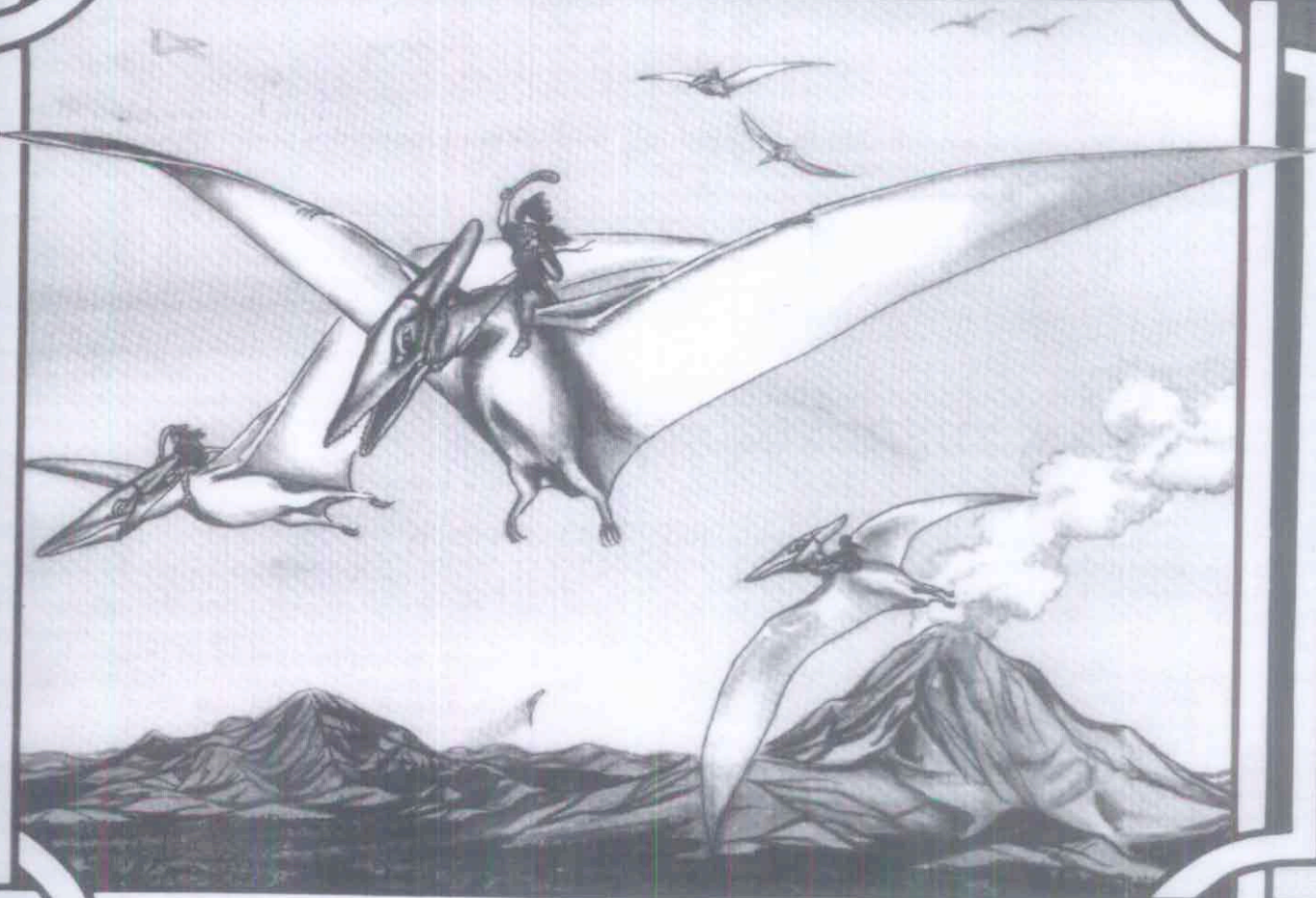


For **ADVANCED DUNGEONS & DRAGONS®** Game
RPGA™ NETWORK MODULE 8

... AND THE GODS WILL HAVE THEIR WAY

by Bob Blake

An AD&D™ ADVENTURE for 6-10 Characters, Levels 4-7



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... AND THE GODS WILL HAVE THEIR WAY

DM Information

The time has come to reveal the basis for this series of scenarios. Llywelyn had a co-ruler, Grellyn. They were life-long friends, with an unusually intense and close relationship. Llywelyn and Grellyn were literally soul mates, in that they shared a soul, though neither of them realized this fact. When Grellyn had Llywelyn poisoned in an attempted coup, Grellyn died as well.

Their split soul was the result of the efforts of King Dacquiri to protect his daughter, Ardel, from being involved in a power struggle that occurred toward the end of his reign. Heretofore, succession was limited to a male heir in direct descent, but Dacquiri was intent that Ardel would sit the throne of Pellham after him. Adept in magic, he thought to place Ardel on another plane until the situation had cooled, then bring her back to succeed him on the throne, the first queen in Pellham's history.

Dacquiri's planar travel attempt worked, for the most part, but he and Ardel were caught in a time loop that took them back to the hour of birth of Llywelyn before Dacquiri was able to break the loop and travel to a parallel plane. This aberration in time resulted in a split soul for Llywelyn and Grellyn.

Further complicating the situation, the wizard Ishcabeble and King Dacquiri were often at cross-purposes, and unfortunately the matter came to a head shortly after Ardel was placed in the parallel world. As recounted in an earlier scenario, Ishcabeble slew King Dacquiri, stranding Ardel forever on the other plane.

Grellyn was born at the same time as Llywelyn and received the other part of the soul, though he was some distance away. They met when they were young men, serving Pellham and having the usual heroic adventures. Their closeness made it natural that Grellyn should play a major part in ruling the kingdom, though by tradition only the king could actually rule. Grellyn's public responsibility was command of the army, though Llywelyn allowed him certain covert powers that whetted his appetite for more and subsequently lead to their mutual demise.

Diancecht, physician of the gods, was intensely interested in the split soul phenomenon and tried to retrieve it upon Llywelyn's and Grellyn's deaths, but Arawn beat him to it, the only time such a thing had ever happened. But Diancecht devised a plan that would gain him this soul, even though he had to wait centuries for it. Before Llywelyn's burial, Diancecht visited the body and removed a dollop of flesh from an old sword wound on Llywelyn's left forearm, a site that was covered by the burial shroud. He entrusted the flesh to Oghma's care, requesting him to keep it safe until such time as it was needed.

Diancecht then caused the prophecy to be written through divine inspiration, seeing to it that it was preserved through the centuries and eventually came to light at this period of time. Six months ago, he instructed Oghma to make a clone from the piece of flesh in his possession. Llywelyn's clone was given the semblance of a woman and placed on the same plane as Ardel. On the parallel plane, Ardel is queen of one part of a split-tribe of amazons, the clone (called Marna) is queen of the other, in fulfillment of another prophecy. This strange course of events will be explained more fully later.

Read "The Lineage of the Kings" thoroughly. You will notice that Dacquiri is referred to as "...the eighth of nine," then the next couplet identifies Kolm as "...the first of four." Obviously, the dynasty changed, though it alludes to a ninth ruler who never reached the throne. This, of course, is Ardel.

About the prophecy: "With six hands of Loring the Lost upon the Wheel of Time, at the moment Bazel mounts his chariot to do battle

with the Seven Daughters..." refers to the astronomical time that the prophecy will be fulfilled. This was accomplished in the first scenario. "...The dead king shall rise to seize the Triad with hands that cannot grasp and eyes that cannot see..." refers to the fact that Llywelyn is not in the coffin, but hidden (as will be explained shortly). "All wards broken..." refers to the guardian wards Ishcabeble placed on the tomb. The incants to lift the wards were recovered in *The Incants of Ishcabeble* and the wards lifted in number seven. "...The mystic barriers pierced with mating swords..." are the magical locks on the door of the tomb and their keys. The keys were recovered in scenario two and the locks opened in *Llywelyn's Tomb*. "...Three saints and sinners will struggle in the dust, both and neither to triumph..." is an event that occurs in this scenario. "...And while the Sundered earth spews forth the dregs of centuries, a new order shall come upon the land..." is an erupting volcano on the parallel plane that is the gate to the home plane, and the end of this adventure.

Since a mortal caused the problem in the first place by stranding a mortal in a parallel world, mortals must rectify the situation by removing her (Ardel). Diancecht and other gods will provide indirect aid, but the players must think things through for themselves.

As previously mentioned, Llywelyn's clone (hereafter referred to only as Marna) is on the same parallel world as Ardel. After the first part of this scenario, the party will feel that Llywelyn is lost, an event they probably anticipated. All information they receive from Diancecht will point to Ardel as the ruler they must bring back, but the existence of Marna indeed makes it possible for Llywelyn to be returned to the throne, thus realizing the initial goal. The parallel world will be detailed later, but the DM should be aware that Marna is a woman, and the party will be required to puzzle over the Marna/Llywelyn situation through clues they will be given. Complete victory conditions are achieved by bringing both Ardel and Llywelyn (Marna) back to their home plane and presenting Llywelyn as the king reborn.

Players' Information

As last you have entered the tomb of Llywelyn, whom you seek to place upon the throne of Pellham. With the golems, the undead, and the strange bloody skeletons vanquished, the way is clear to descend to the lower level of the tomb. The stairway drops steeply to a depth 40 feet below the upper level, and opens into a 40-foot-cubic chamber. In the center sits a 10-foot-high timber catafalque, its cloth draperies long ago rotted in the stale, dank atmosphere of the tomb. Access to the top is provided by a broad, wooden stairway of stout timbers.

The chamber walls are smooth stone, decorated with painted wooden plaques that may have depicted events from King Llywelyn's reign, though the paint has flaked to such a degree that verification is impossible.

Read the following when the party ascends the catafalque's stairs.

The coffin atop the catafalque is of smooth, flawless marble. There is no effigy on its lid, though a crown engraved on its east end signifies the head of the coffin. Each side and end is sealed with a wax emblem bearing the crossed sword and eagle insignia of the ancient kings.

The seals can be easily broken and the coffin's lid removed.

The ancient bones of the king, wrapped in a seamless linen shroud, lie in repose on purple silk cushions. The signet ring, bearing the same design as the wax seals, is still worn on the right hand, and a necklace of fine wrought gold graces the neck. A plain gold circlet still crowns the sparsely-haired skull. Aside from these items, the skeleton and the rest of the coffin are unadorned.

These are the remains of Grellyn, not Llywelyn. Grellyn's followers entered the tomb before it was sealed and placed Grellyn's body in

the coffin, in the belief that Grellyn should have been king in life, but since he was not he should be interred as a king. They put Llywelyn inside the catafalque. There is no way for the party to tell that the remains in the coffin are not those of Llywelyn.

The party has with them Llywelyn's symbols of sovereignty, the Triad (the baldric, helm, and scepter recovered in scenario three) and a **Potion of Restoration** (from scenario four). The potion should be poured over the skeleton and the remaining items held in readiness for the old king to assume. Coach the players on these procedures; there is no need for them to waste a lot of time trying to determine exactly what must be done. Close is good enough in this case.

The magic of the potion is potent, for the ancient bones are clad once again in living flesh. The dead eyes open, gazing blankly upwards for a time. Then the king sits up in the coffin and beckons to you to lend him a hand.

Simultaneously, a cry for help and a pounding noise breaks the tense silence. The voice and pounding is repeated. It comes from inside the catafalque.

Grellyn is rather dazed by the whole experience, and will not interfere with an attempt to reach the inside of the catafalque. The characters may gain access to the catafalque by prying loose a few of the timbers. Llywelyn will make his own exit if the party chooses not to help him. This is the part of the prophecy referring to "...the dead king will rise and seize the Triad with hands that cannot grasp and eyes that cannot see," as he physically can not reach the items, and is enclosed in the catafalque. Upon exiting the catafalque, Llywelyn will climb to the top of the structure to stand beside Grellyn.

Two beings stand beside the now empty coffin, both gazing dazedly at you and one another. He who until recently lay inside the catafalque identifies himself as Llywelyn, and the other Grellyn. The shock of resurrection makes further questioning pointless for the moment.

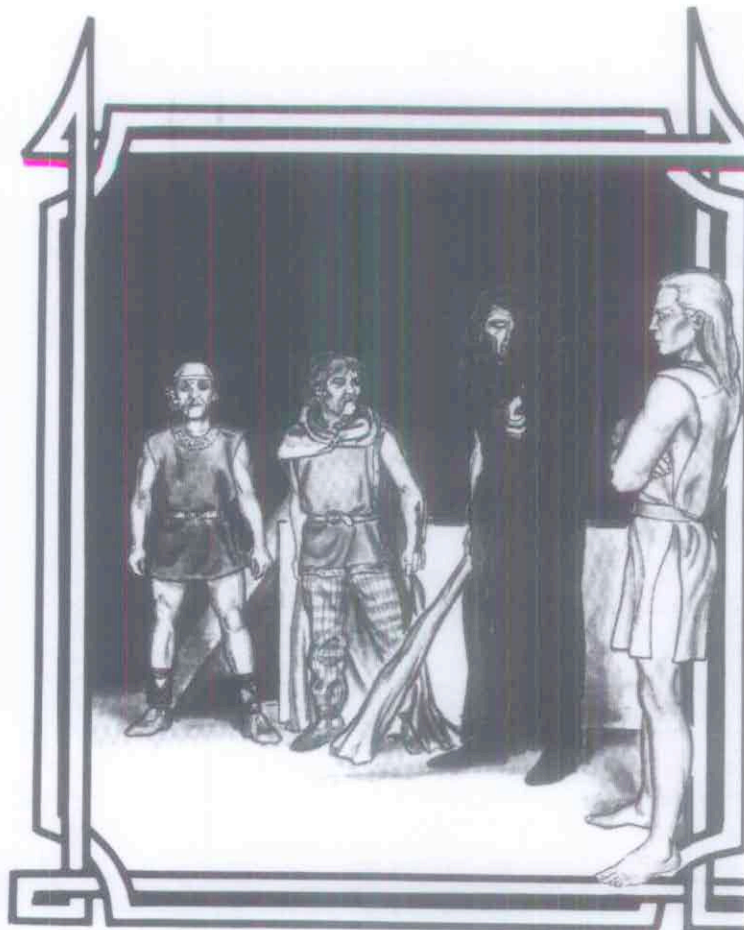
Both men are tall of stature and robust in their new life. They appear to be about 35 to 40 years of age. Although they are by no means identical, they share reddish hair, blue eyes, and even a small mole on the right hand. While facially dissimilar, they radiate the impression that they belong together. Strangely, Llywelyn bears a bleeding wound on his left forearm.

As you watch and wait, both normal and magical light sources dim, and a low rumbling noise emanates from the surrounding stone and earth. Llywelyn, eyes blank as if staring into the Void, says, "Diancecht ward us! He comes! He comes!"

A tall humanoid form coalesces from the stone floor. He is a man of seven feet in height, clad in breeches, boots, tunic, and hooded cloak, all of which are black. His face is deathly pale, a drooping mustache decorating his otherwise hairless face. But his eyes are his true identity; it is impossible to deny that you are in the presence of Arawn, The Dark One, God of the Dead. He strides atop the catafalque, standing on Llywelyn's left. Grellyn seems frozen on Llywelyn's right. Arawn surveys all with a haughty glare.

The tinkling of many bells can now be dimly heard, as if far in the distance. It grows louder as a glow appears near the ceiling overhead. In the glow appears a young, handsome man. His body radiates good health as he slowly floats down to stand beside you on the catafalque, facing Arawn. Though none of you have seen this being before, an inner voice identifies him as Diancecht, Physician of the Gods. A faint smile graces his face, though he says nothing to you nor his brother deity.

Arawn fixes his penetrating gaze on the nearest cleric and, in a voice as cold and final as the grave, demands, "Mortal, explain your meddlesome behavior. By what power and for what purpose do you recall souls from my domain? Answer me now!"



Refer to the detail map to see how the NPCs are placed; "D" is Diancecht, "A" is Arawn, "L" is Llywelyn, and "G" is Grellyn. This arrangement cannot be altered. Someone in the party should offer an explanation of their quest in as much detail as possible. **It is of the utmost importance that Llywelyn hears that he is being brought back to rule once again.** The DM, playing Arawn, should ask questions as necessary so the entire story is told. If a character chooses to lie to Arawn, the god will know; the DM may choose to use Arawn's **Death** spell ability only in this instance. A saving throw is applicable. Once the story is out, proceed with the following:

Llywelyn has listened in dumb amazement to the tale of the quest and, casting a smoking glance at you and Diancecht, begins to speak.

Out of the night that covers me,
Black as the Pit from pole to pole,
I thank whatever gods may be
For my unconquerable soul.

In the fell clutch of circumstance
I have not winced or cried aloud.
Under the bludgeoning of chance
My head is bloody, but unbowed.

Beyond this place of wrath and tears
Looms but the Horror of the shade,
And yet the menace of the years
Finds and will find me unafraid.

It matters not how strait the gate,
How charged with punishments the scroll,
I am the master of my fate:
I am the captain of my soul.*

(*see Credits)

Upon finishing his speech, Llywelyn grabs Arawn's club with light-

ning speed and deals Grellyn a mortal blow to the head. Then he staggers, and sinks lifeless to the floor of the catafalque. Diancecht planted the speech in Llywelyn's mind, more for dramatic effect than anything else, and also the revelation that he could free himself from further such attempts by killing Grellyn (and himself). With Grellyn's head destroyed, even Diancecht is powerless to raise him, and if Grellyn cannot be resurrected, neither can Llywelyn.

Arawn smiles. Casting a triumphant glance at Diancecht, and one of contempt over foolish mortals, he swirls his cloak about him in a flourish, and with a deep laugh in that dead voice, he sinks through the floor to greet the arrival of the souls that even now are traveling towards his island kingdom.

Diancecht sighs as he examines the corpses. "Grim tidings, these, for the lack of this head prevents me from bringing either back to life. Unknown to you is that Llywelyn and Grellyn shared a split soul, thus the life of one depended on the other. The crude mural in the entrance to this tomb was drawn by someone who was aware of this, though it was a closely held secret in Llywelyn's time and such knowledge followed him to the grave. Alas, Llywelyn's blow has now rendered my arts useless."

"But all is not lost. You have in your possession a clue that will allow you to complete your quest, to some degree. Think you hard on what you know."

Diancecht wants them to notice the missing ruler in "The Lineage of the Kings." If they haven't gotten it in five (real) minutes, he says:

"Look to 'The Lineage of the Kings' for help."

If they still haven't picked up on it after another five (real) minutes, he says:

"The answer lies with Dacquiri."

If they haven't picked out the missing ruler after another (five) minutes, Diancecht will shake his head and explain it.

"Dacquiri the Witchking is numbered as the eighth of nine kings, yet the very next ruler is Kolm the Quick, the first of four. Where is the ninth ruler? Dacquiri had no male heir, but he did have a daughter, Ardel. Succession was traditionally limited to males only, but Dacquiri was intent that Ardel would be the first Queen of Pellham. Fearing for her life, he used his magic to transport her to another plane of existence for safe keeping until the time her succession would be allowed by law."

"But Dacquiri's magic was flawed, and he and Ardel went back in Time before reaching their destination. The loop was broken at the instant of Llywelyn's and Grellyn's births, the aberration causing a soul to split and be shared between them."

"Dacquiri never saw Ardel again, for his old enmity with the wizard Ishcabeble culminated in their mutual deaths, and Ardel was forever stranded on another world."

"I counsel you to seek Ardel, for she yet lives. A witch of great power is she, and has managed to maintain her youth and beauty. My powers there are dross, but I can aid you on your way if you are willing. I will transport you all to the Pillars of Nimra, where lies a Gate through which one may enter other worlds. I entrust to you this piece of rock; hurl it through the gate to set your destination, then step through to continue the quest. Seek the light. Your gods are ever with you."

Diancecht has tricked Arawn. The dual soul has not gone to the Isle of the Dead, but to a clone of Llywelyn that Diancecht has concealed on the parallel plane. At this point the ultimate resolution of their

game rests with the characters, but if Diancecht's plans work out, Llywelyn and Ardel will be recovered, marry, and found a new dynasty for Pellham.

The Pillars of Nimra

The rock is a fist-sized lump of pumice. As you ready yourselves, Diancecht closes his eyes, spreads his arms, and mutters an arcane phrase. A feeling of weightlessness descends on you, your vision obscured by whirling, swirling colors. You find yourselves in a dusty cleft, at the end of which are two massive pillars, each 30 feet in diameter and at least 100 feet tall, spaced 40 feet apart. Between them is a scintillating curtain of colors.

The transport has caused no ill effects for most, but the three clerics are suffused with a white glow.

The dull ring of metal on stone brings the realization that something is nearby. A gold coin lies on the rocks before the gate, and a vision straight from the pit of Hell steps through the magical curtain; three seven-foot monstrosities of scaly orange hide, barbed hands, and tail.

The gate works by throwing some item that originated on the destination plane through the gate, then stepping through. The coin the **barbed devils** (AC 0; MV 12"; HD 8; hp 38 each; #AT 3; THACO 12; D 2d4/2d4/3d4; SA **Fear** (as wand) from melee blow, **Pyrotechnics**, **Produce Flame**, **Hold Person** and summon another barbed devil (30%); MR 35%) pitched through the gate is of a mint familiar to the characters, if they think to look at it.

The barbed devils will each attack a cleric if possible, but their illuminated visages cause the devils to attack at -2 and render their **Fear** and **Hold Person** abilities inactive against the clerics, though normally effective against the others.

This encounter references "Three saints and sinners struggle in the dust, both and neither to triumph..." When a devil hits a cleric, the devil will be blown back to its home plane, the cleric will be rendered unconscious, and that cleric's glow will disappear. Thus both win and lose, in that the devils are displaced, but not vanquished, and the party loses the direct protection of Diancecht. After the fight, the unconscious clerics recover quickly. If the party bypasses the devils, the clerical glow will disappear on the new plane.

Once the characters are ready, the piece of pumice must be thrown through the curtain. The gate's destination is now set, and the party may pass through without ill effect. Once through, the clerics' illumination will be gone, and the party will find the pumice lying on the ground on the other side.

THE PARALLEL PLANE

The plot thickens, as it were. The players will gain several clues in the various encounters detailed hereafter; their job is to put them all together and realize that not only can Ardel be returned to the Prime Material Plane, but that Marna can as well, thus fulfilling their initial objective. Most things point to Ardel, so it will take a sharp group to discern that there is more here than meets the eye.

The party appears on the jungle trail at **Encounter Area 1**. All clear hexes on the map represents thick tropical jungle, with the exception of the area to the east, which is a plain covered with volcanic ash. Divot's Ditch is a deep volcanic fissure 200 feet across and at least that deep. It is meant to be difficult, if not impossible, to cross. Note that there is no bridge over the fissure on the path between encounters 4a and 8.

The thickness of the jungle growth is such that it is impossible to see more than 20 yards. Thus, the party will not know what lies in the next hex until they enter it. From the top of a tree they can see the landmarks and close details of one hex in all directions. **They cannot see the ferryman until they enter his hex (Encounter 2).**

Movement rate on a path is 10 hexes a day, 5 hexes per day off the path. If moving through trackless jungle, they will have one encounter for every 5 jungle hexes they enter. The hex count is to be cumulative; if they move 3 hexes through the jungle to a path, then move on a path for 20 hexes, then back into the jungle, they will have an encounter in the second jungle hex they enter. Consult the **Extra Encounters Section**, using the encounters in order as required. If the party is moving on a path, the extra encounters will not be used.

WILDERNESS ENCOUNTER KEY

1. The Jungle Trails

You are on a jungle trail. The gate has left you on the banks of a tropical river, the wild, dense jungle growth rampant all about. It's very hot and humid, and a rumbling washes through the earth beneath your feet. Huge trees arch above, blocking out the sun. Many trees lean over the river. There is no trace of a gate here, making it impossible to return the way you came.

In the jungle's gloom, two trails are revealed, one on this side of the river following its course both up and downstream and another leading from the far bank deeper into the jungle to the north.

Read the following only if someone decides to climb a tree to get a look around. Such climbing may be done at no risk of falling.

From this lofty vantage point, a faint wisp of smoke can be seen, rising lazily to the west. Across the river, far to the northwest, squats a crude stone tower on a low hill. Directly northward looms a volcano, its smoking crater rising high above the intervening jungle, and another volcano lies to the east/northeast, apparently inactive.

As you pause to adjust to the extreme conditions here and decide what to do next, a sudden gust of wind sways the tops of the trees around you. A primeval cry shatters the oppressive stillness as a gigantic winged reptile skims the roof of the jungle canopy, its leathery wings carrying it to the northeast. It has not seen you.

The reptile is a pterosaur and will not attack; it is here to give the party some idea of the creatures they will encounter. The party must decide whether to cross the river here or follow the path along the river. Proceed to **Encounter 1a** if they choose to cross the river here (or anywhere except via the ferryman), **Encounter 2** if they proceed along the path to the west, or **Encounter 3** if they walk the path to the east. Of course, the party must go far enough to enter the hex containing the encounter in the latter two options.

1a. River Crossing

The river looks about 200 feet wide. The water is clouded with silt, and the bottom cannot be seen. From the look of the current and a few protruding boulders, you estimate the water to be no more than 3 or 4 feet deep. Tall trees laden with vines arch out over the water, cutting the distance to be crossed to not more than 100 feet if the vines are used.

This description applies to any point on the river the characters choose to cross other than the ferry, though the trail leading into the jungle on the far bank only occurs at **Encounter 1a**. The water is waist-deep, but each person wading across will be attacked by a school of piranhas. It takes three rounds to cross the river, and the damage done by the school is 1 point for each armor class the victim has (rear armor, no dexterity bonus). Thus, a character in AC 5 will take 5 points of damage each round he or she is in the river.

These piranhas are amphibious, and will follow characters onto the land. The characters will take another round of damage as they

discover the piranhas are amphibious, but thereafter can easily outdistance them by running. The piranhas will not pursue more than 60 feet from the water.

Swinging on vines is a better alternative, though each character has a 50% chance of grabbing a viper vine (AC 8; MV 3"; HD 4; hp 17; #AT 1; THACO 15; D 1-4; SA poison; see more detailed description at end of module). For tournament purposes, every second vine touched will be a viper vine, and due to the tangle of foliage it will not be possible to swing a normal vine back across the river to help the remaining characters.

2. The Ferryman

Around a wide bend in the river, you find a campfire in a clearing by the bank of the river. A middle-aged man, clad only in a loincloth in deference to the oppressive heat, stoops over a raft pulled up on the bank, repairing the lashings on the logs. Across the river is a trail northward.

"Strangers — for strangers you are, by the mode of your dress — I bid you welcome. The ways of this land are quick and violent, for dangerous beasts roam the jungles and this river itself holds terrors unimaginable. If crossing it is your desire, I am your servant, but be warned that all the land north of this flood is the war ground of amazons."

This man is Oghma, God of Knowledge, and is here to give aid to the party. In his role as ferryman, he will take the party across the river for whatever is offered him in return. He will answer questions, but only the following information can be gained from him:

1. The river is named Silvertide.
2. There are many paths through the jungle, but one must find one's own way.
3. There is another volcano to the east, and the area around it is uninhabited.
4. To the south lies trackless jungle.
5. The local deity is Divot, goddess of the volcano.
6. There was once only one tribe of amazons, but it split after the arrival of a new queen.
7. The queen of the "old" tribe lives in a village near the base of a volcano to the north, and is rumored to have witchlike powers.
8. The old queen has been here for more than two hundred years.
9. The new queen is said to be but six months old, yet is fully a woman, and lives in a crude stone tower to the west of the same volcano.
10. The tower was built by the new queen after the tribe split.
11. The tribes can be told apart in that the new tribe rides winged reptiles and wields metal weapons.

If, after crossing the river, the party decides to ignore the trail and strike off due north through the jungle (straight for the tower), give them two encounters from the **Extra Encounter List**, then **Encounter 6**. It is imperative that they meet Ardel before Marna.

3. The Forgotten Temple

This area is a time-waster. To be here indicates the party has failed to see the campfire smoke, or has ignored it.

The barely passable jungle path divides, one branch heading due north and the other southeast, as if split by the massive bulk of the ruins hunkered in the gloomy jungle ahead. Wild foliage partially obscures the stone building, a ziggurat (step-pyramid) 100 feet on a side at its base and four levels high; each level is 10 feet high and inset 10 feet. A black gap 6 feet by 8 feet provides entrance into the lowest level.

If the players desire to investigate this structure, continue below.

The base of the pyramid is highly carved in decorative swirls and spirals, similar to the artwork of your own history. The angry chatter of baboons in the trees around you increases as you approach the ziggurat.

There are 20 baboons (AC 7; MV 12"; HD 1+1; hp 7 each; #AT 1; THACO 18; D 1-4) of this tribe of 40 that will fight. Five of the 20 are large males that do 2-5 (1d4+1) points of damage. They will not attack unless the party enters the ziggurat, and then only when they come out. If the players choose to enter, continue below.

The interior of the pyramid is plain, the steps on the outside providing a corbelled roof for the inside. Near the eastern wall is a statue of a huge feline creature with overgrown incisors.

The statue is a sabre-toothed tiger. If the characters spend one turn inside the temple, they will encounter a real **sabre-toothed tiger** (AC 6; MV 12"; HD 7+2; hp 40; #AT 3 [bite at +2]; THACO 13; D 1d4+1/1d4+1/2d6; SA rear claws for 2d4/2d4) three rounds after leaving the temple. The baboons will attack immediately when the party leaves the temple, but will flee when the tiger appears. If the party spends two or more turns in the temple, there will be two tigers (the second will be exactly the same as the first).

4. The Firenewts

This encounter is another time-waster. The players have either failed to gain information about the area from the ferryman, or have ignored his advice.

The air seems hotter here, even the ground is hot to tread, as each step carries you closer to the volcano. The vegetation looks blasted; the land is a broad, ash-covered plain stretching to the base of the cone. To your left, at a distance of 100 yards, approaches a band of six reptilian riders on bipedal mounts.

The creatures are a hunting party of **elite firenewt warriors** armed with stone battle axes, mounted on giant striders. They will attack without hesitation. If the characters flee, the hunters will give chase, overtaking the party in four turns.

6 elite firenewts (AC 3; MV 9"; HD 3+3; hp 20; #AT 1; THACO 15; D 1-8; SA breathe fire; SD +3 bonus vs. fire-based attacks). One breath attack can be used per turn: range 5', damage 1-6 against one target only, save vs. breath for half. Fire-based attacks against them are -1 point of damage per attack die.

6 giant striders (AC 4; MV 15"; HD 2; hp 20; #AT 1; THACO 16, (12 for Fireball); D 1-8 or 1-10, Fireball 1-6; SA Fireball; SD +2 on saves, immune to fire, flame cures damage). These can cast two Fireballs per hour, range 50', radius 10'.

Encounter 4a is a continuation, used only if the players wish to enter the volcano.

4a. Firenewt Lair

The remainder of the firenewt colony lives in the fissures of the volcano, detailed as follows:

20 warriors (AC 5; MV 9"; HD 2+2; hp 10 each; #AT 1; THACO 16; D 1-6 [stone pikes]; SA breathe fire; SD +3 bonus vs. fire-based attacks).

6 elite warriors (AC 3; MV 9"; HD 3+3; hp 20; #AT 1; THACO 15; D 1-8; SA breathe fire; SD +3 bonus vs. fire-based attacks). Two of these act as leaders for the 20 warriors; the other four form the guard for the firenewt overlord.

Overlord (AC 3; MV 9"; HD 4+4; hp 30; #AT 1; THACO 15; D 1-8 [stone broad sword]; SA breathe fire; SD +3 bonus vs. fire-based attacks).

2 priests (AC 5; MV 9"; HD 3+3; hp 15, 17; #AT 1; THACO 15; D 1d6+1 [stone mace]; SA breathe fire, spells; SD +3 bonus vs. fire-based attacks). Both can cast the following once per day: **Faerie Faire, Produce Flame, Heat Metal, Pyrotechnics, Animal Friendship, and Predict Weather.**

15 giant striders (AC 4; MV 15"; HD 2; hp 9 each; #AT 1; THACO 16, (12 for Fireball); D 1-8 or 1-10, Fireball 1-6; SA Fireball; SD +2 on saves, immune to fire, flame cures damage). Two Fireballs per hour can be thrown: range 50', radius 10'.

A group of 10 warriors, 1 elite, and 1 priest will meet the characters at the entrance. If the party persists in entering, they may advance to the four-way, where they will be attacked from three sides by the remaining firenewts. There is nothing here for the characters except a long, time-consuming melee.

5. Divot's Ditch

The path is easy to walk. Although you have heard thrashings in the bush and many cries and howlings of great beasts, nothing has molested you. For the past eight miles, the track has followed the edge of a monstrous crack in the earth, averaging 200 feet in width. Its depth is anyone's guess, as the bottom is shrouded in noisy, sulfurous clouds of steam and gas. The sides of the fissure are rough, with many ledges and other protruberances. Periodically the earth shakes, like a gong hammered by the gods themselves. The past half hour has been punctuated by the sounds of a tremendous battle occurring somewhere ahead, now quite near.

The characters have little choice but to go on. However, they should have some idea of what is happening, and can make whatever preparations they choose at this point. Continue when they are ready.

In the middle of the path the following scene unfolds. A bipedal lizard about 30' long and 12' tall stands in triumph over the carcass of an armor-plated beast, the scars of battle plain on each. The victor, sniffing the air, suddenly turns in your direction, bellows, tears a great mawful of flesh from its victim, and plunges towards you, blood dripping from its jaws.

The **antrodemus** (AC 5; MV 15"; HD 15; hp 60 [out of 80]; #AT 3; THACO 8; D 1d4/1d4/6d4) is intent on dessert, and will pursue the characters. Only the monk (from the pregenerated characters provided in issue #16) can outrun it.

Exactly what happens depends on the characters' reactions. The dinosaur can be blown away with a tremendous volley of magic, but this will deplete precious resources. The party can split up and run into the jungle, but they assuredly will become separated and will suffer a one day delay while regrouping.

The best way for the party to handle this is to use the monk as bait, running back down the path while the rest stay together and hide in the jungle until the brute is gone. Berta (see pregenerated characters) can then allow the beast to close a little while she heads straight for Divot's Ditch. At the edge she can do a slight tumble and use her ability to slow her fall; she'll land on a ledge about 25 feet below the rim. The antrodemus will follow her and fall to its death.

6. The Warrior Queens-A

This is perhaps the most vital encounter of all, for the characters will meet both Ardel and Marna.

The trail has lead in a north/northwest direction all day, the smoking cone of a volcano being visible some distance to the northeast. It is near dusk when 20 dark-haired young women, clad in short-skirted hunting clothes, step onto the path, barring your way. Half of them hold drawn bows, the stone-tipped arrows trained in your direction, while the other half hold heavy, curved sticks in a ready throwing position. No one has discharged any missiles.

The women are 20 **amazons** (AC 7; MV 12"; F1; hp 5 each; #AT 1 (at +1); THACO 20; D 1-6 [arrow] or 1d6+2 [boomerang]). The characters should not attack, but run the melee if they do. If they do not attack, proceed below.

A blonde woman steps from the jungle thicket to stand in front of the other women. Her clothing does not distinguish her, but her regal mien brands her a person of some importance. She stares tight-lipped at the men, then directs her glance to Silevran.

"The peace of Divot be with you, fair one. Your presence troubles me, for your race is strangely familiar, as are your dress and weapons. But I sense you mean no harm, and your male serfs will be a welcome addition to my village. You are in danger here, for we go to raid Marna's rebel village. Though small, her band is invincible unless totally surprised. Are you with us?"

Someone should guess she is **Ardel** (AC 6; MV 12"; F9/M8; hp 32; #AT 3/2; THACO 12; D 1-6 [staff] or 1d6+2 [boomerang]).

First level: **Burning Hands, Charm Person, Detect Magic, Shield**

Second level: **Mirror Image, Ray of Enfeeblement, Web**

Third level: **Fireball, Haste, Hold Person**

Fourth level: **Fear, Wall of Fire**

Ardel will admit her identity under questioning. Also, the men should quickly adopt subservient roles. Hereafter, in the presence of amazons, any male who attempts to assume a dominant role over the amazons will be threatened with death in the event of a second attempt. If a male character tries a second time, he will be killed. The men in this society are little better than slaves, though the women are practical enough to allow them to fight in an emergency.

Joining Ardel's band is really academic, but the offer is made to put the party at ease. No combat will be initiated by the amazons, though they certainly will fight if attacked.

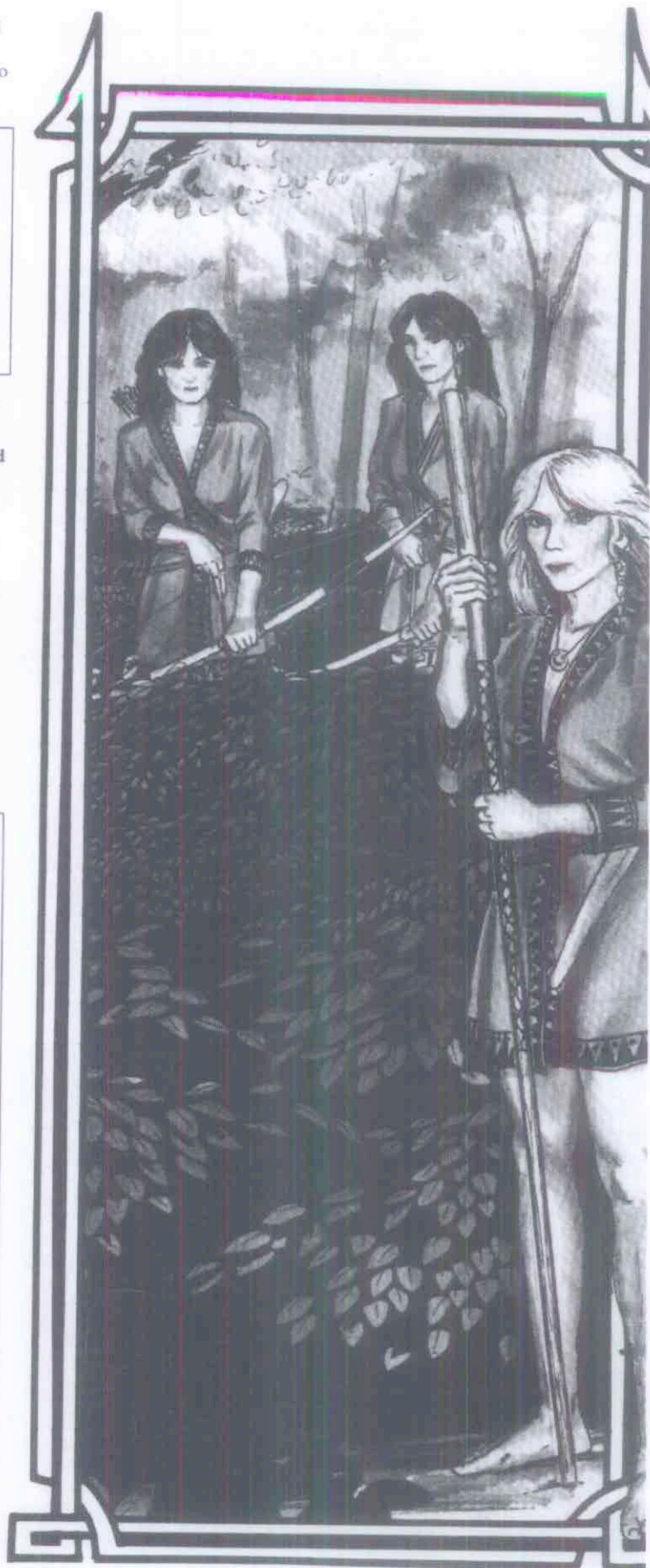
Suddenly, the growing dusk is made darker by shadows cast by gigantic wings. Forty winged reptiles, each ridden by a warrior maiden, have glided silently to the attack. The leader is a statuesque woman, crowned with a magnificent headdress of bright feathers and consumed by battle lust as she commands her mount to dive. The fresh pink of new scar tissue from a wound on her left arm gleams in the fading rays of the sun as the plummeting creature pulls out of its mad rush. A wicked-looking throwing stick is held poised for release in her right hand as the whistling wind straightens her auburn tresses behind her. A metal long sword hangs from her belt; her other warriors are equipped with short swords as well as their curved throwing sticks.

The weapon is hurled, the deadly whirring of its flight marking its location as the increasing darkness makes vision difficult. The aim was true, for Ardel cries in pain as the wicked weapon strikes her skull and she collapses, unconscious, to the jungle floor.

The remaining warriors throw as well, some striking with effect, but others missing. Miraculously, those sticks that miss finish their flight by flying upwards into the air, to be caught by the maidens who threw the weapons. Their formation is now some distance away, wheeling to come back for another attack.

The second-in-command stoops over Ardel and quickly gives orders for a retreat. Turning to you she says, "We are undone, and Queen Marna returns to the attack. She gives no quarter to any of our people, and these circumstances place you in our company. Follow us if you would live to see the morrow." She turns without waiting for a response and orders four women to carry their fallen leader. The amazons blend into the vegetation.

The scar on the left arm and fact that these amazons are armed with technologically superior weapons are clues that Marna is more than she appears. If the party chooses to remain here, Marna's troops will attack repeatedly, eventually landing to melee. The party



is doomed in such a case. Marna herself will fly off to the west with five of her warriors after her first attack. For tournament purposes, she cannot be shot down. **The characters are only to see Marna in this encounter, not talk with her.**

The party will most likely follow the fleeing amazons; if so, read the next paragraph, then proceed with **Encounter 8**. If the characters choose to fight, skip the next two paragraphs and run the melee.

As you turn to follow Ardel's band, something lying in the path catches your eye. It is a crude medallion, fashioned from pottery and still bearing a broken loop of twisted grass. The obverse is engraved with two crossed stone-tipped spears with one of the winged creatures hovering over the juncture. The reverse is smooth and unadorned.

This is Marna's seal, and any of Ardel's amazons can identify it as belonging to Queen Marna. The players must note its similarity to the crossed-sword-and-eagle insignia of the ancient kings of Pellham described at the beginning of this scenario on their own!

Marna's attack force

40 amazons (AC 7; MV 12"; F3; hp 14 each; #AT 1; D 1d6+2 [boomerang] or 1-6 [short sword]). Each carries a metal sword and four boomerangs. After four boomerang attacks they will land and melee.

40 pterasaurs (AC 7; MV 3"/15"; HD 3+3; hp 15 each; #AT 1; THACO 15; D 2d4). They will melee.

Marna (AC 5; MV 12"; F10; hp 65; #AT 3/2 at +1; THACO 12; D 1d6+5 [boomerang] or 1d8+3 [long sword]). Her pterosaur has 24 hp.

7. The Warrior Queens-B

This is the same as **Encounter 6**, but in a different location. Refer to **Encounter 6** for details.

After a good march (depending on where the previous encounter takes place) the characters will come to Ardel's village. On the march, Ardel will be kept from them by the other amazons. Ardel is the ruler of 200-300 fighting amazons and their families. Marna has taken about 100 of the best fighters and their families westward, after she emerged from the volcano temple, Divotsbane, about six months ago.

8. Ardel's village

A haphazard scattering of grass huts marks Queen Ardel's village. She is taken to the largest of these to be tended by healers. Her second directs you to be taken to a vacant hut, food and drink being served you by slack-faced male slaves.

Left on your own for a while, there is an opportunity to observe the village. There is minimal cultivation in the form of small garden plots; the amazons derive their sustenance from hunting and gathering from the wilds. There appears to be little order to village life, though any men seen are all slaves. The amazons bow in obeisance whenever they pass Ardel's hut. The volcano is about a mile north of the village.

Several hours pass. A lithe young woman enters your hut and says that the queen has recovered and desires your attendance.

The conversation with Ardel depends, for the most part, on questions the characters ask. They will probably identify themselves as travelers from her home plane, explaining what they know of her and her father, King Dacquiri, and also that they have come to bring her home to rule from the throne of Pellham. She will give them the following information in response to their questions:

1. She has magical powers, and has used them to rule these women after disposing of their old queen.

2. Time apparently has little meaning here, for neither she nor the others have aged.

3. She has learned to fight out of necessity, though she uses her magic as necessary to maintain her position of power.

4. When Marna came, only six months ago, Ardel fought to hold the tribe together, preferring the old ways to the new advancements in warfare proposed by Marna.

5. Marna arrived in the temple in Divotsbane, the volcano that looms over the village. The priestess in the temple said that the goddess appeared to her in a vision and foretold the coming of her daughter, and that though she was a woman, she was a mere babe of six months.

6. She brought with her metal weapons, heretofore unknown, and preached against Ardel and the old ways.

7. Many amazons were swayed by her speech, and eventually an open rift split the tribe. Marna and her new followers, 100 amazons possessed of great fighting skill, moved west.

8. Their settlement is marked by a stone structure, totally unknown in this area.

If the party explains their quest, Ardel will agree to go with them, as she is tired of this conflict and ready to go home. Since no one has any idea of how to get back, she suggests they go to the temple and ask guidance from the goddess Divot. Proceed to **Encounter 9** (see Temple Map).

If the characters choose not to reveal their purpose, the women will be adopted into the tribe and the men stripped of all their possessions and penned in with the other slaves. Escape from this sad state of affairs is possible, though the characters are now truly alone in a hostile land and will be attacked on sight by both tribes of amazons, not to mention the prehistoric jungle denizens.

9. Divotsbane: The Temple

Divot's temple in this volcano is the end of the adventure. Though the characters must get Llywelyn/Marna from **Encounter 10** to totally complete their objective, they may decide to leave now with Ardel only. The pumice given them by Diancecht matches that in this volcano. At the rear of the temple is another gate, suspended over the bubbling magma of a lava pit. There the party gains their last clue, if they pay heed to it. **Ardel has never been beyond the first chamber of the temple.**

9a

Ardel has lead you to an adorned opening in the side of the volcano's cone. Surrounded by massive hardened lava flows, it is apparent that the molten rock split above the entrance, by nature or by divine intent. The natural flow has been crudely worked so that a huge, roughly humanoid head rises above the entrance, and the creature's massive arms embrace the opening.

A short passage bores straight into the volcano's cone, opening into a 40 x 50 foot chamber. The heat is very oppressive, the area being lit in reddish hues by ribbons of lava somehow contained in the walls. A 20-foot-wide opening on the far side points deeper towards the volcano's heart.

In the center of this chamber is a triangular-shaped altar, carved from solidified lava, its peak pointing towards the far opening. At this peak stands a woman, wearing a loincloth of red fabric and a medallion about her neck that imitates the shape of the altar. "Ardel, queen and mother of Divot's children, why have you committed sacrilege by bringing outsiders to this place?"

Ardel answers, "We seek guidance from the great god. I seek to commune with her in the holy-of-holies. Let us pass."

With a grim look on her face, the priestess thrusts forth her arms, palms towards you in a gesture of impedence. "I forbid it! None shall pass!" She strikes the altar with the flat of her right palm and bursts into a writhing column of white hot flame, looking for all the world like a fire elemental.

Priestess (AC 10; MV 12"; C9; hp 50; #AT none; S 12, I 11, W 18, D 10, C 9, Ch 14)

First level: **Bless**, **Command** (x3), **Cure Light Wounds**, **Sanctuary**

Second level: **Augury**, **Chant**, **Hold Person** (x2), **Know Alignment**, **Resist Fire**

Third level: **Cure Disease**, **Dispel Magic**, **Glyph of Warding**, **Prayer**

Fourth level: **Cure Serious Wounds**, **Divination**, **Tongues** (reversed)

Fifth level: **True Seeing**

She is totally protected from immolation, the "writhing flames" being her arms as she makes spell-casting gestures. The effect lasts six rounds. She casts **Tongues** (reversed) on the first round, preventing communication between characters for 10 rounds, then **Command** (to "flee") on each of the next three rounds at random targets (except Ardel). She automatically makes all her saving throws during this period. She will then attempt **Hold Person** on each of the next two rounds (on three targets per round, but not on Ardel). On round seven, Ardel will cast **Hold Person** (see **Encounter 6** for her spell capabilities) on the priestess, who will fail her save.

Note: The reversed **Tongues** will not interfere with spells involving communication — **Command**, **Suggestion**, **Message**, etc., nor with spell verbal components. It will cancel the bard's **Charm** and **Suggestion** abilities, as these are not spells per se.

The 20 × 20 foot area north of the chamber has been magically trapped with a pearl from a **Necklace of Missiles** (5 HD) and fire **Glyph** (18 points of damage). Stepping into the glyphed area without saying the glyph's name will set it off, which will also set off the pearl. For tournament purposes, the **Fireball** does 20 points of damage, half if the saving throw is made. Note that whoever sets off the glyph takes damage from both.

If the party insists that Ardel go first, she will give the salutation "Hail Divot, Goddess of Fire," which contains the glyph's name. If this is repeated by each party member as they enter the glyphed area, they will not set off this trap. Ardel knows nothing of this glyph; she will be quite surprised if the trap goes off! If someone uses **Find Traps**, thus revealing the glyph, Ardel can identify it if she is asked. For tournament purposes, a **Dispel** will remove the glyph.

9b

These two corridors each contain three trigger plates, any one of which will activate a trap. The trap causes two **Walls of Fire** to appear and move slowly towards one another, trapping all in between. The starting positions of the walls are designated on the map as FW1 and FW2, and are not flaming until a plate is depressed, of course. FW1 moves north and FW2 moves south until they meet, causing 9-19 (2d6+7) points of damage per wall. The movement rate is 1' per turn (10 feet per round), and they extinguish one melee round after they meet. For tournament play, **Dispel Magic** will drop a wall (the wall will continue to move until another **Wall of Fire** is contacted, thus it is possible to have one **Wall of Fire** continuously circling the area), and the secret doors will automatically be found if the proper location is searched.

9c

The circular area is a lava pit. Hanging from the 10-foot-high ceiling above the pit is a stone key, needed to unlock the door at 9d. It is not directly over the center, being 5 feet in from the west side and 5 feet above the lava. Any object touching the hanging key summons a **fire elemental** (AC 2; MV 12"; HD 12; hp 50; #AT 1; THACO 9; D 3d8; SA +2 or better weapons to hit) from the molten rock. A **Find Traps** spell will indicate that the key itself is trapped.

The key can be had by grasping and cutting its suspending cord

without touching the key itself. Once removed from the cord, the key cannot summon an elemental and will no longer appear trapped to the caster of a **Find Traps** spell.

9d

Heavy stone doors block further progress here, and are unopenable except by the key in 9c or a **Knock** spell. In addition, there are three more trigger plates here, any one of which will cause both FW to move through this area toward one another.

9e

The wide chamber opens into the holy-of-holies (9f). In the center of the floor is an engraved stone plaque (see **Players' Section**):

"From the fires of the past a new queen shall be born, from grave to grave in six months' time. The new is older than the old has been for time untold, and sunders old, the Mother rent in twain. The past shall be lost, but no future gained, for He and She shall perish in Divot's hot embrace as Her wrath devours all."

The new queen is, of course, Llywelyn/Marna. "...from grave to grave in six months time..." refers to the growth of the clone, the first grave being Llywelyn's and the last being his exit from this plane via (hopefully) the gate in 9f. "The old" is Ardel, and Llywelyn is indeed older than she, having been long dead before she was born. "...Sunders old, the Mother rent in twain..." means the one tribe (Mother) shall be split by the new queen. "The past shall be lost..." refers to Ardel's leaving, "...but no future gained..." means that the new queen will not assume control. "He and She" are Llywelyn and Ardel, "...perish in Divot's hot embrace..." describes what it will look like when they leap through the gate over the lava pit in 9f. "...as His wrath devours all..." means that there will be a volcanic eruption when the gate is used.

9f

The circular room is dominated by a huge lava pit, over which flashes the colors of the interplanar gate. The gate destination can be set by throwing any item through that originate on the destination plane; thus, in this case, a character's body will do. It is a 10-foot broad jump to the gate, (in a tournament anyone who jumps will make the gate). When the gate destination is fixed, the volcano will begin to erupt — ground shaking, magma spurting, rocks falling, etc.

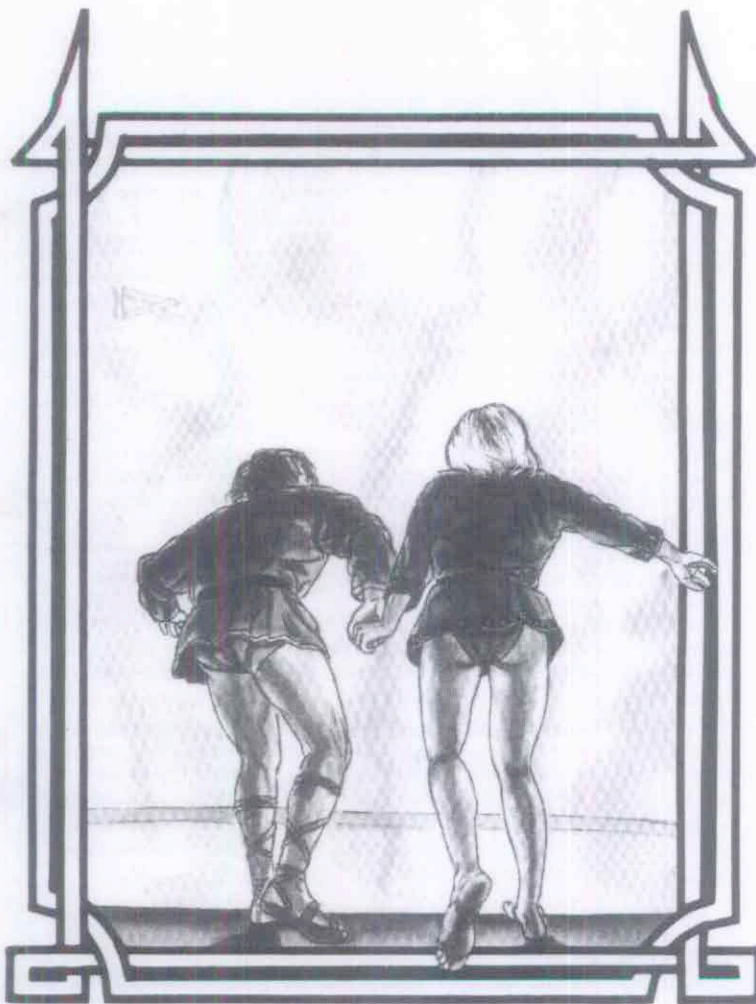
10. Marna's Tower

The party will have the opportunity to face Marna in this final encounter, being here if they: 1) have deduced that Marna is Llywelyn; 2) have a strong hunch, but no proof, that Marna is Llywelyn; or 3) decide that since Marna is an important NPC, they will take her along. Ogmha has blanked the clone's memory of Llywelyn's life, mainly to protect it on this plane. The party must reawaken these memories to return with Marna/Llywelyn.

Once met by the guards, the party will be escorted to the tower and an audience with Marna, who will demand to know why they are here. It is then up to the party to explain, for they are in peril of their lives if they haven't a good reason for being here.

As you approach Marna's tower, a dozen of Marna's amazons step onto the path from the surrounding jungle. They look like they are expecting you, and motion you in the direction of Marna's village. The village contains about 30 grass huts like those in Ardel's settlement, but your escorts ignore them and lead you to the tower. It is not very imposing, simply a roughly circular tower of undressed, unmortared granite and lava.

The tower is 30 feet across and 30 feet high. Atop the roof is a primitive catapult. The guards lead you to a hide-covered gap in the side of the tower.



The party will be ordered to turn over their weapons before being admitted to the tower. The amazons will recognize only obvious melee or missile weapons as dangerous (also the bard's instrument if she has used it against them). Armed combat here will be fatal, as up to 80 amazons and their mounts can come to the aid of Marna.

The interior is very plain, implements of war much in evidence. Now that they can be seen close up, the metal weapons are of a style familiar to you, though of antique design.

Marna is seated in a chair formed of the tusks of some great beast. She is clad in hunting leathers, her sword leaning against the side of the chair. Her magnificent headdress of bright feathers makes her appear very tall, even though she is seated.

"Confederates of Ardel," she says, expectorating as if the very name is distasteful, "you risk much coming here. You may leave here now in safety, or state your purpose quickly, for I will waste little time on you."

Marna/Llywelyn wears a magical item which creates the illusion that Llywelyn is a woman (as per the illusionist spell, **Change Self**). If someone attempts to cast **Detect Magic** before convincing Marna that she is someone else, that character will be struck immediately by a guard, disrupting the spell. The party may note that Marna has auburn hair and blue eyes. **If the characters deliberately check for a small mole on her right hand, they will find one.** These are clues that Marna has strong links to Llywelyn.

The party has this one chance to back out. If they choose to do so, Marna will let them leave peaceably. If they decide to stay, Marna will summon her guard and everyone will go to the roof of the tower. A character will be selected at random, tied, and placed in the bowl

of the catapult arm.

Any statements that do not serve to convince Marna that she is Llywelyn result in an unfortunate character being the clay pigeon in this skeet shoot. If they are on the right track, Marna will let them continue and not give the order to fire the catapult.

The tower roof is made of lashed logs, the cracks stuffed with grass to keep out the rain. Behind the tower is a clear space, bordered by tall trees that serve as rookeries for the winged creatures the amazons ride. The reptiles appear agitated with excitement and anticipation at the appearance of humans on the tower, and several take to the air and begin circling.

"You are brave, and now that bravery will be tested. If I am displeased by what you say, you will be flung into the air, to be snatched by yon pterasaurs, for such is how we train and reward them for their alacrity. You may begin."

For the purpose of convincing Marna, the following bits of evidence and their point values are listed below. Marna will agree to accompany the party back to Pellham if they get at least 10 points, though do not stop at that point. A tie break in this case is how much evidence the party has amassed, reflected in their total points here, so let them continue until they can think of nothing else. If they have 10+ points, Marna will order her guard to leave. When she is alone with the party, she will remove her headdress, changing simultaneously into Llywelyn, whom the party will recognize.

If the party does not have 10 points, Marna will simply banish them, sans anyone who has become pterosaur food.

Evidence and Point Values

1. Similarity of Marna's seal to that of the kings of Pellham ... 4 pts
2. Scar on left arm where Llywelyn had a bleeding wound ... 6 pts
3. Use of metal weapons in a culture that uses only stone and wood ... 3 pts
4. Constructing a stone tower in a culture that only lives in grass huts ... 3 pts
5. Marna is a clone because she was fully grown in six months ... 6 pts
6. Any mention of details from Llywelyn's past (had a son named Logar, a co-ruler named Grellyn, etc.) ... 2 pts each
A maximum of 4 points is possible from this category. Mentioning five items from Llywelyn's past will net the party 4 points, not 10.
7. Similarity of hair and eyes to Llywelyn ... 4 pts
8. Spotting the mole ... 4 pts

When this encounter is resolved, the characters (with or without Llywelyn), must return to Divotsbane (**Encounter 9**) and go through the gate. The priestess will be gone, though the **Walls of Fire** will still be there. If the party has managed to find all the trigger plates in one corridor (either **9b**) they may pass without activating the walls; otherwise they still have a chance of setting off the trap. The triggers in **9d** are a moot point, as the door is unlocked and the party can get out of the way long before the walls pass through the area.

ENDING THE ADVENTURE

When the party decides to go through the gate, the volcano will erupt violently: describe the earth shaking, the temple crashing down around their ears, etc. This is simply for dramatic effect; no one will be hurt.

Once back in Pellham, the epic quest can end in several ways. The best result is to recover both Marna/Llywelyn and Ardel, who will then marry and found a new dynasty. The next best is to return with the clone, for this completes the original quest. The third best is to recover only Ardel. Though the council will grumble about having a queen instead of a king, they will make the best of it in the end, and Ardel will be a splendid queen, indeed.

EXTRA ENCOUNTERS

The following encounters are to be used if the party leaves the jungle trails and heads off on their own in any direction not covered by the scenario text. They are to be taken in order. Use one encounter for each 5 hexes of movement in the jungle off the paths.

Jungle Encounters

- Two rhinoceros beetles (AC 2; MV 6"; HD 12; hp 35, 35; #AT 2; THACO 9; D 3d8/2d8).
- Two cockatrices (AC 6; MV 6"/18"; HD 5; hp 22, 24; #AT 1; THACO 16; D 1-3 + touch will turn to stone).
- Two giant scorpions (AC 3; MV 15"; HD 5+5; hp 24, 32; #AT 3; THACO 13; D 1-10/1-10/1-4 + poison).
- Three su-monsters (AC 6; MV 9"; HD 5+5; hp 24, 28, 31; #AT 5; THACO 13; D 1-4(x4)/2d4). These creatures will not use their psionic abilities, however they will hang by their tails from trees to use all 5 attacks.
- Two tiger flies, male (AC 4; MV 6"/18"; HD 6; hp 27, 27; #AT 2 or 1; THACO 13; D 1-8/1-8 or 4d6 + poison). The sting attack follows a round in which both forelimbs attack to grasp (no damage), and strikes automatically each round thereafter. The sting can be used eight times per day. One fly will use each attack mode.
- Shambling mound (AC 0; MV 6"; HD 10; HP 47; #AT 2; THACO 10; D 2d8/2d8; SA suffocation; SD immune to fire, half damage from weapons, half or no damage from cold, lightning adds 1 die). If both the creature's attacks hit the same target, the victim is entangled and will be suffocated in 2-8 melee rounds unless the mound is killed.
- Two minotaur lizards (AC 5; MV 6"; HD 8; hp 36, 38; #AT 3; THACO 12; D 2d6/2d6/3d6; SA surprise on 1-4, gripping bite) A roll of 20 for the bite indicates the lizard has seized its prey. The victim is helpless and takes the bite damage each round until it or the lizard is dead.

VIPER VINES

Frequency: Rare	Damage/Attack: 1-4
No. Appearing: 1-10	Special Attacks: <i>Poison</i>
Armor Class: 8	Special Defenses: <i>Immune to blunt weapons</i>
Move: 3"	Magic Resistance: <i>Standard</i>
Hit Dice: 4	Intelligence: <i>Low</i>
% in Lair: 100%	Alignment: <i>Neutral</i>
Treasure Type: <i>Incidental only</i>	Size: <i>L (20' to 50' long)</i>
No. of Attacks: 1	Level/X.P. Value: <i>III/110 + 4/hit point</i>

Viper vines are a type of carnivorous, poisonous plant indigenous to tropical forests, and 90% indistinguishable from normal vines. They hang from trees, trailing their ends on the ground to snare unwary animals. They have two forms of attack, the first being constriction as they wrap around their victim much like a snake, doing 1-4 points of damage each melee round. The second is a paralyzing poison exuded from the skin onto the ensnared creature (save vs. Poison applicable per vine). Viper vines can control this poison, generally not using it until having constricted their victim for 1-4 melee rounds.

Description: Viper vines are thick (3" diameter), ropy vines, brownish green in color.

WAR BOOMERANG

Encumbrance: 30 gp
Damage: 3-8 (1d6-2)/1-6
Rate of Fire: 2
Range: 2/4/6

The war boomerang is a heavy throwing stick that will return to a proficient thrower if the target is missed. It will not return if thrown by a non-proficient character, in addition to the normal non-proficiency penalties.

The Lineage of Kings

I sing for you now of the lineage of kings.

Of Pellham's mighty and cloddering
Fools that japed and when all were done
Proved worthless at best, all save one.

Alendus Crebus, first of the kings,

First of nine by his conquerings.

Ciron the Hearty, lover of ale,

Son of Crebus, he drinks in death still.

Fenton the Foolish, stiron well-named,

Glutton of mutton, third fool of the famed.

Heimwell the Haughty, brother of Ciron,

The fourth he became by the slaying of Fenton.

Pelcolb the Pious, bastard of Fenton,

Builder of the Temple, fifth one in.

Volgar the Victorious, paver of Kingsway,

Grandson of Crebus, so they all say.

Royberno the Bloody, bastard of Volgar,

Grim destroyer of clansmen, seventh so far.

Tornum the Terrible, tormentor of souls,

Grim as his father, eight baka in the coals.

Laseron the Last, ninth of nine,

Father to no man, last of the line.

Karnac the Cairnlord, usurper malign'd,

Laseron's cousin, mover of the mine.

Agneus Expander, true lover of horses,

Sibling of Karnac, the nine were of course his.

Loring the Lost, foul slayer of eight,

Third of the kings, but victim of fate.

Loring the Lost, known for his songs,

Plays minstrel to demons, as cursed by his wrongs.

Marcus the Marshall, of this line is fourth,

Four stones mark his cairn, pink ones, of course.

Suradel the Scholar, first of the Witchkings,

Son of the bard and prophet of many things.

Argunth Elf-friend, of this line is sixth,

Feared slayer of orcs, hosts who none trifled with.

Rikar the Roarer, seventh of seven,

Slain young in battle, first one to heaven.

Lightmal the Dark, first of his line,

Cousin of Rikar, awake for all time.

Dalenial the Light, Black Lightmal's spawn,

Cursed by his father, he's withered and gone.

Llywelyn the Just, slain at his dinner,

Gem of all kings, he was no sinner.

Logar the Loved, a shepherd in youth,

Llywelyn's son grew ancient in truth.

Diamocles the Wizard, grandson of Llywelyn,

Second of the Witchkings, Time was the villain.

Rothoklam the Strong, sixth of the line,

Led his troops into battle, led from behind.

Claudius the Cautious, Rot's son and heir,

Died in his sleep, though none seemed to care.

Dazquiri the Witchking, eighth of nine,

Slew Ishcabelle, died the same time.

Kolm the Quick, first of the four,

Fought without weapons, died at the door.

Cemor the Valiant, kept up the bard's quest,

Tried as he might, but finished second best.

Dwarven Blaine Shortstanks for Cemor went on,

Third quester and king was merely Time's pawn.

Alendus the Second, rogue liar and cheat,

The kingdom he destroyed lies at our feet.

Two hundred years have passed us hence,

And foolish rhymes sometimes make sense.

That is the lineage of Pellham's kings,

Fools, knaves and charlatans, blackguards and thieves.

But the price of the telling's an awful demand,

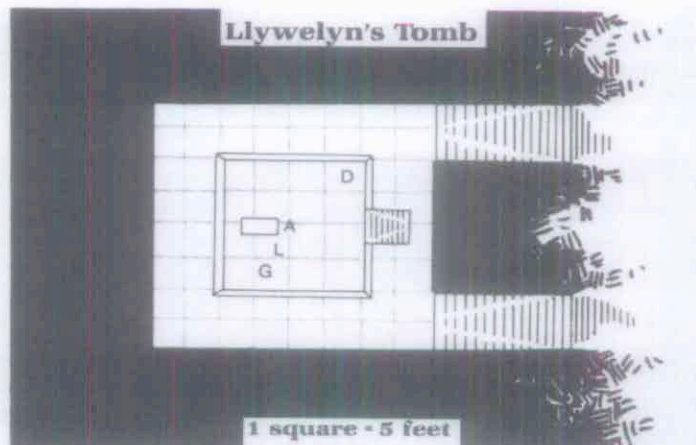
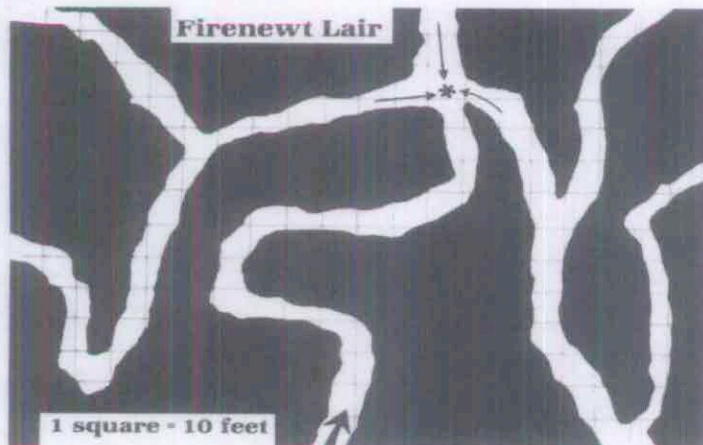
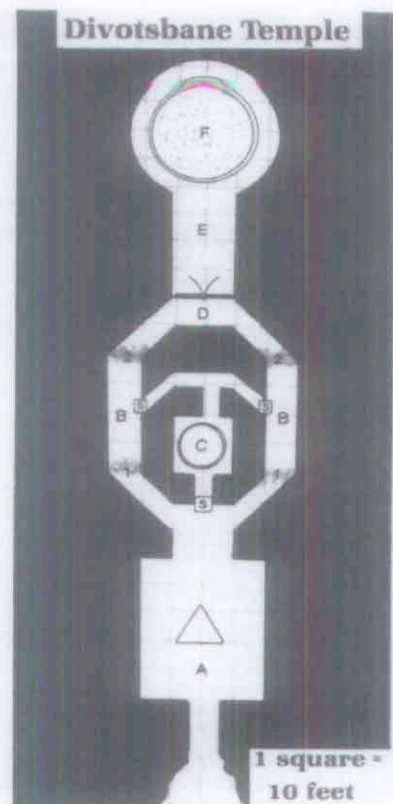
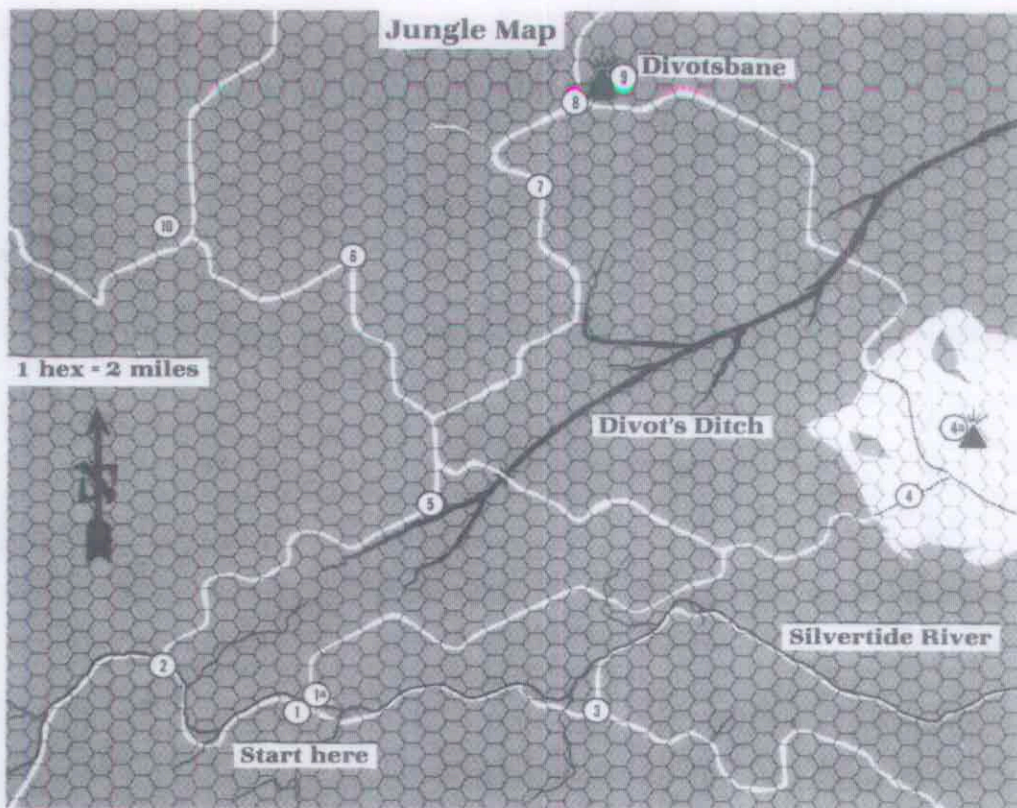
Hark to the wage the fiddler commands!

For now it is finished, my song is complete,

Your binding has ended, but you must be fleet.

For the third time you hear the name of me,

The third time is when they will come for thee.



MODULE CREDITS

Design: Bob Blake
 Development: Bob Blake and Martin Newhard
 Editing: Jon Pickens and Frank Mentzer
 Production: Mary Kirchoff, Marilyn Favaro, Roger Raupp
 Graphics: Roger Raupp
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 Llywelyn's soliloquy is a poem entitled "Invictus," written by William Earnest Henley (1849-1903).