

cast there are condemned to fall eternally through a nocturnal abyss. Although the fall is real, the Pits of Banishment are indeed a universe limited in space, the shape of a sphere. Upon reaching its limits, one reappears at the starting point, as if within a huge globe.

The few Carnifex survivors, the most powerful and fearsome of their kind, banded together and built a mighty fortress which floats forever in the darkness, as the last bastion of the Carnifex menace. It sits at the very place as the gate into their world.

Through the use of their powerful magic, they discovered Alphaks' possible plan to open the gate. However, they know not when these daring men will arrive. Men have always been an unpredictable factor. Since the discovery of the plot, the Carnifex have been waiting, paying some limited attention to the possibility.

The Pocket Universes

Age old Immortals created these pocket dimensions eons ago to surround the realm of the Carnifex. Each dimension has been designed to test the abilities of those who would dare enter and reach the Carnifex. Magical items are located in these pocket dimensions; once reunited, the gate to the universe of the Carnifex will be opened. Each of these magical items is guarded by the ruler of a pocket dimension, called Guardian. These are quasi-immortal creatures who can only be destroyed by a more powerful foe. They are in charge of their realms, but since they were created have become irrational and eccentric beings. Whether the Guardians let the party obtain these items depends on the PCs' ability to defeat them or solve the various problems they pose.

Beginning the Adventure

Run this adventure at a time when the party is resting, such as after an expedition. A stranger mysteriously comes to one of the PCs' mansions. A servant or a seneschal warns the PC about the unexpected arrival, leading the PC to the mansion's entrance. The man clutches at a bag of emeralds, diamonds, sapphires, and rubies. He is wounded and dying. He seems also quite mad. "The Carnifex are coming!" he raves. "Soon, they will be ready. Beware of Guardian Mesa. Don't let them get me! Help me! Stop them!" The stranger babbles on for several minutes. Near the end, however, he grows calmer. "What use is this," he says,

throwing away a bag of rubies he had been clutching. "It is meaningless, unimportant. If only I had known before what I know now. Listen! There is not much time. I see death and destruction stalking you all. From the Guardian Mesa will come your doom. Where I go now, you will soon follow."

Then the stranger dies; his body rapidly decomposes and turns into ashes. No spell can revive the remains because the madman was a puppet under Alphaks' control. Alphaks has destroyed this mortal form in this rather spectacular way to impress the PCs. He now awaits in the Sphere of Entropy. Should a PC attempt to *speak with dead*, Alphaks answers (pretending to be the dead madman's spirit), and explains that the causes of his death are still too painful to be discussed. However, he explains that the Guardian Mesa is in the Broken Lands, exactly fifty miles north of the city of Corunglain, and reveals that only a few powerful and brave men can enter the place he once visited, and deal with the menace within. A secret they need is hidden at the Mesa. In a fading voice, Alphaks adds that a deadly entity awaits inside to break into the world of men. Once it is free, no one will ever be able to stop it; the PCs must go in and destroy the threat.

This adventure starts in the Broken Lands which are marked on Map #2: The Lands and Environs of the D&D® Wilderness in the Expert Rulebook (page 33). As described in D&D® Module X1, The Broken Lands are an area of rocky badlands and old volcanic lava beds. The land is extremely wild, and is inhabited mainly by outcasts and monsters. The Broken Lands were chosen as a setting simply for convenience, on a map familiar to the players.

Most of the adventure, however, actually takes place in seven magical realms. These magical lands are not part of the normal world, so you can place the starting area anywhere that is convenient for your campaign. Keep in mind that the starting area must logically hold an unclimbable plateau with a cave entrance.

To open the pathway to the other-world dimension of the Carnifex, the characters first have to find the Guardian Mesa, enter each of the seven magical realms, and find therein seven magical symbols. Atop Guardian Mesa in The Broken Lands stands a Stonehenge-like edifice. Each henge is a different color and leads to one of the magical realms. It makes no difference in what order the realms are visited.

PART I: THE SEVEN REALMS

Encounter Setting

The characters first must reach Guardian Mesa, a known landmark in The Broken Lands. Sages in Corunglain or in Glantri City can point out Guardian Mesa's location. None of them knows for sure what it is. A huge library exists at in the Great School of Magic, at the City of Glantri. If the party is seeking more information on the Guardian Mesa, NPCs may advise the party to consult the library. Many ancient secrets are buried there, in its dark halls. The clues the party will find there are detailed in encounter #1.

The entrance to the top of the plateau lies in a large cave at the foot of Guardian Mesa. At the end of the cave is a circular lift that can magically raise the characters to the plateau-top of the mesa. A permanent *force field* in the shape of a sphere keeps the top of the plateau out of reach from outsiders. It cannot be dispelled because it was installed by Immortals. Characters incapable of *teleporting* or using *dimension door* to get inside have to enter through the cave at the bottom of the plateau.

In all of the seven realms flying, and all transportation spells (*teleportation*, *dimension door*, *passwall*, etc) are magical powers that do not function, nor can anyone move faster than 120' per round. Trying to move faster simply causes the victim to slow down instead, as if in a dream. For example, someone normally trying to move at 150' per round would actually move: $150 - 120 = 30'$ less than 120' (thus 90'). In any case, victims should always be able to move at least 30' per round. These limits only apply to individuals from outside the realm. Creatures that live in the realm are not affected. The restriction makes the inhabitants of each magical realm more effective.

Time in the seven realms is also unusual. It is always the same day. Minutes and hours pass normally, but the day always remains the same. In game terms this means that movement and combat are normal. Characters only age if victim to a magical spell. But the characters cannot heal by resting nor can spell casters re-memorize spells. Once a spell is used it is gone until the character can leave the magical realm and rest on the Prime Material Plane. This does not apply to the Pits of Banishment where the Carnifex live.

Encounter Key

1. The Library's Secrets

The party may find clues on the Guardian Mesa at the Library of the Great School of

Magic, in Glantri City. For a fee of 500 gp per visitor, the PCs are allowed to stay one full day and search the halls of the library. Each PC has a 10% chance per hour spent in the library of finding one of the following clues given below. Some information is valuable; some is virtually worthless. Even though some information directly contradicts other clues, none of the information is completely false. In some situations the concept of "truth" or "falsehood" is either irrelevant or ambiguous.

The Library Clues

1. In the Pits of Banishment, blow the horn at the doorway to Carnifex Castle (quote from the Codex of the Planes, Vol. I)
2. The entrance to the seven realms lies on Guardian Mesa (The Traveler's Masters Set, Vol. IV)
3. Beauty lives at the center of the garden (Charms of the Green Realm, by Etienne d'Ambreville)
4. Cannibalism is a feeding habit common to the Pits of Banishment, practiced by some of its victims, such as Carnifex (Exotic Interplanar Foods, Tome XX-XIII)
5. Rainbows are a means of traveling in the sphere of colors, but let it be known there is no such thing as a pot of gold sitting at one end. (Lore of the Seven Realms, by Prince Vanserie Vlaardoen)
6. Carnifex were notorious for experimenting new magic effects on their prisoners. (Positive Thinking in Spell Research; scroll fragment 3456-XZ)
7. Call the sea-foam steeds and they will answer as long as the plane is white. (scribbled note in the cover of a moldy tome)
8. The art of flying and moving through the ether is a delicate thing. It will not always function in other worlds, such as the seven realms. (Tome on the Followers of the Air, by Eriadna)
9. Glory to the redwood for its tree door will lead to a secret of seven realms (unknown song in the Encyclopedia of the Bards)
10. Insanity remains when the level of magic encompasses all that was ever learnt before. I, myself, and others such as Carnifex have been afflicted with this utter folly... (Life of Prince Moriem)
11. All is not what it appears to be. Light remains after darkness, life springs forth after death, hope subsists after

oblivion. This, my son, is a universal law affecting even the seven realms. (Lord McGregor's Teachings, engraved skull XXVII, dated 1090)

12. Of all the constructions I have ever seen, never did I find such a fabulous map. The architecture of Castle Carnifex defies even the mind of the cleverest dwarf. (Life of a Castellan, by Hippolito de Fedorias)
13. In the realm of blue know ye that Justice awaits beyond the King's palace (Essay on the Purpose of Life, unmarked scroll).
14. Of all the laws of navigation, my venerable uncle mentioned an obscure one I never was able to fully comprehend. He said once the Seven Gates appear, there is no turning back... (Treaty of Exploration, by Gunntarr Rolfsen)
15. In the realms of the outer planes exist things of power unspeakable. I once envisioned a fortress of flames... One must not linger in such dwelling. (Dreams and Nightmares, Vol. I)
16. Gold is pure but hard to find. A place exists in utter darkness where a castle gleams amidst oblivion. Its walls are made of gold, and gems are but common gravel (The Lost Worlds, by Aitch G. Wails)
17. The sea-girt isle holds the hourglass. This item is of great importance in the world of white. (Unearthed Fantasia, by the Guild of Wizards)
18. I once contacted some creature of the outer planes and it told me the biggest magical item treasure was in Castle Carnifex, but I was never able to figure where this is (Treasure Hunter's Guide, by Prince Jaggar)
19. Lie not to the lawgiver, for it may bring upon thee the wrath of the entire realm of blue for seven generations (Glantrian Arcane Code)
20. There was once a Black Staff in the world. Its powers are immense, but for the safety of men, it must be destroyed (Origins of Magic, by the Baron of Igrovov)
21. The best disguises are often inhuman. A legend says that Carnifex could imitate nearly anything without much chance of being discovered. (Thieves' Manual, unsigned)
22. Past jungle and swamp in a strange world of black waits the black master. Beware, ye who stride beyond. (scripture from a torn piece of metal, dated 3,000 years ago)

23. Time is such an outdated concept... Look for example at some other worlds: although things exist, it is always the same day. (Diary of a Time Traveler)
24. The greatest arrow that was ever made is now in the hands of a chariot driver, somewhere in an outer plane where colors are the prime matter (moldy letter from one collector to another)
26. It is wise not to blow horns at the entrance of a castle, especially if one does not know what awaits inside (Wise Guide to Outer Planes Adventuring, page 1)
27. It is wise to think before acting. What is best for all may not be good for one (Wise Guide to Outer Planes Adventuring, page 2).
28. It is wise to pay attention to those things that exist but are dead as well. What breathes and talk is not always alive (Wise Guide to Outer Planes Adventuring, page 3).
29. The closed door: such a useless concept. It is so much fun to prove the builder of a door that there is always someone who will get past. Even the gray door in the Pits of Banishment, all it needs is seven magical tokens to open — then why build it? (Tome on Halfling Philosophy)

Player Aid 1: Library Clues should be given to the players for permanent reference. The DM is free to add more once he is better acquainted with the adventure.

On the back is *Player Aid 2: The Septahenge*. Normally, the second player aid would be given to the players a little later in the adventure. If they should accidentally catch a glimpse of it now it won't matter too much, since it alludes to their next major encounter.

2. Guardian Mesa

Guardian Mesa is a noted landmark in The Broken Lands. The characters should have no trouble finding it. Guardian Mesa is in the approximate center of the Broken Lands, about 50 miles from the city of Corunglain. If the DM wishes, he can run the overland journey as part of the adventure. Whenever the party reaches the plateau, read the following text to the players:

A high mesa of gray basalt rises among the sharp jagged rocks, roughly circular in shape. The mesa towers a thousand feet

high and 500 feet wide. The top of the mesa is shrouded by strange clouds, much like normal storm clouds, but at times they mysteriously reflect different colors. Sometimes they have a blue tint; sometimes they look red. While you watch you see every color of the rainbow come and go.

At the base of the mesa is a large cave. The cave is about 20 feet wide and runs straight inside the mesa as far as you can see.

Run encounter 4 for characters able to *teleport* onto the mesa directly. Otherwise, play the following encounter for characters entering the cave.

3. The Circle of Symbols

You see a roughly circular cavern about 50 feet wide. The cavern walls are rough-hewn stone, showing that a smaller cave has been enlarged by hand. There are two unusual features to the cavern. The first is a smooth, perfectly circular area in the middle of the cavern floor. The circle is 10 feet in diameter and made from a different kind of rock than the rest of the cave. Chiselled into the stone of the circle are seven symbols. Each symbol is about the size of a hand. The seven symbols seem to be stylized, linear depictions of: a square, a star, an arrow, a cup, a circle, a triangle, and an hourglass. The second unusual feature of the cavern is its ceiling. Directly above the circle of symbols is an open shaft. The shaft is the same size as the circle and seems to stretch to the top of the mesa.

The circle of symbols is a magical lift connected to the top of the mesa. In the cave wall is a secret panel concealing a lever set in the cave wall. The lever is coated with a contact poison. It can be safely handled as long as no one touches it with their bare skin. The poison does not affect the victim right away. The symptom, a 1 round loss of conscience, only occurs when the character over exerts himself (working hard, running, or fighting more than one round). The poison will remain in the victim's system until its effect is triggered once.

When the lever is depressed it activates the magic of the lift. The lift will slowly rise to the

top of the mesa. It moves slowly enough that a character might be able to pull the lever and still run to catch the lift. The character has to roll his dexterity score or lower. Add one to the roll for each 300 cn of encumbrance worn by the character (round off in the character's favor).

The shaft has a permanent *dispel magic* at its mid-point. It does not affect magical items such as *flying carpets* or the magical lift, but it does negate spells.

4. The Septahenge

A circle of symbols rises until it is flush with the plateau on top of the mesa. On the plateau stands a stonehenge-like edifice of seven dolmen arches arranged roughly in a circle. Each arch is about 20 feet wide and 15 feet tall. Beyond the arches you see nothing but a formless void. Even the sky overhead has turned gray and shapeless.

Each dolmen henge is a different color. Six of the henges are one solid color. The six colors are: red, green, yellow, black, white, and blue. The seventh henge is made from rainbow-colored stones.

These seven henges are the gates leading to the seven magical realms of the Guardians. It makes no difference in what order the realms are entered. In each realm is one of the seven magical symbols. When all the symbols are placed in the appropriate place on the circle of stone, the way to Carnifex Castle will be opened.

At this point the DM can let the players look at the back of the Library Clues aid. Player Aid 2 is a diagram of the plateau showing the seven henges and the circle (including the seven symbols).

Note that while the Immortals created the seven realms, none of the inhabitants of those realms are themselves true Immortals. Originally the inhabitants were servants of the Immortals although some of them have since become independent and no longer take orders from their creators.

The Rainbow Realm

Encounter Setting

The rainbow henge leads to the realm of Nabumetis. His symbol is the five-pointed star made of electrum (an ally of silver and gold).

To win past the guardian of the Realm, the characters will have to be clever with a sense of humor. Above all, they will need patience. Imagination and inventiveness are definite assets, as is the ability to talk one's self out of danger, instead of mindlessly swinging weapons.

The ultimate symbol of the Rainbow Realm is the fool who learns to control the chaos within him, and in the process, becomes the magician.

Aspects of This Adventure

This setting offers an excellent chance for role-playing both by the players and the DM. Thoughtful play will allow the characters to avoid many of the potentially dangerous encounters.

Encounter Key

1. The Gray Mists

On the other side of the henge you see an area of heavy gray fog which restricts vision to 30'. Far off, in the direction away from the henge, you see the faint reflection of a rainbow that shines through the mist. Likewise, when you look behind you notice that the rainbow-colored henge can always be seen.

When passing through the mists the characters may have a random encounter. Roll 1d6. On a roll of 1-4, the characters will encounter a Drolem. The Drolem will appear out of the mists, giving the characters just enough time to draw their weapons.

Drolem: AC 3; HD 20****; hp 90; MV 240'(80'); #AT 2 claws/1 bite; D 2-12/2-12/11-20; Save F10; ML 12; AL N; XP 7750; SA poison gas breath.

2. The Rainbow Plain

Past the gray mists you see a rolling, hilly plain stretching clear to the horizon. The plain is covered with lush grass. Vervain, pimpernel, and violets grow with red, lavender, purple, white, and blue flowers. A close look shows that the budding flowers are made of glass.

A huge rainbow arches over the plains. One end is near the gray mists. The other stretches to the far horizon. At the near end you see a small silvery lake. Near the lake you see a sphinx sitting on a hill. The other end of the rainbow is too far away to see clearly.

Behind you, you notice that the henge glows faintly, acting as a return beacon through the gray mists.

If the characters go to the rainbow, they will discover that they cannot touch it. The only way to be able to walk over the rainbow is to answer the Sphinx's riddles or recover the items that are in the middle of the silver lake.

The Sphinx on the hill is friendly. He will not attack unless he is attacked first. He has three riddles for the characters. The Sphinx tells the characters that if they can answer his riddles, they may safely cross the rainbow to where the next part of their adventure lies. Otherwise, they may encounter the dangers of the bridge. He will not elaborate on these dangers. If the players can answer one riddle, they may safely ride the rainbow from one end to the other. If they can answer two riddles, the characters can ride both ways on the rainbow. If the characters can answer all three riddles, the return trip will take them back to the henge. If they do not answer all three riddles, there is another chance to encounter a Drolem in the mists on the way back to the henge.

The players have the option to try to cross the hilly plains, but a permanent enchantment there makes it impossible to ever reach the other side without crossing the bridge, no matter what means are used.

The three riddles and their answers are listed below.

Riddle 1

Ripped from its mother's arms,
Tormented by fire,
Hammered without mercy,
It becomes a bloodthirsty slayer.

Answer

A Sword (or any steel weapon)

Riddle 2

Twins who, when close together,
Can never touch each other.
But who, when at a distance,
Can unite as one.

Answer

The Eyes

Riddle 3

Without it we soon die,
But it is no firm foundation.
We can never really see it.
Beware if it comes in force.

Answer

The Air

The players may take as much time and give as many answers as they want. The sphinx will tell them when they are right or wrong. When the characters answer a riddle correctly, they will instantly know they have the ability to cross the bridge. There is no special magical phrase or item needed.

3. The Near End of the Rainbow

At the end of the rainbow closest to the gray mist you see a small silver lake about 100 feet around. In the center of the lake, you all see a glass case. In the case is some sort of wand.

The lake will attack the characters if they try to take the wand, or get within 10 feet.

The entire lake is alive and made of quicksilver, which is poisonous to touch or breath. It can change shape at will, but these shapes will always be made of quicksilver. It is immune to any physical attacks, including spells that normally do physical damage to a small area, such as a magic missile or lightning bolt. It can be harmed by spells that cause extremes in temperature, but if burnt, any character within 100 yards will take half the damage inflicted, as the lake gives off poison fumes. For example, if a fireball spell did 90 points of damage, all characters within 100 yards will take 45 points of damage. No save versus poison is allowed because the gas is both breathed and absorbed through the skin.

The lake attacks by swamping a target in a wave of quicksilver. Any character hit must save versus poison or die.

Quicksilver Lake: AC -3; HD 80***; hp 350; MV 360'(80'); #AT 3 waves; D 4-40 + poison; Save F36; ML 11; AL C; XP 67,500.

The lake can be stopped by a number of spells and magical powers. Any power that creates a physical, non-burning barrier (such as force field) can contain it long enough for the players to reach the case. The case is gold edged, and has a small door. There are no locks or

The Rainbow Realm

traps. Inside is a violet crystal wand, a dagger, and a ring.

The treasure is the *wand of Kolorom*, a magical wand made of deep violet crystal. The wand has the special ability to duplicate any of the 13 kinds of magic wands (upon command of the magic-user). Thus, one round it could act as a *wand of fire balls*, and the next round act as a *wand of magic detection*. The wand has 30 charges left. There is also a *ring of protection +4*, and a *dagger +5* with the talent of deceiving.

Once the characters have the items from the lake, it will turn into ordinary water and stop attacking the characters. If the characters did not answer the Sphinx's riddles, but did recover the three treasures, they will all discover that they can now touch the bridge.

4. Crossing the Rainbow Bridge

When the characters start to cross the rainbow, they will find that each of their steps moves them leagues of distance. The bridge itself glows pleasantly, and feels like a soft field.

If the characters did not answer the Sphinx's riddles, there is a 1-4 chance (on 1d6) of encountering a Rainbow Knight. These beings look like animated suits of plate mail made of glass. Inside each of the suits is a wondrous display of colors. The Rainbow Knights will immediately attack the characters, giving them just enough time to draw their weapons. There will be one Rainbow Knight per character.

Rainbow Knight: AC -2; HD 21****; hp 70; #AT 2 sword/1 special; D 4-24/4-24/10-100; NA special; Save F20; ML 12; AL C; XP special; SA Shatter; when a Rainbow Knight is destroyed, its shards will fly at the attacking character and do 10-100 points of damage, unless a saving throw versus Paralysis is made. SD 25% Anti-Magic.

The characters receive no experience points for destroying a Rainbow Knight.

5. The Far End of the Rainbow

At the other end of the rainbow, you see a slender young man with a fair complexion, purple eyes, medium-long black hair, and a close-trimmed beard. He wears winged sandals, and a gray tunic embroidered with mystical sigils in all colors.

He is standing on a stage built of multi-

colored mother-of-pearl, in front of a table of amethyst. A grove of laurel trees surrounds the stage.

In front of the man, on the table, are three cards. As soon as the man sees you he begins shouting like a sideshow Barker.

"Hur-ray! Hur-ray! Hur-ray! Step right up! Everyone's a winner! Pick the card and win a prize! Only a gold piece a chance. Here it is, the deal of a lifetime!"

This encounter is more fun if the DM mimics the man's actions. The DM and the players will be playing a three-card monte. The DM will need three cards, preferably the queen of hearts, the king of clubs, and the ace of spades. The queen is called "The Lady." The king is called "The Gent," and the ace is called "The Spot." Show the players each card in turn, then place them face down on the table in a row next to each other.

"Right here! Right now! An easy game! A simple game! A game of chance! A game of daring! Here we have The Lady. Now she's face down on the table. Here's The Gent. He follows the Lady. Last, but not least, we have The Spot. Now all three players are in place.

"I'm going to shuffle the cards a bit and all you have to do is find The Lady. Find The Lady and win a prize! A gold piece a try. Place your bets. I haven't got all day! You can't win if you don't bet!"

The DM doesn't have to read the monologue to the players, any similar patter will do. The main thing is to keep talking while moving the cards.

Keep the cards face down. The DM should keep mixing them back and forth. Don't worry about being too tricky. The encounter works best if the player can pick the queen for his character.

"I see we have a sportsman. Watch closely now. Here we go. The Lady, The Gent, and The Spot, mixed this way and that. Can the hand be quicker than the eye? Were you watching closely? Okay now, point to The Lady. Don't touch the cards, son, it's bad luck, everybody knows that!"

If the player guesses an incorrect card, the only penalty is a gold piece. Keep playing until the player guesses correctly. When the queen is chosen, the man (and the DM) will act surprised. He will walk around to the

other side of the table to look at the scene from the character's viewpoint.

"Are you sure? Is that really The Lady? Let me see. Why, you're right! I guess you win the prize!"

The man is Nabumetis, a consummate trickster who delights in practical jokes. The whole show is a ploy to get him close to the characters in order to pick their pockets. Nabumetis has magical powers to aid his thievery abilities. There is no chance to detect this theft. If successful, he will have stolen one small magical item from the character making the guess, no matter what or where it was.

The joke comes when Nabumetis gives the character his own magic item back as prize.

In addition to the joke prize, Nabumetis will also give the character a stuffed teddy bear with glass eyes. He will look sadly at the bear and say, "Once again my favorite toy is ripped from my arms." If the players get this subtle hint, and tear off the arms of the bear, inside they will discover a five-pointed electrum star, the symbol of the Realm.

Nabumetis has no intention of fighting the characters and will only act in self-defense.

Nabumetis: AC -13; HD 39*****; hp 175; MV 120'(40'); #AT 2 sword or 1 spell; D 2-20 each; Save M36; ML 11; AL C; XP 46,000; SA spells *prismatic wall*, *dance*, *reverse gravity*, *anti-magic shell*, *haste*, *lightning bolt*, *mirror image*.

Whether the characters immediately discover the star or not, Nabumetis will laugh heartily, and both he and his equipment will disappear, leaving the characters at the rainbow bridge.

6. Back Across the Bridge

If the characters answered two of the Sphinx's riddles, there is no chance to encounter the Rainbow Knights on the return trip, otherwise, there is still 1-4 chance (on 1d6).

While the characters are crossing the bridge, everything behind them will vanish, leaving only a multi-colored wall behind them. The wall cannot be seen or moved through.

If the players answered all of the Sphinx's riddles, there is no chance of encountering a Drolem in the mists. They will find themselves at the rainbow henge.

If the players did not answer all three of the riddles, there is the normal 1-4 chance (on 1d6) of encountering a Drolem.

The Green Realm



Encounter Setting

The green henge leads to the realm of Belotra, whose symbol is the stylized brass cup. Her realm is the traditional ideal of the planet Venus and the feminine aspects of nature (though the land is a mystical, magical place, and not an actual planet).

Although combat and role-play will be required equally, the green realm is a test of the characters' ability to overcome obstacles without resorting to violence and their resistance to the seductive lure of luxurious, but stifling stasis. To obtain the realm's symbol, the PCs must become the force of change that brings new growth.

Encounter Key

1. Caer Ambriel

You drop down onto the wide branch of a gargantuan redwood tree. Behind you, the green henge hangs suspended in mid air. Where the branch joins the trunk, you see an ornately carved wooden door, apparently leading into the interior of the tree.

Characters who climb down the outside of the tree will not find the Guardian. The entrance to the Garden of Belotra is magical and can only be reached by passing through the fortress of Caer Ambriel ("Caer" means fortress). Otherwise, the spot normally occupied by the garden is mere forest.

At the height of the door (about 210' from the ground), the tree is about 70 feet wide. It extends upward another 250 feet. At its base, the tree is about 90 feet wide.

The door, made of living wood, is locked and can never be opened by a Carnifex without destroying it; but it can be opened by a thief or a magic spell or by bashing it down.

Inside, the tree is honeycombed with rooms like an elven fortress-city. The average room is not much larger than 20 feet on a side. Wooden stairs lead upward and downward. Finely crafted wooden furnishings are everywhere. But most unusual are the wooden statues of elven people all sculpted in lifelike poses — as if frozen in the middle of their duties.

The statues are the tree's citizens. The door is magically closed to all Carnifex. Only a non-Carnifex can open it. If the PCs smash down the door, it will activate an alarm and reanimate the elves.

Before you can notice much else, the wooden statues come alive as elven warriors, yelling "Die Carnifex!"

The elves' natural assumption is that if the door is broken down, the Carnifex (in disguise) must be attacking. Each round, 3-12 10th-level elves will muster to repel the supposed invaders. Even at this stage, it is still possible to convince the elves that the PCs are not Carnifex.

There are a total of 70 elven Lord Wizards. They cautiously defend the entry hall, casting defensive spells, parrying attacks and blocking exits; but wait for their full strength to arrive before attacking in force. The elves who arrive will have all cast mirror image and haste.

70 Elves: AC -4; HD 10****; hp 45; M 120'(40'); #AT 1 sword or 1 spell; D 2d8; Save E 10; ML 10; AL N; XP 4000; SA spells *feeblemind*, *ice storm*, *dispel magic*, *haste*, *lightning bolt*, *invisibility*, *mirror image*, *magic missile*.

2. Ambriel Elven Queen

You descend on richly carved stairs to the center of an opulent circular chamber.

When compared with other rooms in the tree, its 70 foot diameter and 30 foot high ceiling seem all the more imposing. A strikingly beautiful elven maiden with green, leafy hair, brown, wood-hued skin and richly decorated leather armor moves to block the door out. With firm resolve, she brings her ornately carved wooden shield and wooden war club to readiness.

The woman is Ambriel, queen of the fortress. She is tired of eternal vigilance and desperately wants to believe the PCs, letting them pass if they give her a good explanation. However, if the PCs have destroyed vegetation while in the realm or slain any of her elven servants, she attacks. Ambriel can cast any druid spell as a 33rd level cleric. She attacks by first casting metal to wood and warp wood, then casts spells as long as possible. If losing badly, she will retreat into the garden and summon the gargantuan treants. If reduced to half hit points, she escapes by casting pass plant.

Any elf who encounters Ambriel must make a saving throw vs. Spells or be charmed into saving her, even in combat against friends.

If befriended, Ambriel stays here; but will aid the PCs when they encounter Belotra.

Ambriel: AC -11; HD 33*****; hp 150; MV 120'(40'); #AT 2; D 2d4 + 9 each; Save C33; ML 11; AL N; XP 25,000; SA all druid spells *creeping doom*, *metal to wood*, *turn wood*, *dissolve*, *warp wood*; SA +9 to hit.

3. The Garden of Delights

An immense meadow has been lovingly crafted into a formal garden the likes of which you have never seen before. Everything grows here, always in bloom. As gentle breezes caress you with subtle per-

The Green Realm

fumes, luscious fruits and nuts almost fall into your hands, begging to be eaten. Paths of jade ramble past scented fountains to span babbling brooks with ornate teakwood bridges before slipping into tall hedge mazes, guarded by cleverly sculpted topiary beasts.

A pair of gargantuan treants jealously tend the garden. The gargantuan treants follow the PCs around the garden. The characters have a 1-2 chance (on 1d6) of encountering these towering monsters each time they enter a new hex on the garden map. If the characters destroy vegetation, the gargantuan treants first animate trees, then enter the combat themselves. The animated trees must be within 120 feet of the gargantuan treants. Each gargantuan treant can animate four trees.

Gargantuan Treants: AC -2; HD 32*; hp 144; MV 60'(20'); #AT 2 branches; D 8-48 each; Save F 32; ML 10; AL L; XP 10,000; SA animate 4 trees to fight as treants.

Eight animated trees: AC 2; HD 8*; hp 36; MV 30'(10'); #AT 2 branches; D 2-12 each; Save F 8; ML 9; AL L; XP 1200.

4. Stillness of Stasis

An oppressing stillness permeates the air of the crisply trimmed maze, chilling your bones and stiffening your joints. Like a dream, all about you is suspended — a dove hangs motionless in mid air, a comely lass never quite tastes the peach she holds.

This is the hedge maze that leads to Belotra, the embodiment of her changeless ideals. The characters can neither climb over nor pass through the hedge walls.

5. Explosive Treasure

The maze opens onto a wide grove ringed by dark apple trees. The earth near the center of the glade has been disturbed, revealing a partially buried wooden chest. A mattock and a shovel lie nearby.

This is the grove of the malusites, magical beings in the form of apple trees. The malusites jealously guard their treasure by hurling exploding apples at any who dare touch the

chest. When they hit, the apples explode for 3-30 points of damage (no saving throw), but only when hurled by the malusites. Otherwise, they are normal apples. Destroying malusites does not constitute destroying vegetation.

Seven Malusites: AC 4; HD 21*; hp 95; MV 30'(10'); #AT 2 apples; D 3-30 each; Save F 21; ML 10; AL N; XP 4500.

The Malusites' chest contains four magical treasures, each made of soft, flexible, woody fiber and each useful to one character class: a tunic, a hooded cloak, a pair of boots and a pair of gauntlets.

The *tunic of glory* (cleric) has the powers of an *anti-magic shell* (as the spell), useable three times a day, and *haste* (as the spell) useable twice a day.

The *shaman's mantle* (magic user) lowers the wearer's Armor Class base to 4 (instead of 9), granting the powers of *invulnerability* (as the potion) and *spell turning* (as the ring), each useable twice a day.

The *deceptor's boots* (thief) allow the wearer to turn *ethereal* (as the potion) twice a day; and grant the powers of *invisibility* (as the ring) and *climbing* (as the potion), each useable three times daily.

The *gauntlets of might* (fighter) allow the wearer to do double damage (as a *girdle of giant strength*) three times a day, and has the power of *regeneration* (as the ring).

Demi-humans can use the *gauntlets of might* and elves can use the *shaman's mantle*. Items are completely non-magical for classes other than indicated for that item. Final note: all these items are powerless in Belotra's glade.

6. Belotra the Beautiful

Like an empress on a jade throne, a stunningly beautiful woman reclines on a leafy divan. Luxuriant golden-brown hair frames a perfect face set with emerald eyes. A translucent gown accentuates her perfect figure. Seven great swans surround her and the brass cup that gleams on the gnarled oak behind her throne of plants.

The woman is Belotra, Guardian of the green realm. The swans are her retinue of swan maidens, mighty warriors who can take on the form of giant swans or fighters in magical armor of copper/emerald alloy at will.

Belotra will not surrender the cup symbol. She fears change and knows that the removal of the symbol means the end of her beauty

and power. She tempts the PCs with a life of eternal youth and luxury.

When the PCs try to take the symbol, Belotra uses her power of *fascination* on them, an extremely powerful *charm* spell. When she wills it, all within 120 feet of her must make a saving throw vs. Spells at -7 (only Ambriel and her charmed elves are immune). Those who succumb to her charm desire only to remain in the green realm at peace. Male characters begin to slowly polymorph into trees and female characters into swan maidens. The complete transformation takes one turn (10 rounds).

The swan maidens change into warriors to guard the symbol and to engage anyone who resists Belotra's power.

If all the characters are charmed or if those who resist are seriously outclassed by Belotra and her swan maidens, the DM may want to bring in the "cavalry." If the PCs did not fight with Ambriel, the elven queen appears and will join the battle on the PCs side along with 1d20 of her elves. To counter this, Belotra's gargantuan treants (if not slain) arrive in three rounds. Let the players control Ambriel and her elves.

When one of the PCs takes the symbol, Belotra's control over the realm ends. She begins to age rapidly and loses her beauty and power of fascination in three rounds, but continues to fight for another seven rounds. Fascinated characters revert to normal at the same rate they changed. Meanwhile, the realm goes through an accelerated seasonal cycle that literally rips it to shreds in spurts of frantic growth and decay.

After a total of 10 rounds she collapses and dies; the swan maidens flee in the shape of swans; and the gargantuan treants freeze in place as massive oaks.

Belotra: AC -15; HD 55**; hp 250; MV 120'(40'); #AT 2 dagger; D 2-12; Save F 36; ML 11; AL N; XP 32,000; SA the power of fascination; SD 75% anti-magic.

Seven Swan Maidens: AC -4; HD 14**; hp 63; MV 120'(40'); #AT 1 sword; D 2d8+5; Save F 14; ML 10; AL N; XP 3500; SA +9 to hit; SD 35% anti-magic.

7. Back to the Green Henge

Ambriel escorts the party back to the green henge, through the rotting ruins of the realm. Yet, as the characters watch, the land begins to renew itself around Ambriel. A green carpet of new growth spreads outward from the realm's new Guardian.

The Red Realm



Encounter Setting

The red henge leads to the realm of Anator. His symbol is the stylized arrow of iron; his realm the mystical analog of Mars (not the planet, but a magical setting based on the writings of medieval magicians).

The red realm is a test of the fighting prowess of characters, so this setting favors direct action and combat. To gain the symbol of the realm, the PCs must overcome suffering and the horrors of war; yet prove that they are not mindless fighting machines, but true warriors who fight only when necessary.

Encounter Key

1. The Fiery Halls

Oppressive scarlet heat surrounds you like an oven. Flickering flames swirl and scurry around massive rivulets in the red-hot iron of the corridor's glowing walls, floor and high, vaulted ceiling. From where you stand, you peer through the dancing heat to see an intersection with another, narrower corridor and beyond that a great iron door at the end of the hall.

The red-hot iron of the hall will cause harm to characters who are not protected from fire by spells, rings, potions or other magics. Unprotected characters can walk on the floor for one turn before their boots burn away. Every turn that a character's bare skin touches the burning iron, that character takes 1d10 points of heat damage.

Note that normal movement rates and approximate delays are marked on the map (in turns) to help the DM. The building's extreme heat makes any exertion difficult. Because of this, the maximum movement rate for unprotected characters in the castle is only three times the usual turn movement rate. For example, a character that normally moves 120'/turn can run at a speed of 360'/turn (which would equal 6'/round). The movement rate per turn is not affected.

The two side corridors lead to empty, but ornate towers of burning iron.

2. The Cathedral of Carnage

There is no relief from the heat as you part the tapestry of flaming iron mesh before you. Sculptured iron pillars, like great fiery fists, punch their way skyward,

clenching immense flaming swords to support the glowing roof. On the far wall, flames dance around a great door while frozen images wage an endless war.

The flame wolf, a gigantic wolf with hair of curling flames, lies in wait here. It can breathe flame like a dragon. An unprotected character who hits a Flame Wolf does normal damage to the wolf, but takes 1d10 points of damage from the intense heat.

The flame wolf is the watchdog, always aware of intruders. During battle, its howling alerts Malkar. It attacks with surprise from behind the pillars, breathing fire as the characters mass at the entrance. Preferring to hit and run, it hides, then lunges out to flame the intruders.

Flame Wolf: AC -6; HD 2**; hp 100; MV 180'(60'); #AT 1 bite or breath; D 10-60 or hp; Save F22; ML 10; AL C; XP 7250; SA flame breath; SD 1d10 damage to unprotected attackers.

The hall beyond continues the theme and decoration of the Cathedral of Carnage.

3. Malkar the Warrior

A moat of acrid, blazing blood laps against the flaming iron walls. A tall warrior wielding a fiery two-handed sword and wearing crimson tournament armor blocks the narrow bridge and the door beyond it. A burning light blazes through the eye slits of his closed visor.

Malkar the Warrior, the loyal keeper of the Castle of Burning Iron, obeys the Immortals' charge to repel the Carnifex. He believes the PCs to be the Carnifex in disguise and will die before he lets them through to the Haunted Battlefield.

The seven foot deep fiery moat is filled with corrosive blood. If a character falls in the moat, the corrosive fluid will do 2d10 points of damage each round of immersion and an additional 1d10 points of damage after leaving the moat. To climb out of the moat, characters must roll less than their Dexterity plus one on 1d20.

Malkar tries to force his foes into the moat. He does this by a special tripping attack which does no damage; but if he hits, the foe must roll under half (rounded up) its Dexterity on 1d20 or fall into the moat.

Any fire based attacks against Malkar actually add to his hit points. Hence, a 20 die fireball could increase his hit points by 20-120 points. All cold based attacks do double damage.

When Malkar is reduced to 0 hit points, a 10d10 fireball is released that harms all within 120 feet. A successful saving throw vs. Dragon Breath reduces the damage by half.

Malkar: AC -8; HD 33***; hp 150; MV 120'(40'); #AT 2 sword; D 3d6 + 10 each; Save F 33; AL L; XP 20,500; SA tripping attack, 10d10 fireball at death; SD fire attacks increase hit points.

4. The Haunted Battlefield

Outside the castle, an immense battle rages without beginning or end. On one hand, the field is littered with corpses; on the other, mounted knights charge through mushroom pillars of flame and metal war machines belch gouts of fury into endless ranks of pikemen.

If the PCs look closely, they will find that the combatants are translucent, spectral — just like ghosts. The PCs and the panoramic battle cannot interact with each other. When the

PCs have moved at least 200 feet from the castle, they see the following:

In the distance, a great war chariot races about, always seeking the place of greatest carnage.

5. The War Machine

Before the PCs find Anator, they will encounter the Kirekan, a mindless biological war machine which attacks the adventurers.

A mountain of flesh, moving on countless legs, waving an uncountable collection of mismatched but deadly weapons thunders over a rise and straight towards you.

The Kirekan is a lesson in knowing when it is best not to fight. The Kirekan constantly moves when waging war, for it is most effective when charging through massed ranks of foes. It can bring multiple attacks to bear on any foe who stands too close as it passes. However, it cannot change direction quickly and must make long, wide turns. Avoiding the Kirekan is the best way to defeat it. Once the Kirekan discovers the PCs, it will continue to attack them until they reenter the castle.

The Kirekan: AC 5; HD 88; hp 400; MV 150'(50'); #AT 6 weapons/opponent; D 3-18 each; Save F 36; ML 12; AL C; XP 19,500 (9,750 if the PCs use avoidance tactics).

6. Anator the Charioteer

A tall, ruddy, muscular warrior with blood-red hair, garbed in a suit of gleaming steel reins in the straining armored steeds who draw his chariot of steel, carnelian and wormwood. His eyes, like icy blue diamonds, freeze you where you stand while the massive roan horses champ their bits and snort acrid smoke.

The action of the Kirekan has drawn the attention of the charioteer, Anator, Guardian of the red realm and caretaker of the iron arrow that the PCs need. If asked, Anator willingly surrenders the iron arrow. The thought of the Carnifex's endless carnage appeals to his warped mind. However, instead of handing his symbol to the requestor, he hurls it like a javelin for 1d10 + 24 points of damage and then begins a savage attack on the PCs. He fights for four rounds and then rides off

laughing madly, leaving his blood warriors behind.

Each time Anator is hit, his blood spills to the ground to create a 9th level fighter lord. The fighter has a morale of 12 and will immediately attack the PCs.

Anator: AC -16; HD 55***; hp 250; MV 120'(40'); #AT 2 sword; D 4d8 + 24 each; Save F 36; ML 11; AL C; XP 42,500; SA + 14 to hit; SD see above.

Two chariot steeds: AC 0; HD 11*; hp 50; MV 180'(60'); #AT 1 fire breath; D per hp; Save F 11; ML 11; AL C; XP 1900.

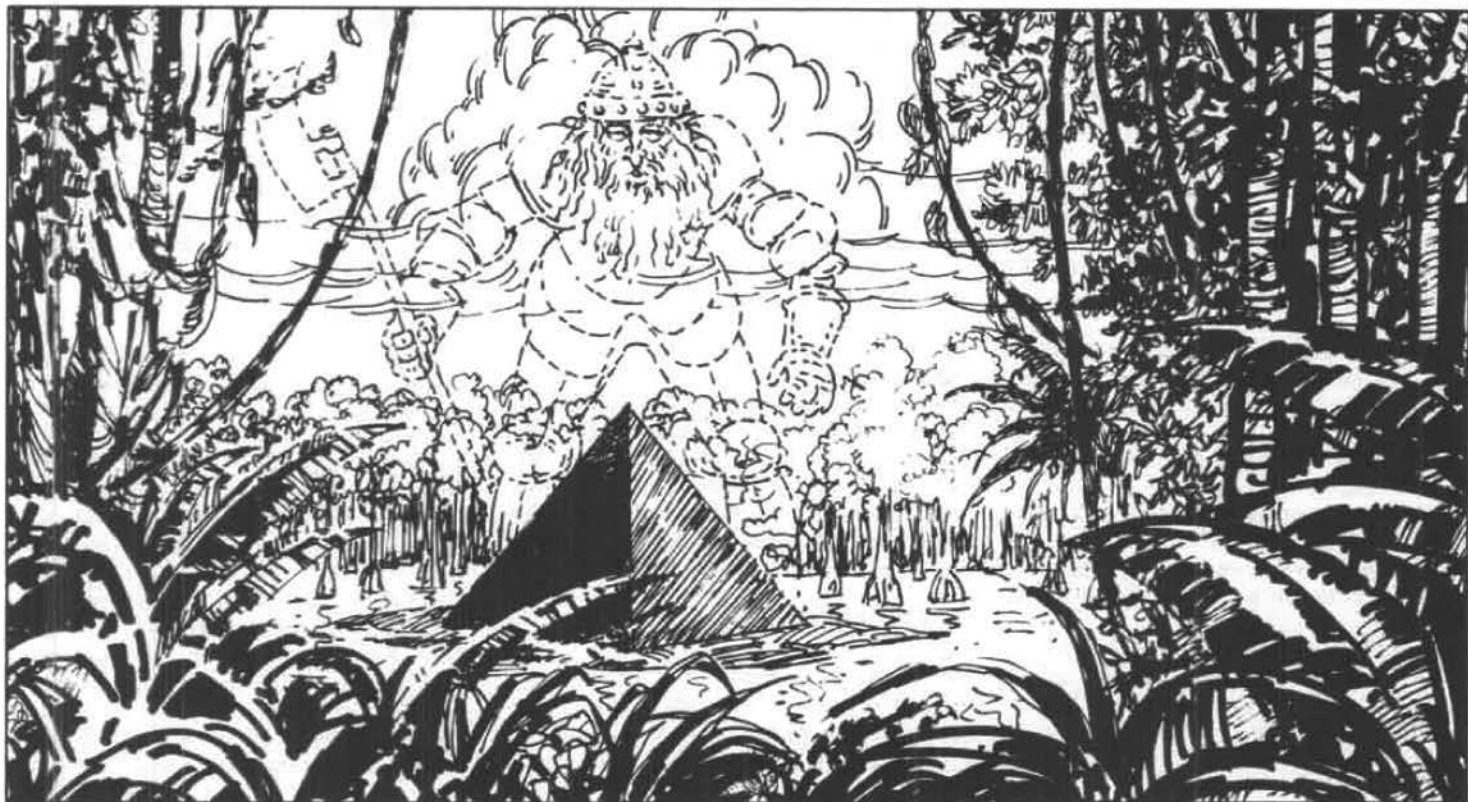
Fighter lords: AC 2; HD 9*; hp 40; MV 60'(20'); #AT 1 sword; D 2d82; Save F 9; ML 12; AL C; XP 1600; SA + 4 to hit.

Anator's chariot contains a magical chest. Inside the chest, each PC can find a magical weapon, piece of armor, or shield of the character's choice. The item will be enchanted to + 5 but will have no special magical powers. Hence, a fighter might find a + 5 sword while a cleric finds a + 5 mace and a thief a + 5 knife shield.

7. Return to the Red Henge

The PCs must return to the henge through the Castle of Burning Iron. Before they enter the castle, there is a 1-4 chance (on 1d6) that a huge red dragon (with the conscience that Anator lacks) will confront the PCs. It can sense the iron arrow and will try to carry off the bearer to the realm's distant reaches.

Huge red dragon: AC -5; HD 20****; hp 90; MV 360'(120'); #AT 1 bite/5 others; D 4d8 + 8/1d12 + 2 each; Save F 36; ML 11; AL C; XP 9575; SA fire breath.



Encounter Setting

The black henge leads to the realm of Silcharde, who resides in a black onyx pyramid in the midst of a primordial swamp. Silcharde's symbol is a triangle made of lead.

The black realm is dominated by gloom, death, and darkness. While this setting favors direct action, there are some encounters where role-playing could help.

Encounter Key

1. The Primal Jungle

Emerging from the black henge, you are on a hill overlooking a lush primal jungle. Beyond the jungle is a vast swamp that seems to go on forever. In the middle of the swamp is a large island. A dark building of some kind sits on the island.

It appears to be twilight now. A large flock of black birds drifts ominously across the sky, and the aroma of rotting vegetation hangs heavy in the humid air.

Once in the jungle, the PCs find the vegetation on the floor is several feet thick. The black trees are very high and allow little light

to penetrate through to the floor. Except for the chirps of insects, all is silent.

After the PCs have gone about 100 yards, the silence is broken by an agonized shriek from behind a thicket of weeds. If the PCs investigate, read them the following:

In a clearing on the other side of the thicket, a huge lizard-like creature is holding the bleeding body of a smaller version of itself between its jaws. On the opposite side of the clearing is a group of branches containing several round gray objects.

The creature tosses the lifeless body into the weeds and begins to sniff the air.

The large creature is a gargantua basilisk, and the round objects are its eggs. The smaller creature is an ordinary basilisk which unfortunately wandered too near the gargantua's nest; the gargantua has just killed it.

Gargantua basilisk: AC 4; HD 49**; hp 195; MV 120'(40'); #AT 1 bite + gaze; D 4-40 + petrification; Save F 25; ML 11; AL N; XP 27,500.

The gargantua basilisk is now in a killing frenzy, and it smells more intruders. If the PCs make any movement toward it or

remain where they are for one round, the basilisk spots them and attacks. It fights to the death. (The DM should note that there is not enough natural light for the basilisk to see its own reflection in a mirror.)

If the PCs kill the basilisk, they may examine its nest. There are three cracked gray eggs. Two are infertile. The third breaks open if disturbed, and a tiny basilisk crawls out. The newborn is harmless; if unmolested, it scampers into the jungle.

2. The Great Serpent

Before leaving the jungle, the party encounters Ombiassa, the Great Serpent.

Before you, a gigantic python slithers out of the trees. It has an oversized head, and a gray film covers its eyes. Its body, which seems to be about 150 feet long, is covered in brown and black scales. Five smaller pythons, each about 20 feet long, encircle its body and writhe back and forth.

"Something I can help you with?" the large snake asks.

Obviously Ombiassa is intelligent. He is also blind. He relies on the five smaller snakes to do his seeing for him, and he is in mental con-

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tact with them at all times. Ombiassa does his utmost to conceal his disability from the PCs.

Ombiassa: AC -8; HD 50; hp 120'(40'); #AT 3 squeezes; D 6-60 each; Save F 36; ML 11; AL N; XP 9750.

Rock pythons (5): AC 6; HD 5*; hp 20, 19, 25, 24, 22; MV 90'(30'); #AT 1 bite/1 squeeze; D 1-4/2-8; Save F 3; ML 8; AL N; XP 300.

Ombiassa wants to eat the PCs. He engages them in conversation in an attempt to put them at ease. He has no useful information for the PCs.

If the PCs show signs of moving on or when Ombiassa tires of the conversation, he attacks. He plans to kill as many of the PCs as possible and eat them at his leisure. The smaller snakes avoid combat unless attacked and always remain within 10 feet of their master.

If one of the smaller snakes is killed, Ombiassa attacks at -1. If two are killed, he attacks at -2, and so forth. If all five are killed, he attacks at -8.

3. The Black Swamp

Once out of the jungle, you see a vast swamp stretching in all directions. On top of the water is a thin layer of vegetation which has rotted and turned black. Many large cypress trees grow out of the water. In the distance is an island with a small pyramid made of black stone.

The water is about waist deep. While wading through the murky swamp, PCs are able to move at only half their regular speed.

The safest way to wade through the water is in single file behind a leader, stepping only where it has proven safe. Any PC not moving cautiously has a chance of stepping into quicksand. The chance is a roll of 1 on 1d6 per turn. A PC trapped in quicksand sink in three rounds unless rescued. Heavily encumbered PCs, such as most fighters, will sink in two rounds while lightly encumbered PCs, like most magic users, sink in four rounds.

While wading through the swamp, the PCs hear a loud bellow coming from under some cypress trees about 50 yards ahead. A pair of huge black dragons, one slightly larger than the other, emerge. The larger of the pair bellows again and flies toward the party.

Huge black dragons (2): AC -2; HD 14****; hp 59,63; MV 150'(50'), 360'(120') flying; #AT 1 bite/5 others; D 2d10+8/1d8+3 each; Save F 36; ML 10; AL C; XP 5150; SA acid breath.

The larger male is trying to court the smaller female and attempts to impress her by destroying the intruders while she watches. The dragon first attempts to swoop and capture three PCs. It uses its breath attack, then hovers and attacks as many PCs as it can, using its tail and wings to attack PCs it can reach. Subsequent attacks are as dramatic and as showy as he can make them. The female only attacks if threatened by a PC or if the male appears to be in trouble. She first attacks with her breath from a distance, then flies over and attacks in a way similar to the male. The male fights to the death; the female flies away if she loses more than half her hit points.

4. The Hag of Time

Before the party reaches the island of the black pyramid, read them the following:

Suddenly you see a hideous old crone rising out of the swamp a few yards ahead of you. She looks incredibly old and is dressed in dripping black rags. She beckons you with outstretched hands. "Come, my friends," she croaks, her face distorted in a grotesque toothless grin. "Join me in paradise!"

This is Zagriona, an ancient monster unique to this realm. Believing that true peace can be found only in old age, she is determined to recruit more converts; too bad if they die in the process. She hides in the bottom of the swamp waiting for passers-by.

Though intelligent, Zagriona does not engage in any meaningful conversation. She continues to shriek and cackle about the paradise that awaits them if they join her. She attacks any PC she can reach with her deadly hands; each touch causes a PC to age 2-20 years, lose 2-20 hit points, and lose one life energy level. She pursues the party relentlessly and attacks until she is killed.

Zagriona: AC -11; HD 33**; hp 150; MV 120'(40'); #AT 2 touches; D 2-20 + age 2-20 years + energy drain each; Save F 33; ML 10, AL N; XP 15,500; SD 75% Anti-Magic.

5. Silcharde the Black

The island is about nine feet above the water level and is about 250 feet across. It is covered with cypress trees and black poppies. The island seems to be infested with toads, bats, and moles.

In the center of the island is a pyramid made of onyx, about 27 feet to a side. In the middle of one face of the pyramid is a single large opening.

The pyramid is actually a crypt housing Silcharde, the Guardian of the black realm. Inside the crypt is an obsidian coffin he uses for a throne.

On entering the crypt, the PCs find Silcharde sitting on the coffin, his head on his chin, lost in thought. Hundreds of ravens sit motionless on perches that line the walls from floor to ceiling.

Silcharde looks like a tall emaciated man with a dark complexion. His skin is scaly, his body abnormally hairy. He wears obsidian scale armor and wields a voulge. Silcharde spends all of his time brooding on the mysteries of life and death and resents any disturbance of his meditations. "Leave!" he shouts at the PCs. "Or I will destroy you!" If the PCs hesitate or persist with questions, he snarls sarcastically, "Very well then. Tell me, wise ones, is this world a manifestation of my will or merely my idea?"

Regardless of their response, Silcharde calls them fools and announces that they must die for their ignorance. On each successful hit, a victim must make a saving throw vs. Death in addition to taking 3-30 points of damage. After two rounds of combat, the ravens begin to swoop at the PCs. They do no damage, but their distractions cause the PCs to attack at -2.

By defeating Silcharde, the PCs get his symbol, the lead triangle.

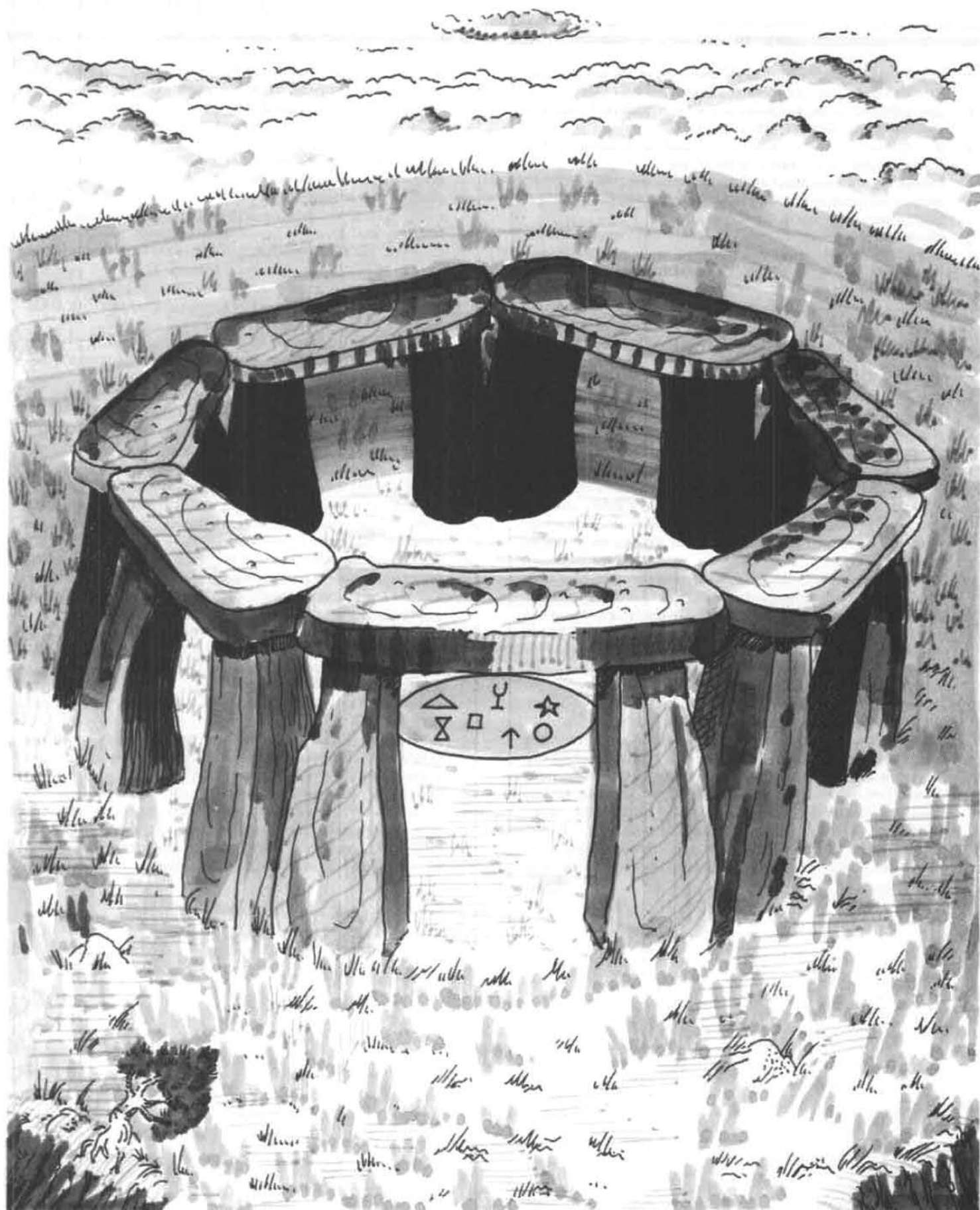
Silcharde: AC -12; MV 120' (40'); HD 55**; hp 250; #AT 2 voulge; D 3-30 each + save vs. Death; Save F 36; ML 12; AL C; XP 32,000; SD 75% Anti-Magic.

In Silcharde's coffin are 10 black diamonds. If the PCs take them and later have them appraised by a knowledgeable gemsmith, they find each is worth 100,000 gp.

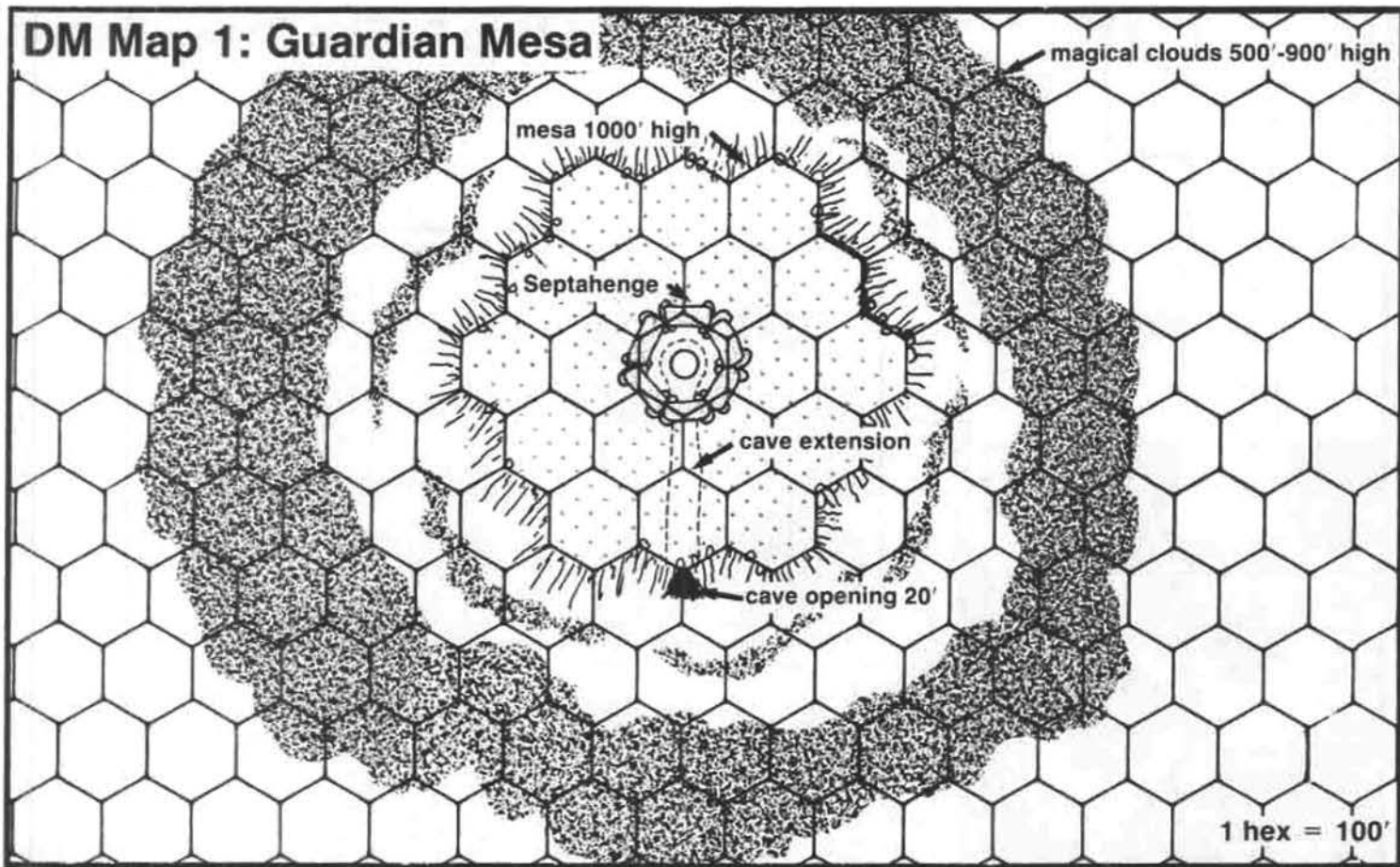
Note: The trip back to the black henge be uneventful, although the DM is free to have the party encounter any monsters from this section they previously avoided or didn't quite finish off.

1. In the Pits of Banishment, blow the horn at the doorway to Carnifex Castle (quote from the Codex of the Planes, Vol. 1)
2. The entrance to the seven realms lies on Guardian Mesa (The Traveler's Masters Set, Vol. IV)
3. Beauty lives at the center of the garden (Charms of the Green Realm, by Etienne d'Ambreville)
4. Cannibalism is a feeding habit common to the Pits of Banishment, practiced by some of its victims, such as Carnifex (Exotic Interplanar Foods, Tome XXXIII)
5. Rainbows are a means of traveling in the sphere of colors, but let it be known there is no such thing as a pot of gold sitting at one end. (Lore of the Seven Realms, by Prince Vanseerie Vlaardoen)
6. Carnifex were notorious for experimenting new magic effects on their prisoners. (Positive Thinking in Spell Research; scroll fragment 3456-XZ)
7. Call the sea-foam steeds and they will answer as long as the plane is white. (scribbled note in the cover of a moldy tome)
8. The art of flying and moving through the ether is a delicate thing. It will not always function in other worlds, such as the seven realms. (Tome on the Followers of the Air, by Eriadna)
9. Glory to the redwood for its tree door will lead to a secret of seven realms (unknown song in the Encyclopedia of the Bard)
10. Insanity remains when the level of magic encompasses all that was ever learnt before. I, myself, and others such as Carnifex have been afflicted with this utter folly... (Life of Prince Moriem)
11. All is not what it appears to be. Light remains after darkness, life springs forth after death, hope subsists after oblivion. This, my son, is a universal law affecting even the seven realms. (Lord McGregor's Teachings, engraved skull XXVII, dated 1090)
12. Of all the constructions I have ever seen, never did I find such a fabulous map. The architecture of Castle Carnifex defies even the mind of the cleverest dwarf. (Life of a Castellan, by Hippolito de Fedorias)
13. In the realm of blue know ye that justice awaits beyond the king's palace (Essay on the Purpose of Life, unmarked scroll).
14. Of all the laws of navigation, my venerable uncle mentioned an obscure one I never was able to fully comprehend. He said once the Seven Gates appear, there is no turning back... (Treaty of Exploration, by Gunnar Rolfsen)
15. In the realms of the outer planes exist things of power unspeakable. I once envisioned a fortress of flames... One must not linger in such dwelling. (Dreams and Nightmares, Vol. 1)
16. Gold is pure but hard to find. A place exists in utter darkness where a castle gleams amidst oblivion. Its walls are made of gold, and gems are but common gravel (The Lost Worlds, by Ditch G. Walls)
17. The sea-girt isle holds the hourglass. This item is of great importance in the world of white. (Unearthed Fantasia, by the Guild of Wizards)
18. I once contacted some creature of the outer planes and it told me the biggest magical item treasure was in Castle Carnifex, but I was never able to figure where this is (Treasure Hunter's Guide, by Prince Jaggar)
19. Lie not to the lawgiver, for it may bring upon thee the wrath of the entire realm of blue for seven generations (Glantrian Arcane Code)
20. There was once a Black Staff in the world. Its powers are immense, but for the safety of men, it must be destroyed (Origins of Magic, by the Baron of Igorov)
21. The best disguises are often inhuman. A legend says that Carnifex could imitate nearly anything without much chance of being discovered. (Thieves' Manual, unsigned)
22. Past jungle and swamp in a strange world of black waits the black master. Beware, ye who stride beyond. (Scripture from a torn piece of metal, dated 3,000 years ago)
23. Time is such an outdated concept... Look for example at some other worlds: although things exist, it is always the same day. (Diary of a Time Traveler)
24. The greatest arrow that was ever made is now in the hands of a chariot driver, somewhere in an outer plane where colors are the prime matter (moldy letter from one collector to another)
25. It is wise not to blow horns at the entrance of a castle, especially if one does not know what awaits inside (Wise Guide to Outer Planes Adventuring, page 1)
26. It is wise to think before acting. What is best for all may not be good for one (Wise Guide to Outer Planes Adventuring, page 2).
27. It is wise to pay attention to those things that exist but are dead as well. What breathes and talk is not always alive (Wise Guide to Outer Planes Adventuring, page 3).
28. The closed door: such a useless concept. It is so much fun to prove the builder of a door that there is always someone who will get past. Even the gray door in the Pits of Banishment, all it needs is seven magical tokens to open — then why build it? (Tome on Halving Philosophy)

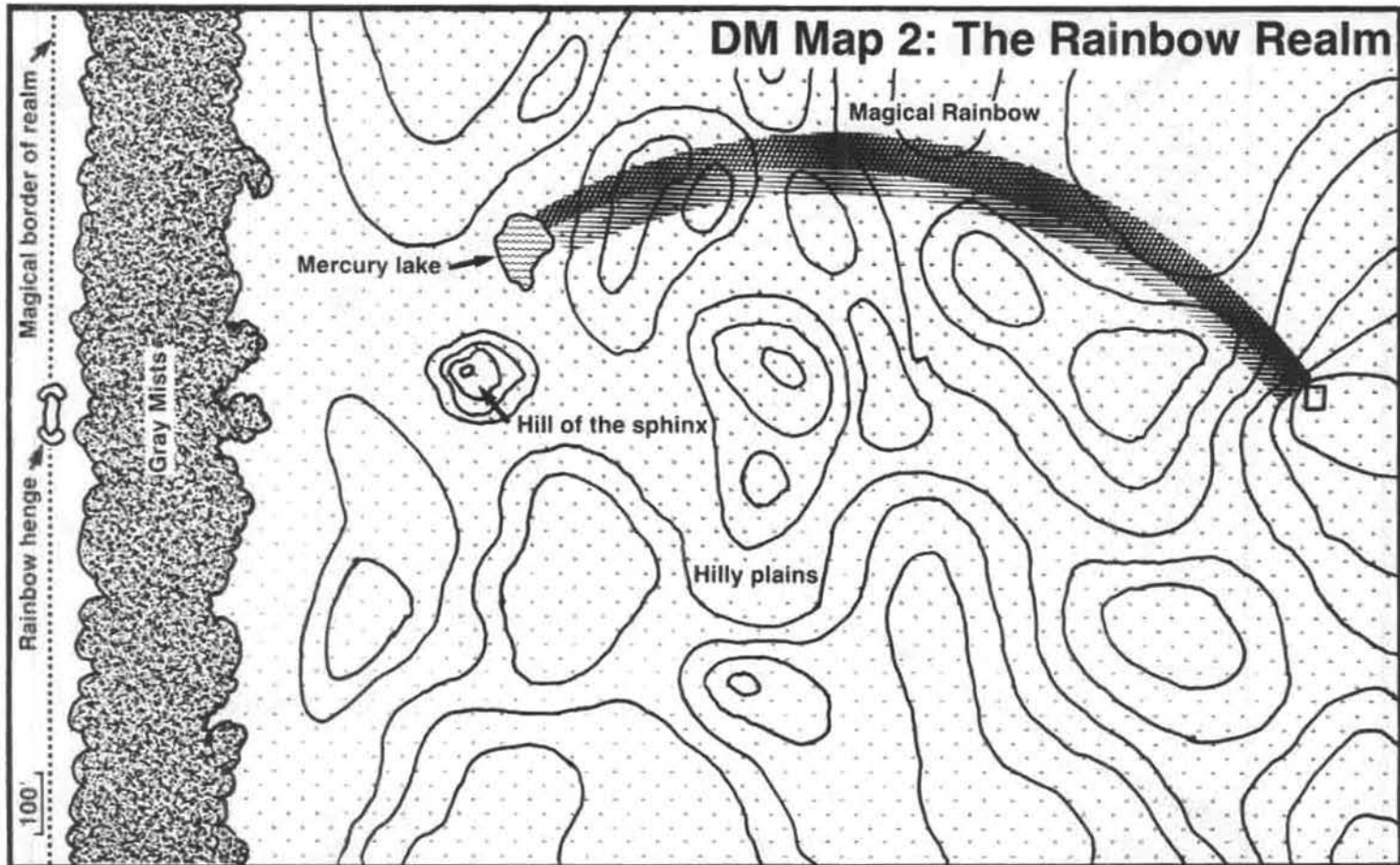
Players' Aid 2: The Septahenge



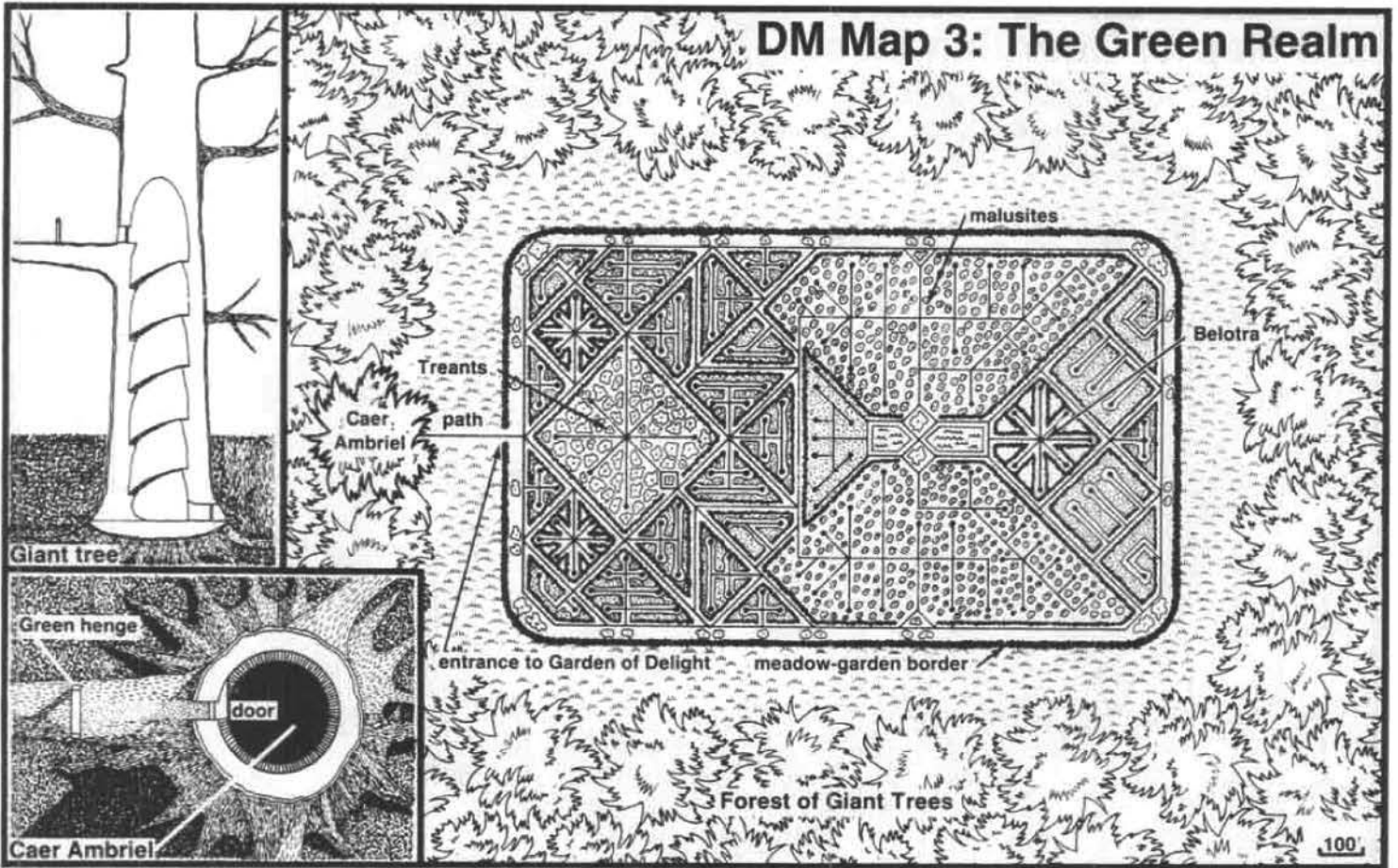
DM Map 1: Guardian Mesa



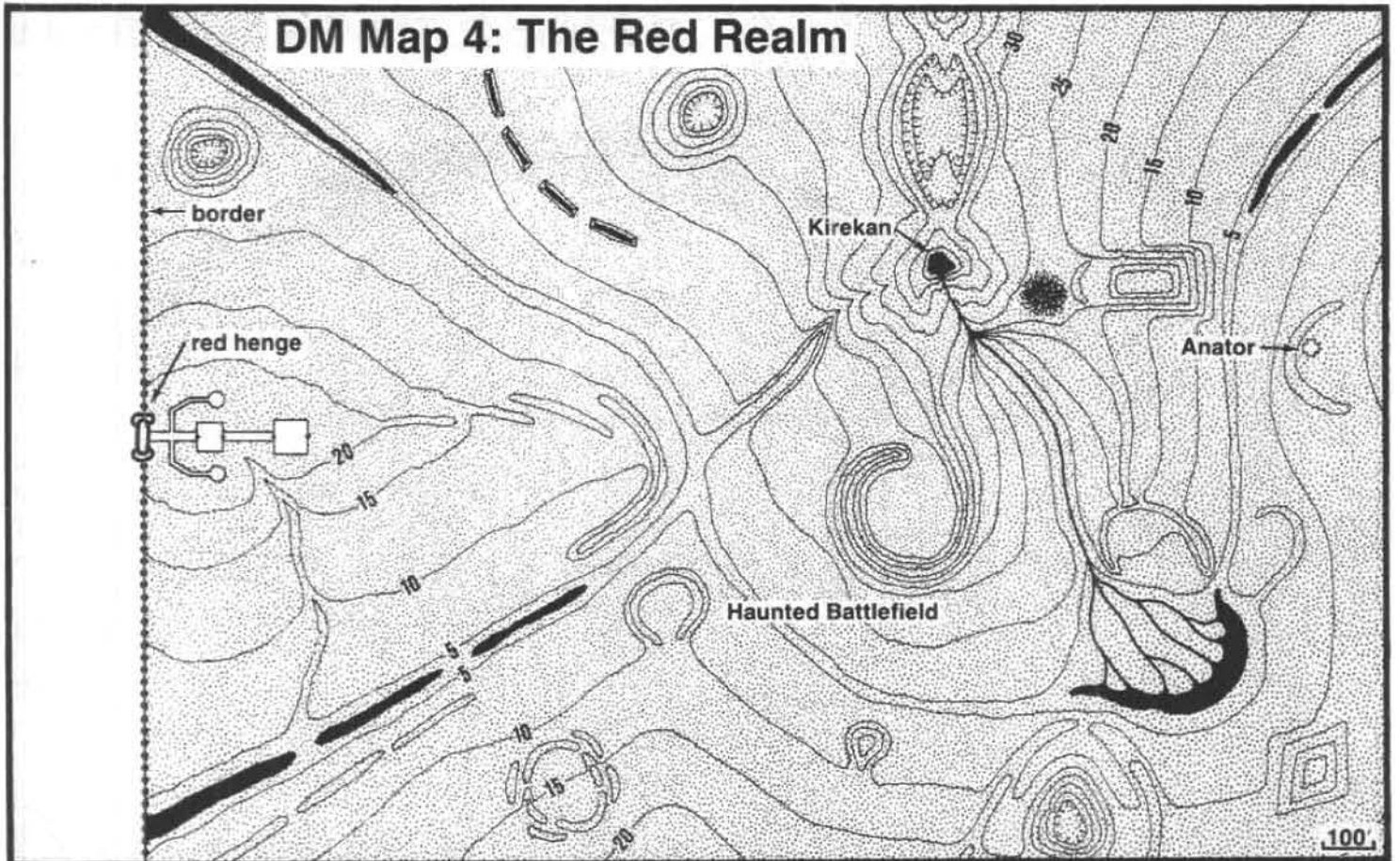
DM Map 2: The Rainbow Realm



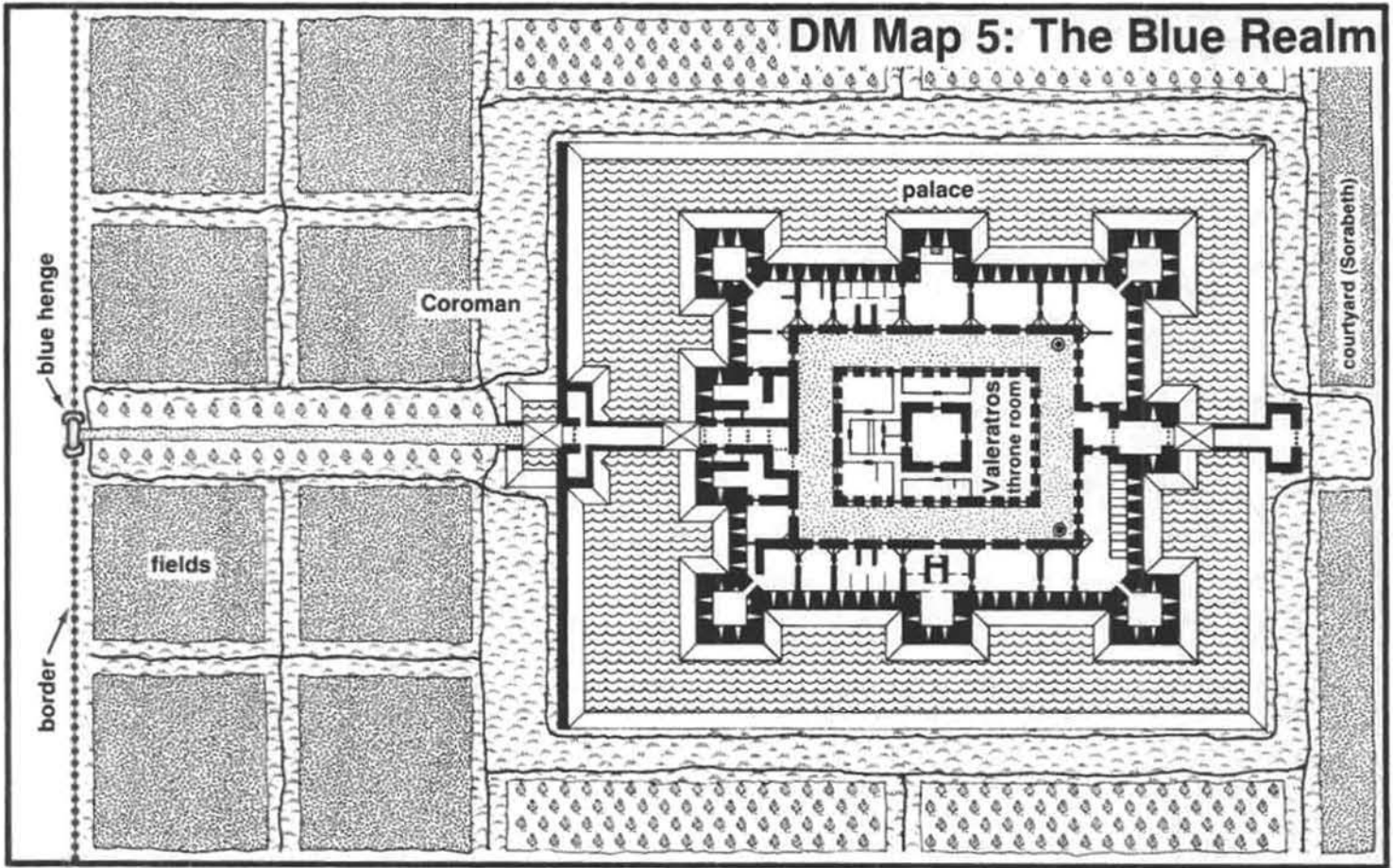
DM Map 3: The Green Realm



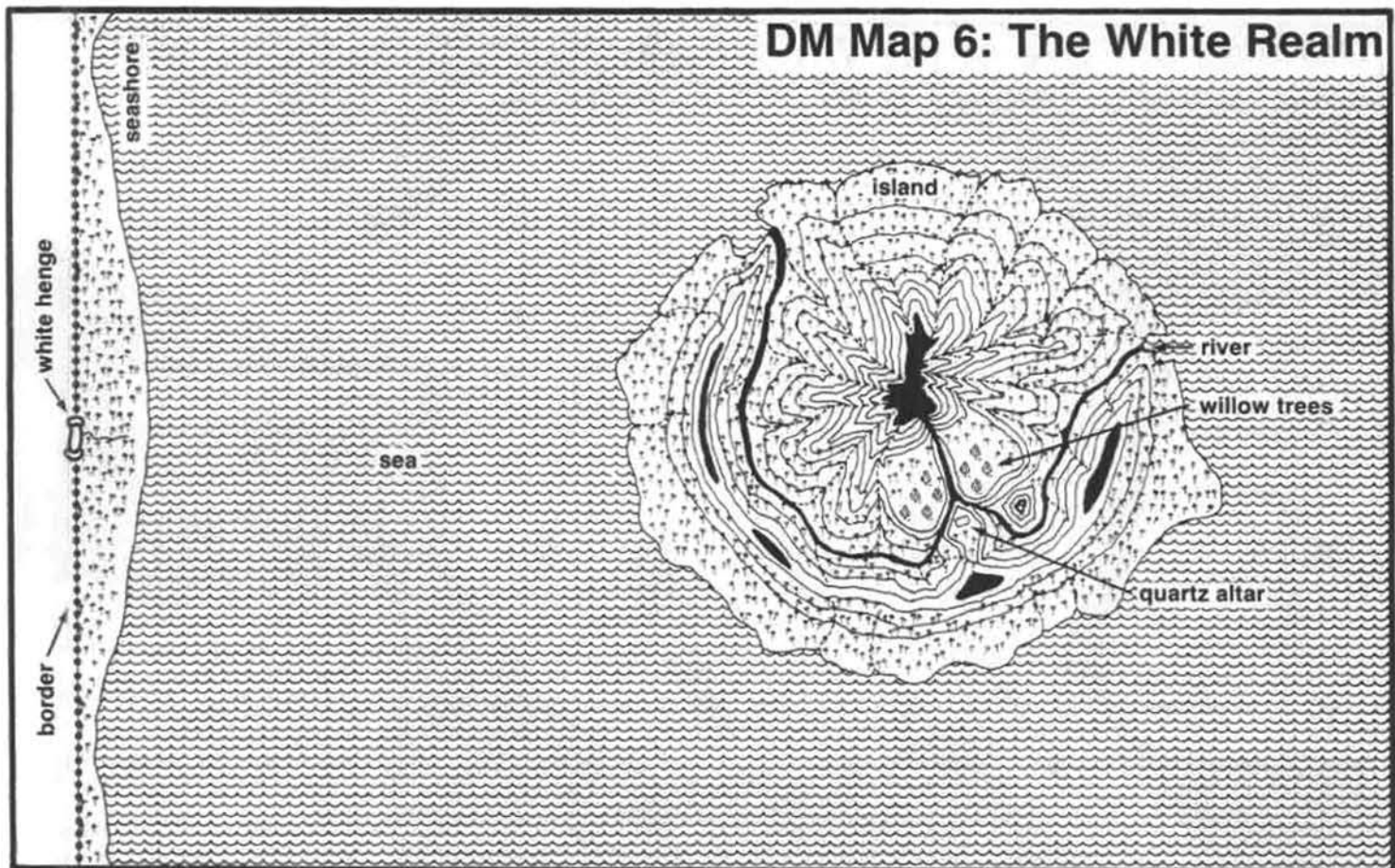
DM Map 4: The Red Realm



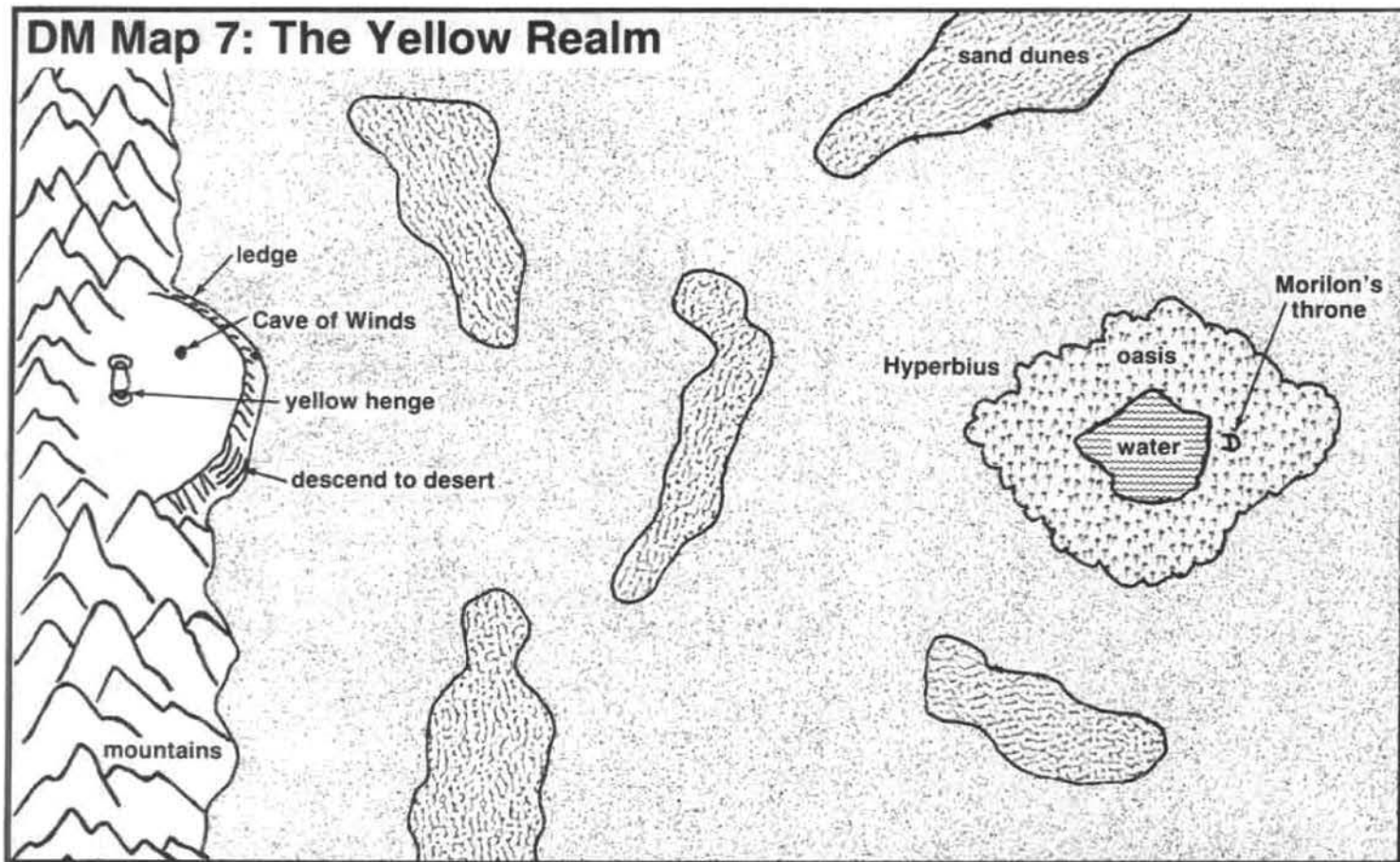
DM Map 5: The Blue Realm



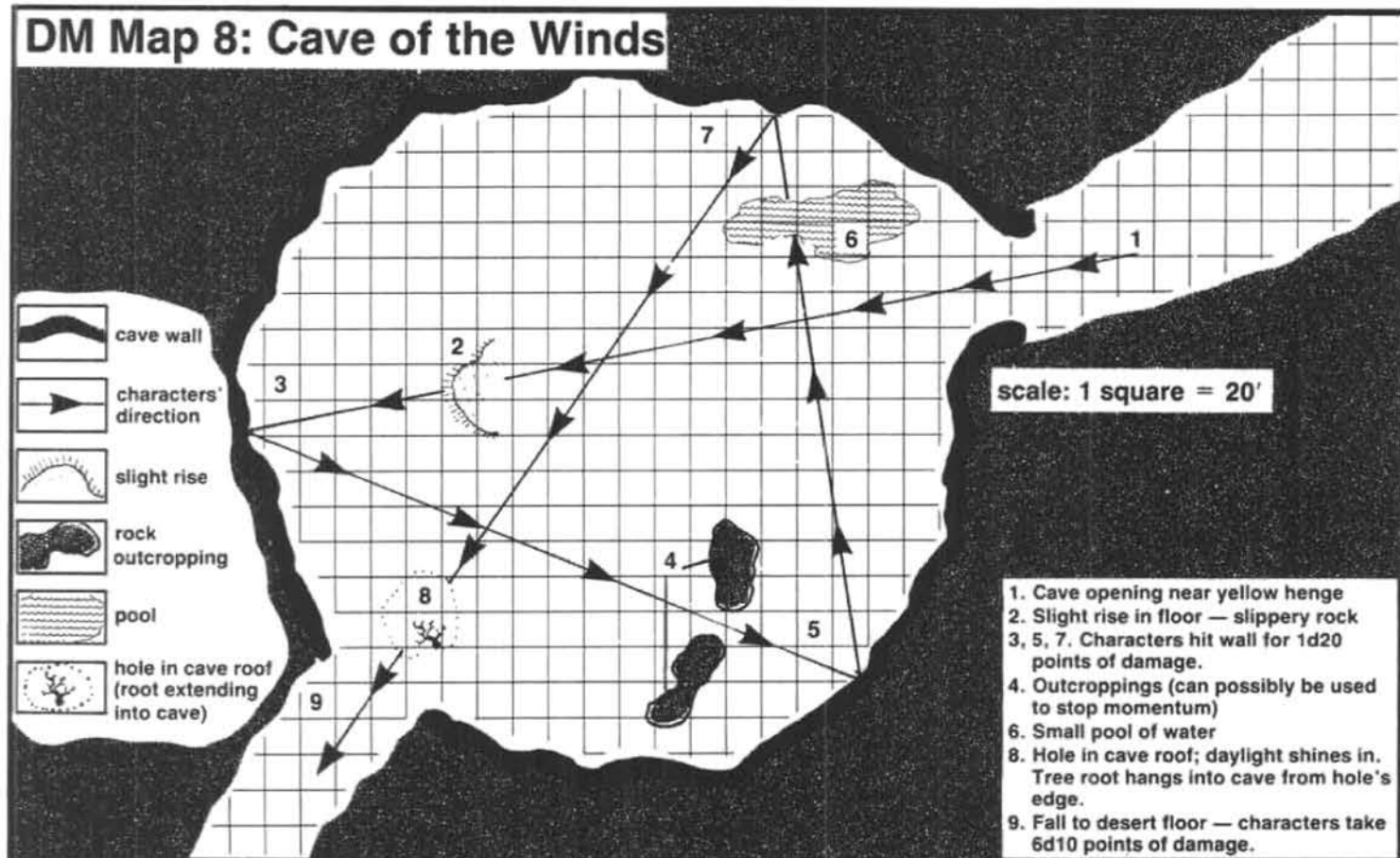
DM Map 6: The White Realm



DM Map 7: The Yellow Realm



DM Map 8: Cave of the Winds





Encounter Setting

The Blue henge leads to the Realm of Valeratros. His symbol is a bronze square.

The characters have several decisions to make. As long as they use good common sense and don't attack everything in sight, they should eventually experience the positive aspects of the realm, while avoiding most of the negative aspects.

Aspects of this Adventure

This section favors role-playing over direct action. With role-playing and a little luck, the encounters should prove easy. Otherwise, this section can be completely hostile, with an abundance of combat.

Encounter Key

1. The Corn King

Beyond the blue henge lie acre upon acre of fertile fields. Foods of all kinds grow in abundance, corn and rice and wheat all side by side. Orchards of apples and pears give way to patches of raspberries and strawberries. The sweet scent of citrus wafts toward you on the warm breezes. Never have you seen all these foods growing in such close proximity.

In the opposite direction from the blue henge, you see a palace of blue stone.

The characters definitely encounter Coroman, the Corn King, before reaching the palace. Coroman is a man dressed as a scarecrow. Stray bits of grain and hay stick out from his clothing. He blocks the characters' path and prevents them from going any farther. If the characters ask him what he wants, Coroman replies:

"Nothing much, just a bit of your blood to water the soil."

What Coroman says is literally true. He needs a few drops of each character's blood to fertilize the soil. The blood is part of the ritual involving Coroman. He is the spirit of the crops; each year he dies, is buried, and then is reborn, in the same cycle of death and rebirth as the crops.

The sacrifice is not merely a token. Each character takes 1-10 points of damage when his blood is given to the soil. Coroman firmly stands in their way until each of the characters has made the sacrifice; they are unable to pass him. If they attack and kill Coroman, the crops wither and die before their eyes. They rot and blow away as dust by the time the characters reach the palace.

Coroman: AC 5; MV 120' (40'); HD 20; hp 90; #AT 2 club; Dmg 2-12 each; Save as Fighter 36; ML 11; AL N; XP 2000

2. The Lapis Lazuli Palace

You see a large, many-roomed palace built entirely of lapis lazuli. The palace gate, a massive 20-foot-wide door of bronze, appears to be unguarded.

The palace rooms are all normal. There are bedrooms, dining rooms, a kitchen, and other rooms normally found in a palace. Since this is not really a dungeon setting, the rooms are not detailed.

The only unusual thing about the palace is the inhabitants; all have pale blue skin and dark blue hair. They comprise the usual courtiers, scribes, servants, guards, and such. None of them attacks the characters, so the statistics are not given. If a character attacks one of them, he wins without taking any

damage. No experience points are given for such encounters.

If the characters made the blood sacrifice and did not kill Coroman, the retainers here are friendly. They direct the characters to the quickest route to King Valeratros, whose heralds announce the arrival of the characters.

If Coroman has been slain, the retainers flee from the characters in terror. Their fear is so great they cannot speak or gesture if captured, and thus are of no help whatsoever. While enroute to the king's chambers, the characters encounter a huge sapphire dragon. Note that this takes place only if Coroman has been killed.

Huge sapphire dragon: AC -4; MV 360' (120'); HD 18****; hp 81; #AT 1 bite/5 others; Dmg 3d10 + 8 each; Save as F36; ML 10; AL L; XP 6600; SA lightning or vaporize breath.

3. King Valeratros

At the heart of the palace the king awaits. He is a giant of a man, with pale blue skin and bright blue hair. The ringlets of his beard are also blue. His royal robes are sometimes the blue of a clear summer sky, and sometimes that of a stormy sea. Bronze and gold set with precious gems make his crown. His throne is carved from a single sapphire, and behind it hangs an exquisite blue tapestry embroidered with a bronze square.

If the blood sacrifice was made, Valeratros offers to heal the characters of all wounds and give them any other needed clerical assistance. He informs them that the bronze square, the symbol of the realm, is in the safekeeping of Sorabeth the Lawgiver, whose chambers are in the courtyard just beyond

The Blue Realm

the throne room. Behind the tapestry are two doors of lapis lazuli. Valeratros points to the right door, which leads to Sorabeth.

If Coroman has been slain, Valeratros looks sadly at the characters and says,

"Through your ignorance and anger, you have brought famine and devastation to my once fair land. Are you willing to undo what you have done, and regain our trust?"

If the characters do not agree to help, he informs them that without their cooperation he can neither give them the realm's symbol nor allow them to leave.

If they still refuse, he attacks.

Valeratros: AC -12; MV 120' (40'); HD 33*****; hp 150; #AT 2 mace or 1 spell; Dmg 3-18 each; Save as C33; ML 11; AL L; XP 30,500; SA all clerical spells; SD 75% Anti-Magic

If Valeratros is slain, his body and all castle retainers disappear. The characters discover two huge lapis lazuli doors behind the tapestry. If they go through, they find themselves in the courtyard of Sorabeth the Lawgiver (see encounter 4).

If the characters do agree to help, Valeratros proclaims:

"I do not blame you for what you have done, for you do not know the ways of this realm. The body of the slain Coroman must be buried in the fields. You must travel to the field where he lies and complete the cycle."

He points to the left lapis door. The characters must go through it to bury Coroman. When it is opened, they see nothing but darkness. When they step through, however, they find themselves at the same spot where they killed Coroman. His body has been laid out on a bed of straw. A hole has already been dug on the other side of the straw bed. Immediately after the last bit of dirt is thrown on the grave, the sky instantly clears and the sun beams down upon the characters. Crops spring from the ground, looking especially healthy in the spot where he was buried. After about five minutes, all the surrounding fields are healthy and growing. An ecstatic shout breaks the air as Coroman leaps from a nearby field of wheat, about 200 feet from the PCs.

"And thus is the way with all things. The cycle starts anew, and those who err learn new wisdom."

Coroman then ducks back into the ground and disappears. When the characters turn to go back to the castle, they see a huge lapis door hovering before them. Passing through it leads them to the court of Sorabeth the Lawgiver.

If the characters return to the castle, they find it empty. In the throneroom, only the right-hand door remains behind the tapestry. Passing through it leads to the court of Sorabeth the Lawgiver.

4. Sorabeth the Lawgiver

When the characters step through the right-hand door, they find themselves in an open courtyard. The inner walls are covered with lush, green vines sprouting tiny bluebell-like flowers. Poplar and beech trees provide pleasant shade. All is peaceful and content. Overhead fly a mating pair of Archons. In the middle of the courtyard, seated on a judge's bench of turquoise, is Sorabeth the Lawgiver.

She is dressed in stately blue robes that drape loosely about her. Her hair is the color of wheat; her eyes are sky-blue. She is severe and uncompromising, yet fair and honest. She is incorruptible. She eyes the characters with a practiced look of firmness and judgment.

If the characters have cooperated with Coroman (or at least buried his body and regenerated the earth) and with Valeratros, Sorabeth clears her throat and speaks.

"Travelers, welcome. You are here for the symbol of our realm, and think it a simple task to retrieve it for your own devices. It is not so simple as you think. Before you may leave here with the item, you must prove yourselves worthy of our honor."

Sorabeth rises and walks to the characters, passing by each one as she continues.

"I have a simple test for you, a test of knowledge and thought. You have proven your understanding of the ways of our land. Now I ask you to prove your understanding of logic, as that too is a kind of law.

"Assume that you stand at a fork in the roadway. Two men, brothers by their appearance, stand before you, one on each path. You hail them, and ask which path leads to the palace. They respond with the

information that one of them always lies and the other always tells the truth.

"Knowing what you do, what is the one question you could ask either man, and know that the answer is correct?"

The correct question is, "Which path would your brother tell me is the correct one?" Since one always lies, he would answer with the incorrect path. Since the other always tells the truth, he would also answer with the incorrect path. Allow the PCs as many tries as they need to arrive at the correct solution.

After they have answered correctly, Sorabeth purses her lips, reaches into the folds of her robe, and takes out the bronze square. She moves toward the party.

Following her lead, the two Archons land and move toward each character in turn, touching first the forehead, then the hands. As this motion is completed, the character knows instantly that he has been granted the Gift of the Archons. This is the ability to create the Archon Flame-Sword, which does 4-32 points of damage to any creature hit, including those undead, hit only by magical weapons, and those of other planes. All character classes can create this sword, even clerics and magic-users. Once created, it lasts for three turns.

If the characters have killed Valeratros, Sorabeth and the Archons are waiting for them when they enter the courtyard. They attack immediately. If the characters kill Sorabeth and the Archons, they find the bronze square in her purse.

2 Archons: AC -6; MV 360' (130'); HD 20*****; hp 90; #AT 1 sword (male), 2 heads/ 1 fire-breath (female); Dmg 4-32 (male), 3-30/3-30/4-24 (female); Save as C20; ML 11; AL L; XP 13,175; SA spells: *teleport*, *bolt of purity*; SD immuneto fire and poison (see Master's DM book, page 40).

Sorabeth: AC -16; MV 120' (30'); HD 44*****; hp 200; #AT 2 swords of 1 spell; Dmg 3-30 each; Save as F36; ML 11; AL L; XP 47,000; SA spells: *force field*, *heal*, *immunity*, *projected image*, *geas*; SD 75% Anti-Magic.

Once the characters have received the bronze square (and perhaps the Archons' Gift), the courtyard vanishes, and they find themselves before the lapis lazuli castle which is still empty. When they reach the henge, the Blue Realm vanishes, and they find themselves back on Guardian Mesa.



Encounter Setting

The white henge leads to the realm of Kerrisar. Her symbol is a stylized hourglass made of silver.

The White Realm is the mystical analog of the moon. The land is a magical setting based on the writings of the medieval philosophers, not the actual moon. Magic and theft are part of the ideal of the land. Spells are more witchcraft than magic. Illusions are more vision than hallucination. The characters must put their trust in the sea by riding the sea-horses. They must fight the destructive forces of the White Realm to win the silver hourglass, and then escape the wrath of the huntress and her dogs.

Aspects of this Adventure

This setting favors action over interaction with the island forces. There are several encounters, however, where role-playing is important.

Encounter Key

1. The Moonlit Sea

The white henge leads to a sea shore. The shoreline stretches right and left as far as you can see. The whole scene has a curious, dream-like quality because it is lit only by the light of the full moon. The waves washing against the shore splash up misty foam, looking silvery in the moonlight. Through the foamy mists, in the direction away from the henge, you can just make out an island across the water.

One of the "tips" the characters discovered about the adventure told them to "Call the sea-foam steeds and they will come." If the characters call out to the ocean for the steeds, the sea-foam forms into creamy white horses that can run on the water. The steeds are completely reliable. They cannot be harmed. They take the characters directly to the island, wait for them, then return them to the sea shore near the henge.

While crossing the sea, there is a one in four chance (on 1d6) that the PCs encounter Astacus, Guardian of the Shore.

Astacus is a 25-foot tall merman with the

pincers of a crab. He appears from under the sea and immediately attacks the characters, giving them just enough time to draw their weapons. The characters have no problem fighting while mounted on the sea-steeds; they cannot fall or be knocked off.

Astacus: AC -12; MV 180' (60'); HD 30; hp 135; #AT 2 pincers; Dmg 6-60 each; Save as Fighter 30; ML 11; AL N; XP 4750.

The sea-steeds always remain in contact with the water. They stop once they reach the island's shore, and refuse to move inland.

2. Oak, Ash, Thorn, and the Path

The island is covered with a forest of oak, ash, and thorn trees. The path on the island is twisting and indirect. In general, however, it wanders inward toward the center of the island. The characters could pick up the path at several places where it touches the island shore. It makes little difference where the characters join the path; sooner or later it leads them to the center of the island.

When the characters find the path, there is a one on four chance (on 1d6) of encountering two huge white dragons. These immediately attack.

The White Realm

Huge White Dragons: AC -1; MV 360' (120'); HD 12****; hp 54 each; #AT 1 bite/ 5 other; Dmg 2d8 + 8/1d8 + 2 each; Save as Fighter 36; ML 10; AL N; XP 4300; SA cold breath.

3. The Crystal Altar

You see a woodland shrine, formed by nine large willow trees on the bank of a small river. Parallel to the clearing formed by the trees is a U-shaped bend in the river.

The focal point of the clearing is an altar built of crystalline quartz. On the ground in front of the altar are hundreds of small ivory animals of various types. On top of the altar is a stylized silver hourglass.

As soon as a character steps toward the altar, read the following.

From the trees behind the altar steps a maiden, clad in a flowing, diaphanous gown. Her ivory skin is dappled with sunlight filtering through the trees. Behind her stands a horse, also white. Curiously, the maid's hair is a deep green, as is the horse's mane. Both she and the animal fix you with their blood-red eyes. You feel rooted to the spot.

"I am Kerrisar, Guardian of this place. I know why you are here." She draws a silver bow, and nocks it with a silver arrow. Carefully, she draws a bead on the closest member of your party. "You have come for the hourglass. I care not for your reasons. If you are determined to have it, you must game for it."

Still holding her aim, she gestures with her head. "Over there, 200 feet distant, is a target. You and I shall test our prowess with bow and arrow. Whoever shoot the best three out of five rounds wins the hourglass. Now choose your representative. I shall wait."

She continues staring at your group, not lowering her bow.

If the characters refuse her challenge, they have to bargain for the silver hourglass. Kerrisar is not an easy mark, and has no intention of parting with this easily. Money is of no importance to her, so offering gold or silver is useless. Kerrisar may, however, be willing to loan the hourglass to the party in exchange for one of the members, who must remain with her as a kind of security deposit.

The characters should realize that there is a penalty for losing the archery match. If they do not ask her, Kerrisar offers no further information. However, if they should inquire about the future of the loser, she gives a low chuckle. In this case, read the following text.

"Should you lose, I have the right to fire one of my arrows into you. True enough, it may kill you. But equally true, it may help you. Neither you nor I know what will happen. If you refuse to accept this penalty, I have no choice but to hunt you to the death."

If the party accepts the challenge and the terms of the penalty, the match begins. If the chosen PC wins the match (best three shots out of five), the party takes the hourglass with Kerrisar's blessing. If the PC loses, and accepts the penalty, Kerrisar fires one of her arrows into the PC (not at a vital area). For effects, see Kerrisar's entry in the NPC's Section.

If the party did not ask about a penalty, went through with the match, and lost, Kerrisar turns to the loser and says,

"Now you must pay the penalty. Stand and accept."

With that, she fires one of her arrows into the loser as stated above.

If the party asks about the penalty and refuses to accept it, Kerrisar swiftly mounts her horse and begins the hunt. She fires arrows at the party members, and intends to kill them all. Their only chance for the hourglass now is to kill her, or to distract her so that one of them can sneak back to the altar and steal it. As soon as she begins to move toward the party, her hounds (who until now have been waiting silently in the woods behind her) leap from their places and join the fray. There are nine of them, white and green furred, with huge jaws and blood-red eyes. They are highly trained not to kill, but to harry and herd.

Kerrisar: AC -13; MV 120' (40'); HD 39***; hp 175; #AT 2 arrows or sword; Dmg special or 3-18 each; Save as Fighter 36; ML 10; AL N; XP 26,500; SA magical arrows; SD 50% Anti-Magic.

Kerrisar's Arrows

Each of her six silver arrows has a random magical power. Whenever she shoots a living

person with one of them, one of the following things happens.

- 1 = takes 6-60 points of damage
- 2 = loses 1-10 years of age
- 3 = takes 9-90 points of damage
- 4 = turns ethereal for 1-10 turns
- 5 = gains ability to recognize carnivex no matter what current form it takes
- 6 = random body part turns to silver

(roll again on 1d6)

- 1 = head (fatal)
- 2 = torso (fatal)
- 3 = left arm
- 4 = right arm
- 5 = left leg
- 6 = right leg

Organic material such as brains and lungs do not adapt to this change, and so the first two results are for all intents and purposes immediately fatal. Muscle tissue, however, is not adversely affected. Silver limbs act just as normal ones regarding movement and damage.

Horse: AC -5; MV 240' (80'); HD 13*; hp 60; #AT 2 hooves/1 bite; Dmg 1-10/1-10/1-6; Save as Fighter 13; ML 10; AL N; XP 2500; SD 25% Anti-Magic

Hounds: AC 2; MV 240' (80'); HD 6*; hp 27 each; #AT 1 bite; D 2-16; Save F6; ML 10; AL N; XP 500; SD 25% Anti-Magic.

3. Back to the White Henge

The characters can once more ride the sea-foam steeds across the water. If they did not encounter Astacus on the trip to the island, they must encounter him now.

When the players get back to the white henge, the island and the sea are covered in an all-pervading fog. Any attempt to return to the island or sea is fruitless.



Encounter Setting

The yellow henge leads to the realm of Morilon who resides in a magnificent desert oasis. His symbol is a circle made of gold.

The yellow realm is dominated by harmony, warmth, and friendship. This setting requires a balance of action and role-playing. The PCs will have to act fast to survive the Cave of the Winds, but good role-playing could gain them the help of Morilon.

Encounter Key

1. Sun Mountain

Emerging from the yellow henge, you are on the ledge of a mountain in the middle of a desert. The ledge is about 100 feet wide and 300 feet across. The desert floor seems to be 1,000 feet down. Off in the distance, in the direction away from the henge, you see an oasis.

Nearby on the ledge is the opening of a large cave. A few yards beyond that, you notice a place where it would be possible to safely climb down to the desert floor.

As you ponder your next move, your attention is drawn by a loud snort from the other side of the ledge.

The source of the snort is a huge gold dragon, struggling to lick a wound in his back that is just out of reach. The dragon sees you and says, "More of you? Come to finish me off, did you?"

The dragon had been flattered by Hyperbius (from encounter 4) into posing for a statue, but when the dragon grew bored and tried to fly away, Hyperbius responded with a whack from his sword. The wound is minor, but the dragon's dignity is severely bruised. He is in a very bad mood.

huge gold dragon: AC -6; HD 22****; hp 100; MV 300'(100'), 360'(120')flying; #AT 1 bite/5 others; D 6d6 + 8/4d4 each; Save F36;ML11.AL L; XP 18,500; SA spells; SA fire or chlorine gas breath, spells

First level: *detect magic, hold portal, light, protection from evil, ventriloquism*

Second level: *mirror image, locate object, knock, continual light, phantasmal force*

Third level: *dispel magic, haste, fireball (x3)*

Fourth level: *confusion, wall of fire (x3)*

Fifth level: *feblemind, hold monster (x2)*

The dragon will continue trying to lick his wound, muttering under his breath and ignoring the party. If the PCs move toward him, he will roar a warning.

The dragon will only attack if the PCs attack first. If the PCs can convince him they mean him no harm, the dragon will cautiously allow a single PC to approach him and tend to his wound. If a PC gives him first aid, the dragon will sheepishly thank them and briefly converse with them before he flies away. He is too prideful to tell them what happened, saying it was only an accident, but he can tell them that the Guardian resides in the distant oasis.

If the PCs attack him, the dragon will fight for two rounds, then fly away. If the PCs make no attempt to help him, the dragon will say indignantly, "Thanks for nothing" and fly away.

2. The Cave of the Winds

For this encounter, the DM should refer to the *DM Map 8: The Cave of the Winds*.

Before the PCs get a chance to climb down the mountain, a magical wind will begin to blow. It will start as a stiff breeze but will

soon be strong enough to sweep the PCs off their feet. The PCs will have three rounds to prepare themselves or counter the wind by some appropriate magical spell such as *control wind* or *weather control* before they are blown into the Cave of the Winds.

Once in the cave, the PCs will bounce off the cave wall three different times and then will be flung out a second opening in the cave to the desert below. Any PC who falls to the desert floor takes 10-60 points of damage.

The magical wind moves the PCs at about 25 miles per hour. The map scale of 20 feet per square means the PCs will move about 11 squares per round; they will therefore be in the cave for a total of eight rounds before being flung to the desert floor. They will hit the cave wall on the second, fourth, and sixth round.

Besides using some magical power to control or stop the wind, there are several places in the cave where the PCs could halt their progress. A PC with a long staff could jam it between the rock outcroppings at point 4 on the map to stop his momentum. A PC passing under the hole at point 8 could grab the dangling root by rolling his dexterity or less on 1d20 with a -2 penalty for the wind (the root could support two PCs). The rise in the floor at point 2 and the pool of water at point 6 provide other opportunities for quick-thinking PCs to save themselves.

The DM should be sure to describe all landmarks in the cave as the PCs approach them. While the DM should consider any reasonable attempt the PCs make to save themselves, he should also bear in mind that because of the wind they must make their decision quickly.

The wind blows for 10 minutes, then stops for 20 minutes, repeating the cycle every half hour.

The Yellow Realm

3. The Great Desert

The desert is dry and barren. Although the heat is intense, it is strangely soothing, and the journey passes quickly.

Suddenly a spectacular creature streaks across the sky. It looks like a gigantic orange eagle surrounded by intense flames.

The creature is a greater phoenix. It will swoop harmlessly over the heads of the PCs, coming no closer than 40 feet.

greater phoenix: AC -2; HD 18****; hp81; MV150'(50'), 450'(150') flying; #AT 2 claws/1 bite; D 2-12/2-12/4-24; Save F20; ML 10; AL N; XP 8,875; SA dies as a fireball 20d6; SD immune to fire, *charm*, *hold*, and weapon less than +3.

The phoenix means the party no harm; it is merely curious. It will make three passes, and it will streak off towards the horizon after the third. However, if the PCs attack, it will fight back with its beak and claws. If killed, it will reappear from its ashes one round later and flee.

The desert continues as far as the eye can see. The oasis is now less than a mile away. It looks like it has formed around a pool of water.

As you round a high sand dune, you come upon a clearing surrounded by craggy rock formations of salmon-colored sandstone. A warrior dressed in golden suit armor is working on an elaborate sculpture of a lion nearly 10 feet high. The sculpture is made of gold and amber and is breathtakingly beautiful. There are about a dozen other statues in all, including a rooster, a doe, and an oversized statue of the warrior himself. Several others are in various stages of completion.

The warrior has a shield slung across his back bearing the emblem of the sun wearing a crown. He wears a saffron-colored cloak over his armor. Flames flicker along the blade of a sword sheathed at his side.

In the background are six warriors, also dressed in gold, though not as elaborately. They are tending to the sculptor's tools and arranging large golden blocks for new statues.

The sculptor sees you and smiles broadly. "Well," he says, "what do you think?"

The sculptor is Hyperbius, the Grand Master of the Brotherhood of the Sun. The other six are sollux (sun brothers), the bodyguards and assistants of Hyperbius. Hyperbius is both a mighty warrior and gifted artist. He has spent a long time assembling these sculptures as a tribute to nature (and to his own ego).

Hyperbius will proudly show the PCs his sculptures after carefully warning them not to touch them. He will engage in small talk, although he has no information of interest to the party. He considers himself an expert in the philosophy of art; if asked why he chose this location for his work, he will say pretentiously, "What better place for beautiful art than amidst the splendor of nature?"

After sizing up the group, Hyperbius will approach the most attractive female (the DM's choice) or, if no females are present, the most handsome male (again, DM's choice) and ask the PC to pose for a new sculpture. Hyperbius will be most insistent and will take offense if the PC resists.

The DM should make clear during the course of the conversation that Hyperbius takes years to complete a single sculpture. If the party leaves the chosen PC to pose, it is unlikely they will ever see him or her again. If the PCs attempt to leave, Hyperbius will lose his temper and attack with the aid of the six sollux. At no time will they attack the chosen PC.

Hyperbius is a 36th level fighter and could get four attacks per round if he has a 2 or less modified score to hit (quite likely, since he has a +16 bonus to hit). The sollux are 14th level fighters and sword Experts with a 17 strength and are +8 to hit.

Hyperbius: AC -19; HD as F36; hp 122; MV 60'(20'); #AT 2 sword (4 possible); D 2d6 + 16 each; Save F36; ML 11; AL L; XP 41,000; SD immune to fire, *dispel magic*, and *detect invisible*

sollux (6): AC -3; HD as F14; hp51, 55, 50, 52 56, 50; #AT 1 sword; D 2d8 + 4; Save F14; ML 10; AL L; XP 2,500; SD immune to *dispel magic* and *detect invisible*

If Hyperbius or any of the sollux lose more than half of their hit points, Hyperbius will insist that the battle cease. If the PCs stop attacking, Hyperbius will profusely apologize for their behavior. "This is not the way of men of art," he will say. "Go in peace with my apologies." If the PCs leave, Hyperbius will resume his sculpting. If the PCs continue attacking, Hyperbius and the sollux will fight to the death.

Attempts to steal the statues will be ultimately futile, as they cannot be transported out of the realm.

5. Morilon the Golden

The magnificent oasis is filled with palm trees and sunflowers. In the center is a large pool of crystal clear water. The scent of cloves and cinnamon fills the air.

In front of the pool is a lion-headed man seated on an amber throne. He has golden hair, a short powerful body, and yellow cat's eyes. Two lions sit attentively at his feet. He greets you with a warm smile. "Welcome, my friends."

This is Morilon the Golden, the Guardian of the yellow realm. He is a man of peace and unless the PCs purposely antagonize him, he will be their friend. He will offer them oranges and pears to eat and will listen carefully to their story. His lions will rub against their legs and purr like kittens. If asked, he will gladly give them his symbol, the circle of gold.

Before leaving, each PC will be given a choice of taking a *potion of cureall* with them or having all wounds cured on the spot. In either case, the effect comes from the water in the oasis pool. The water's power will only work once per PC; a second drink has no effect.

Morilon: AC -14; MV 120' (40'); HD 55***; #AT 2 javelins or sword; D 4-40; Save F36; ML 10; AL L; XP Value 42,500; SA blood does 2-12 points of damage on contact with opponent's skin; SD invulnerable to fire-based attacks, 75% Anti-Magic; on first hit from javelin or sword opponent must save vs. Spells or be blinded for 3-18 turns.

Note: Unlike the other six realms, there is no chance for any other encounters on the return trip to the yellow henge. Once the PCs have visited the seven realms, they may go on to Carnifex Castle.

PART II: CARNIFEX CASTLE

When the last symbol is placed in its niche in the circle, you begin to feel disoriented. The seven henges start to fade out. When all seven symbols are in place, anyone who is wounded becomes magically healed of all wounds. All spell casters suddenly have their full number of spells memorized.

Encounter Setting

The second part of the adventure deals with the Carnifex Castle. The characters have collected all of the seven symbols and have opened the gate to the prison world. If they have not, the characters must return to the seven realms to collect the missing symbols. Without the seven symbols, they can continue no further.

After the seven symbols are in place and the characters have made the transition to the next setting, they must now enter Carnifex Castle, find the Carnifex and their treasure, and see if the Carnifex have any invasion plans.

The Carnifex have declined in population as the centuries have passed. As their numbers dwindled, they sealed off most of the castle (magically filling in the open areas with solid rock). They have only bothered to keep open the areas where they live and the areas where they have set traps to catch intruders.

The three sections of Part II should be played in the order given. Time functions normally in the prison world, and there are no restrictions to movement.

Wandering Monsters

Once the characters have entered Carnifex Castle, there is a chance that they will run into wandering monsters. At the start of each second turn, the DM should roll 1d6. On a roll of 1, the characters will encounter a wandering monster. Use the table given below for such encounters. It is suggested that no wandering monster be repeated during the course of play.

Wandering Monster Table

Die Roll Monster

1	1 Beholder
2	2 Carnifex Guards
3	1 Sporacle
4	2 Carnifex Chaplains
5	1 Undead Beholder
6	2 Carnifex Tricksters

Beholder: AC 2/5/7; HD 11*****; hp 50; MV 30' MV 30' (10'); #AT 1 bite + special; D 2-16 + special; Save M11; ML 12; AL C; SA 10 eyes (see *DM's Companion*, pages 28-29)

2 Carnifex Guards: AC -13; HD as F18; hp 68; MV 60' (20'); #AT 1 sword or 1 spell; D 2d6 + 14; Save F18; ML 10; AL C; XP 10,600; SA spells (*anti-magic shell, haste, lightning bolt, mirror image*); SA + 14 to hit

Sporacle: AC 0; HD 7***; hp 32; MV 180' (60'); #AT 12 tentacles/1 bite; D 1 + paralysis/2-20; Save special (see page 39, *Master DM's Book*); ML 10; AL C; XP 1,650

2 Carnifex Chaplains: AC -12; HD as C18; hp 50; MV 60' (20'); #AT 1 mace or 1 spell; D 2d4 + 8; Save C18; ML 9; AL C; XP 10,600; SA spells 6, 6, 5, 4, 4, 3, 2

Spells Known

First level: *cause light wounds, detect magic, darkness, purify food and water, cause fear, resist cold*

Second level: *blight, hold person, confuse alignment, resist fire, silence 15' radius, snake charm*

Third level: *continual darkness, cause disease, curse, speak with dead, striking*

Fourth level: *animate dead, cause serious wounds, dispel magic, create poison*

Fifth level: *commune, cause critical wounds, quest, finger of death*

Sixth level: *aerial servant, barrier, cure all*

Seventh level: *obliterate, life drain*

Magic-user spells: *force field, anti-magic shell, fire ball, haste, mirror image*;

SA + 10 to hit

Undead Beholder: AC -4/-2/3; HD 20*****; hp 90; MV 60' (20'); #AT 1 bite + special; D 2-20 + special; Save M20; ML 12; AL C; XP 14,975; SA 10 eyes (see *Master DM's Book*, page 25)

2 Carnifex Tricksters: AC -6; HD as T18; hp 50; MV 120' (40'); #AT 1 sword or spell; D 2d8 + 8; Save T18; ML 9; AL C; XP 10,600; SA spells (*reverse gravity, anti-magic shell, teleport, telekinesis, fly, lightning bolt, invisibility*); SA + 10 to hit

All wandering monsters will automatically attack any and all intruders.

Encounter Key

1. The Entrance

A feeling of disorientation passes. The plateau atop Guardian Mesa is now nestled high above the clouds. The seven henges have disappeared.

About half a mile away, a castle also floats on the clouds. The castle is immense — the size of a large city. It looks like all the doors and windows except for the main gate have been completely sealed up with stone. The only entrance visible is a massive wooden door.

A narrow stone bridge connects the plateau and the castle. The bridge is only two feet wide; it seems to span a bottomless abyss.

Below the plateau, bridge, and castle floats a strange-looking bank of clouds. The clouds are a greasy green color. Small flecks of light dart back and forth inside them. The clouds drift in what seems a completely random manner.

The clouds beneath the plateau, bridge, and castle are magical. They are poisonous, and also have the power of petrification. Each turn a character spends in the clouds, that character must make two saving throws at -5 each: one versus dragon breath for the poison and one versus turn to stone for the petrification. Failure to make these saves result in the character's death. A character would have to fall off the bridge to be in any danger from the clouds.

The bridge is half a mile long (2640 feet). Any character moving faster than 40' per round has to make a save versus death to keep from falling off the narrow bridge.

2. The Horn at the Gate

The only entrance to Carnifex Castle which has not been completely sealed with rock is the front gate. The gate is a massive wooden door which appears to be locked. Hanging from a peg on the door is an ornate ivory and brass horn.

The castle itself is built of a strange kind of stone. The stone is dark gray, but gives off a stale, repellant odor. The surface of the stone oozes with some slick, oily film.

The stone surface is disgusting, but it is safe to touch. The characters have to decide whether or not to blow the horn. Two differ-

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ent rumors provide them with conflicting advice. The decision they make will determine a later encounter.

If the characters blow the horn, the nuckalavee from Encounter 4, The Hall of the Undead, is gated out of the prison dimension. While the nuckalavee by itself should give the characters no problem, the fewer monsters the characters have to face in later encounters, the better.

Blowing the horn affects the set-up for the Hall of the Undead later in this section. If the nuckalavee is teleported to the entrance, its place in the hall is vacant, but two other monsters are called up by the lich. See Encounter

4, Hall of the Undead, for this information.

Note that the entrance to the castle is locked, and will require the talents of a thief to open it. If the attempt is unsuccessful, or if there is no thief in the party, the door can be forced open by brute strength. Success in this latter event requires the strength of two characters, the combination of which must equal no less than 30.

3. The Deadly Maze

You see a long passage which leads to a four-way intersection and beyond. The

halls are 10 feet wide, composed of stone, and have 10 foot ceilings. The passages are unlit, and carry a dank, unrecognizable odor.

Use the *DM Map 11: The Deadly Maze*. This section is essentially a maze filled with various traps. The numbers marked on the map are the encounter numbers of this section — each is a trap of some sort. Since the Carnifex have a particular taste for human and demi-human flesh, many of the traps deal with this bizarre appetite in one way or another. Note that each trap is duplicated, so it is possible



for characters to run into the same type of trap more than once. As described earlier, the rest of the castle has been sealed off; thus, the maze is the only way to reach the Carnifex.

The characters have no real way to tell compass directions inside the castle. The DM can either give map directions using "ahead," "behind," "left," or "right," or can arbitrarily make the top of the map the "north" direction.

The maze begins with the gate to the castle; it ends where the corridor leads to the Hall of the Undead.

The maze was built to confound even the best thieves. The design and construction is so cunning and magical, and the thought processes behind the structure are so alien, that thieves only have half their normal chance to Find and Remove Traps (rounded up in the character's favor). In addition, some of the traps have been magically concealed; consequently, the magic will have to be removed before the thief has a chance to find and remove the trap. Traps that are magically concealed are also resistant to magical methods of detection (as with a *wand of trap detection*) until a *dispel magic* spell is used. Even then, the traps in the maze can only be found or neutralized magically on a roll of 01-50 (in other words, with a 50% chance of success). The traps in this section of the castle are magically set to recognize the Carnifex and their minions, and will not be set off as they pass over these traps.

A. Barbecue Pit

Trap A is a pit of poisonous barbecue sauce. When triggered, a section of the floor falls away to drop the character into a pit. The trap is triggered on a roll of 1-2 (on 1d6) by the first character walking over the spot. The barbecue sauce is poisonous to anyone other than the Carnifex; for this reason, a saving throw must be made against poison at a -4 penalty to the roll. If the save is successful, the character takes no damage.

B. Teleporter

Trap B is a *teleportation* spell. The spell is triggered on a roll of 1-2 (on 1d6) as with trap A. The victim of this trap is teleported to a large meat processor inside the frozen food locker marked on the map. The meat processor does 10-60 points of damage per round.

Even if the character escapes the meat processor, he still has to get out of the food locker before freezing to death (an event which takes place after 10 turns). The normal method for getting in and out of the locker is by *teleportation* — a method which is easy for

the magically-inclined Carnifex.

C. Bakery Walls

Trap D is triggered on a 1-3 roll (1d6). When triggered, the walls, floor, and ceiling heat up suddenly like the inside of an oven. The effect stretches 60 feet in either direction of the point the trap is triggered. Each turn a character spends inside this stifling, hot passage will result in 6-36 points of damage to that character. This particular trap has been magically concealed.

D. Deadly Gas

Trap E is a tasteless, odorless, invisible gas that builds up in the corridors. The gas spreads out 100 feet in either direction. The first turn a character spends in the gas will result in 5 points of damage; the second turn results in 10 points of damage; the third turn results in 15 points of damage, and so on. This trap is triggered on a roll of 1-3 (1d6).

E. Glue Floor

When this trap is triggered, hundreds of spouts pour out a liquid from holes in the ceiling and walls. As soon as the liquid mixes with the air, it begins to harden. The end result is a thick, pasty glue which causes the characters to stick to the floor. Weapons will likewise stick in the characters' hands. A character who touches someone else will also stick to him.

The glue extends for 30 feet in either direction. This trap is triggered on a roll of 1 (1d6). The glue is not especially dangerous in itself, although it will take characters an average of 1-4 turns to free themselves. This particular trap has been magically concealed.

F. Slippery Chute

Trap G is a chute which leads to the Carnifex larder 500 feet below this level (the larder is not shown on the map). The chute drops to a 45 degree angle and is coated with grease. Once a victim starts to slide, it is almost impossible to stop. The hinged trap door of the chute is triggered on a 1-2 (1d6).

Two Carnifex guards armed with meat cleavers (treated as battle axes for damage, etc.) wait in the larder.

2 Carnifex guards: AC -9; HD as F18(M)*; hp 68; MV 60' (20'); #AT 1 battle axe** or 1 spell; D 1d8 + 14; Save F18; ML 10; AL C; XP 10,600; SA spells (*anti-magic shell, haste, lightning bolt, mirror image*); SA + 12 to hit

The Carnifex guards will have an immediate

two attacks on victims — more if the victims have dropped their weapons or have none drawn. The Carnifex guards attack with a hungered vehemence, attacking characters with meat cleavers first, relying on spell magic only as a last resort in combat. Characters who are dead or unconscious after this encounter will often be taken (via *teleportation*) to the frozen food locker to be processed and/or stored for later consumption. The Carnifex guards will only rely on their ability to *teleport* as a method of escape in only the most disastrous circumstances, preferring to fight to the bitter end in most cases. This determination in battle is due in part to the Carnifex ego, which allows the Carnifex to envision themselves as levels above humans and other mere mortals.

G. Quicksand Wall

Trap H is triggered on a roll of 1-3 (1d6). Initially, the walls in a 10 foot long area will act as giant magnets, attracting to them any object made of iron or steel. No one character is strong enough to resist the magnetic pull of this trap, although the combined strengths of two characters free of the attraction can release a character. The combined strengths of the two characters must equal no less than 30 for this to succeed.

Once a victim is stuck to the wall, it magically changes into a substance much like quicksand, sucking the character into the wall. Metallic objects will be the first to be sucked in. Any character who chooses to lose the metallic objects (hastily getting out of armor, abandoning shield, sword, etc.) will be able to get free before being sucked in. Failure to abandon these objects will result in the character being sucked into the wall along with the metallic object.

As an added damage, the wall secretes an extremely powerful acid, which will dissolve all metallic objects immersed within it inside of 8 rounds. Characters will take 10-60 points of damage for every round they are immersed in the acid.

H. Flame Broiled

Trap I is triggered on a roll of 1-2 (1d6). Characters may be somewhat suspicious of the walls, ceiling, and floor of this passage; they are covered with ash and soot. If the trap is triggered before the characters catch on, the individual setting the trap off will be the focal point of a *fire ball* doing 20d6 points of damage.

If the characters make it through the maze, they will come upon a long corridor which

PART II: CARNIFEX CASTLE

leads to a closed double door. Beyond this doorway is the next encounter.

4. The Hall of the Undead

You see a large rectangular hall 180 feet long by 120 feet wide. The double wooden doors are 10 feet across (5 feet each) and are located in the middle of a 120 foot wall. The ceiling is 60 feet high.

A number of interior walls stretch from floor to ceiling. Twenty feet from the entrance is the first wall; it is 5 feet thick, 70 feet long, and stands midway between the long walls. Twenty feet behind this wall are two more walls; each are 5 feet thick and 50 feet long. Both walls connect with the side walls, and as you round the first wall, you see a 20 foot opening in the center of the room between them. Twenty feet beyond this opening is another wall which appears identical to the first. Beyond this, you can see no further details.

Use *DM Map 12. The Hall of the Undead*. If the characters did not blow the horn at the gate, the nuckalavee will be stationed at position 1; otherwise, if the horn was blown, position 1 is vacant.

If the horn was blown, positions 2 and 3 will be guarded by a revenant and a shade, each of which were summoned by the lich and nightwalker, as described earlier. If the horn was not blown, the revenant and shade may still be summoned by the lich and nightwalker at a later point, possibly attacking the characters from the rear as the lich and nightwalker are attacking from the front.

Positions 4 and 5 are guarded by the lich of a 25th level magic-user and by a nightwalker. Position 6 is occupied by a black hag. All these creatures are controlled by the Carnifex chaplains; as a result, there is no chance for a cleric to turn these creatures without first destroying the controlling Carnifex. (When a character tries to turn undead under the control of another being, the attempt is checked against that controlling being. Since the Carnifex are not undead, neither they nor their pawns can be turned while they are alive.)

Black hag: AC 4; HD 20*****; hp 90; MV 150' (50'); #AT 2 claws or 1 spell; D 2-8 + poison or spell; Save C20; KL 10; AL C; XP 13,175; SA spells 7, 6, 5, 4, 4, 4, 3

Spells Known

First level: *cause light wounds, detect evil, detect magic, darkness, purify food and water, cause fear, resist cold*

Second level: *blight, hold person, confuse alignment, resist fire, silence 15' radius, snake charm*

Third level: *continual darkness, cause disease, curse, speak with dead, striking(ei)*

Fourth level: *animate dead, cause serious wounds, dispel magic, create poison*

Fifth level: *commune, insect plague, quest, finger of death*

Sixth level: *aerial servant, barrier, speak with monsters, word of recall*

Seventh level: *earthquake, obliterate, life drain*

SA save vs. poison at -4 (see page 31 of the *Master DM's Book* for further information)

Lich: AC 0; HD as M25; hp 39; MV 90' (30'); #AT 1 touch or 1 spell; D 1-10 + paralysis or by spell; Save M25; ML 10; AL C; XP 7950; SA spells 7, 7, 6, 6, 5, 5, 4, 4, 3

Spells Known

First level: *charm person, floating disc, hold portal, darkness, magic missile, read magic, shield*

Second level: *continual darkness, detect invisible, ESP, invisibility, mirror image, phantasmal force, web*

Third level: *dispel magic, fire ball, fly, hold person, lightning bolt, protection from normal missiles*

Fourth level: *confusion, dimension door, ice storm/wall, polymorph self, curse, wall of fire*

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

Sixth level: *anti-magic shell, death spell, disintegrate, projected image, wall of iron*

Seventh level: *create normal monsters, delayed blast fire ball, power word stun, reverse gravity*

Eighth level: *explosive cloud, force field, mind barrier, power word blind*

Ninth level: *immunity, power word kill, prismatic wall*

(see pages 33-34 of the *Master DM's Book* for further information)

Nightwalker: AC -6; HD 26*****; hp 117; MV 150' (50'); #AT 2 blows + poison + armor crush (50% base chance); D 3-30 each; Save F26; ML 12; AL C; XP 20,000; SA & SD, see pages 36-37 of the *Master DM's Book*

Nuckalavee: AC 4; HD 11***; hp 50; MV 120' (40'); #AT 2 claws; D 3-24 + death each; Save F11; ML 10; AL C; XP 3,500; SA cone of cold; SD save vs. fear

Revenant: AC -3; HD 18****; hp 81; MV 120' (40'); #AT 2 claws/1 bite; D 2-8/2-8/3-6 all + poison; Save F18; ML 10; AL C; XP 6,600; SA surprise 50%

Shade: AC 0; HD 11***; hp 50; MV 120' (40'); #AT 1 dagger; D 3-12; Save M11; ML 9; AL C; XP 3,500; SA surprise 90%, Save vs. death

The various monsters in the room have a total treasure of 70,000 gp, 25,000 pp, 100 gems worth 100,000 gp, 50 pieces of jewelry worth 250,000 gp, plus a *potion of longevity*, *talisman of elemental travel*, *ring of protection +4*, and a *+3 shield*.

The double door in the back of the room leads to the next encounter. The door is locked from the other side, but can be picked by a thief from this side. Otherwise, magical means or brute force will need to be applied — the latter of which is bound to attract some attention within the next section.

Upon opening the door, the characters will see a short passage that ends in a single wooden door. This door is also locked from the other side, but can be picked from this side by a competent thief. Other means may be necessary as above in the event that there is no thief among the characters.

Endgame

Encounter Setting

The characters find that: 1) the Carnifex have built a one-way gate that leads directly from their dimension to that of the characters' home world, and 2) the Carnifex have discovered the means to make a magical device that can create undead duplicates of any living creature. This device is a large staff composed of ebony and studded overall with black diamonds.

It has taken the Carnifex a millenia of magical research and a special ceremony taking more than 30 years to complete, but they are now prepared to invade the home of the characters and wreak havoc on it.

Worse yet, the device that creates undead doubles is powered by the rare and highly-magical black diamonds. It is possible that

the characters might be carrying extra "fuel" for the perfidious magical device (in the form of the black diamonds from the Black Realm).

The character will not only have to defeat these Carnifex who are presently on guard — they will also have to defeat their own undead doubles once the staff is used. The characters can then destroy the magical device and then return home. Without the giant staff of undead duplication, the Carnifex would be easily defeated if they tried to invade the characters' home dimension.

Note: The Dungeon Master should use *DM Map 5: The Carnifex Shrine*.

Encounter Key

1. Carnifex Sentries

When you exit the Hall of the Undead, you see a large room 130 feet wide by 70 feet long. Opposite the door you entered, there is a 20 foot wide arch flanked by tall black pillars. The arch leads to another room beyond the first one. The first room has two other doors in the middle of each side wall. The back room is filled with a shadow-like fog that spills out a little into the front room.

There are four lizard-like humanoids in the room. Each is seven feet tall. Two of these creatures are dressed in armor and carry maces; the other two are dressed simply in robes.

The first two creatures are, of course, Carnifex chaplains; the remaining two are Carnifex magi. All four will automatically attack the characters, as their purpose is to guard the ebony mace and the gate to the characters' home dimension. The Carnifex have an extreme sense of duty. In the case of the Shrine of the Carnifex, the chaplains and the magi will not hesitate to use their powerful magic on intruders. The Carnifex are egotistical to a good degree, and will view the characters as nothing more than mere mortals battling gods. This egotism is not only the driving force behind the Carnifex in battle; it also their downfall. As a result of this aspect of their character, they often fight to the bitter end.

Note that the positions where they all start are marked on the DM's map.

2 Carnifex Chaplains: AC -12; HD as C18; hp 50; MV 60' (20'); #AT 1 mace or 1 spell; D 2d4 + 8; Save C18; ML 9; AL C; XP 10,600; SA spells 6, 6, 5, 4, 4, 3, 2

Spells Known

First level: *cause light wounds, detect magic, darkness, purify food and water, cause fear, resist cold*

Second level: *blight, hold person, confuse alignment, resist fire, silence 15' radius, snake charm*

Third level: *continual darkness, cause disease, curse, speak with dead, striking*

Fourth level: *animate dead, cause serious wounds, dispel magic, create poison*

Fifth level: *commune, cause critical wounds, quest, finger of death*

Sixth level: *aerial servant, barrier, cure all*

Seventh level: *obliterate, life drain*

Magic-user spells: *force field, anti-magic shell, fire ball, haste, mirror image;*

SA +10 to hit

2 Carnifex Magi: AC 0; HD as M36; hp 59; MV 120' (40'); #AT 1 dagger or 1 spell; D 2d4 + 4; Save M36; ML 10; AL C; XP 19,250; SA spells 9, 9, 9, 9, 9, 9, 9, 9

Spells Known

First level: *charm person, detect magic, floating disc, light, magic missile, read languages, read magic, shield, sleep*

Second level: *continual darkness, detect invisible, ESP, invisibility, knock, locate object, mirror image, web, wizard lock*

Third level: *dispel magic, fire ball, fly, haste, hold person, infravision, invisibility 10' radius, lightning bolt, protection from normal missiles*

Fourth level: *charm monster, confusion, ice storm/wall, massmorph, polymorph others, polymorph self, curse, wall of fire, wizard eye*

Fifth level: *animate dead, cloudkill, conjure elemental, contact outer plane, dissolve, hold monster, telekinesis, teleport, wall of stone*

Sixth level: *anti-magic shell, death spell, disintegrate, geas, invisible stalker, move earth, projected image, flesh to stone, wall of iron*

Seventh level: *create normal monsters, delayed blast fire ball, magic door, mass invisibility, power word stun, reverse gravity, summon object, sword, teleport any object*

Eighth level: *create magical monsters, explosive cloud, force field, mass charm, mind barrier, permanence, polymorph any object, power word blind, symbol*

Ninth level: *contingency, create any monster, gate, immunity, maze, meteor swarm, power word kill, prismatic wall, shapechange*

SA +8 to hit

2. The Shrine of the Carnifex

The room beyond the black pillars is 70 feet wide and 50 feet long. The walls are panelled in gold, encrusted with gems. The arch is in the middle of one of the wide walls. In the center of the room, shrouded in shadows is the dim shape of an altar. From what you can make out, it appears to be made of the same oily stone as the castle is made of. The shadow gets darker as it goes inward toward the altar, reaching a point at center where things are barely discernible. Resting on the altar is a long, cylindrical object which cannot be entirely made out. From this point radiates a shadowy fog which fills this room with darkness, some of which spills out into the previous chamber.

This will probably be the characters' final combat of the adventure. The darkness from the black diamond staff has a rather unique power: it will duplicate any creature (except its creators — the Carnifex) bathed by the shadow (somewhat like a clone spell). The duplicates will, however, be similar to undead, looking like pale, bloodless imitations of their originals.

Once the characters enter the altar room, they will begin to feel somewhat lightheaded. When the feeling passes, they will find before them their exact duplicate as described above. Like clones, the undead duplicates will immediately attack the original characters, acting purely on impulse as they are controlled by the spell power of the staff. The psychic link between the character and the undead duplicate is so strong that a character can only attack his duplicate as long as that duplicate has hit points. Once the duplicate is reduced to zero or less hit points, the character is free to attack any other undead duplicates.

Clerics will not be able to turn their own duplicate. Once that duplicate is reduced to zero or less hit points, a cleric can then try to turn the other duplicates.

Duplicates are similarly limited to attacking their original until that original has been slain.

Each duplicate will be exactly like the original character except that they will possess none of the magical items of the original. Thus, a duplicate of a fighter with an 18 strength, +3 plate mail, and 97 hit points would have the 18 strength and 97 hit points, but would be wearing non-magical plate mail. Duplicates will have the same weapons and weapon's expertise as the original, but

PART II: CARNIFEX CASTLE

will only have half the spell ability of the original due to an error in the design of the Black Staff. Spells should be determined by the DM by random die roll, keeping half of the spells in each spell level, and rounding down in favor of the characters.

The duplication will be identical to the character at that current moment. Thus, a wounded character will be faced by a duplicate with similar wounds. This will be reflected in the number of hit points the duplicate will have.

After describing the situation for the characters, the DM should take a look at each character sheet and copy the necessary information for each on another sheet. This will provide the information needed to create each duplicate.

3. The Black Staff

As each duplicate is defeated, the shadows will diminish by degrees. When the final duplicate is defeated, the shadows will disappear entirely, and the bodies of the duplicates will swiftly decay into piles of dust. At this point, the characters will be able to see the staff in its entirety. Though the staff itself still maintains its original spell magic, it will be worthless without more fuel. In its present state, the staff will appear as nothing more than a slightly magical ebony rod encrusted with seven clear diamonds — each having lost its color in the expenditure of its power. The characters will not be able to use the Black Staff themselves, even though they might be able to “refuel” it with the black diamonds they possess. Only the Carnifex are able to use the staff.

The staff can be destroyed, however. In order to do this, the characters must use a *remove curse* spell to rid the staff of its clerical power, then must follow with a *dispel magic* spell to rid it of its magical power.

As soon as the Black Staff is rendered powerless, the characters will see a dull gray henge appear slowly in the back wall of the altar room. The henge is similar to the ones which originally brought the characters to the Seven Realms. Looking through the henge, the characters will see the plateau atop Guardian Mesa.

DM's Note: The dull gray henge leads directly back to the characters' home dimension. It was this portal that the Carnifex intended to launch their invasion through. Without the Black Staff, however, the invasion will have little chance of success. The characters can use the dull gray henge to return home.

When the Black Staff is destroyed, an alarm begins to ring throughout the castle. In two turns, dozens of each type of Carnifex class (guards, tricksters, chaplains, and magi) will begin pouring into the shrine from their living quarters.

The characters will, therefore, have to make a rather hasty departure to avoid this fate. Before being forced to return home, each character can manage to pry no more than six golden panels from the wall and toss them before them through the portal. The gold panels are two feet tall, two feet wide, and one inch thick. Each weighs about 200 pounds and is worth 50,000 gp (including the encrusted gems). The staff will be of little worth to the characters at this stage, since each of the seven diamonds will have been reduced to worthless dust in the process of dispelling the magic.

When the characters return to the plateau, they will at first feel disoriented as before. When this feeling passes, they will find that all seven symbols are still in their respective niches within the circle of stone. If the symbols are removed, the interdimensional portal built by the Carnifex will be rendered useless (see note 32, *Player Aid 1*).

If the seven symbols are left in place, the gray gate will remain open, and Carnifex of every sort will start coming through it pairs. The characters will thus have to flee or fight as best they can.

DM's note: It is advised that no more than three of each class of Carnifex chase the characters through the gray portal (if it is left open). Without the Black Staff, the Carnifex will be reluctant to risk fighting the characters in their own dimension, even in spite of their extreme egotism and their lust for revenge.

When the last PC leaves Castle Carnifex, a loud rumble and horrible shrieks still echo from the magical portal. The castle falls back into the dark Pits of Banishment. A large chunk of the fortress has been ripped open with the creation of the gate. Clusters of horrified carnifexes pour out of the breach, falling into oblivion.

With a loud snap, the gate closes. A golden aura suddenly bathes the whole mesa. From the henges slowly appear the rulers of each magical realm. As if they were a single entity, they kneel before the party and announce the following:

You have bested us and thus, it is your right to claim and rule our realms. Such is our law. Should this be your choice, you then become the defenders of the gate to the Pits of Banishment. Touch a henge for the power to be yours, or leave and never return."

The rulers of the magical realms then disappear, leaving the party alone on the mesa. The PCs are free to leave the area or touch a henge. *Divination* spells equivalents reveal there is no danger from either choice.

As soon as a PC touches a henge, he becomes the ruler of the corresponding realm. He may leave or enter via the henge, at will. He is totally immune to the realm's native creatures. When within the realm, he will not age. Intelligent creatures of his native realm automatically obey him. The PC is otherwise unchanged. If he decides to leave the realm, he ages normally for the duration of time spent outside. Should a creature alien to the realm enter, the ruler is, however, automatically teleported back to his realm and cannot leave until the trespasser has been expelled or dealt with permanently.

If the DM has the D&D® Immortal Set, the characters may become Novice Immortals, as per the rules. The magical realm becomes the PC's new plane; his mission is to defend it until relieved of this duty by a more powerful Immortal.

Those PCs who decide to ignore the offer may leave the area. However, as they walk away, each feels a sudden divine warmth within his heart; roll 1d6 and apply the results immediately for each character.

- 1 — The character gains one extra level, with the best hit die roll possible, if applicable.
- 2 — The PC's prime requisite increases by one point (maximum 18) and gains permanent resistance to all poisons.
- 3 — The PC gains the power of *True Sight* and *ESP* permanently.
- 4 — An authentic Act of Inheritance appears in the PC's equipment. He gains a lost dominion at the choice of the DM.
- 5 — The character gains the magical power of *flying* or *invisibility* at will.
- 6 — The PC gains one automatic and personal *Raise Dead Fully* in case of death. The PC is not aware of the gift.

Pre-Rolled Characters

Taran Neutral 33rd-level fighter

Strength	18
Intelligence	11
Wisdom	9
Dexterity	17
Constitution	18
Charisma	16
Armor Class	-7(-11)
(H: -4AC/3)	
Hit points	121

Weapon	Mastery	AT(H)	D(H)	AT(M)	D(M)
Sword +4*	Grand Master	+15	2d6 + 15	+13	2d4 + 15
Sword +3**	Master	+12	2d8 + 10	+10	2d6 + 10
Dagger +2	Expert	+9	2d4 + 5	+9	2d4 + 5
Hvy Crsbw +2	Expert	+8	2d6 + 4	+8	2d6 + 4

*left hand ** right hand

Armor: Body Armor +5

Strom Chaotic 33rd-level thief

Strength	17
Intelligence	12
Wisdom	10
Dexterity	18
Constitution	18
Charisma	11
Armor Class	-6(-10)
(H: -4AC/3)	
Hit Points	102

Weapon	Mastery	AT(H)	D(H)	AT(M)	D(M)
Sword +5	Grand Master	+15	2d6 + 15	+13	2d4 + 15
Dagger +4	Skilled	+8	1d6 + 6	+8	1d6 + 6
Hvy Crsbw +3	Skilled	+10	2d6 + 3	+10	2d6 + 3

Sword has Extinguishing Talent, Heavy Crossbow has Climbing Bonus.

Armor: *Leather* +5 (Healing Power), *ring of protection* +4, *displacer cloak*.

Equipment: *potion of ethereality*, *potion of defense* +4, *scroll of mapping*, *rod of inertia*, *ring of quickness*, *girdle of giant strength* (D + 4d6 + 30).

Barnstormer Lawful 33rd-level fighter-paladin

Strength	18
Intelligence	9
Wisdom	13
Dexterity	18
Constitution	17
Charisma	15
Armor Class	-11(-15)
(H: -4AC/3)	
Hit Points	112

Weapon	Mastery	AT(H)	D(H)	AT(M)	D(M)
Sword +5	Grand Master	+16	2d6 + 16	+14	2d4 + 16
Bow +4*	Grand Master	+14	1d10 + 11	+16	4d4 + 7
Lance +3	Master	+9	1d6 + 18	+11	1d8 + 22

* Horsebow — a special bow type known as a "composite bow," the size of a short bow but otherwise treated as a long bow.

Armor: +2 Body Armor, +5 Shield.

Equipment: 20 + 1 arrows, *girdle of giant strength*, *ring of spell turning*, *ring of water walking*, *potion of super-healing*, *potion of ethereality*, *boots of levitation*.

Arian Lawful 33rd-level cleric

Strength	17
Intelligence	10
Wisdom	18
Dexterity	15
Constitution	18
Charisma	11
Armor Class	-10(-14)
(H: -14 AC/3)	
Hit Points	87

Weapon	Mastery	AT(H)	D(H)	AT(M)	D(M)
Mace +5	Grand Master	+15	2d4 + 15	+15	2d4 + 15
Sling +4	Master	+11	4d4 + 4	+9	1d10 + 6

Armor: Body Armor +4, Shield +4

Equipment: *potion of clairvoyance*, *potion of longevity*, *staff of healing* (22 charges), *scroll of mages*, *helm of telepathy*, *flying carpet*, *ring of fire resistance*, *ring of holiness*.

Morgana Neutral 33rd-level Magic-User

Strength	14
Intelligence	18
Wisdom	9
Dexterity	16
Constitution	17
Charisma	11
Armor Class	1(-3)
(A: -4AC/4)	
Hit Points	70

Weapon	Mastery	AT(H)	D(H)	AT(M)	D(M)
Staff +4	Grand Master	+13	1d8 + 12	+13	1d8 + 12
Dagger +4	Master	+11	3d4 + 5	+9	2d4 + 7

Armor: *ring of protection* +4, *displacer cloak*

Equipment: *bag of holding*, *ring of three wishes*, *staff of wizardry* (+4), *rod of dominion*, *scarab of protection*, *talisman of elemental travel*, *undersea boat*, *potion of super-healing*, *potion of water breathing*, *potion of fire resistance*, *potion of luck*, *potion of speed*, *potion of ethereality*.

Draco Neutral 33rd-level Fighter

Strength	17
Intelligence	13
Wisdom	12
Dexterity	17
Constitution	18
Charisma	15
Armor Class	-10(-14)
(H: -4AC/3)	
Hit Points	117

Weapon	Mastery	AT(H)	D(H)	AT(M)	D(M)
Sword +4	Grand Master	+14	2d6 + 14	+12	2d4 + 14
Lance +4	Master	+9	1d6 + 18	+11	1d8 + 22
Dagger +3	Expert	+9	2d4 + 5	+9	2d4 + 5
Hvy Crsbw +3	Expert	+9	2d6 + 5	+9	2d6 + 5

Armor: Body Armor +4, Shield +4

Equipment: *potion of ESP*, *potion of longevity*, *ring of elemental adaption*, *ring of truth*, *drums of panic*, *lamp of long burning*.

Spells: 11/10/11/8/8/8/7

Arian was an orphan mysteriously left on the steps of the Temple of Law in Lantri City. Raised in the Temple of Law, Arian wanted nothing more than to become a cleric, and his temperament and training made him an ideal proponent of the philosophy of Law.

Arian is now somewhat of a zealot, often taking extreme risks to gain converts to Law. Fortunately, he is extremely lucky, surviving several harrowing encounters that should have killed him. Arian is convinced that some higher force is intervening at crucial times to save him.

Equipment: *potion of water breathing, ring of elemental adaption, helm of transportation, talisman of elemental travel, potion of super-healing, scroll of truth, ring of quickness.*

Special Powers: Three times per day Taran can cast a lightning bolt (20d6). He is also immune to all lightning-based attacks. His right arm, from the elbow down, is made of magically animated steel. He can fight with both hands at no penalty (his left hand attack and right hand attack are seperately marked).

After many years as the King of Ierendi, Taran turned the kingdom over to his children and became a wandering hero. Because of potions of longevity, he appears to be about 25 years old. He has golden tanned skin, green eyes, silver hair, and a long drooping mustache. He also has a long white scar running from his brow to his left hand in the shape of a lightning bolt.

Taran lost his right arm from the elbow down in another adventure. He replaced it with an arm made of steel and learned to fight with his left hand. As a reward for faithful service, the Lords of Neutrality magically animated Taran's steel arm.

Spells: 9/9/9/9/8/6/7/6/7

Morgana is a raven-haired beauty with violet eyes and copper-colored skin. She has nerves of steel but is smart enough to flee if the danger gets too great. She respects courage and is extremely generous and loyal to her friends.

At one time, Morgana rule the Lost City of Cynidcea until she grew bored. She once was married to Taran and though they are now separated, they are still on friendly terms. Like Taran, she has avoided the effects of aging and looks about 25. She now lives on a magical island which can only be reached by a magical flying boat, near the kingdom of Ierendi.

Strom was born and raised among the Ferret Clan of the Atruaghin tribes. At age 17 he was ambushed by members of the rival Wolf Clan, whom he subsequently killed. As a result of his actions, it was decided to exile Strom for six years. The sentence prevented a clan war, but left Strom somewhat bitter.

Strom journeyed to Thyatis to become a jeweler like his father, but the Jeweler's Guild discouraged any outside competition. So Strom became a thief.

Strom has a hot temper which he usually manages to keep under control. He is intensely loyal to his friends. Though Chaotic, he never breaks a sworn oath.

Draco is a bit of a rogue to everyone but his friends. He is cautious, even suspicious, in the presence of strangers. He is willing to take risks, but only if the odds are in his favor.

Draco is six feet tall and muscular. He has pale skin, short black hair, and a thin black mustache. He was born and raised in Thyatis and prefers life in the big city. He has learned to survive in the wilderness, but is really *only comfortable on crowded city streets.*

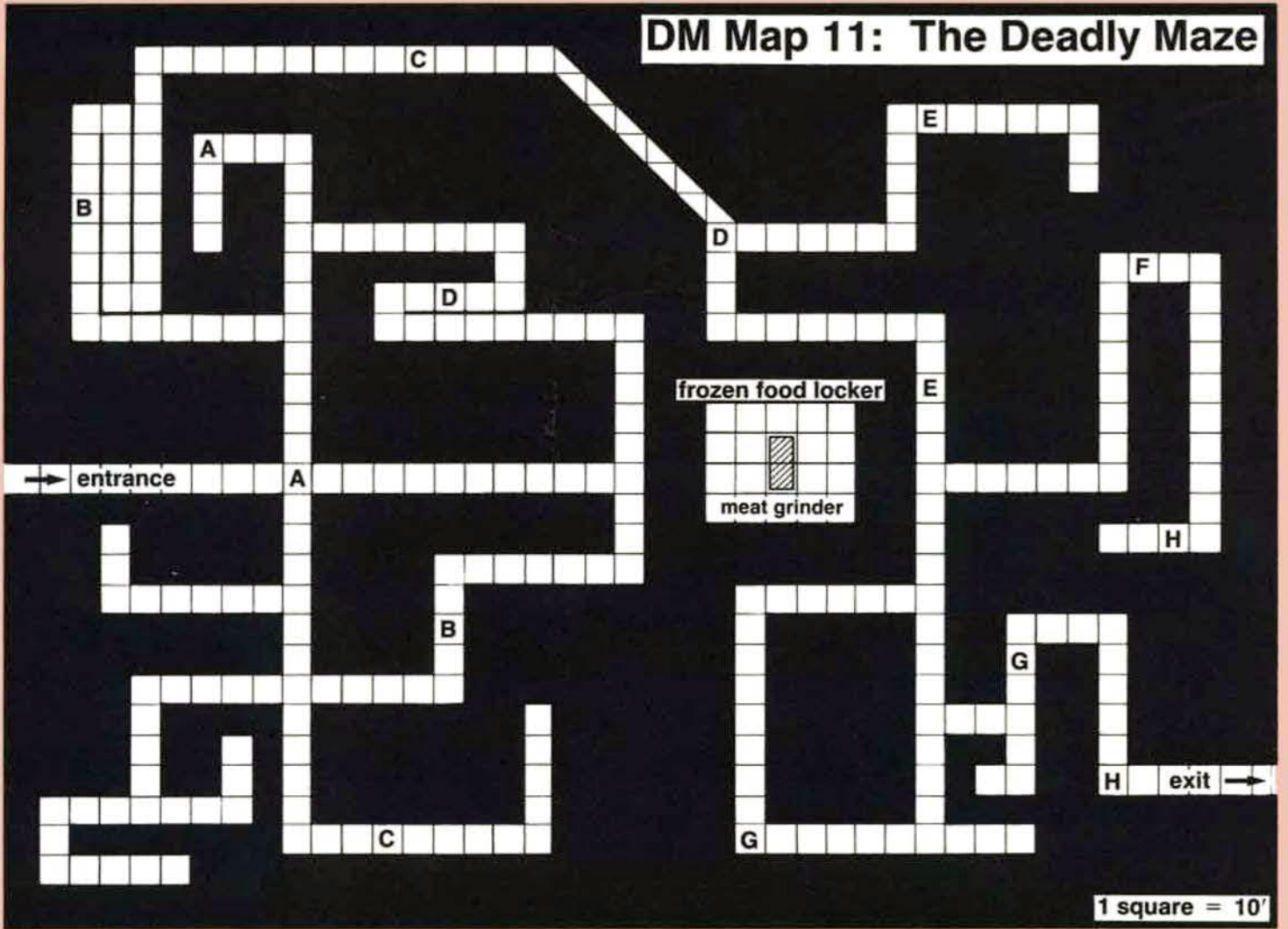
Special: Barnstormer can turn undead as if an 11th level cleric. He can also detect evil by concentrating.

Spells: 4/4/3/3/2

Barnstormer is an Ethengar Tribesman who, before leaving his home to seek adventure, swore to protect and defend his fellow tribesmen. He tends to interpret Lawful as what is good for the Ethengar tribes and is therefore somewhat barbaric, although his Lawful actions are normal unless Ethengar is actually involved.

Barnstormer is six and a half feet tall and is 220 pounds of solid muscle. He has shoulder-length brown hair and a short beard.

DM Map 11: The Deadly Maze





Master Game Adventure

Twilight Calling

by Tom Moldvay

Through seven gates lie seven realms.
In seven realms stand seven guardians.
With seven guardians lie seven symbols.
From seven symbols comes one key.

Alphaks the Dark desires that key, by which he plans to release death and chaos into the realms of man. Your party may be all that stands between life and death. Will you heed the lunatic ravings of a dying madman? Travel to the top of Guardian Mesa, and enter the Sep-tahenge. Gather the mystic symbols, create the key, and defeat the Carnifex, before it's too late...

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

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