

R-3

For ADVANCED
DUNGEONS & DRAGONS® Games



the egg of the phoenix

by Frank Mentzer

An RPGA™ AD&D™ Module with 6 characters, levels 5-9



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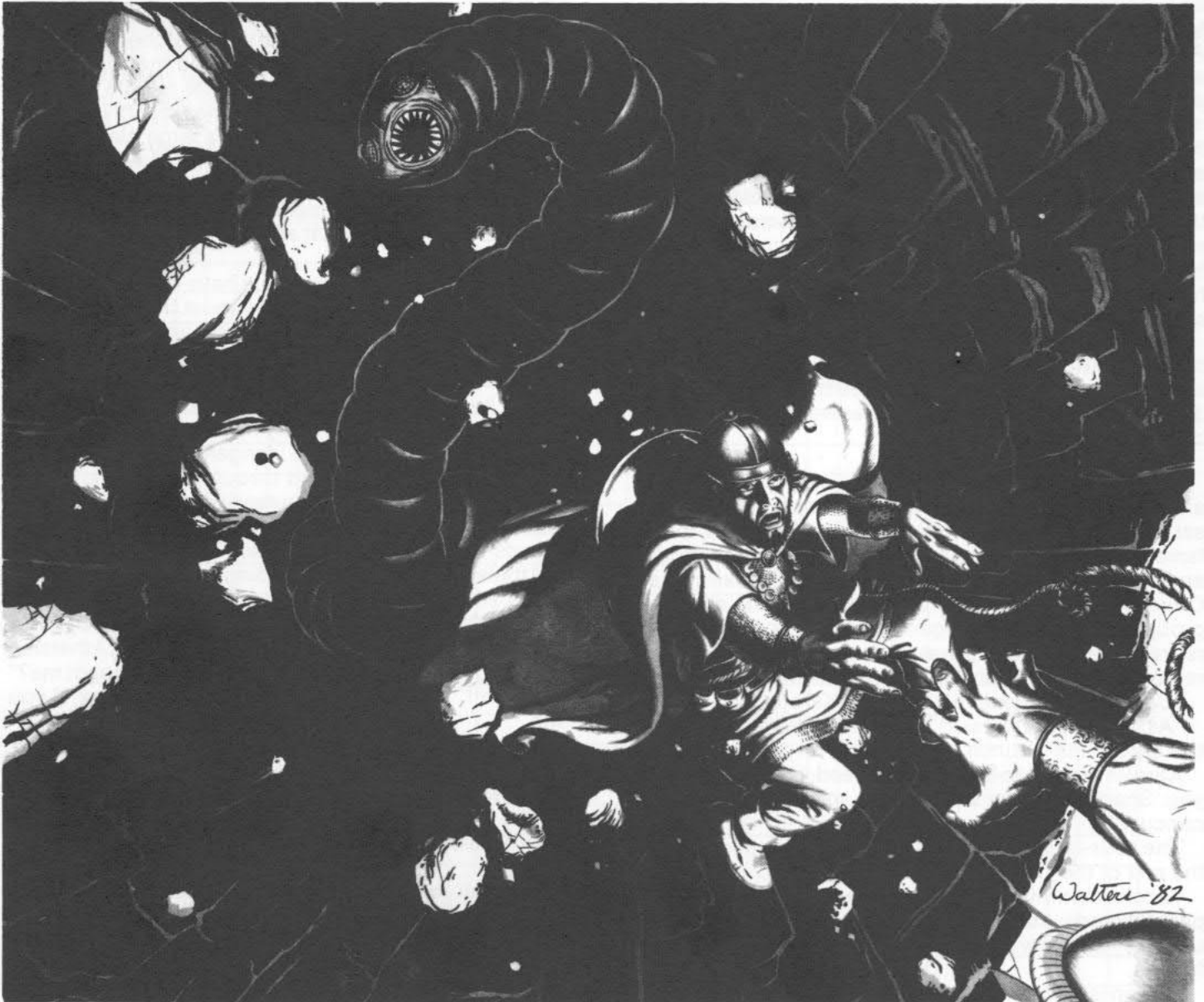
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PLAYERS' BACKGROUND

The lonely town of Northending was built centuries ago on the north face of a large mountain. Its defenses — the precarious path to the gates, and the stout walls about the town — have preserved this bastion of law and goodness for many years, despite the occasional passing shadows of war. It is a last stop for adventurers heading north, and heartily entertains them as they pass through on their way to dangerous futures.

The Paladin Athelstan had arrived in Northending; of that, everyone was quite sure. The town fathers declared a Sevenday of feasting and celebrations, and everyone took advantage of the occasion. But every night, Athelstan and the fathers conferred and discussed secret things behind heavily locked and guarded doors.

During the week, Athelstan blessed the town of Northending many times, feasted and drank with the best and worst of them, and bolstered their morale to last for another year. He was beset by requests, pleas, thieves, wizards . . . but he managed to maintain his reputation and peace of mind, giving all comers a fair hearing and handling moot points with his famous flair for justice and mercy — occasionally with the flat of his sword.

Unbeknownst to the masses, the town fathers had a problem. After hearing them out, Athelstan managed to unobtrusively contact a few close friends amidst the daily brouhaha, and arranged a general meeting at the close of the Sevenday.

* * * * *

The Council of Five, leaders of the principal churches and final arbiters of legal disputes (a "supreme court") sat in their usual positions at the Silver Crescent, their famed table of judgment in the Council room. Athelstan and his friends sat before them in plush chairs; the Councilmen looked with mild distaste at the strange group. Only one, the legendary Karolin (publicly a retired Patriarch, but privately in control of the entire region) looked upon the scene with a twinkle in his eye.

"Can we trust these folk?" asked Karolin.

"As you would myself!" retorted Athelstan. "Does this satisfy the Council, m'lord?"

Karolin burst into laughter. "Indeed, indeed . . . I told you, Sharkel, that he was the one we needed. Do you concur?"

The sour-looking cleric to his right gave a slight nod; the rest of the Council immediately relaxed.

Karolin continued. "As we have explained to you this past Sevenday, there is a problem. It is very bad, very urgent — and very dangerous. I will summarize for your friends.

"On an island far from here, off the west coast, there rested an Artifact of great power called the Egg of the Phoenix. It's not really an egg — the legendary phoenix does not lay eggs — but rather, an egg-shaped black object about 3' long and 2' wide. It rested in its primal nest, a black stone device of unknown origin, for centuries.

"It has disappeared. The effects of this occurrence

are many, but suffice to say that the whole west coast is threatened by forces beyond their control or understanding. After the west is overcome, we will be next.

"We have discovered that the Egg was stolen, and has been hidden in the Negative Material Plane, from whence all evil things come. It does not seem to be in the midst of that deadly place, but rather, in a 'pocket' next to it. Please excuse my inadequate description; other planes and times are hard to explain in our tongue.

"It now rests there, in a place like this." Karolin's hands moved under the table, and the room darkened. Suddenly a vision appeared to all, of a huge bird bathed in flames. Most of the observers watched, stunned; only Athelstan and Karolin examined the scene carefully, noting that the bird was in the middle of a vast graveyard. Under it — horribly, inescapably, directly under the infernal creature — sat a large black egg.

The vision disappeared, and the room was lit again. Karolin murmured, "This is your destination, gentlefolk. It seems that they have managed to find a real phoenix to guard the Egg; ah, what an evilly brilliant touch to the whole affair!

"As you may know, the gods have restricted planar travel. To get to that plane, you must find a Gate from this one, go to a Terminal of Planes, and find the route to the place of darkness. Hopefully, you will find your way to the 'pocket' you have seen, and recover the Egg.

"We know of only one Gate nearby. It is a large black building at the top of this very mountain. The path to it, however, passes through dangerous caves, up the sides of the Great Pit, and through the Black Forest. You cannot take another route; if you do, somehow the Gate is just not there. Athelstan, are you and your friends willing to undertake such a task?"

Athelstan's loud, commanding voice echoed in the room, sharply contrasting Karolin's soft tones. "I have discussed the dangers with my friends. We are willing."

Karolin's eyes strayed over the group, but Athelstan spoke again quickly. "Is it possible that you doubt me?"

"Never!" replied Karolin quickly. "Forgive me, if you will."

"It is forgotten already," replied Athelstan.

"Do you have any questions?" interrupted the dour Sharkel.

"We will be needing certain details, if you have them," said Athelstan. "But I would like to leave on the morn."

"It shall be done, and we will give you all the knowledge we can," resumed Karolin. "Outfit yourselves for a long and dangerous quest; our shops and powers are at your disposal."

GENERAL OBJECTIVES: In Part I of this adventure, your party should make your way through the Caves of Northending to reach the Great Pit. In Part II, the party should climb the Pit, cross the Black Forest to reach the Gate, find your way to the Negative Material Plane, and finally recover the —

EGG OF THE PHOENIX

PART I: THE CAVES OF NORTHENDING

PLAYERS' DETAIL SHEET

You have equipped yourselves as well as possible and have received a map of the cave entrances. You are a bit short on magic items, and the Council has encouraged you to collect all the items you can along the way, as long as it does not take too long: you have *one day* to explore the caves. (In Part II, you will have another day to climb the Pit and find the Gate; thereafter, time will become irrelevant, as you will be on other planes with different time rates).

Leaving by the back gate of Northending, you climb a stone stairway up the face of the mountain. About 400 feet up you come to a small shelf of rock, from which 2 passages enter the darkness. It is early morning when you arrive at this entrance to the caves.

YOUR OBJECTIVE (Part I): Find the way through the caves, collecting as many magic items as possible (and

a convenient amount of treasure if you wish, but not enough to encumber you), and find the way into the Great Pit.

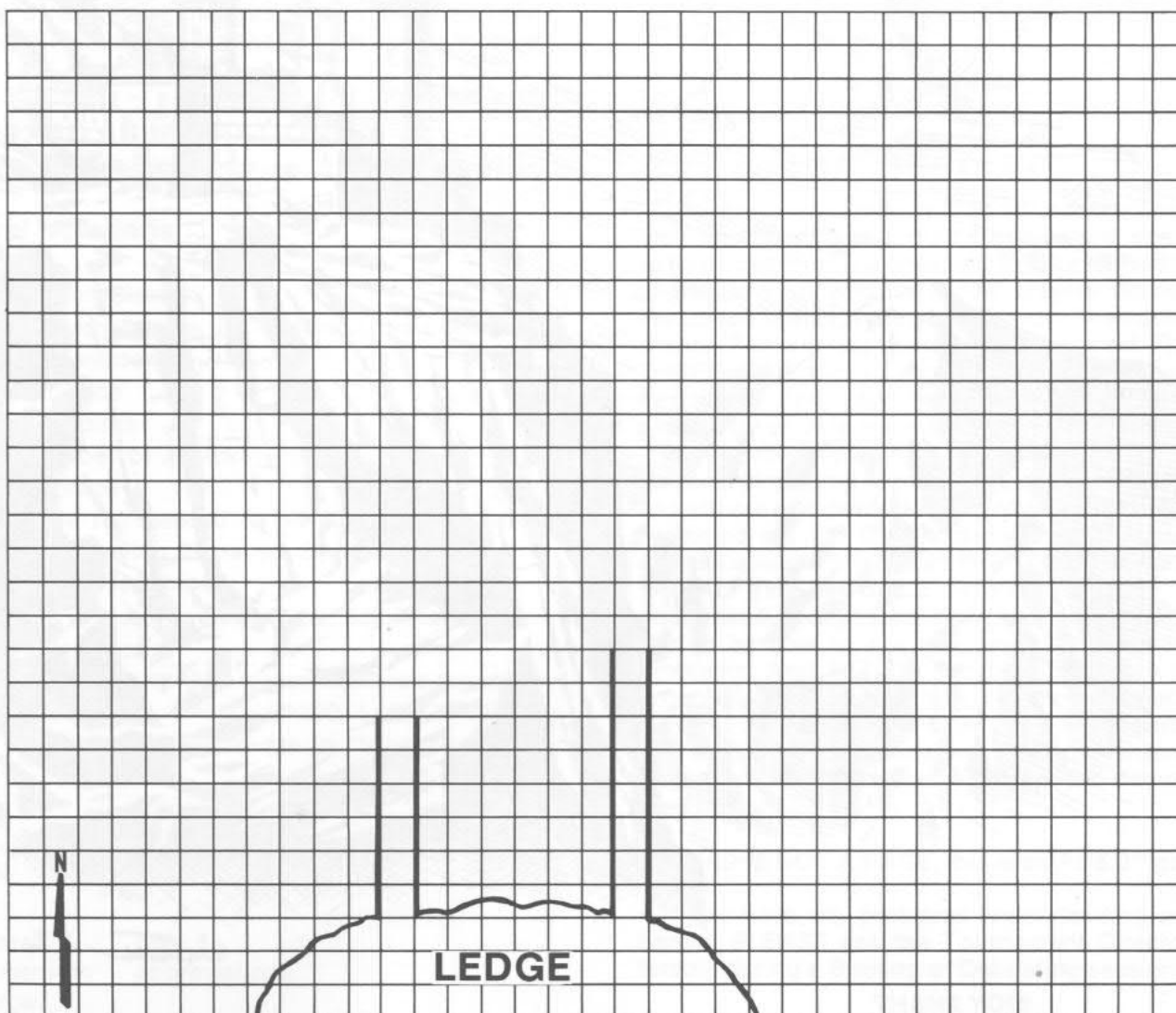
Additional known details are as follows:

There are many creatures, good and evil, in the caves.

There is an assassin lurking somewhere in the caves. There are few undead, if any, in the caves.

The exit to the Pit is at a "T" intersection in the caves. Be wary; things are not always as they seem.

The GREAT PIT is easily recognized; it is 600 yards in diameter. Nobody knows how deep it is, but a stairway winds around its sides, leading up to the Black Forest or down into the depths. It is believed that a powerful Demon now lives at the bottom, but it should not come up unless disturbed.



PART I: THE CAVES OF NORTHERING



Walters '82

NOTES FOR THE DM

PREFACE

First of all, if you are reading this, you are probably an RPGA™ Network member. Welcome! As you were willing to give a little extra money for a chance at better games and a better world of hobby gaming, you are probably more serious about role playing games than the average AD&D™ game player. We're trying to return the favor by producing top quality products, tournaments.

As it says on the cover, this module was used in a tournament. But read the DM notes carefully; RPGA tournaments are like no others. This module was designed for maximum entertainment and top-quality AD&D role playing. It was *not* designed to be scored; it is merely a framework within which the players may demonstrate their role playing abilities. As such, it is ideal for inclusion in an AD&D game world of your own.

So enjoy! We recommend that you use the characters given, but almost any character of the given level can prosper herein — if the player has wit and courage enough to meet the challenges. Keep a stout heart and keen mind, and may you make all your saving throws!

Frank Mentzer

STANDARD ABBREVIATIONS

The abbreviations commonly used throughout the text are:

General Notations

AC	Armor Class
M	Movement rate, in "Inches" (yards outdoor, feet indoor)
HD	Hit Dice
hp	hit points
#AT	Number of Attacks
D	Damage
THACO	Base roll needed to hit Armor Class zero
STs	Base saving throw vs. Spells
MR	Magic Resistance
d	die (used to indicate type; 2d6 means 2 six-sided dice)
gem(M)	A gem worth "M": roman numerals are used, so M=1000, D=500, C=100, L=50, X=10
@	"Each" or "apiece" (as in "15hp@")
N LG	
LE NG	Alignment
N NE	abbreviations
CG CN	
CE	
Sm = small	Size
Med = medium	abbreviations
Lg = large.	

Spell Notations

C	Casting time
R	Range
DR	Duration
r	rounds of time, each 1 minute long
s	segments of time, each 6 seconds long (10s = 1r)
T	Turns of time, each 10 minutes long (10r = 1T)

FORMAT: (the way the information is presented in the encounter keys) is standardized for ease of reference, and runs like this:

Monster (AC:#, M:#, HD:#, hp:#@, #AT:#, D:#/#/#, THACO:#, STs:#, ALIGNMENT, Size; notes).

Spell format is: Spell Name (C:#, R:#, DR:#)

FOR TOURNAMENT USE ONLY

After one player reads the Background aloud to the rest, give them:

Character Sheets
Evaluation Sheets
PART I Detail Sheet
PART I Players' Map

The players may take as long as necessary to review their characters and compare equipment, spells, and so forth; but there is a time limit to the event. At the end of the time allowed, have the players fill out their evaluation sheets while you fill yours; then collect the sheets. The winners' names will be posted. The TOP THREE players in your group WILL continue to the next round of play, and the fourth might, depending on availability of DMs and space.

During the game, the players may only use the Players Handbook. Miniature figures, hex sheets, and so forth are also permitted and often helpful. Items *not* permitted are the DM Guide, Monster Manual, and reference works other than the Players Handbook.

READ THE MODULE before running it. If you understand the general flow and background, you should be able to run any part of it without many problems. And *RELAX!* The best 3 players in your group WILL continue on, whether you're slower, faster, better, or worse than the other DMs, and regardless of how far the group actually gets. These adventures are a framework within which the players will demonstrate their ability.

THIS IS NOT A RACE; this is an AD&D™ game.

If you have any problems understanding *anything* herein, *PLEASE* ask the Tournament Director, preferably during a Briefing or Debriefing session.

THANK YOU!

DM SUMMARY

Your Name: _____

Team Number: _____

About the Adventure:

Membership Number: _____

1. Did you enjoy running this adventure: _____
2. What did you like most about it? _____

3. What did you like least about it? _____

4. Was there anything unreasonable? _____

5. Was there anything unfair? _____

6. Did you like the scoring system used? Why, or why not? _____

About your Players:

Please name the player that fits each of these categories as best you can; one runner-up may be mentioned. "None" is an acceptable answer, but try not to weasel out like that. And give names, please!

Most argumentative: _____

Best knowledge of rules: _____

Most leadership: _____

Played closest to alignment: _____

Highest quality of general role playing: _____

And finally, in choosing the best 3 players overall, give:

YOUR CHOICES

THEIR CHOICES

THANK YOU!

PLAYER SUMMARY

Your Name: _____

Team Number: _____

Membership Number: _____

About the Adventure:

1. Did you enjoy running this adventure: _____

2. What did you like most about it? _____

3. What did you like least about it? _____

4. Was there anything unreasonable? _____

5. Was there anything unfair? _____

6. Did you like the scoring system used? _____

7. Do you have any suggestions about anything? _____

About your Dungeon Master:

Please answer the next questions #1-3 with *one* of the following answers: Excellent, Good, Average, Below average, Poor.

How would you rate your DM's knowledge of:

1. the module used? _____

2. the game rules? _____

How would you rate your DM overall?

3. _____

4. Name one thing that you know your DM did wrong: _____

5. Talk with your teammates, and pick the best 3 players in your group. Tell your DM, and he will write them down along with his choices.

THANK YOU!

ENCOUNTER KEY: THE CAVES

- 1. THE MACE:** This room is brightly lit, easily seen as the party approaches. The light is coming from a MACE (magical, footman's), hanging head downwards on the end of a long chain of blackish-silver metal (adamantite). The head is 20' from the floor; the mace itself is 3' long. This room is 50' square, and the ceiling is 60' high. Three other 10' square corridors lead out from the centers of the other three walls.

The light radiates from the head of the mace, illuminating everything within a 20' radius. (*A "standard" magical mace does not shed light; if any players note and comment on this fact, the DM may confirm that this one therefore appears quite unusual, possibly very powerful.*)

If **any part** of the mace is touched, a trap will be triggered. Powerful magnets in the floor will be activated, pulling ALL metal objects to them. Characters in metal armor will be completely pinned; others will find themselves pinned (even if just by small daggers), and will not be able to free themselves for 1-4 rounds (DM's discretion, based on the size and number of metal objects carried). The pinning effect will NOT cause any damage to the characters. At the same time that the magnets activate, the door to #2 (hereafter) will open, and the **rust monsters** therein will come a-running. One will attack hungrily, but (oddly) the other will wait at the west entrance to the room, avoiding any attacks.

The magnets can *only* be deactivated by pulling the appropriate lever in room #2.

The mace cannot be removed from the chain without damaging it. If broken during removal, the mace will become non-magical. The adamantite chain is not magical, but *is* incredibly strong; it cannot be harmed or broken by any forces but those of the gods. *However*, if anyone examines it closely, they will find that the last link (attached through the handle of the mace) has a small crack in it. A **knock** spell cast at that link will open it, freeing the mace.

After the encounter with the rust monsters (#2, hereafter) the party may have one of them as an ally. A cooperative rust monster may be *levitated* up to the chain; it can easily destroy some of the chain with its special talent, which will free the mace. If someone is waiting below to catch the mace as it falls, there will be no added problems; however, if it falls to the floor, there is a 10% chance that it will break, its magic destroyed by the crushing fall.

If any cleric of 5th level or greater examines the mace closely, it will be recognized by the runes upon it; it is a **Mace of Disruption +1**. (*The DM should explain its powers to the players; see the Dungeon Masters Guide, page 169.*)

- 2. RUST MONSTERS:** The secret entrance to this

room can only be opened by the monsters themselves, by magical means, or by triggering the mace trap (above). It cannot be opened by brute force. In the 20' square room are two **rust monsters** (**AC:2**, M:18, HD:5, **hp:25@**, #AT:2, D:rust, THAC0:15, STs:14, N, Sm; magic resists rusting = 10% per 'plus'), and their collection of 20 gems(M). There are 3 levers in the south wall.

When encountered, the first monster will attack while the second stays back and watches. If the second is approached peacefully, it will speak in the Common tongue, revealing that it is a Cleric, reincarnated into this bizarre form to atone for misdeeds in life. (*It is Chaotic Neutral, previously Level 5. Note that rust monsters do NOT normally talk, and the characters may know this fact.*) It will want to accompany the party! It sees more hope for atonement in their plans than in its present circumstance, and will (truly and faithfully) swear to obey the party rules and learn the ways of Law on the journey.

The 3 levers in the room are normally in the "up" position. Lever #2 will be found in the "down" position if the mace trap has been triggered. If a lever is pushed down, it creates an effect as described hereafter. The levers (counting from the west) control the following things:

- #1 Turns the magnets (room #1) OFF
- #2 Turns the magnets ON
- #3 No effect

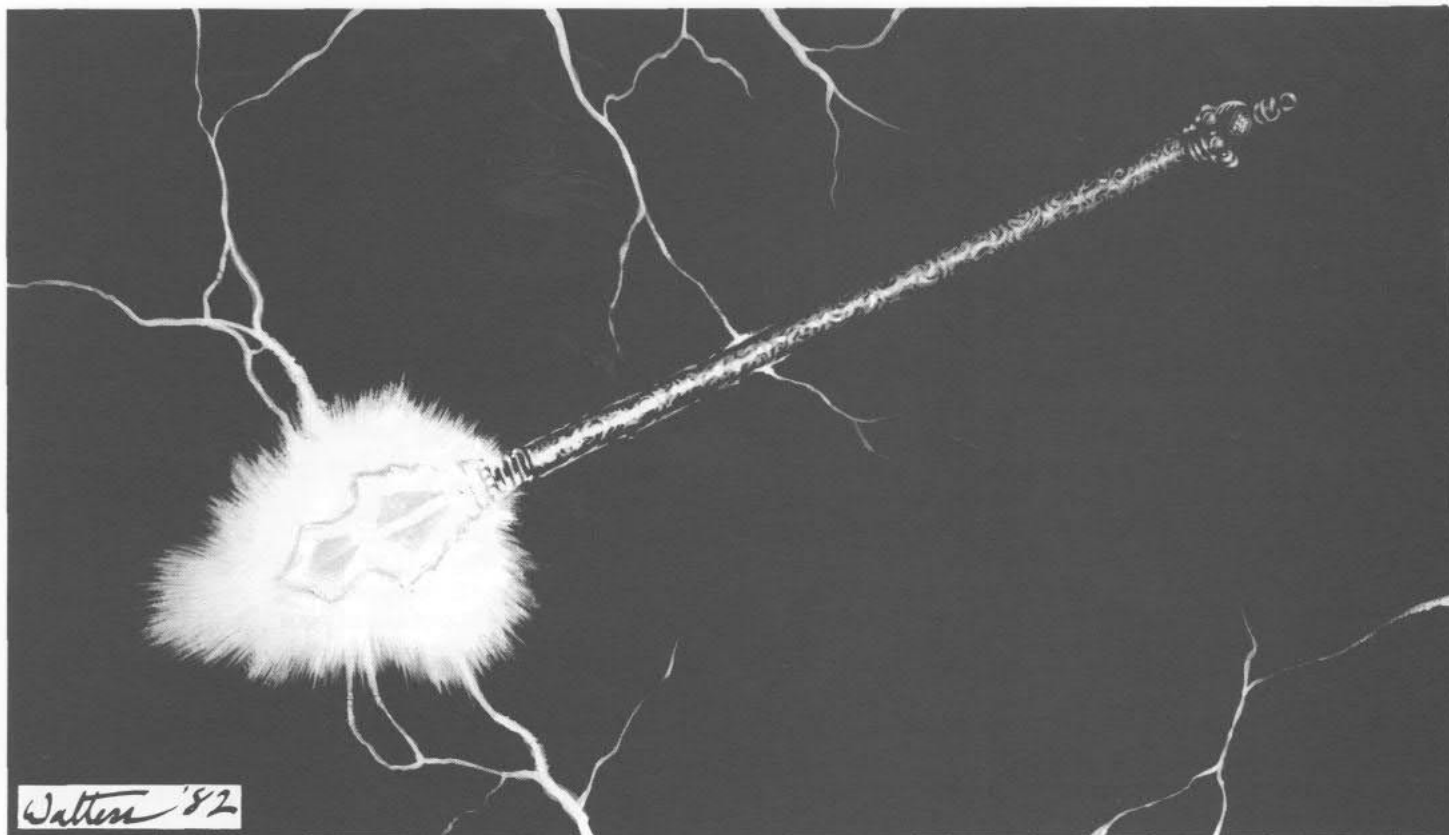
Note that rust monsters *CAN* dissolve adamantite.

- 3. CRYPT:** The door to this room will open easily. There are 4 large stone sarcophagi within, each 10' long, 5' wide, and 4' high. Cracks indicate where the lids fit snugly atop them.

Three are empty; the fourth contains a **male half-orc** (Ftr L3, **AC:9**, **hp:25**, STs:16; CG, Med), stripped of all but normal clothing. He will explain (if he has the chance) that he was imprisoned here two days previously by evil companions, and has given up all hope of rescue. If released to return to town, he will give the party a 1,000gp gem which he has hidden inside his belt buckle. This gem will not be found otherwise, even if a thorough search is made, unless a player actually mentions searching the buckle for a secret compartment.

- 4. CAGE:** The door to this room has a small sliding window in it. It is easily opened; if so, light will be seen coming from within the room. The details of the room may be seen by peering in through the window. There is a large pool of water in the northeast corner; a scarred giant lizard is lying in the center of the room, apparently sleeping; and the light source, a glowing longsword (without scabbard) is in the southeast corner.

The door is not locked and may be opened easily. The scars on the lizard are where its middle pairs of legs were attached; it is a doctored four-legged



Walter '82

basilisk (AC:4, M:6, HD:6+1, hp:35, #AT:1, D:d10, THAC0:13, STs:14, N, Lg; meeting its gaze = save vs. Petrification; sees invisible, astral, ethereal, etc). It will wake if there is noise, or if anyone enters the room. It will usually look at the closest opponent. *NOTE* that its gaze must be met for the petrification to have any effect. If it is not watched, that danger is avoided, but it gains a bonus of +2 on its attacks and is harder to hit (-4 penalty on players' "to hit" rolls).

The sword is of NG alignment (usable by any Good) and is known as **Paramel**. It will speak when held but will not reveal anything about itself until *ONE* person is selected to be its permanent owner. This longsword +3 has an Intelligence score of 14, Ego 9, Total Personality Strength (ToPS) 23; it speaks the languages of Common, Neutral Good, Lammasu, and Salamander; it can **detect magic 1"** when asked, and can cast **telekinesis** (C5s, R9, DR11r) once per day.

(A character's ToPS = Int + Charisma + Level; compare totals for determining control. However, Paramel will usually go along with the party's wishes; remember that it is NG. Remember also that swords have Intelligence but NO WISDOM and no spirit or soul. If traded between party members after an "owner" is selected, Paramel will become sullen and refuse to cooperate for 1 week.)

5. **NICHE:** There is a small (magical) paper packet (4" x 2" x 1") in the northwest corner of this 10' square alcove by the corridor. However, the niche also contains an *invisible circle of protection*

(magical, 5'r), imprisoning an (also invisible) human female "fighter," which is really a polymorphed, invisible **erinyes**. The circle may be broken easily from its outside by any material object (pebble, foot, or whatever) passing the circle.

If freed, the "fighter" will appear, thank the person releasing her, change to her real form, and *teleport* back to her plane immediately (all within 2 rounds). The **erinyes** (AC:2, M:6//21, HD:6+6, hp:40, #AT:1, D:2d4, STs:10, MR:30%, LE, Med; At Will: become invisible, detect invisible, locate object, polymorph self, produce flame, summon erinyes [25%], charm person, suggestion, illusion, teleport [no error], know alignment, animate dead, gaze=fear [save vs. Wands], infravision) cannot cast spells nor physically attack from inside the intact circle; spells cast in, from outside, will work normally without breaking the circle. (*Check magic resistance normally. Trapped as she is, however, she has a -4 penalty on all saving throws as applicable.*)

The small magical packet in the northwest corner of the niche contains **2** blocks of **incense of meditation**, easily recognizable by a Good cleric of 5th level or greater. Each burns for 8 hours; if a cleric prays for that time, he or she will receive "full and best spell effects" for the next 24 hours after the *incense* burns out (*maximum cures, true augurs, -1 penalty to opponent saving throws vs. the cleric's spells, easier resurrections, etc; see DMG pg. 147.*)

6. **LAIR:** This area is the home of **Bludgeous**, a half-orc cleric/assassin. He is currently in his lair (#6c, below) but will hear the noise of the approaching

party (if any) and will then be watching through a peephole. If the party then proceeds into his area, he will take 1 sip of his **potion of invisibility**, cast a **silence 15' radius** spell, and follow them. He will try to assassinate the rear character, picking the smaller if there is a choice.

When the attack occurs, the rear characters should be informed "you are suddenly *silenced*, as the spell." The DM should check for immediate actions; even if the victim looks to the rear, Bludgeous will try for the kill, using a normal longsword (see *Assassination %* in #6c, hereafter). Bludgeous will only retreat at this point if the victim starts swinging wildly; if so, he will wait for a moment, but will still try while the *invisibility* and the *silence* last, if possible. If not possible, he will retreat to his lair, watching for trouble.

If Bludgeous is spotted by a character who can see invisibility (by the spell, for example), his actions will depend on those of that person. If the observer obviously sees him and reacts, he will flee, waiting at least 30 minutes before trying again. However, if the observing character quietly takes actions (such as casting a spell without first announcing the fact of Bludgeous' presence), the assassin will try for a kill, not realizing that he has been spotted.

After an attack, of course, Bludgeous becomes visible. If he then *SEES* anyone casting spells, he will run *before* drinking another sip of his **potion of invisibility**. Otherwise he will drink a sip IMMEDIATELY, even if he risks getting hit as that happens. If possible (though it probably won't be), he will keep bodies and items found.

He will try his routine one more time, using his last *silence* spell. When he is out of *silence* spells, he will hide in his lair until the party leaves, keeping the **potion of gaseous form** handy; if seriously threatened, he will drink the *potion* and flee to survive.

Bludgeous has carefully tidied up his home for the enjoyment of occasional visitors:

6a: A silver bowl rests atop a crude wooden table in this small room. It is filled with water, and is not magical.

The water is poisoned; the rim of the bowl is lined with more poison. Even a touch (a thief's "Find Traps" attempt, for instance) will require a saving throw vs. Poison, or death results in 2 rounds. (A *neutralize* or *slow poison* spell will negate the effect, of course.) The bowl is worth 20gp.

6b: A large chest rests in the alcove along the north wall of this room. Though it looks like and weighs as much as solid gold, it is actually made of lead, and is merely covered with gold leaf. It is empty, and is covered with a colorless sticky substance

(unnoticed unless the chest is carefully examined) which causes disease if touched (no saving throw, curable by any *cure disease* spell). The disease is fatal in 24 hours, but the victim will start coughing (unable to do anything else but walk, and weakening even then) in 1 hour. The chest weighs 1500 pounds.

6c: This stark room is what Bludgeous calls home. It contains a bed, chair, table, chest of drawers, and a large locked chest. The chest contains a spare **dagger +1** and a **potion of invisibility** along with his horde of 10,000gp worth of miscellaneous coins and gems (total weight 2,000 pounds) and a **scroll of stone to flesh**.

BLUDGEOUS: 1/2 orc cleric/assassin, levels 4/9; (S:16, I:10, W:14, D:17, Co:12, Ch:5); **AC:2, hp:40**, NE; dagger +2, longsword +1, bracers of defense AC2, ring +1, potion of gaseous form, potion of invisibility (3 sips left), 1 dust of disappearance.

Spells:

command (C:1s, R:1, DR:1r)

cure light wounds (x2, C:5s, 1d8)

silence 15'r. (x2, C:5s, R:12, DR:8r)

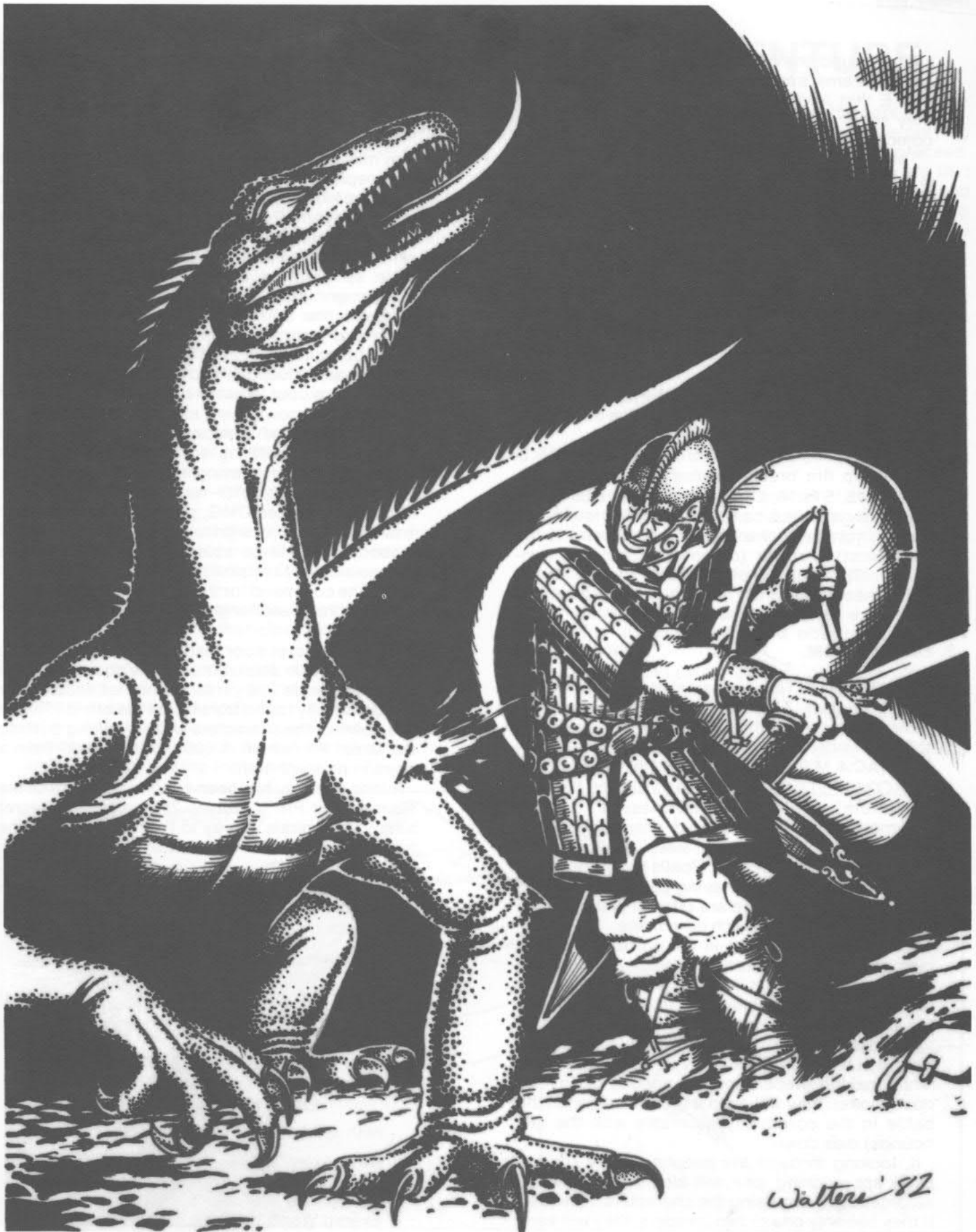
Victim's Level:	4-5	6-7	8-9	10-11
Assassination %:	80	70	55	40

6d: This small room is filled with hundreds of small wooden boxes, each about the size of a cigar box (6" x 9" x 2"). The boxes all contain dirt; at the bottom of the many hundreds of boxes are six which contain one **continual darkness** gem in each (gems with a *continual darkness* spell cast upon each one) buried in the dirt. Any air-breathing being which remains in the room for more than 1 round after any box is opened must save vs. poison or start coughing, catching the same disease as described in #6b (above) but more quickly, breathing it in from dust given off when the dirt is exposed.

If characters wish to find what magic lies at the bottom of the pile, they must expend 12 or more man-rounds of work (6 characters for 2 rounds, 4 characters for 3 rounds, and so forth).

7. HOLE: In the center of this empty room, there is a small hole in the floor, 2" in diameter; it is 70' (7") deep. At the bottom of the hole, there is an unguarded **wand of illumination**; a note wrapped around it gives all the command words and the number of charges (**42**) left in it.

DM NOTE: Be careful not to reveal the existence of the wand unless it is seen or detected! The 1"/level range of many detection spells leaves this object out of range of low level spell casters. A light source dropped in the hole will block the sight of the wand itself, revealing nothing. See the note hereafter for play of the characters provided.



Egg, Part I

When found, the wand is recoverable by using the sword Paramel's *telekinesis* ability (from #3, above). NOTE that *levitation* spells are useless here, as they are only usable on *creatures*, not inanimate objects like the wand.

The wand can be "fished" out of the hole, but this is a difficult process. As the hole is thinner than normal rope, a string must be used, with a sticky substance on the end. (*Gum arabic, a spell component for invisibility, will do nicely if they think to use it.*)

(When using tournament characters:) NOTE that the wand is out of range of all the *detect magic* spells available to the party. It will only be found if Triladir looks in the hole with a *detect invisibility* spell (7" range) running.

8. **DOGS:** At this "T" intersection, the party will see 3 **hell hounds** sitting alertly in front of the door to the west (*point A*).

The **hounds** (AC:4, M:12, HD:4, hp:20@, #AT:1, D:d10+4hp fire breath, save vs. Breath for 2hp; THAC0:15, STs:16, LE, located invisible 50%) will watch any intruders carefully, and will growl softly but will not attack unless someone moves into the (east-west) corridor (or unless attacked themselves). They will bark ferociously as they attack; the noise will alert their masters in #10 (hereafter). (*A silence 15' radius spell works nicely here.*)

9. EMPTY ROOM.

10. **POKER PARTY:** There is a small peephole near the top of the door. There are 4 wooden chairs and a table in the center of the room, and a nice rug on the floor under them. Sitting in the chairs are 3 **ogre magi** (AC:4, M:9/15, HD:5+2, hp:25@, #AT:1, D:d12, THAC0:15, STs:12, LE, Lg; At Will: fly [12 turn maximum], invisibility, darkness 1" radius, polymorph self [to humanoid only], regenerate 1hp/r; 1/day, charm person, sleep, gaseous form; cone of cold [8d8], save vs. Spells for 1/2 damage) in their normal forms, playing poker; one has its back to the door. There are piles of platinum and gold coins in front of each ogre mage.

If they hear loud noise in the corridor the ogre magi will prepare to attack, positioning themselves in the doorway so that they can all safely cast their **cones of cold** (*in tournament play, 40 points each for a total of 120 points, with 3 separate saving throws*) down the corridor when the door opens, keeping an eye on the area by using the peephole while making preparations. If nobody opens the door sooner, they will open it themselves when the battle in the corridor (presumably with the hell hounds) dies down.

If, looking through the peephole, they see the party approaching, one will kick the door open, automatically surprising the characters. However, if they see only one or two invaders, they will keep

quiet and try to ambush them when the room is entered, hiding alongside the door so the view through the peephole will be that of an uninhabited room.

If the party QUIETLY dispatches the hell hounds, they may watch the unsuspecting ogre magi through the peephole. If they then charge the door (or use a *knock* spell), they will burst in easily, surprising the poker players. Two ogre magi will immediately assume *gaseous form* and try to escape; the one with his back to the door will jump up and upset the table, spin around, and cast his **cone of cold** (*in tournament play, preset at 40 points*) at (and through) the doorway. If engaged, he will be unable to concentrate on his powers, and can easily be slain.

There are 2000pp and 1000gp being used as poker chips, but the ogre magi have no other treasure. Unknown even to them, the rug on the floor is a **rug of welcome**, and will *detect* as magical. If a halfling (or a character with a Secondary Skill in Weaving) examines it thoroughly, 3 command words for it—for *smothering*, *stiffening*, and *shrinking* (see DMG, page 153) will be found woven into the design on the face-down side. Nobody else will be able to find the commands unless a *detect invisibility* spell is used to look it over. The command for the rug's FLYING capacity, however, *has been long lost*.

11. **EXIT:** This secret door leads to a round cave-like tunnel only 5' in diameter. It winds about but stays level, and leads 200 yards to another secret door (automatically found from inside the tunnel). When it is opened, the characters will be looking out into the **Great Pit** (which is 600 yards across) from a point in its south wall.

A long stairway has been cut from the rock of the sides of the Pit. It passes 25' below this secret tunnel and spirals its way to the top. To go up the pit stairway, characters may easily lower themselves down to it and proceed on foot heading counter-clockwise around the walls. For more details, turn to "*Part II: The Interplanar Adventure*" (which is the second round of the tournament).



Edited by Mary Kirchoff

With special thanks to the original players:

Dave Axler
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PART II: THE INTERPLANAR ADVENTURE

PLAYERS' DETAIL SHEET

FOR TOURNAMENT USE ONLY

Regardless of how well you actually did in Part 1, you now start as if you had done everything correctly! When you receive your character sheets, please update them according to your DM's instructions. To summarize, you have:

Found a **Mace of Disruption**, acquiring a pet Rust Monster in the process; it is the *reincarnation* of a Chaotic cleric, who will accompany and obey you to atone for its misdeeds in life;

Saved a harmless half-orc fighter from starvation;

Found the fabled sword **Paramel**, who is now carried by Athelstan;

Unfortunately freed an imprisoned devil, but found **2** packets of **incense of meditation** in the process. One was used by the cleric Venacia overnight, and the effects will last throughout this day. One remains to be used;

Narrowly missed death at the hands of another half-orc, who then got away in *gaseous form*; in its lair, however, you found a hoard of **coins**, many of which you took;

Recovered a **wand of illumination** from the bottom of an odd deep hole, with the help of Paramel, the new sword;

Surprised 3 poker-playing ogre magi after quietly removing their guard dogs, and killed one (the others escaped); you took their "chips" (gold and silver coins) and unexpectedly found a **rug of welcome** and some of its command words — unfortunately lacking the command to *Fly*.

You stayed the night in the room of the ogre magi . . . the cleric Venacia spending most of the time praying over the incense . . . and are now ready to proceed. Following the tunnel out to the Great Pit, you see that the circular stair around it passes 25' below you and about 100' above. The stair is about 5' wide, varying from 3' to 7' in spots. You are over 1000 feet below the top of the Pit. What will you do now?

YOUR OBJECTIVE (Part II): Climb the Pit, pass the Black Forest, find the Gate, find the way to the Egg, get the Egg, and return to Northending (*all in a day's work* . . .).

ADDITIONAL details (provided by the Council) are as follows:

If you climb the Pit walls instead of taking the stairs, one slip could be fatal.

If you take the narrow stairs, beware of loose steps . . . DON'T fly out over the Pit, and don't drop anything in it.

If you do, get moving; the thing living in the bottom might pay you a visit.

The Black Forest is extremely dangerous and evil; stay on the path and out of the woods if at all possible.

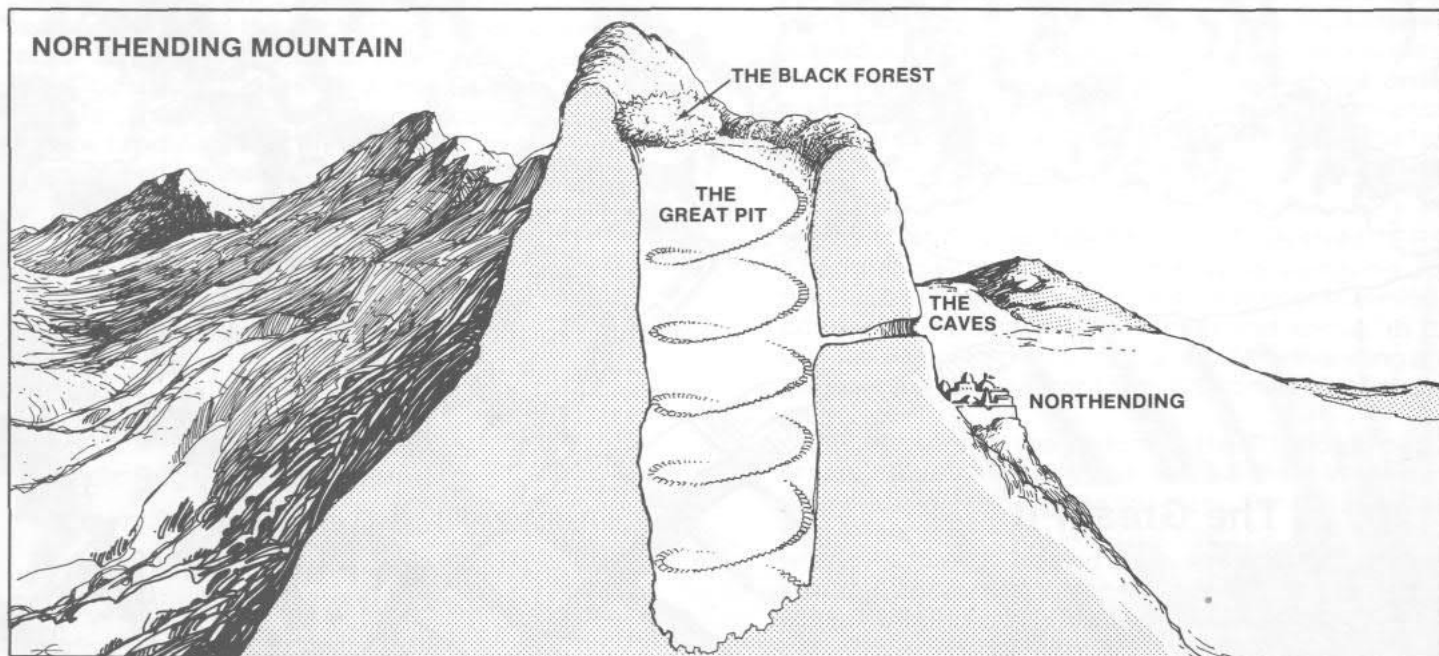
Don't touch anything that you don't have to.

There are times when blind obedience has its purposes. . .

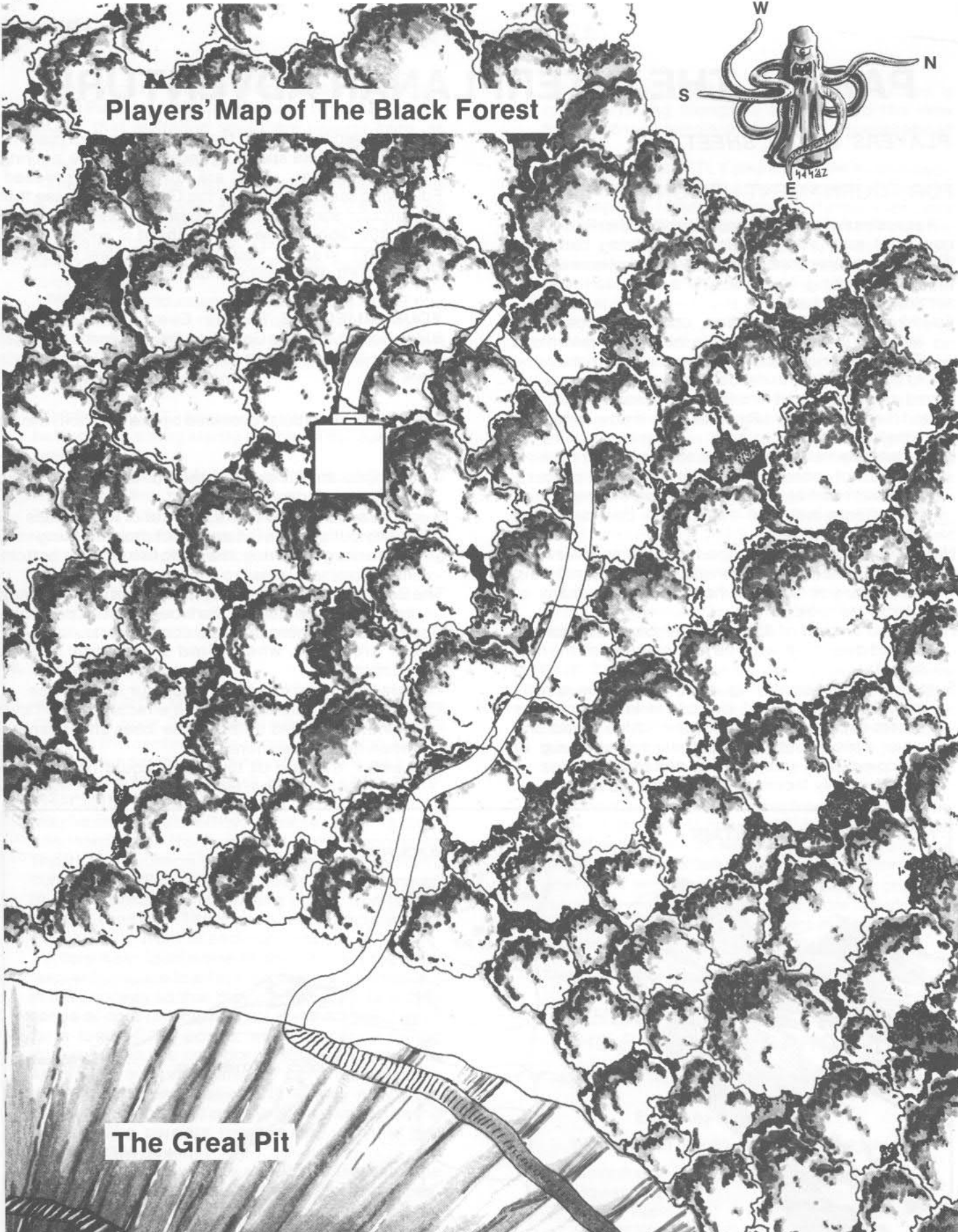
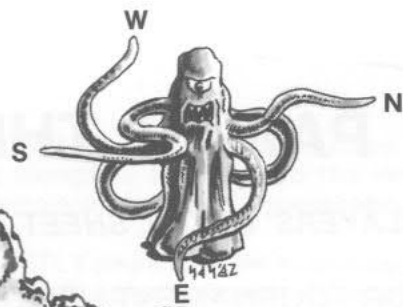
You are intelligent creatures; use your intelligence.

There may be alterations in spell effects while off this plane. Magic tied to this plane loses effectiveness when taken elsewhere.

Be careful; the fate of the world could rest on the recovery of the Egg. Good Luck!



Players' Map of The Black Forest



The Great Pit

START: One player may read the General Background aloud to the rest, if desired. Give the following to the players:

Character Sheets
 Evaluation Sheets
 PART II Detail Sheet
 PART II Players' Map (The Great Pit)

The players may take as long as necessary to review their characters and compare equipment, spells, and so forth; but there is a time limit to the tournament. At the end of the time allowed, please have the players fill out their evaluation sheets while you fill yours. Then collect the sheets. The winners' names will be posted.

During the game, the players may only use the Players Handbook. Miniature figures, hex sheets, and so forth are also permitted and often helpful. Items *not* permitted are the DM Guide, Monster Manual, and reference works other than the Players Handbook.

PLEASE read the rest of the module carefully, paying particular attention to the order of encounters in the Great Pit, the effects of the Black Forest, and the entire Interplanar Journey (II-C). Though short in printed form, it can easily supply hours of entertainment.

Tournament experience has shown that inventive players may find alternate ways to climb the Pit, some judged successful and original enough to avoid most of the encounters therein. NOTE that any bypassing of the Forest encounters, however (by flying or whatever means) will result in the Cube/Gate being missing; as Karolin says in the Background, "it just isn't there." It may only be approached and found by traveling the platinum path (see part II-B for details).

The second round of the tournament is designed, like the first, to run 4 hours from the moment the character sheets are distributed, and includes time to review them, read the background, and so forth. It is recommended that the sequel to this adventure, Module R-4 "Doc's Island," be used as the final (third) round. *However, if no teams succeed in rescuing the Egg, R-4 MAY be too difficult for them.* Though both adventures are designed for their entertainment value and use the same tournament characters, they both require considerable skill and knowledge of the AD&D game system for successful completion of the missions.

Give the characters their additional items, found in the caves, which are:

Athelstan: Longsword +3 "Paramel" (Rm. 4)
 Triladir: Rug of Welcome (Rm. 10)
 Tristrum: Scroll, Stone to Flesh; Dagger +1 (Rm. 6c)
 Zanzibar: Mace of Disruption +1 (Rm. 1)
 Venacia: (one) Incense of Meditation (Rm. 5)
 Gadoff: Wand of Illumination, 42 charges (Rm. 7)

II-A: THE GREAT PIT

NOTES FOR THE DM

Please refer to the cross-section map on the booklet cover. It illustrates the relative positions of the town, caves, Great Pit, and Black Forest.

The Great Pit of Northending was once the core of a volcano. It was hollowed out by some unknown force, and is now the home of a Type VI Demon and friends, who all live at the very bottom. The pit is 600 yards across at its top, and tapers slightly to 450 yards in diameter at its bottom. A long stairway was carved in its sides by gnomes, long before the Demon arrived; it is shaky in spots, but on the whole rather firm. Adventurers may climb it counterclockwise to go up, clockwise to go down (*but nobody ever goes down*). The stair averages 5' wide, ranging from 3' to 7' in spots.

If the party ropes themselves together (or takes other suitable precautions), they will have no trouble going up the stairs. Occasionally someone will slip, but they will not pull the others off, and can easily be pulled back up. If they do not take precautions, have the front character make a "save vs. Dexterity" (roll Dexterity score or less on 1d20) after about 1 turn of climbing; if don't take the hint, though, the next time will be a real fall.

Note that if done immediately after the fall, a *feather fall* spell may be cast on the victim and a rope thrown down. If done quickly, this will save the falling character. In addition, a falling character has 5 segments before hitting the side of the Pit and being knocked unconscious; he or she *may*, in that time, cast a spell (if applicable).

TOURNAMENT ENCOUNTERS: If anyone ventures out over the Pit (whether flying, levitating, falling, or other), the Demon (P3, hereafter) will be encountered immediately thereafter, before any other encounters. Otherwise, **there will be 3 encounters in the order given;** they will occur about **4 turns apart** from each other, all occurring before the characters get to the top of the Pit (assuming normal, or even double, movement rate).

WHEN USING NON-TOURNAMENT CHARACTERS: The DM may design an interesting dungeon for placement at the bottom of the Pit, and should definitely do so for characters of 11th level and above. In its original campaign form, the Caves of Northending are also considerably larger (over 100 rooms) than those given.

The dungeon at the bottom of the Pit should be an ornate castle stronghold, as befits a Type VI Demon temporarily in residence on this plane. Careful attention should be paid to the lack of a need for stairs, as the residents therein should all have aerial capability. Lawful Evil types are recommended as servants and staff, while Chaotic Evils rule the place, suffering under the whims of their leader.

ENCOUNTER KEY: THE GREAT PIT

P1. FLYERS: Two manticores will be seen approaching from above, and will not surprise the party. They will not land at first, but will strafe the party with missile fire (tail spikes), sending a volley at a randomly selected 10' area. If the party is stretched out on the stairs in single file, each manticore will fire 3 spikes at each of two adjacent characters (the pair selected at random).

The **manticores** (AC:4, M:12//18, HD:6+3, hp:40@, #AT:6, D:4@, THACO:13, STs:14, LE, Lg; hand-to-hand #AT:3, D:d3/d3/d8) will fall into the Pit when slain (unless the party thinks of and takes some precautions), but this will *not* bother the demon very much; small things fall in the Pit all the time.

P2. WORM: The party will hear a rumbling sound coming from the rock wall of the Pit, ahead of them wherever they may be. Check for immediate actions; if the party:

BACKTRACKS down the steps, the worm will miss everyone, appearing 20-30' in front of the foremost party member.

STOPS, the worm will miss them, appearing 15' ahead of the foremost party member.

CONTINUES NORMALLY, the worm will appear at the middle of the party, striking one character (determine at random) solidly.

HURRIES ONWARD, the worm will strike the last member of the party *UNLESS* they are moving at a speed greater than 12", in which case it will miss, appearing behind them.

A **purple worm** (AC:6, M:9, HD:15, hp:90, #AT:1, D:2d12, THACO:8, STs:13, N, Lg [50' long]; swallow whole if 4 over the required "to hit" roll) suddenly comes rocketing out of the wall, hitting (*nothing or someone, depending on actions as above*), and continues out into the Pit. (*Its "to hit" roll was 20, if anyone argues.*) Not knowing the Pit was there and sensing only the vibrations of the party's movement, it tries to slow and turn, but to no avail. The worm's bulk causes it to fall through the hole in the wall and its huge shape tumbles downward, and disappears in the distance as it falls the thousands of feet down the Pit.

This irritates the demon.

P3. THE DEMON: Whether irritated by characters flying around over its Pit or by the purple worm dropping in, the Type VI Demon living at the bottom of the Great Pit will fly up to see what's going on. It will be seen coming as a large ball of fire, slowly rising up the center of the Pit [note that



it is 900' (30") from the walls]. When it reaches the altitude of the party, it will leave the center of the Pit and move toward them; if attacked, it will not mind. (In *Tournament Play*, its magic resistance will automatically foil spells during this time, and it will dodge all missile fire attacks successfully). When it is about 120' (4") from the party, it will demand in a booming voice to know what is going on.

DM NOTE: Give the party a hard time in the negotiations. The demon will threaten to blow them all away, and it can do it, too; the party should know enough to talk their way out of this. The demon will surround itself with fire (immolate) regularly during the negotiations, but will not actually attack.

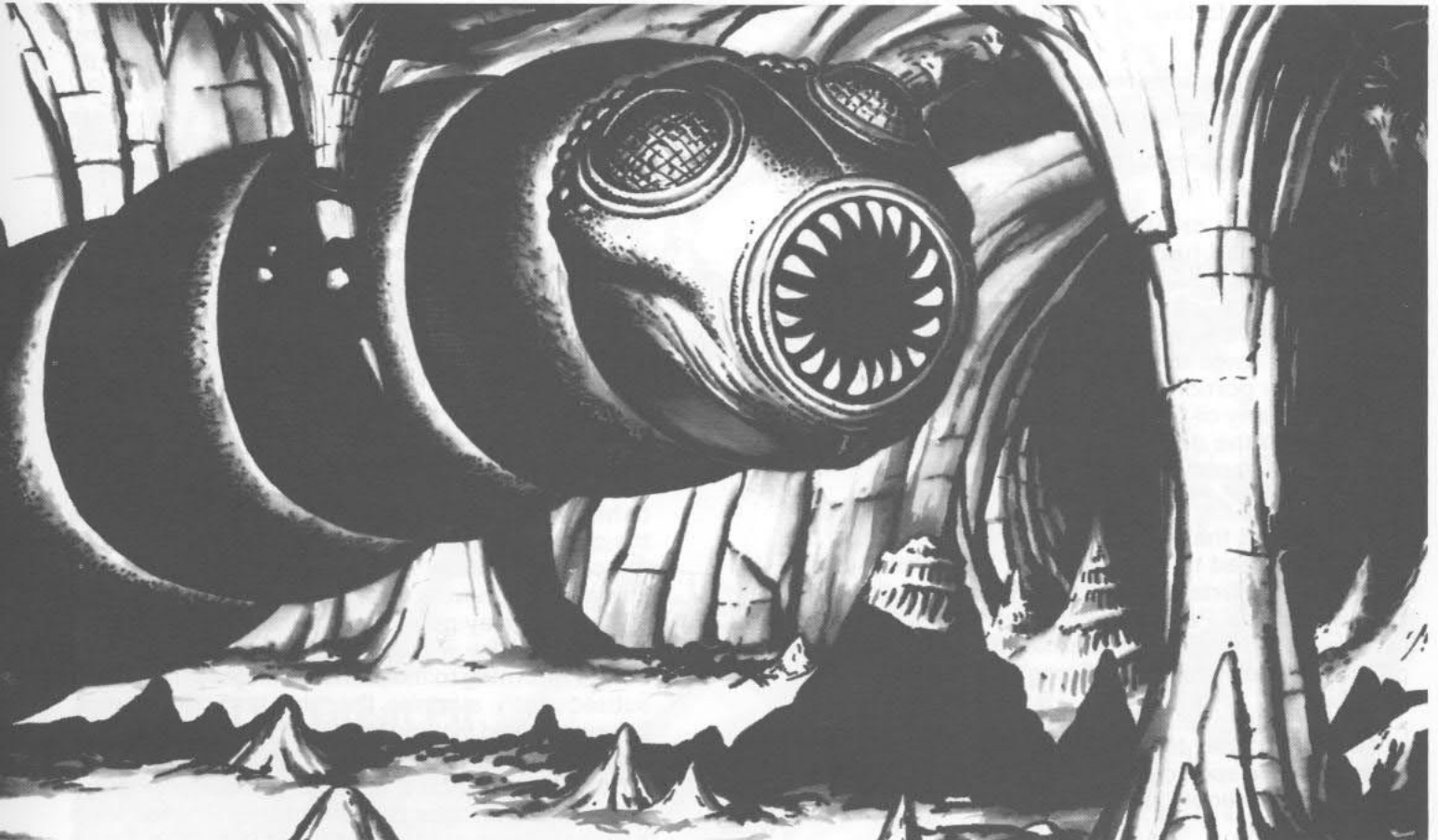
Just as things are coming to a head, and the demon is losing its patience, a **Type IV Demon** appears in midair next to it. It talks to the Type VI briefly (no chance of being overheard), and the Type VI Demon then announces, "I've got to go away for a minute, but wait here; I'll be back shortly." Both Demons then suddenly disappear. If the party does wait, the Demon will return in 2 hours to beat them up; if they proceed onward, they'll never see it again.

TYPE VI DEMON: AC:-2, M:6/15, HD:8+8, hp:50, #AT:1, D:d121, THAC0:12, STs:10, MR:75%, CE, Lg

(12'); magic weapon to hit; special attack: whip pulls opponents to it and immolates for 3d6; AT WILL: teleport (no error), darkness 10'r, detect magic, read magic, read languages, detect invisible, pyrotechnics, dispel magic, suggestion, telekinesis [weight 6000 coins], symbols of fear, discord, sleep, and stunning [as L8 MU spell], Gate 70% for (on d10) Type III (1-8) or Type IV (9-10) demon; Psionic Ability 180 (A,B,C,E/F,G,H).

STAIRS: As the party approaches the last few steps at the top of the long stairway, the taller characters will be able to see the Plateau itself. If they continue, the last 5 steps will disappear when the lowest is touched (even by someone's foot, due to **hallucinatory terrain**). This is intended to see if they've taken some precautions against falling. If the front character is roped to another, OR if he or she has a *ring of feather falling* (or some other means of safety), nobody will fall. BUT, if the lead person is completely free and unprepared, down they go; no saving throw, no chance of rescue. They will hit the walls a few times during the 4000 foot drop (1d6 damage per 10' fallen, 20d6 maximum per hit).

The party can easily climb up the last few feet to the plateau and the Forest; in fact, they might do so without even touching the last 5 steps.



II-B: THE BLACK FOREST

NOTES FOR THE DM

Give the players their map for the Black Forest. They will have no encounters on the outer ledge before entering the Forest, no matter how long they take; but remember that the Type VI Demon returns soon, and will come looking for them. It will not go into the Forest.

The Black Forest is indeed black; the trees, plants, and ground appear perfectly normal except for their odd color. A 20' wide silvery metallic path starts at the edge of the Great Pit and leads into the Forest; it is made of platinum, and shields the occasional traveler from the Forest's deadly effects. Note that the branches of the black trees form a canopy over the path; this must be treated as part of the deadly forest.

The Forest is magical and Evil, and will *detect* as such. Woe be to the traveler who ventures off the path; the Forest drains the life energies of all beings. Any creature leaving the path and entering the wood must immediately make a saving throw vs. Death; failure to save results in the loss of a life level, just as if that creature were struck by a wight or wraith. Creatures of different alignments save thereafter with different frequencies, as follows:

GOOD creatures must save each round.

NEUTRAL creatures must save each turn.

EVIL creatures must save each day.

Note that any creature must save as soon as the Forest is entered (unless it remains on the protective platinum path).

The 20' wide platinum path is pure metal and valuable. It is also easily damaged. If any character tries to pick some metal loose, it will come free quite easily. If any portion of the path is so damaged, it will NOT shield any of the Forest's deadly effects within a 10' radius of the damage. The platinum is 1/2" thick, and is worth about 1500gp per square foot.

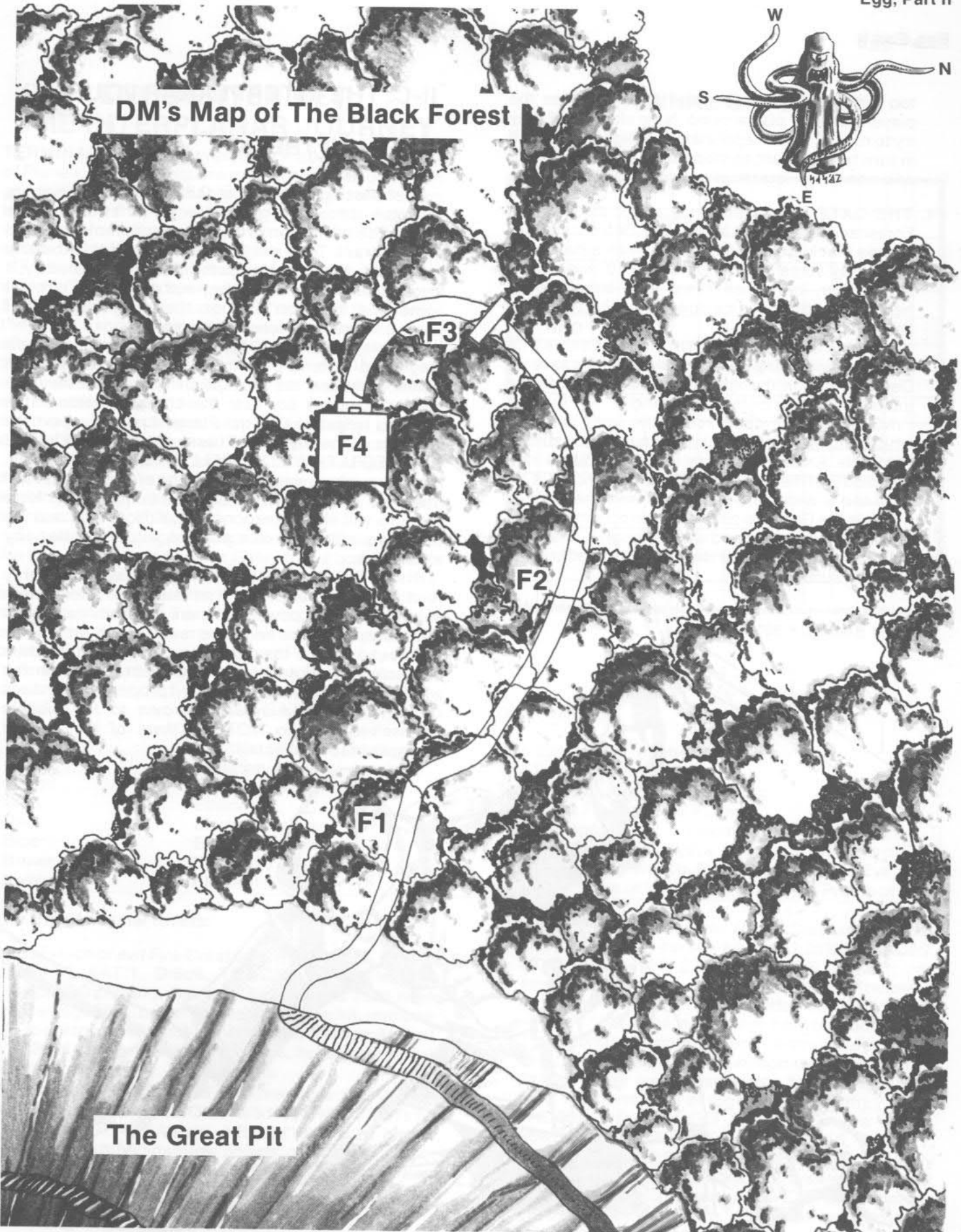
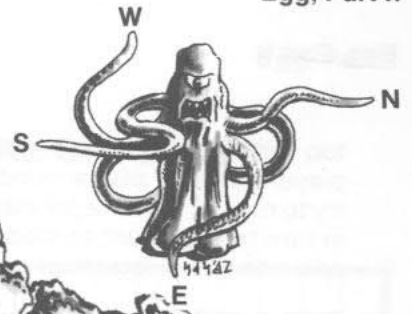
REMEMBER that if the characters do not follow the path, but instead try to bypass the Forest encounters by flying, teleportation, or any other means, the Cube will not be there. Part of the enchantment on the Forest pertains to the Cube; if an alternate method is used, the path will merely end in the Forest at that point.

In campaign use, the Forest may be destroyed by a dispel magic spell cast on the Cube itself, but must be from a caster of 21st level or greater to remove the permanence.

ENCOUNTER KEY: THE BLACK FOREST

- F1. LURE:** The party will hear a female human voice suddenly start screaming for help. It will sound like she is being attacked by something and putting up a fight, but her voice will gradually get weaker. The party should ignore it. The screams will be coming from the creature in the woods south of the party, a **leucrotta** (**AC:4**, M:18, HD:61, **hp:30**, #AT:1, D:3d6, THAC0:13, STs:14, CE, Lg; imitates human voices). It will retreat if approached, hoping that its prey will succumb to the Forest and become an easy meal.
- F2. DANGER:** At this point, a long ropey strand will shoot out from somewhere in the forest (ahead and to the right of the party), straight at the lead character on the right side. The hidden **roper** (**AC:0**, M:3, HD:10, **hp:30**, #AT:1, D:rope or 5d4 bite, THAC0:10, STs:11, MR:80%, CE, Lg; immune to lightning, cold=1/2 damage, susceptible to fire=-4 from saving throw and +1/die damage) is 30' off the path, behind some bushy cover, and hungry. *Note that for each rope that hits, the victim must save vs. Poison or lose 1/2 strength in 1d3r, lasting for 2d4 Turns; 2 hits = Strength 0 (helpless). Regardless of strength, the victim will be pulled 10' closer each round (and remember that saving throw when leaving the path). A strand may be broken by a successful "open doors" attempt, OR if 6hp of damage is inflicted to the rope. If one rope is cut or broken, the roper will immediately shoot another strand but at a different victim, giving up on the first. This procedure will be repeated until the party is out of range, or until all strands have been cut or broken short.*
- F3. OBSTACLE:** The path continues under a smooth black stone wall, which extends well into the Forest on both sides of the path. It is an illusion, and can be passed by closing one's eyes and walking straight through it. Waiting on the other side are **2 ghosts** (**AC:4**, M:15, HD:4, **hp:25@**, #AT:3, D:d4/d4/d8 & save vs Paralysis, THAC0:15, STs:16, CE, Med; stench 10'r = save vs. Poison or -2 penalty to hit), who will each get 1 claw (d4) attack before the character can attack or Turn them. Their other attacks will follow in the same round. Up to 2 characters can walk through the wall in 1 round. The party *may* go around the wall by leaving the path. If so, they will be in the Forest for 2 rounds before returning to the path, but they will be able to subsequently *surprise* the ghosts. They cannot, however, avoid making the saving throws vs. Death, regardless of magical or other protections. The players should be able to muster enough attacks at the ropes to prevent their friends from being dragged into the deadly Forest. *DON'T* take

DM's Map of The Black Forest



too long with this encounter please, unless the players want to play around. Note also that if they try to run by, the exceptionally intelligent roper will in turn try very hard to stop them. This is intended as a non-lethal logistical exercise.

F4. THE GATE: The path winds about through the Forest and finally ends at the 10' wide front steps of a large black stone cube, 40' on each side. There are 2 gray steps leading up to the 10' wide black stone door, on which there is a large bronze handle. The door can be opened easily, and is not trapped nor locked.

If anyone touches any part of the black stone with *anything* (including items), he or she must save vs. Death or die on the spot. Note that this does *not* include the steps or the door handle.

INSIDE is a 30' cubic room; the walls are pure white, and made of an unknown substance similar to marble. A slab of the same material projects from the middle of the wall opposite the entrance; it is 10' high and 5' wide, and projects 1' from the wall.

This is the Gate. To pass it, a character need only close his or her eyes and walk through it. Disbelief will not work; only the described procedure will result in success.

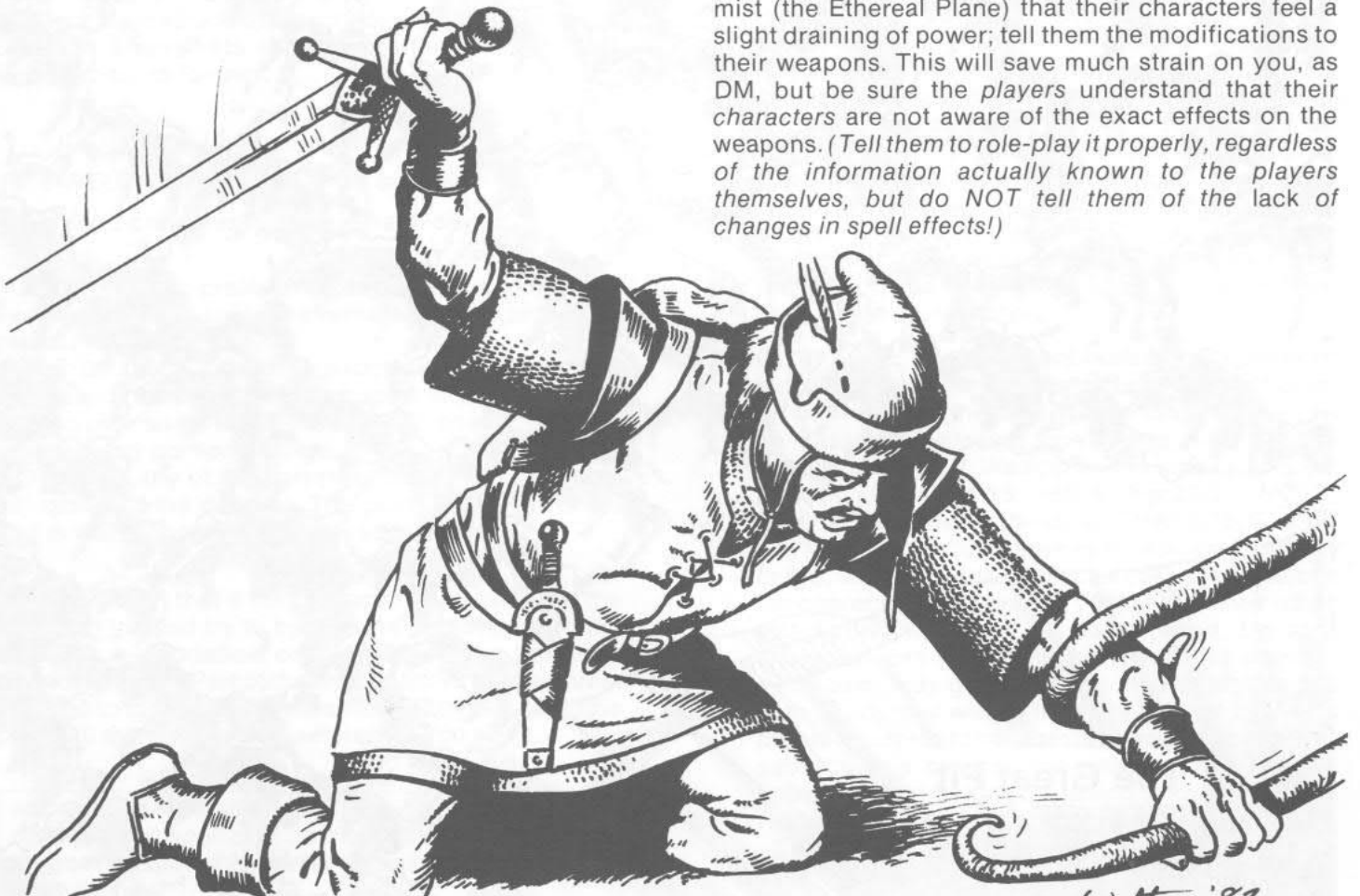
II-C: THE INTERPLANAR JOURNEY

NOTES FOR THE DM

After passing through the Gate, the party members will walk through a gray haze for what seems like hours. Their direction of travel and apparent time used are irrelevant. They will then see a rectangular outline in the haze, the same size as the slab they entered by; if they proceed towards it, they will enter the Terminal (described hereafter). If not, they will encounter it every 3 hours (subjectively) thereafter.

The players may be expecting alterations in their magic and/or items once they leave the Prime Material Plane. However, the 'pocket' of space that they are headed for does not bear the characteristics of the (deadly) Negative Material Plane; it must support the life form of the Phoenix. Therefore, *THERE WILL BE NO ALTERATIONS OF SPELL EFFECTS* in any way. However, *magic weapons WILL be affected*: each will lose one "plus" (+1 items become nonmagical). Note that this will affect weapons *ONLY*. Note also that the creatures with spell-like abilities will not suffer any alterations.

INFORM THE PLAYERS when they enter the gray mist (the Ethereal Plane) that their characters feel a slight draining of power; tell them the modifications to their weapons. This will save much strain on you, as DM, but be sure the *players* understand that their *characters* are not aware of the exact effects on the weapons. (*Tell them to role-play it properly, regardless of the information actually known to the players themselves, but do NOT tell them of the lack of changes in spell effects!*)



ENCOUNTER KEY: THE INTERPLANAR JOURNEY

TERMINAL: Give the players their map of the Terminal of Planes. It is an 80' square room made of an unknown grayish substance similar to marble. There are 8 slabs (each 10' by 5' and projecting 1' from the walls) of various colors, 2 projecting from each wall; the party enters by stepping out of the gray slab.

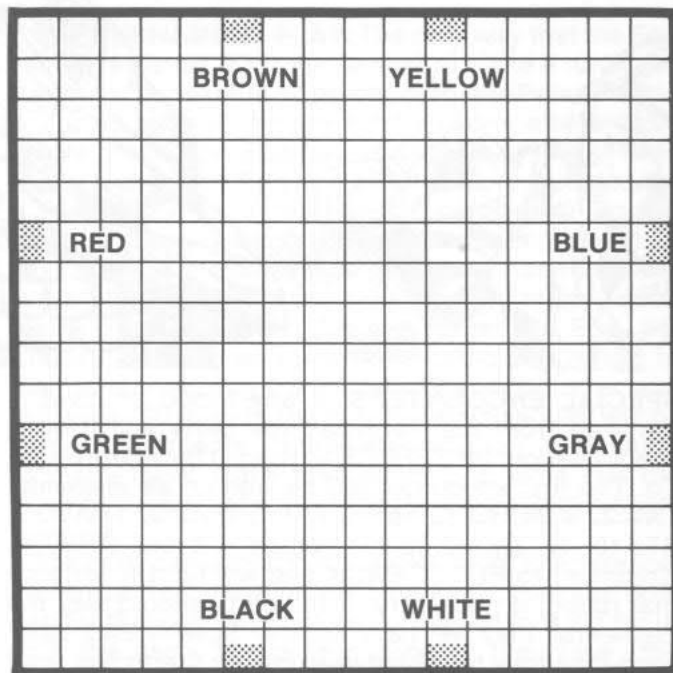
Four small (4" diameter) silver bowls rest atop wooden 3' tall tripods, one in each corner of the room. Each is full of water. If any of the items are taken from the room, a special encounter (see hereafter) will occur after the room is left but BEFORE the party reaches their destination.

When removed from this plane, the "water" becomes *oil of etherealness*. Note that the "water" can be removed without danger; only the removal of a tripod or bowl will incur the wrath of the Special Encounter.

The slabs are Gates, and may be passed using the same procedure as before: closing one's eyes and walking through the slab. Each goes to a different plane, coded by color.

The party should go through the Black Gate to get to the Egg. If they take another Gate, do the best you can ... in most cases, they won't make it back to finish this adventure. If they take the Green or Gray Gates, they may return to the Terminal quickly and without encounters (the caves are cleaned out, the Demon will be back in the bottom of the Great Pit, and they won't have any encounters in the Pit or the Forest).

TERMINAL OF PLANES



ONE SQUARE = 5 FEET

COLOR	PLANE GATED TO:	DESTINATION
White	Positive Material (pocket)	The Cloud City of the Ki-Rin
Black	Negative Material (pocket)	The Endless Graveyard
Green	Prime Material	The High Church of Northending
Gray	Ethereal	The Black Forest of the Plateau
Red	Elemental, Fire	The Volcano of Imix, Elemental Prince of Evil
Blue	Elemental, Water	The Great Lake of Olhydra, Elemental Princess of Evil
Brown	Elemental, Earth	The Mesa of Ogremoch, Elemental Prince of Evil
Yellow	Elemental, Air	The Sky Palace of Yan-C-Bin, Elemental Prince of Evil

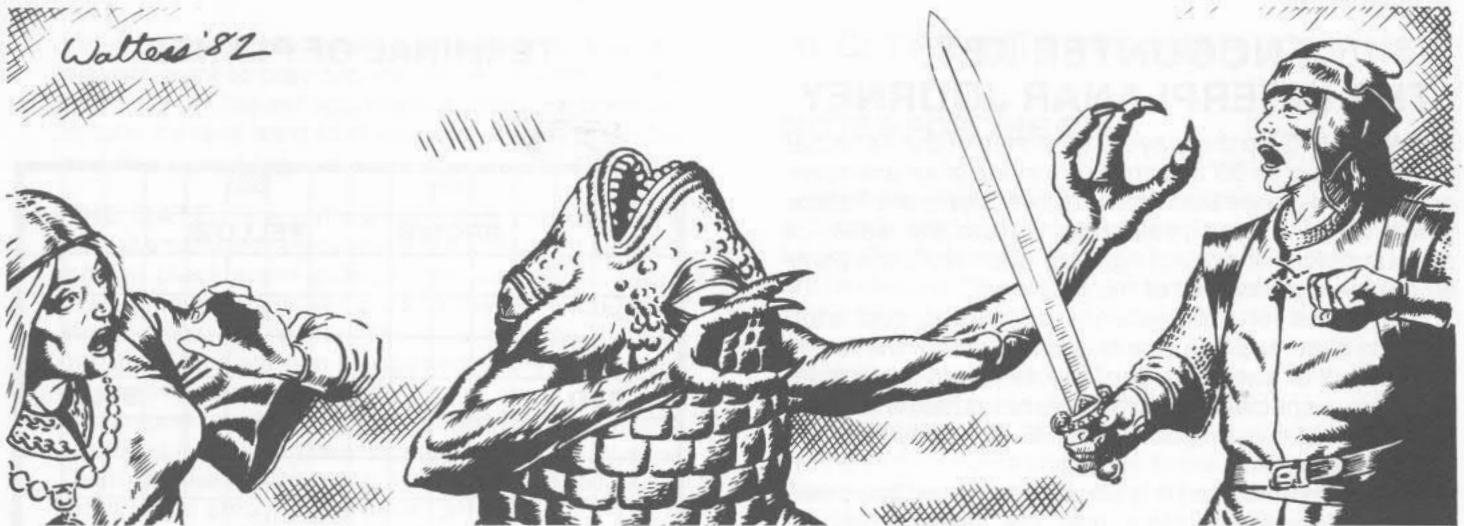
The Evil Elemental Rulers:

Imix, Prince of evil Fire Creatures: AC:-4, M:18, HD:20, hp:90, #AT:1, D:6d6, THAC0:7, STs:6, MR:85, PSI:190 (All/all), NE, Lg(18'); radiates 1d20 heat damage in 10'r, +2 or better weapon to hit, immune to poison paralysis, and petrification; **1/day:** *fireball* (20d6), *summon* related creatures; **3x/day:** *continual light*, *wall of fire*, *pyrotechnics*.

Ogremoch, Prince of Evil Earth Creatures: AC:-7, M:9, HD:24, hp:110, #AT:2, D:5d10/5d10, THAC0:7, STs:6, MR:85, PSI:185 (All/all), NE, Lg(10'); +3 or better weapon to hit, immune to poison, normal fire, -1/die from magic fire, cold, lightning; **1/day:** *earthquake* 100' diameter, *summon* related creatures; **3x/day:** *flesh to stone*, *move earth* (double area), *wall of stone* (triple strength).

Olhydra, Princess of Evil Water Creatures: AC:-5, M:6//18, HD:20, hp:90, #AT:1, D:2d12, THAC0:7, STs:6, MR:70, PSI:210 (All/all), NE, Lg(20'); can *envelop* 5 mansize creatures for 2d6/r (helpless, drowning in 2d4r); +1 or better weapon to hit, edged=1/2 damage, no damage from cold but *slowed* if over 20hp (with no MR check!), immune to paralysis and petrification; **1/day:** *summon* related creatures; **3x/day:** *lower water*, *part water*, *transmute rock to mud*, *ice storm*, *wall of fog* (triple strength).

Yan-C-Bin, Prince of Evil Aerial Creatures: AC:-6, M:48, HD:19, hp:85, #AT:2, D:2d10/2d10, THAC0:7, STs:6, MR:90, PSI:220 (All/all), NE, Lg(10'); naturally invisible, *stun/kill* as Monk L8, *create whirlwind*, 4d8/r for d4+1r (slays creatures 3HD or less); immune to petrification, lightning, +2 or better weapon to hit; *summon* related creatures.



SPECIAL ENCOUNTERS: If any tripod or bowl is removed from the Terminal, the party will have a special encounter BEFORE arriving at the Plane Gated To. The first encounter will be with an **air elemental** (AC:2, M:36, HD:12, hp:60, #AT:1, D:2d10, THAC0:9, STs:10, N, Lg; +2 to hit) which will tell them (in Common) to PUT IT BACK and will fight to enforce that ruling, if necessary. If the party should slay the Elemental, they will have another Special Encounter *each time* they travel between planes thereafter, until the apparatus is returned or replaced; roll 1d8 for subsequent encounters and consult the following table:

1d8 Creature Encountered

- | | |
|-----|---|
| 1 | Efreeti (1, AC:2, M:9/24, HD:10, hp:40, #AT:1, D:3d8, THAC0:10, STs:10, N-LE, Lg; At Will: produce flame, pyrotechnics; 1/day: gaseous form, become invisible, detect magic, enlarge, polymorph self, create full illusion, wall of fire) |
| 2-3 | Ki-Rin (1, AC:-5, M:24/48, HD:12, hp:60, #AT:3, D:2d4/2d4/3d6, THAC0:9, STs:6, MR:90%, Psi: all/all, LG, Lg; horn is +3, 18th level cleric AND 18th level magic-user [determine spells]; 1/day: create food and water, create soft goods, create full illusion, gaseous form, call lightning, wind walk, summon weather; Psionic disciplines [4 major, 6 minor] at 9th level mastery) |
| 4-5 | Salamanders (3, AC:5/3, M:9, HD:7+7, #AT:2, D:1d6/2d6, THAC0:12, STs:13, CE, Med; each attack does +1d6 fire damage; immune to fire, sleep, hold, and charm; cold = +1/die damage) |
| 6-7 | Phase Spiders (3, AC:7, M:6*15, HD:5+5, #AT:1, D:1d6+poison, THAC0:13, STs:14, N, Lg; bite = save vs. Poison at -2 penalty or die) |
| 8 | Xorn (3, AC:-2, M:9, HD:7+7, #AT:4, D:1d3/1d3/1d3/2d10+4, THAC0:12, STs:13, N, Med; immune to fire, cold; 1/2 or no damage from electricity, passwall = 1d10+10 damage, other special effects from spells) |

THE GOAL: Assuming that the party passes through the Black Gate to the Negative Material Plane, they will find themselves in the same gray mist as before. Another outline of a doorway will be seen ahead; the effects are similar to those described earlier.

As the party passes through this Gate, however, they will find themselves walking out the back wall of a large white crypt in the middle of an apparently endless graveyard. There are hundreds of identical crypts in the area. If the characters do not mark this one in some way (easy enough to do), **they'll never make it back.**

The "pocket", a **Partial Plane**, is a spherical plane with approximately a two mile radius, and consisting of an artificial planetoid, surrounded by a shallow atmospheric envelope. The sky is a swirling bizarre whirlpool of dark purplish colors. The visible boundaries of the Partial Plane are incomprehensible to characters from the Prime Material Plane. As a result, any character watching it will feel slightly ill. If it is watched for more than 1 round, the character must save vs. Spells or go insane; an insane character will attack the party fearlessly until dead.

Outside of the area of the crypts are thousands of tombstones in neat rows, stretching as far as the eye can see. In the distance, a source of fire can be seen.

A **vampire** will be seen approaching the party; as it does so, skeletons and zombies will stand up next to their tombstones. They will not attack, but will watch to see what happens. The vampire will NOT attempt to *charm* but cannot be Turned. If engaged by the character with the *Mace of Disruption*, it will NEVER HIT that character, and will be destroyed the first time it is struck. [If engaged by others, either along with OR instead of the character with the Mace, it will avoid the Mace and fight normally.]

If the party does NOT proceed towards the fire in the distance, they will soon be attacked by hordes of skeletons and zombies, backed up by all the other Undead. Run it as best you can, but the party will all die eventually. Trying to return to the 'correct path' will not halt the attacks.

If the party *does* head towards the fire, they will encounter 4 more vampires, one at a time and about 10 rounds apart. These will act the same way as the first; the party should soon get the hang of it, and dispatch them quickly. After they finish off the last one, the watching skeletons and zombies will get their associates (hundreds of all the other types of Undead) and come to watch the final encounter. They will line up, leaving a wide path (70 yards across) clear and leading towards the Phoenix.

As the party approaches the fire, winding their way past the unoccupied tombstones (which are 10' apart), the source of the fire will quickly be seen to be a huge bird (the Phoenix), bathed in fire. But between the party and the Phoenix are two large humanoid figures, each 12' tall; they are permanently *hasted Iron Golems*. If the party is stupid enough to engage them, run the battle normally. Instead, they should send their unusual ally, the rust monster, to attack them first. If they do this (the rust monster will be eager to go), *it will disintegrate the first iron golem without being hit, and will die gloriously and at the same time as the second, as the golem kills it with its dying blow.*

IRON GOLEMS: AC:3, M:12, HD:18, hp:80, #AT:2, D:4d10@, THAC0:7, STs:special, N, Lg; immune to weapons less than +3; immune to spells except *lightning* (which slows it for 3r) and any magical fire (which repairs damage, 1hp/1hp fire); can breathe poison gas 1/7r, 1" cubic cloud before it.

If anyone tries to avoid the golems by breaking through the ranks of the Undead, they will be killed quickly. Don't bother to roll the dozens of attacks; just tell the player it looks impossible to survive. If he or she insists, he or she is dead.

After dispatching the golems, the party will be able to approach the Phoenix. It is 60' tall with a 150' wingspread, and generates a flaming area 25 yards in diameter. It stays in the same place at all times, but hops regularly.

PHOENIX: AC:3, MV:12/24, hp:50, #AT:3, D:3d6/3d6/4d6, THAC0:9, STs:10, Med, N; regenerate 5hp/r, immune to all spells; +3 weapon (or less) disintegrates when used against it, no damage done; +4 weapon (or better) needed to hit.

If Slain, the body will explode in flames (50'radius). Normally, all within the flames are incinerated (save vs. Breath/Magical fire for 10d10 damage instead); however, here the explosion will set off the Egg, resulting in the destruction of this "pocket" of space and all within it. Each creature has a 1% chance per hit die (level) of being cast into the ethereal plane instead.

Anyone entering the flames of the Phoenix will take 25 points of fire damage per round, NO SAVING THROW, regardless of *fire resistance* or other protections. **However, the Phoenix will not bite or claw**

unless attacked itself. Someone brave can just run up, grab the Egg, and run away; this will mean that he or she will be within the flames of the Phoenix for a total of 2 rounds, taking 50hp of fire damage in the process.

IN TOURNAMENT PLAY: The only way that the Egg can be retrieved is for the Ranger to make a run for it, starting at or near full hit points, or for the Paladin to do it, curing himself "on the run." Anyone else will die before getting the Egg out, and the Phoenix will then neatly pick up the Egg and pull it back to its custody.

There may be a few deaths before the Egg is retrieved. Everyone may die, for that matter (*better luck next time*). If the party gets down to 2 survivors, the ranks of the Undead will break formation and mob them, killing them all. But if they get the Egg, the Undead will start an unearthly wailing and return to their tombs, leaving the Endless Graveyard quiet and still within 10 rounds; the only remaining sound will be that of the Phoenix, its fires roaring away, screeching its displeasure at the theft of its Egg. Note that the insanity-causing effects of the sky are not diminished, however.

The party can retreat to the Gate without interference. Remember that if they haven't marked it, they can only wander through the Endless Graveyard looking for it, until the nasty things in charge of the place (the Greater Devils) show up a few months later.

The Gate can be passed as before, by closing one's eyes and walking through the wall; the gray mist will surround the characters once again, the familiar doorway appearing ahead of them in 3 hours. They will return to the Terminal of Planes, and should select the Green door to return to their plane; if so, they will appear in the High Church in Northending, successful and heartily welcomed. If they select the White Gate, they will arrive at a palace of the Ki-Rin, and will be cared for and returned to their home plane in due course.

The Gray Gate will merely set them wandering through the Ethereal Plane once again, to come upon another doorway; this leads back into the Gate in the Black Forest, from which they may take the path back the way they came. Any other Gate taken will lead them to an elemental plane; the DM may either run such an adventure, preparing it ahead of time, or put the characters "on hold" until the scenario can be developed. In any event, the characters will probably need the Egg to combat an Elemental Prince of Evil; see the Afterword (hereafter) for details on the workings of the Egg.



**HERE ENDS
THE EGG OF THE PHOENIX**



AUTHOR'S AFTERWORD:

Well, there you have it. You may be wondering, and your players likewise, about one more thing: *what IS the Egg of the Phoenix?*

Though it should never have to be used in the actual adventure, I'll explain. It is an egg-shaped artifact of great power, and is a "foldbox" (that is, bigger inside than outside, if you can visualize the dimensional aberrations involved). It is a source of great power, but you've got to use it properly. It has beneficial and malevolent powers aplenty, and is complicated. *(I feel that each artifact in a campaign should be carefully and intricately constructed, as they are the Ultimate examples of magic in the AD&D™ world.)*

In game terms, the Egg is usable only by a magic-user (*an Illusionist does NOT qualify*), and supplies the magical energy normally drawn on by the casting of a magical spell. One unique aspect is that the user can cast any spell he or she knows (has written in a spell book) by using the Egg, *without memorizing the spell*. Using it does *not* cause the loss of the spell, nor does the spell have to be one memorized at the time! And furthermore, as the magical energies are a bit different from "normal," there is only 1/2 normal chances for dispelling the effects produced by "Egg spells."

In addition, the Operator of the Egg (that character who discovers how to open and activate it) gains a subsequent Magic Resistance while touching (operating) the Egg. This resistance is 10% per Stage of Opening (to magic from an 11th level caster, adjusted by 5% per level difference); i.e., 20% when using the Egg in Stage 2, 30% in Stage 3 and so forth. *(See hereafter for a description of the Stages of the Egg.)*

When found, the Egg is a 3' long egg shape, 2' in diameter, and will seem to weigh about 30 pounds (300 coins). It appears to be made of black onyx, shot with fine strands of gold and silver, and with several large runes inscribed upon it. Oddly, neither the metallic strands, the runes, NOR the weight exist in reality, and cannot be touched, interpreted, read, nor affected in any way!

The Egg itself is immune to nearly all forms of damage. A being with a Strength score of 24 may dent it, and if struck with the full force of a 25 Strength, it may implode (violently collapse into itself; see details below). No magical spell known will have any affect on it whatsoever. It is rumored that magical weapons of +7 or greater enchantments (completely unknown to and beyond the power of mortal AD&D characters) can harm it similarly to incredibly high strength (*DM's option, depending on the level of the campaign*).

If the Egg is dented, it cannot be opened nor closed further until repaired by some being who knows how AND has a 20 or greater Intelligence score (plus the necessary tools and materials). If the Egg is actually damaged at all by any of the above methods, it will implode, disintegrating itself and everything within a radius around it. The radius is 20' per Stage of opening (measuring from its current dimensions); i.e., at Stage

4, everything within 80' of it disappears. All matter thus disintegrated (including ALL microscopic particles) goes, with the remains of the Egg, into the Astral Plane, lost forever more (*wishes notwithstanding*). The aftereffects of the implosion, when the surrounding air rushes in to fill the total void left where the Egg had been, is left to the DM's imagination.

If a qualified operator experiments with the Egg, the secret of opening may be found (1% chance per point of Intelligence per hour of continuous study). The Egg may then be opened to Stage 2 form, but the process of opening it will trigger a defensive flame which inflicts 10hp of magical fire damage to everything (and everyone) within a 10' radius, with no saving throw and no protections applying (*similar to the flames of the Phoenix itself*).

At Stage 1 (when found), the Egg can give the operator the ability to cast any 1st level *Alteration* spell. The user will take 1hp of damage for each spell used, and the damage is *not* curable except by time, at the normal rate of 1hp per day.

In a process identical to the opening procedure in that it takes quite a while to find, the Egg may be opened further, to Stage 2. The fire damage when opening it further, however, is 20hp, and in a 15' radius. At Stage 2 (twice the initial size), any first level spell may be cast, plus any 2nd level *Alteration*. The damage per use rises to 2hp, regardless of the level of the spell actually cast.

The third opening procedure inflicts 30hp of magical fire damage to everything within 20', again disregarding all protections and with no saving throws. At Stage 3 (twice the size at Stage 2), ALL first and second level magic-user spells are usable, plus all 3rd level *Alterations*. Damage per use is 4hp per spell, again regardless of level.

The further opening of the Egg is impossible for any being with less than 18 intelligence, 9% chance per hour of study with that score, and normal chances (1%/point/hour) for Intelligence 19 and greater. Opening damage rises by 10 points per opening thereafter (to 40hp when opening to Stage 4, 50hp to Stage 5, and so forth), and damage per spell used rises proportionately (to 6hp, 8hp, etc.).

On a purely physical note, the first three times that one "opens" the Egg, it merely gets bigger. Thereafter it becomes first a large black cube (almost identical to the Gate in the Black Forest of Northending), then a 90' tall archway, and then a mammoth slab 30' high and 120' square. It then assumes shapes inconceivable by normal man; it is more properly a tool of the gods, too dangerous for mortal mundane uses.

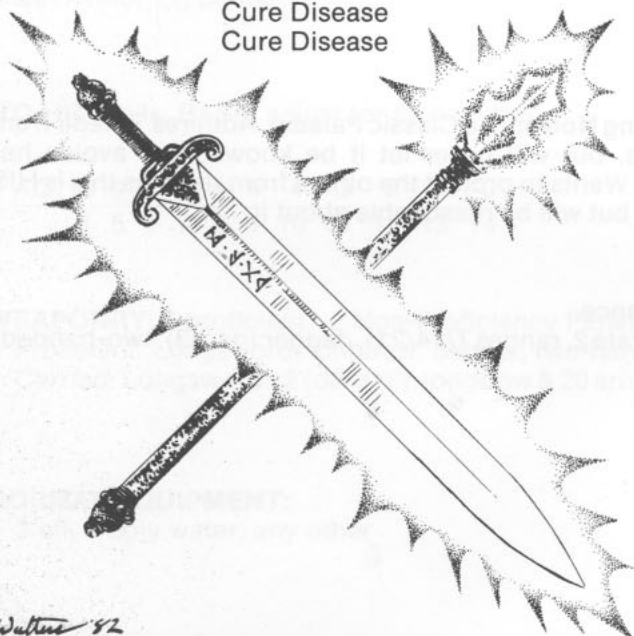
In the adventure, as in my own campaign, it is never used; the characters are more than glad to be rid of it. But that's the story, for what it's worth.

Frank Mentzer

CHARACTER GUIDE

CLASS ALIGNMENT NAME RACE AC hp	PALADIN LG Athelstan Human 0 50	RANGER (C)NG Tristrum Human 2 58	CLERIC (L)NG Venacia Human 1 45	M-USER LG Triladir Human 4 31	CL/MU NG Zanzibar 1/2 Elf 3 28	F/THIEF N(G) Gadoff Halfling 3 35
Strength	18/74	17	7	9	10	12
Intelligence	10	13	10	18	17	13
Wisdom	16	14	18	11	16	8
Dexterity	12	14	8	16	10	18
Constitution	17	18	10	16	12	15
Charisma	17	13	11	9	7	16
Vision	Normal	Normal	Normal	Normal	Infra 60'	Infra 30'
Doors	1-4	1-3	1	1-2	1-2	1-2
Bars/Gates %	25	13	0	1	2	4
Surprised	2/6	1/6	2/6	2/6	2/6	2/6
POTIONS	Fire Resist	Invisible	Poly Self	X Healing	Healing	Healing
Other Notes	Longsword +2 Plate +1 Shield +1	Longsword +2 Chain +1 Shield +1	Shield +1 Flail +1 Scroll: HEAL	Bracers 6 Dagger +2 +3 vs. Sm	Shield +1 Mace +1	Leather +1 Sh. Bow +1

Lay Hands
Cure Disease
Cure Disease



Command	Det Magic	Cure Light	PP	55%
Cure Light	Magic Miss	Cure Light	OL	67%
Cure Light	Unseen Svt	Cure Light	MS	67%
Res. Cold		Det. Magic	HS	62%
Sanctuary	Det. Invis		NH	25%
	Levitate	Find Traps	CW	77%
Augury	Strength	Hold Pers.	RL	25%
Augury		Res. Fire		
Find Traps	Dispel Mag	Silence 15		
Hold Pers.	Ltng. Bolt	Slow Pois.		
Silence 15	Slow	Prayer		
Slow Pois.				
	Ice Storm	(Reduce)		
Cure Blind	Poly Self	Feather F.		
Dispel Mag		Magic Miss		
Prayer		Sleep		
Rem. Curse				
		Knock		
C. Serious		Web		
C. Serious				
Neut. Pois.		Invis. 10'		
Raise Dead				

PALADIN Athelstan (ATH-el-stan)
Armor: Plate +1, Shield +1; AC Rear:2

Level:8

Align:LG

Human Male
AC:0
hp:50

S 18/74 +2 to hit, +3 damage; Doors 1-4, Bars/Gates 25%
I 10 2 added languages
W 16 +2 bonus vs. mental attacks
D 12
Co 17 +3 hp/die, SS:97, RES:98
Ch 17 +30% reactions

SAVING THROWS:

Poison/Paralysis	8
Petrify/Polymorph	9
Rods, Staves, Wands	10
Breath	10
Spells	11

+2 Class bonus included

TURN UNDEAD (d20/d12)

D: Skeleton, Zombie
T: Ghoul, Shadow
4 Wight 13 Mummy
7 Ghast 16 Spectre
10 Wraith 20 Vampire

ABILITIES:

Protection From Evil, 10' radius
Detect Evil, 6" range
Lay on Hands 1/day (16 hp)
Cure Disease 2x/week
Immune to Disease
3 attacks per 2 rounds

LANGUAGES: Common, Elven, Orcish

POTIONS: Fire Resistance

OTHER MAGIC ITEMS: Longsword +2, Plate Armor +1,
Shield +1

"TO HIT" rolls, BASE; adjust for all bonuses:

AC:	10	9	8	7	6	5	4	3	2	1	0
	4	5	6	7	8	9	10	11	12	13	14

WEAPONRY: 5 proficient, -2 Non-Proficiency Penalty.

Proficient: Longsword, longbow, dagger, two-handed sword, lance.

Carried: Longsword +2 (d8/d12), longbow & 20 arrows (d6, fire rate 2, ranges 7/14/21), dagger (d4/d3), two-handed sword (d10/3d6)

NORMAL EQUIPMENT:

3 oil, 4 holy water, any other



Role Playing Notes: The Classic Paladin. Admires Triladir from a distance, but will never let it be known, and avoids her advances. Wants to protect the others from risks, as this is HIS big event, but will be reasonable about it.

RANGER Tristrum (*TRIS-trum*)
Armor: Chain +1, Shield +1; AC Rear:4

Level:7

Align: NG

Human Male

AC:2
hp:58

S 17 +1 to hit, +1 damage; Doors 1-3, Bars/Gates 13%
I 13 3 added languages
W 14
D 14
Co 18 +4 hp/die, SS:99, RES:100
Ch 13 +5% reactions

SAVING THROWS:

Poison/Paralysis	10
Petrify/Polymorph	11
Rods, Staves, Wands	12
Breath	12
Spells	13

ABILITIES:

Tracking: Base 65% underground, 90% outdoors
Surprised 1/6
Surprises others 50%
+7 damage vs. Giant class (*bugbear, ettin, giant, gnoll, goblin, kobold, ogre, ogre magi, orc, troll*)

LANGUAGES: Common, Elven, Halfling, Ogre

POTIONS: Invisibility

OTHER MAGIC ITEMS: Longsword +2,
Chain Armor +1, Shield +1

"TO HIT" rolls, BASE; adjust for all bonuses:

AC: 10	9	8	7	6	5	4	3	2	1	0
4	5	6	7	8	9	10	11	12	13	14

WEAPONRY: 5 proficient, -2 Non-Proficiency Penalty.

Proficient: Longsword, longbow, dagger, two-handed sword, spear.

Carried: Longsword +2 (d8/d12), longbow & 20 arrows (d6, fire rate 2, ranges 7/14/21), two-handed sword (d10/3d6)

NORMAL EQUIPMENT:

3 oil, 2 holy water, any other



Walters '82

Role Playing Notes: Neutral Good with Chaotic tendencies, Tristrum behaves Lawfully when Athelstan is nearby. Especially likes to fight Giant Class creatures. He is somewhat jealous of the Paladin, and likes Triladir (the Magic-User). Worried about traps. Likes to tease Gadoff, the halfling.

CLERIC Venacia (Ven-A-see-ah)
Armor: Plate armor, Shield +1; AC Rear:3

Level:9

Align:(L)NG

Human Female

AC:1
hp:45

S 8 Doors 1-2, Gates 1%
I 10 2 added languages
W 18 +4 ST vs. mental attacks
D 8
Co 10 SS:70, RES:75
Ch 11

SAVING THROWS:

Poison/Paralysis	7
Petrify/Polymorph	10
Rods, Staves, Wands	11
Breath	13
Spells	12

Note+4 Wisdom bonus

TURN UNDEAD(d20;d6+6*/d12)

*D: Skeleton, Zombie
D: Ghoul, Shadow, Wight
T: Ghast, Wraith
4 Mummy 13 Ghost
7 Spectre 16 Lich
10 Vampire 19 Special

LANGUAGES: Common, Elven, Dwarven

POTIONS : Polymorph Self

OTHER MAGIC ITEMS: Flail +1, Shield +1; Scroll: Heal

SPELLS:

Command (C1s, R1, DR1r)
Cure Light Wounds (C5s, 1d8)
Cure Light Wounds (C5s, 1d8)
Cure Light Wounds (C5s, 1d8)
Resist Cold (C1r, DR9T)
Sanctuary (C4s, DR11r)
Augury (C2r, 79%)
Augury (C2r, 79%)
Find Traps (C5s, R3, DR3T)
Hold Person (C5s, R6, DR13r)
Silence 15'r (C5s, R12, DR18r)
Slow Poison (C1s, DR54T)
Cure Blindness (C1r)
Dispel Magic (C6s, R6, 3" cube)
Prayer (C6s, DR9r, 6" radius)
Remove Curse (C6s)
Cure Serious Wounds (C7s, 2d81)
Cure Serious Wounds (C7s, 2d81)
Neutralize Poison (C7s)
Raise Dead (C1r, R3)

"TO HIT" rolls, BASE; adjust for all bonuses:

AC:	10	9	8	7	6	5	4	3	2	1	0
	6	7	8	9	10	11	12	13	14	15	16

WEAPONRY: 4 proficient, -3 Non-Proficiency Penalty.

Proficient: Footman's flail, mace, hammer, staff.

Carried: Flail +1 (d6+1/2d4), mace (d6+1/d6), hammer (d4+1/d4)

NORMAL EQUIPMENT:

2 oil, 5 holy water, any other



Role Playing Notes: Likes Tristram (the Ranger) but will not be open with it. Very Lawful when the Paladin is around, but is actually NG. Keeps her dignity at all times, and disapproves of horseplay. Wants a church of her own. Likes to argue about proper alignment behavior with Athelstan, for their mutual improvement.

MAGIC-USER

Triladir

(TRILL-a-deer)

Level:8

Align:LG

Human Female

Armor: Bracers of Defense, AC:6; AC Rear: 6

AC:4

hp:31

S 9 Doors 1-2, Gates 1%
 I 18 7 added languages
 W 11
 D 16 +1 missile bonus, -2 AC bonus
 Co 16 +2hp/die; SS:95, RES:96
 Ch 9

SAVING THROWS:

Poison/Paralysis	13
Petrify/Polymorph	11
Rods, Staves, Wands	9
Breath	13
Spells	10

LANGUAGES: Common, Elven, Dwarven, Orcish,
 Silver Dragon, Lammasu, Stone Giant

POTIONS : Extra Healing

OTHER MAGIC ITEMS: Dagger +2/+3 vs. large;
 Bracers of Defense AC:6

SPELLS:

Detect Magic (C1s, R6, DR16r)
Magic Missile (C1s, R14, 4d4+4)
Magic Missile (C1s, R14, 4d4+4)
Unseen Servant (C1s, R3, DR14T)
Detect Invisibility (C2s, R8, DR40r)
Levitate (C2s, R16, DR8T)
Strength (C1T, DR 48T)
Dispel Magic (C3s, R12, 3" cube)
Lightning Bolt (C3s, R12, 8d6)
Slow (C3s, R17, DR11r)
Ice Storm (C4s, R8, 3d10)
Polymorph Self (C4s, DR16T)

"TO HIT" rolls, BASE; adjust for all bonuses:

AC:	10	9	8	7	6	5	4	3	2	1	0
	9	10	11	12	13	14	15	16	17	18	19

WEAPONRY: 2 proficient, -5 Non-Proficiency Penalty.

Proficient: Dagger, dart.

Carried: Dagger +2/+3 (d4/d3); 3 darts (d3/d2; fire rate 3, ranges 1.5/3/4.5)

NORMAL EQUIPMENT:

2 oil, 2 holy water, any other



Watters '82

Role Playing Notes: Very Lawful, very Good. Would like to settle down with Athelstan, but is too dignified to bring it up. Dislikes Gadoff, the halfling. Thinks Tristrum (the Ranger) is a bit coarse. Will do anything reasonable to help Athelstan and protect him from harm. Takes pride in her expertise in magic, and wants to impress Karolin with souvenirs of victories.

CLERIC/MAGIC-USER

Zanzibar (ZAN-zi-bar)

Level:5/5

Align:NG

Half-elf Male

Armor: Chain & Shield; AC Rear: 5

AC:3
hp:28

S 10 Doors 1-2, Gates 2%
 I 17 1 added language
 W 16 +2 bonus vs. mental attacks
 D 10
 Co 12 SS:80, Res:85
 Ch 7 -5% reaction penalty

SAVING THROWS:

Poison/Paralysis	9
Petrify/Polymorph	12
Rods, Staves, Wands	11
Breath	15
Spells	12

Note +2 Wisdom bonus

TURN UNDEAD (d20/d12)

T: Skeleton, Zombie, Ghoul	
4 Shadow	13 Wraith
7 Wight	16 Mummy
10 Ghast	20 Spectre

ABILITIES:

Infravision 60'
 Resist sleep, charm 30%
 Find Secret doors 1/6 searching
 Find Concealed doors 1/6 passing, 3/6 searching

LANGUAGES: Common, Dwarven, Elven, Gnoll, Gnome, Goblin, Halfling, Hobgoblin, Orcish

POTIONS: Healing

OTHER MAGIC ITEMS: Footman's Mace +1, Shield +1

SPELLS:

Command (C1s, R1, DR1r)
 Cure Light Wounds (C5s, 1d8)
 Cure Light Wounds (C5s, 1d8)
 Detect Magic (C1r, R3, DR1T)
 Sanctuary (C4s, DR7r)
 Find Traps (C5s, R3, DR3T)
 Hold Person (C5s, R6, DR9r)
 Resist Fire (C5s, DR5T)
 Silence 15'r (C5s, R12, DR10r)
 Slow Poison (C1s, DR30T)
 Prayer (C6s, DR5r, 6" radius)
 Feather Fall (C.1s, R5, DR5s)
 Feather Fall (C.1s, R5, DR5s)
 Magic Missile (C1s, R11, 3d43)
 Magic Missile (C1s, R11, 3d43)
 Unseen Servant (C1s, R3, DR11T)
 Knock (C2s, C1s, R6)
 Locate Object (C2s, R10, DR5r)
 Invisibility 10'r (C3s)

"TO HIT" rolls, BASE; adjust for all bonuses:

AC:	10	9	8	7	6	5	4	3	2	1	0
	8	9	10	11	12	13	14	15	16	17	18

WEAPONRY: 4 proficient, -3 Non-Proficiency Penalty.

Proficient: Footman's mace, hammer, flail, dart.

Carried: Mace +1 (d6+1/d6), hammer (d4+1/d4), 6 darts (d3/d2, fire rate 3, ranges 1.5/3/4.5)

NORMAL EQUIPMENT:

4 oil, 4 holy water, any other



Watters '82

Role Playing Notes: Worried about many things: lowest hit points, lowest levels of experience, dangerous aspects of journey. Sticks with Gadoff, the halfling, most of the time. Plans to retire soon back in his woodland home to the south. His neutrality often shows itself, as he will remain mostly self-interested even around the very Lawful types.

FIGHTER/THIEF

Gadoff

(GAD-off)

Level:4/6

Align:N(G)

Halfling Male

Armor: Leather +1; AC Rear: 7

AC:3

hp:35

S 12 Doors 1-2, Gates 4%
 I 13
 W 8
 D 18 +3 missile bonus, -4 AC bonus
 Co 15 +1hp/die; SS:91, RES:94
 Ch 16 +25% reaction bonus

SAVING THROWS:

Poison	8
Paralysis	12
Petrify/Polymorph	11
Rods, Staves, Wands	8
Breath	15
Spells	9
+4 race/con bonus included	

ABILITIES:

Infravision 30'
 Pick Pockets 55
 Open Locks 67
 Find/Remove Traps 55
 Move Silently 67
 Hide in Shadow 62
 Hear Noise 25
 Climb Walls 77
 Read Languages 25

LANGUAGES: Common, Dwarven, Elven,
 Gnome, Goblin, Halfling, Orcish

POTIONS: Healing

OTHER MAGIC ITEMS: Shortbow +1,
 leather armor +1

"TO HIT" rolls, BASE (as Fighter); adjust for
 all bonuses:

AC:	10	9	8	7	6	5	4	3	2	1	0
	8	9	10	11	12	13	14	15	16	17	18

WEAPONRY: 8 proficient, -2 Non-Proficiency Penalty.

Proficient: Bastard sword, shortsword, shortbow, dagger, dart, sling, light crossbow, spear.

Carried: Shortbow +1 (d6, fire rate 2, ranges 5/10/15) & 20 arrows, plus 10 silver-tipped arrows; dagger (d4/d3); shortsword (d6/d8)

NORMAL EQUIPMENT:

3 oil, 2 holy water, any other

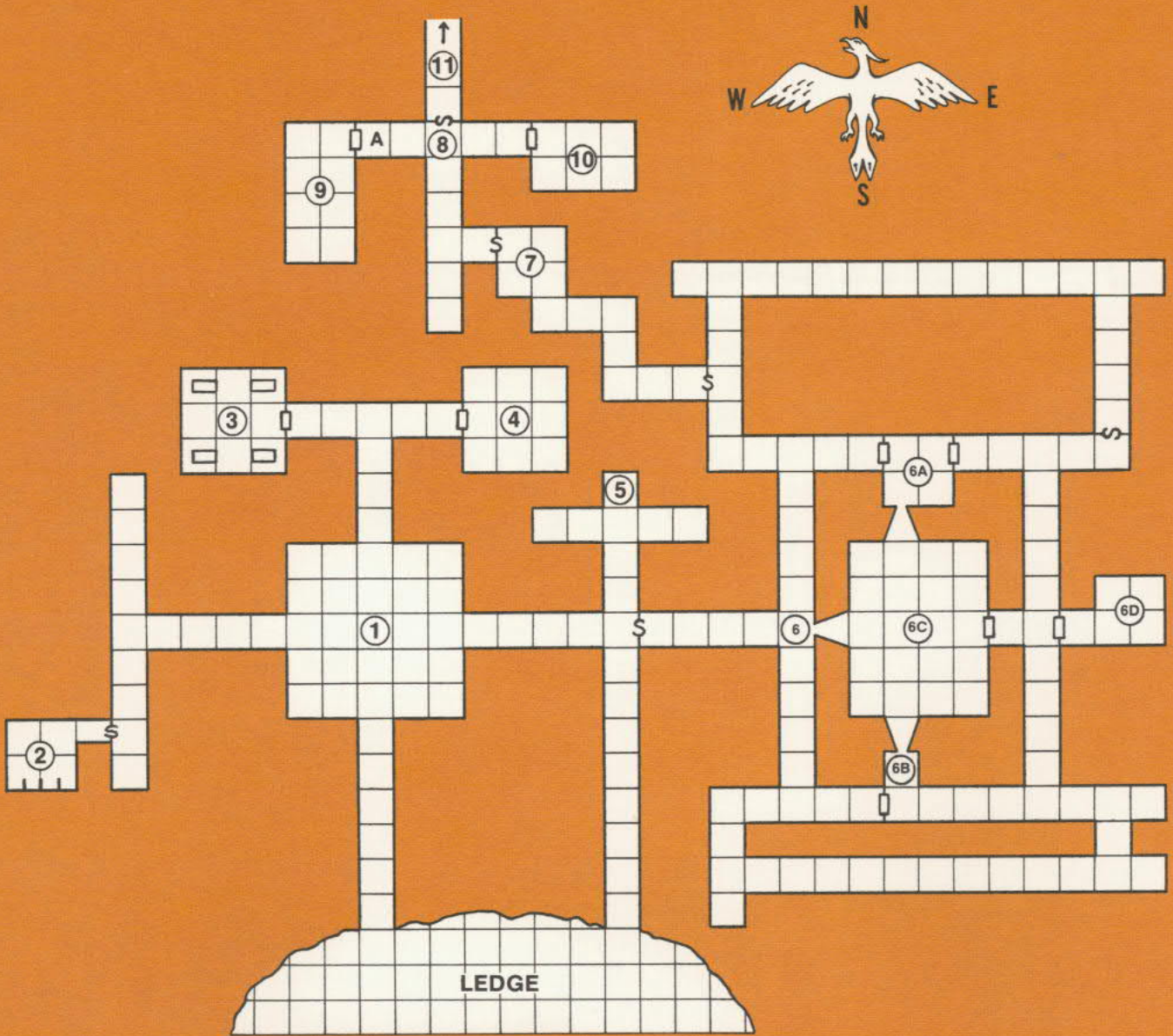


Role Playing Notes: Gadoff Greenleaf is true Neutral, but behaves Good when Athelstan (the Paladin) is close by. He dislikes Tristrum (the Ranger) for his teasing and lack of respect. He is amused by Triladir's obvious attraction to Athelstan, commenting occasionally on the "silly human" behavior. Is attracted to Triladir's intelligence, and likes to have chats. Thinks the Northending Clerical Council is a bunch of "stuffed shirts."

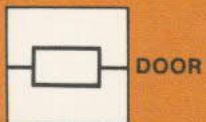


Walters '82

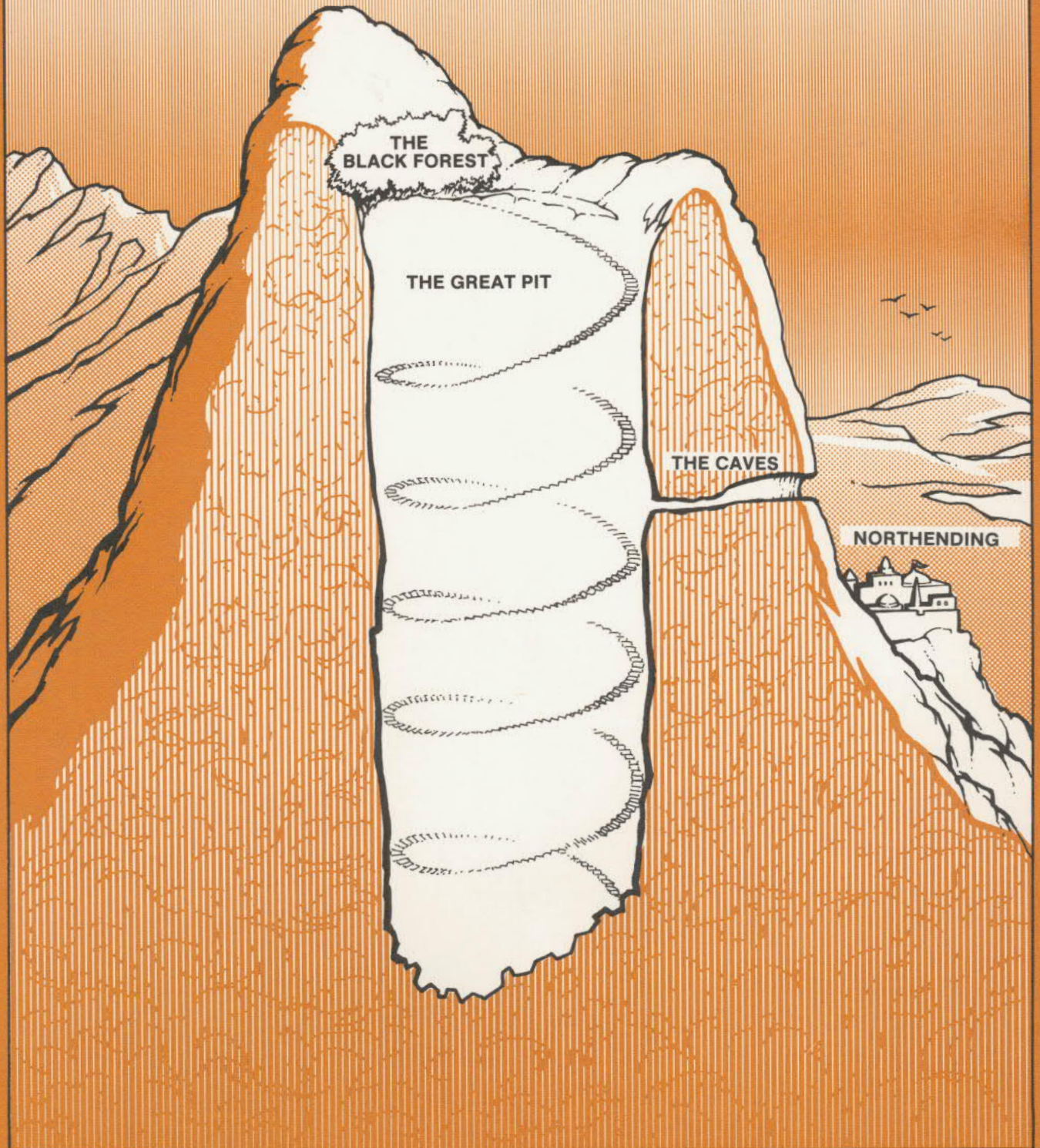
The Caves of Northending



KEY



Northending Mountain





In the lonely town of Northending, the Council of Five has called the famous Paladin Athelstan to their aid. The fabulous artifact known as the Egg of the Phoenix has disappeared. It was stolen by evil beings and hidden far away—in the Negative Material Plane itself, guarded by a real Phoenix!

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