

FRQ3
ADVENTURE

For 4–6 characters of levels 1–3

9391

Advanced Dungeons & Dragons
2nd Edition



Doom of Daggerdale

by Wolfgang Baur



Subplots in Daggerdale

Encounters that develop subplots happen whenever the DM decides that the PCs need a challenge, some new information, or simply a chance to defeat some monsters because their attention is lagging. If an encounter occurs, choose from the following list or roll 1d20.

1-2 Berry Patch Marauder: This young black bear is out eating berries among the brambles and shrubs of a prickly berry patch when he meets the PCs. He is surprised and startled, and if any PC attacks him, he responds in kind, otherwise he runs off.

Black Bear (1): Int Semi; AL N; AC 7; MV 12; HD 3 + 3; hp 13; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6; SA Hug; SZ M; ML 8; XP 175.

3 Plummeting Birds: These birds of prey have decided to attack some likely prey in the party: a dog, a gnome, a halfling, or a familiar. They dive to strike from the sky, strike once and then try to make off with their chosen prey. If they cannot take it immediately, they take to the air again.

Bloodhawks (1-2): Int Semi; AL N; AC 7; MV 1, Fly 24 (B); HD 1 + 1; hp 6, 3; THAC0 18; #AT 3; Dmg 1-4/1-4/1-6; SZ S; ML 11; XP 120.

4-6 Constable's Patrol: This rough group of mercenaries and Zhen-tarim is looking for the source of the troubles in Dagger Falls, and not above doing a little looting while they look. They are a foot patrol, but will seek to stop and question the party. If the party swears that they know nothing (and perhaps offers a small bribe), the soldiers go on their way.

Captain Eli Marshking: 3rd-level human fighter; AL LE; AC 5; MV 12; hp 15; THAC0 18; #AT 1; Dmg by weapon type; footman's mace; XP 65.

Eli is a swaggering man very taken with his own self-importance. He enjoys bullying the hard-working dalesmen, and he always takes a hefty share of the loot that his soldiers take from the dalefolk.

Soldiers (17): 0-level men; AL LE; AC 7; hp 8, 7 (x2), 6 (x4), 5 (x2), 4 (x3), 3 (x3), 2 (x2); THAC0 20; #AT 1; Dmg by weapon type; XP 35; light crossbows, short swords, clubs.

Each of the soldiers is carrying a bag of plunder. Each bag of silverware, crockery, iron goods, and tools is worth from 2-40 sp.

7 Bladebright Dwarves: These dwarves are returning to recover the cache of iron their fathers left at Eagle's Eyrie. They are as dour and suspicious as the folk of Dagger Dale, and they entrust only fellow dwarves with the information about where they are going. They tell all others that they are merely wandering tinkers and merchants.

Dwarves (9): Int Average; AL LG; AC 4; MV 6; HD 1; hp 8, 7, 6, 5, 4, 3, 2; THAC0 20; #AT 1; Dmg 1-8 (by weapon); SZ S (4' +); ML 14; chain mail, shields, 3 battle axes, 4 heavy crossbows, 6 warhammers, 2 short swords.

The dwarves carry no great treasure (assorted trinkets like ribbons, cop per kettles, and scissors add up to about 10 gp of real goods), but their fine weapons and armor would fetch a good price in any city with a sizable population of dwarves.

8-10 Goblin Raiders: This goblin raiding party of the Big Belly tribe is after food and plunder. They can be bought off with a bribe of 50 gp if a party looks strong and unwounded. If the PCs are wounded and outnumbered, the goblins will always attack.

Goblins (2-8): Int Low; AL LE; AC 6 (10); MV 6; HD 1-1; hp 8, 6, 5(x2), 4, 3, 2 (x2); THAC0 20; #AT 1; Dmg 1-6 (by weapon); SZ S; ML 10; XP.

So far, the goblin raiders have met with little success. Their leader carries a sack containing 800 sp, a golden snake armband worth 100 gp, and a scroll with the fumble spell inscribed on it.

11 Night hunter: This encounter only occurs at night; if it is rolled during daylight hours, the party has no encounter. The huge bat flies rapidly and silently through the PCs' camp, snatching at leftovers, small animals (such as familiars) or other food. If attacked, it screeches once and then flees with whatever food it can carry.

Mobat (1): Int Low; AL NE; AC 7 (or 2); MV 3, Fl 15 ©; HD 4; hp 15; THAC0 17; #AT 1; Dmg 2-8; SA Screech, surprise; SZ H; ML 12; XP 420.

12 Wood Spirits: The nightshades don't just hunt for victims in the town of Dagger Falls; they are looking for victims in the farming villages of the dale as well. This encounter can be with prowling nightshades at night, looking for easy victims, or with a pair of the creatures that couldn't sneak back into town and are now hiding out during the daylight hours.

Nightshades (2): Int Average; AL NE; AC 7; MV 9; HD 1+4; hp 10, 6; THAC0 19; #AT 1; Dmg 1-6; SA spells, poisonous sap; SD spells, immune to wooden weapons; SZ M; ML 14; XP 270.

The nightshades have no treasure, but they have trapped and killed a village dog. They have dressed the meat and partially skinned it but haven't eaten any. They are saving it to eat later.

13 Big Mountain Man: This ogre has recently come down from the Desertsmouth Mountains to the Tesh River valley and hopes to find some rich pickings here.

Ogre (1): Int Low; AL CE; AC 5; MV 9; HD 4 + 1; hp 23; THAC0 17; #AT 1; Dmg 1-10 or by weapon; SA +2 to damage; SZ L; ML 12; XP 175; walking staff, mace.

The ogre has little treasure of real value, though it thinks it has done very well so far. Its enormous sack contains: two venison haunches, a set of burnt wild boar ribs, a skinned but uncooked rabbit on a stick, a dented elven helmet, the wheel from a cart, 30 to 40 bones that haven't yet been cracked for marrow (deer, boar, and elven), two large rocks (for throwing or for smashing open bones to get at marrow), and a slightly-bloodied silver necklace of elvish make worth 250 gp, 500 gp to an elven buyer.

14-16 True Dalesmen: This patrol of freedom riders is searching for Zhentish targets and trying to prevent a caravan in the area from reaching the town (see "Zhentish caravan" below). If the PCs agree to help the Dalesmen track the caravan down they offer the party a share of the loot.

Captain Reiner Trall: 4th-level human ranger; AL NG; AC 8; MV 12; hp 25; THAC0 17; #AT 1; Dmg by weapon type; bastard sword, hand axe, light crossbow, spear.

Freedom Riders: 1st-level human fighters; AL NG; AC 8; MV 12; hp 6 each; THAC0 20; #AT 1; Dmg by weapon type; hand axe, spear.

Horses (11): Int Animal; AL N; AC 7; MV 24; HD 3; hp 14 each; THAC0 17; #AT 2; Dmg 1-2/1-2; SZ L; ML 6.

17-18 Lurkers in the Woods: These wolves have fed well lately, and are uninterested in the party unless they are fed scraps or the party appears wounded and weak. Regardless of when they are first encountered, the wolves will not attack until nightfall, preferring to remain just out of sight in the shadows of the forest's undergrowth until after sunset.

Wolves (2-12): Int Semi; AL N; AC 7; MV 18; HD 2 +2; hp 16, 13 (x2), 11 (x3), 10, 9, 8 (x2), 7, 5; THAC0 19; #AT 1; Dmg 2-5; SZ S; ML 10; XP 65 each.

19 Bandits: Cowards to a man, these shiftless warriors don't want to risk real battles as mercenaries, so they prey on the weak and the helpless. If they outnumber a group by two to one or more, they will demand a "toll." If they are refused, they attack and will take everything if they can. If more than one of them is slain in combat, the rest flee.

Bandits (11-20): 0-level human fighters; AL CE; AC 7; MV 12; hp 1-6 each; THAC0 20; #AT 1 or 2; Dmg by weapon type; SZ M; ML 9; XP 65 each; ring mail, long swords, light crossbows.

Horses (11-20): Int Animal; AL N; AC 7; MV 24; HD 3; hp 14 each; THAC0 17; #AT 2; Dmg 1-2/1-2; SZ L; ML 6.

The bandits have not robbed anyone yet this trip, and so have no treasure.

20 Zhentish caravan. This caravan of five oxen-drawn carts is carrying grain, lumber and a small set of iron ingots plundered and extorted from the outlying farms and villages of Daggerdale. It is led by Red Morgan, a Zhentish agent. Red desperately wants to get these goods to Zhentil Keep, where they can be turned into soldiers' rations, spear hafts and arrow shafts, and weapons, but he and his guards have already engaged and slaughtered one band of freedom riders and chased off a pack of goblins. They are wounded, tired, and sore and have turned back to Dagger Falls because barely enough men survived to drive the carts, much less guard them.

Red Morgan: 6th level human rogue; AL NE; AC 9; MV 12; hp 18 (33); THAC0 18; #AT 1; Dmg by weapon type; SA backstab at +4, x3; sling, dagger, scimitar; S 13, D 15, C 12, I 9, W 11, Ch 14; XP 420; potion of flying, 1 pinch dust of disappearance.

Red Morgan directs his men to defend the caravan, then slinks off into the shadows (hide in shadows 60%) to attempt to backstab opponents or to flee combat if things are going poorly.

Mistress Mara Trollsblood: 4th-level half-orc fighter; AL LE; AC 1; MV 12; hp 15 (21); THAC0 17; #AT 1; Dmg by weapon type + 3; banded mail, shield, great spear, battle axe; S 18/56, D 15, C 11, I 11, W 6, Ch 13; XP 270; + 1 ring of protection.

Mara enjoys taking prisoners, tying them loosely, and killing them when they try "escaping." She is the only guard with a horse; Morgan's was slain under him in the fight with the goblins.

Fire's rage (medium warhorse): Int Animal; AL N; AC 6; MV 18; HD 3 +3; hp 10 (20); THAC0 19; #AT 2; Dmg 1-6/1-6; SZ L; ML 12; XP 65.

Fire's rage is a chestnut mare, trained to combat from a young age and fitted with leather barding.

Guards and Drivers (7): 0-level men; AL LE; AC 6; MV 9; hp 1-5 each (normally 2-8); THAC0 20; #AT 1 or 2; Dmg by weapon type; ML 8; XP 35 each; short bows, long swords, hand axes.

The guards and cart drivers are frightened and may break and run even if Mara is mowing down the opposition. Make a morale check for them each round.

Oxen (10): Int Animal; AL N; AC 8; MV 12; HD 3 +2; hp ; THAC0 19; #AT 1; Dmg 2-8; SZ L; ML 10.



Doom of Daggerdale

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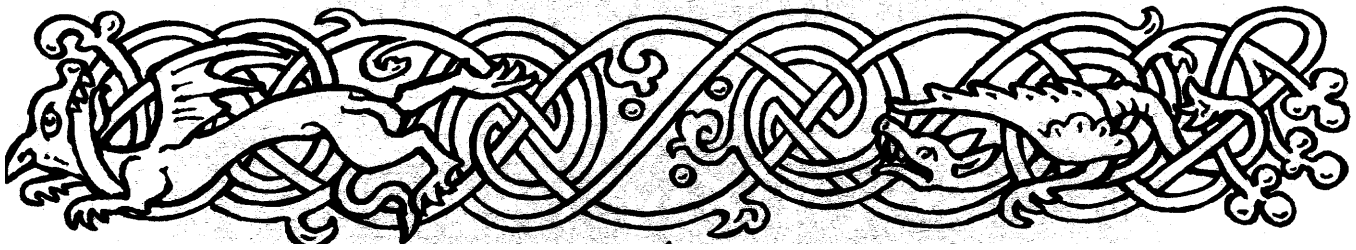
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INTRODUCTION To Daggerdale



ear me, Dwarves and Dalesmen, for my magic reaches to the roots of your crops, to the fruit in your orchards, to the ale in your casks. Render me a tithe of these things and you shall be spared the Dream Fever. Displease me and all your harvests shall wither, all your children be blighted, all your joys shattered.

Mage-lord Colderan

Mage-lord? Never heard of him.

Dalesman of Dagger Falls

The adventure you now hold in your hands is intended to introduce a beginning party of adventurers and a novice group of players to the FORGOTTEN REALMS® setting. It is designed for a party of three to six 1st- and 2nd-level player characters. At least one of the characters should be above 1st-level.

Druid and dwarven characters would be helpful to the party, but are not required. In the course of the adventure the heroes will uncover and foil the work of an evil priestess who has unleashed more power than she can control. If you wish, they may cross swords again with the priestess in further adventures in the FORGOTTEN REALMS setting.

The Doom of Daggerdale includes a number of characters and plots, not all of which the players may wish to investigate right away. Use only the plots that you and the players enjoy. For instance, the players may wish to tangle with the Black Network of the Zhentarim (see the Grand Tour booklet of the *Campaign Setting*). This adventure also contains suggestions for further campaign development of various leads and plots.

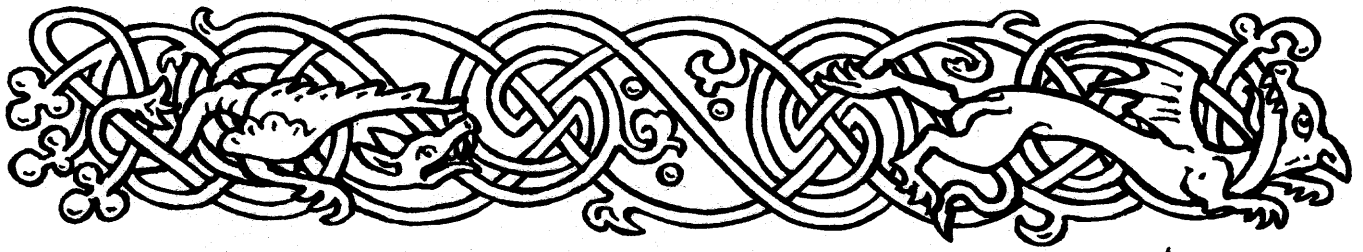
This booklet begins by explaining the setting of the adventure, the dale of Daggerdale and its principal town, Dagger Falls. The adventure itself begins in Chapter 2.

Daggerdale

For more than fifty years, Daggerdale has been battling to survive against hostile raiders, bandits, and monsters. Zhentarim spies and agents have infiltrated the dale, and the men of Daggerdale have been decimated by the attacks. They want nothing more than to be left alone.

Located in the upper reaches of the Tesh valley, Daggerdale lies between the Desertsouth mountains and the Dagger Hills, remote and hard to reach. Paths lead south to Shadowdale and east to Teshwave, but little traffic passes through





the dale. Merchants of other lands have found the trip to Daggerdale to be dangerous and unprofitable. The Zhents are the most frequent visitors.

The people of Daggerdale are hunters and farmers, but many homesteads are abandoned. Large areas of the dale are heavily wooded; the open farmlands and manors of the other dales are not found in Daggerdale. Instead, people huddle together in small stockaded settlements for protection. Small villages lie in isolated areas. The villagers farm the land nearby and send hunting parties into the dark forests and hills. The Dalesmen barely produce enough to keep themselves alive and have little to offer foreign traders.

The folk of the countryside band together in fortified villages, while the people of Dagger Falls, are protected by a Zhentarim-sponsored constable. Daggerdale's rightful ruler, a rebel named Randal Morn, leads a band of fighters against the invaders of the Dale.

The largest community of Daggerdale is Dagger Falls, but it is ruled by a sheriff from Zhentil Keep. Randal Morn and the free Dalesmen keep moving their base to avoid the Zhentish forces. Randal's forces have been trying to recapture the town for years, but there are too few to risk a battle against the Zhentarim garrison.

Law and Order

The countryside of Daggerdale is a lawless area plagued by bandits, monsters, and pillaging mercenaries. Within the fortified hamlets under Morn's control, justice is fair, swift, and harsh. Looters and brigands are put to death. Zhentish sympathizers are run out of town.

The scattered hamlets and villages of Daggerdale are usually protected by stout palisades of sharpened

timbers. Zhentish patrols are rarely resisted, but the villagers will fiercely resist looters and pillaging mercenaries. In addition, Morn's freedom fighters roam the countryside and often aid villages that are under attack.

Population. Dagger Falls: 800. About 60 of the Constable's troops and 80 citizens of Dagger Falls have fallen prey to the Dream Fever (see below). The countryside: 2,900 (including invaders).

In the area of Dagger Falls, mercenary patrols and Zhentish warriors keep the peace. As Constable, Tren Noemfor is in charge of administering justice. Tren is a clever, ambitious man, and he may manipulate passing adventurers by imprisoning one of the party and demanding some service in exchange for the PC's freedom.

Tren quickly executes anyone suspected of aiding Randal Morn. His harsh judgments are beginning to turn the populace against him. On the other hand, Randal Morn's fairness and honesty are winning him more support in the Zhentish-controlled areas.

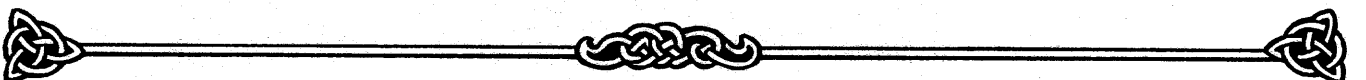
Trade

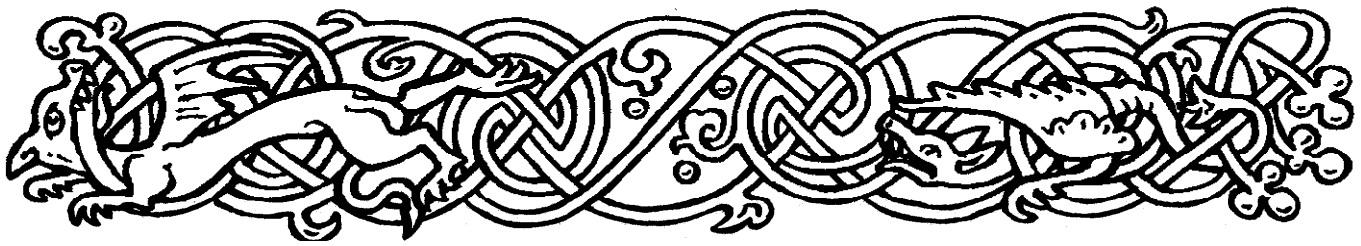
The people of countryside want little to do with strangers, but travelers can barter for livestock or produce at individual villages. Dagger Falls imports a few fancy items from Zhentil Keep through unscrupulous merchants who charge exorbitant prices.

The Zhentarim systematically loot the Dale for everything of value. Large areas are depopulated as livestock, crops, and even people are seized and taken back to Teshwave or the Moonsea. The Zhents are logging the Dale at a dangerous rate also.

The Town of Dagger Falls

The *Doom of Daggerdale* is set in and around the town of Dagger Falls. The town's most important sites and citizens are outlined below.





The Constable of Dagger Falls

The proclaimed leader of Dagger Falls, and by extension Daggersdale, is a Dalesman and retired adventurer named Tren Noemfor. Tren is the constable of the town and rose power with the help of the Zhentish garrison in Dagger Falls. He is a man with few friends, but serves the Zhentarim well.

Recently, Tren has had to enforce his will on the Dalefolk who think that he is somehow responsible for their recent troubles: dozens have been jailed or whipped. The Constable has set a watch on the old temple of Lathander, for he lost 20 men to the hook horrors guarding the crypt and is unwilling to lose more. See Chapter 4, *The Mage-Crypt*.

The Constable sent a messenger to the Zhentish camps in the Border Forest, and he is waiting for reinforcements to arrive. One week after the PCs arrive in Dagger Falls, a horseman rides through the town declaring that a company of Zhentish warriors is coming. The reinforcing company of 50 Zhentish veterans (1st- and 2nd-level warriors) and their

mage-captain (LE hm M5) are to begin a brute force exploration of the temple when they arrive in town.

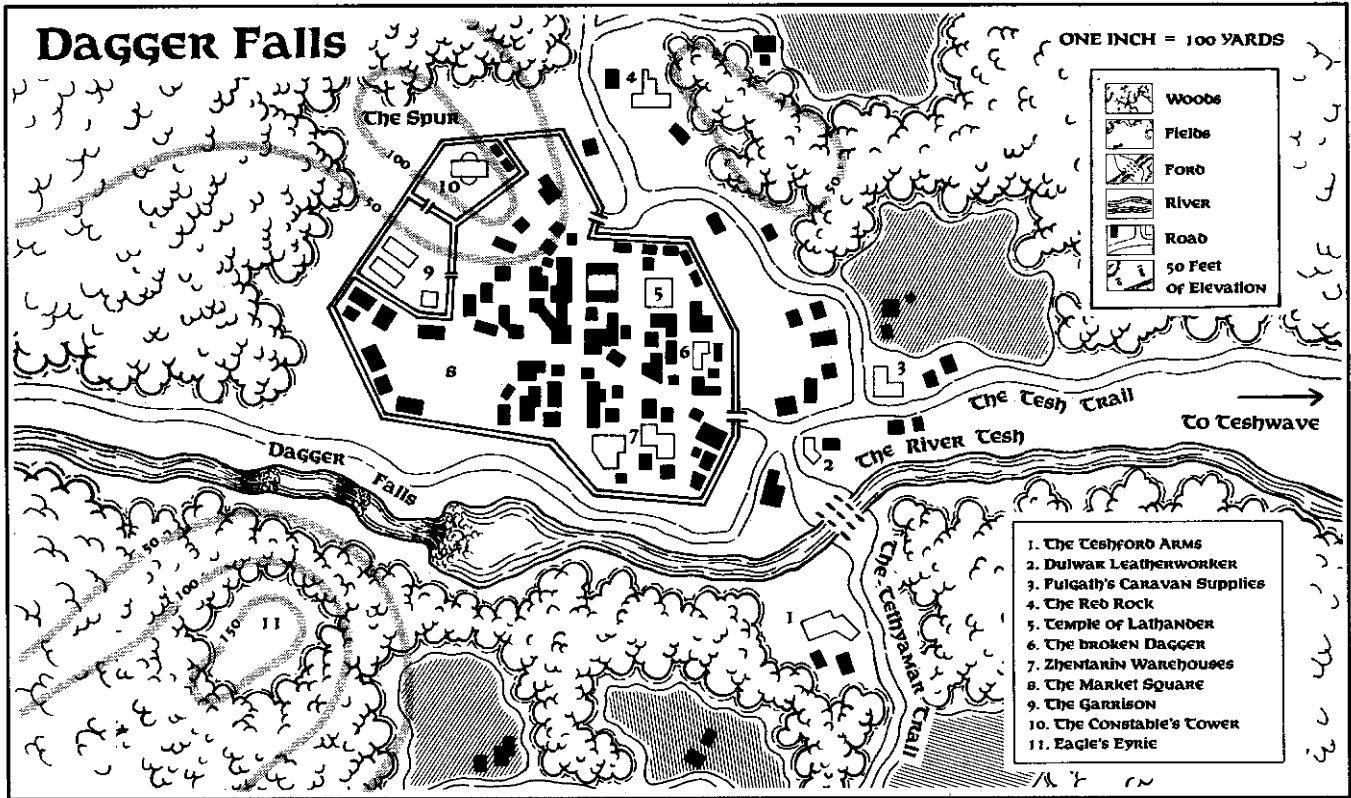
As the recognized leader of Dagger Falls, it is Tren's job to keep the peace in the town and fight against Randal Morn's raids. The Constable's retaliations against Morn sympathizers in the Dagger Falls area have earned him the hatred of many, but some Dalesmen have come to depend on the Zhentish caravan traffic for their livelihood and now support the Constable.

Tren Noemfor: 7th-level human fighter; AL LE; AC 1; MV 12; hp 48; THAC0 14; # AT 3/2; Dmg by weapon type; XP 650; S 12, D 16, C 15, I 14, W 11, Ch 13; chain mail, *ring of the ram*, +2 long sword, *cloak of displacement*.

Tren is the military governor of a province under siege. His troops control the area surrounding Dagger Falls, but do not venture further into the dale. As long as the caravan routes remain open, Tren's Zhentish masters care little what happens in the hinterlands of the Dale.

Threatening or doing away with the Constable is not a good option in this adventure; Tren is always





surrounded by three to six trained Zhentish warriors (use the caravan guards from the Subplots Table). He commands hundreds of soldiers in town and can have the PCs arrested, tried by the town judge (who is Tren's toady), and executed before dawn, if they give him any cause for grief.

Town Sites and Character

The largest community of Daggerdale, Dagger Falls has been under Zhentarim rule for decades. While the Zhents could take the rest of the Dale by expending strenuous effort, it appears that they are satisfied with Dagger Falls. Their efforts have been devoted to holding the town so that they can control the trade routes.

Dagger Falls is a rough-and-tumble frontier town. The Zhentish garrison is composed of brigands and looters, and the native men of Daggerdale defend their own territory while avoiding involvement in anything that doesn't concern them. The town is full of intrigue and treachery.

Defenses. Dagger Falls is a well-fortified, walled town with a large garrison. Randal Morn's guerilla attacks have made it unsafe for loyalist units of fewer than 20 warriors to leave the immediate area of the town.

Temples. At this point, there are no major temples in the Dale. Over the years all have been destroyed. However, there is still some priestly activity in the Dale.

Eragyn the Dark, a priestess of Cyric (see page 29), set up a small chapel for the Zhentish forces of Dagger Falls. She was trying to expand her congregation to include the Dalesmen, with little success.

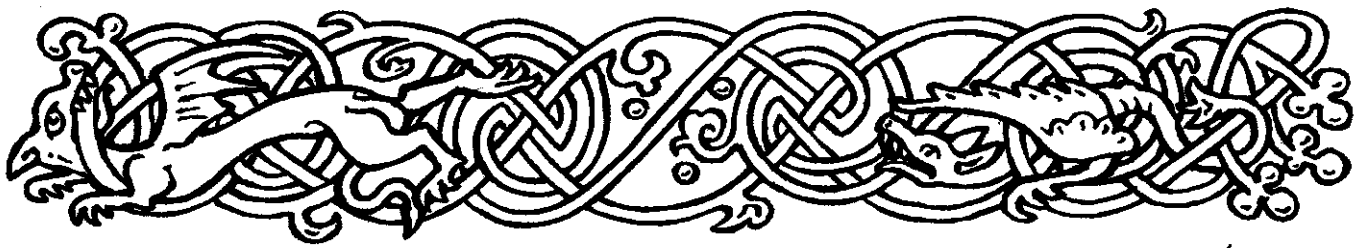
Watch. Dagger Falls is patrolled by mercenaries, Zhents, and Dalesmen. A typical patrol consists of 10 well-armed fighters.

Other. Humanoid mercenaries and Zhentish soldiers make the taverns and streets of Dagger Falls dangerous.

Dagger Falls's major landmarks and sites of interest are described below.

1. The Teshford Arms. The Teshford Arms is the only inn open for business in Dagger Falls. Exorbitant prices (2 gp per night) are charged for





mediocre service. (Mercenaries or persons in the employ of the Zhentarim may use the garrison barracks for free.) Owned by a stout middle-aged matron named Olavia, the Teshford Arms is a poor inn with pretensions of grandeur. She pays 1 gp of her 2 gp price to the Constable to insure her inn against accidents

2. Dulwar Leatherworker. Dulwar (NG hm T8) is a wiry man who moved here a few years ago. A secret member of Randal's fighters, Dulwar operates a safehouse and escape network under the cover of his leatherworking and tanning establishment. Constable Tren suspects nothing, and his men provide Dulwar with considerable business

3. Fulgath's Caravan Supplies. Fulgath's is a fine emporium, incorporating the services of wainwrights, saddlemakers, and other travelers' conveniences. Most basic provisions and anything useful to a merchant on the road can be purchased here, but at a 200% markup over *Player's Handbook* prices. Items carried include tools, chests, crates, wagons, wheels, tack and harness, and other necessities. Fulgath (NE hm T2) is a dishonest rogue.

4. The Red Rock. This ramshackle tavern is frequented by folk of the surrounding countryside. It is run by a retired minstrel named Kessla (CG hef B6.) Kessla cooperates with Dulwar and other Morn sympathizers in town.

The Red Rock is a dismal dive, but is popular with resistance figures. Here the PCs can claim their reward from Loudon the Cooper for destroying the creatures of the Mage-Crypt and for revealing the watchpoint on Eagle's Eyrie.

5. Temple of Lathander. Once the largest temple of the city, this structure burned in a mysterious fire eight years ago. Many priests failed to escape the flames. The hierarchy of Lathander plans to rebuild the temple and guard it with experienced fighters and priests, but these plans have been delayed several times because of mysterious fires, accidents, and hauntings. Most of the sabotage has been Eragyn's work, though the orcs helped on occasion. At the

moment the temple grounds are constantly guarded (see *Chapter 4, The Mage-Crypt*).

6. The Broken Dagger. The Broken Dagger was a decent tavern until the Zhents and their mercenaries made it theirs. Several fights erupt each night.

This dismal taphouse is the very epitome of rough-and-tumble bars. Bored Zhentish soldiers, orcs, and mercenaries congregate here. Few nights go by without a killing. The Broken Dagger is owned by Tharwin One-eye, a retired Zhentish tracker.

Tharwin One-eye: 7th-level human warrior; AL LE; AC 6; MV 12; hp 30; THAC0 14; # AT 3/2; Dmg by weapon type; XP 650; S 16, D 15, C 8, I 11, W 10, Ch 12; +1 *leather armor*, +2 *spear*, eye patch.

7. Zhentarim Warehouses. Zhentish caravans come up from Teshwave and then proceed westward into the great desert Anauroch. Very few people know what goods the Zhentarim are moving west. The warehouses are well-guarded, and contain arms, illegal wares, military supplies, and slaves.

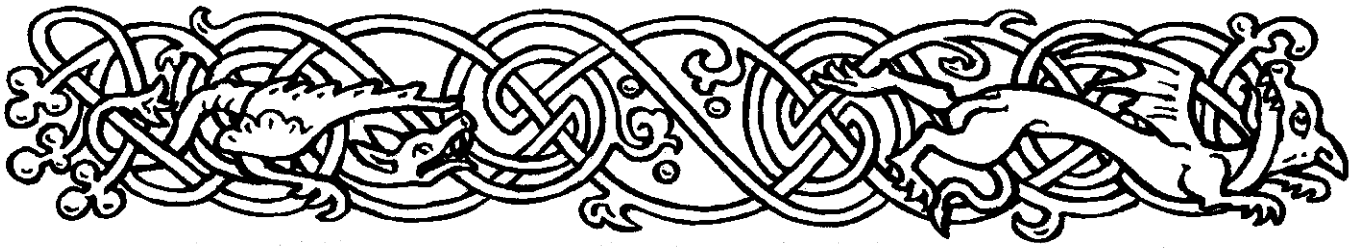
8. The Market Square. This square seldom sees merchant activity, though Zhentish caravans load and unload here. The public stocks and whipping post are both used frequently to punish real and suspected rebel sympathizers.

9. The Garrison. The Zhentish and mercenary troops stationed in Dagger Falls live in this enclosure. The troops include 100 Zhents, 200 mercenaries (including units of orcs and other disagreeable types), and 130 native Dalesmen auxiliaries.

10. The Constable's Tower. This reinforced tower is the home of Constable Tren and his chosen guards. It is located at the highest point of the town. Sightseeing adventurers are turned away with a sneer; only those the Constable wishes to see are admitted.

11. Eagles' Eyrie. Rising above the town is the rocky knoll called Eagles' Eyrie. Local legend states that an ancient dwarven delving lies under the hill. The legends are true—see *Chapter 3, The Eagle's Eyrie*.





A Fever In Dagger Falls

To begin the adventure, assume that the adventuring party has traveled to the Dalelands or is beginning its career in the Dales. If the heroes begin in Shadowdale, they hear stories of trouble up the road and go to investigate the neighboring dale. In this case, start with *A Meeting on the Road*.

If the players demand a more detailed explanation, tell them that one of their characters has a cousin living in Dagger Falls. Their relative has recently written a letter reporting a disturbing number of odd incidents and asking for help. The PCs presumably choose to respond.

A Meeting On The Road

The story begins when the party is travelling in Daggerdale but has not yet reached Dagger Falls. While on the road, they meet a band of freedom riders. Read or paraphrase the following:

Your travels have brought you to Daggerdale, a remote dale of dark forests and rocky hills. Several days of riding through the hills will bring you to the town of Dagger Falls. The landscape mellows as you descend into the Tesh river valley: the dark woods give way to soggy riverland and occasional outlying farms and fields. You should be drinking cider and eating spiced pies in Dagger Falls by noontime.

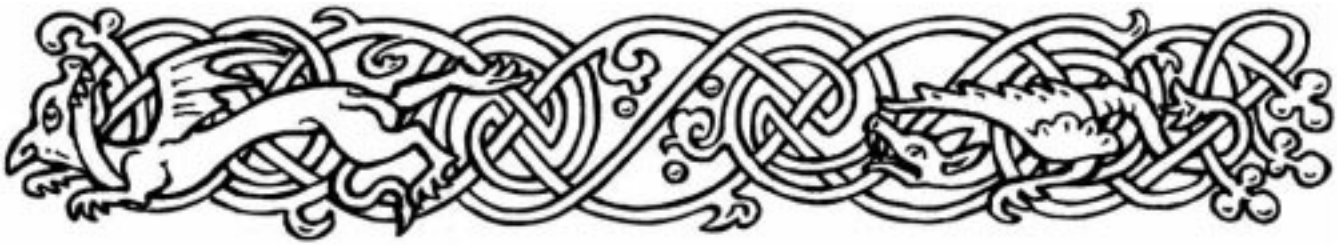
You hear pounding hoofbeats and in a moment a band of several riders comes into view on the road ahead, galloping towards you and throwing frequent glances behind them. Their leader is a handsome man with long brown hair.

Ask the players what they wish their characters to do. If they get off the road and hide (out of fear, or to prepare an ambush), read the text below.

A group of about seven men ride swiftly past you. One of them spots you and calls out as he goes past, "Beware the Dream Fever in Dagger Falls!" Then they are gone, and their dust settles slowly on the road.

The party can still undertake the adventure, but will have to figure out more for themselves and will receive no reward from Randal Morn. If they approach the riders, use the text below.





The leader of the horsemen rides forward and greets you: "Well met, travelers. I'm Randal Morn, and my men and I are the protectors of Daggerdale. I could use some stout swordsmen like you.

"A strange fever is stalking Daggerdale by night, catching the good Dalefolk asleep and leaving them trapped in their slumber. The Dream Fever magic comes from Dagger Falls where the usurper Constable Tren rules. Any man who can put an end to the fever will have earned my thanks and my gold.

Beware of the Constable. Tren is a lackey of the Zhentarim, a coward and a blackmailer, but he is not a man to be crossed lightly."

Randal holds his reins with one hand and keeps the other on his sword. One rider watches back down the trail while Randal waits for your reply.



Randal Morn is the rightful ruler of Daggerdale, though his title was wrested by the Zhentarim 50 years ago. Randal is an adventurer who is the last survivor of House Morn. The Morns ruled Daggerdale for centuries, until

Zhentarim mercenaries and spies deposed them. After the fall of Teshendale Randal rules three-quarters of the Dale's countryside. The remaining heavily populated area surrounding Dagger Falls is controlled by the Zhentarim. Years of struggle have left Zhentish sympathizers in the heart of Morn's territory, but he retains some support in Dagger Falls itself.

Randal commands a force of about 200 Dalesmen, scattered in a dozen bands. He roams from

band to band, but often sets up his headquarters in the ruins of his family's castle, destroyed many years ago during the warfare between House Morn and the Black Network.

Randal Morn: dual-classed 7th-level human fighter, 6th-level thief; AL NG; AC -1; MV 12; hp 33; THAC0 14; # AT 3/2; Dmg by weapon type; S 16, D 17, C 13, I 12, W 10, Ch 15; chain mail, +2 shield, +1 long sword, +2 long bow.

Randal gladly answers any questions he can about the adventure, but he is self-confident and assumes that the adventurers will help him. He does not yet know about the opening of the crypt of the Mage-lord and the Constable's reaction to it (see *The Real Story*).

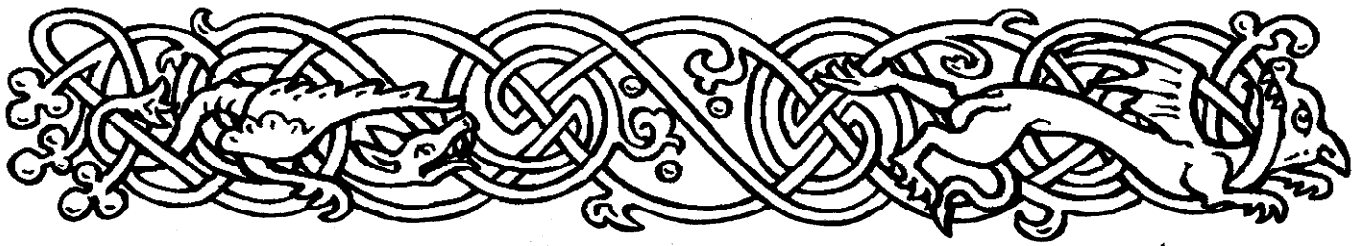
As soon as he has told them what they need to know, Randal and his men move on, pursued by one of the Constable's patrols. Read or paraphrase the following:

Randal waves his men on and shouts back to you, "If you succeed you may claim your reward from Loudon the Cooper at the Red Rock Tavern. May the gods be with you!"

If the PCs refuse the mission, do not force them into an adventure they dislike. The adventurers may change their minds when they arrive in Dagger Falls and find that dozens of people are falling prey to the mysterious Dream Fever (including the PC's cousin, if that starting point was used). One of the PCs may suffer from the fever in time. See *The Dream Fever* for more details.

Randal suspects foul magic causes the odd illness, and his hunch is right. He calls on the party to help solve the mystery. Randal and his freedom riders can only wander the town in disguise and in small groups, for there is a high price on their heads. If Randal himself were to fall prey to Dream Fever, the freedom riders would fall apart. He hopes that the PCs are noble enough to take on the risks.





The Real Story Behind The Troubles

As if Daggerdale's small war didn't bring enough trouble to the long-suffering Dalesmen, new players in town hope to eclipse both Randal and the Zhents. Eragyn the Dark, a well-known priestess of Cyric, and Colderan the Mage-Lord are the new powers behind the recent troubles. Eragyn has been causing problems in Daggerdale for years, but recently things have gotten entirely out of hand. In fact, she has disappeared, along with dozens of others. The townsfolk think she ran off to avoid facing the town's troubles; however, she has been caught by her own schemes.

The troubles now surrounding Daggerdale are not all caused by the Zhentarim. They began in the reign of Colderan the Mage-Lord, Randal's great-grandfather, a thoroughly unpleasant member of House Morn. Colderan ruled 100 years ago. He drove the dwarves out of the dale, lost his wife to poison (he always suspected the dwarves, but actually it was the work of his *allies*, the drow elves), and finally died a bitter man, his passing unmourned. His apprentices buried him secretly in his hidden lab beneath the town, then stole his spellbook. The crypt lies under the ruined temple of Lathander, which burned eight years ago.

His crypt, long-forgotten, was discovered by Eragyn, who immediately planned to revive the Mage-Lord and use his magic to win control of the town. Patient and cold-blooded, Eragyn set the fire so that she could gain access to Colderan's crypt beneath the temple. A dozen priests of the Morninglord were burnt in their beds. Eragyn waited patiently for the priests to abandon the temple entirely, and after repeated persecution, the priests left.

Several years after setting the temple fire, Eragyn began the final phase of her plan. Two years ago she brought Colderan back from the grave. Discovering that she had unleashed something beyond her con-

trol, the priestess became trapped by her own plans. She now lies beneath the temple she herself destroyed, an ironic victim of Colderan's Dream Fever.

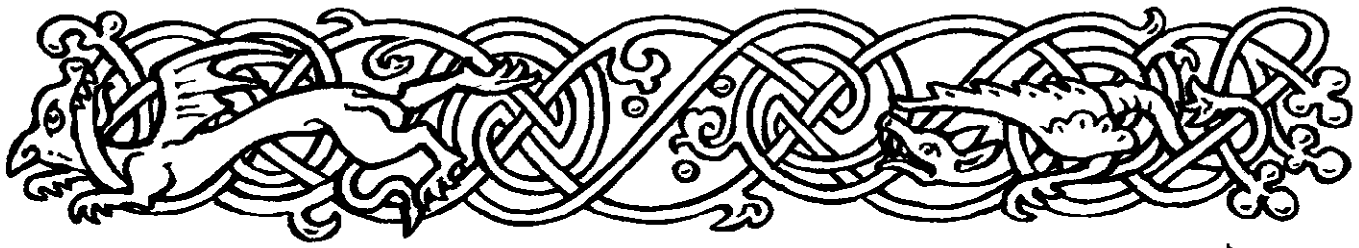
The locals think the fire was set by the Zhentarim, the Constable, or his men to destroy the priests of the morning god. Eragyn spread rumors that Constable Tren was involved to discredit him in the eyes of the villagers. Eragyn was jealous of the Constable's influence and hoped to discredit him and at the same time force the temple to be abandoned, as it eventually was. Her plan to blame the fire on the Constable failed. Tren was not pleased at the accusations, but he was unable to positively place the blame for them on Eragyn, though he has his suspicions.

By destroying the temple, Eragyn gained access to the grave of Colderan, long buried under the house of the Morninglord. She attempted a *raise dead* spell on Colderan's remains, but the spell failed. It took her eight years to get a scroll containing a *resurrection* spell to bring Colderan back. In the meantime, the coldly calculating priestess used the tragedy of the fire and the resulting lack of religious leadership to convert more locals to her deity. She even began plans to build a temple to Cyric on the ruins of Lathander's temple, a plan she finds richly amusing.

The Dream Fever is Colderan's doing. He has been living undetected among the Dalesmen, buying magical ingredients with his ancient coins and using a magical *net of dreams* (see sidebar) which causes the Dream Fever. The net also allows him to create magical henchmen for himself, a company of nightshades (see page 31) who help him gather ever more power. Soon he plans to destroy the constable and reestablish his rule. He has not yet decided what he will do about Randal, whom he has heard is his descendant.

If the PCs go to Dagger Falls, use the *Rumors and Whispers* to get them started on their investigations, and let them role-play getting a room at the inn, where loutish mercenaries and sullen Dalesmen give them very little support. If they venture out after sunset (perhaps to replace a thrown horseshoe or to find a tavern), have them meet *The Night Dwarves*. The morning after their arrival, use the





Summoned by the Constable scene described later in this chapter.

The Night Dwarves

The dour Dalesmen blame their current troubles on dozens of sources: the Constable, Randal, the Zhentarim, the curse of Eagle's Eyrie, the gods, and the impious are a few. One of the popular scapegoats is the group of mysterious, shadowy figures that are said to be haunting the village streets by night. These figures are the nightshades, the evil wood spirits (thought to be dwarves) that Colderan the Mage-Lord has created. They come out by night seeking new victims to infect with Dream Fever (see below). They also take victims who have succumbed to the fever into their master's caverns, where their life energies are tapped to make more nightshades.

Three nightshades prowl the town each night. The PCs first encounter one harassing a dog or a group of drunken guardsmen. So far, the Dalesmen have not gotten any clear views of the nightshades, so the rumors about them are all inaccurate and exaggerated. Read or paraphrase the following:

You see a short, dark form in the shadows ahead of you. It seems to have spikes all around its head, elbows, and legs, but it is scuttling away too quickly to tell for sure.

If the PCs pursue immediately, human and elven PCs without armor (MV faster than 6) should be able to catch up easily. The spikes are the nightshade's leafy apparel of mistletoe. If the PCs hit one, describe the blow as making a noise like an axe biting into a log. A wounded nightshade will always flee, and nightshades avoid fights if they are outnumbered.

Nightshade (also known as a wood wose) (1): Int Average; AL NE; AC 7; MV 9; HD 1+4; hp 6; THAC0 19; #AT 1; Dmg 2-5 or by weapon type; SA spells, poisonous sap; SD spells, immune to wooden

weapons; SZ M (4 feet tall); ML 14; XP 270.

The nightshades do not carry any treasure. If one can be captured, it can be persuaded (either through magical spells or credible threats) to reveal its plans and the location of its lair. If a wood wose is killed, 11 villagers struck by Dream Fever will recover and awaken the following morning.

The next nightshades the PCs meet are carrying the *net of dreams* (see sidebar).

Nightshades (2): Int Average; AL NE; AC 7; MV 9; HD 1+4; hp 9, 8; THAC0 19; #AT 1; Dmg 2-5 or by weapon type; SA spells, poisonous sap; SD spells, immune to wooden weapons; SZ M (4 feet tall); ML 14; XP 270.

Puck, the mage-lord's homonculous spy, watches the nightshades from the shadows and rooftops. If any are killed by the PCs, Colderan will hear about it (see area 20 of the *Mage-Crypt*). After the PCs have met the nightshades, they become targets of the *net of dreams*.

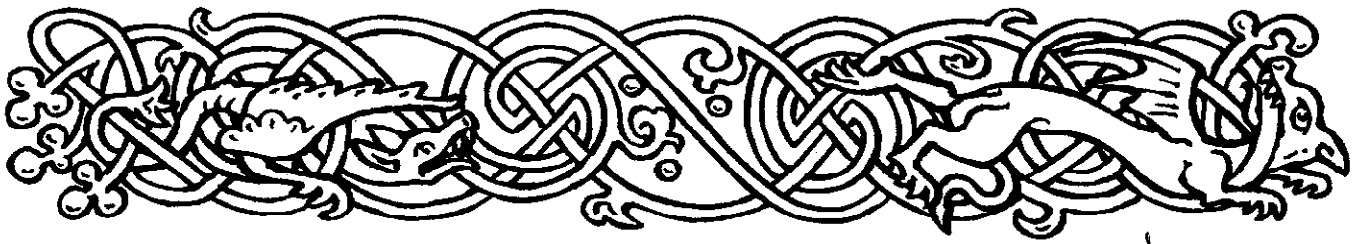
Summoned by The Constable

When the PCs enter Dagger Falls, their arrival does not go unnoticed. The Constable's spies tell him of the PCs' arrival within the first day. Though he is a tool of Zhentil Keep, Tren is a cunning man and is very willing to use the PCs to further his own ends. The PCs may regret being made a part of his plans.

The morning after the party arrives, Constable Tren sends a messenger and two mercenaries to bring the PCs before him, telling them that he has work for them. The mercenaries have orders to bring the PCs in at swordpoint if necessary. They will also summon a patrol of the watch if necessary. If the PCs kill a watchman, the remainder flee back to Dagger Falls to gather reinforcements.

Marrakt, orc messenger; AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; # AT 1; Dmg by weapon type; XP 15; D 16; leather jerkin, club, dagger, shield.





Quick-footed Marrakt wants no part of any fighting. He is merely a lackey; a shiftless orc without a tribe. He flees at the first sign of trouble, carrying his purse containing 20 sp.

Larkell Greenspring and Trover the Stout, mercenaries: 2nd-level human fighters; AL LE; AC 6; MV 12; hp 16, 8; THAC0 19; # AT 1; Dmg by weapon type; XP 65; S 16; ring mail, shield, long bows, sheaves of 12 arrows.

Larkell and Trover are seasoned veterans of the battlefield, unlikely to be intimidated by youngsters such as the PCs. They are brash and cocky, and they are not easily intimidated. They will club the PCs into submission if necessary.

If the PCs defeat the messengers, the Constable will hear what has happened, and will send his troops into the streets to find the party. With orcish and human mercenaries tearing the town apart, the PCs will need good hiding places (such as in barrels at the Red Rock tavern). The rebels welcome the PCs and will provide disguises so they can continue their mission.

If the PCs agree to meet the constable, they are hustled off to the Constable's tower without delay. Constable Tren attempts to put on his best manners, though usually he treats adventurers as vagrants and scoundrels. His attempt to be polite is an obvious strain. He treats the PCs as he does mercenaries: ignorant cattle for hire who would not dream of questioning him. He offers them what he considers generous pay. Read or paraphrase the following:

You are escorted into the Constable's tower and up to one of the upper floors, where the walls are hung with bright tapestries and the floor is littered with dirty rushes. Constable Tren, a tall blond man with grey eyes and a powerful build, is sitting at a heavy oaken table, listlessly toying with some papers. He rises and smiles tightly when you enter.

"So, you are mercenaries, yes? I have work for you here, if you will take it. That rebellious dog, Randal Morn, has some sorcerer working for him, killing innocent women and children with some foul disease. He's trying to. . ." He hesitates, then continues.

"Well, really, the politics of it are surely beyond you, but it is worth 20 gp to each of you if you go to the temple of Lathander and rid me—and the town of Dagger Falls, of course—of the things in that foul crypt. Oh, and if you know of any of Randal's men, there's a 50 gp bonus for each one you capture. Unless you have questions, Marrakt will see you out."

Tren wants to force the PCs to answer yes or no. His talk about Randal Morn is a lie, but he half believes it. If the PCs accept (or at least put on a good show of pretending to accept), the Constable is delighted and tells his men to escort them to the temple of Lathander. If the PCs fail to return, the Constable figures that using them as cannon fodder against the creatures in the crypt is better than using his own men.

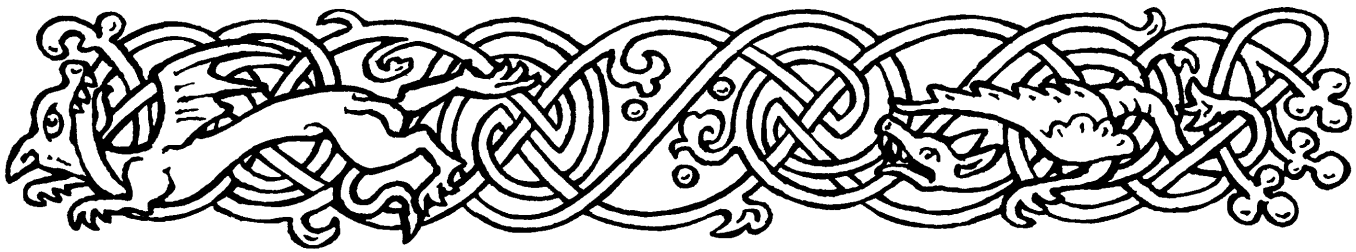
If the PCs refuse, the Constable makes this half-hearted threat: "I could have you put in the stocks, you know. We haven't had a public whipping for days. Might be good for law and order." Tren knows he can't make the PCs fight, so has little interest in carrying out his threat. He tells them to leave town by sunset and not come back. His mercenaries will make sure the PCs leave, but don't actually care whether they return or not.

If the PCs betray Randal's freedom riders or Loudon the Cooper at the Red Rock Tavern, they may be violating their alignment. If fully aware of the Constable's evil rule, the PC should suffer appropriate penalties as described in the *DUNGEON MASTER™ Guide*, pages 28-29. If they win the Constable's confidence and are offered work in the town watch or the patrols sent to hunt the freedom riders, the PCs' careers as heroes are in big trouble!

The Dream Fever

The symptoms of Dream Fever start with a normal fever, like many minor colds. After a day or two of fever and sweats, the victim falls into a fitful sleep and doesn't wake up. About 140 victims have been claimed in Dagger Falls and nearby





farms, 60 of them from the garrison. Most victims have been asleep for several weeks, a few have disappeared, and several are dead. The citizens of Dagger Falls are as puzzled by the illness as anyone. It is up to the PCs to find the answer.

The disease is spread by the nightshades, who use the *net of dreams* to catch sleeping souls (see sidebar). The net captures the life forces of the dreaming townspeople, much as a night hag can capture the souls of sleepers. The nightshades can capture one victim each night with the *net of dreams*.

The nightshades also capture villagers by poisoning them with sap, causing the victim to fall into unconsciousness. When the victim is helpless, the nightshades take him to the caverns where Cold-eran the Mage-Lord uses the body to create a new nightshade.

If caught by the *net of dreams*, a PC has a 10% chance per day of contracting the Dream Fever. Each night after the victim first catches the fever, he must make a Constitution check, with a cumulative -1 modifier for each day of the disease. When the check fails, the victim falls into dream sleep and doesn't awaken. The victim slowly wastes away from lack of proper nourishment: characters with Dream Fever lose 2 hp per day from consumption until they die at -10 hp. The loss drops to 1 hp per day if they are watched and cared for by a priest with healing magic or a PC with the healing or herbalism proficiency.

If the party goes to one of the victims and attempts to heal him or her, they may pick up some clues. Though the Daggerdale folk are independent and proud, they are also desperate for any help for their sleeping friends and family, and will need little persuasion. Any healing spell, potion, or herbal remedy (from the healing or herbalism nonweapon proficiency) will bring the victim out of a stupor long enough to answer a few simple questions. When the victim awakens, read or paraphrase the following:

The sleeper stirs, moans, and finally comes half-awake, saying "What's going on? Where am I? Am I sleeping? Did I die?"

The Net of Dreams

This opalescent, circular net is three feet in diameter and woven of thousands of silky strands. Once each night it can capture the dreaming life energy of a sleeping creature. Colderan wanted to use it against sleeping dragons but failed; a sleeping dragon's life force tore his first net apart. Any creature of 10 or more levels or HD can tear a *net of dreams* apart and escape.

To capture a sleeper's life energy, the net must be cast within 100 feet of the sleeping target. The target is allowed a saving throw versus death magic. If it fails, the victim is captured and allowed a single attempt to escape as the net is drawn in. The victim can make one unmodified attack roll against the net holder. If he hits, the net opens and the victim escapes, remembering the entire episode as a vivid, confining nightmare. If the roll fails, the victim is caught.

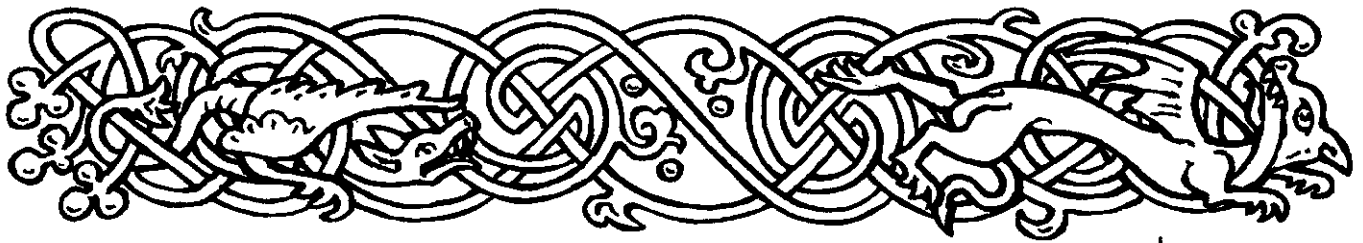
The entire net shimmers when it contains an active life force; no new victims can be captured while a life force is in the net. However, once entrapped, a life force can be magically withdrawn from the net and kept caged, allowing the net to be used to capture another victim. Without his life force, a sleeper will contract Dream Fever and slowly die.

Only one *net of dreams* now exists, created by the Mage-Lord Colderan and buried with him. To make more nets requires the scales from a gloomwing moth, an intact phase spider web hung with morning dew, and the breath of a sleeping dragon.

The *net of dreams* can capture negative energy as well as positive, making it effective against wraiths, shadows, haunts, spectres, and other undead that exist largely on the Negative material plane. Vampires, wights, and other material undead are unaffected; ghosts and lichs are too powerful to be held. A net containing a negative life force shimmers black.

XP 3,000 (for creating one)





When asked about the sleeping sickness or the *curse* on Daggerdale, the sleeper can only answer in fragments and rhyme. The sleeping mind cannot answer questions in the usual, straightforward way, only in dreamlike rhymes and riddles. Most of the life force has been infused into the Mage-Lord's servant creatures. Use the following fragments or create your own clues. Stream-of-consciousness answers are also appropriate, especially if told from the point of view of a night dwarf stalking the party! The first rhyming clue is:

When morning comes,
To morning we go,
Back to our master
In caverns below.

This answer suggests that the nightshades are hiding in the burnt-out temple of Lathander, where they go each morning ("to morning we go"). The next clue offers advice on the method to use to slay the wood woses.

If you slay us,
We shall live,
The woods shall die,
But we forgive.

This answer (from a second roused sleeper or from repeated questioning of the first) hints that the PCs can restore the sleepers by slaying the nightshades. Other rhymes might give clues concerning the net, Colderan, or the victim's new life as a plant spirit.

If the bits of dream-talk are not enough to send the PCs in the right direction (or if the PCs question a sleeper before they meet a nightshade), one victim will slowly walk in his sleep to the temple of Lathander, where his life force rests in the nightshades. The PCs who follow will be provided no other clues but may draw their own conclusions.

Rumors and Whispers

The town of Dagger Falls is filled with gossip, and a dozen villains are blamed for the current woes. Though they dislike strangers, the Dalefolk share their current troubles readily enough. Some rumors come in several, often contradictory, versions.

Each PC can learn one rumor each day simply by listening to the villagers gossip; two rumors will be heard if a PC spends a minimum of 5 gp on drinks and lavish tips. Bards can learn twice this number if they play or sing to entertain at a tavern and talk with the customers afterwards.

The following are some of the rumors which the PCs can learn. Those that contain vital clues are marked with an asterisk.

*The dwarves forged a sword long ago to slay the mage-lord. Someone has stolen the sword and brought back the curse. The sword is lost, in the hands of the constable, or at Eagle's Eyrie. (Partially true – there is no curse, but the sword exists)

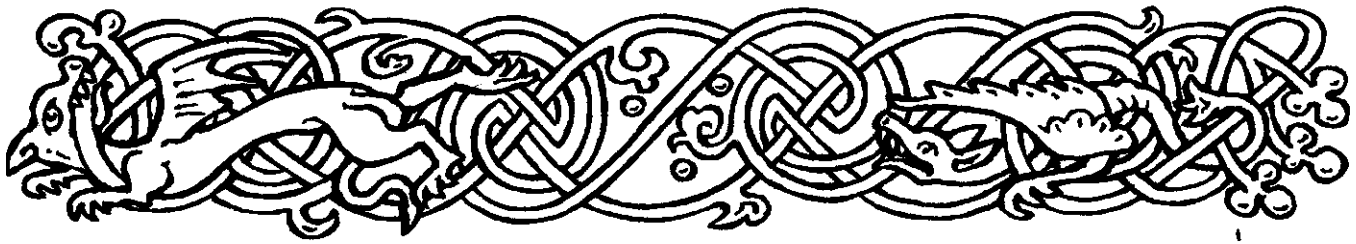
Several children of Dagger Falls have vanished; taken by the goblins of the hills. (False – one child was taken, but by the nightshades)

When the Bladebright dwarves were driven from Daggerdale a hundred years ago, they cursed townsfolk should they ever enter their delvings. Now some idiot has set off the curse, and that's the cause of the troubles. (False)

*A sleeping horror beneath the temple of Lathander has been awakened – soon the town will be abandoned or enslaved. (True)

The beams of the Red Rock Tavern recently sprouted leaves and blossoms. (True; a nightshade prank with a potion of *plant growth*)





All the horses standing outside the Teshford Arms yesterday evening have died. (True—another, less amusing prank of the wood woses)

Evil dwarven spirits have come down from their haunts on Eagle's Eyrie, bringing plague and mischief with them. They must be appeased with a blood sacrifice. (False—the night dwarves are not dwarves at all)

The cowardly priestess Eragyn has fled the town because she knows her god will not protect her. (False)

The gods have abandoned Daggerdale (also, the gods are punishing Daggerdale for its lack of faith). (False)

*Three men and women have died in the last week, short of breath and gasping for water. Thirty more are ill with terrible fevers. (True—they are Dream Fever victims and will recover only if the nightshades die)

*A man with a strange accent has been spending gemstones engraved with dwarven runes for odd bits of this and that. He's surely up to no good. (True—Colderan is purchasing ingredients for spells and potions while in magical disguise)

A score of sheep have vanished from Farmer Navil's pasture in broad daylight—and their shepherd with them! (True—they were taken by the nightshades)

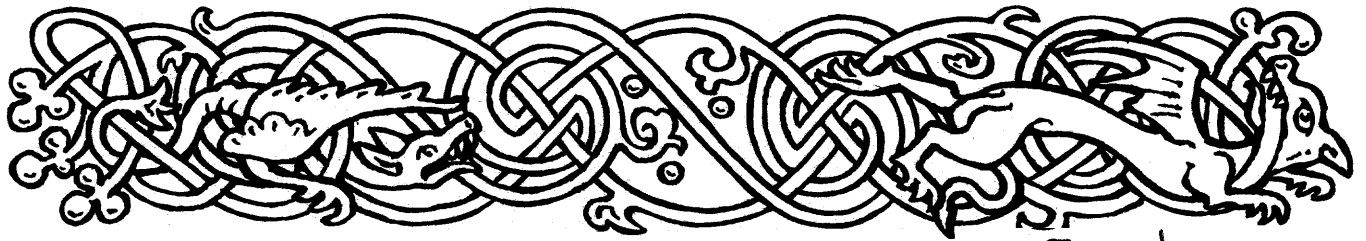
The curse on Daggerdale comes from the Zhentarim, who are planning to invade the land outside Dagger Falls. (False)

Constable Tren has brought some sorcerer into town to scare the Dalefolk. He will pretend to lift the curse, so that the Dalefolk will hail his bravery and forgive his past cruelties. (False—Tren is as confused by the recent problems as anyone)

Randal Morn has poisoned the water troughs of the town cavalry and will soon ride into town in triumph, driving the Zhentarim before him. (spoken in a whisper—False)

When the PCs have learned enough rumors they can set out for the ruins of Lathander's temple, or the tower guarding the dwarven halls. This is the players' choice to make. Continue the adventure with either *The Eagle's Eyrie* or *The Mage-Lord's Crypt*, depending on the players' decision.





The Eagle's Eyrie



agle's Eyrie was once an outpost and watchpoint of the dwarven trade routes from the Desertsouth Mountains to the trade towns of Voonlar, Zhentil Keep, and Hillsfar. The dwarven kingdoms have long since withdrawn to distant mountains (the nearest abandoned delvings are the Mines of Tethyamar). The Eagle's Eyrie watch post is abandoned, but not uninhabited.

1. The Cliffs. A path once led along the cliffside to the ruins at the top of Eagle's Eyrie, but a large section of the path has crumbled. The path begins near a farm on the outskirts of town, in the woods on the side of the hill opposite the river gorge. Read or paraphrase the following text:

The path just ahead of you has fallen into the valley. The gap is about twenty feet wide, and the fall is thirty feet down onto sharp, sloping rocks. Do you want to try to go on or turn around and approach from another direction?

This path is the only route to the tower. A rogue can climb past the gap with a successful climb walls check; treat the walls as dry and rough with ledges. If there is no rogue in the party, use the rules on pages 122-123 of the *Player's Handbook*. Any adventurer who slips and falls takes 2d6 hp of damage.

If the characters make it past the crumbled path, they find that the scattered stones of the Eyrie's watchtower are inhabited by a mated pair of beastmen and the hunting birds they keep. In all likelihood, the beastmen hear the approaching PCs and are armed and prepared to defend their home against intruders.

Beastman (2): Int Average; AL N(G); AC 8; MV 12; HD 2; hp 12, 7; THAC0 19; #AT 1; Dmg By weapon (1-8 usually); SD camouflage; MR 80%; SZ M; ML 12; XP 270.

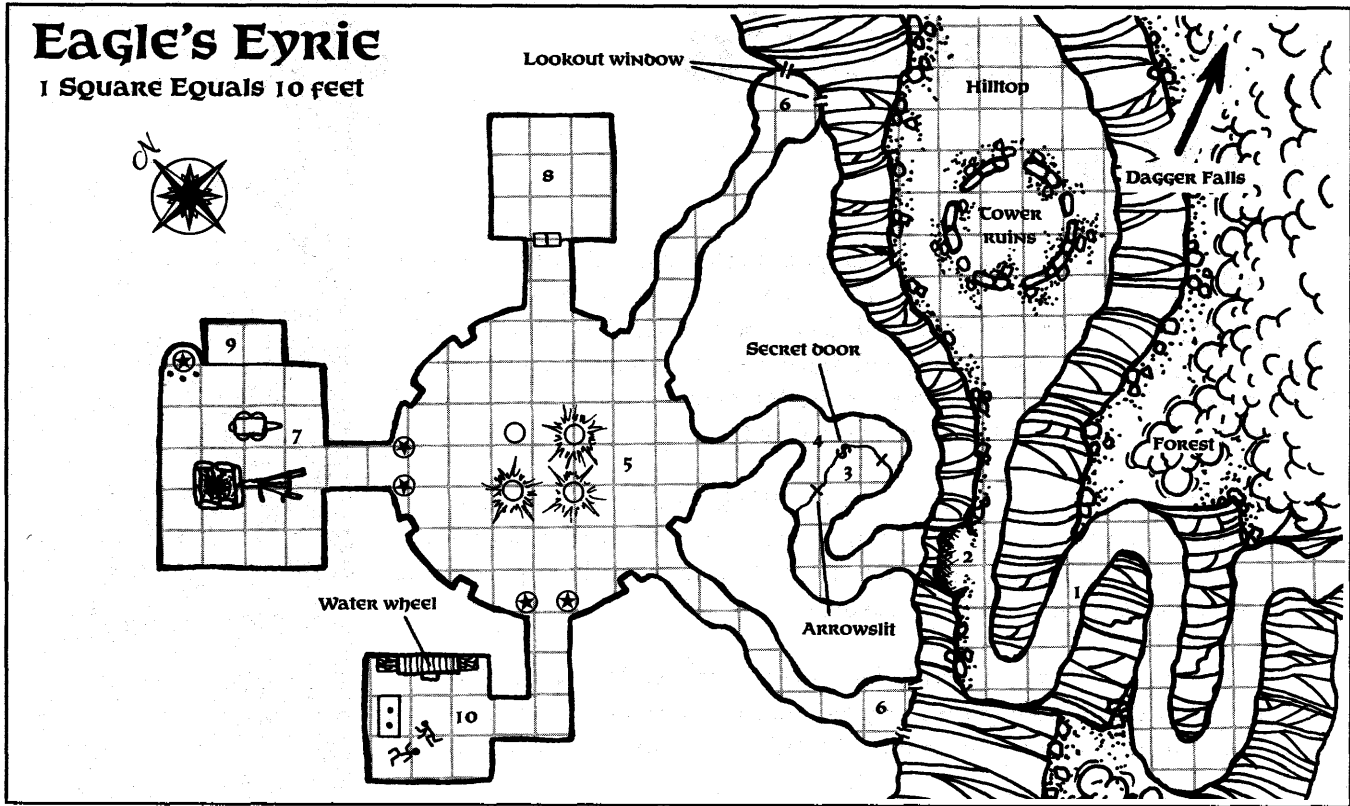
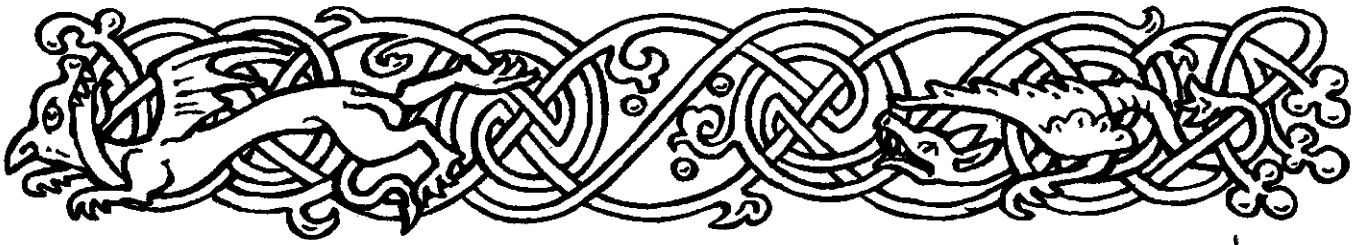
Before the beastmen come out of concealment, their birds fly out and attempt to warn off the approaching intruders. The beastmen's hunting birds are eagles raised from abandoned eggs. They are utterly loyal to their adopted parents and defend the tower ruins as they would their own nest.

Eagles (2): Int Animal; AL N; AC 6; MV 1, Fl 30 (C); HD 1+3; hp 8, 6; THAC0 18; #AT 3; Dmg 1-2/1-2/1 -2; SA snatch, dive; SZ S; ML 9; XP 175 each.

Neither the beastmen nor the eagles have any treasure. The eagles are watching over a single egg; a second, broken shell lies beside the first.

2. Cavern Entrance. The heart of the dwarven stronghold is within the hill itself. The cavern on the trail is a cleverly carved dwarven entry hall.





When the party approaches, read the following:

The cave opening is littered with leaves and deer bones; scraps of fur shed by the cave's inhabitant surround the entryway.

A brown bear lives in this cave, hunting for most of the day, sleeping here each night. Any druid, ranger, or character with an animal handling or animal empathy nonweapon proficiency may be able to convince the bear to allow the party to pass.

Brown Bear (1): Int Semi; AL N; AC 6; MV 12; HD 5+5; hp 20; THAC0 15; #AT 3; Dmg 1-6/1-6/1-8; SA Hug; SZ L; ML 10; XP 420

3. The Inner Cavern. Beyond the outer chamber lies a dark cavern where no light reaches from the outside. A small colony of bats inhabits this area.

Common Bats (20): Int Animal; AL N; AC 8 (4); MV 1, Fl 24 (B); HD 1/4; hp 1-2; THAC0 20; #AT 1; Dmg Special; ML 3; SZ T; XP 15.

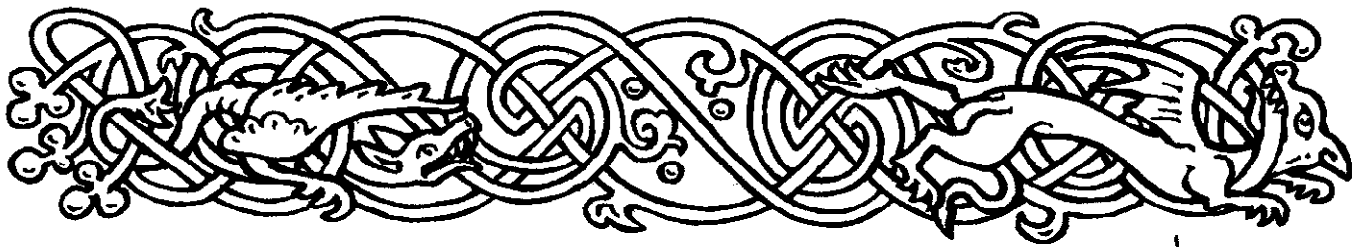
When the player characters rid the cavern of the bats and have time to examine their surroundings, read the following:

Although most of the cavern appears natural, you find two small square slots hidden in the rock at a height of about three feet. Something must lie on the other side, but your light isn't strong enough to show anything except darkness.

The arrow slits are trapped with ancient dwarven crossbows loaded against intruders. Due to expert dwarven craftsmanship, the crossbows are still functional. Poking any long stick or weapon into the arrow slits triggers a light crossbow bolt, which flies out and strikes with a THAC0 of 20 for 1-4 points of damage. Once fired, the crossbows do not reload.

4. The Secret Passage. The reason that no one in Dagger Falls can confirm the existence of the dwarven delvings is because they are well hidden.





The dwarves carefully camouflaged their tunnels, so finding the entrance takes some careful work. Characters with stoneworking skills (like dwarves and gnomes) or with the masonry nonweapon proficiency may discover the true entrance on a roll of 1-3 on 1d6. All others require a 1 on 1d6. If they find the hidden catch, read the following:

You have triggered a hidden mechanism, and the stone wall grinds and shifts, revealing a tunnel going deeper into the hill.

This passageway and all the other hallways in the dwarven watch post are five feet high—comfortable for dwarves, gnomes, and halflings, but claustrophobic for humans and elves. The two arrow slits and tripwire crossbows are clearly visible from this side.

5. The Great Vault. This large chamber was home, storage, and living space to the dwarves who once lived here. Read or paraphrase the following:

Dozens of arches and flying buttresses shore up the ceiling of this enormous cavern 25 feet above, lit by diffuse light from three bright blue globes on three great central pillars. The fourth central pillar is dark.

The circular chamber is decorated with a bas-relief border depicting bearded dwarven legions fighting hordes of orcs and trolls.

The areas under the arches have been carved into niches, firepits, and areas separated by low stone walls; perhaps tapestries or curtains once hung before them.

There are six exits leading out of the room, including that from the secret passage where you entered. Large pillars stand before two of the passageways and statues of dwarven warriors line both sides of the corridors. Two other passageways are undecorated. A set of rusty iron double doors indicates the sixth exit.

The magical lights remain from the days of dwarven settlement. Each of the three glowing globes is lit by a *continual light* spell and embedded in the rock walls of the vault. Trying to remove

one is difficult but can be done with a successful bend bars/lift gates roll (*Player Handbook*, page 14). Up to two PCs can stand together to pull on a stone (thus combining their percentages into one attempt at improved odds), and they can try as often as they like. If they are considerably noisy, the fire beetles (from area 8) come to investigate.

6. Lookout Points. These two rooms are the areas where the dwarven sentries kept watch over the trade routes below. Read or paraphrase the following:

You are in a small, round chamber with a single long, narrow window overlooking the Tesh River Valley. The window seems to be recessed in a crack among the rocks and is very difficult to spot from the outside.

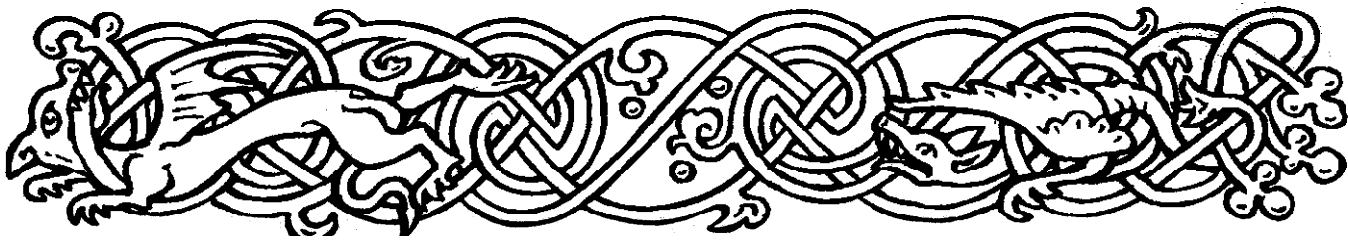
The view from both of these locations is excellent for secretly observing the movement of Zhen-tarim troops and caravans; if the PCs mention this to Loudon the Cooper when they go to claim their reward, they gain a 50 gp bonus and an additional 200 XP for cleverness.

7. The Forge. The center of dwarven work and religious life is often a smithy, and this outpost was no exception. Read or paraphrase the following:

This room was a smithy; the anvil still rests here, with a warhammer lying upon it. Leather bellows stand unused beside the forge, and a small shrine sits in an alcove beside the anvil. The shrine has empty candle holders before it; the alcove itself is filled with an iron statue of a dwarven god holding up a hammer. All the blacksmithing tools are missing.

The warhammer was left here to guard the shrine. It is enchanted to attack anyone other than a dwarf who does not say “Moradin guide my hand” in Dwarvish before entering the smithy. The enchanted hammer will never strike a dwarf, not even an evil one. Any dwarf who touches it will disarm it.





Guardian Warhammer (1): Int Non; AL N; AC 4; MV 9; HD 2; hp 8; THAC0 18; #AT 2; Dmg 2-5; SD immune to mind-influencing spells; SZ T (1 foot long); ML 20; XP 65.

Once destroyed, the hammer loses all its enchantments. There is no treasure here.

8. **Armory.** The dwarves kept their weapons here behind solid iron doors. All of the weapons were taken away when the dwarves left; nothing but the empty racks remain. The room is now the lair of a small group of fire beetles. Read or paraphrase the following:

As you open the door, soft red light spills out. Inside, you see wooden racks lining the walls and standing in the middle of a windowless room. The red glow comes from gigantic beetles with glowing abdomens, scuttling across the floor toward you, clicking their mandibles and hissing.

The fire beetles will attack intruders to defend their territory. By night they crawl out of the lookout station (area 6) to forage on the Eyrie. Sightings of the beetles' nocturnal lights have contributed to the rumors that the hill is haunted.

Fire beetles (4): Int Non; AL N; AC 4; MV 12; HD 1+2; hp 10, 9, 6, 4; THAC0 19; #AT 1; Dmg 2-8; SZ S (2 1/2 feet long); ML 12; XP 35.

The fire beetles have no treasure, but their glowing light glands will fetch 20 gp each at the market in Dagger Falls. The glands will glow for 1-6 days after they are removed from the beetle.

9. **Scrap Iron Cache.** Before they left, the dwarves of Eagle's Eyrie stashed all their workable metal in what was once their shrine's treasury, hoping that some day they would return and reopen the cache. They never returned to claim it. Read or paraphrase the following:

The main feature of this room is a cache of iron that has rusted into a single large lump made up of snapped blades, broken tools and plow blades, pitted and cracked horseshoes,

twisted lanterns, irreparable bits of armor, and bars and sheets of iron that were never fully worked.

Characters who want to drag or carry 500 pounds of rusty scrap to Dagger Falls can get a maximum of 80 gp for it from the Fulgath's Caravan Supplies. If they are willing to travel farther, they can get twice that amount anywhere outside Daggerdale.

10. **Altar of the Last Stand.** This chamber was a temple to Dumathoin, the keeper of secrets under the mountains, dwarvish god of riches and miners. Many gems were sacrificed to him at the altar, but all of them are gone now, stolen by Colderan long ago and added to his strongboxes (see area 15 of the *Mage-Lord's Crypt*). Read or paraphrase the following when the PCs enter the room:

The large, vaulted room you enter is stuffy and makes your lights flicker low. There are two dwarven skeletons lying near an altarstone at the far end of the room. You can see writing on the wall, and a water wheel stands against the far wall.

The water wheel once provided power to circulate air throughout the dwarves' complex. Machinery that powered fans and air ducts are behind the wheel. The stream that powered the wheel ran dry long ago, and the air is very stale. PCs who stay in this room for more than 10 rounds will begin feeling light-headed. After 15 rounds, each PC must make a Constitution check. Those who fail will pass out from lack of good air. Those who remain conscious must make a Constitution check each round thereafter.

If any character can read Dethek dwarvish runes, give him Handout 1. Rogues who make a successful read languages check should also be given this handout. If no one can read Dethek, give the players Handout 2. The PCs can also get a translation of the runes by copying them as best they can and returning to town with this copy. A dwarven merchant passing through will translate if asked.





The runes read:

Children of Earth, for your insults to Belesaria, my beloved, your axes shall be blunted and your crops shall wither. All living things shall flee my unhallowed might. In seven days, I shall tear down your halls, and leave no stone standing.

Signed, Colderan the Mage-Lord

Any PC who is a mountain dwarf (a dwarf from the Northern clans) will know the story of Belesaria and clan Brightblade. If there is no dwarf in the party, a gnome, bard, or mage may know the tale. Give the player Handout 3.

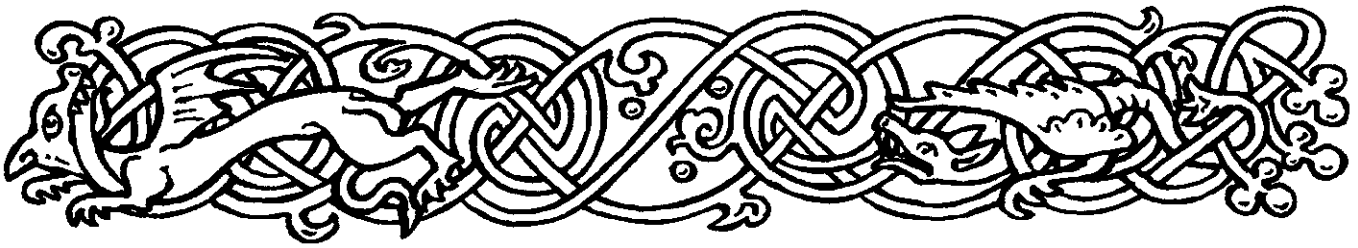
The dwarven skeletons are the remains of the chief priest and the clan leader of the Bladebright dwarves who once lived here. The two dwarven heroes tried to kill Colderan, but they knew enough about his power to be aware that their end was upon them. Sending their kinsfolk to the halls of their cousins in the Mines of Tethyamar, Elshar Kurl, the priest, and Dorn the Grim, the chieftain, remained behind to buy time for their clan, knowing that they would probably die. They kept up the appearance of an entire clan resisting Colderan forces and the rest of the clan escaped.

The two dwarves sought to destroy the upstart mage and his curse by forging a sword of cold iron. They made the blade of dark ironstar steel and chanted sorcery with every strike of the smith's hammer, but ultimately the blade failed them. Their bodies are only skeletons now, clothed in remnants of chain mail armor. A well-crafted silver holy symbol of Dumathoin depicting a gem inside a mountain (worth 25 gp) and a rusty helm lie next to their remains. The dark steel blade still rests in Dorn's hand: Colderan could not touch the blade that was meant to slay him, and his magic was not powerful enough to destroy it.

The blade's Dwarvish name is Olar (Magekiller), and both its name and its maker are inscribed in Dethek runes on the blade near the crossguard (see Handout 4). It is a *short sword +1, +2 versus mages*, forged by Dorn the Grim of the Bladebright clan, a kinsman of Belgin and Miira. It can be taken from the altar by any LG, LN, or NG character; any mage or multi-classed mage touching it suffers 1-3 hp damage per round until he drops it. Dwarves of the Bladebright clan consider anyone taking the lost blade as a thief, and they will demand the blade's return if they learn it has been recovered. If necessary they will fight to regain it.

If Colderan's nightshades or his homonculous Puck see the blade they will attempt to capture its wielder with the *net of dreams* and cause another case of Dream Fever.





The mage- Lord's crypt



The newly-revealed crypt of the Mage-Lord is in the middle of town, in the cellar of the old temple of Lathander. The Constable had it excavated recently after one of his orc patrols tracked a *night dwarf* to the temple. A squad of soldiers sent into its depths met with disaster in the temple crypts (see area 7).

The Constable has his suspicions about what lies under the temple, but he is saying nothing to the villagers, for fear that rumors will reach Randal Morn and trigger an attack by the freedom riders.

Below the ruins of the temple of the Morninglord lie crypts and cellars—and beyond them lie a number of previously unknown passageways. See the map of the Mage-Crypt on the inside cover of this adventure.

1. The Temple Stairs. The rains of eight seasons have washed away the worst of the soot and ashes, but the temple is only a shell of what it once was. Read or paraphrase the following:

Standing in the ruins of the temple, you see the cellar stairs that have recently been excavated from under blackened timbers. Low stone walls stand on every side, but the temple's beautiful glass windows and fine sculptures have been destroyed. Half a dozen guardsmen are watching you from a distance, smoking pipes, playing cards, and only half alert.

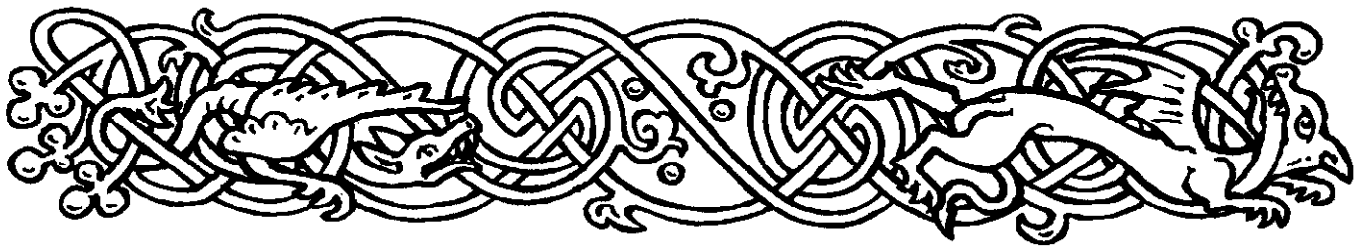
Unless they are here on the Constable's orders, any PCs caught lingering will attract the attention of a pack of loutish city guards in 10-20 minutes. If the guards' orders to leave the area are not immediately obeyed, the Zhentarim will drive away the PCs with their clubs—and may get more than they bargained for!

Guardsmen (6): 0+level human fighters; AL LE; AC 6; MV 12; hp 7, 6, 5, 4, 3, 2; THACO 20; # AT 1; Dmg by weapon type; studded leather, shield, club, short sword; XP 15.

2. The Fountain. The temple of Lathander was once known for its pure bubbling fountain, used by families throughout the town for drinking and cooking. Now it stands empty. See area 8 for the source of the fountain's water and its guardian. Read or paraphrase the following:

A cracked marble basin stands before you, streaked with soot and entirely empty. It looks as if water once poured from a fountain in the center of the basin, but it has long-since dried-up.





3. The Wine Cellar. The priests of Lathander prized their wines, fermented from grapes grown in their vineyard outside town. All the wine is stored in small casks; there is no bottled wine here. The chamber is lit by a permanent *faerie fire* that flickers over everything.

Read or paraphrase the following:

At the base of the stairs is a small wine cellar, with oaken casks lining the walls on either side of you. Wooden beams are draped with spider webs and white nitre; a pale, flickering green light illuminates the room. A portcullis blocks your path to the left; beyond it you see crypts.

Though the wine is valuable, selling any may prove difficult. Anyone trying to sell Lathander's Red to the townsfolk will bring the Constable down on their heads. The Constable will confiscate the evidence, but will not attempt to punish the PCs.

Since the fire, an osquip family has moved into the tunnel near the cellar. If the PCs approach their lair, the osquip will try to scare them away with a hiss from the darkness. If the PCs stay in the area, they must leave a bribe of food (anything edible will do) or the pale yellow osquip male rushes out of its tunnel to attack with its spade-like teeth. Make a morale check for the rodent after it has been hit for more than 6 points of damage.

The second osquip carries a litter of eight young to safer territory (which will take 5 rounds) and then returns to help her mate.

Osquip (2): Int Animal; AL N; AC 7; MV 12, Burrow 1/2; HD 3+1; hp 12, 11; THAC0 16; #AT 1; Dmg 1-12; SZ T (2 feet high at shoulder); ML 7; XP 120 each.

The young osquip only fight if the lair at the center of their tunnels is invaded.

Osquip young (8): Int Animal; AL N; AC 7; MV 12, Burrow 1/2; HD 1+1; hp 7, 5, 5, 4, 4, 3, 3, 2; THAC0 19; #AT 1; Dmg 1-4; SZ T (1 foot high at shoulder); ML 5; XP 35 each.

The osquip tunnels are too small to be entered by anyone except a gnome or halfling. The lair contains a small collection of shiny objects as treasure,

mostly taken from rats and other small animal hoards. In addition to junk like bits of glittery ribbon, shards of glass, a shiny nail, and dozens of bright red seals from scrolls and letters, the hoard contains a 300 gp personal seal carved from solid jade, a 200 gp ring of iron set with diamond chips, a 30 gp copper necklace, a 100 gp silver oak leaf brooch, and a 300 gp ornamental letter opener engraved with gold. The seal belonged to a Zhen-tarim merchant and will assure safe conduct through most regions controlled by Zhentil Keep.

4. Crypts. The priests of Lathander were buried here; the high priests in graves and the lesser priests in the alcoves on either side of the passage. Read or paraphrase the following:

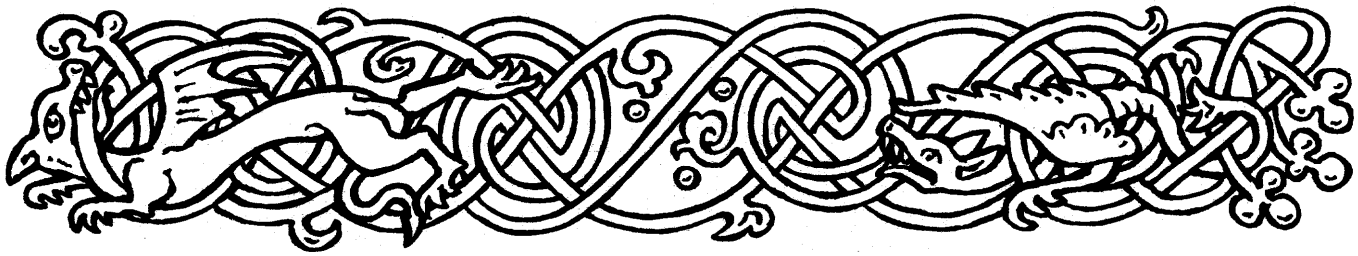
Long, narrow alcoves are stacked three high along both walls of this tunnel, and the floor is covered with graves. The graves are covered by large slabs of stone and bronze depicting the deceased and listing their titles and accomplishments. All of them seem to be priests and warriors devoted to Lathander, the god of the morning.

Thirty-two priests and devoted followers of Lathander are buried here with their treasures; twenty of the dead wear carved red agates, the dawn-pink stones sacred to Lathander (each worth 10 gp).

It is impossible to walk down the passageway without stepping on grave markers. Stepping on the stone slabs does not trigger any reaction, but looting the narrow alcoves sets off a trap. Each alcove is rigged with a trip wire that releases a spear from the back of the alcove, through the area of the tripwire, and into the passage beyond. It strikes with a THAC0 of 18 and does 1-6 points of damage to the looting PC.

Anyone opening the graves of the high priests and other notables sets off one of two *glyphs of warding* either blinding the victim or causing cold damage. The cold *glyphs* (usually put on marshalls' and lay people's graves) do 5d4 points of cold damage unless the victim makes a saving throw versus spells, in which case damage is half. The other





glyphs blind the victim until he is magically healed, unless a saving throw versus spells is made, in which case there is no effect. None of the *glyphs* affect followers of Lathander.

Stealing from either the alcoves or the graves will inflict alignment penalties on good characters, even good rogues (who supposedly steal only for just causes). Priests and paladins participating in or allowing looting to occur will lose their status unless and until they complete a major quest without the use of any of their special class abilities. Warn the players of these characters that their actions may have dire consequences. If they persist, they may gain the treasures, but they will pay a heavy price.

5. Treasury. The stone door to this chamber is still sealed and locked against intruders. A single inset lock protects the temple treasures; any successful lock picking roll opens the lock, allowing the 800-pound door to swing open on its exquisitely-balanced hinges. A thief may only attempt the lock once; if he fails, the lock is too difficult and no further attempt will succeed.

Attempts to break down the solid stone door result in the destruction of the PCs' tools, unless one of them is a miner by trade. Use the item saving throw table on page 39 of the *DUNGEON MASTER™ Guide* to determine if the weapons and tools break. If the PCs have sledgehammers, stonemason's picks, and quarrying wedges, they can reduce the door to rubble in about two hours, though every creature in areas 1-10 will be alerted to their presence.

Read or paraphrase the following if the PCs manage to get through the door:

You see a small stone chamber with two benches and a mural on the wall of Lathander descending from morning clouds. The benches are covered with yellow tablecloths and set with golden candlesticks, blackened silver censers, and a pink stone disk, Lathander's holy symbol.

These items constitute the altar service of the temple of Lathander, which the priests plan to use

when they rebuild the temple and so have not taken out of the treasury. The set is worth 500 gp, though selling it in the village will provoke a rioting mob.

Stealing the altar service of the priests of Lathander is an evil act, and any paladin who does not prevent it will lose his status and become a simple fighter. Good priests who allow it must undertake a quest of atonement. Returning the altar service to priests of the morning god at the nearest functioning temple (Morningdawn Hall in Shadowdale) earns an additional 500 XP.

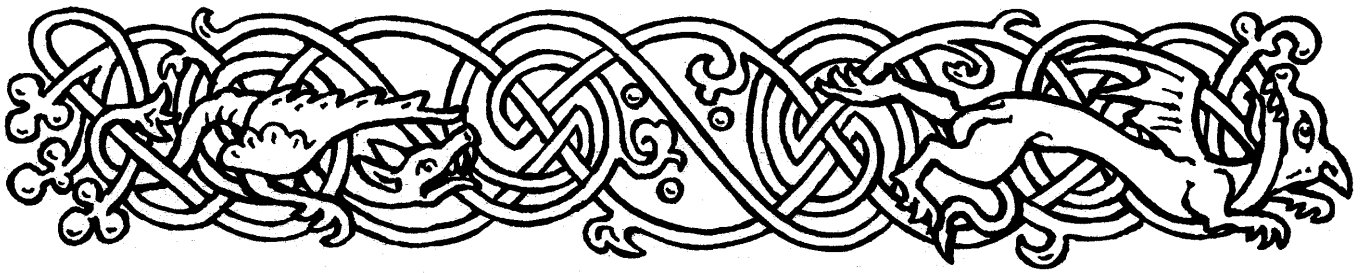
6. The Secret Chapel. The priests of Lathander feared that their temple would be banned by the Zhentarim, so they built this small chamber to carry on secret services. This is consecrated ground, but has never been used.

The stone wall swings open before you, revealing a small, well-appointed chapel with all the bright yellows and pinks of Lathander, the Morninglord. The altar is set with an offering bowl and a vase of dried flowers. The three wooden pews are dusty.

The characters are safe here, as no one knows of the secret chapel's existence except the priests who built it, and they have left Daggerdale.

7. Tunnel to the Depths. This passageway was made by tearing down the back wall of a crypt alcove and then tunneling down to the natural limestone caverns where the Mage-Lord was laid to rest. A dozen of the Constable's exploring guardsmen made it this far before discovering the first of the Mage-Lord's defenses: three hook horrors enticed from caverns deep underground (Colderan feeds them well). The guardsmen slew one horror, and mortally wounded another, but only two guardsmen escaped to tell the tale—the bodies of most of the others were dragged off and devoured by the nightshades. The Constable has not risked his forces again since that catastrophe. Read or paraphrase the following to the players:





You see a rough stone tunnel sloping downward. Two recently-slain guardsmen lie next to the battered body of an enormous, insect-like creature that almost fills the narrow tunnel. The insect creature isn't moving, but you hear clacking noises from the tunnel beyond.

The bodies are all dead, including the battered hook horror. This tunnel has a single guardian, a small hook horror from caverns deep beneath the earth. The horror has not been fed recently and can be bribed with mushrooms, moss, grains, or preferably meat. However, if bribed, the hook horror will follow the PC who gave it the most food, clicking and clacking and demanding more. If not fed every four to six hours, it will eventually attack its benefactor.



Hook horror (1): Int Low; AL N; AC 3; MV 9; HD 5; hp 16 remaining; THAC0 15; #AT 3; Dmg 1-8/1-8/2-12; SZ L (9 feet tall); ML 11; XP 175.

If fed a piece of one of the plantlike wood woses, the hook horror acquires a taste for them. It will attack any nightshade it encounters thereafter. Its scavenger's digestion is unaffected by their poisonous sap.

The bodies of most of the slain guardsmen were taken to the rotting pit (area 12) by the nightshades. A second, mortally-wounded nightshade crawled off to the depths (area 10) and has not been seen since.

8. Still Water Pool. This pool of pure, cold water comes from the same underground source that once fed the temple's fountain. Read or paraphrase the following:

A pool of still water reflects your torchlight, its dark surface hiding anything submerged.

The pool itself is watched by a guardian nixie, who will reveal herself to friendly visitors.

Mara (Nixie): Int Very; AL N; AC 7; MV 6, Swim 12; HD 1/2; hp 3; THAC0 20; #AT 1; Dmg by weapon type; SA charm; MR 25%; SZ S (4 feet tall); ML 9; XP 270.

Mara knows that the nightshades are prowling the town; she chases them out of her cavern when she can and tries to prevent them from wandering freely into town. However, she must sleep at night, so she can do little against the night-roving wood woses. If the PCs are trapped here, she can help them breathe water and escape to the underground river in area 10 and then out to the River Tesh.

9. Circle of Poison. This room is home to the nightshades that have been haunting Daggerdale. Read or paraphrase the following:

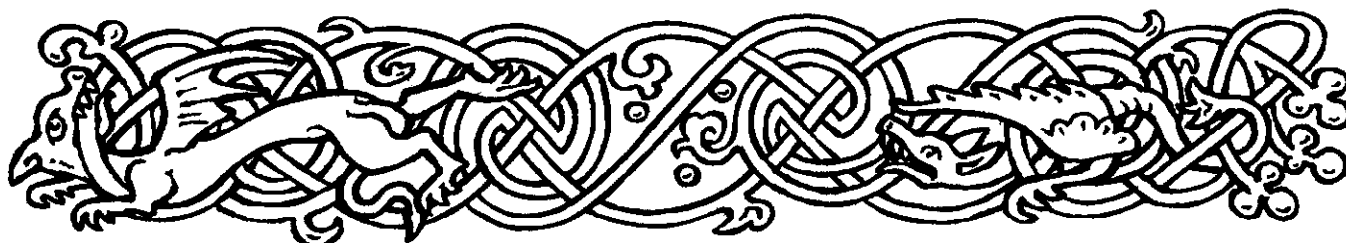
The cavern is moist with moss and earthy smells, and the floor and walls are slick. A circle of enormous mushrooms in the center of the cavern hides the other side from view, but you see squat, dark shapes moving in the shadows, circling around on both flanks.

Unless they have been surprised (for instance, by the PCs not using torches or other light), the nightshades remain in the shadows until they can strike from several directions at once.

Nightshade (3): Int Average; AL NE; AC 7; MV 9; HD 1+4; hp 11, 8, 6; THAC0 19; #AT 1; Dmg 2-5; SA spells, poisonous sap; SD spells, immune to wooden weapons; SZ M; ML 14; XP 270.

The nightshades have gathered a small treasure from their master, Colderan. As a reward for their faithful service, he has given them two potions, one of *heroism* (which won't do the nightshades much good) and one of *flying*. They also have three pieces of amber (worth 40 gp each) and 20 sp taken from a wealthy tinker victim.

If the PCs investigate the mushroom circle in this cavern, they discover that 13 of them look more like young, tiny nightshades, mossy and soft, shoots that have just burst through the ground.



They will mature in about 1 week unless destroyed by the PCs.

10. The Depths. This tunnel leads to the Underdark, home of the drow elves and other similar creatures. Colderan used this passageway to speak to the drow, who corrupted him and taught him many of the dark arts. Here he met with them in secret, and even planned to travel to their cities. So far, he hasn't had time to reestablish this alliance, but if he isn't stopped he will soon send envoys bearing gifts to the dark elves and requesting their support.

A hundred yards down the tunnel, after the first 10 foot dropoff, lies the slain body of the second hook horror, a specimen almost twice as large as the one the PCs met in area 7. This area can be expanded for further adventures; it can become a lengthy tunnel leading all the way to the undersections of the Twisted Tower (see the Shadowdale book of the *Campaign Setting*). Read or paraphrase the following:

Beyond the dead insect-creature, the tunnel continues, sloping steeply downward. You can hear roaring water in the distance.

The tunnel is a dead end, running into an underground river parallel to the River Tesh. The hook horrors crossed over on a narrow stone arch, but Colderan made his nightshade's destroy this after other, unwanted creatures started appearing. The body of a single dead nightshade lies near the 40 foot chasm.

11. Wall of Thorns. Colderan created this barrier using his magic ring (see area 16). Read or paraphrase the following when the player characters first enter this area:

This chamber is filled from floor to ceiling with sharp, spiked branches of interwoven thorn bushes. You can hear something rustling on the far side.

The nightshades and the Mage-Lord bypass the thorns with their *plant door* ability. The PCs will

have more difficulty.

A single nightshade stands guard on the other side of the thorns, and he uses his *entangle* ability to stop PCs from reaching him. Since the plants are spiked, the spell harms anyone it catches (any PC who fails the saving throw): 1-3 points of damage, plus damage as described below if the victim attempts to force a path out.

Nightshade (1): Int Average; AL NE; AC 7; MV 9; HD 1+4; hp 8; THAC0 19; #AT 1; Dmg 2-5; SA spells, poisonous sap; SD spells, immune to wooden weapons; SZ M; ML 14; XP 270.

Trying to force a path through the thorns causes 8 points of damage plus an additional amount of damage equal to the person's AC. Taking extra precautions, such as hacking at the wall with a machete or ax or using a shield to protect oneself, will cut the damage in half.

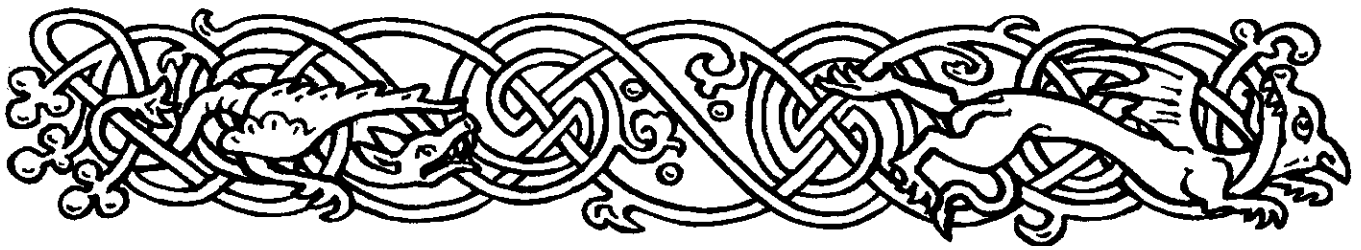
Burning the thorns clears a path in 2 turns, but the wall is equal to a *wall of fire* in the meantime. Burning the wall also fouls the underground air and makes the room impassible for a full day. Passing through the room without waiting for the air to clear causes 1-4 points of damage. The bad air has no effect on the nightshades or the purple pudding (see area 12), but it will force Colderan and his sleeping victims to seek shelter deeper within the tunnels.

12. The Rotting Pit. This 20 foot deep sinkhole is used to contain a deadly pudding. Read or paraphrase the following when a player declares that he wants his character to look down into the pit:

The terrible smell of rotting flesh rises from this pit, and a cloud of buzzing flies circles over it. At the bottom of the pit, barely visible in your light, is a festering mass of purple slime that seems to be trying to slither up the walls of the pit.

This is where the nightshades dispose of animals that they have drained of blood. A deadly, half-starved creature lives at the bottom of the pit, waiting impatiently for more food. It is a purple pudding, a variety of deadly pudding closely related





to its larger cousin, the black pudding. It is very dangerous, able to dissolve any flesh it touches. PCs are likely to die if they are not careful here, so describe the pudding's eager oozing if any PC attempts to climb down to it.

Purple Pudding (1): Int Non; AL N; AC 5; MV 6; HD 6; hp 23; THAC0 15; #AT 1; Dmg 2-8; SA destroy leather and wood; SD immune to cold; SZ S (2 foot diameter); ML 15; XP 1,400; modified black pudding.

Underneath the pudding lie a few metal items that the nightshades have thrown into the pit without knowing their value, including a +1 *dagger* and a *ring of feather falling*.

If the PCs manage to force the pudding into the pit's cracks, crevices, and rat holes with burning oil, rocks, or similar annoyances, they may retrieve its treasure after climbing into the pit. However, the pudding returns in 2-5 rounds, so the PCs must act fast. When it returns, roll for surprise—the pudding may bubble up at a location somewhere other than where it left.

Characters who drive off the pudding and gain its treasure should receive full experience points for its defeat.

13. The Tower Tunnel. This damp, narrow tunnel leads down steep stairs, under the river, and then back up to a secret door in the basement of the Constable's Tower (which was once Colderan's Tower). The door is plainly visible from the tunnel side. The tunnel goes over the stream of area 10, and it contains the entrance to Colderan's hidden strongroom (area 15). It is otherwise unremarkable.

14. The Gate to the Caverns. This was Colderan's first line of defense against any threat from below. The outer door is unlocked, and arrow slits allow soldiers further in to fire on visitors. Fortunately, Colderan feels so safe behind the *wall of thorns* that no nightshades are currently posted here.

The room is guarded by a newly-bought watchdog. The animal is tortured mercilessly by the nightshades, and as a result it is quite vicious. A ranger or another character with animal empathy

could easily calm the dog with bits of food, kind treatment, and a successful skill check.

Watchdog (1): Int Semi; AL N; AC 7; MV 15; HD 1+1; hp 4; THAC0 19; #AT 1; Dmg 1-4; SZ S; ML 7; XP 35.

The double doors behind the dog are locked, but they are frequently opened by nightshades coming to feed or torment the dog.

15. The Hidden Strongboxes. This is where Colderan keeps his valuables: gems stolen from the dwarven shrine and monies extorted from travelers long ago. All the coins are at least 100 years old. Read or paraphrase the following:

You have discovered an ancient treasury: half a dozen rotted chests covered with corrosion and sealed by padlocks.

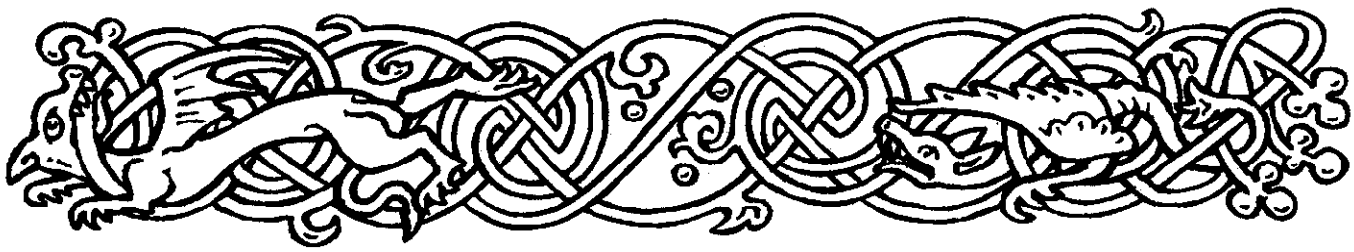
Breaking off the padlocks is easy and requires a simple Open Doors check (see the *Players Handbook*, page 14). The treasure includes 5,000 tarnished silver pieces, 40 10-gp agates (banded, tiger eye, and red) marked with Bladebright runes, and a carving of a dwarven prisoner lashed to a torture wheel (a souvenir that Colderan prizes). The carving is worth nothing (except as firewood) to anyone but priestesses of Lovitar.

16. Crypt Antechamber. Skeletal guardians watch over this chamber, which leads to all the central chambers of Colderan's crypt and labs. Read or paraphrase the following:

The cavern gives way to worked stone here; cold stone that is slick with condensed moisture. At first you don't see any reason why this area should be colder than the others you have passed through, but then a human skeleton comes lurching out of the shadows.

When Eragyn first came this way, she easily commanded these skeletons to her service. Now they serve Colderan, their first master, again. The undead are animated by Negative life energy, so the room stays chilly.





Skeletons (4): Int Non; AL N; AC 7; MV 12; HD 1; hp 7, 5, 3, 2; THAC0 19; #AT 1; Dmg 1-6; SD half damage from edged weapons; MR undead immunities; SZ M; XP 65 each.

The woses may only pass through here with their master's permission; they dislike his crypt and its sleeping victims (area 21).

17. Spawning Grounds. Colderan creates his nightshade servants in this isolated chamber. During the day, the *net of dreams* hangs on a hook in this area. At night, Colderan entrusts it to the largest of the nightshades. A door concealed behind a shelf stuffed with dried plants leads to area 19. An open door leads to area 21, where the kidnapped sleepers rest.

Read or paraphrase the following:

The room before you reeks of the sharp, clean smell of plants, spring growth, rotting leaves, and biting nettles. A large iron cauldron stands in the center of the room cooking over redly glowing coals. Steam rises from under the cauldron's lid. The walls are crammed with boxes; the ceiling is hung with bunches of strange herbs, many of them still fresh. You hear a sudden scuttling noise, and one of the boxes falls from a shelf, spilling black seeds over the dirt floor.

The chamber is guarded by Colderan's homonculous, Puck, a special type of homonculous capable of hoarse, nasal speech. Puck prefers heckling, threats, and negotiations to combat, but if pressed he will fight savagely.

Puck (homonculous): Int Exceptional; -AL NE; AC 6; MV 6, Fl 18 (B); HD 2; hp 13; THAC0 19; #AT 1; Dmg 1-3; SA bite causes sleep; SD saves as Colderan; SZ T (18 inches tall); ML 13; XP 270.

If Puck is wounded, he flees to Colderan at once. If he is killed, Colderan suffers 2-20 points of damage. If Colderan is killed, Puck dissolves into a puddle of ichor. For this reason, Colderan never allows Puck to do more than observe when he sends the homonculous with the nightshades to collect new

life energies. The homonculous' telepathic link allows the Mage-Lord to keep an eye on his servants; his seemingly omniscient knowledge of their every failure or betrayal terrifies



the nightshades and makes them hold their master in an almost religious awe.

Puck is the guardian of Colderan's small but growing collection of potions. On a shelf, neatly labelled in archaic lettering, are potions of *healing* (x2), *growth*, *plant control*, *invisibility*, and *gaseous form*.

18. Storage. Many foodstuffs, spears, short swords, daggers, and supplies are stored here. Colderan sleeps here, on a simple pallet of rushes covered with silk and furs. The door is locked only at night, when Colderan is inside.

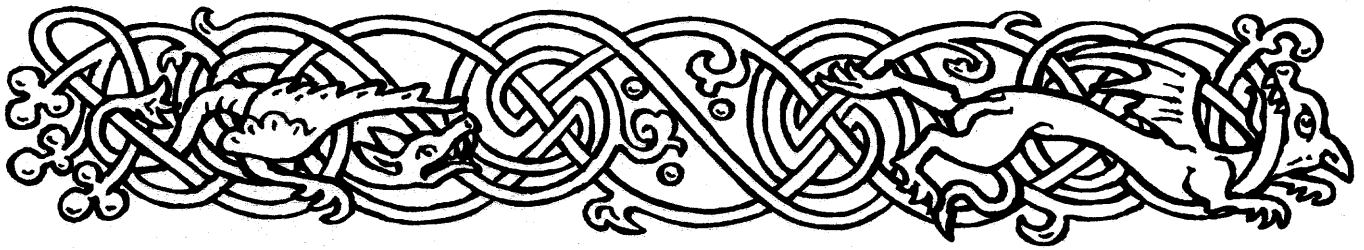
19. The Library. The entrance to this room is concealed behind a shelf of plantstuffs in area 17. Read or paraphrase the following:

Three glass-faced cabinets stand in this tiny chamber, each filled with books, one with scrolls, and one with loose-leaf notes.

This secret library is where Colderan keeps his most valuable books to preserve them from falling into the wrong hands upon his death. His suspicion is well-founded—his apprentices took the spellbooks that he used on a daily basis, those that he kept in the tower he once had in Dagger Falls (now the Constable's tower—though Colderan plans to change that soon).

The papers are notes from research, rough drafts of Colderan's great work of magelore, and letters to colleagues and servants. The scrolls are a compilation of information stolen from the druids, notes





transcribed from other mages' works, and ideas and observations derived from experiments. Most have to do with subjects related to Colderan's lorebooks.

Colderan owns five complete, handwritten, illuminated books. One is a general primer on magic, *Mastering the Unseen*; one is a political treatise on power, manipulation, and extorting maximum taxes from the peasantry, *The Iron Glove*; and a third is a compilation of techniques of magical construction, *Perfection and the Craft of Lasting Magic*. The other two lorebooks are specialized works of arcane knowledge described below.

The first of Colderan's specialized lorebooks is a volume of arcane plant lore, *Herbarium Maleficum*. The *Herbarium* discusses the powers of all magical and poisonous plants, from absinthe and belladonna to mandrake, mudwort and dragon's tongue. It includes the method of constructing a *ring of thorns*, but not the method for recharging one (that secret Colderan intends to take with him to the grave—or at least to use to buy his life). Anyone studying the *Herbarium* for three months to the exclusion of all else, gains the herbalism proficiency for one slot instead of two. The *Herbarium* contains notes on how to construct a nightshade using poisonous plants, the blood of innocents, and the life forces of dreamers. The materials for each nightshade cost 750 gp, and their construction requires two weeks. The resulting nightshade is said to be unswervingly faithful to its maker (an exaggeration—they are initially as loyal as well-treated henchmen, but mistreatment eventually takes its toll). Constructing such a vile creature is an evil act and carries the appropriate penalties. Destroying that portion of the book gains any good character an additional 100 XP.

Colderan himself is the author of a second volume: *On the Aspects of Dreams, Or the Dreamer's Travels in Planes Lesser and Greater*. It discusses sleep magic, astral travel, and the interaction of Positive and Negative life forces. The instructions for making a *net of dreams* are written in detail.

Both of these volumes are worth at least 500 gp to any wizard, more to a mage interested in these particular topics. It would take a professional scribe six months to copy either work.

20. Colderan's Crypt. The Mage-Lord's resting place is an elaborate one. Read or paraphrase the following when the PCs first enter:

You have entered a brightly painted and carved mausoleum, with a stone door. The interior is covered with gilded runes and symbols, and eight bodies lie on marble biers and platforms, either recently dead or asleep. The room is lit by eight softly glowing lanterns mounted on brackets on four marble pillars.

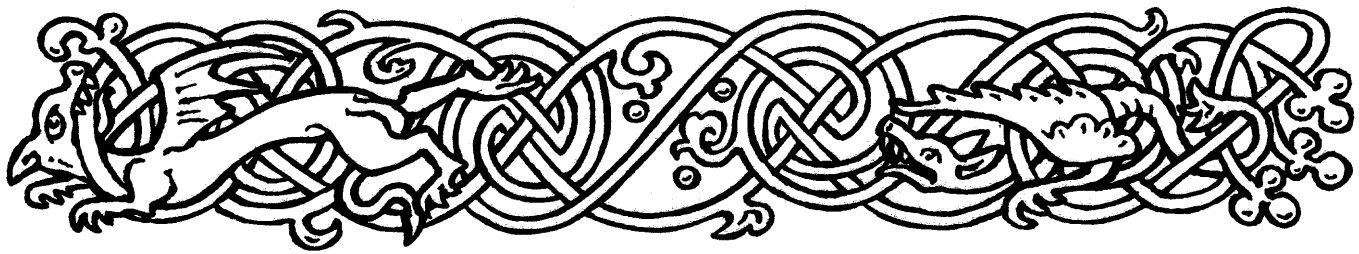
Three people turn as you enter: two are the wood wose creatures you have fought before, one is a human dressed in rich clothing. His short, fat fingers lift a staff to point it straight at you and he says, "Who are you and what do you want?"

Eragyn opened this tomb seven years ago and called Colderan back from death six months ago, hoping to use him to discredit Tren and take power for herself. For someone so ungrateful herself, she expected much more gratitude from Colderan.

At first her plan worked. Colderan's soul returned from the afterlife battered and bruised, and his new body was weak. But as Colderan regained his confidence, he had less need to rely on Eragyn, and within a week he realized that she was not his beloved Belesaria, as he had at first believed. Eventually Colderan's evil nature led him to betray her. Instead of having a willing and grateful servant, Eragyn found that her *pet mage*, Colderan, enslaved her with magic and she became the first victim of the Dream Fever.

Eragyn waited for a chance to escape for several days, but it never came. Colderan had been a genius, researching both plant magics and sleep magics during his lifetime; he is still nobody's fool. When Colderan realized that she was not his beloved Belesaria, he began making plans to use her knowledge and her skills to help him conquer Daggerdale, but she resisted being his pawn. Short of patience with her, but unable to destroy her because of her uncanny resemblance to Belesaria, he used her to create another nightshade. Now he sometimes pines over her sleeping form and com-





poses bad verse to Belesaria's memory.

Colderan plans on taking control of the dale, and is scheming to resurrect Belesaria. He intends to use coincidence to his advantage and give Belesaria's spirit a new home in Eragyn's body. Belesaria's tomb is now hidden and protected by Colderan's magical wards, but his plans will take time to execute.

If the PCs try to talk to Colderan (perhaps because they are not sure that he is responsible for the current troubles), he stalls them with talk about the treacherous dwarves while any surviving nightshades circle around behind the party.

If the PCs attack, Colderan tries to protect Eragyn from the combat so that his plans for the use of her body are not spoiled. Colderan will threaten to use the other sleepers as hostages in an attempt to escape from the PCs if things appear to be turning against him. If he captures the PCs, he will use them to construct more nightshades.

Still somewhat weak from his long years of death, Colderan is always guarded by two wood woses. He is an enormously fat mage, and has a huge romantic streak: he was known for showering gold on bards who could tell tragic tales of maidens abandoned by cruel knaves, or knights who won a lady's favor through long trials and suffering. He is still a sucker for bards and pretty women.

Colderan the Razor, Mage-Lord of House Morn, Conjurer of the Dark Woods: 6th-level human mage; AL NE; AC 4 (*armor spell + dexterity bonuses*); MV 12; hp 14; THAC0 19; # AT 1; Dmg by spell or weapon type; S 10, D 16, C 15, I 16, W 12, Ch 14; XP 1,400; staff, dagger, *ring of thorns*.

Spells: *affect normal fires, armor, grease, magic missile, unseen servant; ray of enfeeblement, scare, summon swarm; blink, monster summoning I, and wraithform.*

Colderan's *ring of thorns* is a unique item of his own creation. It allows him to cast *entangle* (1 charge), *pass plant* (2 charges), and *wall of thorns* (3 charges). The ring currently has 20 charges remaining. Though it can be recharged, only Colderan knows how. If he is slain the ring is effectively not rechargeable.

Nightshades (2): Int Average; AL NE; AC 7; MV 9; HD 1+4; hp 9, 7; THAC0 19; #AT 1; Dmg

2-5; SA spells, poisonous sap; SD spells, immune to wooden weapons; SZ M; ML 14; XP 270.

Colderan's *monster summoning* spell will bring 2-8 jermlaines to his defense. While the jermlaines engage the party, Colderan first casts *ray of enfeeblement*, then summons a swarm of rats (see *Players Handbook*, page 146, for the effects of this spell). He does not care whether the rats kill his summoned jermlaines.

Jermlaines (2-8): Int Average; AL NE; AC 7; MV 15; HD 1-4 hp; hp 4 (x2), 3 (x2), 2 (x2), 1 (x2); THAC0 20; #AT 1; Dmg 1-2 or 1-4; SA darts; SD move silently, save as 4 HD monsters; SZ T (over 1 foot); ML 12; XP 15 each.

Colderan's real treasures are his books, most of which are kept in the library (area 19). His original spellbooks were stolen by his apprentices who buried him, but his traveling spellbook was interred with his remains. It contains the spells that he has memorized plus *change self, charm person, chill touch, hold portal, taunt; bind, fool's gold, glitterdust; phantom steed*. He has made extensive use of the *change self* and *fool's gold* spells to buy supplies in Dagger Falls. There is no room in the book to write additional spells.

The crypt contains few treasures other than his traveling spellbook. Most of the goods and valuables that were buried with him have been spent on creating his cadre of nightshades, as have most of the gems stolen from the temple of Dumathoin in the *Eagle's Eyrie*. The remainder of these gems is contained in the strongboxes in area 15.

21. Chamber of the Sleepers. Most of the sleeping victims of Dream Fever, whose life forces control the nightshades, are in their beds in Dagger Falls. However, eight of them are in this crypt: 1) a shepherd named Hiram who had been watching his flock and stayed out in a shepherd's hut overnight, 2) a dwarven tinker named Boront who was alone on the road and spent the night in a roadside shrine, 3) a guardsman named Franter who was sleeping off a drunken night in an alley, 4) a housewife named Marabelle who was out late looking for, 5) a stray child named Thorginn who fell asleep while playing hide and seek, 6) a spinster named Omella who was





snatched from her own bed, 7) a truly unlucky merchant named Norban who was first robbed and knocked unconscious by thugs and then stolen away by the nightshades, and, of course, 8) Eragyn, the priestess, who came here of her own free will, though she will claim she fell asleep at her prayers.

Most of these sleepers will be very happy to be rescued (though Boront is a bit grumpy that it didn't happen sooner). Eragyn plays along with the rest, hoping to get out of this mess. She will not fight her rescuers unless they force a confrontation; even then, she attempts to use her *sanctuary* spell to flee the area, and will return with sufficient mercenaries to be sure of victory.

Eragyn the Dark: 5th-level human priestess; AL NE; AC 3; MV 12; hp 27; THAC0 18; # AT 1; Dmg by spell or weapon type; S 14, D 15, C 12, I 13, W 15, Ch 10; XP 650; long sword, staff, *bracers of defense* AC 4.

Spells: *bless*, *command*, *cure light wounds* (x2), *sanctuary*; *aid*, *heat metal*, *hold person*, *warp wood*; *prayer*.

Eragyn is a priestess of evil, devoted to the worship of Cyric, the Dark Sun, and delights in causing subtle mayhem. She is patient and observant, always willing to watch before taking action—this makes her doubly dangerous. She is convinced that she is a genius, and as a result she thinks her schemes are clever and infallible. She has charmed many men with her dark beauty: black wavy hair, brown eyes, and fair skin. Playing to her vanity can often bring others into her good graces—she simply can't imagine that others aren't as convinced of her superiority as she is.

Eragyn has little treasure. She has an obsidian holy symbol (worth 400 gp) and her journal (no monetary value, but it contains details of the history of Colderan and Belesaria), but no cash.

Aftermath

If the PCs destroy Colderan and rescue the sleepers, things soon return to normal. After defeating the Mage-Lord, Colderan, the characters may have grandiose plans to free the town by

attacking the Constable or they may want to punish the priestess, Eragyn. Both of these are fine goals, but the PCs might want to wait before attempting them, since the constable has hundreds of soldiers at his command and Eragyn will flee without a trace as soon as she is able.

If the PCs fail to vanquish the Mage-Lord, or if it takes them more than a week to do so, things quickly become unpleasant. Colderan's efforts are succeeding, and soon the garrison rebels. The Mage-Lord will then control the town and Tren will escape.

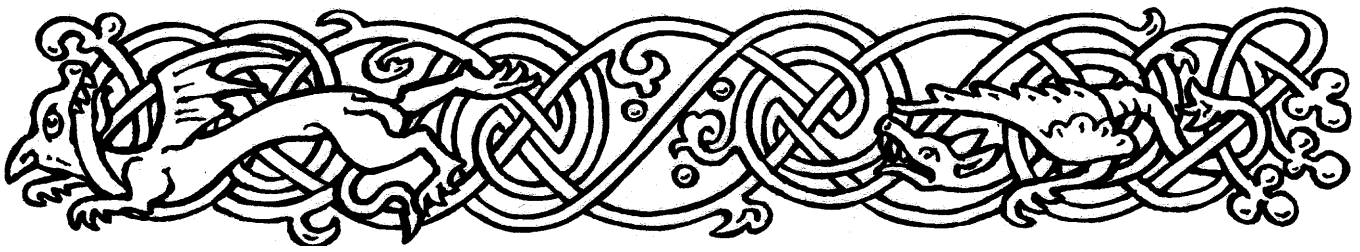
The Zhentarim refuse to yield Dagger Falls to Colderan, since this would cut their trade routes to the east. Not wanting to destroy a potentially useful ally, however, they offer Colderan the post of mage-captain with limited control of the town.

If Colderan accepts their offer, the Zhents gain a new ally and their control over Daggerdale is legitimate now that a member of House Morn rules. Colderan refuses to share his secret of creating nightshades or the *net of dreams*. The PCs might have to face him again, this time with allies of the Black Network on his side.

Further Adventures in Daggerdale

1) If the PCs successfully vanquish Colderan, several leads can be pursued. If they have figured out how to interpret Eragyn's journal, they may have learned the location of Belesaria's crypt, which may lie in the Underdark among the drow. (Belesaria may have been a drow living in disguise!) Another possible location for her crypt is among the peaks of the Desertsouth Mountains. Her crypt can be developed as an adventure in its own right, with traps and magical wards placed by Colderan to protect his beloved. Of course, Eragyn may have gotten to the crypt before the PCs, and may use the treasure buried with Belesaria to hire mercenaries to take control of Daggerdale.





2) If she escapes, Eragyn may become a recurring enemy, one who taunts the PCs for having saved her from Colderan. Her efforts to build a temple to Cyric might be approved and supported by Colderan, if he has survived, or by the Zhentarim.

3) The PCs may have encountered one of the mysterious Zhentish caravans heading west into the Great Desert of Anauroch. They might wish to follow one to see what the Zhentarim are up to in the desert sands.

4) The goblin raiders could have a base in the mountains where they store their plunder; Randal (or even Tren) could ask the PCs to find the goblin base and stop the raids.

5) The tunnels beneath Dagger Falls could easily be extended from area 10 of the Mage-crypt into the Underdark, the subterranean world of the drow elves and the hook horrors. Caverns of riches could await characters willing to take the risks, but subterranean dangers are great and you should mention that perhaps the player characters should return to this entrance to the Underdark when they are more powerful.

6) If the PCs have won the confidence of Randal Morn by their deeds, he may ask them to explore the Tower of Flame. He is kept busy fighting to defend the Dalesmen, and he needs swordsmen working for him outside the dale as well. Alternatively, he may ask the PCs to raid Zhentish caravans, or to discover what the Zhentarim are doing in the Great Desert of Anauroch.



Nightshade

9391

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CLIMATE/TERRAIN: Any forests and caves
FREQUENCY: U n c o m m o n
ORGANIZATION: Tribal

ACTIVITY CYCLE: Night
DIET: Blood and bones
INTELLIGENCE: Average (10)

TREASURE: B, X
ALIGNMENT: Neutral evil

NO. APPEARING: 1-4 or 3-30
ARMOR CLASS: 7
MOVEMENT: 9

HIT DICE: 1+4
THACO: 19
NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-5 or by weapon type
SPECIAL ATTACKS: Poisonous sap, spells
SPECIAL DEFENSES: Immune to wooden weapons, spells

MAGIC RESISTANCE: Standard
SIZE: M (4 feet high)
MORALE: Elite (14)
LEVEL/XP VALUE: 270

Nightshades, or wood woses, are the elemental spirits of poisonous plants like mistletoe, hemlock, foxglove, and belladonna. They live in dark, unhallowed forests and caverns.

Nightshades oddly resemble sylvan dwarves with dark brown skin, stocky but supple, as flexible as reeds or willows. Their thick beards and thatch-like hair are full of vines and leaves. They wear only kilts and vests of woven fibers. They carry weapons of beaten copper or bronze. They speak their own tongue, the languages of plants and fungi, and the language of quicklings.

Combat: In combat, nightshades wield bronze spears or short swords. They are immune to wooden weapons like clubs, bo sticks, and staves; even magical shillelaghs or enchanted staves are useless. Nightshades suffer double damage from fire.

Wood woses use their sap to poison blades, though the poison becomes inactive after 10 rounds of contact with air. It takes one round to poison a blade, and, unless the victim makes a saving throw versus poison, the poison reduces the victim's dexterity by 1. When a victim's dexterity drops below 3, he is rendered immobile. When it is less than 1, he dies, to sprout as a nightshade the following full moon.

Striking a wood wose with a claw, fist, or kick is dangerous; their stinging poison does 1-4 hp damage to the attacker. Creatures grasped and held by a nightshade for a round lose a point of dexterity and suffer 2-5 hp damage.

Nightshades can *speak with plants* and *pass without trace* at will, and use *entangle* and *plant door* 1 time per day. In groups of six or more there is always a nightshade mage, who has the spell powers of a 5th-level druid. A group of seven or more nightshades can summon a shambling mound once per month. To recite the magic words of the summoning spell, the wood woses must first drink blood. The summoning takes six turns; thereafter the nightshades command the shambling mound all night.



Habitat/Society: Nightshades in the wild are elusive nighttime hunters. By day they retreat into hollow logs, caverns, or other dark places to hide from the sun. They mate for life, though most mated pairs produce no more than two offspring.

Nightshade outposts take the form of dark, echoing groves. They dwell in small foraging groups and are semi-nomadic, leaving their groves when the forest is silent. They grow rings of poisonous plants, twist trees, and clog forests with mistletoe.

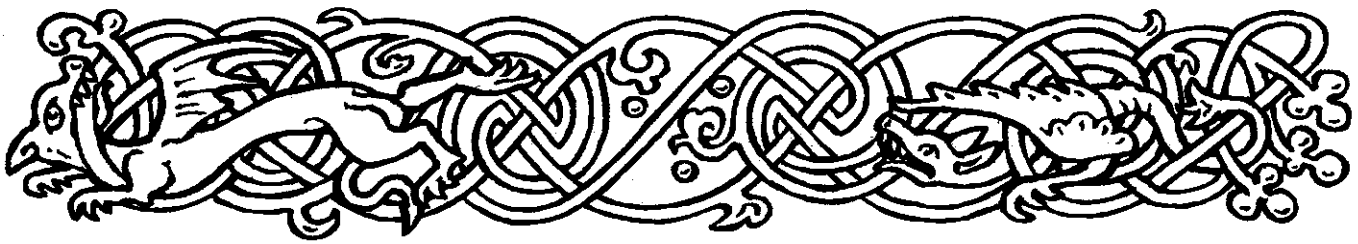
Wood woses are cold and uncaring creatures. They capture trespassers for sacrifices to their high queen; particularly dangerous prisoners are kept sedated. Nightshades are not greedy; gold and gems mean little to them. Magic potions and poisons, however, are greatly prized.

Nightshades are only active during the growing season. During fall, they become sluggish, finally crawling into dark lairs where they hibernate all winter, reawakening in the spring.

The nightshade's high queen is Ainecotte, the oldest and most intelligent of them all. She has the powers of a 7th-level druid and rules through terror and blackmail.

Ecology: Nightshades eat the blood and bones of living creatures. Their numbers rarely increase naturally; usually they are created by druids or priests dabbling in necromancy and the dark arts of venoms and unnatural growth.

Nightshades' only enemies are treants, druids, and rangers, who root them out like weeds. No natural predator will eat a nightshade after the first bite (except hook horrors). Nightshades are on good terms with korred, needlemen, and evil myconids. They trade poisons to the quicklings in exchange for weapons.



Children of Earth, for
your insults to my
beloved Belesaria, your
eyes shall be blunted
and your crops wither,
and all living things
shall flee my
unhallowed might. In 7
days, I shall tear your
halls down, and let no
stone stand on stone.

Colderon
The Mage-Lord

Π 9 0 1 T 0 1 = + X I Γ 0 F 9 X + 0
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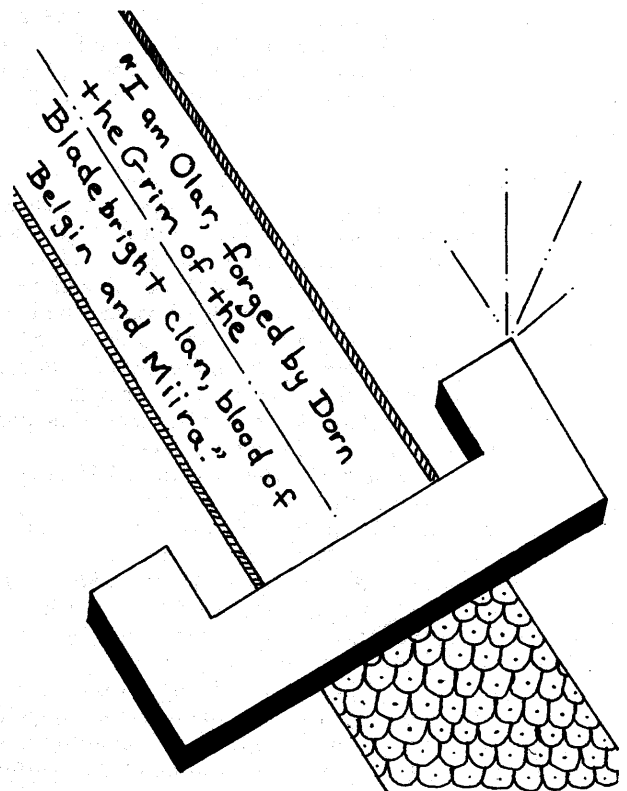
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You know the tale of Belesaria and the clan of the Brightblade dwarves. At least 100 years ago, the Brightblade goldsmiths lived in delvings in Daggerdale, in peace with the ruler of House Morn, the Mage-lord. The Mage-lord's wife, Belesaria, was a proud and arrogant woman, who believed that the people of the dale were her servants, not she their protector.

One cold day in autumn she went to the Bladebright dwarves to buy a fine jewels. The Bladebright dwarves had just finished crafting a masterpiece for their king under the mountain, and as soon as Belesaria saw it she demanded to buy it. The dwarves refused, Belesaria offered more for it, and still they refused. Vowing vengeance for this slight, she stormed off.

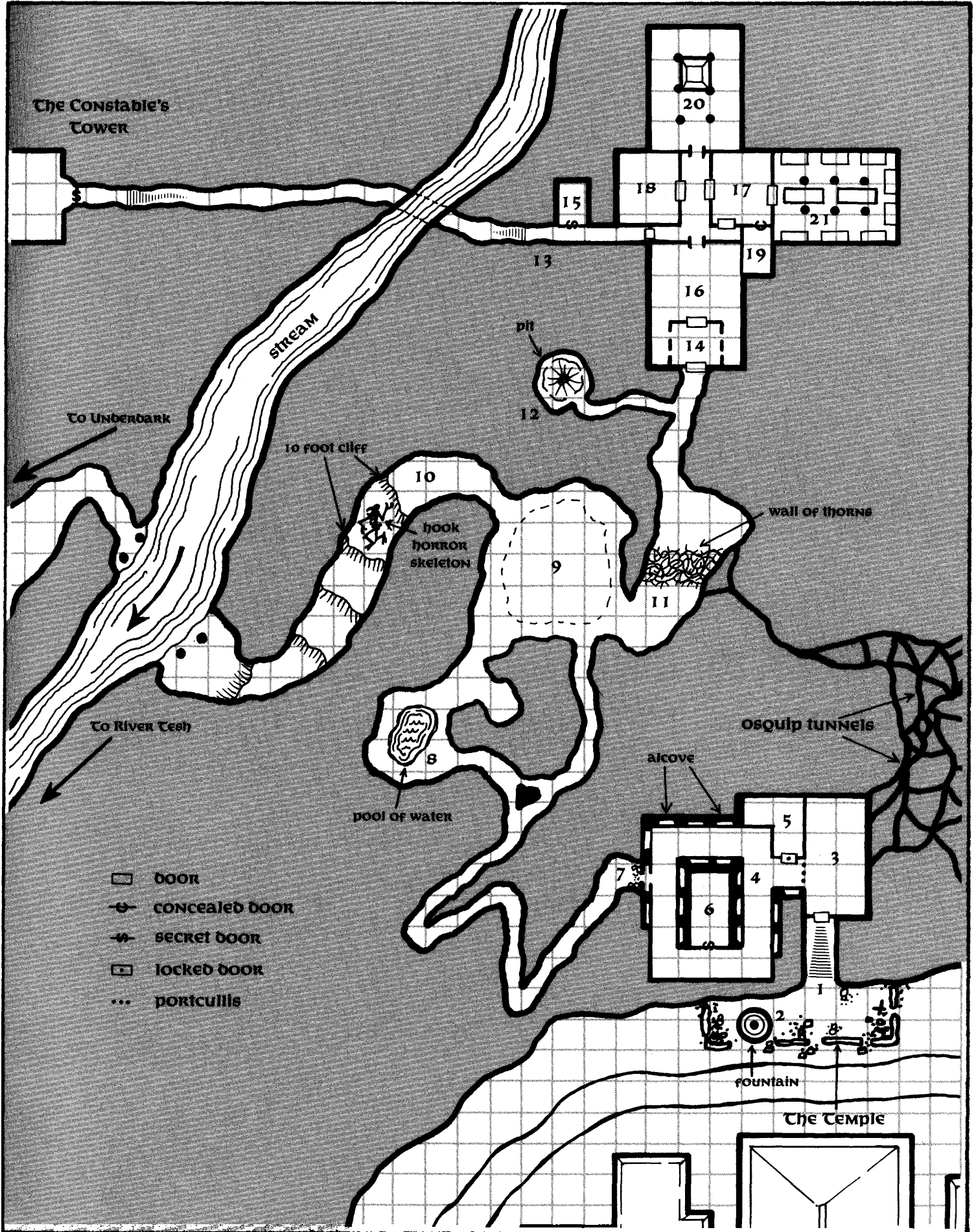
When Belesaria returned, she told her husband that the dwarves would not sell her their fine work, only their trinkets, and that they said she was not fit to wear anything more than that. The Mage-lord was angered at his wife's words and swore to teach the dwarves a lesson.

Returning to the Bladebright delvings, the Mage-lord threatened the dwarves with a sorcerous curse if they would not pay him a great tribute of gold and worked steel as an apology for their insults. The dwarves refused, but, knowing the power of a mage's wrath, the clan and all their kin gathered what they had and left to dwell with cousins under the mountains to the north. Their champions remained behind to fight the Mage-lord and were destroyed, never to be avenged. To this day, the Bladebright dwarves will render no aid to descendants of House Morn, including their only male heir, Randal Morn.



The Mage-Lord's Crypt

One Square = 10 feet





Doom of Daggerdale

by Wolfgang Baur

Randal Morn certainly has his hands full! The temple of Lathander, which burned to the ground eight years ago, seems to be the source of a curse affecting the entire town. People are taking ill, animals are dying overnight, crops are failing. All this seems to have started after Eragyn, priestess of Cyric, disappeared from Daggerdale. Shortly before that, a forgotten mage-lord's crypt was discovered and opened; things just haven't been the same since.

Constable Tren is displeased with the situation, what with suspicion being cast in the Zhentarim's direction as well as toward Cyric's priesthood. He's undoubtedly making the Dalesfolk's lives more difficult than usual because of this upheaval. Randal has sent out the call for aid to all who are interested and able to help; his freedom riders have their hands full already.

A missing evil priestess, a mage-lord's crypt-curse, a plague, and possible Zhentarim involvement: all the elements of a rousing adventure in one place! Where do your characters sign up? Step right this way, won't you?

This is the first module created for use with the revised FORGOTTEN REALMS[®] Campaign Setting. However, it is not necessary to have that edition in order to play this adventure.

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TSR Ltd.
120 Church End,
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

\$6.95 U.S.
CAN \$8.50
£4.50 U.K.

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ISBN 1-56076-654-9



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