

GREYHAWK[®] ADVENTURES

Official Game Adventure

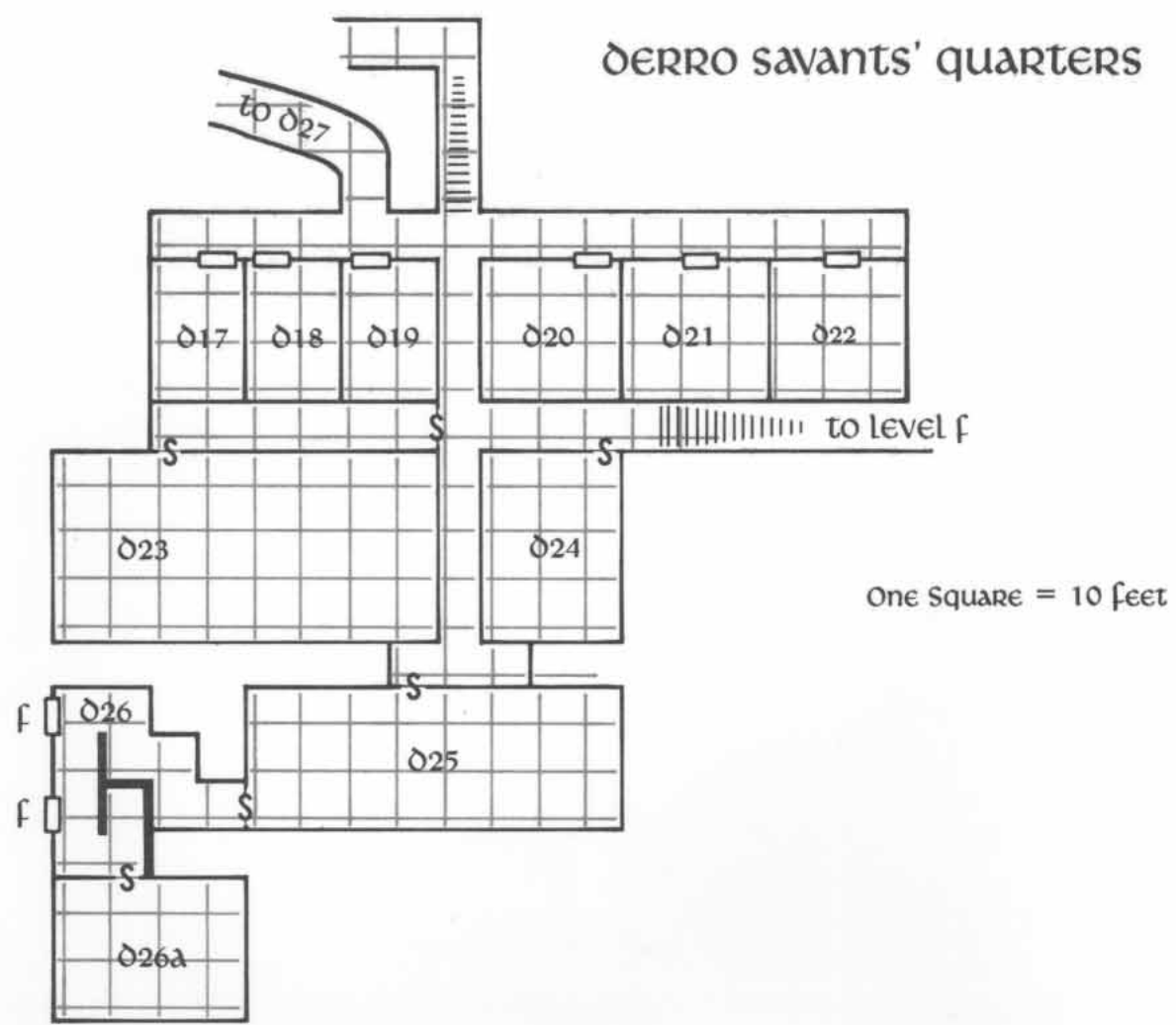
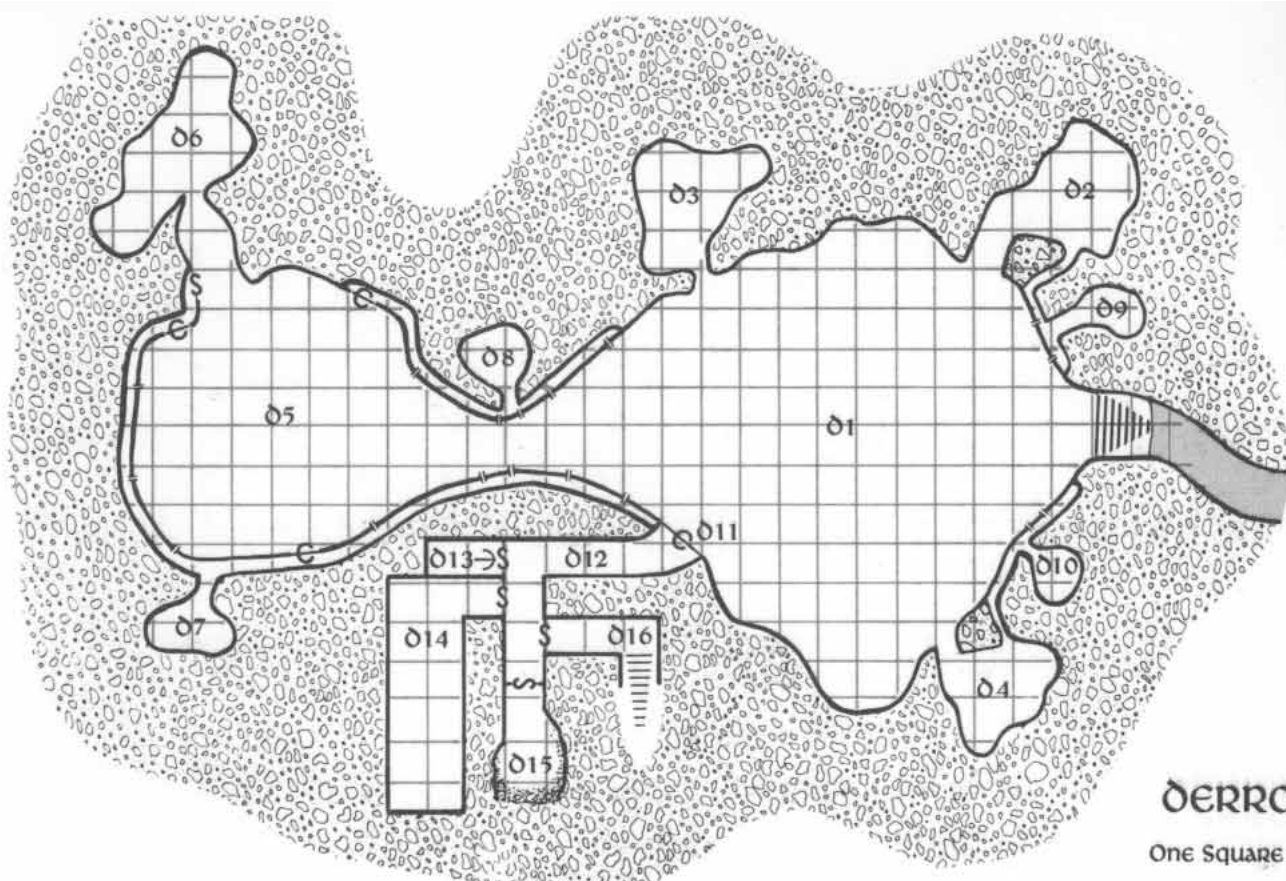
Flames of the Falcon

by Richard and Anne Brown

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GREYHAWK[®] ADVENTURES

OFFICIAL GAME ADVENTURE

Flames of the Falcon

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Introduction

Notes for the Dungeon Master

Flames of the Falcon is the third in a trilogy of modules that takes place in the Free City of Greyhawk. The modules are designed to flow together smoothly. However, each module is also equipped with appropriate alternate endings that bring the modules to satisfactory conclusions for DMs who do not run the entire trilogy. Thus the modules are equally enjoyable regardless of whether the others are played.

If the DM ran either of the first two modules previously, this adventure follows the story line of the previous modules and brings the adventures with the Falcon to a conclusion. If the DM has not played the first two modules, this module can still be played as a stand-alone adventure. However, if the DM is inclined to run either of the first two adventures, he should make this decision before starting his players on this adventure.

This adventure is equipped with two methods for introducing the players to the story line. One is for players who have played the previous modules, and the other is for players who are new to the story. These options are explained in Chapter 1.

How The Module is Laid Out

The events of this adventure are presented *chronologically*. Certain events must happen in a specified order. The order of other events depends on the PCs' actions. The DM should read the adventure thoroughly before play to help ensure that everything will run smoothly. The DM is encouraged to add to the

events listed here to enhance the atmosphere of the adventure and to adapt it to his own campaign and his players' styles.

The content of this module is meant for the DM's eyes only. The DM is free to give portions of the text or maps to the players to ease play, but for the most part, the information is directed to the DM.

Any text that appears in a box is meant to be read aloud (or summarized) to the players.

The Setting

The City of Greyhawk boxed set is recommended, but not required, to play this adventure. The adventure is designed to take place in Greyhawk, but it would work nearly as well in another large city with some additional work from the DM.

Most of the locations are described in detail in this adventure; the DM would need only to locate them somewhere in his own city. Some locations in the boxed set are referred to in this adventure, but they are accompanied by staging notes so a DM may generate an appropriate setting. For example, when the DM is referred to the description in *The City of Greyhawk* boxed set for the dungeons beneath the Grand Citadel, a DM who is not using the boxed set is advised to create an appropriate setting for a small section of the dungeon of a large city. The sections that a DM might need to generate are fairly common settings (such as a jail cell) that should be easy to design.

If the DM is using a city other than Greyhawk, he should make certain that the city has the following features:

Burned section
Sewer system
Wealthy neighborhood

Marketplace
Slums
Large Temple
Several city gates

Locating References

When information from another source is required, the page number of the reference is given along with an abbreviation of the name of the book in which it is found. *PH* refers to the AD&D® 2nd Edition *Player's Handbook*. *DMG* refers to the AD&D 2nd Edition *Dungeon Master's Guide*. *GA* refers to the *Greyhawk Adventures* hardbound book. Two references are from *The City of Greyhawk* boxed set: *GoF*, indicating the "Gem of the Flanaess" booklet, and *FFF*, indicating the "Folk, Feuds, and Factions" booklet.

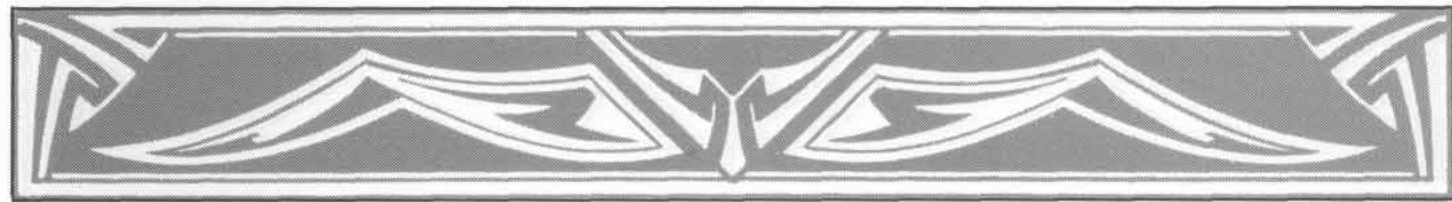
Overview

To assist the DM, the following is a brief summary of the events of this module.

Many years ago, the City of Greyhawk was infiltrated by an evil cult whose members desired to destroy the government and drive away the citizens. They hoped to establish Greyhawk as a city of evil life, devoted to the cult.

The followers of St. Cuthbert discovered the secret, and a battle was declared against the cult. A specially chosen force of four—a cleric, a paladin, and two mages—fought to save their city.

The forces of good eventually overcame the forces of evil. Rather than put the evil cult leader (the Falcon) to death, the heroes decided to imprison her, alone, for all eternity. A special dimension was opened for her, and she was cast inside. The portal was sealed, and the citizens of Greyhawk were able



to go about their normal lives without even realizing the evil that threatened them.

Most of the cult members were killed. The youthful members, however, were spared. They became determined to bring their cult to power. They have been careful over the years to keep their plot a secret. Recently (in the first module, *Falcon's Revenge*) the cult performed the magic that freed their imprisoned leader. Cult members have infiltrated many levels of the city government in order to keep their secret from the higher officials.

The PCs stumbled onto this plot in the first adventure. In *Falconmaster*, they attempted to locate the cult's leader (who had disappeared) and put an end to the cult activities. The PCs managed to defend the Temple of St. Cuthbert from the cult's attack, but the Falcon made her escape and is once again loose in the city. She is slowly destroying the city through her terrorist tactics, and the PCs must stop her before all of Greyhawk's inhabitants are scared out of the city.

Using the Rumors Table

Page 6 of this module lists rumors that the PCs will encounter at some time during this adventure. At certain points throughout the module, the number of a rumor will be indicated. Read the players that rumor at that time. At other points in the module, random rumors are indicated. Roll 1d10 and read the appropriate rumor from the table. Check off the rumors as they are used.

Some rumors are true; others are not. Only the rumors that are designated "confirmed as true" are true; the rest are only tall tales. When rolling for random rumors, read the false rumors *only once*. If the number of a false rumor is

rolled a second time, ignore that roll and reroll for another rumor. Rumors that are true may be read any number of times. Following these guidelines should help to keep the PCs on track and avoid wild goose chases.

If the PCs are confused or need a push in the right direction, feel free to read rumors as necessary. These can provide helpful hints in times of need without spoiling the plot for the players.

Ability Checks

Throughout the adventure, players will be asked to make Ability checks. The DM should roll 1d20 and compare the result with the appropriate ability score (Strength, Dexterity, Intelligence, etc.) for the character in question. If the roll is equal to or less than the character's ability score, the action succeeds. If the roll is greater than the ability score, the action fails.

General Advice

If the PCs begin to stray off course, there are several ways to nudge them back on track.

1. Provide them with one or more appropriate rumors from the rumors table at the end of this adventure. This may help them get back on track.

2. Use Talasek (see his NPC description toward the back of the adventure) to offer suggestions for finding information. For example, if the PCs are able to find clues in Greyhawk's marketplace, but none of the players thinks to investigate the market, let Talasek suggest it. He can be used very effectively to guide the players in the right direction.

3. Ask the players to roll Intelligence checks for their PCs. PCs who make the check have a sudden burst of inspiration. Inform the player of the idea his character

has. For instance, using the market example above, a PC who rolls a successful INT check might suggest a trip to the market.

Don't give out too much information. Overexplaining can spoil the fun and reduce the sense of suspense and mystery that is so important to this adventure. It can also give players a sense that the adventure will unfold as planned regardless of their actions and decisions. A good DM can ration the clues he gives so the players maintain a sense of control, discovery, progress, and ultimate success.

A Note About AD&D® 2nd Edition Rules

This adventure is written using the terminology and rules of the *ADVANCED DUNGEONS & DRAGONS® 2nd Edition* game, but it is still easily playable by those who are using the original game materials.

Some of the more noticeable differences are changes in name only. The term "magic-user" has been replaced by "mage" (or, in a few places, the more general designation of "wizard"). The cleric character class is now the priest class, although members of that class are still often called "clerics."

Another significant change is the presentation of monsters. The descriptions of the new monsters designed for this adventure are identical in format to the presentation of monsters in the *Monstrous Compendium* series. Although the information is organized differently and has been somewhat expanded, nothing from the original format has been omitted; everything that "Original Edition" DMs are accustomed to seeing is still provided in the new format. The pages on which the new monsters for this adventure appear can be photocopied and inserted in a *Monstrous Compendium* binder if the DM so desires.



Chapter 1: A Missing Enemy

Getting Started

The way this adventure begins depends on whether the PCs played *Falcon's Revenge* and *Falconmaster*, the previous modules in this trilogy. The DM should choose the appropriate start-up listed below.

Continuing the Adventure

If the PCs completed the other adventures in this trilogy, they will have learned about the cult and the Falcon in those adventures. They will also know that the cult was able to free its imprisoned leader and that she is now at large somewhere in the city. Regardless of whether the DM used one or both of the previous adventures, the problem is the same: The Falcon has gone into hiding and must be stopped before she destroys the city.

The previous adventures left off with the PCs battling the cult. After they have had a chance to heal themselves and recover from their battle, they will have a meeting with Eritai at the Temple (if the PCs played only *Falcon's Revenge*), or a meeting with Mizaab, the disguised Greyhawk dragon (if they met Mizaab in *Falconmaster*.)

If the PCs have not met Mizaab, proceed with that meeting under the section "A Surprise Ally." If the PCs have already met Mizaab, proceed with the meeting under that section, followed by the section "A New Battleplan."

Starting Fresh

If the party did not play the other adventures in this trilogy, begin with their arrival in the City of

Greyhawk. They should arrive in the city with no immediate plans, perhaps passing through the area on their way home from an adventure, or perhaps on a holiday with nothing more than plans for fun and sightseeing.

As they near the city, the PCs see many families with loaded wagons leaving the city. This appears to be a mass exodus from the city. If they question any of these people, the PCs learn that indeed, the city residents are clearing out at a rapid rate. None of the refugees takes more than a few moments to talk, but the PCs learn that great evil is at work in the city and no one appears able to stop it. For every two families that the PCs question, they also hear one rumor from the rumors table on page 6 of this adventure.

When the party approaches any of the city gates, they are asked to sign the roster. This is customary for all persons entering Greyhawk. Those carrying swords are asked to pay the Freesword Tax of three gp. (See page 44, GoF, for more detail on these customs.) If the adventure is not taking place in Greyhawk, these activities may be omitted or enhanced at the DM's discretion.

The Hook

As the adventurers prepare to pass through the city gate, they are handed a notice by one of the gatekeepers. These notices are given only to persons who look like adventurers, not to merchants, farmers, or ordinary citizens.

Read the following aloud to the players:

The parchment that was thrust into your hand bears a brief, handwritten message. It is a plea for help.

"Derider Fanshen, Constable of Greyhawk, seeks the assistance of any able-bodied men and women who would endanger themselves in return for the safety of our city and a handsome reward. Appear at the Citadel at your earliest convenience, bearing this notice, for an immediate audience with the Constable."

If the PCs ask the guards at the city gate about the notice, they know nothing except that the Constable herself distributed the papers to the gates with orders for the guards to offer them to anyone who appeared to be an adventuring sort. The guards can provide directions to the Citadel.

The guards are under orders not to discuss Greyhawk's current problems with anyone. The PCs can learn nothing from them regarding the cult.

Allow the PCs to decide their own course of action. They may wish to find lodging before heading for the Citadel, or they may proceed directly there. Regardless of the time of day, the PCs are granted an audience with Derider almost as soon as they arrive.

Strange Secrets

When the PCs approach the Citadel, read the following:

You follow the directions provided by the guards at the gate and find yourselves following a



long road through town. Eventually you arrive at the Battle Gate. The guards there are reluctant to open the gate, for it is not opened except on its regular schedule. When they see the notice calling for adventurers, however, they open the gate immediately. One of the guards escorts your party inside the Citadel to the Office of the Chief Constable.

The DM should consult the description and map on pages 48 and 56 of the GoF, or devise an appropriate setting if not using *The City of Greyhawk* boxed set.

If the PCs arrive at the Citadel during daylight hours, Derider is present and speaks to the PCs in a matter of minutes. If the PCs arrive after dark, she has already departed for the day, and the Citadel dispatches a messenger to her home to summon her. The guard

on duty politely requests that the PCs wait for her arrival so this matter may be addressed quickly.

When Derider is ready to speak to the PCs, she invites them into her office and asks that they make themselves comfortable. Then she begins to explain the situation to the PCs.

"You must first understand that this is a situation of the utmost urgency. We face widespread panic since news of this problem reached our citizens. People are fleeing the city in numbers too large to count. I fear that if safety is not restored soon, the city will fall to our enemy and it will become either a city of evil or a virtual ghost town no longer worthy of the title 'Gem of the Flanaess.'

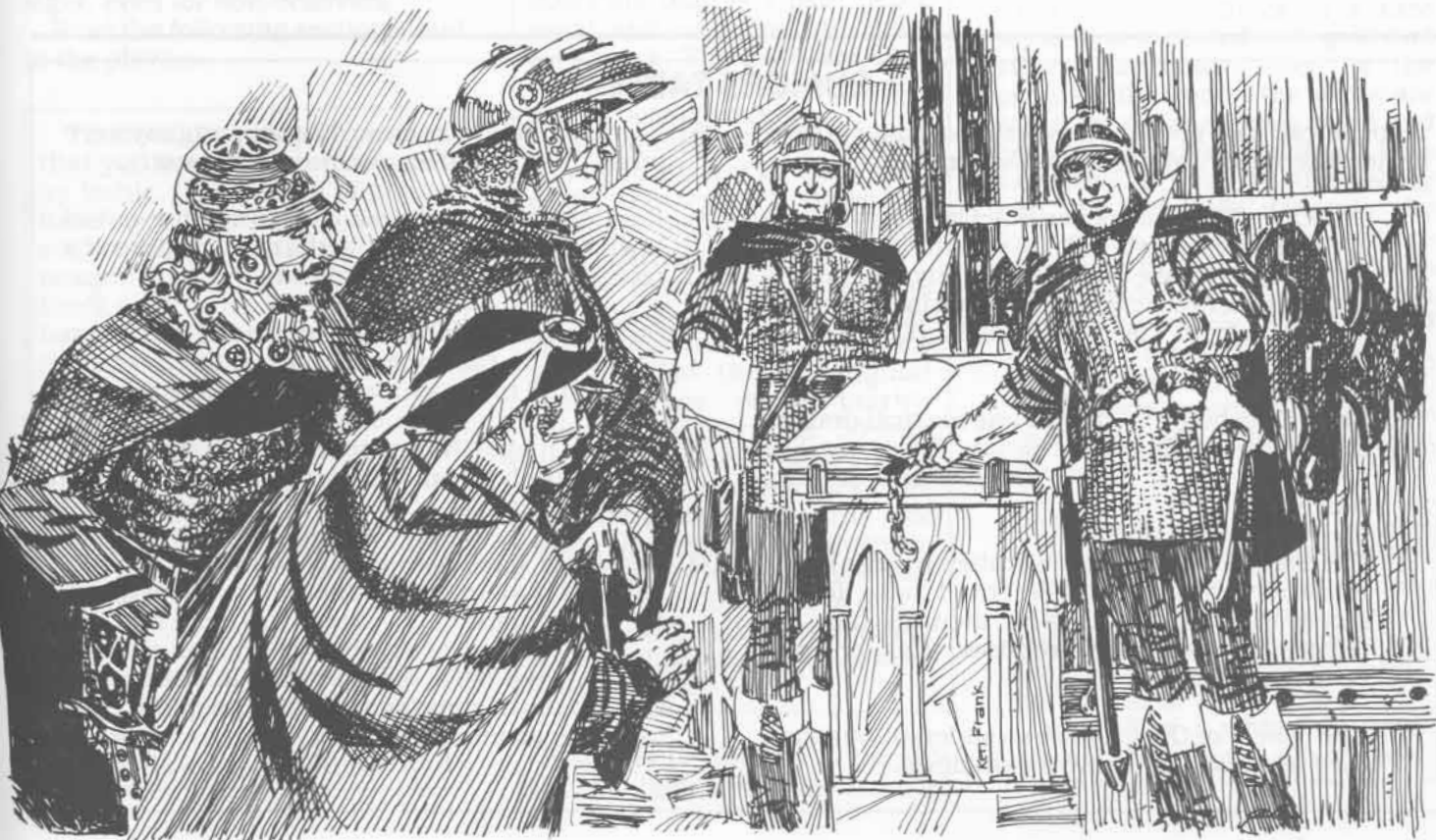
"Greyhawk has not faced a problem of this magnitude in several decades. This is the rea-

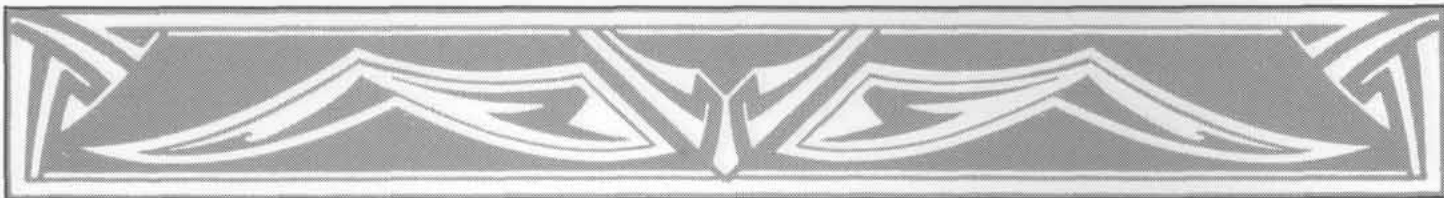
son that our notice did not offer much information.

"You may know that evil cults and religions are strictly forbidden in this city. This has not stopped some followers of Iuz from forming a cult and plotting against the city.

"Approximately three weeks ago, these cult members were successful in resurrecting their former leader. She had been imprisoned many years ago by an elite, secret force of four men. They battled the cult and trapped her in a magical prison rather than put her to death. Everyone involved had thought the prison impenetrable and permanent, but the cult found a way to break it.

"Their leader is now on the loose, and we cannot find her, nor can we find any of the cult members. They all seem to have





vanished into thin air.

"The underground complex that was formerly their home and temple was thoroughly searched and then destroyed. We spent a good deal of money paying the mages to cave in those underground rooms in such a way that they would never again be penetrated.

"Only a few days ago, the cult launched an attack on the Temple of St. Cuthbert. The cult was driven back, but many, including the leaders, escaped.

"We are now certain that we have not actually stopped the cult, but that they are hiding somewhere, waiting to strike. We must find them before they have a chance to strike us. We have run out of leads and have no information as to their whereabouts.

"Therefore, we are hoping to

hire a group of adventurers like yourselves to track down this cult and its leader and bring them to justice. We will pay handsomely, of course—a portion of the money will be paid now for your expenses, and the rest will be paid when you return the perpetrators to us."

The DM should offer his players a sum that is attractive but not exorbitant (the exact amount is up to the DM). Derider is willing to pay approximately 20% of this fee in advance.

When the financial arrangements have been made, Derider instructs the PCs to visit the Temple of St. Cuthbert in order to speak with Talasek Thraydin, a paladin who was involved in the unsuccessful attempt to stop the cult's resurrection of their leader. She cites him as the expert in matters involving the cult of Iuz.

Derider knows little about the details regarding the cult. She explains that Talasek has followed the cult's activities for a long time, and that the City Watch has been cooperating with the clerics of St. Cuthbert in this matter. The collective effort is necessary due to the limited amount of information available regarding this cult. Derider decided to oversee the case but to allow the clerics great freedom in resolving this matter. Since the clerics are pursuing the cult with great zeal, she feels that their enthusiasm might provide a quicker solution than her own men.

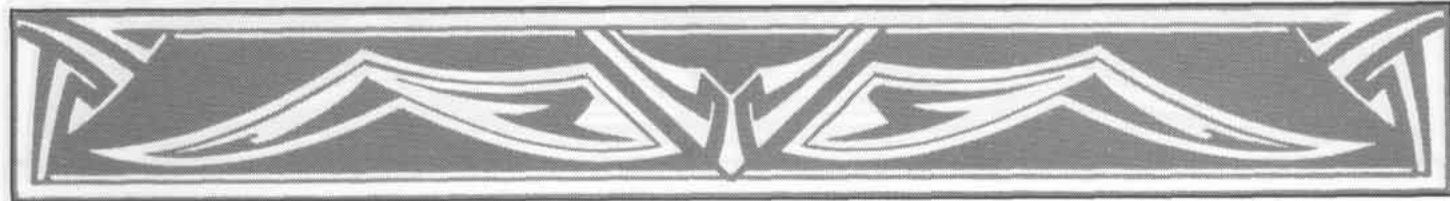
If the PCs ask further questions regarding the cult, Derider instructs them to inquire at the Temple. She admits that her knowledge of the cult is limited and that the clerics know far more.

The DM should proceed with the next section when the adventurers are ready.

RUMORS TABLE

If no indication is given as to whether a rumor is true or not, then the rumor has no basis in fact.

1. The City of Greyhawk has strict laws forbidding the existence of evil cults in the city. Cults that are discovered are dealt with swiftly and mercilessly; leaders are put to death and followers are banished from the city forever. (Easily confirmed as true.)
2. The city is home to at least one magical dragon that masquerades as a human. (Everyone believes this rumor but no one has been able to prove it.)
3. The Sacred Temple of St. Cuthbert cannot be infiltrated. Those who have tried have found scores of clerics waiting for them as they attempted to enter the premises. (Can be confirmed as true.)
4. The people of Old City are so superstitious that they are afraid of their own shadows.
5. Farm animals have been disappearing mysteriously from the farms surrounding the city.
6. Residents of the city have been moving out of town at a rapid pace due to the evil activities of a recently discovered cult. (True.)
7. Strange monkey-like creatures have been seen cavorting on the opposite shore of the river under the full moon.
8. Certain mages have reported that divination spells have been failing recently in certain parts of the city.
9. Residents have sent out a warning that evil dwarves hunt in the shadows in the River Quarter late at night.
10. People have been disappearing in many sections of town; some suspect that people are being dragged into the sewers.



The Temple Meeting

If the PCs are familiar with the Temple of St. Cuthbert through the previous adventures, the DM may omit the following section that describes the temple, or he may use it to reacquaint the PCs with their surroundings.

Located in one of the wealthiest quarters of the city, this is the busiest temple in Greyhawk. St. Cuthbert boasts more followers than any other deity worshiped in this area. The temple is large and beautiful and is never at a loss for monetary support. The many clerics of this temple are strong and unified.

The temple is built of white marble and is topped by a roof of polished copper whose gleam can be nearly blinding on sunny days. The combination of the shine from the roof and the white marble give the temple a visage of holy power and strength. It is an awesome sight, even for non-believers.

Read the following section aloud to the players.

The buildings and gardens that you see have been ravaged by battle. Great areas of plants have been burned away, and the white marble walls of the two temple buildings bear ugly black scorch marks. Clerics can be seen scrubbing and polishing the marble to restore the buildings to their former beauty. Several low-level mages are also casting spells at the scorch marks, diminishing their extent with each spell.

While the buildings are marred, they are certainly not damaged beyond repair. The walls and roofs are intact.

A wide courtyard spreads in front of the temple. Paths of white tile lead through what were well-kept gardens of roses, exotic flowering plants, and

evergreen shrubbery. Mistletoe and holly grow profusely.

The paths lead to a circular fountain. In the center of the fountain, on a pedestal high above the water, stands an eight-foot statue of St. Cuthbert, carved of white marble. The entire garden would be one of the loveliest you have ever seen, were it not for the damage caused by battle.

Several clerics dressed in reddish-brown robes tend the surviving plants, pruning and watering them. Other clerics are clearing away dead, burned plants and cultivating the soil. Two clerics stand in front of a surviving rose bush, discussing which blossoms should be cut to make up an arrangement for the temple for the next Godsdays.

The white tile paths eventually lead to the enormous double doors of the shrine. The doors are built of a pale, dense wood, and are bound with brass scrollwork. The doors are open and lead directly into the enormous room of worship.

The interior of this building shows no signs of battle. Apparently, the temple's defenders were able to keep the battle outside, sparing the interior.

This room looks capable of seating 600 persons. Many rows of straight-backed benches face the front of the rectangular room. Huge white marble columns support the 50-foot-high ceiling throughout the room. Paintings of scenes from St. Cuthbert's life line the side walls. The ceiling is painted to represent a heavenly blue sky filled with white clouds and a blazing sun. Underfoot, the floor is built of polished tiles of deep green marble.

It should be obvious to the PCs that this temple was constructed

at great expense. Despite this show of wealth, there are no temple guards visible.

After the PCs look around the shrine for a few moments, a brown-robed cleric approaches them and asks if he may help them. When the PCs respond that they are looking for Talasek, he says, "And who may I say is inquiring?" Once the PCs have introduced themselves and shown the notice from Derider, he replies, "One moment, please. I shall learn if he is accepting visitors." With that, he exits through the double doors.

The PCs are again left alone, giving them time to examine the temple before he returns.

As they look around, the PCs conclude that no expense has been spared in decorating or outfitting the church. Every candlestick and sconce is made of gold and decorated with silver. The pulpit appears to have been hand-carved from one solid block of a rare wood. It is accented with gold and silver. The chairs used by the priests at the front of the shrine are carved of the same rare wood and bear white velvet cushions. Fine tapestries as high as the ceiling and ten feet wide decorate the front of the shrine, depicting various scenes from nature. One of the tapestries depicts the courtyard in front of the temple. Every inch of the temple is tastefully decorated, using only the finest materials.

The cleric returns shortly, saying "Master Thraydin will see you. Please follow me."

He leads you out the double doors and around the side of the temple. From your observations inside and now outside the building, you guess that it holds only the temple and no additional rooms.

You follow a white tile path around the temple. Ahead, you



see another white marble building that lies at a right angle to the temple. This building is also rectangular, but it appears to have three floors. You notice double doors on the front and side faces of the building. The windows are small but numerous. The cleric leads you through the doors in the narrow front of the building. These doors appear identical to those at the front of the temple.

You enter through these doors and find yourselves in a large foyer. The floor is pink marble, and the room is furnished comfortably, but without the grandeur of the shrine. An enormous staircase of pink marble rises to the second floor. The cleric leads you down a pink marble corridor to a meeting room.

The large meeting room contains a long, oval table. The

cleric who led you here introduces you to Talasek Thraydin, who is seated at the table reading a small, green book. The cleric says, "I will let the others know that you are here. They will be along momentarily."

Talasek shakes hands warmly with each member of the party. He is instantly likeable, nothing less than totally sincere and honest. He asks that you make yourselves comfortable while you await the arrival of the temple's leaders, and chats pleasantly until the others arrive.


The furnishings and draperies in this room are simple but of excellent quality. Two ornate holy symbols hang on the walls at opposite ends of the room. The most striking features here, however, are the 12 life-size paintings that fill the long walls of the room. Each portrait hangs in its own intricate frame.

Of the 12 portraits, five appear to be paladins and seven are clerics. The men are attired in their best costumes: the paladins in plate armor, bearing sword and shield, and the clerics in fine velvet robes.

Talasek notices you observing the paintings, and he explains their significance. "These are men who devoted their lives to St. Cuthbert and performed noble deeds in his name. The priests you see are the former heads of this temple. The paladins, each in their own way, performed some outstanding service that required superlative bravery and selflessness.

"The man you see here"—Talasek approaches one of the paintings—"is my grandfather, Tamar Thraydin. I never knew him, but the legends say that he fought and defeated an evil cult in the city. It somehow seems





appropriate that we are here today to discuss a similar evil."

The painting of Talaray portrays a tall man wearing beautiful plate armor. You can see the resemblance to Talasek in his strong features and green eyes. He cradles a small, green book in one arm, and his other hand rests on the hilt of his sword, which stands on end with the tip pointing into the ground. His shield stands propped up next to his feet. A gold holy symbol of St. Cuthbert hangs from a woven silver and gold chain around his neck.

"This is the book that Grandfather holds in the painting," Talasek tells you. "It was his personal journal describing his many adventures and adversaries. It provided the necessary clues to lead us to the cult, but I'm afraid I've learned all I can from it. Our enemy is now on a track that is very different from her past.

"I should tell you that my grandfather was in the original party of men who imprisoned the cult's leader so many years ago. It was this diary that led to the discovery of the cult several weeks ago."

Talasek pauses as the door opens. Four clerics enter the room: two men, a woman, and a scribe. The scribe wears the reddish-brown robes you have seen the other clerics wearing, but the woman and two men are garbed in green. They greet Talasek warmly, then Talasek introduces you to Eritai Kaan-Ipzirel, head of the temple, and her assistants, Latmin Doru and Figril Himman. They all seem genuinely pleased to meet you.

Eritai walks to the far end of the great oval table and takes her seat. The other men take seats to the left and right of her.

Talasek sits next to Latmin and motions for you to take seats nearby. The scribe then pulls a high stool and a tall, narrow writing table to a position behind Eritai's left elbow. From his perch, he can see and hear everyone at the table and he immediately begins to write.

Still Waters Run Deep

Eritai begins the meeting with some formal notations for the record regarding the purpose of the meeting. She then asks Talasek to tell his story.

"No doubt Derider has told you that we are concerned about a cult of Iuz that threatens our city. Until a few weeks ago, we were not aware of the cult's existence, although we were suspicious for a long time. They freed their leader, disappeared, then assaulted the temple. Now they have disappeared again, and this concerns us, for we expect to feel the wrath of their evil intentions. The city has again been searched thoroughly and not a shred of the cult was found. We must find their leader before she can act again and before every citizen in Greyhawk has been driven out in fear.

"We know that the Falcon is dangerous and that she has many spies. This will be a dangerous undertaking for all involved. We at the temple consider ourselves to be at risk because of our previous victory over her. We ask for your help, but we will understand if you turn down our plea."

Talasek and the clerics discuss the matter with the PCs as long as necessary. They answer any questions the PCs may have, and they make themselves available for future discussions.

Following is a list of information that is available about the cult. This may be provided to the PCs through the meeting with the clerics or through Talasek. It is also provided to condense this information for convenience.

- * This cult, which worships Iuz, was founded approximately 60 years ago by a woman known only as the Falcon.

- * Iuz and St. Cuthbert have had a long-standing rivalry that predates the cult.

- * Talasek's grandfather, along with two mages, Mizaab Zalen and Quevell Maxem, and a cleric, Elliman, defeated the cult many years ago and trapped the Falcon in a magical prison that was believed to be permanent and impenetrable.

- * The surviving members of the old cult banded together to reestablish the cult, free their leader, and win the favor of Iuz.

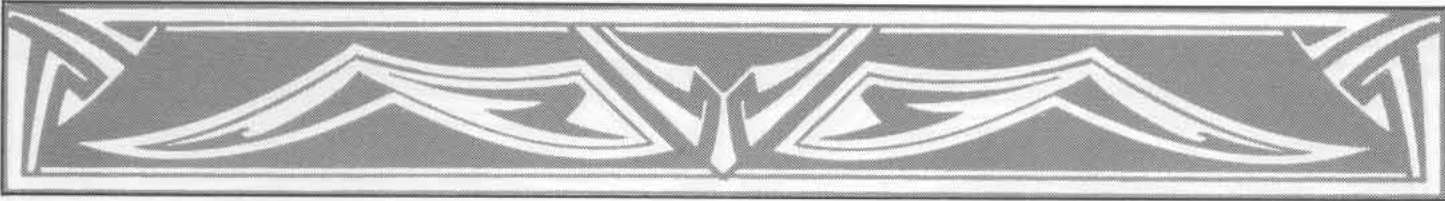
- * In the years since the cult was believed to have been destroyed, the new cult kept their activities a secret, infiltrated high city offices, and searched for ways to free their leader. They also built an extensive underground headquarters.

- * During the last few weeks, the cult performed the rituals that broke the magical prison holding the Falcon. She was freed and quickly disappeared.

- * The cult's headquarters were located under the burned section of Greyhawk. They have since been destroyed by the order of city officials.

- * Talasek's grandfather kept a journal of his adventures, which provided key information in defeating the cult. Talasek discovered the journal only recently after noticing it in the painting in the meeting room of the temple.

- * The Falcon escaped the city to return to her lair, then returned to her forces and laid siege to the temple. The temple survived and the Falcon was forced to retreat.



* A party of adventurers followed the Falcon to her lair, but reported that it was too small to serve as a base for the cult, and that little of value was found.

The PCs should be advised of all this information. Talasek knows all the above information and can answer any questions about information that has been revealed up to this point. However, from this point on, Talasek will be learning about the cult along with the PCs.

Once the PCs have been advised of all information and have settled in, their adventures will begin.

A Surprise Ally

If the PCs played *Falcon's Revenge* but not *Falconmaster*, the DM should begin their adventures in *Flames of the Falcon* here.

If this is the only adventure the PCs have played in the trilogy, the DM should route the PCs through the encounters in this module up to this point and proceed with the meeting that follows once they have met Talasek.

If the PCs played *Falconmaster*, the DM should use the following entries to introduce the PCs to the dragon's home, then proceed with the meeting to determine a new course of action.

When the PCs have learned all available information about the cult, Talasek makes arrangements for a meeting with someone he describes only as "a friend in high places."

In the meantime, the PCs may need to secure lodgings if they have not done so. If the PCs played *Falcon's Revenge* and stayed at the Whistling Fish, they may continue to stay there if they desire.

Mysterious Meeting

When all arrangements have been made, Talasek explains to the PCs that they have a powerful but secret ally in the city. He has arranged for a meeting with this

benefactor at their earliest convenience. He is eager for this meeting, and he tries to hurry the PCs so they meet this ally on the same day they met Talasek or, at the latest, the following day.

Talasek stresses the urgency of beginning their mission as soon as possible, for no one knows the Falcon's next move or when she will strike.

If the players met the Greyhawk dragon in *Falconmaster*, they are already acquainted with this secret ally. The dragon has requested a meeting with the PCs (through Talasek), and the DM should use the following passages to deliver the PCs to the Greyhawk dragon's home for the meeting.

Talasek accompanies the PCs to this meeting. If the PCs separate from Talasek in order to obtain lodging or to sleep the night, the DM should arrange for Talasek to meet them at an appropriate location in the morning.

When the PCs and Talasek are prepared for their meeting, the DM should read the following passage. If the DM is using a city other than Greyhawk, references to locations in the city may be adjusted to reflect the DM's campaign world.

Talasek leads you up the Processional, the largest street in the city, to the Garden Gate. You pass through the gate into the wealthiest section of the city. The homes, businesses, and temples here clearly announce the status of this area of the city.

Talasek leads you up the road to the Citadel, then turns at the High Market along a road that leads to the northwestern corner of the city. You pass the Wheel of Gold gambling house, then Talasek leads you up a narrow side road that takes you past Lord Henway's manor. The road takes you to a grove of ancient oak trees just inside the city wall.

Note to the DM: Talasek is taking the PCs to the home of a Greyhawk dragon who, in the guise of a mage named Mizaab, was one of the original party members who imprisoned the Falcon. This dragon, while aware of the problems with the Falcon in the city, kept to himself until absolutely necessary. He had hoped and believed that able adventurers would defeat the Falcon, but she has become too powerful. The dragon had hoped to avoid becoming involved in this matter to prevent risking his identity, but he came forward when he realized that his services were necessary.

The dragon's home is not detailed in *The City of Greyhawk* boxed set, but it is described here in full. It can be located on the map of the city just inside the city wall, in the grove of trees to the west of the Citadel.

If the DM is using a city other than Greyhawk, he should make room for a large, exquisite mansion at a location near the edge of the city or near the city wall. The dragon has a secret escape tunnel that leads under the city wall (detailed later in this adventure).

The fold-up buildings that accompany this adventure depict the Greyhawk dragon's mansion. These may be assembled for use in this encounter.

The DM should continue reading as the PCs approach the oak trees.

You realize that Talasek is leading you toward a stand of enormous oak trees. You soon notice a luxurious home hidden in the trees and a narrow path twisting between the trees toward the house. The path is just wide enough to accommodate a wagon.

You follow the twisting road through the quiet, shaded woods. The trees obliterate the noises of the city and put the



house in a world of its own. Rabbits and squirrels bound through the brush on a carpet of dry leaves. Wildflowers spread along the edge of the trees as you emerge from the grove.

An enormous house built of cream-colored stone stands before you. It rivals the finest home in the quarter, yet the woods hide it from sight of the city's inhabitants.

The style of the structure tells you that this house is over a century old, yet no signs of age detract from its beauty. The stones could have been cut yesterday, so clean are their edges. The slate-tiled roof is immaculate, each tile revealing a cleanly cut surface. The windows are polished to a high shine, yet the panes exhibit the waviness typical of old glass.

The house and an adjacent stable are surrounded by a low stone wall of the same color as the buildings. The wall, approximately four feet high, encloses the buildings in a stone-paved courtyard that is lined with stone planters and a watering trough. Flowers of every description grow in the planters, obviously well cared for.

Talasek leads the PCs into the courtyard and up to the front door. The double doors, built of walnut, are banded with strips of iron and are inlaid with elaborate brass scrollwork. Talasek lifts the heavy iron knocker, shaped like a woodpecker, and announces the PCs' arrival.

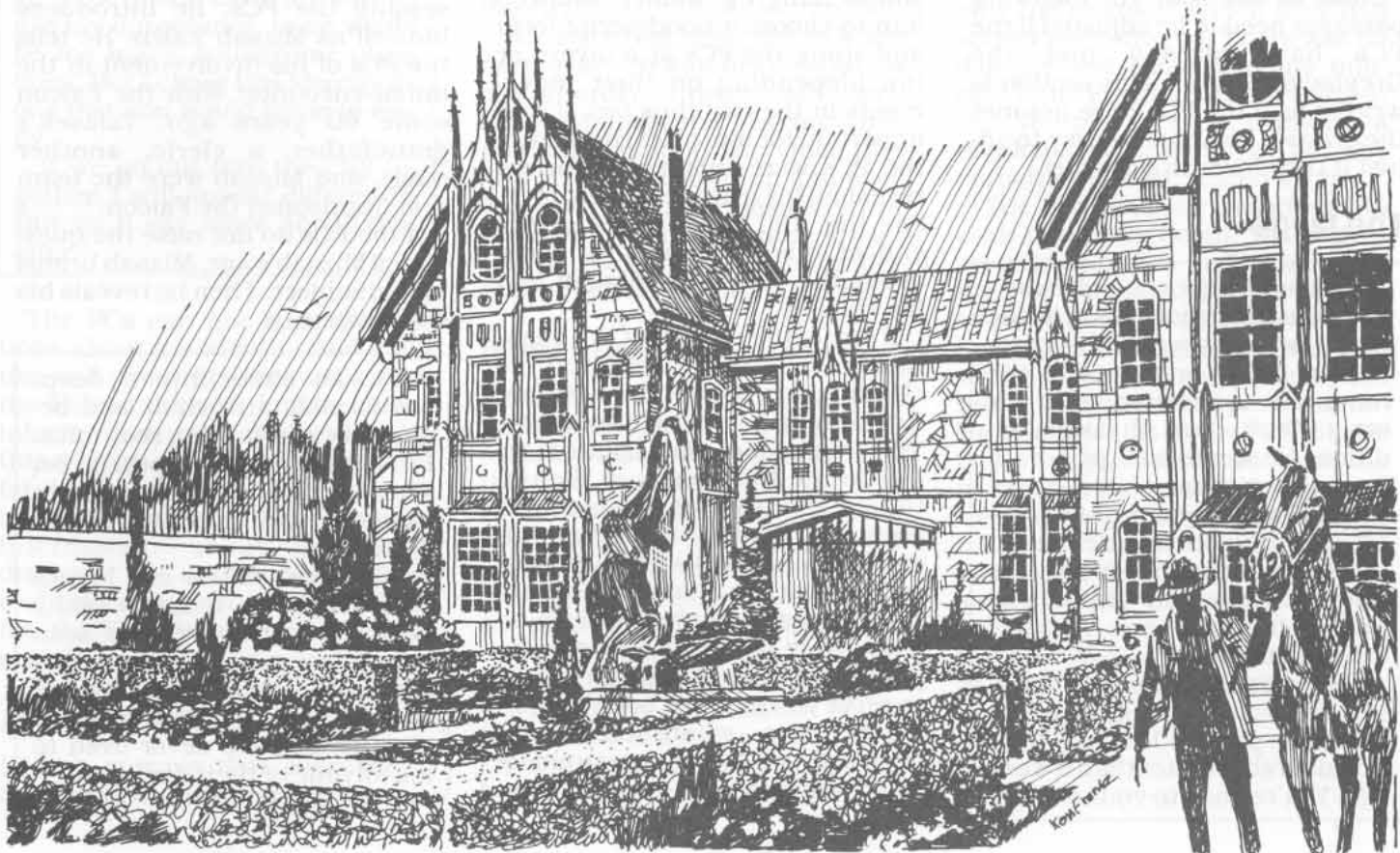
An Unusual Host

A few moments after Talasek's knocking, the door is opened by a petite, middle-aged woman

wearing a white blouse and a long dark skirt. She speaks in a confident, yet quiet voice. "Ah, Master Thraydin—my master is expecting you. This way, please." She ushers you into a circular foyer, through double glass doors, and into a wide hallway.

Leading you down the hallway, the servant opens an enormous door similar to the front door. She appears to be far too tiny to manipulate the giant slab of walnut, but the door swings open easily.

The woman gestures you into a well-stocked, comfortable library. Overstuffed leather chairs, footstools, three matching sofas, and several writing tables fill the room. The 20-foot-high walls are lined from floor to ceiling with books. At opposite ends of the rectan-





gular room, matching fireplaces of cream-colored marble stand sentry. The fireplaces are large enough for a small human or an elf to stand in easily.

The woman pulls a silk cord near one of the fireplaces, presumably a bell cord. Then she steps to a cabinet and begins arranging several decanters of wine and a set of elegant crystal glasses. She carries a tray to the largest table in the room and asks you to make yourselves comfortable, offering wine and brandy to anyone who wishes to partake.

Any PCs who partake of the spirits taste the finest wine and brandy they have ever experienced. In a matter of moments, their host arrives.

Note to the DM: The following passages need to be adjusted if the PCs have already met the Greyhawk dragon. This section is written as if the PCs have not met the dragon; it should be easy to adjust if they have already met.

The Mage

Just as you get yourselves settled, the mammoth door to the room swings open and a grey-haired mage steps into the room. He appears to be in his early 60s, in good physical condition. He wears soft grey trousers and a loose, forest-green tunic. His eyes are bright and alert, and in his teeth is clenched a great meerschaum pipe in the shape of a dragon, with smoke wafting from the open mouth of the dragon-pipe.

The man speaks in a deep, smooth voice. "Well, Talasek, old boy, you're looking fine. Considerably better than a week ago. You're back to your old self,

the one that turns the head of every lady in Greyhawk."

Talasek's mouth opens, but before he can speak, the grey-haired man chuckles and says, "Oh, I know, son, it's nothing you encourage. But you must admit, the ladies don't stand much of a chance in your presence. Now tell me, who are your friends here? No, no, let me guess—it's infinitely more fun that way."

Your host laughs a deep laugh that seems to come all the way from his toes.

For the DM (do not reveal this to the players!): The Greyhawk dragon has already investigated the PCs through magical scrying and spells. He has had enough time to observe them and learn their natures and intentions. His shapechanging ability allowed him to choose a nondescript form and study the PCs at a tavern or inn (depending on their movements in the city thus far). It was important for him to learn whether the PCs were trustworthy before revealing his true identity to them. See the NPC descriptions at the end of this adventure for more about the Greyhawk dragon and his abilities.

If any of the PCs are of evil alignment, the dragon attempts to charm them in order to ensure that they do not reveal his identity. The dragon does not hesitate to relate to the PCs stories of the untimely demises of people who learned of his identity and threatened to reveal his secret. Several people over the years have disappeared mysteriously, never to be heard from again. The dragon explains that most of them were sent to serve as slaves for other powerful dragons, where they were charmed or otherwise restrained. Those who posed a greater threat

or were uncooperative met with less favorable ends.

The dragon will not hesitate to eliminate a PC who threatens to reveal his identity. If the DM does not wish to dispatch a PC, he may use the dragon's spells or other PCs to convince the player of his inevitable demise if the secret is revealed.

If the PCs pose no threat to the dragon, the DM may introduce this information in answer to PCs' inquiries, or Talasek could offer the information as an aside in another conversation.

The mage proceeds by studying each PC for a few seconds, then correctly naming them and announcing their professions. If the PCs question Talasek, they learn that he has told the mage very little about them. The PCs should understand that the mage has learned this information through his own devices, not through Talasek.

When the mage has finished assessing the PCs, he introduces himself as Mizaab Zalen. He tells the PCs of his involvement in the initial encounter with the Falcon some 60 years ago. Talasek's grandfather, a cleric, another mage, and Mizaab were the team that imprisoned the Falcon.

If the PCs do not raise the question of Mizaab's age, Mizaab brings up the subject. Then he reveals his secret identity.

Mizaab sinks into a deep, comfortable arm chair and begins his story. "You see, folks, I'm not the mage I appear to be. This is only one appearance I'm can project, although it is my favorite.

"Everyone in this city knows that Greyhawk dragons really exist, but few have ever seen one. Those who have seen one have either been close, personal friends of a Greyhawk dragon's identity, or have never lived to tell anyone of their discovery.



“Ordinarily, I would not reveal my identity to anyone. But this is a special case. The city is in grave danger and my talents are necessary if we are to stop this menace.

“Therefore, I am letting you in on my most important secret. I will ensure that you tell no one of this secret, whether through your own honesty and virtue, or through...persuasion, shall we say, on my part.

“You are looking at one of the Greyhawk dragons who inhabits this city. This is merely one of the assumed identities that enable me to interact with others in the city as a normal inhabitant. I can change my appearance five times per day. However, I can no longer use this identity in the city because those who remember me from 60 years ago would become suspicious if I were to return after all these years. Even if I were to age my appearance, there would be too many bothersome questions. But I chose this identity as one that you would relate to easily.

If we go out into the city together, I will appear differently. But we'll say more about that later.”

The PCs can ask Mizaab questions about his identity and abilities and about his encounter with the Falcon. Mizaab knows all the information presented earlier in this adventure. The DM should refer to the GREYHAWK® Adventures hardcover book for more information about Greyhawk dragons. The dragon reveals general information to the PCs about his abilities without becoming too specific.

A New Battleplan

Mizaab ensures that everyone is comfortable, summoning his ser-

vant, if necessary, to attend to his guests. Then he starts a discussion of the ways in which the party can begin their assault on the Falcon.

The DM should allow the PCs to contribute to the formulation of the plans, with Mizaab listening intently if the PCs' plans are sound. Mizaab interjects his suggestions as necessary to prod the planning along.

This is an important bit of role-playing for the DM. He must allow the PCs to feel that they are choosing their own course of action, while using Mizaab to keep their activities on course. The PCs must devise a plan to locate the Falcon and her followers and put an end to their influence in the city once and for all.

Talasek can suggest methods for staking out portions of the city in order to watch for cult members. The DM should remember to use Talasek as the PCs' guide within the city.

As described later, the PCs will need to set up watches around the city in order to detect cult members entering and leaving their new underground lair. Once they find this secret location and overcome several other obstacles presented by the cult members, they will be ready to enter the underground lair and assault the cult.

New Lodgings

With the help of Talasek and Mizaab, the PCs should be able to formulate a suitable plan for locating the cult. Once the plan has been established, Mizaab inquires about the PCs' lodgings. Regardless of the PCs' arrangements, Mizaab insists that the PCs move into his guest rooms. Mizaab persists until the PCs agree. He feels that they are not safe anywhere else in the city. Also, it would not be fair for the PCs to stay anywhere else, knowing that the cult will probably try to attack them. Mizaab sees

no reason to endanger an inn, its keeper, and other guests. Even the temple should not be considered safe lodging. His home is well-fortified, he assures the PCs. No place in the city, except perhaps the Citadel, would be as safe as the dragon's home.

Once all matters have been settled, the PCs should make arrangements to move their belongings to Mizaab's home. His stable has room for any horses owned by the PCs and Talasek's horse, if he chooses to bring it from the temple stables. Talasek agrees to move to Mizaab's home as soon as the idea is suggested.

If the PCs meet with Mizaab late in the day and wish to move the following day, the night passes without incident.

The morning after the first night that the PCs stay with Mizaab, they receive word that their prior lodgings were burglarized, but only the rooms in which they had stayed were entered. There was no damage and there were no injuries. If the PCs had been staying at the Temple of St. Cuthbert, a break-in was attempted, but the perpetrators were scared away.

The next chapter describes Mizaab's house in detail. When they are ready to move in, Mizaab gives the PCs a tour, explaining various traps and safeguards around the house. As a dragon, he has had many years in which to fortify his home and make improvements. He also explains to the PCs that he has changed identities over the years in order to avoid suspicion. He has always kept the house in the same "family," inventing nephews, sons, and cousins as necessary to take ownership of the house. Of course, Mizaab has been the sole owner, but he needs to keep up appearances in the city.



Chapter 2: Grey Manor

This chapter contains a description of the Greyhawk dragon's mansion in the High Quarter of the City of Greyhawk. When the PCs move into the house with the dragon (Mizaab), he gives them a tour and explains its magical defenses.

The dragon does not show the PCs every room, however. He shows them the human-type living areas, omitting some of his personal spaces and his treasure vault. Areas that the dragon keeps secret are indicated as such.

The Manor

Although it is called Grey Manor, the home is built of cream-colored stone quarried from the hills to the south of the city. While the thickness of the walls is not apparent from the outside of the structure, the stone is three feet thick at all points. The stable, likewise, is built of the same stone and its walls are also three feet thick.

The roof is built of enormous timbers and is covered with slate tiles that are four inches thick (compared with a normal thickness for such tiles of less than one inch). The stable's roof is built in an identical manner. The slate tiles overlap in such a way that no wood is exposed, making the house practically impervious to fire.

Many large windows surround the house on all sides and on every floor. The stable has two small windows in the side walls, near the tops of the walls. Each pane of glass is protected by a *glassteel* spell.

The stable's windows are divided into six rectangular panes. The first-floor windows of the house are also divided into rectan-

gular panes, but the second-floor windows are divided into small, diamond-shaped panes. These reflect the sunlight, giving the windows a shimmering appearance.

All the windows are mounted in steel frames rather than wooden ones, to further fireproof the house and stable.

All doors into the house and stable are constructed of a steel core and are covered on both sides by an inch-thick slab of walnut wood. They are inlaid with brass scrollwork and are banded with iron. If an attempt was made to burn the doors, the wood would burn only after extended exposure to high heat. Even if the wood was set on fire, the steel core would remain, protecting the entryway.

The courtyard in front of the buildings is paved with stone slabs that are approximately one foot thick. Few things, short of a *transmute rock to mud* spell, would be able to damage this in any way.

A second courtyard of similar construction lies behind the house. This is not included among the fold-up buildings, but it exists nonetheless.

The planters and watering trough that line the interior of the courtyard, inside the stone wall, are built of stone approximately eight inches thick. They are not part of the buildings, and thus any damage caused to them does not affect the integrity of either structure.

The stone wall is four feet high and two feet thick. Like the planters, it is not an integral structure, and damage inflicted upon it does not weaken the buildings in any way.

Sentries

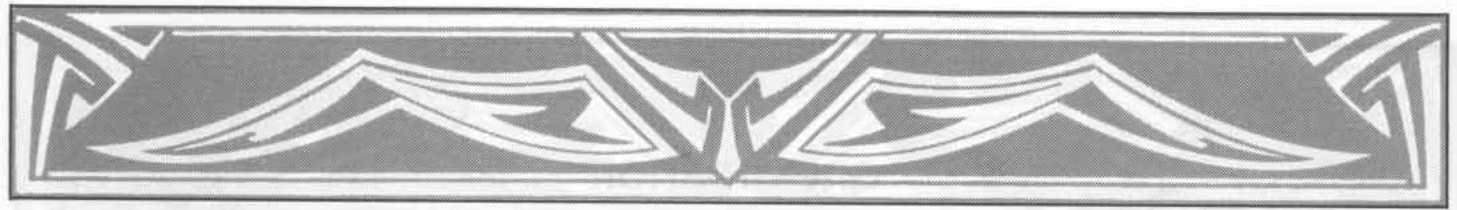
Outside the stone wall that forms the courtyard is a 50-yard-wide lawn that circles the entire structure. At the outer edge of the lawn, the grove of oak trees begins. As described in the previous chapter, the grove consists of enormous, ancient oak trees with abundant undergrowth and animal life. The trees grow so thickly that the house is almost completely obscured to anyone who is not looking for a structure among the trees.

The grove of trees extends back to the city wall (approximately 100 yards) and completes a circle around the entire house and lawn. The path of the trees is a minimum of 75 yards wide and a maximum of 120 yards wide.

In addition to ordinary animal life in the oak grove, this woods is home to five treants. The Greyhawk dragon depends on these treants for reports about intruders and any activities in his woods.

If the treants have anything to report to the dragon, one of them sneaks up to the front door of the house and drops an acorn into a small box next to the front door. Upon seeing this signal, the dragon enters the woods to converse with the treants and learn what they have to report. These reports usually involve children exploring the woods, but on occasion, the treants have reported suspicious persons slinking around the house, looking for points of entry.

The treants are usually able to frighten away intruders with rustling noises and sometimes a lobbed acorn without revealing their true nature. They are very



clever about causing a scare without uprooting themselves or speaking to intruders.

The dragon and the treants have a set of ten identifying signals that enables the treants to recognize the dragon in any form he might assume. Since the dragon changes his appearance frequently, these signals were arranged so the treants could always recognize him. The signals vary from several different simple tunes whistled by the dragon to brief, spoken messages ("Ah, what a lovely day for picking zaxox mushrooms!") to various nonverbal signals. The dragon always uses a signal any time he enters or leaves the woods.

The treants and the dragon also have a set of prearranged signals that are used in case of emergency. If the dragon is home and intruders approach, the treants make use of one or more signals to alert the dragon. Even if the dragon is not home, the treants

send out the signal to warn the dragon's employees or guests.

The signals include pulling a trip wire that rings a bell inside the house; releasing as many as three homing pigeons that fly up to the roof and enter the house through a small hole in the slate, and if necessary, pelting the windows of the house with acorns. The dragon and the treants invent more signals as needed or as a change in season requires.

Treants (5): AC 0; MV 12; HD 10 (3 × 3), 9 (2 × 2); hp 74, 70, 64, 59, 55, 50; THACO 11; #AT 2; Dmg 3d6/3d6; SA animate normal trees; SD never surprised; AL CG

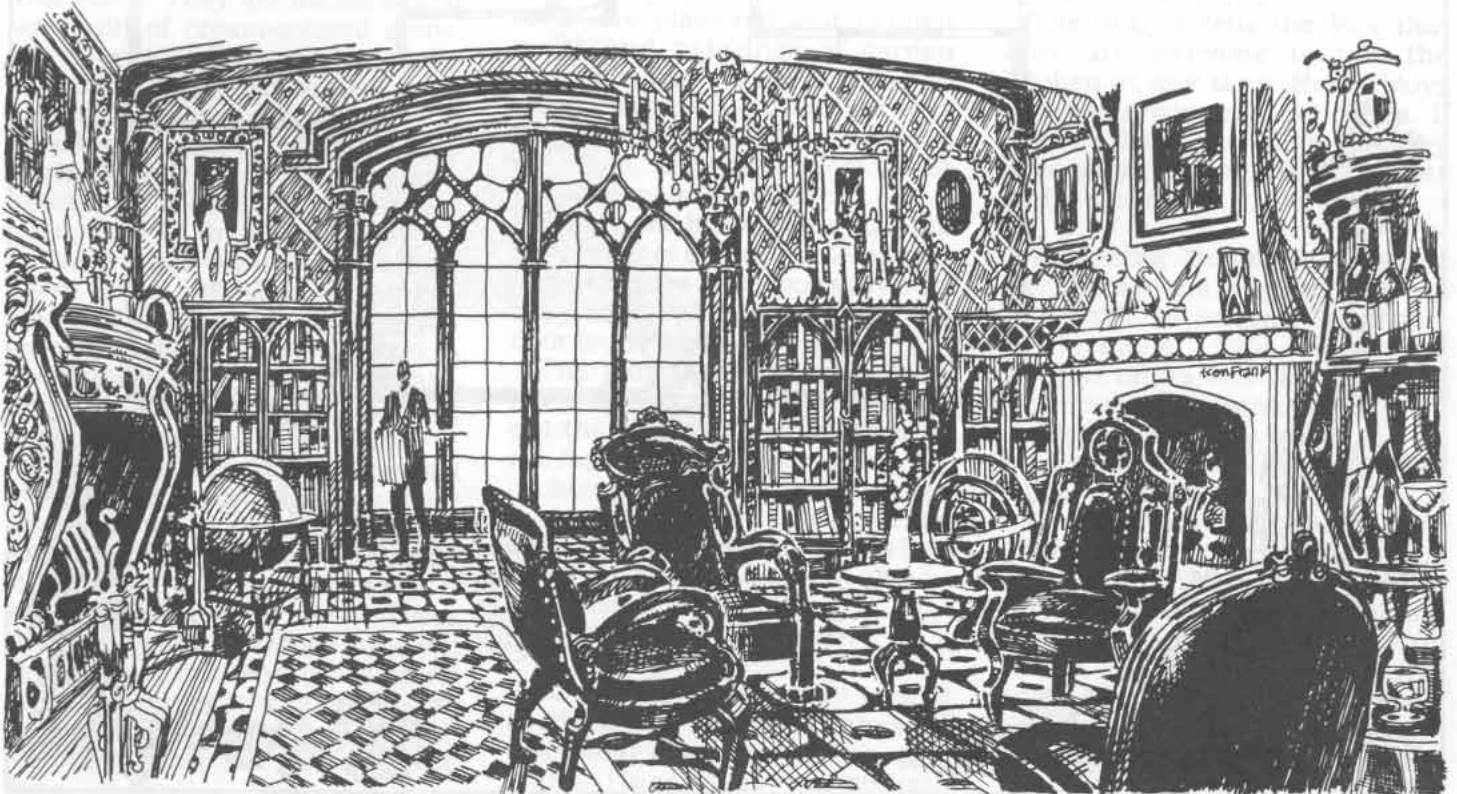
The only visible path leading to the house is the narrow road described in the previous chapter. The road is wide enough for only one wagon, and it winds among the giant oaks. Observers may correctly guess that the road was con-

structed in such a way that no trees were harmed in the process.

Stable

This stable is like any other, except that the walls are built of three-foot-thick, cream-colored stone. Inside, the space is divided into 20 stalls and an area for a wagon, a carriage, tack and harness, and saddles. Eight of the stalls are occupied by four heavy workhorses and four riding horses. They are fine specimens, and they are obviously well cared for.

The roof of the stable is described above, and the double doors opening on the front and rear of the structure are the same steel-core doors described earlier. A large quantity of hay is stored in a loft above the stable.

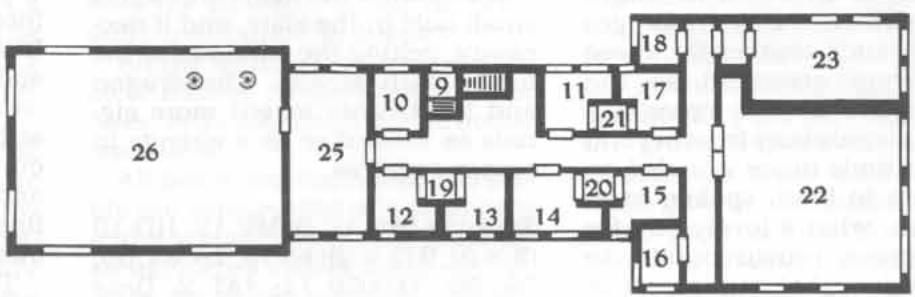


GREY MANOR

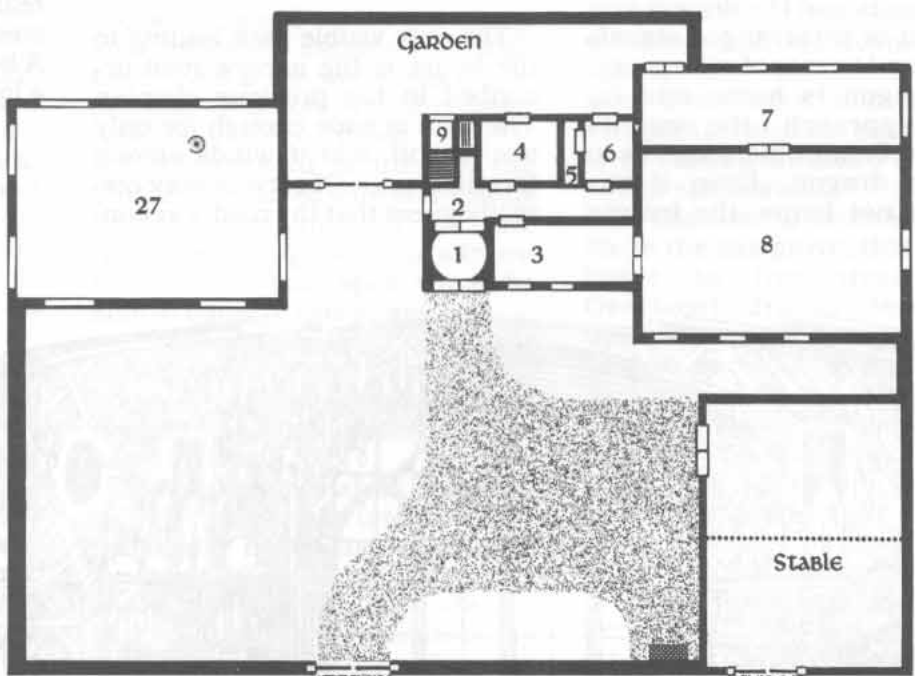
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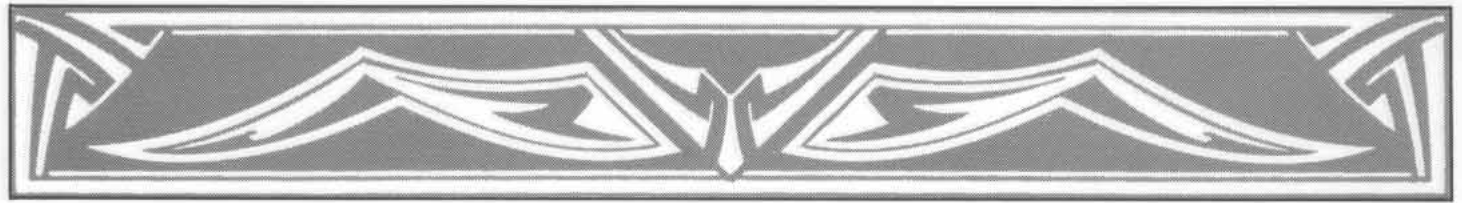
second floor



ground floor



└─ = 10 feet



Inside the Manor

Ground Floor

1. Entry Foyer: The double front doors lead into this small foyer. This circular room is built of the same stone seen on the exterior of the house. A row of ornate metal coat hooks lines one side of the chamber and a large mirror in a carved wooden frame hangs on the other side. The floor is built of slabs of cream-colored stone. Double glass doors lead into the interior of the house.

2. Hallway: The ceilings throughout the house are 20 feet high, as evident in these hallways. The walls are paneled in walnut, and rare, exotic paintings hang throughout these halls. The floors in the hallway are tiled with dark red slate.

3. Library: Two enormous fireplaces line the opposite walls of this room. They are identical and are built of cream-colored stone. An elf or small human could easily stand inside either of these spaces.

Both fireplaces are topped with wooden mantles that display small statues and art objects. Pokers, tools, and a stack of wood stand ready at both fireplaces.

The walls of the library are lined from floor to ceiling in bookshelves. Not a single space is left empty. Every possible subject is available in these volumes, including books discussing magic, but no spell books are found here.

Three enormous rugs woven in a pattern of maroon and ivory cover the slate-tile floor of this room. Overstuffed leather sofas and chairs are arranged in several small conversation areas. Three wooden writing tables stocked with paper, ink, and quills stand toward the corners of the room. Other small tables are located conveniently near the leather furniture.

There are no personal papers or documents of any kind in any of the desks. The dragon uses this room for meetings frequently. Although he is careful about who he allows into his home, he leaves nothing to chance and keeps all important paperwork in his personal rooms.

This room was decorated with every possible comfort in mind. A cabinet near one of the fireplaces holds an assortment of exotic tobaccos, fine wines, and rare liquors, along with appropriate crystal glassware, decanters, and extra pipes.

4. Sitting Room: Unlike the library, which is decorated to provide a comfortable work area, the sitting room is designed for idle chatter and light-hearted entertainment.

Smaller than the library, this room is furnished with small, ornate furniture in colors of blue, yellow, and gold. The walls of this room are plastered and painted ivory, and paintings of garden flowers adorn the walls. Lightweight silk drapes cover the windows, allowing sunlight to flood the room, bringing a glow to the polished, pale wooden floor.

A harp and harpsichord stand in one corner of this room. Glassware and decanters of various spirits occupy a tall cabinet just inside the door to the room.

The paintings and art objects here, like all art objects throughout the house, are original and of the highest quality. The dragon is an eager collector and has had centuries to acquire these many items. Some pieces, new when purchased, have acquired value as antiques since the dragon first brought them to his home.

5. Pantry: The pantry is well stocked with food and supplies. Tins hold dried meats, fish, and fruits. Huge glass jars contain

flour, sugar, dried beans, and other dry goods. Bread and rolls fill a large basket. The household could probably survive several weeks without restocking its pantry.

6. Kitchen: The equipment and work space in this room would be adequate to feed a small army. A huge table fills the center of the room; eight cooks could easily work around the table without getting in each others' way.

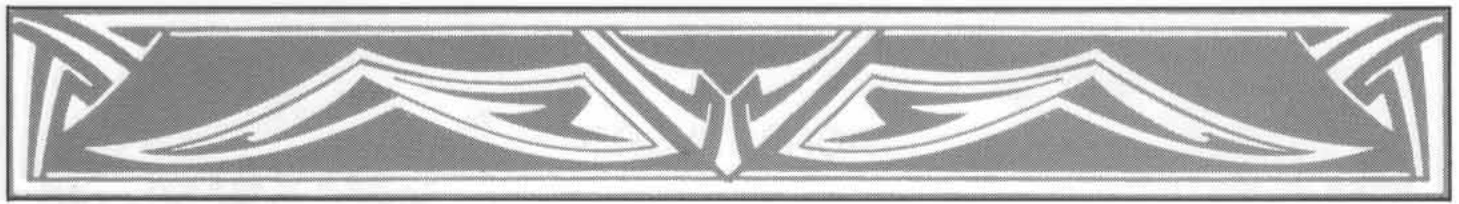
Every possible gadget and piece of cooking equipment from all corners of Greyhawk can be found here. Unusual knives, bakeware, pans, and serving dishes are stored in cupboards along one wall. Pots and pans are stacked on shelves along the opposite wall.

An icebox the size of a small closet stands just inside the door to this room. A dumbwaiter occupies the innermost wall of the room. A wood-burning stove stands near a window, its stovepipe exiting the wall near the ceiling.

The dragon tells the PCs that they are welcome to use the kitchen at any time. He employs two cooks who craft all meals. If the PCs have any requests, they need only mention these to either of the cooks.

7. Dining Room: Adjacent to the kitchen, the long dining room is capable of seating 30 people comfortably. Two matching wooden tables run the length of the room, each surrounded by 15 padded chairs. The tables can be pushed together to form one long table if desired.

One long wall of the room is completely covered with mirrors. The other wall is filled with intricately carved wooden cabinets holding china, crystal, linens, serving dishes, and an assortment of fine wines and liquors. Three chandeliers hang from the ceiling, evenly spaced along the length of the room. Crystal sconces are also



spaced evenly along the length of the mirrored wall.

8. Ballroom: Adjoining the dining room is an enormous ballroom that could hold well over 100 people. The floor is inlaid wood in an intricate design that makes use of many differently colored types of wood. One of the long walls of the ballroom is lined with couches and comfortable chairs. Six chandeliers, identical to the ones in the dining room, hang from the ceiling. Matching sconces line the walls of the entire room. Tapestries hang on all four walls to reduce drafts and noise in the hollow room. Two fireplaces, similar in size but more ornate than those in the library, face each other from the long walls.

9. Staircase: This massive wooden stairway is 15 feet wide. It makes a gradual 90° turn halfway up the ascent. The steps are wider and shallower than most stairways and they are carpeted with a fine, deep blue carpet with a gold scroll border along the edge.

There is nothing unusual about this staircase, but it should be obvious to the players that no expense was spared in its construction. Each spindle can be carved by hand, and no joints can be seen in the railing where different pieces of wood were joined. At the bottom of the railing, a carved wooden dragon sits on the last post.

Second Floor

10-17. Guest Rooms: These upstairs rooms all serve as lodging for the dragon's guests. Each room is furnished with similar pieces of furniture, but each is decorated in a slightly different style and color. Each room has an oversized bed, two dressers, two wardrobes, a small table with three chairs, a writing desk and chair, a wash-

stand, and a blanket chest. Each chest holds two goose-down pillows and two extra blankets, but the dressers and wardrobes are empty to provide space for visitors' belongings.

Each room also has a fireplace equipped with the necessary tools and firewood. The fireplaces are built of cream-colored stone, but the mantles and hearths are designed to reflect the decor of each room.

Of the eight guest rooms, three are designed with feminine tastes in mind, incorporating pastel colors, floral fabrics, and lace or ruffled trim on draperies and bedding. Three other rooms are designed for masculine tastes, using deep, dark colors and solid or plaid patterns. Two of the rooms are less gender-specific, more suited for a married couple or an occupant of either gender.

The DM can assign styles to the various rooms as he sees fit. He may assign occupants to the rooms in the persona of the PCs' host, or he may allow them to choose their own arrangements.

18-21. Bathing Rooms: For every two bedrooms, one bathing room is available. These rooms are outfitted with a large bathtub, a small wood-burning stove to heat water, a pump to deliver water, and a variety of exotic soaps, oils, and fragrances. At least one dozen plush bath towels are also supplied in each room. Mizaab informs his guests that they need only summon a servant to assist them in drawing and heating water to prepare a bath.

22. Upstairs Sitting Room: This room is similar to the sitting room downstairs, holding several sofas, chairs, and small tables. It is decorated in shades of soft green and yellow. Every piece of furniture in this room is indisputably antique. The room is large enough

for at least ten people to read or work in comfort, but it is also arranged to provide a pleasant area for conversation.

23. Greenhouse: The greenhouse is characterized by enormous windows. Located on a corner of the house, this room is always brightly lit. Skylights in the roof admit additional light.

The greenhouse is used to grow all types of exotic flowers and tree seedlings, but it is also used to grow fresh vegetables and fruit all year. Everything from carrots and radishes to strawberries, tomatoes, and blueberries can be found here.

Mizaab has three gardeners who tend the grounds and the greenhouse. The greenhouse is always in perfect order; tools are clean and stored neatly, floors are swept, and the windows are spotless. All the windows in the greenhouse, like the windows in the rest of the house, are strengthened with *glassteel* spells.

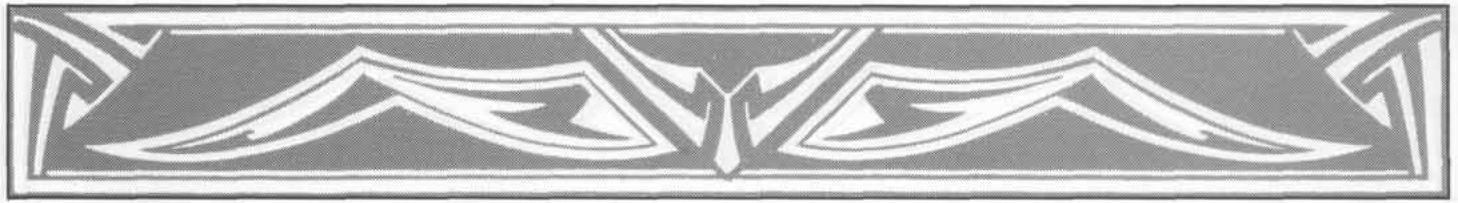
Attic

24. Observatory: A secret stairway near the dragon's private wing leads to the attic and the roof. The only room in the attic is the observatory.

This room is equipped with several spyglasses of varying sizes and several pairs of binoculars. Celestial charts for every season of the year are pigeon-holed in a large rack.

Large windows frame all sides of this room, and wide skylights admit the view overhead. The windows are all enchanted with *glassteel* spells and are wizard-locked. Heavy wooden shutters on the inside of the skylights can be slid into position on metal tracks in the event of bad weather or other threat.

A table in the center of the room is spread with the current season's



celestial charts. Comfortable, padded armchairs are arranged in front of the windows and around the table.

Mizaab keeps nothing of value in this room, but the spyglasses and binoculars would fetch a handsome price on the streets of any large city.

Private Wing

If the DM assembles the fold-up model of Grey Manor, the private wing is obvious. This is the section of the house that stands to the side of the main house, on the other side of the breezeway.

The dragon has reserved this portion of the house for his private living quarters. The upper floor serves as his bedroom, while the lower floor serves as a private study. A circular stairway leads to the lower room from the upper floor. *There is no door from the ground level into this room.* The

only access is from the dragon's bedroom above. A door appears on the fold-up model with the expectation that this building will be used at a later date for another purpose. The DM should indicate to the players that no door exists here.

A note about the fold-up model:

The model is not to scale with the rooms it contains. It is suitable for exterior activity around the manor, but the DM should not attempt to fit the rooms into the fold-up model.

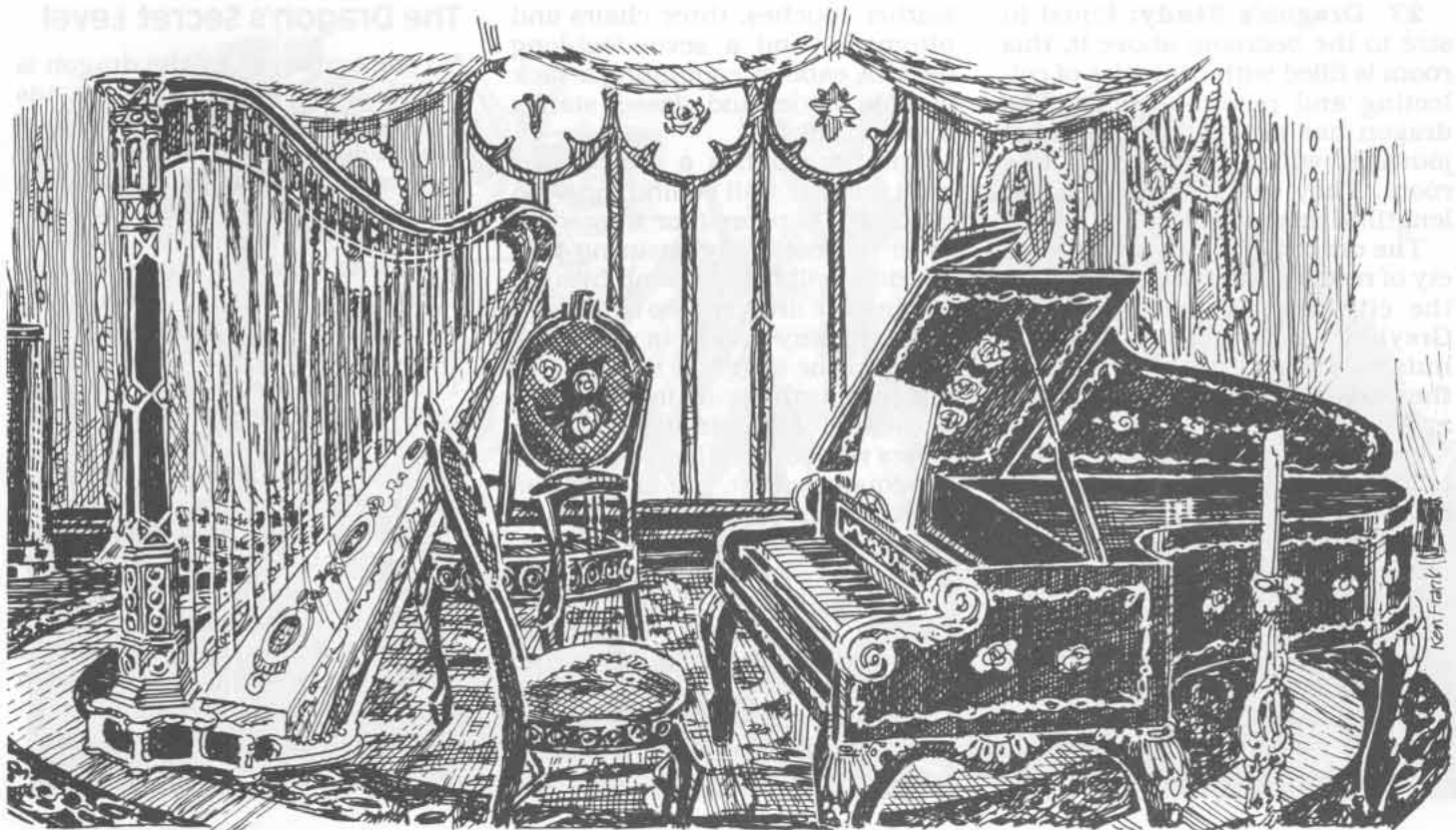
The upper room of the private wing is the room used by the dragon any time he sleeps in human form (approximately 75% of the time). He does not show this room to the PCs while he gives them a tour of the manor, but he indicates that this wing holds his private chambers. The dragon does not forbid or prevent their access (e.g., if a PC needs

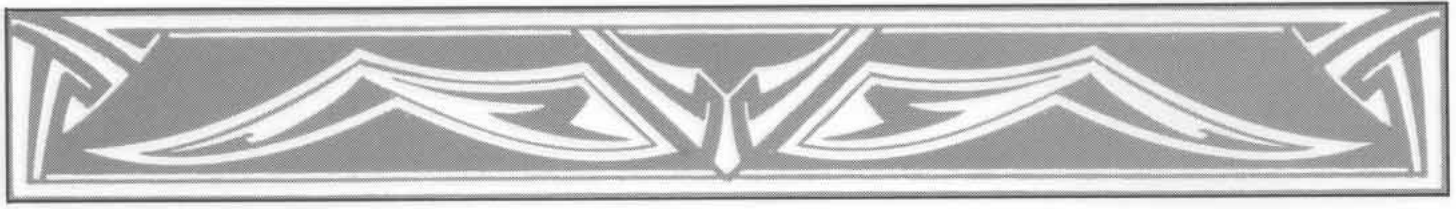
to talk to the dragon while he is in his room, he is not upset about answering the door to a PC), but he politely steers them away from his rooms if possible.

25. Arch Room: The room above the open, ground-floor breezeway is used by the dragon as a small sitting room. The view of his courtyard is excellent from this point, and he can see both the front and back of his home from the windows in this small room. The dragon likes to take his meals in this room, especially breakfast.

This room is furnished with a small sofa and a square table with two chairs. Many flowering plants fill the windows, hanging from the ceiling and occupying low tables along the windows. The dragon keeps a spyglass close at hand in this room.

A locked and wizard locked door lies at the far side of this room. It leads to the dragon's bedroom.





26. Dragon's Bedroom: This room is equipped similarly to the guest rooms, but with exquisite furnishings and artwork. The dragon keeps his favorite antiques and rarest artifacts in his personal chambers. Ancient paintings by the most famous artists in Greyhawk history adorn the walls.

The carpet, drapes, and bed linens in the dragon's room are all in various shades of grey and dark green.

The dragon keeps only a few personal documents in this room. All his clothing is stored here, along with a few books, but his journals and personal records are all kept in the room downstairs. A writing table is kept stocked with parchment, ink, and quills, but it holds only recently written letters and notes. The dragon has been keeping a record of the cult activities in Greyhawk, and these notes may be found either in this room or the private study.

27. Dragon's Study: Equal in size to the bedroom above it, this room is filled with centuries of collecting and record-keeping. The dragon has always kept personal journals, which he stores in this room. They easily fill a shelf the length of this room.

The dragon has also kept a variety of records about cult activity in the city and various leaders of Greyhawk. This room contains a nutshell-history of the city since the dragon's arrival over a century ago.

One section of the dragon's extensive bookshelves is divided into a series of small cubbyholes. Map cases too numerous to count are stored here. A map of any location within 100 miles of the city can be found in this assortment, as well as many maps of locations farther from the city. The dragon knows his own map-filing system, but to anyone else, it would be a monumental task to sort through the

maps to learn the filing system.

The dragon does not store any treasure or magical items in this room. The artwork alone in this house would make the museums of Greyhawk envious, but the dragon has another cache of treasure in a secret underground room. If the PCs ask the dragon at any point in the adventure whether he keeps a treasure vault, he simply smiles and says, "My treasure is all around me in this house—you see it everywhere." In this way, he is not telling a lie, but he can lead the PCs to believe that his furnishings and artwork are the extent of his treasure.

The dragon does not allow the PCs into his private study unless their actions prove to him that they are very trustworthy. He trusts Talasek completely, however, and would allow him into his chambers without hesitation.

In addition to the small-scale library in the study, the dragon has furnished this room with two leather couches, three chairs and ottomans, and a seven-foot-long desk. A cabinet containing a rack of wine bottles and glasses stands in one corner.

The dragon has a secret door built into the wall behind the wine cabinet. There are four triggers to open it, practically ensuring that the door will not be found by anyone but the dragon. Two of the triggers are tiny levers in the wine cabinet, one trigger is in the desk, and the fourth is built into a sconce at the side of the wine cabinet. The levers work only if they are tripped in sequence: first, the lever in the desk; second, a lever in the cabinet; third, a lever in the sconce; finally, the second lever in the cabinet. There is a very small chance that these would be tripped accidentally in the proper sequence.

Each lever is so carefully hidden that only a thief rolling a successful find/remove traps roll for each lever

has a chance of finding them. There is no clue that more than one trigger is needed to open the door. Finding all four levers is up to the ingenuity of the thief or a member of his party. To make matters worse, a false lever is concealed in the wall near the secret door. This is simply a decoy to confuse anyone trying to trip the levers in sequence.

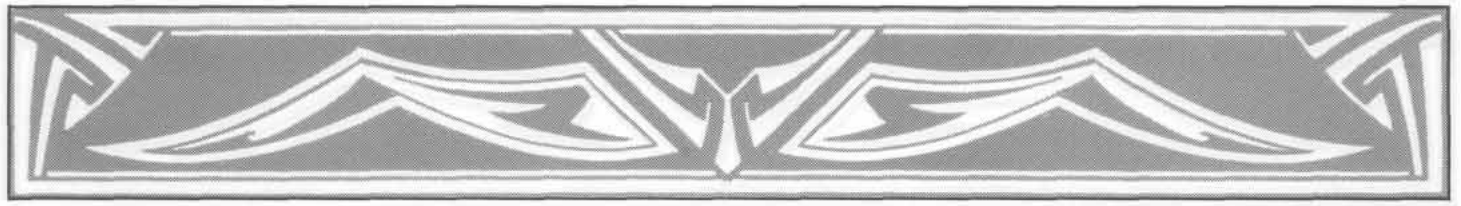
Once all the levers are found, it is simply a matter of trial and error until the correct sequence is discovered. This could last a long time, exposing the intruders to possible discovery.

If all the levers are tripped in sequence, the wine cabinet swings into a secret passage. The passage is ten feet wide and leads downward in a series of wide steps. The steps are six inches high and four feet wide (i.e., a four-foot slab leading to a six-inch drop-off, then another four-foot slab, etc.). The stairway leads into one of the dragon's secret chambers.

The Dragon's Secret Level

No one employed by the dragon is aware of the rooms beneath his private chambers. In fact, none of the dragon's employees are aware that he is a dragon. He has told his employees that several of his friends have open invitations to come and go as they please. This accounts for the occasional changes in the dragon's appearance without arousing suspicion. The servants are aware of the "persons" who are granted this standing invitation; they do not question these persons entering or leaving the premises.

The first room at the bottom of the stairs is a dragon-sized bedroom. It contains a bed of enormous pillows suitable for a dragon's comfort. The entire affair measures approximately 30 feet in diameter, in a roughly circular arrangement.



This room contains more works of art like those found in the rest of the house. It is also furnished with large casks of water and wine, several shelves of books, and a shelf of enormous scrolls measuring three or more feet wide and over ten feet long. Most of these are letters to the dragon from other dragons (naturally, there are no return addresses on these), and a few are letters to other dragons, including a cousin of the Greyhawk dragon.

An archway at the far side of this cavern-like room leads to a 15-foot-wide tunnel. The tunnel winds on for 40 feet and ends abruptly in a blank stone wall.

This is a secret door that leads to the dragon's treasure room. The lever for the door is located in a crevice where the wall meets the ceiling. The dragon needs only to insert a claw into this crevice and apply gentle pressure for the wall to pop open and swing inward.

An adventuring party will find

this wall to be a much tougher obstacle. First, the party must find a way to reach the top of the 50-foot-high wall. A hard object (such as a spike) must be inserted into the crevice—a humanoid hand will have no effect. The spike must then be either hammered or pushed by a person with 18/75 Strength or greater.

If the door trip is manipulated correctly, the door swings inward, possibly causing the person operating the trigger to fall from his perch (1d6 points of damage per ten feet fallen).

Behind the door is a small room (15 feet by 20 feet) filled with the dragon's treasure. Chests of gold, platinum, and silver pieces line the walls, along with smaller chests of gems and jewelry. There are no magical items, weapons, or armor in the room.

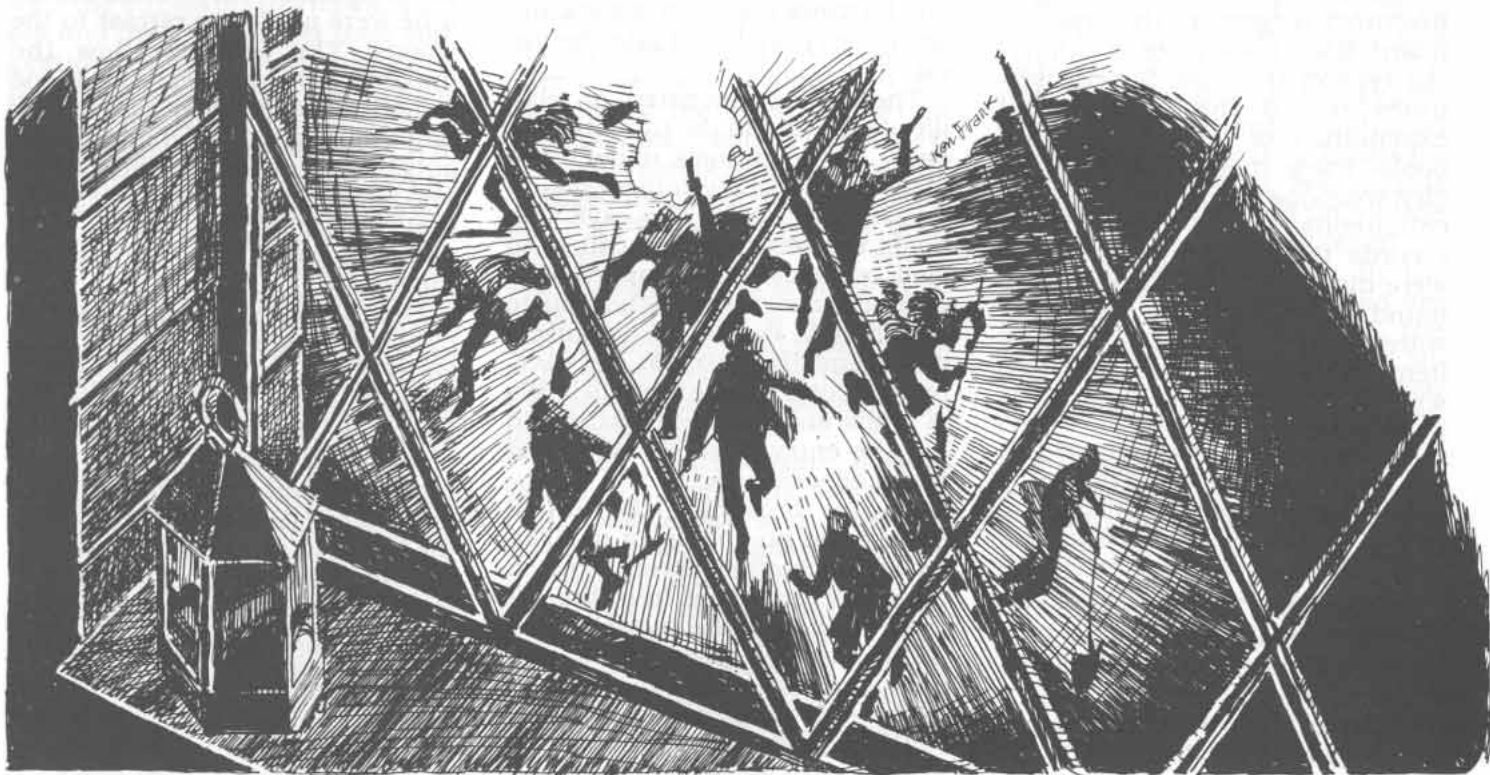
This room is actually a decoy treasure vault. Everything in the room is genuine, but it is not the

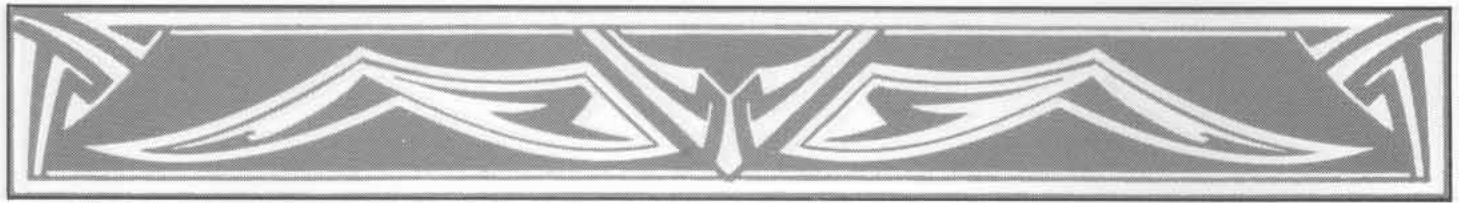
only treasure kept by the dragon. He believes that if any adventurers ever find this room, they will believe to have found all his treasure and will be satisfied. This room contains the treasure that the dragon feels he could lose without much disappointment!

The real treasure vault lies behind the decoy. In the back wall of this room are two crevices like the one that opened the door into this chamber. The two triggers must be operated simultaneously (no problem for a dragon!) in order for the wall to swing inward.

Six more identical chambers lie behind the decoy treasure vault. The chambers formed here are all identical in size and method of entry to the decoy room. All are empty.

In the last chamber, the same two crevices are located near the ceiling, but these are also decoys. They do nothing to open the wall. Instead, two sliding panels are lo-





cated in the ceiling and two more in the floor. Behind these four panels are the claw-crevices necessary to trigger the secret door. The dragon is able to operate all four at once using his great paws.

If all four triggers are operated simultaneously, the wall swings inward. Behind this wall is the dragon's real treasure cache.

This room is 100 feet long and 60 feet wide. The ceiling is approximately 40 feet high. The room resembles a small warehouse. Rows of shelves run the length of the room. This is not the typical heap of dragon treasure. Everything is neatly arranged and sorted on the many shelves that are filled from end to end with chests, casks, barrels, and every imaginable container. All are filled with coins, jewelry, and gems. A portion of one row is reserved for magical items, and another is reserved for weapons and armor.

Just inside the secret door is a row of bookshelves. Many large volumes fill the shelves, serving as inventory ledgers for the dragon's hoard. Each book records a different type of treasure. Several volumes record the income and expenditure of cash, while other books track magical items, jewelry, weapons and armor, and miscellaneous items. Each book records the places where items were discovered, when they were found, and their location in the warehouse. If money was spent or items were given away or otherwise used up, that information is also recorded.

Anyone viewing this room will have no doubt that the dragon would miss even a copper piece if one disappeared.

For the DM: This room is not intended to be ransacked by the PCs. They should see it only at the end of the adventure and only then if they have performed with honor and dignity. The dragon will re-

ward the PCs with a magical item of their choosing, cash, or anything else the DM deems appropriate from the hoard. The size of the reward is completely dependent on the DM's campaign needs.

The Labyrinth

One wall of the dragon's bedroom has a secret door (secret wall, really) similar to those leading to the treasure chamber. This wall is 15 feet wide and swings inward into the dragon's bedroom. The doorway leads to an elaborate labyrinth that has only one way out. A single wrong turn can make the difference between successful navigation of the tunnel and becoming hopelessly lost. The dragon knows the correct route instinctively, and can navigate the tunnels in a matter of moments. The passages are 15 feet wide at all points.

The final destination of the tunnels is a secret escape cave in the woods to the north of the city. The tunnel begins beneath Grey Manor and burrows under the woods, under the city wall, and into the forest.

There are no monsters or wildlife of any kind in the tunnels. The entry to the tunnels under Grey Manor is naturally impervious to invasion by pests. The cave that holds the secret escape exit is so well concealed and trapped that ordinary monsters have no chance of finding it. Possibly, adventurers could find the entry in the cave, but the entry contains many levels of traps and dangers that would bar the entry of all but the most crafty adventurers.

Anyone breaching the tunnel has almost no chance of navigating it successfully. Every 40 feet, the tunnel branches into three or more tunnels. False tunnels often connect to each other, further confusing unsuspecting travelers.

The only way that the tunnel could be navigated would be for a

party to clearly mark its progress at every step. Even then, without a clear sense of where the tunnel leads (and perhaps a dwarf to assist the underground navigation), there is only the smallest chance that anyone could intrude upon the Greyhawk dragon's lair. In all the years that he has lived here, the dragon has never had unwelcome guests in his secret rooms.

The dragon constructed these tunnels over the years to serve as an escape or entry route in times of emergency. As mentioned in the Greyhawk dragon's description, masquerading in human form takes its toll on the dragon. It must frequently escape to the woods to hunt and feed. The dragon's bulk requires that it eat a sufficient amount to maintain itself. What the dragon can consume in human form is simply not enough to sustain it. These intermittent feedings are necessary to the dragon's survival.

Thus, the dragon constructed these tunnels to serve as an escape if he were unable to retreat to the woods. The tunnels allow the dragon to enter and leave his home unnoticed, even in dragon form. Since the dragon can shapechange only five times per day, the tunnels also allow him access in the event that he is unable to return to a humanoid form suitable for entering the house.

The DM should remember to treat the dragon's house as a miniature fortress. With the dragon's long life span, he has had many years to install every defense mechanism known to man (and probably several not yet known to man). The DM is free to embellish the house in any way he sees fit to suit his campaign. The dragon would also serve as an excellent source to introduce new magical items or spells he has invented.



Chapter 3: The Hunt

Once the PCs have settled in with the dragon, they are ready to proceed with any plans they have made for finding the Falcon and her followers. After the assault on the temple one week ago, nothing has been heard or seen of any of the cult members. There is no question, however, that many of them escaped the battle—and they certainly are not likely to give up their fight for the city.

Needles in a Haystack

Talasek and the dragon believe that surveillance in many parts of the city is the only way to learn of the cult's whereabouts. They will be forced to surface eventually for supplies and food.

If the PCs are well-acquainted with the city, they should have no trouble deciding which areas to watch. If the PCs are not familiar with the streets of Greyhawk, Talasek and the dragon offer their suggestions for advantageous positions that might lead to the discovery of the cult.

The DM should allow the PCs to search the city for as many days as they wish. The dragon's house will come under assault twice as a result of the PCs' activities—the DM should time these assaults appropriately depending on how many days the PCs search the city. These attacks can occur on two consecutive evenings or over the course of a week, depending on the PCs' interest in combing the town.

During the PCs' investigations, the DM should allow the PCs to notice a cult member once or twice each day. However, the cult members will always manage to escape in the confusion of the city. This will help to keep the players guessing.

Watchful Eyes

The cult is keeping a close watch on the PCs. Cult members are aware of the PCs' location any time they are inside the dragon's house and any time they travel through Greyhawk as a group. When the party splits up, however, the cult members are unable to track the movement of every PC.

The DM should remind the PCs of the panic and disorder that has ruled the city since the Falcon's last attack. Many families have already packed up and moved out of the city, while others have taken up defensive positions to protect their families and property. The city is no longer the quiet, orderly town it once was. The PCs are met by fearful, suspicious, terrified peasants.

Cowardly Assault

On the first night after the PCs' first day of inquiries in the city (or after more days of inquiry, if the DM desires), the cult stages its first attack on the dragon's home. Several cult members have carefully changed their appearances to look like the PCs, and they have been wreaking havoc in the city—starting fights, setting small fires, blasting off spells in the streets, and causing a general ruckus. The cult members have been extremely careful not to be caught by the City Watch.

In their panicked state, most of Greyhawk's citizens have lost their sense of law and order and have assumed a vigilante mentality. Rather than waiting for the City Guard, citizens have begun taking matters into their own hands. The cult hopes to take advantage of this by masquerading as the PCs, openly performing acts

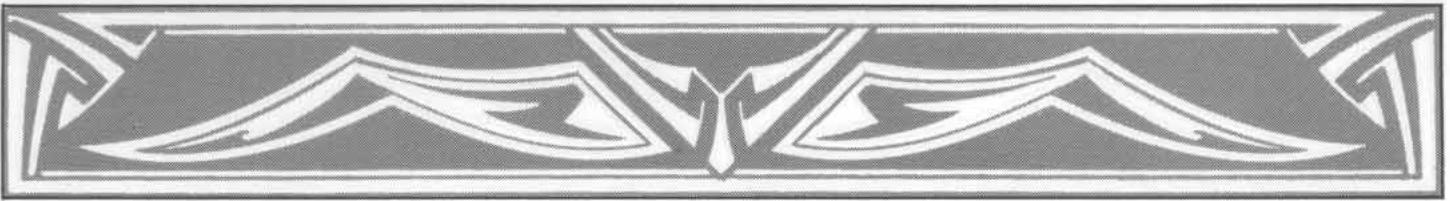
of violence, and sitting back while the panicked citizens see to their own form of justice.

The cult members make every effort for their actions to be witnessed by as many citizens as possible. They either withdraw toward the direction of the Greyhawk dragon's manor or they leave obvious clues as to the PCs' lodgings. The citizens of Greyhawk have no question in their minds that the PCs are the perpetrators of these acts, and the cult members make certain that the citizens know where to find the PCs.

The cult members' goal is to incite a mob of citizens to attack the PCs at the Greyhawk dragon's manor. This is infinitely easier and safer (and more fun for the cult members) than staging an assault using the cult's own members.

Due to the panicked state of the citizens, the cult members have little trouble implementing this plan. The DM should stage the arrival of the mob at the Greyhawk dragon's manor sometime after all PCs have retired to their rooms for the evening or after everyone is asleep. The DM should inform the PCs that they are awakened by noises and voices outside. By the time the PCs are roused and are alerting their comrades, the dragon appears (in the form of Mi-zaab) in the hallway outside their rooms. He invites them to his sitting room (room 25) to gain a view of the entire estate.

The DM should read the following passage to the players once they have assembled in the dragon's sitting room.



From the windows of the dragon's room, you see numerous citizens of Greyhawk holding torches at the edge of the woods. In the moonlight, you see that many of them carry pitchforks, spades, rakes, and hoes. They appear to have hesitated, then a group of about ten men gather at the front of the mob. They confer for a moment, then four of the men cautiously approach the house.

Mizaab does not seem to be the slightest bit worried. You can't be certain, but he almost seems to be amused by all this.

The four men outside enter the courtyard and shout up at the house. "We know you're in there," they shout. "We know what you've been doing, and we're here to tell you that we don't like it one bit. You can't treat our city like your own personal playground to vandalize as you please. Come out here and pay for your crimes!"

Mizaab looks mildly amused and steps to the window. Unlatching it, he swings the window into the room and calls down to the men in the courtyard. "Greetings, my good fellows!" he calls. "Would you be so kind to explain what this is all about? I can assure you that no one in this household has done any of the deeds you describe."

One of the men steps forward. "We've seen those adventuring-types making trouble around town. And we know they're staying with you. We've got a lot of witnesses, old man—lots of people can identify your guests as vandals and troublemakers. Send 'em out to us now—we don't mean to hurt anybody, but if you don't give us what we want, we'll have to smoke you out!"

Mizaab turns to the PCs and asks if they have any idea what this is about. Puzzled, he turns back to the window and calls to the men in his courtyard.

"Good fellows—I assure you that my guests have done nothing wrong. Certainly there is some mistake. I can vouch for the whereabouts of my guests for the entire evening. Tell me what has happened so we can put this matter to rest."

A conversation ensues between Mizaab and the men outside. The men tell Mizaab that the PCs were seen all over the city, starting fights, setting fires, and causing all types of trouble.

Mizaab assures the men that the PCs could not have performed such acts. He explains their whereabouts during the vandalism, and reminds the men of the PCs' reputation and their history in aiding the city (if the PCs played either of the previous modules in this trilogy).

After a lengthy conversation in which Mizaab's demeanor is nothing less than pleasant, the men return to the other citizens gathered at the edge of the woods. The conversation there becomes animated, and finally, about half the citizens quickly approach the house. The other citizens withdraw, apparently satisfied with Mizaab's explanation.

The citizens approaching the manor attempt to use their torches to burn down the house. Rocks are hurled at the windows and tools are used to try to pry open the doors and windows.

Throughout all this, Mizaab sits back and chats pleasantly with the PCs, apparently not noticing the assault on his luxurious home. He is fully aware of the assault, but he knows that his home is so well fortified that he has no cause to worry. When the citizens realize

that their actions are not harming the house and that its occupants have no intention of appearing, they begin to withdraw, a few at a time. Mizaab apologizes to the PCs for the disruption and suggests that they return to bed.

If the PCs examine the house the following day, they find a few black marks from torches and a few small scrapes from the tools used by the citizens, but no significant damage is evident. The black marks are cleaned off easily by the dragon's staff. Mizaab shows little concern for the assault but is visibly proud of the durability of his home. He expresses his pleasure that the PCs moved in with him and that some innkeeper's property was not damaged instead. The dragon also voices his hope that none of the attackers were injured in the assault.

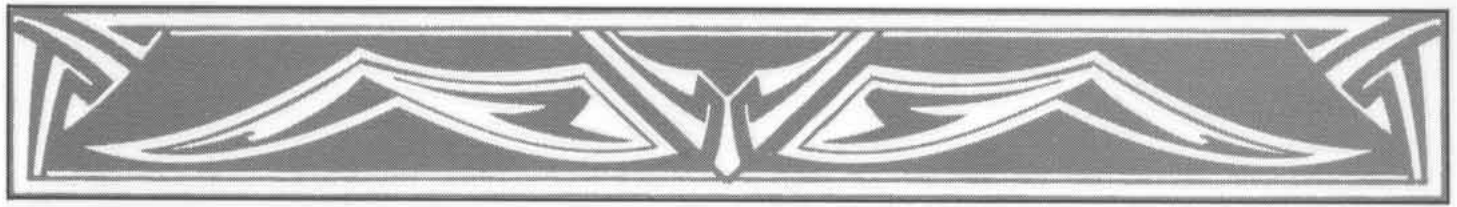
A New Threat

The day following the attack on the dragon's house by the townspeople, the PCs receive a message from Derider requesting a meeting with them. She wishes the PCs to meet her at the Citadel sometime near the noon hour.

The dragon accompanies the PCs, but he masquerades in the identity currently known to the people of the town.

As far as anyone in Greyhawk knows, Grey Manor is home to a middle-aged, retired merchant named Sturtevant. He is a perfect gentleman with excellent taste for art and music. Sturtevant amassed his fortune as a trader of spices, antiques, and rare art objects. He is a respected citizen and a benefactor of the Temple of St. Cuthbert.

Sturtevant is a close friend of Eritai, and it was through her that he learned of the city's problems. Wishing to help in any way he could, he volunteered to take Talsek and the PCs as lodgers in order



to ensure their safety.

Derider does not know of the dragon's true identity. She believes him to be a retired merchant as described here. Since he is a wealthy, upstanding, generous citizen, Derider trusts and respects Sturtevant. She has no reason to question his identity.

Before leaving for the meeting, the dragon assumes the appearance of Sturtevant—a tall (6' 3"), slender man with salt-and-pepper hair and bright blue eyes. Sturtevant is a handsome, commanding figure capable of turning the heads of most women. He has received various hints of marriage proposals at charity functions over the years, but he has always tactfully and cleverly turned the conversation in another direction. He has left no room for doubt that he is a confirmed bachelor.

Sturtevant normally wears dark grey trousers and a red or purple shirt with a matching cloak. His clothes are usually not fancy, but they are of the highest possible quality.

Meeting With Derider

If the PCs arrive at the noon hour, Derider is working on paperwork that she quickly puts aside. If they arrive at any other time, she is in a meeting with her staff. She finishes as quickly as possible in order to talk to the party. She greets them warmly and shakes hands with Sturtevant, whom she gives an approving glance.

Derider tells the party that she has not had lunch yet and would like to move their meeting to a nearby inn. Informing her secretary that she is going to lunch (but not revealing the location), she also tells her secretary that she does not need her guards since she has sufficient escort.

Once the group is several yards away from the Citadel, Derider quietly tells the PCs that she has a

matter to discuss that could not be spoken of in the Citadel. She says she will explain once they are settled at a tavern, but for now, she wants the group to act as though this were a casual, friendly lunch.

Choosing a nearby tavern, Derider enters and selects a table in a corner, away from any windows. Once their orders have been placed, Derider begins to explain her most recent problem.

"I've begun to suspect that someone at the Citadel is in league with this cult. We have set up surveillance in many parts of the city to try to locate the cult's headquarters, but we've found nothing. I find it impossible to believe that the cult members are so stealthy as to completely hide from us. I think that someone on the inside must be telling the cult which areas of the city we plan to watch on certain days.

"Also, I've been stopped by citizens who have asked me if their tips were of any help. I've never heard any of the tips that they say they brought to the Citadel. Somewhere, someone is suppressing information.

"Unfortunately, I don't know who to suspect. I don't even know what level of authority a traitor might have attained. I'm worried that it might be someone in a high position.

"After the assault on the temple, a few of my people suggested that I establish a set of personal guards for myself. At first, I didn't like this idea, but as things in the city became worse, I decided that they were right. I now have an escort of four guards who walk me home and pick me up in the morning. They travel everywhere with me. I hate that things have become so bad in this city that I'm afraid to walk the streets.

"Now I worry that someone on the inside is a traitor and could be endangering not only myself, but the whole city. I must find a way to flush out the traitor.

"I hope that you can help. I have a plan to trap the guilty party, but I need a powerful group like yourselves. Will you do it?"

You can see that Derider is visibly shaken and that she probably has few options for solving this problem.

If the PCs are hesitant about undertaking this mission, Talasek and the dragon insist on helping Derider. The PCs should find their urgings impossible to resist. Once they have consented to aid Derider, she tells them her plan.

"I want to give this traitor the opportunity to get me alone. I have a feeling that the cult would be happy to see me out of the way. If the traitor is in a high position in the Citadel, he would need to eliminate only a few people in order to take charge of my job. If someone in my position were to concede defeat to this cult, I think it would scare off the rest of Greyhawk's citizens. The cult would have what they want.

"This is my plan. I'm going to announce to my upper-level staff that I must attend a meeting with someone claiming to have information about the cult. The only requirement of this meeting, according to whoever this person is, is that I come alone. I'll leave strict orders for no one to follow me.

"I plan to stage this meeting near sunset. I'd like all of you to be stationed nearby in order to assist in rounding up anyone

from the Citadel who might follow me and attack. I was considering using a place in the woods to the north of the city, unless anyone has a better suggestion."

Derider carefully considers any suggestions the PCs may have. Once a location has been agreed upon, Derider insists on working out every detail. When the plan has been set, Derider asks the PCs to escort her to the gates of the Citadel. From there, they should go on their way and not make contact until the trap is set.

The DM should play the role of Derider in this plan, allowing the PCs to plan the trap to best use their abilities. Derider wishes to have one of the PCs watching her at as many positions as possible on her route to the meeting.

Derider also insists upon telling

her officials of the meeting only a few minutes before the meeting is to take place. This ensures that the traitor will not have time to summon other cult members to assist in the ambush.

The Trap

Derider carries out the plan to the letter. She tells her top officers of the meeting and insists upon going alone. She sends her usual contingent of bodyguards home for the day shortly after her meeting with the PCs.

At the appointed time, Derider exits the Citadel and heads in the direction of her meeting. Her trusted officials follow her instructions to allow her to go alone. But the traitor sends ten members of the City Watch to pursue her.

Derider's attackers follow at a distance and wait until she reaches a secluded area. Once she is in an appropriate position, two

guards jump her from behind and grab her, and one immediately blindfolds her. The fourth guard begins tying her feet together. Then they prepare to stuff her into a large sack. One of the guards mutters warnings about her meddling in the affairs of something far bigger than she is.

The guards are so busy with the struggling constable that they do not notice the PCs until the first blows are struck. The DM should keep in mind (and should remind the PCs) that any missed blows have a chance of striking Derider unless she is pulled out of the fray.

The PCs should have no problem overpowering the guards. Derider has expressed her wishes that the attackers not be killed, but held for questioning. However, if one or two of the guards are killed, she does not hold it against the PCs.





City Guards (8): AC 4; MV 9; F1; HP 8, 7, 7, 6, 6, 6, 5, 5; THACO 20; #AT 1; Dmg 1d8; AL NE

Equipment: chain mail, shield, broad sword

Sergeants-at-arms (2): AC 2 (*chain mail +1*, shield, Dex bonus); MV 12; F3; HD 3; hp 21, 20; THACO 17; #AT 1; Dmg by weapon type +1 (long sword, halberd); AL NE

Derider can identify some of the men as Scarm Jenns, Dwenn Hyer, Finx Klimm, and Lymin Camber. All are members of the City Watch; the first three have been members for at least four years, and the fourth has been a member for only a few months.

Derider questions these men about their leader and if there are any other cult members in the City Watch. The PCs are free to interject their questions.

If the PCs threaten the captives with weapons or magic, Derider gives them disapproving looks, but does not stop them. She knows what it takes to get answers from criminals. She stops them from harming the prisoners, however. If any of the mages in the party begins the motions of spellcasting, she stops them, saying, "Not now. You can do that later." This will have a profound effect on the captives; anyone who has not yet spoken immediately opens up with information.

As the newest member of the Watch, Lymin Camber is the easiest to crack. He begins blubbering after only a few minutes of questioning.

The following information can be gained from the captured guards.

* The Falcon is indeed at work in the city. She has not abandoned her plan to take over Greyhawk.

* The guards do not know the location of the cult's new headquarters. Only the priests have been allowed to move into the new lair.

Cult members have been instructed to go about their lives in order to preserve the secrecy of the new location and avoid suspicion.

* One of the guards has heard a rumor that a building in the River Quarter provides access to the new lair. This has not been confirmed, and the guard does not know whether the building in question is a private home or a business.

No other members of the City Watch are cult members, but their leader inside the Citadel is Nestor Morden, Derider's assistant.

Upon hearing this news, Derider instructs the PCs to haul the guards back to the Citadel for imprisonment. The guards inform Derider that Nestor will be waiting for their report when they return. Derider seizes this opportunity, and together with the PCs, she plans to surprise Nestor in his office and throw him in the dungeons along with the guards.

Nestor is waiting in his office when the PCs arrive with Derider. He is visibly shocked to see Derider in good health, and he is more shocked to learn that his guards have been taken into custody. He denies everything as he is carried kicking and screaming to the dungeon.

Nestor Morden, Deputy Constable: AC 1; MV 12; F5; hp 38; THACO 16; #AT 1; Dmg by weapon type +3 (*long sword +1*); Str 18/60; Int 12; Wis 10; Dex 16; Con 17; Cha 14; AL CE

Equipment: *chain mail +1*, *ring of mind-shielding*

Nestor is a tall (6'3"), gangly man. He has black hair and dark, intense, beady eyes. He wears black trousers and a red shirt with a black half-cloak over all. Black boots rise up to his knees. He walks with a barely noticeable limp.

Derider is visibly shaken but also relieved after these events. She tells the PCs that the City would like to buy them dinner for their efforts, and she suggests the Patrician's Club (the most prestigious and expensive restaurant in the city). The Club is location H6 on the map in *The City of Greyhawk* boxed set.

Derider allows the PCs time to return to Grey Manor to dress, and asks them to meet her at her home to escort her to the restaurant.

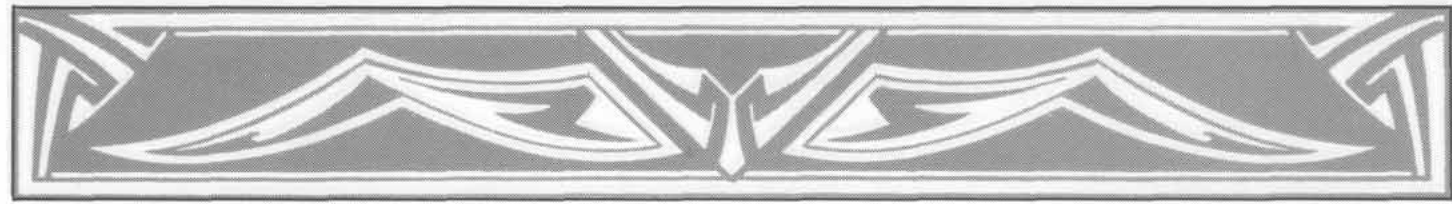
Derider's home is located in Clerkgurg (DM's choice of location). It is a cozy, two-storey, half-timber house similar to other homes in the city. She lives alone with three cats, who can't seem to leave Sturtevant alone. They constantly rub his legs, purring loudly. If the disguised Greyhawk dragon sits down, the cats jump into his lap and one lies across his shoulders. Derider is astonished by this, and says that she has never seen them so friendly toward a stranger. The cats pay attention to no one but Sturtevant as long as he is in the room.

Sturtevant is amused by this attention and rubs the cats' heads. "Maybe I should get a cat for myself," he chuckles. "Then again, the poor thing might not leave me alone."

Derider is nearly ready when the PCs arrive, and asks her guests to make themselves comfortable. The PCs see that Derider's home is furnished simply, but with excellent quality furniture. Sturtevant inquires about an art object that he finds especially interesting, listening with interest as Derider tells the story of how she acquired it.

The Patrician's Club

The evening passes uneventfully, but the PCs should hear two rumors from the Rumors Table during the course of the evening.



The PCs see many famous and wealthy citizens of Greyhawk during the evening, including the mayor and the company of the Royal Opera House. The grand diva of the Royal Opera House, Aestrella Shanfarel, exchanges nods with Sturtevant. If questioned, Sturtevant replies that he has met Aestrella on several occasions at charity functions. As a benefactor of the arts, Sturtevant has had opportunities to meet most of the artistic community. Aestrella has attended several dinners at his home, often performing for Sturtevant and his guests. From Sturtevant's description of her, he is obviously a big fan of her work. For a description of Aestrella, the DM should refer to page 75, FFF.

Heavy Artillery

The cult members are angered that the citizens' assault on the manor was unsuccessful. They are furious to learn that their connections inside the Citadel have been wiped out. The evening following the citizens' assault (after the PCs' dinner with Derider), the cult members launch their own assault.

This assault begins exactly like the previous assault—PCs waking to noises and met quickly by Mizaab. They are led to Mizaab's sitting room to observe the attack.

This attack, however, leaves no room for discussion and is far more organized. Heavier weaponry, spells, and better-organized tactics characterize this attack.

Thirty cult members appear for this attack. Three are mages, seven are clerics, 12 are fighters, and the remainder are zero-level cult members.

The spellcasters launch their best attacks, but fire, cold, electricity, fog, and other spell effects cannot harm the house. Fighters attempt to burn or hack at the

house, with no effect. Anything the cult members can dish out, the house can withstand.

Mizaab regard this as more a nuisance than a significant threat. When he sees that the attackers are more powerful than the attackers of the previous night, he invites the PCs to follow him up onto the roof. A stairway behind a secret door near Mizaab's living quarters leads up to a trap door on the roof.

Once on the roof, Mizaab asks the PCs to watch the woods on all sides. If they detect any fires burning in the woods from the attackers' torches, they are to notify him immediately.

Four fires break out in the woods as the PCs watch. Each time, Mizaab casts a *water bomb* spell at the burning area. (This spell is listed in the New Magic appendix at the end of this adventure.)

The *water bomb* spell creates a large quantity of water in mid-air and then drops it at the caster's signal. It effectively puts out the blazes that start in the woods.

After approximately 30 minutes, the cult members begin to retreat, realizing that their attacks have no effect. Throughout the altercation, Mizaab expresses his wishes that the PCs remain with him and not go to the courtyard to confront the enemy. Mizaab knows that his house can survive the attack and feels that there is no need to endanger themselves unnecessarily. Mizaab does not prevent the PCs from casting spells down from the roof, but he cautions the PCs about damaging his forest. He is adamant about preserving his trees.

If the PCs insist upon engaging the enemy on the ground, the cult members retreat as soon as they see the PCs coming. The cult members make every effort not to be caught—the DM should allow the cult members to escape without being captured by the PCs.

Examination of the grounds the

next morning reveals a few scorch marks and scrapes, but no significant damage. Mizaab still regards the attack as more of a nuisance than a threat.

This assault will serve as proof that the cult is still active in Greyhawk. The DM should allow the PCs to continue searching the city if they so desire. The PCs get a break in finding the location of the cult whenever the DM is ready to introduce the information regarding the rainstorms (below) to the PCs.

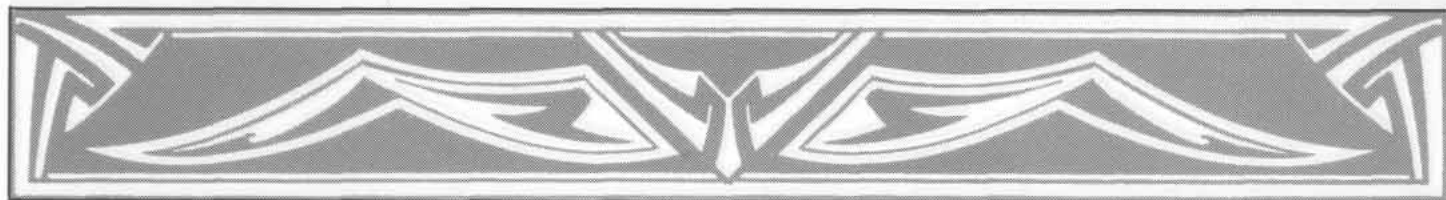
Bad Tidings

Depending on the PCs' pace in the investigation, the DM should introduce the following information one or two days after the assault by the cult on Grey Manor.

Derider sends a message to Sturtevant telling that Aestrella Shanfarel has disappeared. That morning, she failed to appear for rehearsal at the Opera House. Her colleagues, knowing that Aestrella is never late and always sends word if she is ill, went to her home and found a broken window. Inside, three servants were bound and gagged, and there were signs of a struggle in Aestrella's bedroom.

Aestrella's friends released the servants and summoned the City Watch. The servants were questioned, but they had seen nothing. Everyone in the household was asleep at the time of the break-in, and the servants were yanked from their beds, bound, gagged, and blindfolded before they knew what happened. The reports vary in the number of suspects involved—one servant thinks there were as many as ten men, one believes there were six, and the third servant believes there were only four attackers.

Mizaab is visibly shaken at this news. He has been calm and reserved at all times, even during the



attack on his home, but now he paces the floor and his voice is strained. He is convinced that the cult has something to do with the kidnapping, and he is certain that no ransom note will come.

The concerned dragon tells the PCs that under the circumstances, he must admit something to them that he would never reveal under normal conditions. Aestrella is also a Greyhawk dragon, and although she has many strengths, she also has special vulnerabilities.

Mizaab also tactfully but firmly warns the PCs that they must reveal this secret to no one.

Mizaab explains to the PCs that Aestrella could die if she is near a feeding cycle. He explains that Greyhawk dragons must escape the city periodically in order to consume large amounts. The food they consume in humanoid form is simply not enough to sustain their massive natural forms. Therefore, they make trips to the

forest to hunt and binge.

Mizaab is concerned because if Aestrella is held captive and prevented from feeding in dragon-form, she could die in a matter of days. Even if her captors feed her generously to sustain her human form, Aestrella could starve in less than a week.

Mizaab does not allow the PCs to attempt to search Aestrella's house. He has faith in Derider's abilities, and he accepts her word that no clues were found.

This development spurs Mizaab to hasten the investigation in any way possible. He is obsessed with finding Aestrella and putting an end to the cult once and for all.

Strange Omens

Following the assaults on the dragon's home, Greyhawk succumbs to two days of heavy thunderstorms. Constant, heavy rains assault the city, turning all streets

except the Processional into rivers of mud.

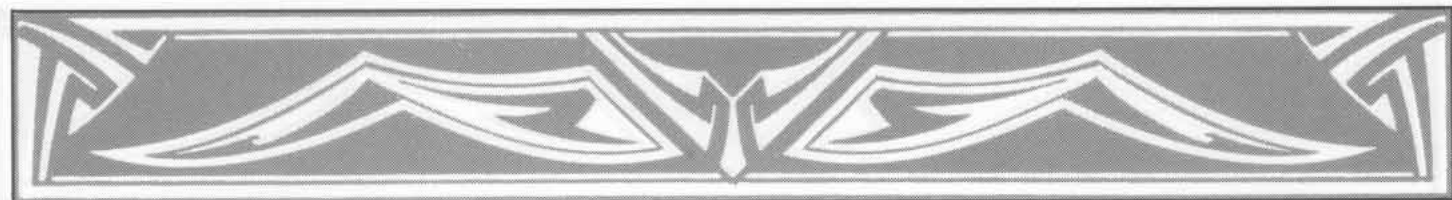
The PCs are naturally free to investigate the city, but few people are on the streets. The PCs are forced to battle the downpour and the mud everywhere they go.

The cult members do not leave their underground headquarters during the rainstorm. Some of the tunnels leading to their hideout fill with water, preventing them from entering the city.

For the DM

The heavy rains cause a cave-in in the cult hide-out, allowing the PCs to find the underground lair. There are several entrances to the tunnels from locations in the city, including some recently abandoned houses. The tunnels converge near the river, forming one broad tunnel as wide as some of the streets in Greyhawk. This main tunnel leads under the Selintan





River to a large underground complex that the cult has claimed for its headquarters.

This tunnel complex is quite old and was familiar to the Falcon before she was imprisoned. Now, she uses it for her base of operations.

The heavy rains cause a cave-in under the river. The tunnels are equipped with run-off sewers so that in the event of such a collapse, the tunnels do not become flooded. However, none of the cult members can navigate the tunnel until the rains stop and the run-off sewers have a chance to lessen the flow of water into the tunnel.

A Change in the River

During the second day of torrential rains, a hole forms in the main tunnel under the river. An alert member of the City Watch notices an abrupt change in the flow of the river. A small whirlpool remains at the site of the hole. From the surface, the hole in the tunnel is not visible, but the small whirlpool is obvious.

The watchman who noticed this phenomenon reports it to his commander at the end of his shift. The news eventually reaches Derider, who passes the information to Mizaab and the PCs. With all the strange things happening in the city, Derider has been keeping the party abreast of anything that might provide a clue to the cult's location.

New Clues

The PCs may question Garth, the guard who saw the strange occurrence in the river during the heavy rain. He is absolutely sure of what he saw and his story does not waver in the slightest.

Garth is a stocky man who has worked for the City Watch for 16 years. Derider verifies that his record is clean and he has had several commendations in his years of service.

Garth is not frightened by the questioning or by the event he witnessed. He tells his story willingly and repeats any details as necessary.

"I was stationed up on the wall the night of the big rain. When it rains like that, a couple of guys are always put on the wall to watch for boats tearing loose or people falling in the river.

"Real early in the morning, just as the sun was pokin' up, I noticed one part of the river dip like it was goin' over a waterfall. Then, a minute later, the river evened out like it always is. Ever since then, though, there's been that funny whirlpool where it happened."

When the PCs are ready to investigate the river, Derider offers to send an officer of the city guard as an escort. The guard takes them up to the top of the city wall to improve their vantage point.

In the middle of the river, just south of the Cargo Gate, the PCs see a whirlpool about ten feet in diameter. It churns slowly, but a person attempting to swim near it would obviously be sucked in by the current. Boats have not yet attempted to get near the site.

PCs with the proper spells or magical items may attempt to fly over the site of the whirlpool if they desire. If this does not occur to the PCs, Talasek or Mizaab should suggest a flight.

Any PC who flies over the whirlpool notices that this is not a natural phenomenon. There are no boulders or rocks that might cause the waters to swirl in this manner. In fact, the waters appear to be going down a drain. At the center of the whirlpool, there appears to be a rift in the river bed.

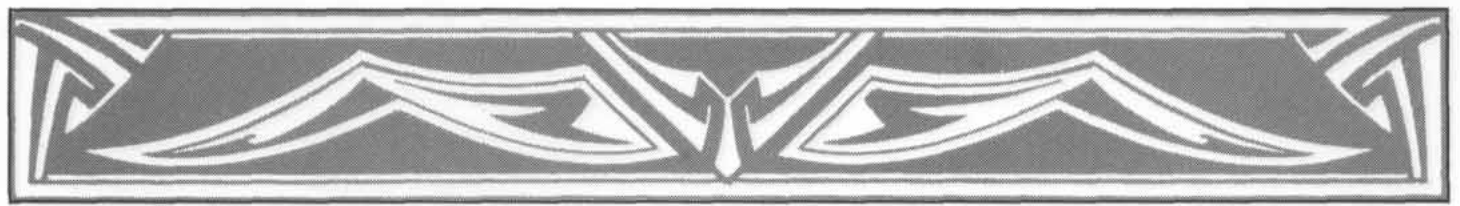
Mizaab confirms that no such rift existed previously. He has

flown over the river many times over the centuries, and he is certain that nothing of the sort existed.

If the PCs think about the city sewers, they may guess that perhaps a sewer tunnel passes below the river at that point. Derider or one of her guards can check with the Sewermen's Guild to learn whether such a tunnel exists. The answer comes back that no such tunnel exists currently, and maps indicate that no such tunnel ever existed in the past.

If this question does not occur to the PCs, allow them to each roll an Intelligence check to think of it (if they all fail, Mizaab can pose the question).

Underwater investigation reveals a large crack in the floor of the river bed. Anyone entering the crack discovers that it opens into a network of underwater tunnels leading to the cult's lair.



Chapter 4: Into the Depths

The whirlpool in the river gives the PCs their point of entry into the Falcon's new lair. Several entrances exist in the River Quarter, but the PCs would need to search every building thoroughly in order to find these entrances. The easiest route into the lair is through the whirlpool in the river.

If the PCs do not have appropriate water-breathing devices or potions, Mizaab provides them. The DM should make the necessary considerations for the swimming abilities of the PCs and the transportation of their armor and other gear under water.

If any PCs have extreme difficulty swimming, Mizaab helps out. His natural strength as a dragon gives him extra strength in human form—enough strength to easily prevent PCs from being swept away by the current.

Once the PCs enter the edge of the whirlpool, they are pulled

downward into the tunnel entrance. A successful roll against his Swimming proficiency enables a PC to enter the tunnel unscathed. PCs without the Swimming proficiency must roll a Dexterity check with a -3 penalty. Those succeeding suffer only 1d3 points of damage. Those failing the check suffer 1d6 points of damage.

A Dragon Escort

The dragon accompanies the PCs if they wish. He changes his appearance so as to prevent suspicion if he is noticed by anyone who may remember Mizaab.

The dragon has a love for the occasional practical joke, however, and plans to play the ultimate joke on the Falcon when he encounters her. The PCs do not know of the dragon's plan until it takes place.

The dragon intends to change his appearance when he meets the

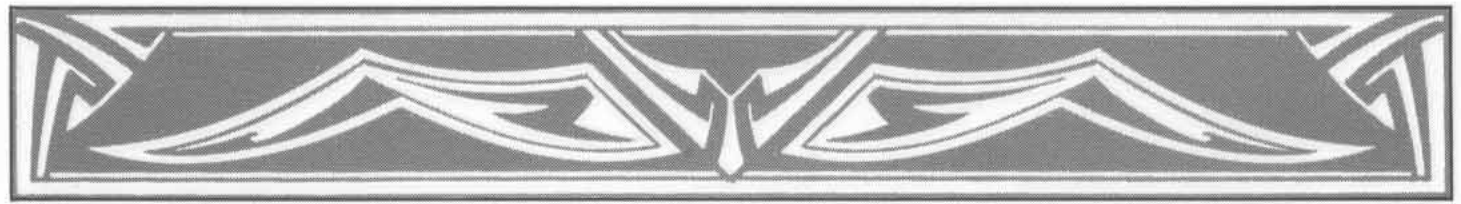
Falcon to exactly match his appearance when she saw him last. He plans to get a good laugh from her reaction and hopes that she will be so startled as to give the PCs a momentary advantage.

Mizaab plays the role of mage in the following encounters. He does not change to his natural appearance unless his life depends on it or all the PCs are near death. He has every intention of completing this adventure in the guise of a mage.

Mizaab's abilities are listed in the appendix at the end of this adventure. The DM, with the aid of the players, should select his spells (four spells each from 1st level through 6th level, for a total of 24 spells).

Considering the size of the dragon's hoard, Mizaab potentially could have access to every spell in the *Player's Handbook*. The DM should allow the PCs and Mizaab





to choose Mizaab's spells with this in mind. However, if the PCs choose a spell for Mizaab that does not work in the scheme of the campaign or will unbalance the adventure, Mizaab can offer his regretful reply, "You know, that's one spell I've never been able to find in all my years of collecting. I guess we'll just have to get by without it."

Similarly, Mizaab is not interested in hauling every magical item in his hoard into the lair. If the PCs press him to bring along extra artillery, Mizaab's replies, "Now that would hardly be sporting, would it? What fun is it if we go in with every weapon known to man? No, I have all I need right here. This should be more than sufficient." Mizaab takes only those magical items listed in his description in the appendix.

Note for the DM: The monsters in this lair are probably more than the PCs could defeat on their own. The lair is designed with Mizaab's assistance in mind. If the DM does not allow Mizaab to accompany the PCs, the lair must be modified to reflect the absence of the dragon. If the lair looks impossible for the players at first, the DM should remember the many abilities of the dragon and consider the monsters in light of the powerful ally the PCs have in Mizaab.

If the enemies in the lair still do not seem to be in line with the PCs' abilities, the DM is free to adjust the lair appropriately.

The DM should thoroughly read the description of the Greyhawk dragon before the PCs enter the lair. The DM must be completely familiar with the dragon's abilities and resources in order for combat and role-playing to run smoothly.

Mizaab carefully explains the effects of his breath weapon to the PCs. Although he cannot use it unless he is in his natural dragon form, he feels the PCs must understand the effects in the event that

he must change form and breathe.

Mizaab does not hesitate to use his *polymorph self* ability while in the lair. He is able to change five times per day, and he can always revert to his natural form even if he has used all five polymorphs.

Mizaab always uses spells rather than entering melee. He carries a quarter staff and a *dagger +1* in case he is forced to fight.

The complete description for the Greyhawk dragon can be found in the *Greyhawk Adventures* appendix to the *Monstrous Compendium*. DMs can refer to this for more information.

Into the Whirlpool

When the PCs have made all necessary preparations, Mizaab (in the guise of Sturtevant but with all his adventuring gear) accompanies them to the whirlpool. Derider has requested that she be informed when the PCs make the descent. She offers to provide guards, but Mizaab and Talasek turn her down, telling the PCs that city guards usually cause more noise than their help is worth.

Derider also offers to assist the party in its descent into the water by tying a rope around each party member and anchoring the rope with several city guards. The PCs should be allowed to decide whether or not they would like to take advantage of this offer.

Derider provides seven boats, with six city guards per boat to serve as escorts and row the PCs into the river. The guards take care to keep the boats a safe distance from the whirlpool.

City Guards (42): AC 4; MV 9; F1; THACO 20; hp 7; #AT 1; Dmg per weapon type; AL NG

Equipment: chain mail, broad sword (12), long sword (12), halberd (18)

When the PCs are within five yards of the whirlpool, read the following.

The water beneath you begins to churn, although you have not yet reached the edge of the whirlpool. The water between your boats and the shore is also churning strangely. Then you see something like a dragon-sized catfish with brown scales and a yellow underbelly swimming beneath your boats.

The PCs are under attack by a verme (see the *Monstrous Compendium* page at the end of this adventure). The verme, normally dwelling far upstream, has taken advantage of the heavy rain and swollen river to expand its hunting grounds.

When the PCs have recovered from the verme's attack and are ready to enter the whirlpool, the DM should read the following text.

The recent heavy rains have swelled the river. Its level is approximately one foot higher than the normal level for this time of year. The current is swift and the city guards who row your boats have their hands full controlling the dinghies as you prepare to jump overboard. As a safety measure, they have rowed to a position a few yards downriver of the whirlpool to prevent the boats from getting sucked into the swirling waters.

You must jump overboard one at a time and swim a few yards before the whirlpool sucks you in. You notice that there is no marine life in the immediate vicinity of the turbulence.

The chilly waters of the Selintan river greet each one of you. Mizaab regards all this rather lightly, and he has taken on the demeanor of an excited child

ever since you accepted this mission. You hear an excited yell as he hops into the cold waters.

One by one, you are sucked into the whirlpool. Every ounce of strength is required to keep your heads above water and control your bodies. As you reach the bottom of the swirl, you must fight to keep from being bashed into the river bed. You slide more or less neatly into the crevice leading below.

Crash Landing

PCs should roll their proficiency and ability checks as described previously and record any damage from swimming in the whirlpool. Any PCs who suffer damage end up coughing and choking for two rounds. PCs affected in this manner are also out of breath for two rounds following the coughing.

This results in a -2 penalty to their attack rolls for these two rounds.

The PCs land in a tunnel that is ten feet high. Instead of suffering normal falling damage (1d6 per ten feet), the PCs suffer only 1d4 points of damage since the falling water helps to break their fall.

Once all the PCs have recovered, they see that they are in a long tunnel similar to a horizontal mine shaft. It is braced and supported with heavy wooden beams and appears to be very old.

The tunnel is 20 feet wide at this point. The floor is paved with flagstones that provide a level but slippery surface.

The occupants of the tunnels are obviously aware of the cave-in; sandbags are piled three feet high about 20 feet down the tunnel in both directions.

Additionally, there are foot-wide holes lining both sides of the tunnel every 30 feet. PCs who played

Falconmaster may feel a bit nervous about the tunnels after encountering the jermaine in the previous adventure. These tunnels are uninhabited, however, and provide a place for water runoff (they lead directly to the city sewers).

A devious DM may wish to taunt the PCs with memories of the jermaine adventure (especially if the PCs fared badly!). They soon learn, however, that the tunnels are nothing to worry about.

The main tunnel is lit by *continual light* spells placed on the ceiling every 60 feet. The lights go on in both directions as far as the PCs can see down the tunnel.

Water continues to rush in through the crack in the ceiling and into the small tunnels. If the PCs were worried about making noise in their crashing entry, they now realize that the sounds of the rushing water more than camouflaged their noises.



C. Frank



Eastern Tunnel

The PCs note that the tunnel to the east leads under the city. If they follow this tunnel, it eventually splits into four side-tunnels. Two of these (one leading to an abandoned house and one leading to the city sewers) are obviously of newer construction than the rest of the tunnel system.

Due to the recent rains, there is no traffic in the tunnels. Those who know of the tunnels avoid them during heavy rains, for fear of cave-ins.

The side tunnels each lead to a different location in the River Quarter of the city. They all end in locked trap doors. One door opens into the cellar of an abandoned house, one opens into the city sewer, and the other two open into the cellars of taverns. The DM should roll 1d4 randomly to determine where the four tunnels lead (1 = abandoned house, 2 = sewer, 3 or 4 = tavern).

If the PCs enter a tavern cellar, there is a 50% chance that they are discovered. If they enter the main floor of the tavern, they are discovered as soon as they reach the top of the cellar stairs. They are greeted by two bartenders, a male cook, and three serving women. Due to the rough nature of the river quarter, the three men should be treated as 1st-level fighters armed with clubs or knives and the women should be treated as 0-level fighters armed with clubs.

Western Tunnel

This tunnel leads to an underground realm under the land west of the city, across the Selintan river. It is inhabited by a wide variety of creatures who live more in tolerance of each other than in harmony with each other. These creatures ignore each other unless any of the groups intrudes on the territory of another, or unless a com-

mon enemy threatens the entire complex.

An Old Alliance

The derro were in league with the Falcon before her disappearance. Plans had been made to take over the City of Greyhawk together, but when the Falcon disappeared, the plans were abandoned. The creatures knew they were not strong enough to take over the city themselves, and with the cult in chaos, there was no one to rally the troops and provide leadership. The evil societies under the lands across the river have been careful to keep their presence a secret, and they decided to maintain their territories and live near Greyhawk in relative peace. They never suspected that the Falcon would return.

The Falcon visited these societies before her departure to her old lair (in *Falconmaster*), but they were unwilling and ill-prepared to assist her battle. She convinced them, however, to allow her cult lodging until other arrangements could be made. The Falcon and her cult members have been living in this underground complex since their last complex under the burned section of Greyhawk was destroyed.

The Falcon had to be extremely reassuring to persuade the derro and other natives of the complex to grant her sanctuary. These evil creatures are terribly suspicious of her, and are completely unwilling to risk losing their underground home to a hostile take-over.

The Falcon won over the evil creatures after several days of negotiating, and the cult members were allowed to move into a section of the complex that was under construction for expansion. They currently reside in the tunnels; since moving in, the cult members have arranged to connect the tunnel to the city sewers to provide access to the entire city.

Into the Earth

The western tunnel leads deep into the ground. Any dwarves in the party have no trouble determining the depth underground. The tunnels are extensive but not especially intricate or confusing.

All the passages throughout the complex are ten feet high and ten feet wide unless otherwise noted. Individual rooms have a ceiling height of 15 feet unless otherwise noted.

Room Descriptions

1. Main Tunnel Entrance: As described above, this tunnel resembles a mine shaft with a slate floor. *Continual light* spells have been cast on support beams at 60-foot intervals.

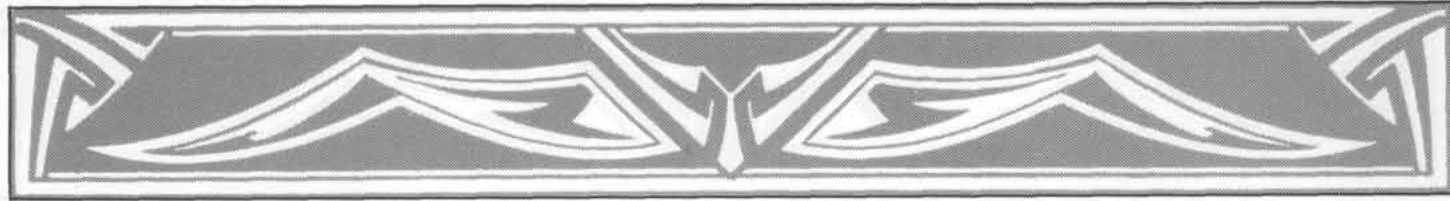
From the point where the PCs crash into the tunnel, the passage continues 100 feet in each direction. Then the passages begin to slope downward. The eastern tunnel is described earlier.

The western tunnel continues for 75 feet, sloping downward sharply. The tunnel then makes a sharp turn upward into a flight of stairs. The heavy rain has filled the bottom of this dip to a depth of 30 feet (see map).

The stairs continue upward for 25 feet, then they branch into four short tunnels. All four tunnels end in secret doors.

Three of these secret doors eventually lead to the same passage. Inhabitants of the lair know the easiest route to take, but adventurers must either guess or try all four passages.

Natives of the lair make a point of frequently running to the wrong tunnels and entering the secret doors, only to exit them immediately. This ensures that the footprints and tracks are spread evenly among the tunnels so as not to tip off enemies to the nature of the four tunnels.



2. Decoy Room: A secret door leads to this chamber, which contains a deep pool. The pool is 50 feet deep and is fed partly by runoff from the river and partly from groundwater. There is absolutely no other exit from this room.

From the entrance to the room, the outline of a stone door can be seen on the other side of the pool. PCs must navigate the water to learn that the door is a fake, then must find their way back across the water and exit through the same door from which they entered.

To make matters more interesting, the pool is home to ten giant leeches that feed on any small fish or river life that washes into their pool.

Leeches, Giant (10): AC 9; MV 3, Sw 3; HD 3; hp 20, 20, 17, 16, 15, 14, 14, 13, 12, 11; THACO 17; #AT 1; Dmg 1d4; SA drain blood; AL N

3a and 3b. Nuisance Rooms: These rooms are identical to room 2 in their arrangements, except that no door can be seen from across the room. These rooms have functional secret doors where room 2 has a false door. This setup is intended purely for the aggravation and distraction of anyone attempting to enter these secret lairs.

The pools in these three rooms connect via a hidden aqueduct. This allows their water levels to even out in the event of drastic changes. It also allows wildlife to have an equal chance of dispersing to all three rooms.

The pools in rooms 3a and 3b are also inhabited by ten giant leeches (see statistics in room 2).

Room 4. The Right Way: This is actually a tunnel with a secret door at its far end. It connects to the tunnels leading from rooms 3a and 3b.

Where the tunnels converge,

they form a 20-foot-wide tunnel that leads to the main living quarters of the derro.

Home of the Dark Dwarves

The derro have lived in this cave system for nearly a century. They first met the Falcon approximately 70 years ago, when she discovered their lair while looking for a suitable location for her temple complex. The derro were unwilling to grant her any of their living space, but they later agreed to join her cause and assist in the destruction of Greyhawk. Although the derro had no interest in the territory of the city, they coveted the sewer system and crypts.

The derro caves are lit by faintly glowing moss and torches. The ceilings of rooms D1 and D5 are approximately 50 feet high. These were formed naturally by an underground lake that eventually drained into the river, leaving this smooth cavern. The other rooms were carved out by the derro and have ten-foot-high ceilings. The walls of these rooms are rough and rocky, and many ledges and niches are cut out of the rock to store weapons and other items.

Several sturdy pillars exist throughout the cave, created by sections of harder rock that were not worn away by the water.

The cave is always damp. The proximity to the river and the surrounding wet ground ensure that the air is always humid. Sometimes, after especially heavy rains, or in the spring as the snow melts, the air is so humid that a light mist forms in the cave. The heating system (described later) also increases the humidity.

The result of all this dampness is that mold and mildew grow in profusion. The air has a strong, musty odor, and any articles of derro clothing or other textiles have no value on the open market due to

their strong smells. Even leather and wooden articles are of no value due to their odors and deterioration.

Treasure such as gems or weapons survive the dampness much better. The derro make an effort to maintain their metal weapons and armor, and gems naturally do not suffer from humidity.

Welcoming Committee

If the PCs arrive at the lair at night, the derro community is awake and active. The PCs have one round to act before the derro organize and take battle stations.

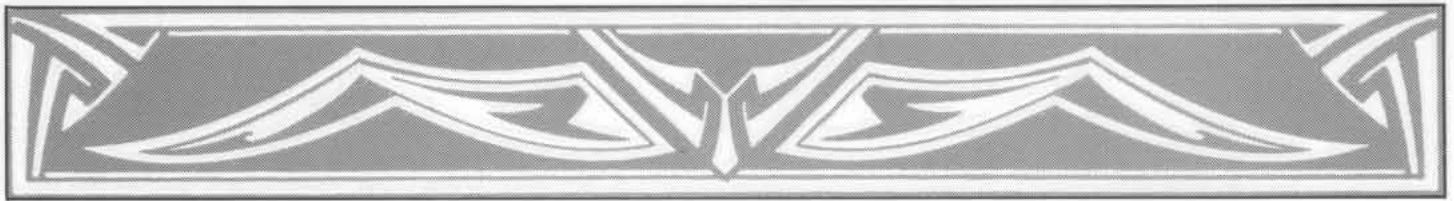
If the PCs enter the lair during daylight, all derro are asleep except for six drowsy guards. The PCs have two rounds to act before the guards rouse themselves enough to call out a warning.

Regardless of the time of day, one savant and two student savants are in room D7, studying or practicing. When the warning is sounded, they rush into the fray through the concealed door near room D7. First, however, they peer through the opening (described below) to assess the situation.

The remaining savants are in their quarters on the lower level. Several pull-ropes throughout the cavern lead to bells in the savants' quarters in order to alert them. The remaining savants and students arrive four rounds after the alarm sounds.

Once the warning has been sounded, all derro except women and children take their battle stations.

Ten derro fighters rush at the PCs. Half the derro take positions in the narrow tunnels that line the walls of the cave. These are equipped with arrow slits suitable for the bolts fired by the derro's repeating light crossbows. One derro takes a position at each arrow slit. The remaining derro assemble in the side caves, waiting to rush in-



truders if necessary. When the savants arrive, this gives them a clean shot at the PCs with none of their own clan in the way.

If the PCs arrive while the derro are asleep, most of the derro are in room D5. Only 1d10 derro are in room D1. The PCs should have no trouble pushing the defenders into the passage between these two rooms to prevent the derro from rushing into room D1 and surrounding the PCs.

If the PCs arrive while the derro are awake, the derro are divided evenly between rooms D1 and D5.

D1. Communal Living Area: This room serves a variety of purposes, as an area for everything from weapon maintenance to cooking to child care and instruction. Occasionally, some derro sleep in this room.

This cave is littered with clothing, cooking utensils, playthings, firewood, torches, oil flasks, and

other ordinary equipment. During the derro's active time, about half the derro are present, involved in a variety of activities.

D2. Warriors' Room: Extra sets of armor and weapons are stored here, as well as scores of crossbow bolts. The derro are always constructing bolts; for the purposes of the battle with the PCs, the supply of bolts is unlimited.

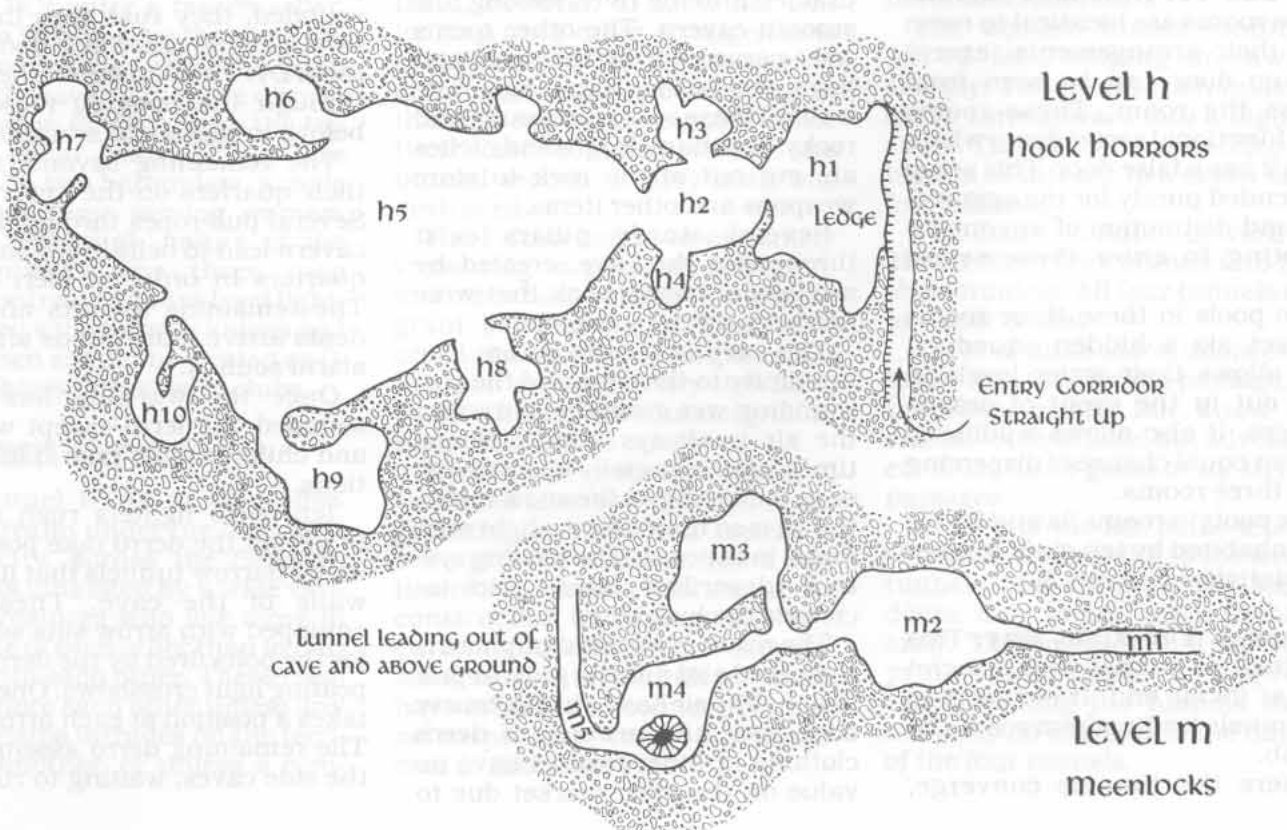
This room is used only by warriors. Although no official rule exists, all other derro consider this cave to be off-limits. This area is sometimes used for training and planning sessions.

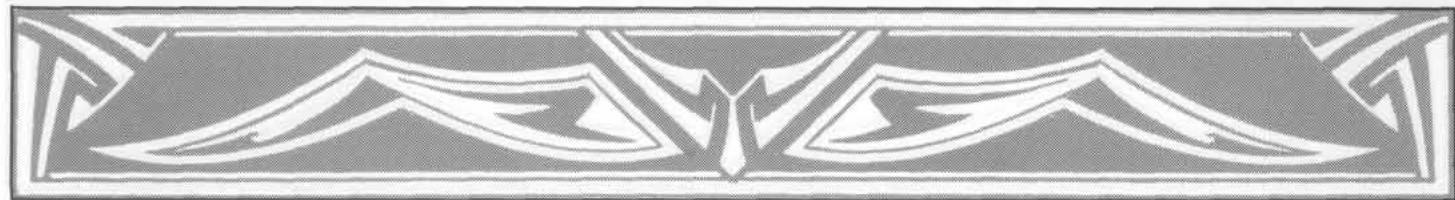
D3. Nursery: This room is occupied by derro women and their young children. This cave provides a safe, quiet place for the young derro to sleep; it also prevents the noise of crying children from disturbing the entire clan. Crude cribs and small beds line the room.

If the PCs enter this room, the women move to protect their children. They do not attack unless the PCs attack first. If provoked, the women try to fight the PCs with sticks or clubs (treat as 0-level fighters). There are no weapons or anything of value stored in this room.

D4. Storage: This cave holds all ordinary items pilfered from Greyhawk's residents. All varieties of clothing, blankets, cooking equipment, torches, oil flasks, building materials, rope, and miscellaneous household items are stored here. There is no organization to the piles of junk. Any derro can take an item from the storage room at any time. All textile items have picked up the strong musty odor that permeates the caves.

D5. Sleeping Quarters: Most of the derro (with the exception of the savants, student savants, chil-





dren, and some of the women) sleep in this cave. The cave is lined with makeshift mattresses that are stuffed with a variety of materials, ranging from straw and corn husks to feathers and hair from unidentifiable animals. All of these are damp and foul smelling.

D6. Slave Quarters: The derro keep 34 human slaves imprisoned in the cavern system. Most of these have been charmed by the savants. The six who are not charmed were simply weak-willed humans who submitted to the threats of the derro.

None of the slaves fight the PCs. The charmed slaves do not communicate with the PCs unless their spells are broken. The few who were not charmed answer the PCs' questions in brief or single-word answers.

Over the course of several years, the derro kidnapped slaves as they were needed. The slaves are weak but otherwise healthy. They are fearful of leaving the cavern because they know that they might encounter worse creatures than the derro.

The slaves know nothing about the remaining caves. They are led to a new portion of the caverns to excavate rooms, but they travel in the dark and are too disoriented to find the way on their own. The slaves know nothing about traps or secret doors in the lair. The slaves cannot provide any information to the PCs.

The slave quarters are outfitted with moldy piles of straw and deteriorating mattresses. The slaves have no personal possessions and wear little more than rags.

D7-D10. Arsenals: During battle, these rooms are occupied by troops waiting to enter the tunnels behind the cave walls. If the derro suspect an attack, several warriors are stationed in these rooms to await the assault. When intruders

arrive, the warriors immediately go to their positions at the arrow slits, firing upon their unsuspecting victims. Hundreds of bolts are stored in each room.

Half of all crossbow bolts are tipped with Class K poison. The DM should roll 1d6 for every bolt that hits a PC to determine whether it is poisoned. A roll of 4, 5, or 6 indicates a poisoned bolt.

This particular clan of derro greatly enjoys combat and sees it as entertainment and sport as much as defense. Therefore, they use a relatively weak poison to improve their odds, to add to the suffering of their victims, and to add an element of chance to the game.

D11. Concealed Door: There are three other doors similar to this one around the cave (leading to the defense tunnels—see map). The doors are actually holes in the rock wall, and measure approximately five feet high. On the inside of the holes, the derro have hung a muddied tarp or blanket stained to match the color of the rock in the cave wall.

While these coverings do not prohibit entry, they serve a purpose by reducing the visibility of the openings to intruders. They also help to regulate the flow of steam when the "heating system" is used (described below).

D12. Hallway: If the derro are truly distant relatives of the dwarves, it is apparent in the construction of these passages. While the main caves are rough and unfinished, these passages are cut cleanly and finished neatly. These tunnels lead to four secret doors.

D13. Ballista Trap: If this secret door is opened, anyone within ten feet hears a loud "click" and a loud "sproing." Seconds after the door swings outward into the hall, a ballista bolt launches at the PCs at a height of three feet.

The first PC in the path of the bolt suffers 3d6 damage and is propelled backward into any PCs standing behind him. Every PC behind the PC who is struck must roll a successful Dexterity check or topple over backward, causing a chain reaction with those PCs behind him. PCs do not suffer damage from falling over, but the DM should take careful note of the PCs' weapons and account for the possibility of injuring each other.

D14. Pets: The derro savants went to great expense and effort to acquire five floating eyes, an unusual variety of marine life. They paid an exorbitant sum to a group of less-than-honest adventurers to obtain the creatures and a quantity of seawater to keep them alive. The floating eyes are detailed in the *Monstrous Compendium*-style pages at the end of this adventure.

When the floating eyes were brought here, the seawater was mixed with fresh water from the river. Two of the creatures died as a result, but the other three adjusted to the change in climate. The derro have not yet decided what to do with the floating eyes, but they hope to eventually use them in magical research.

The room that holds the floating eyes has a floor that slopes steeply away from the door. The room is only 60 feet long, but the depth of the water at the far end of the pool is 75 feet. The slope of the floor, as a result, is greater than 45°.

The ten-foot-square area inside the door and the first ten-foot section of the room are free of water, but both are slimy and slippery. All characters must roll a Dexterity check with a -4 penalty or risk slipping into the water and meeting the floating eyes.

Read the following to any PCs who fall in the water.



You sense movement between yourselves and the back wall. Peering into the water, you think you see an eye looking at you—yes, it's definitely an eye. It is about three inches in diameter and is floating toward you. You can make out a translucent round body that is home to the eye. Tiny streaks of lightning seem to be flashing in the pupil of the eye.

The floating eyes are not naturally hostile, but they are hungry and try to use their gaze to paralyze any characters landing in the water in order to secure a meal.

Floating Eyes (3): AC 9; MV Sw 30; HD 1d4 hp; hp 3, 3, 2; THACO 20; #AT 0; Dmg 0; SA hypnotism; AL N

D15. Dead End: This passage extends only 30 feet before ending in a rock wall. The derro began excavating this passage, but gave up to tunnel in a different direction.

A large patch of grey ooze has taken up residence in this abandoned cave. It drops on anyone who examines the dead end rock wall.

Grey Ooze (2): AC 8; MV 1; HD 3+3; hp 14, 17; THACO 17; #AT 1; Dmg 2d8; AL N

D16. Stairway: This tunnel turns in a right angle and descends to the next level of the derro lair. Wide, shallow steps have been cut out of the stone to form a rough stairway. At the bottom, the stairs appear to end in a rock wall, but a secret door grants access to the savants' living quarters.

Savants' Quarters

D17-D19. Student Savants' Rooms: Each of these rooms is occupied by two student savants.

Their rooms are no more organized than the rooms upstairs, with clothing and other items strewn about. The exception is that each student owns a small chest to hold personal and magical items. The chests are locked but are not trapped. Each chest holds 3d6 sp. If the students are asleep, their magical items are in the chests. Otherwise, they always carry their magical items with them. The student savants own only those items listed in their character descriptions (see the listing at the end of the description for the derro caves).

D20-D22. Savants' Rooms: Each savant has his own living area and personal items. The rooms are equally as messy as all other rooms in the complex but contain more interesting items and treasure.

Each savant has a chest slightly larger than those of the student savants. The chests each hold 4d4 gp, three 50 gp gems, and one item of jewelry (DM's choice) worth 75 gp.

The doors to the savants' rooms can be barred from the inside. The doors are always locked and barred when the savants are inside, and they are locked every time the savants leave their rooms.

D23. Savants' Practice Room: This room is empty except for some broken stools, miscellaneous junk, boulders, and broken rock from the cave excavation. The walls and ceiling are scorched and pitted in a number of places.

The savants use this room for spell practice and to teach new spells to their students. The debris is mainly the result of *levitation* and *lightning bolt* spells.

During the derro's active cycle, one savant and two students are in this room. The DM should randomly subtract one spell from

each of the students' spell lists, and two spells from the savant's list.

D24. Savants' Work Room: In addition to the practice room, the savants and the students use this room for less dangerous work. Although derro learn spells differently from humanoid spellcasters, they still must study and research.

This room contains two wobbly tables and five tall stools. One table holds a miscellany of spell components (all are moldy or deteriorated beyond use) and some laboratory equipment suitable for brewing potions.

A rotting bookshelf at one side of the room holds several books about magic and some paper, ink, and quills. The books are crumbling with decay and are worthless and difficult to read. None of the books contain spells.

If the PCs arrive at the lair during the night, one savant and two students are in this room. All have their maximum number of spells available.

D25. Meeting Room: If the savants see a need for a meeting with the military leaders of the clan, it is held here. This is the only room on the savants' level that non-savants are granted access to. Only the warrior leaders are allowed on this level, and only in this room.

This area contains a long table and 15 stools of varying sizes and styles. The best stools are clustered at one end of the table, becoming progressively shabbier toward the other end. Nothing of value is kept in this room.

A secret door leads to the derro's treasure chamber.

D26. Tunnel to Vault: This is an ordinary tunnel outfitted with two false doors and one secret door. The mechanism that operates the secret door is a small metal pin in a niche in the rock. It

is tipped with a weak poison. The savants are immune to the poison, which has the effect of a ray of enfeeblement (saving throw to negate effects).

D26A. Derro Treasure Vault:

The derro have an unusual taste in treasure. They do not covet gold like their dwarven cousins, but recognize its value among the vile races of the overworld. They appreciate copper, however, and stockpile copper pieces, which they later hammer into armor studs, weapons, cookware, plates, cups, and other useful items. This room contains several locked chests holding 4,000 gp.

Also stashed in this vault are 450 gp in leather and canvas bags, 200 sp in canvas bags, 15 gems (values 400, 350, 250, 150 (x3) 75 (x4), and 50 (x5) gp), two *long swords +1*, three ordinary rings (value 50 gp each), and one necklace (value 25 gp). All gemstones

are black, red, or dark green (DM should choose gems appropriate to their values), since the derro consider stones of other colors to be nauseating reminders of the overworld humanoids.

Only the savants are allowed in the treasure chamber. When any financial transactions, such as trade with other races, take place, the savants oversee the entire operation.

D27. Derro Heating System:

This room contains an enormous, deep pool and several narrow tunnels (about two feet wide) leading up out of the cave. The pool is 80 feet deep in the center and 1,200 feet across!

This cave is constantly filled with nearly scalding steam.

The pool is home to 30 hetfish (see the *Monstrous Compendium*-style entry at the end of this adventure). These fish generate enough body heat to warm the water to

350° F, causing a constant boiling of the water. The walls of the room are wet from condensation, and water trickles down the walls and back into the pool.

The derro have made use of these fish to heat their underground home. Although the derro like the damp environment, winters underground are somewhat colder, uncomfortable for young derro.

Each tunnel in this cave leads to a different room in the cavern system. The steam travels up the tunnels and into the living areas of the derro. Special trap doors in the living areas allow the tunnels to be closed off whenever the steam is not desired.

The derro make certain to feed the hetfish regularly. A special team of four derro is responsible for maintaining the fish's feeding schedule.

When the PCs enter the room, they are met by a blast of hot, wet





air. They cannot see across to the other side of the room unless they leave the door open for four rounds to allow some steam to escape.

This is an ordinary cave except for the pool of boiling water that occupies most of the room. A 20-foot-wide ledge fills the space between the door and the edge of the pool.

PCs can walk up to the edge of the pool easily, and they can see the hetfish through the water. The DM should make it obvious to the PCs that entering the boiling water would mean a quick death. Any PC who so much as touches the water suffers 1d2 points of damage and a blistering burn.

PCs find the room increasingly uncomfortable. Characters wearing armor find the room unbearable after three rounds unless they begin taking off their armor. They suffer a +2 penalty to THACO unless they remove their armor.

PCs who are not wearing armor suffer a +1 penalty to THACO after six rounds in this cave.

The floor in this cave is slippery from the steam. Dexterity checks and attack rolls suffer a -2 penalty (in addition to the penalties listed above).

The fish are unable to attack the PCs unless they enter the pool. Stirring up the water of the pool in any location brings 1d8 fish to the disturbance.

Hetfish (30): AC 5; MV Sw 12; HD 1 (9 fish), 2 (11 fish), 3 (10 fish), THACO 19 (1-2 HD), 17 (3 HD); #AT 1; Dmg 1; SA heat; AL N

Derro Community

Gorth, Derro Savant: AC 4; MV 9; HD 8; hp 55; Str 14, Dex 18, Con 15, Int 18, Wis 15, Cha 9; THACO 13; #AT 1; Dmg 1d6 (aklys); MR 30%; AL CE

Spells: *wall of fog, invisibility, lightning bolt, ice storm, cloudkill, shadow magic, wall of force, anti-magic shell, repulsion*

Equipment: *ring of fire resistance, wand of paralyzation, potion of gaseous form.*

Malvin, Derro Savant: AC 4; MV 9; HD 7; hp 45; Str 11, Dex 18, Con 14, Int 17, Wis 15, Cha 10; THACO 13; #AT 1; Dmg 1d6 (aklys); MR 30%; AL CE

Spells: *wall of fog, ESP, invisibility, blink, lightning bolt, cloudkill, anti-magic shell, repulsion*

Equipment: *wand of fear, ring of invisibility*

Sodor, Derro Savant: AC 3; MV 9; HD 6; hp 48; Str 15, Dex 15, Con 17, Int 17, Wis 14, Cha 12; THACO 15; #AT 1; Dmg 1d6 (aklys); MR 30%; AL CE

Spells: *spider climb, hypnotic pattern, levitate, lightning bolt, cloudkill, wall of force, anti-magic shell*

Equipment: *bracers of defense AC 6, ring of shocking grasp*

Mank, Derro Student Savant: AC 3; MV 9; HD 7; hp 45; Str 12, Dex 16, Con 14, Int 14, Wis 15, Cha 8; THACO 13; #AT 1; Dmg 1d4 (spiked buckler); MR 30%; AL CE

Spells: *ice storm, cloudkill, shadow magic*

Equipment: *ring of protection +1.*

Borth, Derro Student Savant: AC 2; MV 9; HD 6; hp 40; Str 15, Dex 18, Con 12, Int 13, Wis 15, Cha 10; THACO 15; #AT 1; Dmg 1d4 (spiked buckler); MR 30%; AL CE

Spells: *ESP, invisibility, lightning bolt*

Equipment: *wand of enemy detection*

Dwimm, Derro Student Savant: AC 5; MV 9; HD 6; hp 37; Str 13, Dex 17, Con 12, Int 17, Wis 13, Cha 11; THACO 15; #AT 1; Dmg 1d6 (spear); MR 30%; AL CE

Spells: *affect normal fires, spider climb, hypnotic pattern*

Equipment: *brooch of shielding*

Skort, Derro Student Savant: AC 5; MV 9; HD 5; hp 34; Str 17, Dex 16, Con 15, Int 10, Wis 16, Cha 7; THACO 15; #AT 1; Dmg 1d6 (spear); MR 30%; AL CE

Spells: *invisibility, wall of force*
Equipment: *ring of protection +1*

Laerf, Derro Student Savant: AC 5; MV 9; HD 4; hp 27; Str 11, Dex 17, Con 15, Int 13, Wis 9, Cha 14; THACO 17; #AT 1; Dmg 1d6 (spear); MR 30%; AL CE

Spells: *levitate, blink*
Equipment: *ring of fire resistance*

Yosm, Derro Student Savant: AC 4; MV 9; HD 4; hp 24; Str 11, Dex 17, Con 16, Int 13, Wis 12, Cha 9; THACO 17; #AT 1 or 2; Dmg 1d3 (repeating light crossbow); MR 30%; AL CE

Spell: *hypnotic pattern*
Equipment: *ring of protection +1*

Derro Leader (1): AC -3; MV 9; HD 7; hp 52; Dex 18; THACO 13; #AT 1 or 2; Dmg by weapon type; MR 30%; AL CE

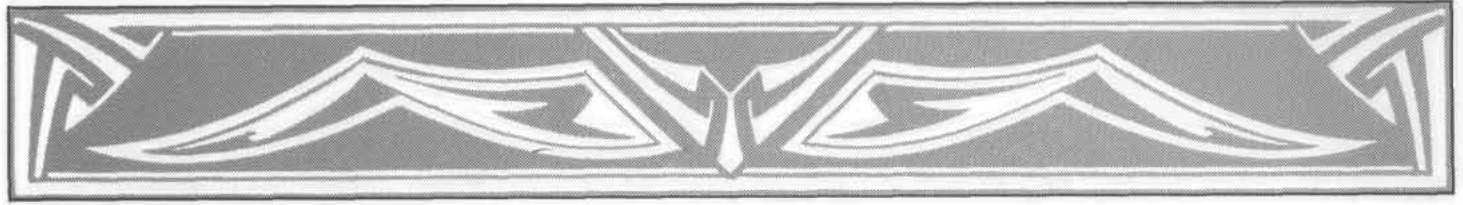
Equipment: *studded leather armor made from umber hulk hide (AC 2), spiked buckler (1d4), aklys (1d6), repeating light crossbow (1d3)*

Derro Lieutenant (1): AC 3; MV 9; HD 6; hp 39; Dex 18; THACO 15; #AT 1 or 2; Dmg by weapon type; MR 30%; AL CE

Equipment: *studded leather armor made from umber hulk hide (AC 2), repeating light crossbow, aklys*

Derro Warriors (5): AC 4; MV 9; HD 5; hp 36, 32, 28, 25, 24; Dex 17; THACO 15; #AT 1 or 2; Dmg by weapon type; MR 30%; AL CE

Equipment: *studded leather armor, repeating light crossbow (3), spear (2)*



Derro Warriors (10): AC 5; MV 9; HD 4; hp 28, 26, 25, 25, 23, 21, 20, 20, 19, 16; Dex 16; THACO 17; #AT 1 or 2; Dmg by weapon type; MR 30%; AL CE

Equipment: studded leather armor, repeating light crossbow (5), hook-fauchard (5)

Normal Derro (30): AC 7 or 6; MV 9; HD 3; Dex 15; THACO 17; #AT 1 or 2; Dmg by weapon type; MR 30%; AL CE

Equipment: leather armor, repeating light crossbow (15), hook-fauchard (8), spiked buckler and aklys (7)

Hook Horrors

This level of the cavern system is inhabited by a clan of hook horrors. Complete information about these creatures (originally appearing in the GREYHAWK® Adventures supplement to the *Monstrous Compendium*) is reprinted at the end of this adventure.

You approach the end of a long tunnel to find that the passage ends in a steep rock wall. The wall extends to a width of 60 feet and looks to be about 100 feet high. The surface is pitted in a few places, but you can see that climbing the wall will be no easy task.

The wall's surface and the surrounding cavern wall create a corridor about 30 feet wide. The surface opposite the steep wall is completely perpendicular to the floor and would be even more difficult to scale.

There are not enough handholds or footholds to climb the wall without proper equipment.

The floor at the bottom of the wall is littered with bones, rocks, and other debris.

cave wall opposite it is a small concealed hole. The hole leads to meenlock territory (see the entry that follows for the lair).

The hook horrors have little trouble scaling this wall to reach their home, but the PCs should find this difficult. If the DM desires, Mizaab may cast a *web* spell on the floor beneath the PCs to cushion their fall. A five-foot thick web will eliminate all damage taken by PCs falling from any height.

If the PCs choose to scout the ledge at the top of the wall before ascending, through use of a wizard eye or other means, they find a wide rocky ledge opening into a cave. Since there is no light source in the cave, the PCs cannot determine what lies within. The cave's occupants are not seen during this time.

The ledge is approximately 40 feet wide and is covered with loose rock and bones. There are no boulders on the ledge that would be large enough to support a rope holding a PC.

If no other method to scale the wall can be found, Mizaab changes form to a creature capable of scaling the wall, then holds a rope at the top of the wall and helps to pull the PCs up.

By the time everyone is up on the ledge, the cave's occupants have had a chance to take their positions in the side caves (H3 and H4) off the entry cave

H1. Rock Ledge:

The ledge you are standing on is about 40 feet deep and 60 feet wide. It is strewn with rocks, bones, and dead plants as well as some healthy patches of lichens and fungus. You don't find any clues as to what types of creatures inhabit this cave.

H2. Entry Cave:

This rough, rocky cave is approximately 18 feet high. The floor is littered with debris similar to that on the ledge, and you can make out some unusual tracks in the loose gravel and sand on the floor. The tracks appear to have been made by a bipedal creature with three large, clawed toes. Each print is over 16 inches long!

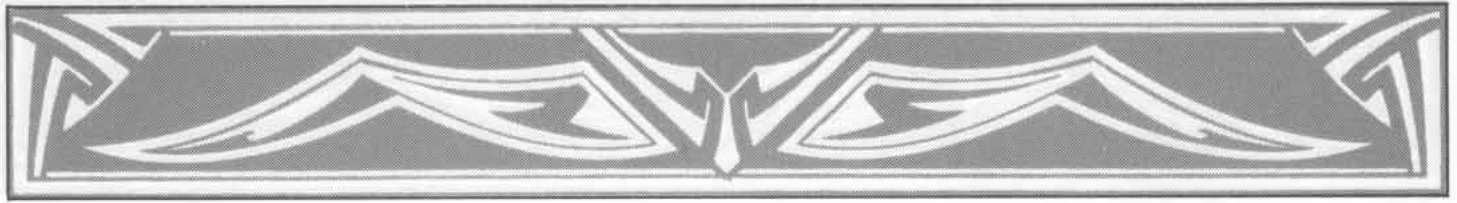
As you examine the prints, you hear a scuffling noise coming from the two caves to the sides. Before you know it, you are being charged by six huge creatures, three from each cave. They are easily nine feet tall, with tough, shell-like skin, beaks like those of vultures, and 12-inch-long hooks instead of hands. Surprisingly quick for their size, they immediately start swinging their hooks at you. You can see that they also have long hooks protruding from their elbows and small spines across their upper backs.

Hook Horrors (12): AC 3; MV 9; HD 5; hp 40, 38, 37, 34, 33, 33, 30, 27, 27, 24, 21, 18; THACO 15; #AT 3; Dmg 1d8/1d8/2d6; AL N

The hook horror with 40 hit points is the clan's leader. She does not take part in combat until her life is threatened or all other warriors have been defeated. In addition to the adult hook horrors, there are three young in the lair. These stand about five feet tall and are 3 HD each. If all the adults are slain, the children also move to attack.

When any of the initial six attacking hook horrors is defeated, another comes from cave H5 to take its place. This continues until all have been slain.

At the far end of the corridor formed by the sheer wall and the



H3 and H4. Ambush Hide-Outs: These rooms are empty. They are used only as places to hide in order to attack intruders. Since the hook horrors have excellent hearing, they always detect intruders attempting to scale the wall up to their lair. The effort in scaling the wall always gives the creatures sufficient time to take their positions in the small caves.

H5. Main Cave: This large cavern is littered with rocks, bones, and debris just like the other parts of this lair. Piles of straw are heaped in some of the cave's corners, and the carcasses of two unidentified animals can be found in the small alcove. Because the creatures' hooks are non-manipulative, no tools or weapons can be found anywhere in the caves.

H6-H9. Sleeping Chambers: Each family unit of hook horrors

has its own chamber in which to live. While the community works together for its survival, the creatures are by no means friendly to each other.

The caves are furnished with piles of straw and fungus large enough to accommodate the nine-foot height of the hook horrors. One egg (15 inches long) is found in each of caves H7 and H8.

Among these smaller caverns is a total of 40 sp and 12 pp. The hook horrors have little use for cash, but they were fascinated by these shiny discs taken from some of their victims. Four 50-gp gems are also found in the small caverns.

H10. Empty Cave: This cave does not appear to be used, but at the very back of the cave is a pile of straw containing two leathery eggs.

Meenlock Territory

At the end of the corridor formed by the sheer wall leading to the hook horrors' lair is a small, concealed hole. A large, moss-covered rock blocks the entrance to this four-foot-high hole.

If the PCs roll back the stone, they are greeted by the smell of rotting corpses. A dank, moss-covered tunnel leads inward into more caverns. These tunnels are five feet wide with four-foot-tall ceilings.

M1. Meenlock Tunnel:

Torchlight reveals a wide, low tunnel leading into the rock wall. All surfaces of the tunnel are greenish-brown with thick, tangles of moss. The floor is both spongy and crunchy from the moss and scattered bones. The moss beneath your feet is





trampled and flattened, but you cannot detect any distinguishable footprints. The tunnel is 80 feet long and ends at area M2.

M2. Meenlock Detention: The tunnel opens into an irregular cave. The walls of this cave are covered with the same moss as in area M1.

The ceiling in this cave opens up to eight feet in height. The floor here is exposed stone, but heaps of moss five and six feet high stand around the perimeter of the cave. The floor is stained with what you assume to be blood, but you can't be sure. If it is blood, it's the blood of many different creatures with many different kinds of body fluids.

In the center of the room are six stone posts, each with a leather thong wrapped loosely around it. From the positions of the posts, you might guess that whatever lives here uses the posts to detain its victims. The room is otherwise empty.

M3. Meenlock Quarters: This is another moss-covered room, except the moss here has been raked into five large piles. A ragged, decaying fur covers each pile. The heaps are matted in the center as if something had been placed here or slept here. These are the meenlocks' beds (nests, really). There are no articles resembling clothing, nor is there any treasure anywhere in the caves.

Bones lie scattered over the entire floor in this room. In several places, the bones are stacked or otherwise arranged in what PCs can guess might be some sort of sculpture.

Near each bed is one long dagger with a curved blade. The blades are nearly 18 inches long and the

hilts measure about five inches long. The blades are razor sharp, and each knife is slightly different in design and decoration from the others.

The meenlocks attack once the PCs enter room M3. This ensures that their escape route is cut off. The meenlocks use no weapons, and do not attempt to retrieve the daggers (these are for ceremonial purposes only).

Meenlocks (5): AC 7; MV 9; HD 4; hp 27, 24, 22, 20, 19; THAC0 17; #AT 2; Dmg 1d4/1d4; SA paralyzation; SD *dimension door*; AL LE

The meenlocks are detailed fully at the end of this adventure. The DM should note that intelligent creatures with 4 or fewer HD collapse from the sight of a meenlock for 1d4+4 rounds (a successful saving throw vs. spell reduces this time to half).

The meenlocks try to take the PCs alive if at all possible. (Fresh victims are always needed to perform the ceremony that creates more meenlocks.)

M4. Meenlock Ceremonial Chamber: As described in the entry at the end of this adventure, new meenlocks are created, not born. This room serves as the site of meenlock creation for this band.

The stench in this room is nearly unbearable. If anyone was feeling queasy earlier, they now have to fight from becoming ill.

Bones are stacked around the entire perimeter of this room like snowdrifts. A shallow pit in the center of this cave is slick with a black oozy substance. Six stone posts, like the ones in room M2, surround the two-foot-deep pit. Outside the ring of posts is a ring of moss piles, forming a continuous circle

about 12 inches high.

What takes place in this room you can only guess. The smell and the evidence suggest something too horrifying to imagine.

If the DM wishes the players to learn the horrible secret of the meenlocks, Mizaab can tell the story. He admits that he has never encountered them himself, but he has heard the tales from other adventurers. Until now, he wondered if the stories were fabricated, but now he's sure that every detail is true.

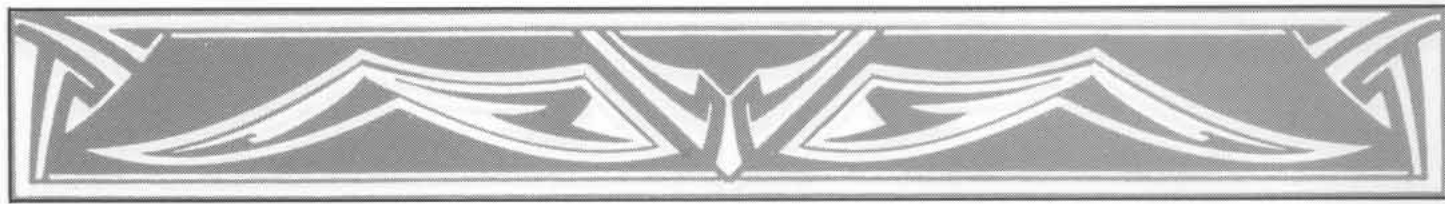
M5. Tunnel to Overworld: This tunnel leads through hundreds of feet of earth to a concealing rock in the forest across the river from Greyhawk. The tunnel walls are covered in a thick layer of moss that the meenlock use to climb out of the tunnel. This is their entry to the world above and a lifeline to sources of food and victims for their horrendous rituals.

Falcon's Headquarters

If the PCs adventured in *Falcon's Revenge*, they will recognize many items in this cavern system that were salvaged from the cult's complex that was destroyed in that adventure. Such items are indicated throughout the following descriptions. If the PCs did not adventure through *Falcon's Revenge*, the DM should simply embellish the description that follows to the satisfaction of the players.

F1. Guard Chamber: This room is empty except for three stools. It is always occupied by three guards who admit only cult members or the derro savants.

Guards (3): AC 3, 3, 4; MV 12; HD 4; hp 42, 38, 36; #AT 1; Dmg by weapon type (long sword, *battle axe +1*, *mace +1*); AL CE



At night, two acolytes also keep watch with the guards (descriptions for the acolytes follow).

F2. Hall: This passage is not lit and is littered with trash and filth.

F3. Robe Room: As in the previous cult complex, a room near the temple is reserved for storage of the cult's black ceremonial robes. The room is under construction (presumably by the derro's human slaves) and the corners of the room have not yet been cleared. Twenty hooks hang on the wall, thirty more lie in a heap on the floor waiting to be installed, and twelve robes hang from the hooks on the wall. Nothing of value is kept here.

F4. Temple: As the largest room in the derro's recently excavated chambers, this serves as the cult's temple.

A crude altar matching the stone of the caverns stands at the front of the room. Iron candlestands, holding the cult's signature black candles, flank the altar. One of the blackened braziers, salvaged from the cult's old temple under the city, stands in front of the altar. The same unholy symbol of Iuz from the old temple hangs on the wall behind the altar.

Crude benches and stools fill most of the room. Although the room has been chiseled out only recently, it is filthy with dung, trash, melted wax, and incense ash. A musty, scorched stench hangs in the air.

The temple is empty of valuables. No guards are stationed in this chamber.

F5. Acolytes' Room: This chamber is partitioned by hanging blankets and makeshift screens

constructed from planks of wood. Eight acolytes make their homes here. As the lowest-ranking members of the cult, they were reduced to sharing one room when the cult moved into the derro's facilities.

Each partition holds a mildewed mattress, a chest of clothing, the acolyte's ceremonial robe, and an average of 30 gp stashed in a variety of locations. The acolytes possess no magical items.

If the PCs arrive at the lair during the day, the room is empty. If they arrive at night, six acolytes are asleep in this room. The other two are in room F1 keeping watch with the guards.

F6. Meeting Room: This chamber contains six small, battered tables and 20 chairs and stools. It is used for meetings between the cult leaders, priests, and acolytes, and also for meals and recreation.

A rough shelf along one wall holds the cult's cooking equipment, a stack of parchment, bottles of ink, and a bundle of quill pens.

During the daytime, four acolytes and two priests are in this room. At night, the room is empty.

F7 and F8. Priests' Quarters: The cult's four priests share two rooms. The derro's architecture did not lend itself to a cult complex, so the clerics divided the space as best they could.

Two priests occupy each room. The space is partitioned by blankets hung across the room. Each partition contains a crude cot, chest of clothing, the priest's ceremonial robe, and an average of 45 gp.

Each room also contains one battered table and two stools. An assortment of parchment, quills, and ink lay on each table. A simple wooden unholy symbol of Iuz hangs just inside the door to each room.

At night, all four priests are in

their rooms. During the daytime, two priests are in the meeting room (F6), while the other two are at work in these rooms.

F9. Sentries: This room is guarded by some old friends of the cult. These were rescued from the old complex before it was destroyed.

Four piles of skeletal remains lie on the stone floor. Examination reveals them to be the skeletons of giant cats. The cats are unusual, however, in that they each have two enormous fangs where their canine teeth should be. PCs may correctly guess that when these cats were alive, these teeth protruded from their mouths by at least six inches.

The other feature of this room is a large symbol of Iuz on the wall opposite the door. The symbol is a mosaic, and it appears to have been chiseled or torn out of a larger work. It was part of the wall in the old lair, and the wall was chopped up in order to free the unholy symbol to transport it here. The symbol radiates a strong aura of magic.

Skeletal Sabre-tooth Cats (4): AC 6; MV 12; HD 6; hp 40, 36, 32, 28; THACO 15; #AT 3; Dmg 1d3/1d3/2d6; AL N

The skeletal cats animate when anyone enters the room, but they attack only creatures of good alignments. When one of the cats is slain, it falls to the ground for three rounds, then rises and attacks on the fourth round. The skeletons are reanimated by the power of the unholy symbol of Iuz that hangs on the wall. They continue to reanimate until the symbol is deactivated or destroyed, or no more good creatures remain in the room. When all good creatures are dead or have exited, the skeletons remain animated for six turns, then fall to the floor in heaps to await their next victims.

The symbol may be deactivated



for one turn by means of a *dispel magic* spell (cast against 12th-level magic). The skeletons immediately fall to the floor if the spell succeeds. After one turn has elapsed, the unholy symbol regains its power and the skeletal cats attack normally.

If the skeletons are removed from the complex, their magic no longer functions. If they are killed outside the room with the symbol, they do not reform unless moved back into the room.

F10-12: These rooms are empty.

F13. Skeletons in the Closet: The cult priests have been raising skeletons ever since they moved into these quarters. They are stockpiling creatures that they eventually plan to turn loose on the City of Greyhawk.

The mindless skeletons simply sit or stand around the room until an enemy enters, at which time

they crowd around the intruders for an attack.

Skeletons (100): AC 7; MV 12; HD 1; THACO 19; #AT 1; Dmg 1d6; SA nil; SD immune to *sleep, hold, charm, and fear*, cold-based attacks cause no damage, half damage from piercing weapons; AL N
Equipment: long sword (35), spear (30), club (35).

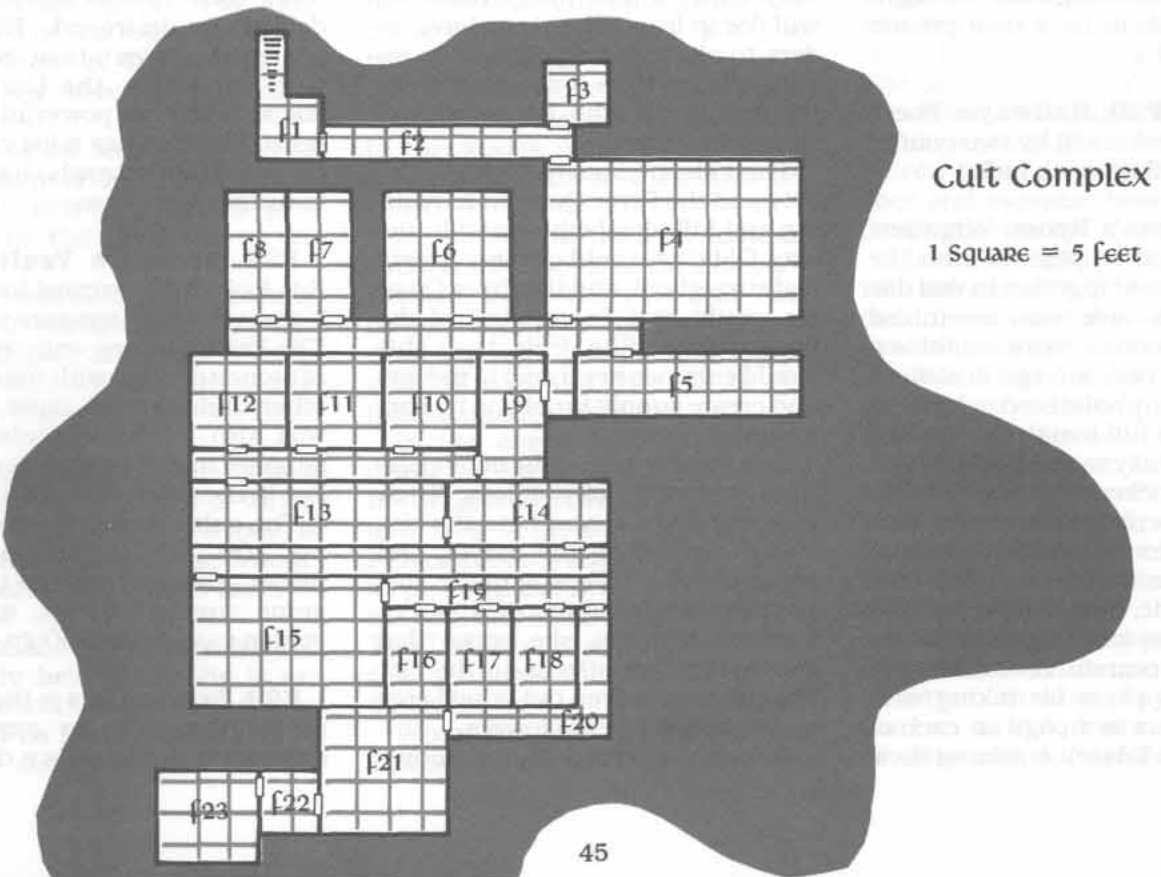
The weapons are all rusty and crumbling and have no resale value.

The swords are dipped in a special poison created by the cult priests. It is an oily powder like soot that sticks to sword blades. The poison enters an opponent's bloodstream when the skin is slashed by a sword cut. The poison causes a victim to lose 2 points of Strength and 1d4 hit points. A successful saving throw negates the hit point loss and reduces the Strength loss to 1 point. Normal curing methods negate the effects.

F14. Zombie Storage: In addition to skeletons, the cult has been creating and storing zombies (also to be released into the city when the time comes for the final attack). The zombies, like the skeletons, simply mill about the room waiting for something to happen. When anyone other than the Falcon or the cult leaders enters the room, they swarm toward the door to attack.

Zombies (75): AC 8; MV 6; HD 2; THACO 19; #AT 1; Dmg 1d8; SA nil; SD immune to poison; MR immune to *sleep, charm, hold, death magic*, and cold-based spells; AL N

F15. Falcon's Meeting Room: The Falcon uses this room for high-level planning meetings between herself and her priests. If the derro sound an alarm, all cult members in the complex enter this room, expecting the legions of un-





dead to take care of intruders while they wait here in safety.

The room contains one large table and a dozen wooden chairs. A symbol of Iuz hangs on the wall opposite the door.

A locked door at the far end of this room leads to the rooms of the cult leaders.

F16-F18. Cult Leaders'

Rooms: These small chambers are all furnished in a similar fashion. Each contains a wobbly bed, a small chest of drawers, a chest of clothing, and a small writing table and chair. An unholy symbol of Iuz hangs in each room. Hidden in a different location in each room is a bag or sack containing 3d10+30 gp. The cult leaders keep their magical items with them at all times.

The cult leaders have been busy creating legions of undead for the assault on the city. During the daytime, they are in one of the rooms with the skeletons or zombies, or in the Falcon's meeting room. At night they are each in their own private rooms.

F19 and F20. Hallways: These are empty and are lit by two *continual light* spells in each hall.

F21. Falcon's Room: What few luxuries could be pilfered from the city and scraped together in this dismal complex have been assembled here. The Falcon's room contains a comfortable bed, a large dresser, a desk and upholstered chair, a woven rug, a full-length mirror, and a golden unholy symbol of Iuz. The dresser is stocked with the Falcon's necessary perfumes and oils that mask her odor as a naga, as well as an admirable assortment of gowns, robes, lingerie, and cloaks.

The writing table contains stacks of paper with careful notes detailing the Falcon's plans for taking over the city. There is a page on each of the PCs and Talasek outlining their

appearances, abilities, equipment, and suspected weaknesses. The information is accurate, but somewhat incomplete. The equipment lists are missing many items and the information about spellcasters lists the spells that the Falcon's spies have observed them using, but does not cover every spell used by the PCs.

Another multi-page document lists information about Sturtevant. The Falcon knows that the PCs are living with him, but she does not know of his identity as a Greyhawk dragon. The paper gives a description of his home and its defenses, as well as an account of the failed attempt to infiltrate the structure. All the information about Sturtevant is correct as far as his current identity in the city.

The Falcon's complete plans for the city are detailed in these documents. Her plan is to generate hundreds of undead soldiers to go into the city and kill its residents in a wholesale slaughter. The Falcon fully expects that many residents will flee in fear. Her priests have orders to allow fleeing citizens to escape rather than waste resources fighting those who are exiting of their own choice.

The Falcon plans to begin in Old City and the River Quarter, terrorizing and killing all who stand in the way. Old City would give her a fortified stronghold, and the River Quarter would give her control of the Cargo Gate. She feels that this would enhance her threat to the city and create supply problems by controlling the gates.

The Falcon also lists her operatives who hold city offices. Their jobs will be to assassinate the city leaders, including the mayor, and cause chaos by dispersing the government in this manner. Without effective leadership, she hopes that any remaining citizens in the city will either be driven out or will convert to become her followers.

Anyone reading the Falcon's

notes will realize that she does not plan to fail. She is more driven than ever, especially after more than 60 years of imprisonment and her failure at the Temple of St. Cuthbert.

She also plans a personal vendetta against the PCs and Talasek. They have already made her life miserable in more ways than one, and she has created an elaborate scheme of torture, imprisonment, and death for them.

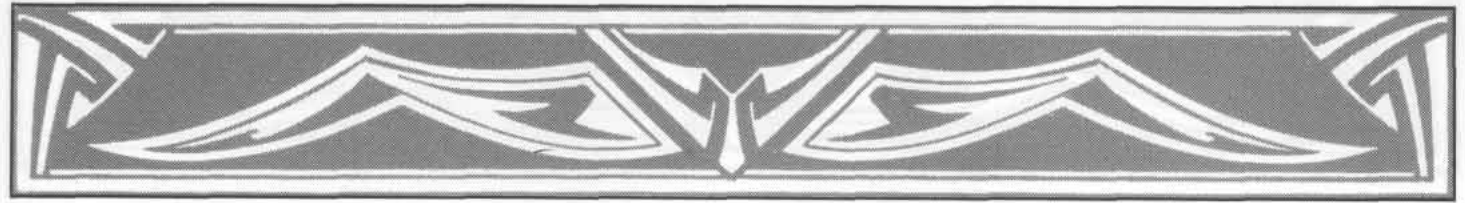
The Falcon's assault on the city is now scheduled to take place three days after the whirlpool in the river formed. She was forced to move up her plans because she feared that the whirlpool would give away the location of her new lair. Before the creation of the whirlpool, her plan would not have been implemented for another ten days.

The Falcon has also made copious notes about her plans for the various buildings in Greyhawk. All the temples will be given the chance to join her cause; those who do not will be driven out and their structures converted to temples of Iuz, defiled, or destroyed. The Falcon has made notes about bargaining with the guilds, the University of Magic, and other powerful organizations. She also has a list of rewards prepared for those who have helped to further her cause.

F22. Treasure Vault: Behind this locked and wizard locked door is the remaining treasure of the cult. The Falcon has recently spent a lot of money dealing with the derro and other underground races. The cult was also forced to replace many supplies and furnishings that were lost in the destruction of the old lair.

The cult's treasure consists of 25 pp, 300 gp, 100 sp, (no copper pieces—these all went to the derro), gems worth 600 gp, and three golden vases worth 50 gp each.

F23. Prison: This is the Falcon's personal prison for anyone she chooses to detain. It is a dangerous



set-up, consisting of a small, caged platform hovering over what appears to be a bottomless pit. Anyone tossing a coin or other item into the pit to determine its depth does not hear a noise regardless of how long he listens.

If a spell, such as *wizard eye*, is used to examine the pit, the PCs learn that it extends downward for 200 yards, then ends in a mass of webs of indeterminable depth. Any fire-based attack made on the webs burns away only the top five feet of web. The webs continue for approximately 80 yards, yielding no view of what lies beneath them.

The DM is free to modify this situation if desired. If the DM wishes to take the PCs into the underworld to meet drow, driders, or other creatures of the Underdark, this will provide an appropriate set-up. If the DM does not wish to allow this, he is free to modify the pit to suit his own campaign.

The caged platform is rigged so that any tampering causes the cage to plummet into the pit. It is hung from a knob at the top of the cave, and movement of more than 12 inches in any direction will shake the cage loose.

The pit is 20 feet square. The caged platform is four feet square. A row of six-inch-long spikes protrudes from the platform on all sides.

Few methods short of spellcasting can free the occupant of the cage. The DM should allow the PCs to struggle with a viable solution, but eventually consent to a workable plan.

The small cage contains only a pile of straw and a pitcher of water. The only entry to this prison room is through the Falcon's bedroom. Only the three cult leaders know of this prison.

Aestrella, the Greyhawk dragon, is currently held here. She is extremely weak and unconscious when the PCs find her. She can be roused to consciousness, but for

only a few moments. Fresh water helps her only slightly, though a large amount of food (about the quantity necessary to feed three hungry warriors) enables her to remain conscious through the journey out of the caverns. No amount of food consumed in her human form can make her strong enough to leave the lair under her own power. She must be carried out, and Mizaab insists on carrying her himself, changing form if necessary.

When Mizaab finds Aestrella in her weakened state, he remains with the PCs only long enough to ensure that they can clean out the remaining inhabitants of the lair and get themselves out safely. He instructs the PCs to return to his home and make themselves comfortable, curing and resting as long as they need. (He must take Aestrella into the woods so they can assume their natural forms and he can hunt and help her to regain her strength. He returns to his home only after he is certain that she is strong enough to continue her recovery and return to the city safely.)

Mizaab then carefully takes Aestrella in his arms and teleports out to the woods north of his home, leaving the PCs to their own devices.

Depending on the PCs' actions, there is a chance that the Falcon is present when the PCs find Aestrella. If so, the Falcon threatens to drop the cage into the pit, toying with Mizaab and the PCs to the fullest extent possible.

In the event that the Falcon drops the cage, Mizaab changes to his dragon form without hesitation and flies down the pit after her. PCs cannot see anything down the pit until the dragon flies out of the hole and lands near the Falcon. The DM should make the most of the suspense of Mizaab flying down the hole.

When she sees the dragon, the Falcon will try to flee, but the PCs

should have little trouble detaining her.

The Falcon kidnapped Aestrella as a show of force. She has made plans to begin kidnapping other well-loved, public figures in the city to enhance her threat.

The Final Battle

By the time the PCs arrive at the cult's level of the lair, the derro will have sounded the alarm and all members of the cult except the guards in room F1 will be in room F15. They hope that the undead troops can defeat the intruders before they infiltrate the lair to any great extent.

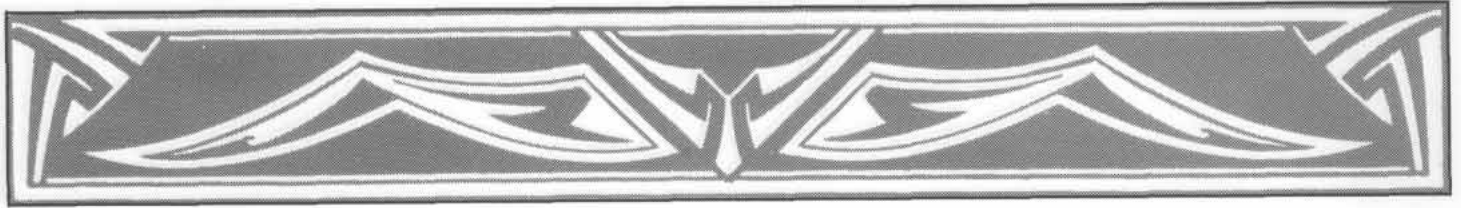
When the PCs arrive in room F15, all cult members are prepared with defensive and protection spells. The cult members automatically gain initiative on the party as the PCs enter the room.

The cult priests are poor combatants but excellent spellcasters. They take positions along two adjacent walls of the room so as not to be in each other's line of fire. The priests line up along the wall opposite the door and the wall with the door leading to room F19. The Falcon takes a position near that door and escapes through it if the battle goes badly.

The cult's fighters and thieves, who have spent a great deal of time down here since the whirlpool appeared in the river, move to engage the PCs. They are positioned near the door in order to rush the PCs and gain surprise.

If the PCs retreat, they are pursued as far as room F1. Once outside that chamber, only the fighters and thieves continue pursuit. The priests fall back to tend their wounded.

If the Falcon escapes into room F19, she continues into her private quarters, making any attempts she can to lock doors, cast spells, or otherwise hinder or harm the



PCs. She soon arrives at a dead end in room F23, however, and has no choice but to fight the PCs.

At an appropriate moment, Mizaab plays the ultimate joke on the Falcon. He changes his appearance to exactly match the way he looked 60 years ago. This so startles the Falcon that she cannot take any action for two rounds.

"Ah, I was wondering if you'd recognize me," Mizaab says to the Falcon. "It's been a long time, but I guess you've had little else to think about over all the years.

"I guess we made a mistake back then by not finishing you off. Ah, but we were young and naive, and willing to believe that things always work out the way we want.

"I'm afraid we simply can't allow this kind of thing to happen again. This city doesn't want

your kind, and I'm here to make sure that the good folk of Greyhawk never have to worry about you again."

With that, the Mizaab begins casting a spell.

The Falcon is so stunned that she simply stands sputtering and hissing for two rounds. When she finally recovers, she directs all her attacks at Mizaab.

"You! It can't be you! It was too many years ago! But if it is you, I owe you something from long ago. I haven't forgotten all those years of being trapped in your little prison."

The Falcon also begins casting a spell. The DM should direct the events from here on, depending on the PCs' actions. If they take no

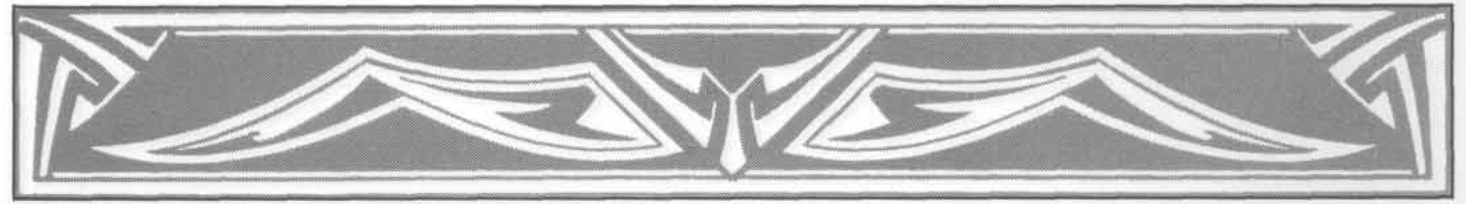
actions, Mizaab's *lightning bolt* spell takes effect first, disrupting the Falcon's spell.

When the Falcon is finally defeated, her body reverts to its natural naga form (unless she has already done so). Talasek and Mizaab insist upon taking it out of the lair and burying it outside the city after the Temple of St. Cuthbert has performed cleansing rituals to prevent her from ever being resurrected. (If Mizaab has already departed with Aestrella at this point, he voiced this concern earlier.)

Rewards

Once the PCs have found their way out of the lair and delivered the body to the Temple of St. Cuthbert, Talasek accompanies them to Mizaab's manor. The priests at the temple provide any healing services necessary (and a *resurrection* spell if the DM so allows). Mizaab's servants scurry everywhere in the





interest of the PCs, preparing baths, cooking meals, even summoning a masseur from Greyhawk's public bath.

Mizaab return after three days with word that Aestrella has recovered and is spending two weeks recuperating in the woods. He has send word to the Royal Opera House that she has been located and is safe, and that she wishes to spend two weeks vacationing to recover from her ordeal.

The DM has many options in rewarding the PCs. The city owes them a debt of gratitude, and the city leaders offer the PCs almost any sum of money as a reward. Messages of thanks and smaller trinkets pour in from grateful citi-

zens: homemade preserves and breads, custom-made jewelry, fine leather sheaths, belts, pouches, wooden chests, map cases, fine wines and rare liquors, cloaks, robes, and other garments, offers of free meals and lodging, and something from just about every merchant and housewife in the city.

Mizaab also offers the PCs his own thanks in the form of a magical item or weapon from his collection. The DM should choose an appropriate limit for cash and magical items based on his campaign, but the reward should be one of the largest the PCs have ever received.

Experience Points

After totalling the experience points from the monsters and cult members, the DM should consider granting additional points for exceptional effort and role-playing. As a guideline to granting experience for this adventure, the DM should consider that the average adventurer should gain one experience level for successfully completing each of the three parts of the Falcon trilogy.



Non-Player Characters

This section provides information and statistics about the major NPCs who appear throughout this trilogy. Their intervention and guidance is essential to the advancement of the plot.

TALASEK THRAYDIN

Human 7th-Level Paladin

Str 17
Dex 11
Con 16
Int 14
Wis 15
Cha 18
hp 60

Alignment: Lawful good

Worships: St. Cuthbert

Armor Class: -3

Equipment: *Plate armor +3* (an inheritance from his grandfather and father), *great helm*, *large shield*, *long sword*, *lance*, *morning star* (weapon specialization in each weapon), *ring of free action*

Talasek is a tall (6'3"), solid man who takes great care in maintaining his physical condition. He practices and exercises daily, working out with friends and instructing some local youths.

Talasek's wavy brown hair falls just below his shoulders, where it gradually ends in a peak. He has bluish-grey eyes and sharply defined facial features. He never seems to notice the heads that turn his way or the girls who gaze at him dreamily.

Talasek is a third-generation paladin who was raised by his mother after his father was killed in a fire, attempting a rescue. Talasek was six years old at the time, and therefore has faded but heroic memories of his father. His childhood was filled with stories of battles,

noble deeds, and holy causes.

Talasek was instilled with a desire to live his life as a champion of good and combatant of evil and its vices.

His lineage, however, is a mixed blessing. Talasek is obsessed with proving himself in the manner of his father and grandfather. He will take on almost any cause, and sometimes acts without considering the consequences of his actions. The result is Talasek's greatest weakness; he might easily be duped into misguided activities because, in his eagerness to prove himself, he might accept a mission without fully considering or comprehending it. Talasek is too trusting of others and must learn to be more cautious.

Talasek's good looks and charm instill instant trust in those he meets. He seems to attract people in need of help, whom he usually

escorts to the temple (the priests have convinced him to bring the needy to the temple, since he has a tendency to run out of money by giving it away).

As a trusted servant of St. Cuthbert, Talasek has the same privileges and access to the temple as the priests. Although not allowed access to areas such as the vault and the private quarters of the temple leaders, he can come and go as he pleases. He keeps his valuables in the temple's vault.

Talasek usually lives in a boardinghouse in Clerkgurg, near the wall that separates the High Quarter from New City. He is an ideal tenant, but a somewhat disorganized housekeeper. For this adventure, Talasek moves into Grey Manor along with the PCs.

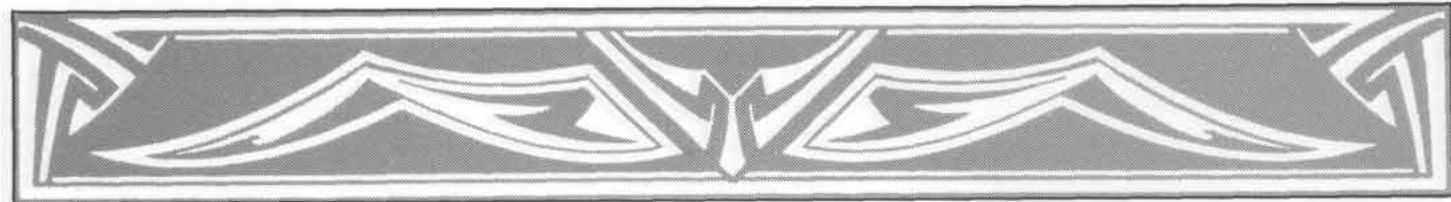
As a paladin, Talasek owns few possessions. He buys only what he needs, and donates the rest of his money to the temple or to Nicholi Nortoi, who operates the shrine to St. Cuthbert in Shacktown.

The few valuables that Talasek does own are his armor and weapons, a ring that belonged to his mother, and a portrait of his parents. He keeps the ring and portrait in his room, but his armor and weapons are stored in the temple vault. The armor, shield, and long sword are family heirlooms; Talasek inherited them from his father and grandfather.

Talasek's shield bears his family crest. The shield is divided into three wedges, each depicting a different goal. Where the three lines that divide the shield come together, a symbol of St. Cuthbert (the starburst) unites them.

The top wedge on the shield depicts a dove perched atop the symbol of the City of Greyhawk. This represents the desire for peace in





the city and a life free from evil. The right wedge is an image of the initials of Talasek's grandfather, Tamar Thraydin. The green letters against a white field represent Tamar's desire to raise sons who would fight for the causes of St. Cuthbert. The left wedge is an image of an open book, symbolic of knowledge and history. Tamar has strong beliefs in the power of knowledge and the lessons that could be taught by history.

After surviving the previous adventures in this trilogy, Talasek is Greyhawk's resident expert on the cult of Iuz that threatens the city. The DM may use Talasek to disseminate any information the PCs may need.

THE FALCON

Spirit Naga (Real name: Iysix Ssllol)

Str 16
Dex 12
Con 16
Int 14
Wis 13
Cha 7
hp 63

Alignment: Chaotic Evil

Worships: Iuz

AC 4; MV 12; HD 9; #AT 1; Dmg 1d3; SA spell; THACO 11

Equipment: *Collar of shapechanging* (all other possessions were lost when she was trapped). The Falcon has regained her spellcasting ability since retrieving her spell books from her old lair.

A creature of ultimate evil, greed, and vice, the Falcon's cleverness and persistence make her exceptionally dangerous. Her motivation in life is power, and she follows any means to gain power, including removing those who stand in her way.

As a creature of limited magical abilities, Iysix correctly guessed that she could improve her magi-

cal powers if she could transform into a human. She eventually located a mage who was working on a magical shapechanging ring. Iysix stole the ring and learned that with it she could change into a human and use all the spell abilities of a human. (The ring functions under the same rules as the druid's shapechanging ability, described on page 37 of the AD&D® 2nd Edition *Player's Handbook*, except that it does not bestow the healing property. The mage wasn't finished with the ring when it was stolen.)

Iysix tricked another mage into bestowing the ring with an *enlarge* and a *permanency* spell. This enables her to wear the ring as a collar and benefit from its effects.

Iysix functions as a 9th-level mage when she is in human form. While in any other form, she may only use verbal spells, due to the limitations caused by lack of hands. She may memorize spells while in any form as long as she is able to manipulate her spell book.

Iysix may appear in almost any form she desires, but her favorites are the forms of a human female and a falcon. When in human form, she always wears a great amount of heavy perfume to mask the foul odor of her naga form.

The Falcon also functions as a 4th-level cleric of Iuz. The Falcon's loyalty to Iuz evolved because she viewed Iuz as a means to gain power. At first, her loyalty was insincere, and the Falcon worshiped Iuz only for selfish reasons. Gradually, she came to appreciate the forces Iuz was able to command, and she found herself growing in admiration for Iuz and wishing to gain his favor. She began to focus her attention on ways to attract Iuz's attention.

Iuz has had designs on Greyhawk for a long time. It has always been his wish to take over Greyhawk and convert it to a city of evil. When the Falcon learned of



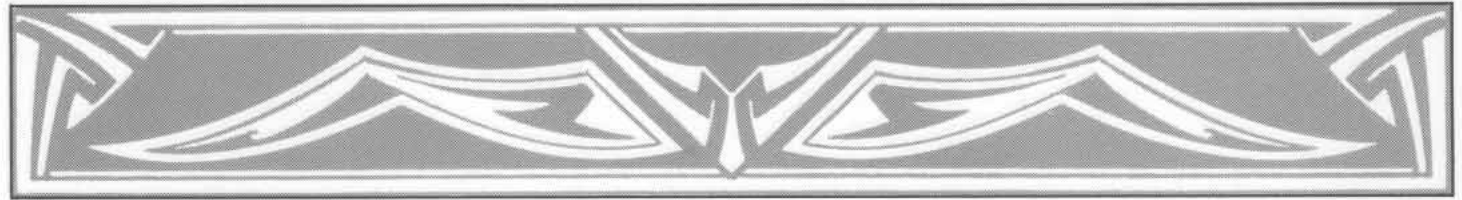
this, she devised a plot to take over Greyhawk. In the process, she hoped to become a favorite of Iuz.

In her impatience, she made several mistakes in establishing a cult in Greyhawk. Her cult was destroyed and she was placed in a magical prison. Surviving cult members made plans to free her and reestablish their position in Greyhawk.

Once freed, the Falcon has one thing in mind: revenge.

One of her first activities was to return to her former lair in the hope of retrieving her spell books. After leaving instructions with her clerics for making preparations, she departed for her lair. While there, she rested, retrieved some possessions, and memorized spells. The PCs tracked her to her old lair in *Falconmaster*, but when the PCs got too close, the Falcon escaped before they could defeat her.

Subsequently, the Falcon led the



attack on the Temple of St. Cuthbert, but her forces were defeated. She now lies in wait somewhere in the city, preparing for yet another assault on Greyhawk.

The Falcon's Spell Books

The Falcon has collected (stolen, to be precise) three spell books that she left in her lair when she was trapped. Since their recovery, she has access to the following spells.

Book 1

Level 1: *chill touch*, *color spray*, *detect magic*, *enlarge*, *magic missile*, *read magic*, *shocking grasp*, *unseen servant*, *wall of fog*

Level 2: *blindness*, *blur*, *darkness 15' radius*, *detect invisibility*, *fog cloud*, *invisibility*, *Melf's acid arrow*, *stinking cloud*, *strength*, *wizard lock*

Book 2

Level 3: *clairaudience*, *delude*, *dispel magic*, *explosive runes*, *fireball*, *lightning bolt*, *sepia snake sigil*

Level 4: *dimension door*, *Evard's black tentacles*, *firetrap*, *ice storm*, *magic mirror*, *minor globe of invulnerability*

Book 3

Level 5: *animate dead*, *cloudkill*, *summon shadow*, *wall of iron*, *conjure elemental*

The DM should select an appropriate assortment of spells for the battles at the lair. The Falcon is also prepared with the following priest spells: *command*, *cure light wounds*, *entangle*, *shillelagh*; *barkskin*, *heat metal*.

The Falcon's Flaws

Below are some notes regarding the Falcon's personality. This information is important to the DM in role-playing the Falcon.

All fanatical leaders have their outstanding character flaws, and the Falcon is no exception. These

weaknesses should be used to the DM's advantage in role-playing, and the DM might allow the PCs to discover some of these flaws to advance the plot.

The Falcon's major flaw is her feeling of infallibility. She was trapped once and should have learned a lesson from this, but her arrogance allows her to believe that she can never again be conquered. She believes that the lesson to be learned is to destroy anyone who might be a potential enemy. Thus, she destroys with impunity anyone who appears to pose a threat to her.

As a result of this flaw, the Falcon also suffers from feelings of paranoia. She finds it difficult to trust anyone, even her closest aides. She will probably destroy some of her own people (whether guilty of plotting against her or not) simply because of these feelings of insecurity.

Falcon has grown to prefer the company of women. When faced with a difficult decision, she almost always takes the advice of a woman over the advice of a man. She is more trusting of women ever since her imprisonment by four men.

The Falcon's arrogance will be her downfall. Even if a battle is going badly, she will refuse to back down or retreat, preferring to believe that her side will rally and win. She will never compromise; she will fight to get her way regardless of the risks.

MIZAAB ZALEN

Str 11

Dex 16

Con 13

Int 19

Wis 15

Cha 13

Alignment: LN

Armor Class: 0 (Dex bonus, *ring of protection* +2, *bracers of defense* AC 4)

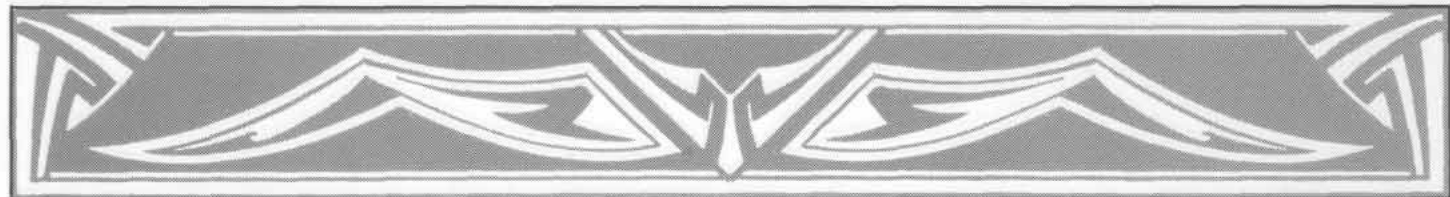
Equipment: wand of paralyzation, ring of air elemental command, broom of flying, carpet of flying, winged boots, gem of seeing

Mizaab appears as an eccentric, middle-aged wizard. He looks to be about 55 years old, with a short, greying beard and reddish brown hair. He is in good health for a man of his age, appearing sturdy, though not very strong.

Mizaab's favorite color is gray (any shade from dove to charcoal), and he has never been seen without wearing some article of gray clothing.

Mizaab gained a reputation as an intelligent but eccentric mage. His habit of disappearing frequently for several weeks always caused rumors to surface, and some of his proposals about magic, while admittedly intriguing to other mages, were viewed as absurd and simply impossible. Those who wrote about Mizaab theorized that





he could have been one of the great mages of Greyhawk had it not been for his eccentric tendencies.

Mizaab is actually only a disguise for a very cunning Greyhawk dragon. The statistics given previously are the statistics that the dragon adheres to when masquerading as Mizaab. His true, dragon statistics are given later in this description.

The dragon used Mizaab as a means to freely interact in the city for many years. Eventually, the dragon felt that Mizaab's time had come, and he stopped masquerading as Mizaab and started posing as Sturtevant, a distant relative.

The dragon, as Mizaab, was one of the persons involved in trapping the Falcon. The success in trapping her was due in part to the magic of the dragon. The spell that trapped her has never been successfully duplicated.

The dragon has kept his distance from the PCs throughout these adventures, but he has remained apprised of the situation through Eritai. The dragon has also passed along suggestions to Eritai to help the PCs. Eritai received the map to the Falcon's lair from the dragon.

Role-Playing the Dragon

The Greyhawk dragon may be eccentric while playing the mage, but his real nature is quite serious and highly intelligent. He leans toward good alignment, and is usually willing to help a worthy cause. His identity for the general population of Greyhawk is that of a wealthy, retired merchant (Sturtevant) who is a patron of the libraries and art museums. The dragon is suave, sophisticated, charming, and wise. People who encounter him (in his human form only) find him fascinating and compelling. When the PCs meet him in dragon form, they find themselves hanging on his every word.

The Greyhawk dragon lives in a mansion in the High Quarter near the city wall. It is heavily fortified with magical defenses, and it is exquisitely decorated inside. Only a chosen few know that the occupant of this mansion is a dragon; the obvious occupant changes from time to time, but this is merely part of the dragon's masquerade.

The dragon's long life span has enabled him to amass an amazing collection of artwork and cultural artifacts. His home resembles more a museum than a humble abode.

In this adventure, the Greyhawk dragon becomes closely involved with the PCs, since the battle at the temple posed a serious threat.

After the battle, the dragon rewarded the party for their efforts. He now joins forces with them since the Falcon was not defeated. The dragon had hoped that through the PCs, the city would be able to eliminate this menace, but the situation is still grave.

The dragon has access to a great amount of treasure and magical items. If desired, the DM can introduce magical items into a campaign through the dragon—but the dragon does not give up more than one item per PC, and then only as a reward for heroic efforts. If the resources at the temple are not sufficient to heal or restore wounded PCs, the dragon may be generous enough to see to these needs.

When the PCs meet the dragon, he is aware of all the PCs' activities and all information about the cult. However, he does not have any new information that Talasek is not yet aware of.

Dragon Abilities

The statistics given previously are those that the dragon uses while in the facade of Mizaab or Sturtevant. His actual abilities follow. He has

an Intelligence score of 20 and Wisdom score of 22.

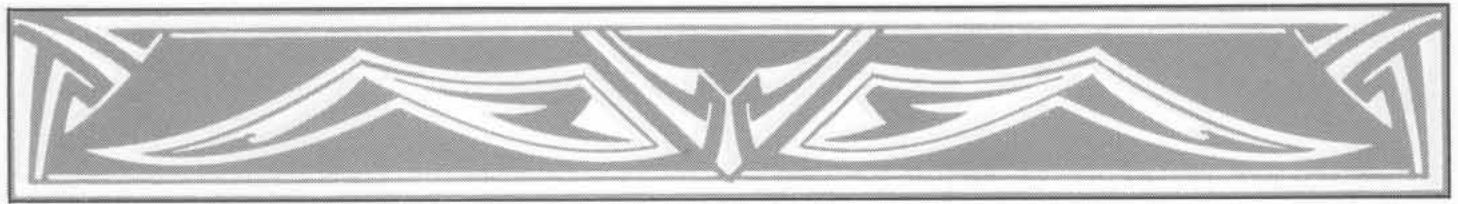
Greyhawk Dragon: AC -5; MV 9, Fl 30 (D); HD 16; hp 145; THAC0 5; #AT 3; Dmg 1d10/1d10/3d10; SA breath, spell; SD spell immunity; MR 65%; A LN

Greyhawk dragons have the natural ability to *polymorph self* five times per day with unlimited duration. They are immune to all wizard spells of levels 1-4; they have a magic resistance of 65% against all other magical effects.

The dragon's age gives him four spells from each of levels 1-6 per day. He prefers spells that enable him to gather information (*ESP*, *know alignment*, etc.), but if preparing for battle, he stocks up on offensive spells.

The Greyhawk dragon is able to use its breath weapon three times per day. It exhales a highly toxic gas that requires victims to roll a successful saving throw vs. poison with a -2 penalty or die. The gas affects any creature who inhales it or contacts the gas with exposed skin (it absorbs quickly through the skin). The gas lingers only two rounds, after which time it becomes inert. The dragon can precisely meter the amount of gas it expels, to a maximum area of a cube 55 feet on each side.

In combat, the dragon prefers to use its spells or breath weapon, fighting with its claws and bite only if necessary. When masquerading as Mizaab or Sturtevant, the dragon fights as a mage as long as possible in order to preserve his identity. In mage form (or any other disguise) the dragon maintains his natural number of hit points. If close to death while in disguise, the dragon does not hesitate to change form in order to escape, but he reveals his true form only if necessary.



Dragon Allies

The dragon has revealed his identity to only a few persons in his lifetime. Talasek's grandfather, Talar, Elliman Neshir, and Quevell Maxem, his colleagues in trapping the Falcon, knew his true identity. Eritai was introduced to the dragon through Elliman, at the dragon's suggestion.

Strangers who have learned of the dragon's identity have met with unusual fates: some have suffered amnesia due to *forget* spells, some have disappeared (Greyhawk dragons sometimes capture these people and trade them to other Greyhawk dragons, who charm them and use them as servants), and some (usually unsavory characters of evil alignments) have been mysteriously killed. The Greyhawk dragon is not malicious; though he usually seeks a simple, gentle solution to deal with this problem, he must preserve his identity at all costs.

The dragon is most persuasive about the PCs staying at his home. He is concerned for their safety as well as the safety of the citizens of Greyhawk. He refuses to allow the possibility of some innocent innkeeper losing his business due to one of the cult's attacks. He knows that his home is a stronghold defensible against almost anything.

The dragon also informs the PCs about his need to feed every two weeks or so. Due to his natural bulk, he cannot sustain himself in human form regardless of how much he consumes. He must leave the city every few weeks in order to feed his natural appetite. This imposes a slight time limit on the length of time he can spend underground (see the entry in the GREYHAWK® Adventures supplement of the *Monstrous Compendium* or page 26 of *Greyhawk Adventures* for more information).

The Cult

This section details all relevant members of the Falcon's cult. The DM is free to reduce or increase the number of followers to match his adventuring party. This is to ensure that the adventurers are challenged without being slaughtered. The DM should remember that Mizaab's talents significantly tip the scales in the party's favor.

In addition to the Falcon's attacks against the party, following is a list of cult members who are involved in the defense of the lair.

If the PCs killed any of the cult members in the previous adventure, new members, priests, and acolytes have been recruited to take their places.

Cult Leaders

If any of the three cult leaders were killed in the previous adventure, the DM may explain their reappearance in the same manner. If the cult leaders were assassinated by the city officials, the DM may explain their return as follows.

The cult leaders have always had an escape planned for themselves for almost any circumstance. In this case, the leaders had traded places with three of the acolytes who most closely resembled them. These acolytes were charmed to follow this plan to ensure their cooperation. If the PCs witnessed the deaths of the leaders, the DM can explain that these were merely stand-ins for the cult's real leaders.

Zembak Narsa, Human 8th-Level Priest: AC 2; MV 12; HD 8; hp 54; THACO 16; Str 15, Dex 15, Con 13, Int 14, Wis 18, Cha 16; AL CE; age 44

Equipment: mace, shield, *chain mail +1*, *scimitar +1*, *staff of withering*, *necklace of adaptation*, *potion of flying*, *oil of slipperiness*

Zembak is level-headed and cautious (for someone who is chaotic evil). He believes in preparation to give himself the best possible advantages. He loves to lure his victims into traps and watch them struggle. He will take great delight in dealing with the PCs when the time comes. His caution sometimes leads him to indecision, however, and he often has a difficult time with choices (should we roast the intruders, or let them battle skeletons until they're all dead—hmmmm, tough choice).

Zembak is 5'10" tall and of average build. He has grey hair that flows halfway down his back. His eyes are grey and calculating. Although only 44 years old, his face is deeply lined with wrinkles, making him appear older than he is. His voice is gravelly and singsong with an almost hypnotic effect.

Mara Zonin, Human 7th-Level Priestess: AC 1; MV 12; HD 7; hp 48; THACO 16; Str 18, Dex 16, Con 11, Int 15, Wis 17, Cha 9; AL CE; age 36

Equipment: scimitar, flail, bronze shield bearing unholy symbol of Iuz, *chain mail +1*, *staff of Kitsyrral* (see "New Magic" section), *ring of earth elemental command*, *potion of healing*, *potion of invisibility*

Mara is intelligent, intense, and has a bad temper (this partially accounts for her low Charisma). She believes in dealing the worst possible blow to anyone who commits even a minor infraction (some of the skulls she keeps in her room as trophies testify to this).

However, she is intensely loyal and dedicated to the cause of the cult. She works and studies long into the night and has seemingly unlimited energy.

Mara harbors a secret hope that as a woman, she will be able to get closer to the Falcon than the men. She plans to make herself availa-



ble to assist the Falcon in any way possible.

Mara is 5'6" tall. She is much too thin for her height (90 lbs.), and her face appears tight and drawn in an expression of irritation. She looks frail, but she has incredible strength and energy. Her dark brown eyes seem to sparkle with inner energy and excitement, and they seem out of place with the rest of her body. Her mousy brown hair is long and straight, and droops over her shoulders and down her back.

Embar Dessid, Human 7th-Level Priest: AC 1; MV 12; HD 7; hp 56; THACO 16; Str 16, Dex 17, Con 16, Int 12, Wis 17, Cha 9; AL CE; age 33

Equipment: chain mail, whip, wooden shield, *mace +1*, *dagger +3* (see below), *rod of terror*, *potion of flying*, *incense of meditation* (2)

Embar is highly creative and is constantly thinking of ways to build the cult and weaken Greyhawk (although some ideas are far-fetched). The combination of Embar's creativity and the decision-making skills of Mara and Zembak make the trio unbelievably dangerous.

Embar is tall (6'2") and thin, and he looks underfed. His black hair seems to have a mind of its own, and stands nearly straight off his head. (It probably hasn't been combed in years, and Embar takes random chops at it with scissors when it gets in the way.)

Embar's eyes are a startling shade of bright blue, and he always seems to be grinning about something. Mara and Zembak have grown accustomed to this, but most people find it unnerving.

The *dagger +3* that Embar carries has a hollow blade and a reservoir in the handle. He keeps this filled with Class L poison (*DMG*, page 73). By means of a tiny lever

near the hilt, Embar can release the poison when he chooses. He chose this type of poison over a stronger type because he enjoys battles and likes to see his opponents suffer.

Cult Priests

All the cult's priests and acolytes are extremely loyal and will die before revealing secrets about the cult. They live in the cult headquarters, keeping their identities a secret. This does not prohibit them from wandering freely through Greyhawk. They are cautious, however, not to draw attention to themselves or get into trouble.

Aldon, Human 6th-Level Priest: AC 2; MV 12; HD 6; hp 38; THACO 18; Str 14, Dex 16, Con 12; Int 13, Wis 16, Cha 8; AL CE; age 32

Equipment: chain mail, shield, *mace +1*, *dagger*, *boots of speed*

Bessia, Human 5th-Level Priestess: AC 4; MV 12; HD 5; hp 31; THACO 18; Str 9, Dex 12, Con 11, Int 15, Wis 17, Cha 15; AL CE; age 30

Equipment: chain mail, flail, *ring of protection +1*

Dwinnam, Human 4th-Level Priest: AC 6; MV 12; HD 4; hp 28; THACO 18; Str 13, Dex 11, Con 12, Int 14, Wis 17, Cha 16; AL CE; age 30

Equipment: studded leather armor, club, *ring of fire resistance*

Martin, Human 4th-Level Priest: AC 5; MV 12; HD 4; hp 32; THACO 18; Str 16, Dex 15, Con 15, Int 12, Wis 16, Cha 8; AL CE; age 29

Equipment: leather armor, shield, sickle, *ring of feather falling*

Acolytes

Moltar and Fassin, Human 3rd-Level Priests: AC 6; MV 12; HD 3;

hp 17, 15; THACO 20; Str 13, Dex 15, Con 12, Int 14, Wis 16, Cha 11; AL CE; age 27

Equipment: studded leather armor, mace

Sealin, Parpin, Frallow, Human 2nd-Level Priests: AC 7; MV 12; HD 2; hp 14, 12, 10; THACO 20; Str 13, Dex 14, Con 15, Int 12, Wis 16, Cha 11; AL CE; age 25

Equipment: padded armor and shield, flail

Gardin, Korba, Celbar, Human 1st-Level Priests: AC 8; MV 12; HD 1; hp 7, 5, 4; THACO 20; Str 14, Dex 12, Con 11, Int 13, Wis 14, Cha 10; AL CE; age 22

Equipment: padded armor, morning star.

Non-Priest Cult Members

Raffel, Human 8th-Level Mage: AC 2; MV 12; hp 20; Str 12, Dex 16, Con 8, Int 17, Wis 13, Cha 10; THACO 18; #AT 1; Dmg by weapon type (staff, *dagger +1*); SA spell; SD none; AL CE

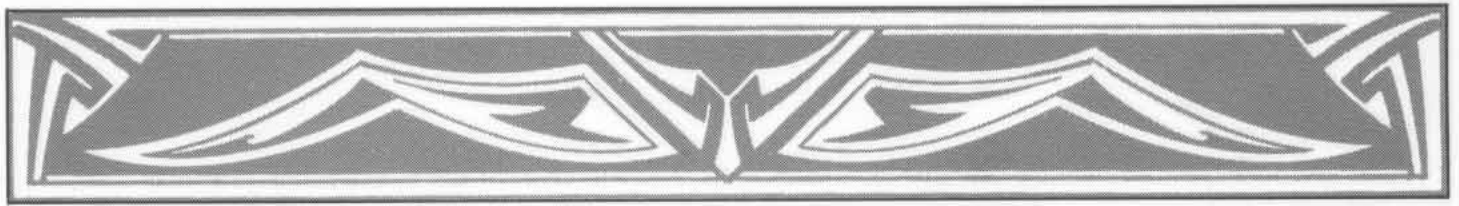
Spells: *burning hands*, *magic missile* (x2), *shocking grasp*; *blur*, *detect invisibility*, *spectral hand*, *stinking cloud*; *hold person*, *lightning bolt*, *vampiric touch*; *confusion*, *minor globe of invulnerability*

Equipment: *bracers of defense* AC 4, *wand of paralyzation*; *potion of healing* (1 dose), *ring of invisibility*

Raffel wears soft boots and a dark blue robe with the hood pulled up.

Barsin and Romar, Human 7th-Level Fighters: AC 1, -1; MV 12; hp 63, 52; Str 18, 16, Dex 13, 15, Con 16, 13, Int 11, 14, Wis 10, 13, Cha 10, 16; THACO 14; #AT 3/2; Dmg by weapon type (*bastard sword +2*, *long sword +3*); AL NE

Equipment: *chain mail +2*, *chain mail +3*; *shield +1* (each)



Barsin and Romar have been partners for many years. Barsin is the huge, brawny member of the duo, while Romar is the more intelligent, agile member. Romar normally plans their attacks and Barsin carries them out to the letter.

Jaffee, Mendel, Sorum, Smykal, Torval, Human 5th-Level Fighters: AC 3, 3, 4, 4, 4; MV 12; hp 42, 40, 37, 35, 30; Str 15, 15, 17, 13, 14; Dex 14, Con 14, Int 10, Wis 9, Cha 10; THACO 16; #AT 1; Dmg by weapon type (long sword, long sword, *battle axe +1*, *mace +1*, long sword); AL NE

Equipment: *chain mail +1* and shield; chain mail and *shield +1*; chain mail and shield; chain mail and shield; chain mail and shield

Human 3rd-Level Fighters (4): AC 6; MV 12; hp 22; Str 14, Dex 12, Con 13, Int 10, Wis 8, Cha 12; THACO 18; #AT 1; Dmg by weapon type (long sword); SA none; SD none; AL NE

Equipment: studded leather armor and shield

Human 2nd-Level Fighters (3): AC 7; MV 12; hp 15; Str 13, Dex 12, Con 13, Int 9, Wis 8, Cha 11; THACO 19; #AT 1; Dmg by weapon type (short sword); SA none; SD none; AL NE

Equipment: leather armor and shield

Nimhbell and Slick, Human 4th-Level Rogues: AC 5, 5; MV 12; hp 16, 15; Str 13, Dex 16, 17, Con 12, Int 14, Wis 9, Cha 10; THACO 19; #AT 1; Dmg by weapon type (*dagger +1*, *dagger +2*); SA backstab; SD none; AL NE

Equipment: leather armor and *ring of protection +1*; leather armor and *ring of jumping*

Minor Cult Members

The DM can introduce as many cult members as necessary to fight the battle, depending on the intended outcome of the assault. These members can range from farmers and shopkeepers (treat as 1st-level fighters dealing only 1d3 points of damage with clubs, pitchforks, or other appropriate weapons) to housewives (causing distraction and confusion but no damage). The DM may choose to add other, more skilled infantry as he sees fit.

Secret Allies

Nestor Morden is secretly a member of the cult. In this adventure, Derider discovers that someone in the Citadel is working with the cult, and she sets a trap to catch him.

Nestor Morden, Deputy Constable: AC 1; MV 12; F5; hp 38; THACO 16; #AT 1; Dmg by weapon type +3 (*long sword +1*); Str 18/60, Dex 16, Con 17, Int 12, Wis 10, Cha 14; AL CE

Equipment: *chain mail +1*, *ring of mind-shielding*

Nestor is a tall (6'3"), gangly man. He has black hair and dark, intense, beady eyes. He wears black trousers and a red shirt with a black half-cloak over all. Black boots rise up to his knees. He walks with a barely noticeable limp. If the PCs played *Falcon's Revenge*, they recognize him from their previous adventures.

Scarm Jenns, Dwenn Hyer, Finx Klimm, and other Members of the City Watch: AC 4 (Dex bonus); MV 9; F1; hp 7; THACO 20; #AT 1; Dmg 1d8; AL NE

Equipment: chain mail, shield, broad sword

These men are city guards whom Nestor relies on heavily. They report to him anything unusual in the ranks of the guards or any rumors about the cult.

Guildmembers

If the DM needs more manpower for the cult, he can create extra NPCs from the ranks of the guildmembers who are also cult members.

The cult has members in each of the guilds in Greyhawk. There are three members each in the Assassins', Sewermens', and Thieves' Guilds, two cult members in the Gravediggers' Guild, and one member in each of the other guilds in Greyhawk.



New Magic

Staff of Kitsyrral

XP value: 3500

This staff enables a priest to store spell levels. The staff can hold ten charges; each charge is equal to one spell level.

By casting his spells on the staff, a priest imbues it with spell energy. This charges it and later allows the priest to draw upon the stored energy. Any level of spells may be cast on the staff, but the total levels stored can never exceed ten. Excess spell levels are lost.

The priest may cast any spells on the staff. Since they are stored as energy and not as spells, he may later cast any spell from the staff (within the level limits), regardless of what spell was stored originally.

Spell levels may be stored or cast in any combination.

The priest may expend charges at will, using them in any combination (i.e., he may cast four 2nd- and two 1st-level spells, or ten 1st-level spells, or any combination totalling ten charges). He may not cast spells that are above his level of spell ability.

Spells cast from the staff take effect in half the time of normal casting.

Collar of Change

XP Value: 4,000

The collar that the Falcon uses to perform her shapechanging is a rare, possibly unique magical item. It was created as a ring by an unknown mage and was stolen by the Falcon before its enchantment was completed. Whether the mage created another such ring (the Falcon had the ring enlarged to fit her neck) is unknown.

The collar enables the Falcon to

change shape three times per day. She may choose any form, whether humanoid, monster, or a form she creates herself. She is able to combine any elements to create new appearances at will, including bizarre creatures such as feathered frogs or giant furry earthworms.

The complete transformation requires one round and the Falcon may not perform any action while the transformation is in progress. Once the transformation is complete, the Falcon receives all the physical abilities, but none of the magical abilities, of the creature she resembles. For example, in the form of a dragon, the Falcon would receive the claw and bite attacks of a dragon as well as the abilities for flight, but she would not have the spell abilities or breath weapon of a dragon.

If the Falcon is rendered unconscious or is killed while in an alternate form, she immediately reverts to her natural spirit naga form.

The collar may be used only by members of the wizard and priest classes.

Water Bomb

5th-Level Wizard Spell
(Conjuration/Summoning)

Range: 15 yards per level

Components: V, M

Duration: 1 round

Casting Time: 1 round

Area of Effect: 15' radius per level

Saving Throw: None

This spell enables a wizard to call to his hand a grapefruit-sized ball of water. He subsequently can magically hurl the ball to a location that would be far beyond his normal throwing ability. At the

specified location, the ball explodes into a quantity of water capable of covering a 15-foot-radius circle in two inches of water.

The wizard can hold the ball of water in his hand for no longer than one round before throwing it (after this time, the quantity of water in the ball runs through his fingers). The wizard can release the water in his hand, if desired, soaking himself and creating two inches of water around his feet for the diameter limited by the spell.

The water is nonmagical and is pure and drinkable.

The material component for this spell is a small, clear glass bead.

CLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	P
ALIGNMENT:	Neutral

NO. APPEARING:	2-12
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' tall)
MORALE:	Steady (11-12)
XP VALUE:	175



The hook horror is a bipedal, underground-dwelling monster that looks like a cross between a vulture and a man with hooks instead of hands.

The hook horror stands about nine feet tall and weighs almost 350 pounds. It has a tough, mottled grey exoskeleton, like that of an insect. Its front limbs end in 12-inch-long hooks. Its legs end in feet that have three small hooks, like long, sharp toes. Its head is shaped like that of a vulture, including the hooked beak. Its eyes are multifaceted. It is thought that the hook horror is distantly related to the cockroach or cave cricket.

Hook horrors do not have a smell to humans and demihumans, but an animal would detect a dry musty odor. They communicate in a series of clicks and clacks made by the exoskeleton at their throats. In a cave, this eerie sound can echo a long way. They can use this to estimate cavern sizes and distances, much like the sonic radar of a bat.

Combat: Hook horrors have acute hearing and are surprised only on a roll of 1. They always know their territory, and they try to ambush unsuspecting travelers or denizens. Each round they swing with both hooks. If in any round both hit, during that round their beaks hit automatically. They automatically inflict 2d6 points of damage each round with the beak until at least one of the hooks is dislodged.

The eyesight of the hook horrors is very poor. They are blinded in normal light. They use their extremely acute hearing to track and locate prey. Since their eyesight is so poor anyway, they suffer no combat or movement penalties if blinded or in complete darkness. They attack silenced opponents with the penalties others suffer when attacking blind.

Hook horrors are natural climbers, as their hooks give them excellent purchase on rock surfaces. They can move at normal speed up vertical surfaces that are not sheer. Their great weight means that they cannot hang from the ceiling like other insects.

Habitat/Society: The obvious penalty for having hooks instead of hands is that hook horrors cannot use weapons or tools. They can only pick up items in their beaks. This severely restricts their ability to amass large treasures.

A clan of hook horrors most often lives in caves and underground warrens. The entrance is usually up a vertical or steeply sloped rock wall. Each family unit in the clan has its own small cavern off a central cave area. The clan's eggs are kept in the safest, most defensible place. The clan is ruled by the eldest female, who never participates in combat. The eldest male, frequently the mate of the clan ruler, takes charge of all hunting or other combat situations and is considered the war chieftain.

Members of a clan rarely fight each other. They may quarrel or not cooperate, but they rarely come to blows. Clans sometimes fight each other, but only when there is a bone of contention, such as territorial disputes. It is rare for a clan of hook horrors to want to rule large areas or to conquer other clans.

Hook horrors have poor relationships with other races. Although they do not foolishly attack strong parties, generally other creatures are considered to be meat. They retreat when faced with a stronger group. Hook horrors do not recognize indebtedness or gratitude. Their simple language does not even have a term for these concepts. Just because a player character saves the life of a hook horror does not mean that it will feel grateful and return the favor.

Ecology: Although hook horrors are basically omnivores, they prefer meat. They can eat just about any cave-dwelling fungus, plants, lichens, or animals. Hook horrors are well acclimated to cave life. They have few natural predators, although anything that managed to catch one would try to eat it.

The hook horror's exoskeleton dries and becomes too brittle for use after a month or so.

CLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Very to genius (13-18)
TREASURE:	See below
ALIGNMENT:	Chaotic evil

NO. APPEARING:	3-30
ARMOR CLASS:	5 or 4 (8)
MOVEMENT:	9
HIT DICE:	3, but see below
THAC0:	17, but see below
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	30%
SIZE:	S (4' tall)
MORALE:	Steady (12)
XP VALUE:	975 and up



Derro are a degenerate race of dwarven stature. They have dwelled in the Underdark for ages, but they were discovered by the mind flayers only five centuries ago, and by the drow but shortly before that. The derro have made a name for themselves by their marked cruelty. It is said that a derro lives for two things: the slow and humiliating death of surface demihumans and especially humans, and the perversion of knowledge for their own dark ends.

Derro are short, with skin the color of an ice-covered lake (white, with bluish undertones), sickly pale yellow or tan hair (always straight), and staring, pupil-less eyes. Their features remind dwarves of humans, and vice versa. Derro have rough skin, spotted with short coarse tufts of hair. Most derro wear a loose costume woven from the hair of underground creatures and dyed in deep reds and browns. Even in full armor, exploring new territory or patrolling their own, derro are easily recognizable. Their armor is leather, studded in copper and brass. Leaders, though, wear tougher leather armors, made from the hides of creatures far tougher than cattle. Derro prefer weapons designed to cripple opponents, rather than those built for a quick kill; derro don't see any sport in spears and axes.

Combat: Derro are one of the most dexterous of humanoid races (averaging 15-18) and their Armor Class must be adjusted for this. Normally, a derro party is well-equipped with weapons and spells. All derro carry small, ornamental blades, called *secari*, which can be treated as daggers, but most use other weapons as well.

Half of encountered derro carry a repeating light crossbow (12 maximum range, two shots each round, six-bolt capacity, 1d3 points of damage). Virtually every derro crossbowman coats his bolts with poison. If a derro wants to simply bring down his prey, he uses a poison that causes an additional 2d6 points of damage (successful saving throw for no additional damage). If a derro wishes to prolong his target's suffering, he uses a poison that has the same effects as the *ray of enfeeblement* spell (again, a successful saving throw indicates no poison damage).

Twenty-five percent of derro carry a hook-fauchard, a long (6'+) pole arm that causes 1d4 points of impaling damage and can pull a man-sized or smaller creature off-balance 25% of the

time. An off-balance character must spend the next round regaining his balance.

Fifteen percent of derro use only a spiked buckler (a small shield, improving the creature's AC by 1 against any one opponent, armed with a central spike, which can be wielded as a second weapon with no penalty [because of the derro's high Dexterity] for 1d4 points of impaling damage) and a hooked *aklys*. The *aklys* is a short, heavy club that can be thrown for 1d6 points of crushing damage. It is attached to a thick, leather thong so that it might be retrieved. Thanks to the hook, the *aklys* also pulls an opponent off-balance, as the hook-fauchard above, though it has only a one-in-eight chance. These derro are considered brave by their fellows; they are awarded the rarer, heavier armors (AC 4).

The remaining 10% of derro encountered are the sons and daughters of derro leaders. They are given heavier armor as well, and are trained in the use of spear and military pick. They also use bucklers (without spikes) when they are not using the spear two-handed.

For every three derro encountered, there is one additional derro with 4 Hit Dice. For every six derro, there is one with 5 Hit Dice. If ten or more are encountered, there is always an additional 7-Hit Die leader with a 6-Hit Die lieutenant. (So if a party encountered 25 derro, these would be accompanied by eight 4-Hit Die derro, four 5-Hit Die derro, one derro with 6 Hit Dice, and one with 7.) These leader types always wear the thicker armor and usually wield well-made (occasionally magical) weapons.

If 20 or more derro are encountered, they are accompanied by a savant and two student savants. Savant derro are sage-like, able to use any sort of magical item and weapon. Savants know 1d4 + 5 of the following spells, learned at random: *affect normal fires*, *anti-magic shell*, *blink*, *cloudkill*, *ESP*, *hypnotic pattern*, *ice storm*, *invisibility*, *levitate*, *light*, *lightning bolt*, *minor creation*, *paralyzation*, *repulsion*, *shadow magic*, *spider climb*, *ventriloquism*, *wall of fog*, *wall of force*. Savants have 5-8 Hit Dice, and carry two or three useful magical items. Typical magical items are any potion, any scroll, *rings of fire resistance*, *invisibility*, *protection*, and *spell storing*, any wand, *studded leather armor +1*, shields, weapons up to +3, *bracers of defense*, *brooches of shielding*, *cloaks of protection*, and so on. Savants can instinc-

Dwarf, Derro

tively comprehend languages and read magic (as the spells).

Savants are also capable of acting as sages in one to three areas of study. Derro raiding parties' missions are often inspired by a savant's research.

Student savants know only 1-3 spells, have 4-7 Hit Dice, know only one field of study, and typically have one minor magical item. They are otherwise identical to their savant teachers.

In combat, derro fight with cunning and good tactics. Their goals are to separate an enemy from his weapons (perhaps by snagging a weapon with a hook-fauchard [on an attack roll to hit AC 6] and then pressing the battle, keeping the unfortunate opponent away from his dropped weapon), keep spellcasters from effectively using magic, and inflict minor wounds until they eventually kill their opponents. Savants use their powers to confuse and frustrate, rather than to simply kill. For instance, a *lightning bolt* spell would be used to seal off an escape route, but well ahead of the party of humans fleeing down it. Derro have poor infravision (30-foot range) but keen hearing (treat as the blind-fighting nonweapon proficiency).

Derro keep slaves and attempt to capture intelligent opponents, if possible.

Habitat/Society: Derro dwell in large underground complexes, nearer the surface than the kuo-toans and drow, but deeper than goblins and trolls. They never expose themselves to direct sunlight, as it nauseates them. Sunlight would kill a derro were he to be exposed to it for a few days. Yet derro occasionally visit the surface world at night, raiding for humans or carrying out a savant's plans.

Derro are never encountered singly. From their combat tactics to their choice of spells, derro demonstrate a mob mentality. A lone derro (the last survivor of an ill-fated patrol, perhaps) is a desperate derro, seeking at all costs to return to his home lair.

A derro lair always has 3d4 + 30 normal derro, plus leaders. The members of the lair are led by the resident savants (1-3 in number) and their apprentices (2-5 student savants). Derro unquestioningly obey the puzzling, even suicidal, dictates from their savant leaders.

Should a lair grow very much over 40 inhabitants, half the group (with half the savants and half the leaders) will split off and form an independent community. Such a splinter group will travel quite a distance before settling down, as no two derro lairs have been spotted within several miles of each other. The two groups may communicate for a short time, in order to ensure the new lair's safety, but they soon sever all contacts and act utterly independently of one another. Although it is possible for two lairs to be at war with one another, or to join in combat against a common enemy, no examples of these behaviors have ever been recorded, with the exception of the regular Uniting War, described below.

Also to be found in a derro lair are 5d6 + 10 human slaves. If any of the lair's savants or students know the *charm person* spell, each slave has a 90% chance of being charmed. Derro hate humans more than any other race; they use humans for the most demeaning manual labor and for breeding.

The derro are said to have a major stronghold somewhere in the Underdark, and there the savants plot and scheme to devastate the surface world and enslave all humanity.

Derro do not appear to worship any powers, but the savants treasure knowledge and the rest of the race pretty much worships the savants. The worst criminals in the derro community, subject to the Polite Execution (which takes a good two weeks, and which roams over miles of subterranean territory), are those who do not follow the laws of the savants.

Most of those laws have to do with the derro's goals: the destruction of humanity and the acquisition of arcane and obscure information. Derro usually scour their territory for magical items, stealing them or, if necessary, purchasing them from more powerful creatures. Derro do not share the love of gold common to their dwarfish relatives, and they have been known to pay exorbitant prices for a few potions or for a magical item with a missing command word.

This serves as one of the bases of trade between derro and other races of the Underdark. Drow find derro to be dangerous opponents (due to the latter's magic resistance) and a race of barbarians with too much interest in the surface world. The mind flayers think the derro taste bad. Duerger disapprove of the derro's love of cruelty. And derro really don't much care about the other races deep beneath the surface. But derro often raid the surface and acquire technology or items that other deep races desire, and so limited trade between a lair and some surrounding creatures is possible.

Every 20 years or so, the derro race mounts an all-out war against other creatures of the Underdark. This is known as the Uniting War, and no savant really expects to win it. The War is a means of winnowing out the weakest of the derro lairs, a focal point for racial identity, and a chance to really start some terror throughout the Underdark. It also serves the purpose of starting rumors. That is, humans will certainly hear that a war is being fought in the Underdark, and will send hundreds of scouting and adventuring parties into the deep underground to investigate. The derro welcome this new source of slaves.

Ecology: Derro can live on a diet of underground fungi, but they find the stuff to be foul-tasting if used as anything other than spices. Thus they seek out other sustenance whenever possible. A derro hunting party usually pursues large, dangerous prey that can feed the entire lair, rather than smaller, simpler food. The derro tendency to torment prey holds true with hunting for food.

The derro also raid other races for food. Sometimes, they merely rob the dwarves or the orcs, hoping to provoke an amusing conflict. But such excursions are tame compared to Open Hunting, the derro term for midnight raids into human settlements. When Open Hunting, a derro party steals cattle and swine, to let loose and hunt at a later time, but it primarily kidnaps humans. As mentioned before, derro treasure humans for slaves and for breeding.

Derro have few other roles in the underground ecosystem. In the last few Uniting Wars, the drow noticed that derro blood (a milky substance that turns brown and rotten upon the slightest exposure to bright light) was a useful ingredient in drow potions.

	Eye, Floating	Hetfish	Verme	Masher, Coral
CLIMATE/TERRAIN:	Any/Open oceans	Any/Water	Any/Large rivers	Tropical/Coral reefs
FREQUENCY:	Rare	Uncommon	Very rare	Uncommon
ORGANIZATION:	School	Den	Solitary	School
ACTIVITY CYCLE:	Any	Any	Any	Night
DIET:	Carnivore	Omnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Low (5)	Animal (1)	Non- (0)
TREASURE:	Nil	Q (x3)	See below	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
<hr/>				
NO. APPEARING:	1-12	20-70	1	2-8
ARMOR CLASS:	9	5	3 (head)/8 (body)	7
MOVEMENT:	Sw 30	Sw 12	3, Sw 18	Sw 9
HIT DICE:	1-4 hit points	1-3	18 + 18	8
THAC0:	20	1-2 HD: 19 3 HD: 17	5	13
NO. OF ATTACKS:	0	1	1	1
DAMAGE/ATTACK:	Nil	1	7-28	5-20
SPECIAL ATTACKS:	Hypnotism	Heat	Swallow whole	Nil
SPECIAL DEFENSES:	Nil	Nil	See below	Poison spines
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (1' long)	S (1'-3' long)	G (50'-80' long)	H (12'-15' long)
MORALE:	Unsteady (5)	Unsteady (7)	Champion (15)	Average (10)
XP VALUE:	35	Varies	14,000	1,400

Floating Eye

Floating eyes are one of the undersea wonders, a salt-water fish of very unusual nature. The floating eye has a transparent body, practically invisible in the water, with a single large eye of about three inches in diameter (about the only thing that is readily visible of the fish). The eye is mostly milky white, with a large black pupil. If the pupil is gazed upon, tiny bolts of light appear to streak out from the center every few seconds.

Combat: The floating eye is a poor combatant, but it has a significant effect on its surroundings. Any creature that is within 30 feet and stares into the eye must roll a successful saving throw vs. paralysis or hang immobile in the water, hypnotized. This is a useful defense for the floating eye. Another good defense is the floating eye's speed, as it is one of the fastest underwater creatures.

Predatory marine animals, such as piranhas, sharks, or manta rays, have learned to keep close to floating eyes, while not looking at them and suffering their hypnotic effects. These fish then attack any large prey that happens to get immobilized by the school of floating eyes. The eyes feed upon the scraps that remain.

Habitat/Society: Floating eyes silently patrol their oceans, looking for small creatures they can hypnotize and eat. They are mild and non-aggressive, keeping in schools of a dozen or fewer. They abandon their young at birth and lack the intelligence to keep from eating small floating eyes.

Ecology: The floating eye does not have a significantly damaging attack. If it were alone with man-sized prey, it might be able to cause 1 point of damage every ten rounds or so. On the whole, it prefers brine and plankton. However, the symbiotic relationship mentioned above works well, and virtually every pack of floating eyes has a following of predator fish.

Some adventurers have tried to imitate the predators' trick. But the floating eye loses its magical powers immediately upon death, and there are difficulties with carrying fishbowls into perilous situations.

Alchemists have for many years sought floating eyes. Most are certain that the eye is useful as an ingredient in some potion or scroll ink, but as yet no specific use has been found.

Hetfish

The hetfish, or "hotfish" as some sailors know it, is another wonder of the undersea world. It is a small (one to three feet long) silver-and-orange fish, whose skin is covered by unseemly bumps and boils. It is found in both fresh and salt water, from arctic climes to boiling hot springs. Its basic body shape resembles that of a piranha, although it has neither the piranha's teeth nor its distinctive underbite.

Combat: Hetfish have super-heated bodies whose temperatures exceed 350° Fahrenheit. This effectively turns the water within several inches of them to steam.

When their den is disturbed, these fish swarm *en masse* to meet the intruder. Each hetfish has as many Hit Dice as feet in length (1-3), and the entire den bumps or rams the intruders, doing 1 point of damage per fish. Hetfish have been known to continue these attacks indefinitely, long after the target has been boiled to bone.

Even if a victim cannot be touched directly, he can be injured by merely remaining in the vicinity of hetfish for too long. Every round a creature swims within 20 feet of a den of hetfish, it suffers 2 points of damage from the hot water.

Hetfish are possessed of a simple intelligence; they are attracted to bright, shiny things, particularly gemstones. A hetfish coral den, when broken open, contains one gemstone for each fish, with a base value of ten gp. Some hetfish communities have learned that ships often carry such pretty things, and they try to ram ships and sink them for treasure. Wooden ships sustain 1 point of hull damage per 15 Hit Dice of hetfish attacking, per round.

Habitat/Society: Hetfish live in large communal dens. They are about as intelligent as bright dogs, or particularly dull gnolls. They have nothing resembling a language. They seem content to swim about and patrol a territory that is 50 feet in radius per hetfish in the den. Any creature entering this area is considered fair prey by the fish, regardless of its size or ferocity. There are very few creatures that can endure 30-40 points of damage each round, and thus there are very few creatures that live in the hetfish's territory.

Ecology: It seems that the hetfish requires a steam environment for respiration, as it is unable to breathe water. How it continues to buoy itself up in the water is just one of the hetfish's mysteries. However, because of its heat-producing powers, the hetfish's greatest threats are civilized races. Underwater races, such as the tritons, hunt hetfish ruthlessly, as the super-heated fish are an environmental hazard in any but the hottest natural springs. Surface dwellers hunt hetfish as well, not merely for the gemstones the fish collect or to guard against hetfish sinking more boats. Alive, the animals are worth 10d10 gp apiece to alchemists and sages, for no one has yet learned the secret of the hetfish's strange properties, which resemble those of the remorhaz.

Verme

The verme is the largest of fish, yet another wonder of the undersea world. It resembles a giant catfish, except that it has large, thick, slime-covered scales and hundreds of long, needle-like teeth. It is yellow along its belly, with its flanks dark brown shading to a mottled green-and-brown back.

Although the verme is gigantically long, it is flattish along its belly, and wider than it is high. This enables it to lurk on the bottom and swim in reasonably shallow rivers.

The verme is a voracious carnivore, eating two tons of meat each day to sustain itself. Should a character attempt a *Speak with Animals* spell on a verme, the fish will express no surprise that it is being spoken to. Indeed, it will only grow irritated that someone is keeping it from eating its fill.

Combat: A verme's head is covered with a thick bone plate, giving it an AC of 3. The body is AC 8.

A verme swallows any opponent under 12 feet tall should it score a hit. It tries to swallow those characters who are attacking its head before maneuvering to reach those beating on its sides. The victim suffers 3d8 + 4 points of damage upon being swallowed, and an additional 2d8 points each round thereafter. No matter how many points of damage a creature inside a verme has suffered, it dies in six rounds and dissolve. On the bright side, a verme is AC 10 when attacked from the inside.

The monster fish is able to upset almost any boat and ships of up to small galley size when hungry and seeking food.

Its thick, slime-covered scales make edged weapons almost useless. Such attacks inflict only 1 point of damage each blow. Fire-based attacks inflict half damage to the verme, unless an attack strikes the inside of the mouth or somewhere internally. In the latter case, the damage is enhanced, gaining a +1 bonus per die of damage.

Habitat/Society: Verme usually inhabit great rivers, but sometimes venture into saltwater. Regardless of the locale, it prefers warm water with an abundance of food, such as fish, reptiles, cattle, humans, or virtually anything else.

Because verme can swallow prey whole, even animals the size of water buffaloes, their stomachs can contain metallic or other indigestible material.

Ecology: A verme spells ecological disaster for whatever area it settles in. It can scour rivers clean of fish, or rid swamps of all water-borne life. Verme have destroyed the economies of entire city-states, just by roaming the waters upriver. A verme appearing in a city's waterways is a frightening prospect.

Adventuring parties occasionally hunt verme for their dorsal scales, which can be powdered and used as one ingredient in the ink for a *Shield* spell. The scales from one verme can supply enough material for several dozen spells.

Coral Masher

The coral masher, still another wonder of the undersea world, is a large, worm-like fish that moves slowly along coral reefs, crushing and digesting the coral. A masher is longer than most humanoid races are tall, and it is colored a rusty red with two bright blue dorsal ridges.

The coral masher is not an aggressive creature, but it is easily surprised. If it feels threatened, it attacks in self-defense.

Each of its dorsal ridges carries two to four spines, each four feet long or longer, and each able to secrete a virulent poison. When threatened, the masher flares these ridges, keeping enemies at bay. Any attacker must either use a weapon with a thrusting tip at least six feet from the hand, or be struck with a spine (requiring a successful saving throw vs. poison to prevent death after one turn; a successful saving throw indicates no damage).

Some adventurers have spread rumors that the coral masher can be successfully attacked by positioning oneself directly in front of or beneath the creature. This is poor advice; the masher can maneuver much faster than humanoid attackers, and it can twist or roll to injure its attackers.

The coral masher's poison is very complex; no known antidote exists, save such spells as *Neutralize Poison*. For this reason, the coral masher is harassed now and again for its venom.

CLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Night, any if tracking
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	3-5
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/1-4
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Dimension door
MAGIC RESISTANCE:	Nil
SIZE:	T (2' tall)
MORALE:	Steady (11-12)
XP VALUE:	650



Meenlocks are shadow-dwelling, bipedal creatures that use gruesome tortures to transform humans and demihumans into monsters like themselves. They are seldom seen, for they shun light. Meenlocks are squat, two feet tall, and covered in shaggy, black fur. Their bent arms end in nasty, three-clawed hands. Their heads are white and hairless, with small, toothsome mouths, flat noses, and large yellow eyes devoid of pupils. Meenlocks have a powerful telepathy ability that enables them to send messages to any creature within 300 feet. Their speech is limited to low guttural growls.

Combat: Intelligent creatures with 4 or fewer Hit Dice that view a meenlock collapse from fear for 1d4+4 rounds (reduce this number by half if they roll a successful saving throw vs. spell).

Meenlocks flee bright light if they can; they use considerable ingenuity to extinguish light sources.

In melee, meenlocks rake with their clawed hands. Each hit inflicts 1d4 points of damage. Any creature struck must roll a successful saving throw vs. paralyzation or be paralyzed for 1d6 turns. They may also use a limited *dimension door*, 60-foot range, every other round. Opponents who attack a meenlock during the round it *dimension doors* suffer a -4 penalty to their attack rolls. Meenlocks may not use this ability while carrying a victim. Three meenlocks are required to carry a man-sized victim.

Any human or group of humans who open a meenlock lair without killing the monsters or replacing the stone exactly as they found it will be tracked and attacked that night. The tracking meenlocks follow at a discrete distance and use their telepathy ability to send messages to one character in the group (no saving throw). This victim should be a paladin if one is present; if not, the meenlocks choose a human, elf, or other demihuman, in that order.

The messages convey the general impression to the victim that horrible monsters are in pursuit and they want to make him one of them. As the day wears on the victim becomes aware of stealthy movements all around him. Companions of the victim probably detect nothing (meenlock are 95% undetectable when tracking). This mental harassment continues throughout the day. The victim loses 1 point of Dexterity, Intelligence, Strength, and

Wisdom per hour from distraction. Maximum reduction is to $\frac{1}{2}$ the original value. In addition, a character being harassed by meenlocks is so distracted that he suffers a -1 penalty to his attack rolls or, if he is a spellcaster, the targets of his spells gain a +2 bonus to their saving throws.

Meenlocks attack after their victim beds down for the night. They are amazingly quiet and are 80% likely to surprise even watchful guards (100% against sleeping victims). The meenlocks try to use their fear ability and paralysis to stun any guards, then drag away their chosen victim. Meenlocks kill guards and companions if needed. They do not attack their victim unless absolutely necessary, preferring to drag him off to their lair. Once inside, after a short hideous ceremony, the victim becomes a meenlock.

Habitat/Society: Meenlocks dig their homes in desolate, rocky forests, covering the entrance with a large, flat rock (treat as a secret door). This stone opens to a twisting, vertical passageway that winds downward for 100 feet or more to the meenlock lair. The ceiling, floor, and vertical passageway of the entire lair are covered by a dank, spongy, moss unique to meenlock lairs.

Meenlocks use this moss to climb up and down the vertical passage. Anyone opening the lair senses powerful emanations of evil coming from below. In addition, anyone peering into the blackness is greeted by the smell of rotting corpses. Both of these sensations are telepathic warnings from the meenlocks below.

The meenlocks live in a dreary chamber at the bottom of the vertical passageway. Decorations consist of ratty sleeping furs, a number of wicked curved knives hanging on the walls, and a jumbled pile of bones.

Ecology: Meenlocks delight in transforming humans and demihumans into monsters like themselves. Little is known about the procedure, but apparently it involves a reduction in the victim's bulk followed by quick application of the meenlock moss.

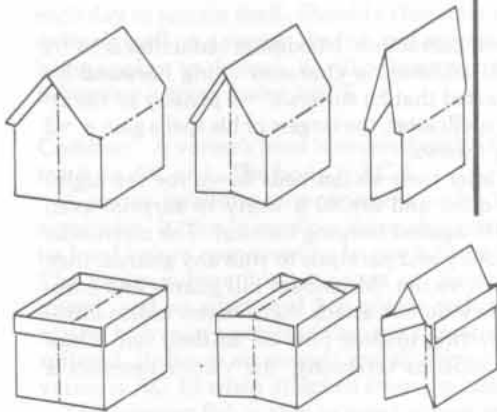
A meenlock band contains a maximum of five individuals. If a sixth human is transformed, then the band splits. The three largest meenlocks (those with the most hit points) remain in the lair, while the three smaller meenlocks leave to construct their own lair.

Assembly Instructions

The fold-up buildings in this product have been die-cut and scored for your convenience. On the white side of each building piece is a number from 17 to 25; these help you locate the pieces that fit together. Carefully punch out the building pieces and organize them by their numbers.

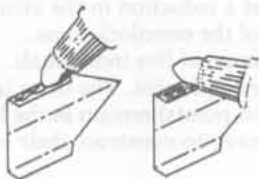
Scored Folds

Certain pieces are pre-scored to help you fold them. Some folds create two tabs for gluing. Fold these tabs *before* you apply the glue. Other folds are used to collapse the buildings *after* they have been constructed. This collapsing feature makes for easier storage in minimal space. All these buildings should fit inside a 9" x 12" manila envelope.

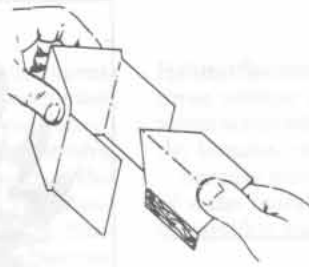


Glue

A bottle of white glue and a pencil are all you need to assemble these buildings. White glue works best and dries quickly when you use only a thin layer. Apply the glue to a tab, using the bottle cap to spread it into a thin layer and to brush off any extra glue. There should be enough glue on the tab to make it shiny; if there are globs of glue, wipe them off.



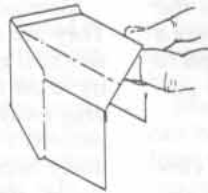
Glue both tabs before assembling.



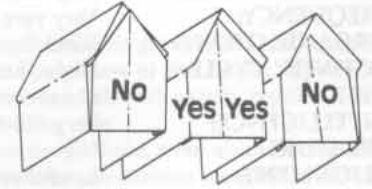
Match up the corners at the bottom of the buildings.



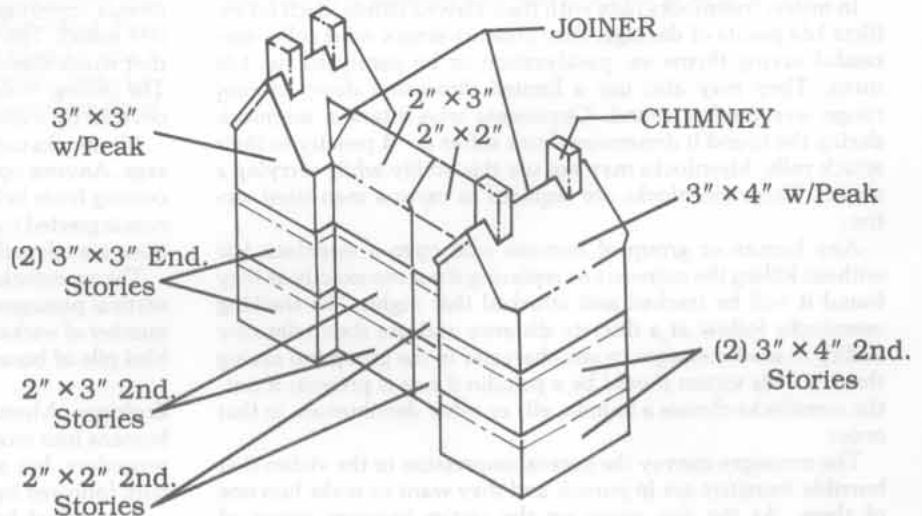
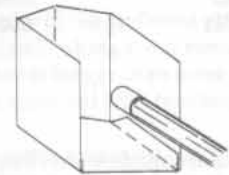
Pinch the corners together for a moment.

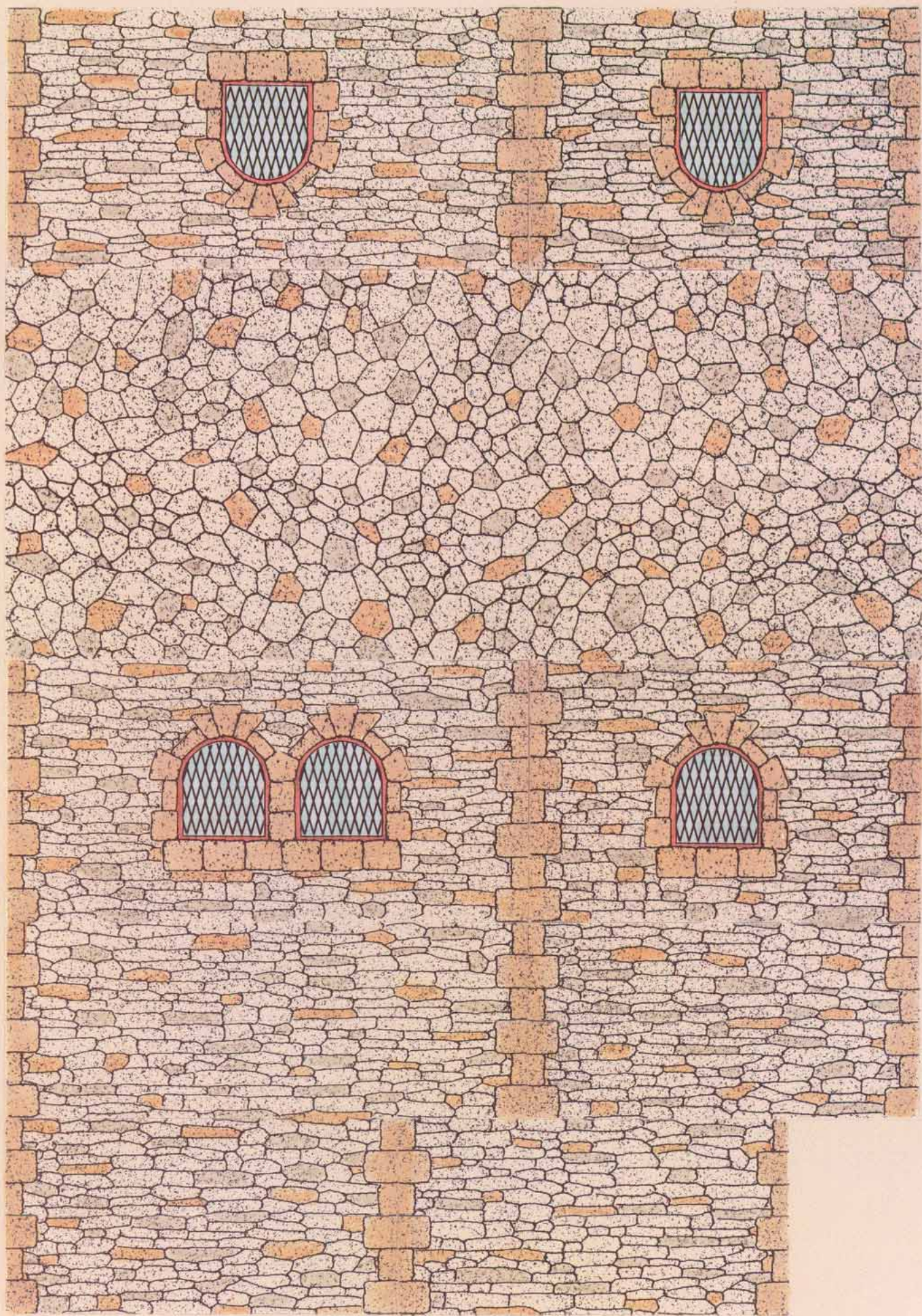


Make sure the pieces align at the edges.



Put the building on a table and use the pencil to press down on the inside of the tab. Watch the aligned edges, being careful not to let them slip out of place. If you used only a thin layer of glue, the pieces should stick quickly, and with light pressure they should bond and not separate.





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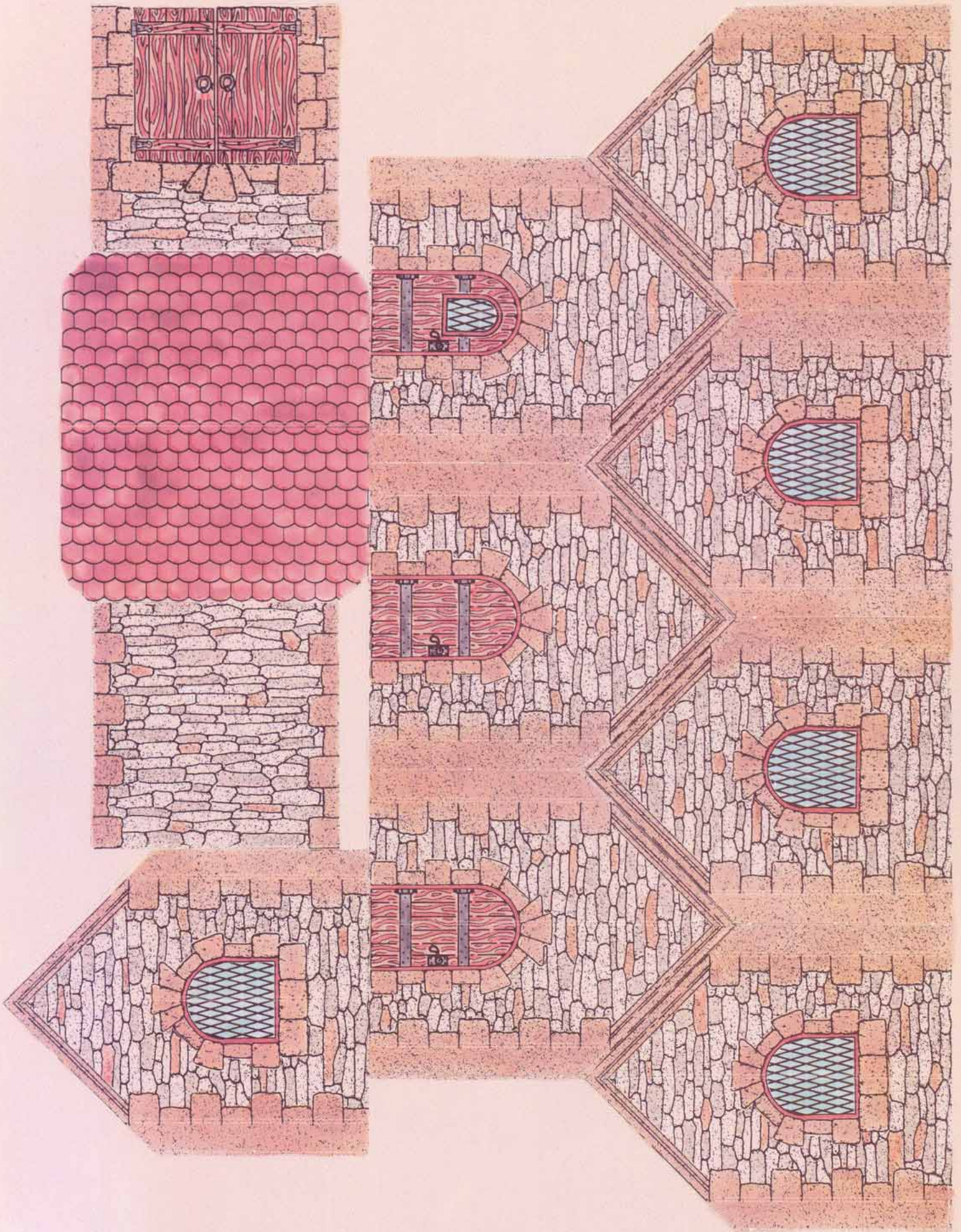
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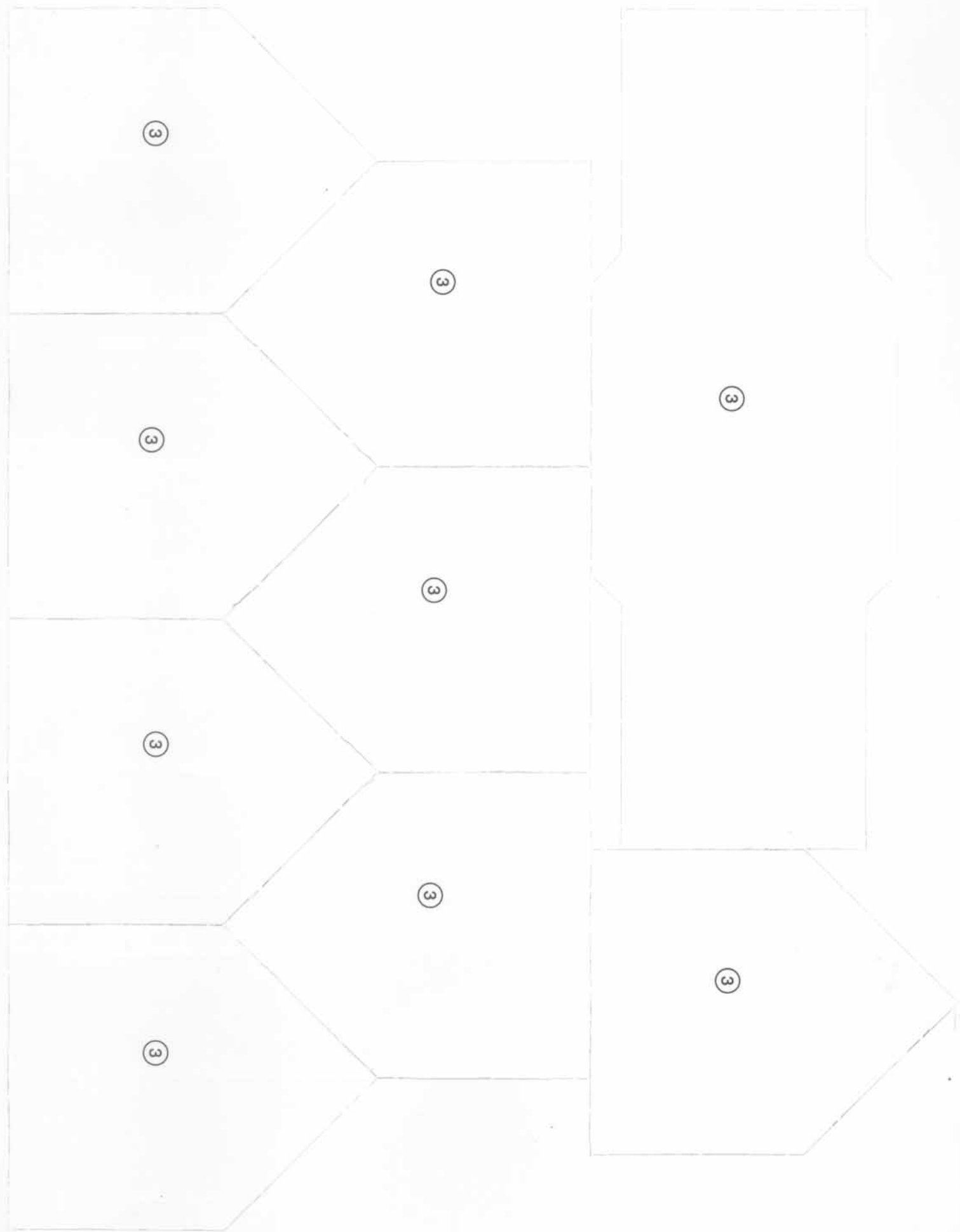
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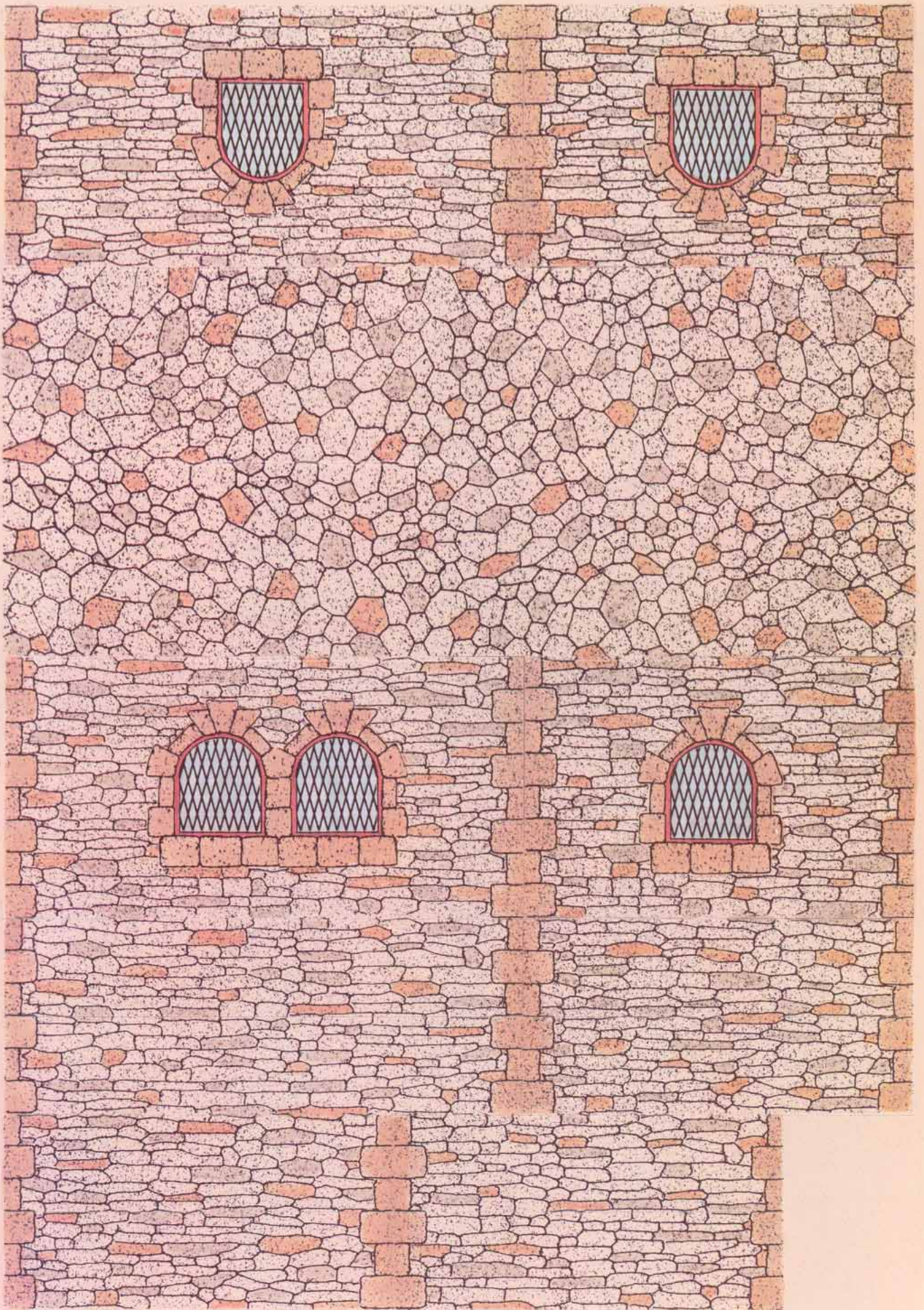
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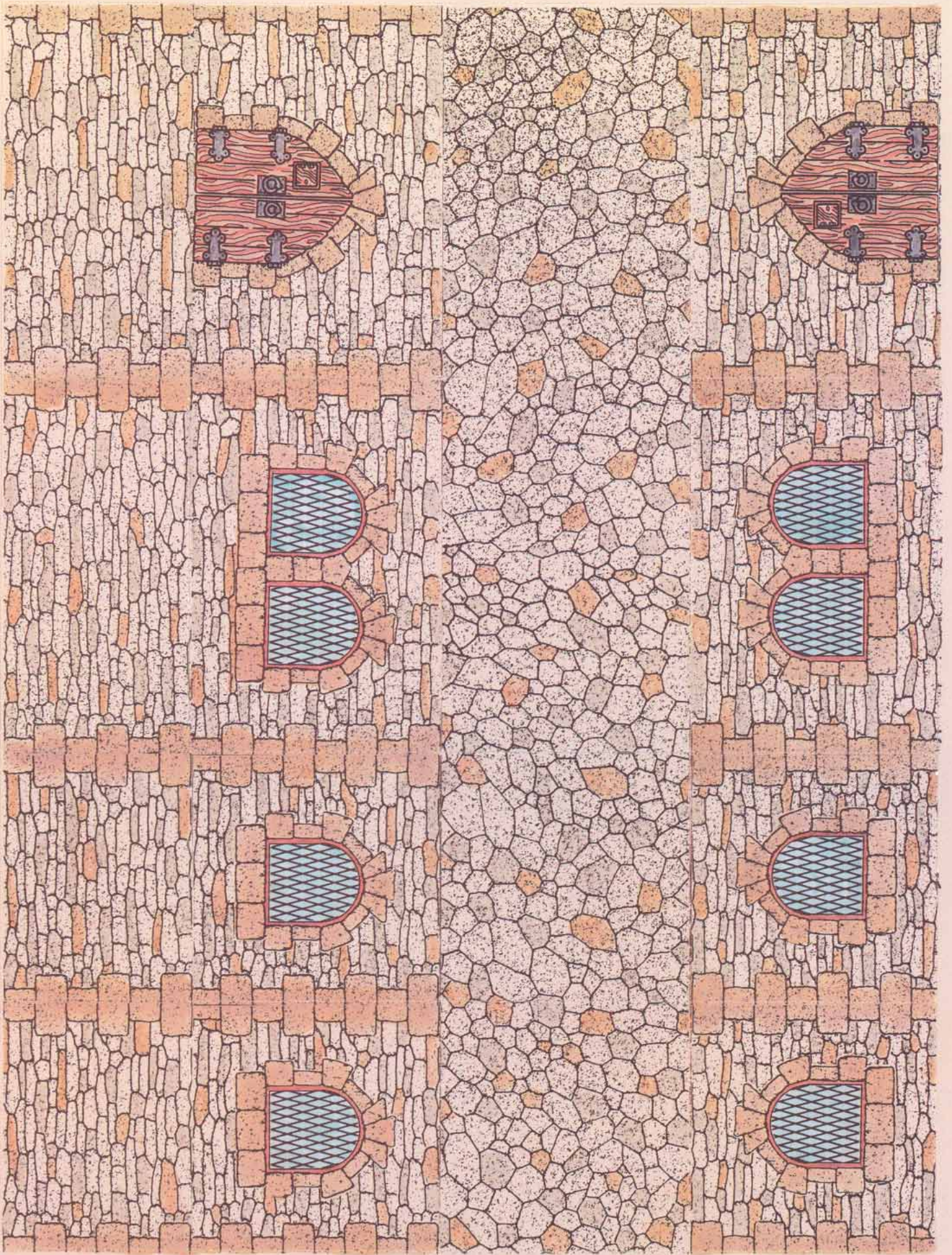
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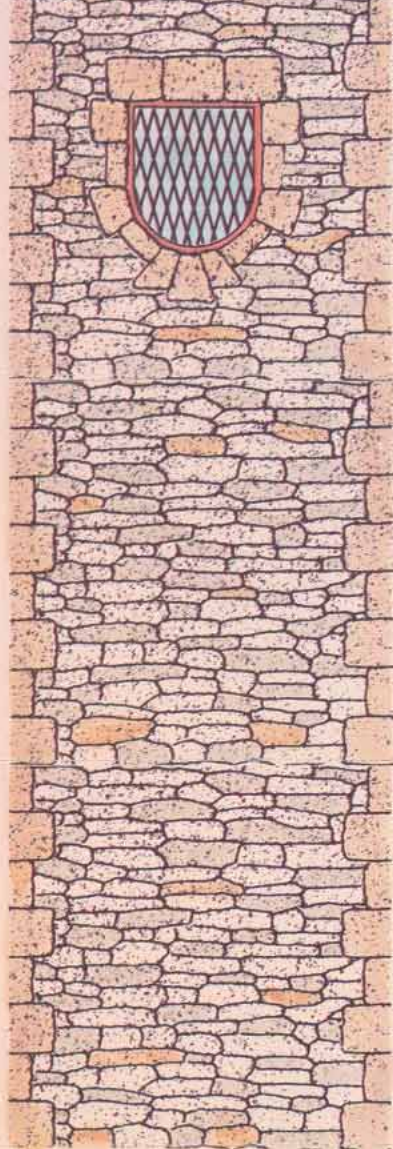
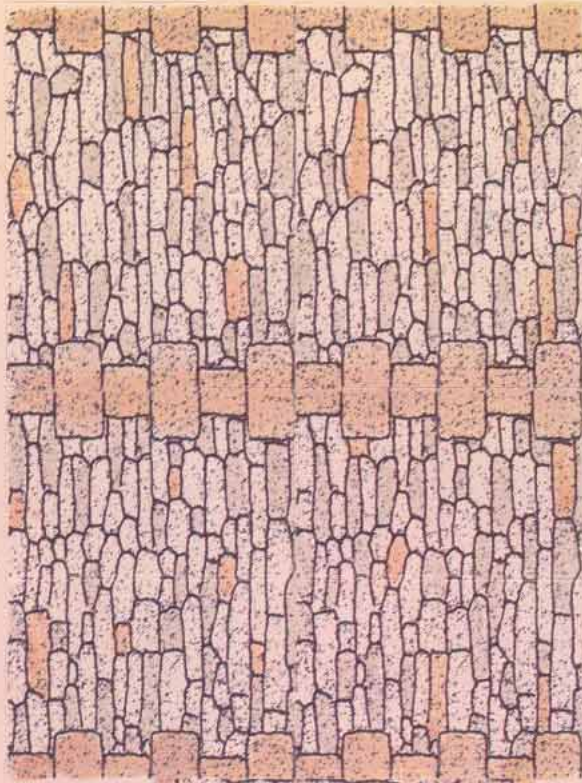


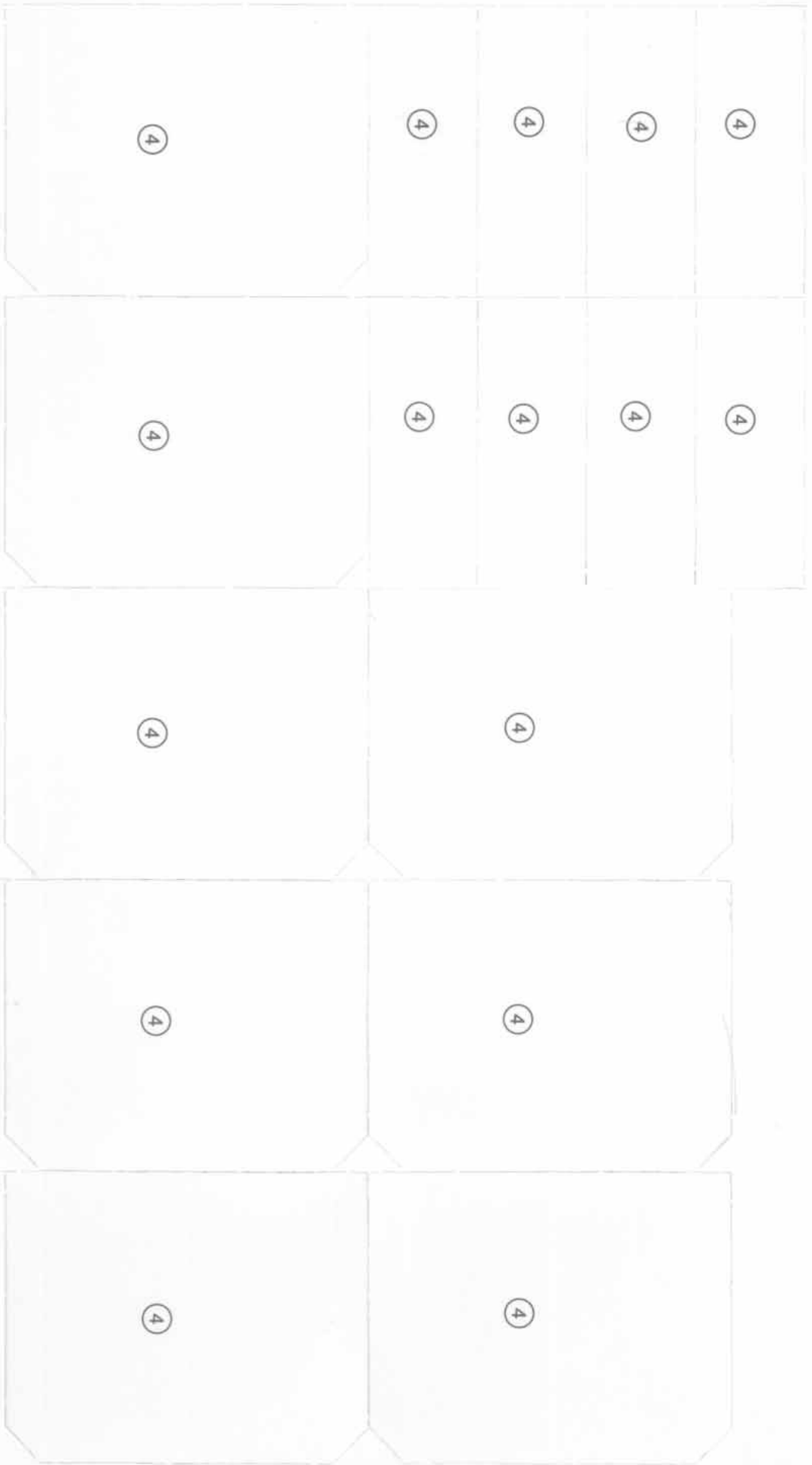


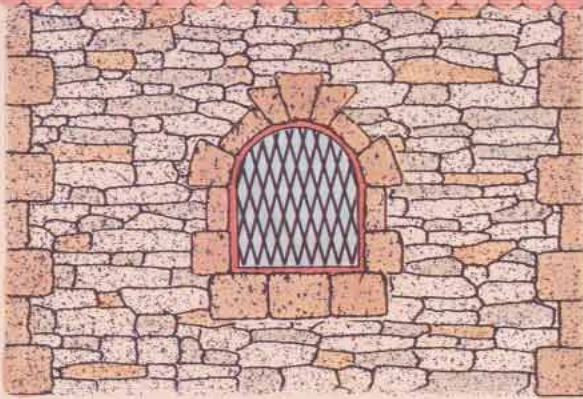
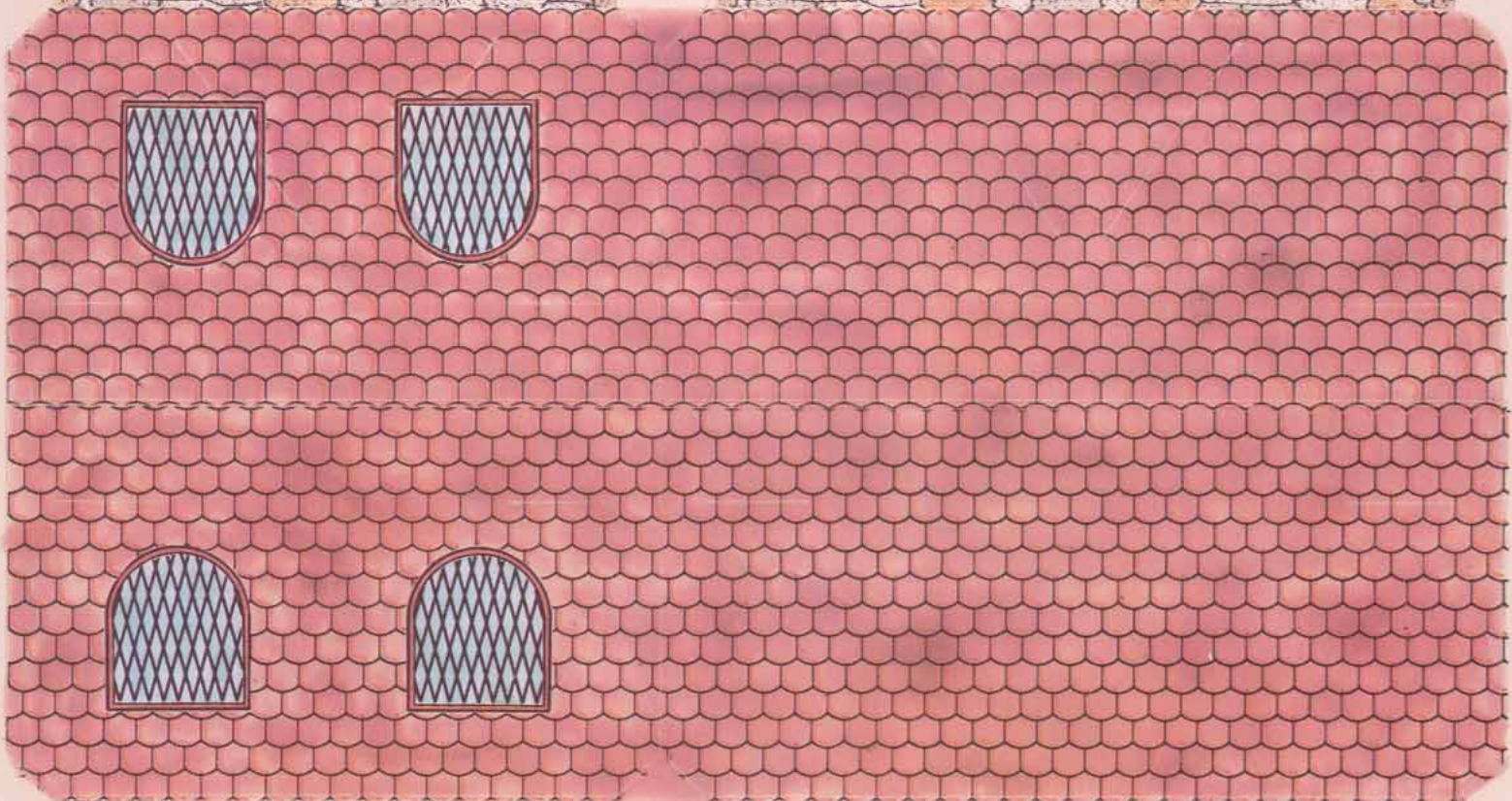


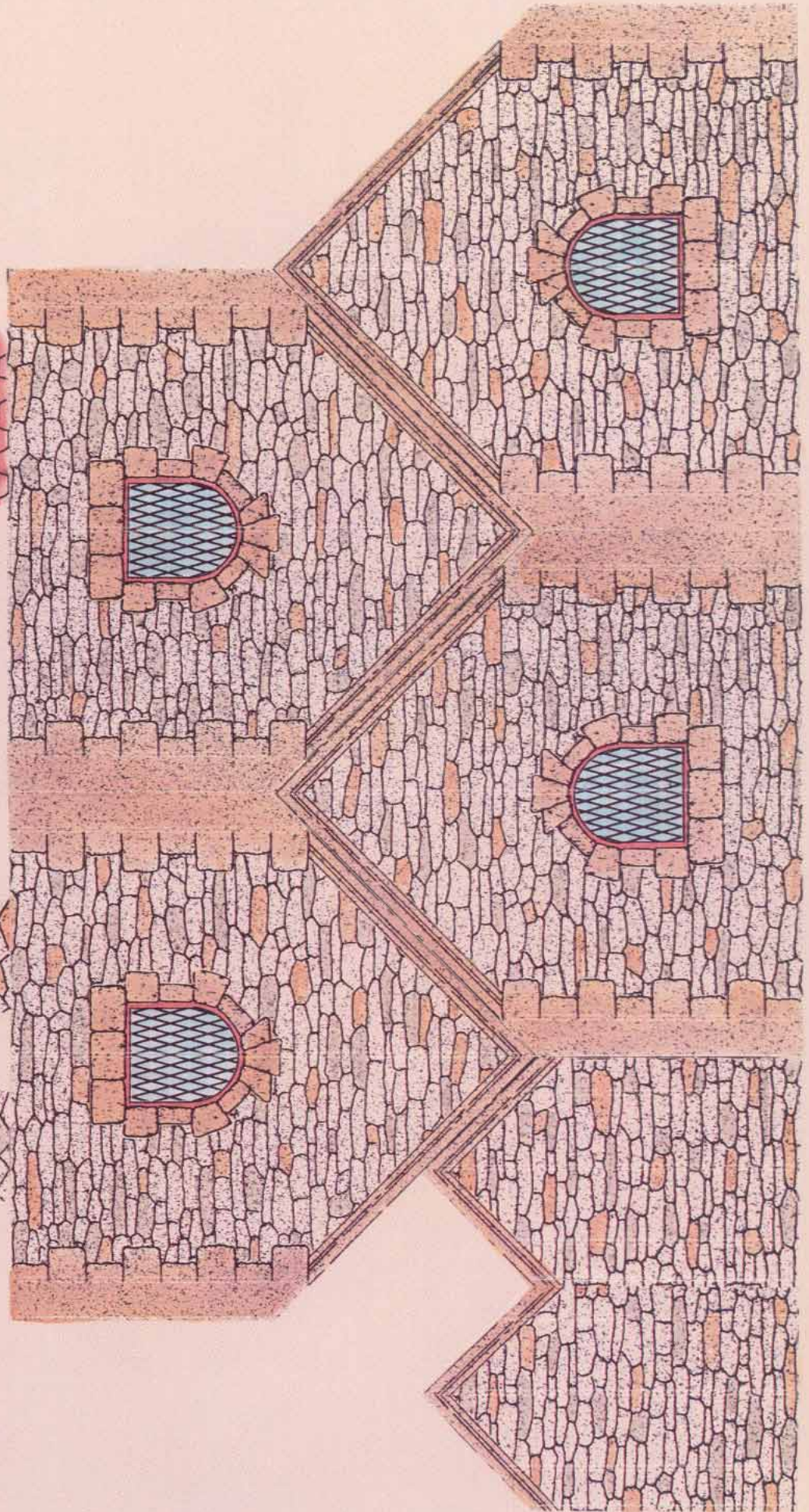
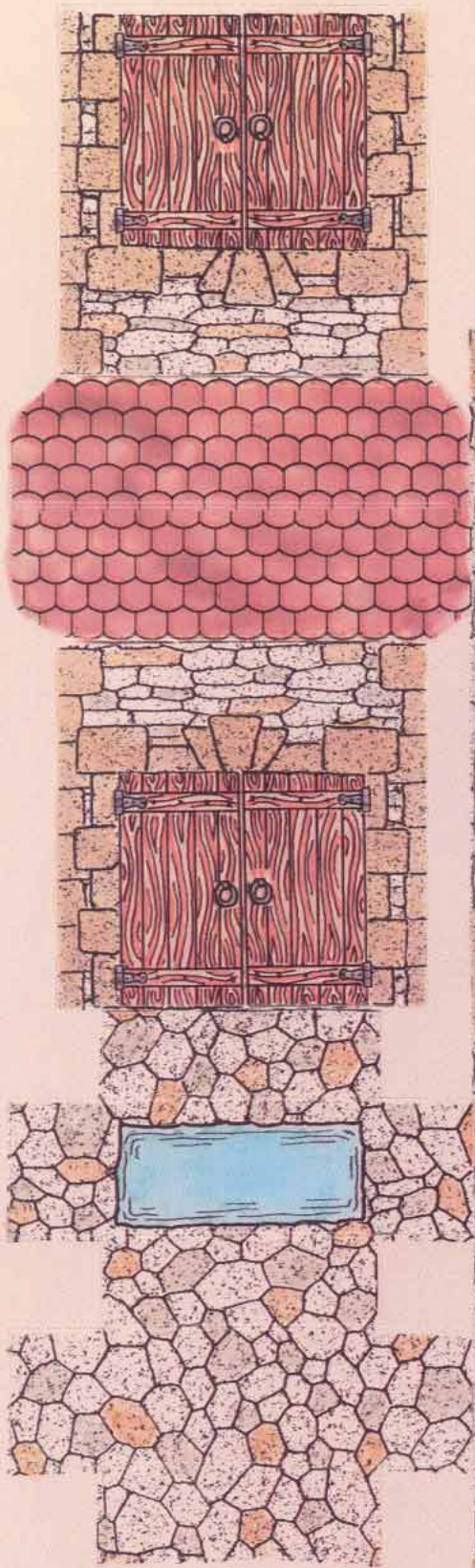
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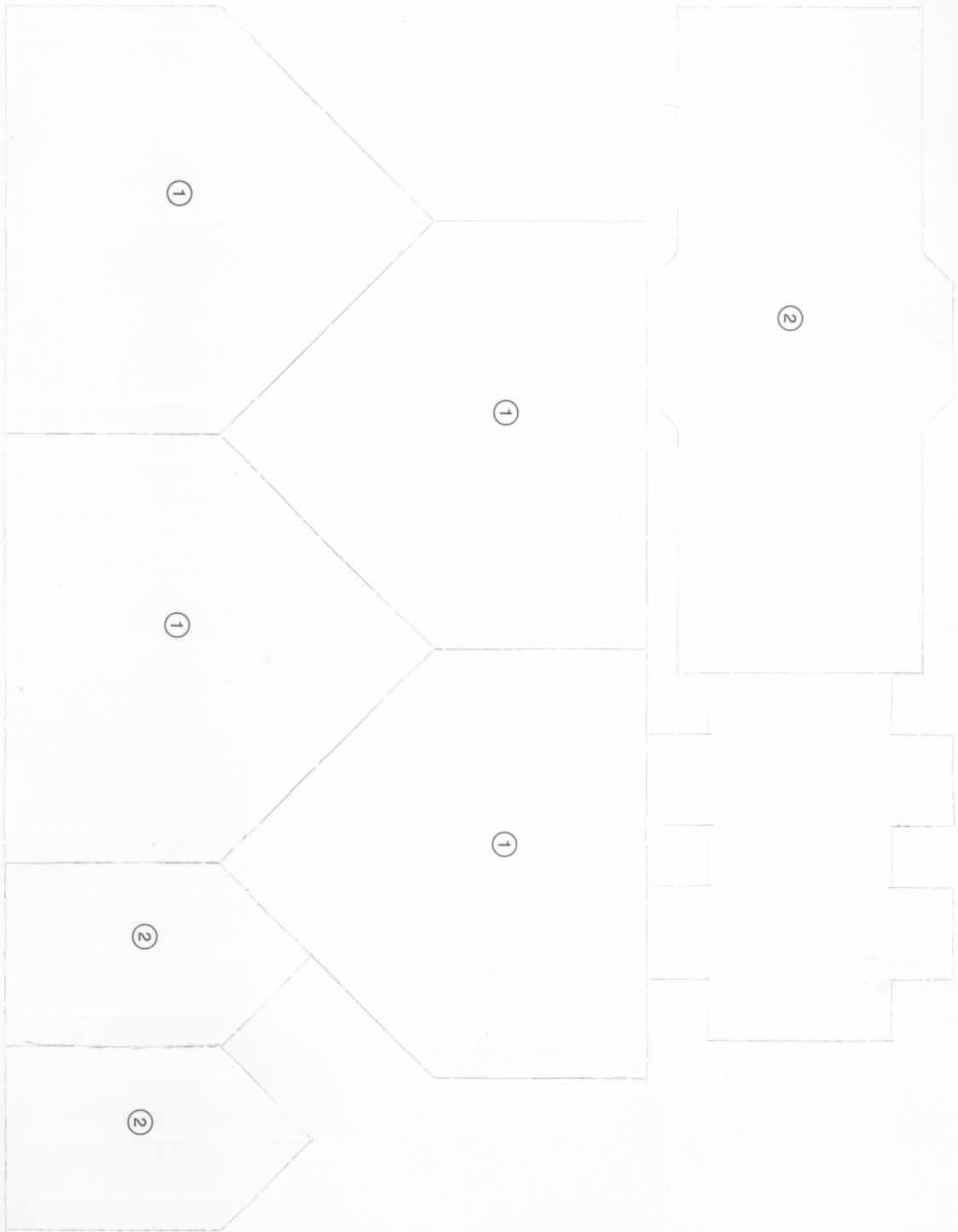


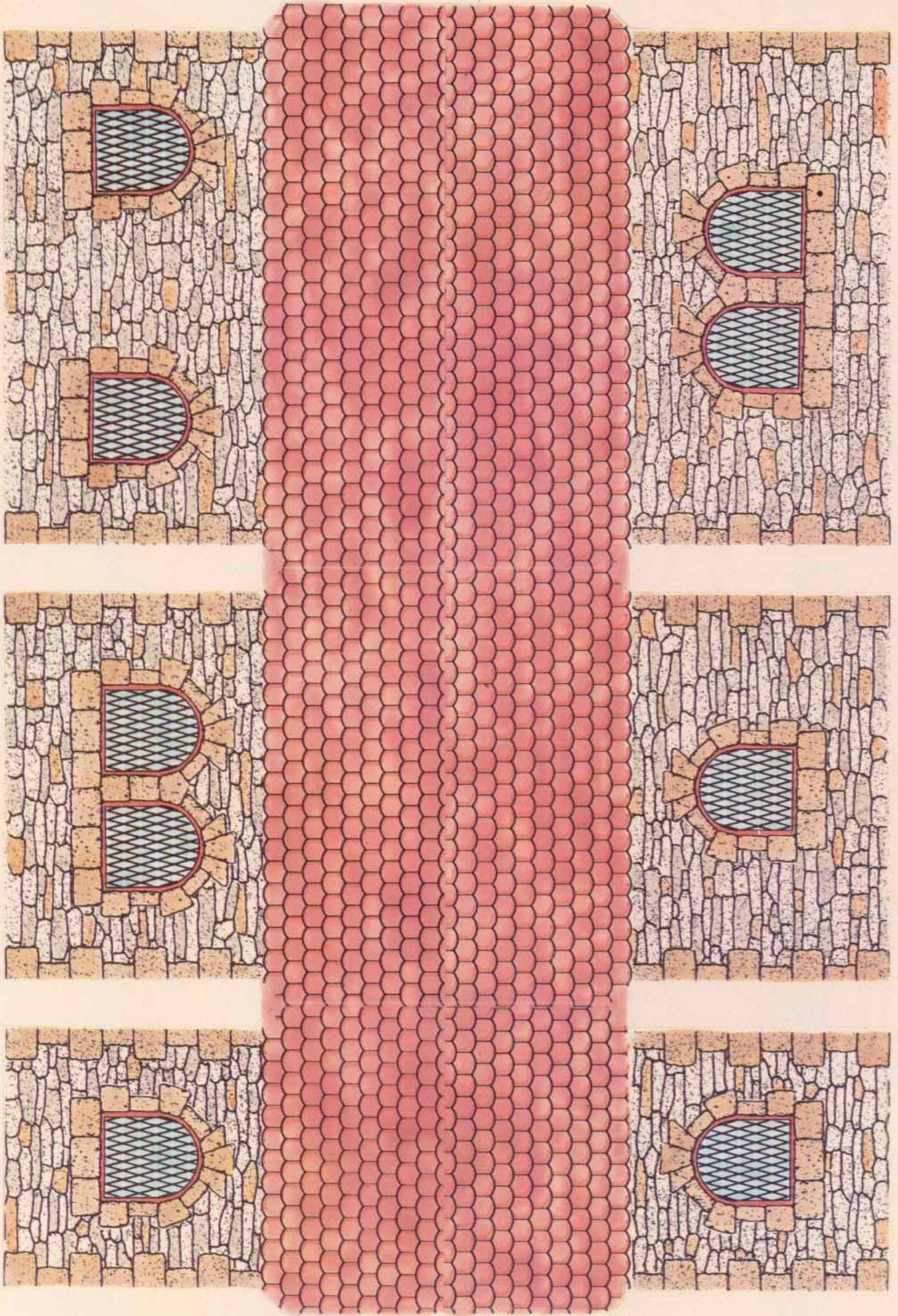










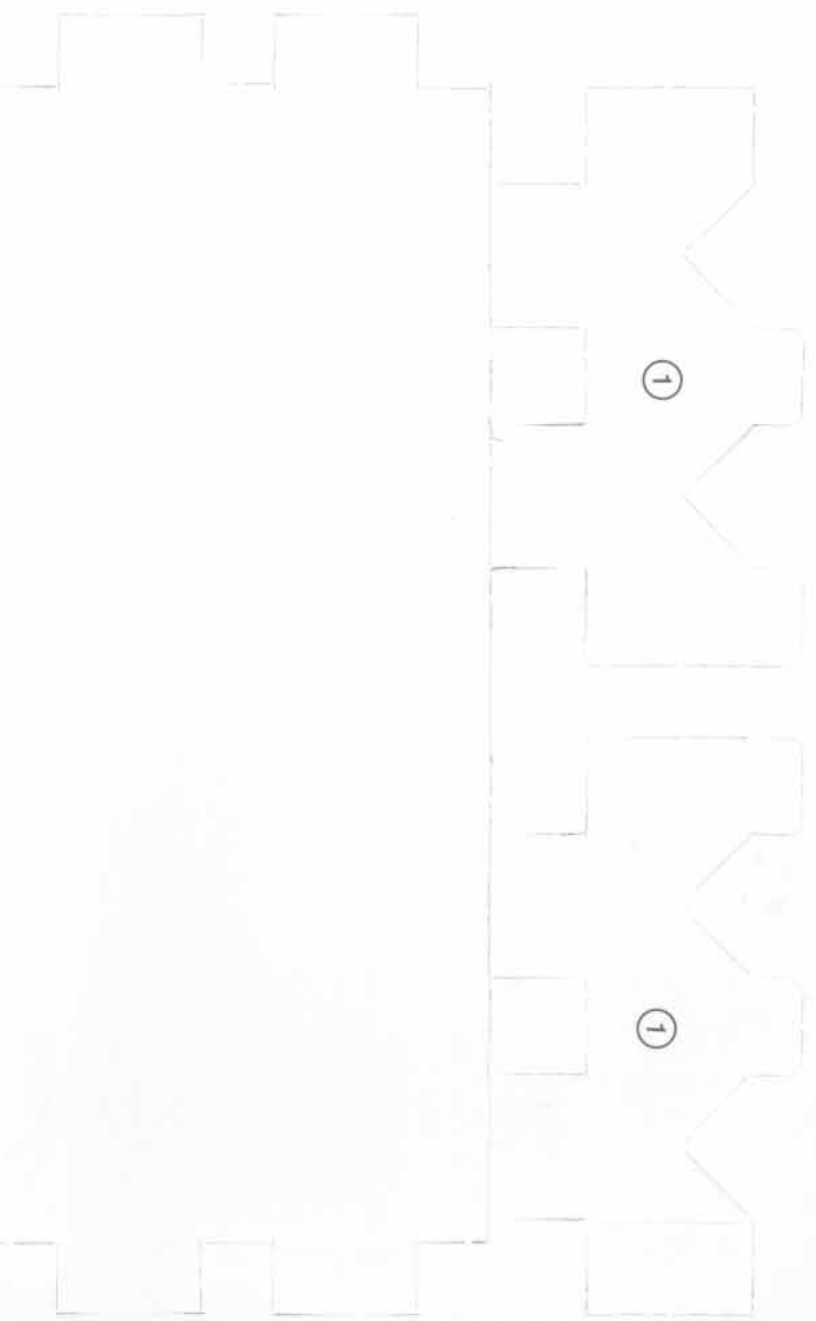
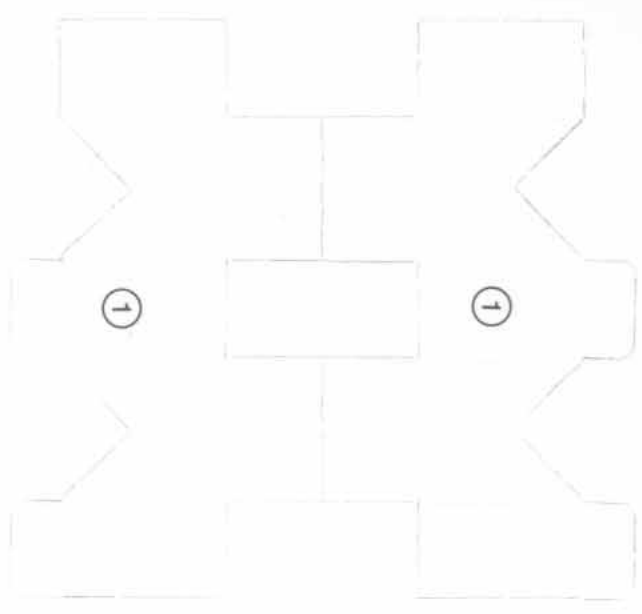
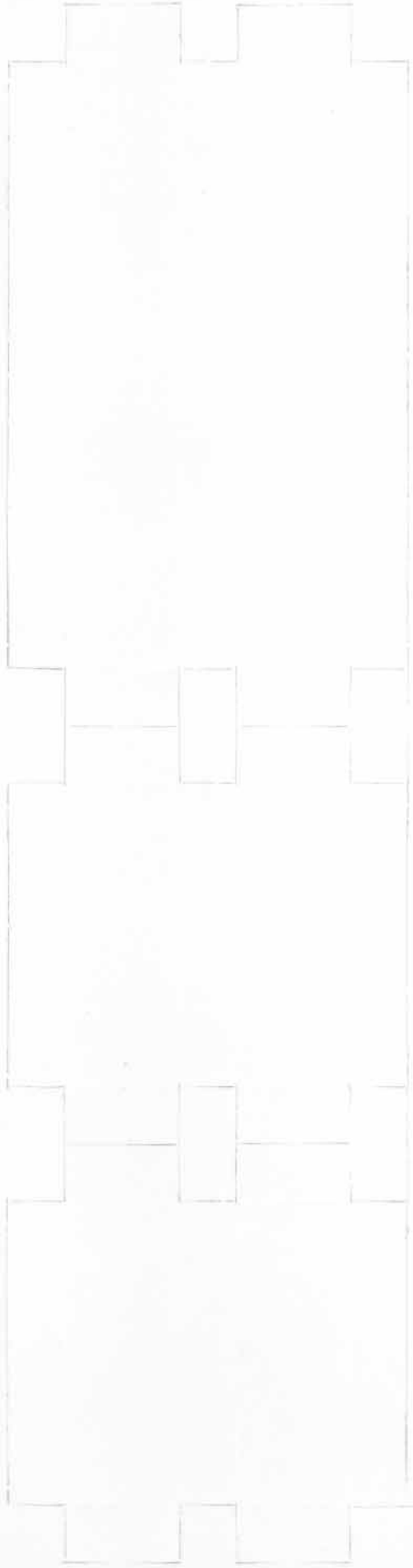


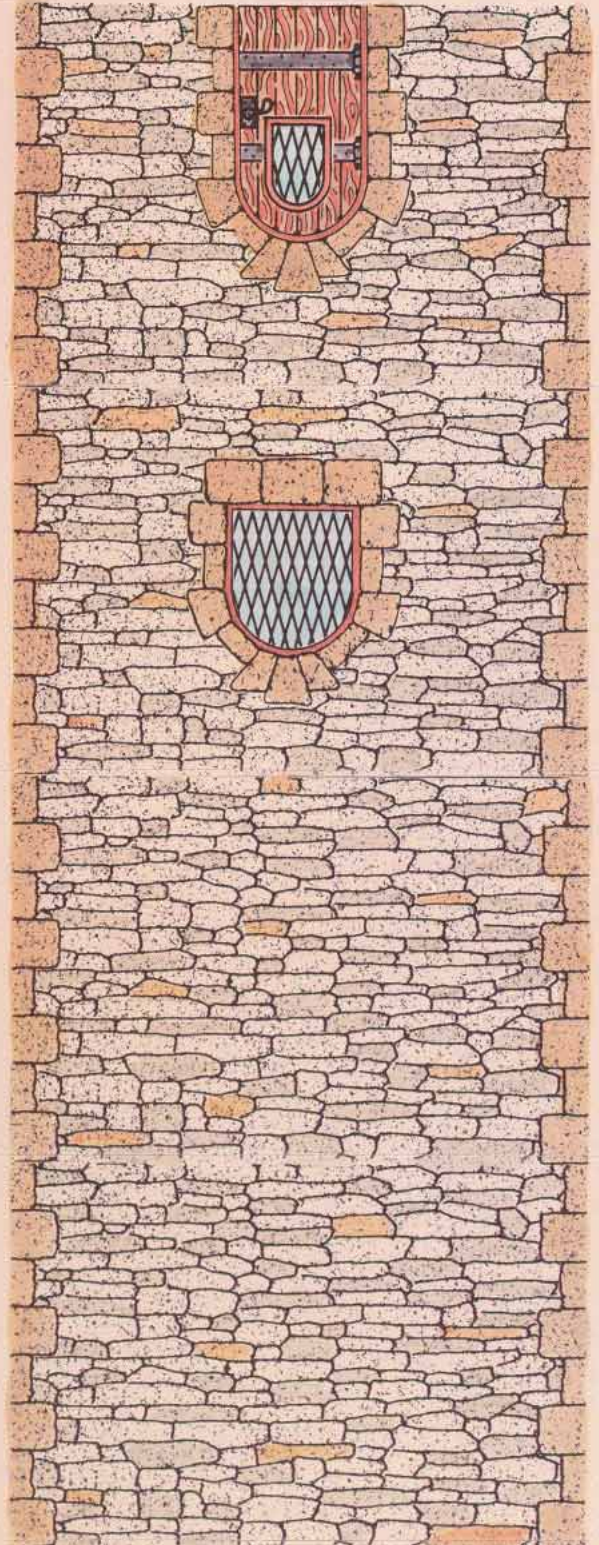
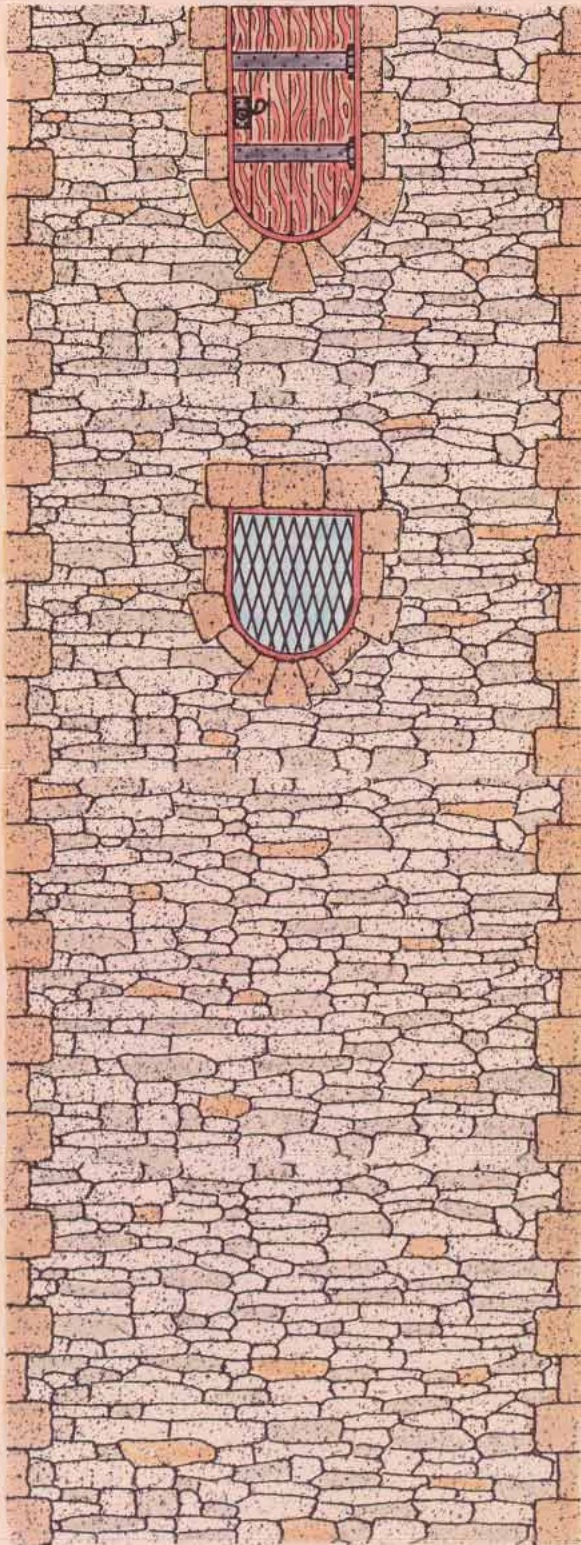
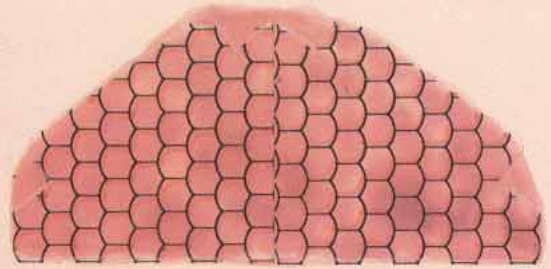
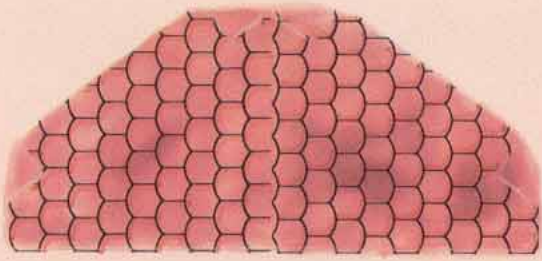
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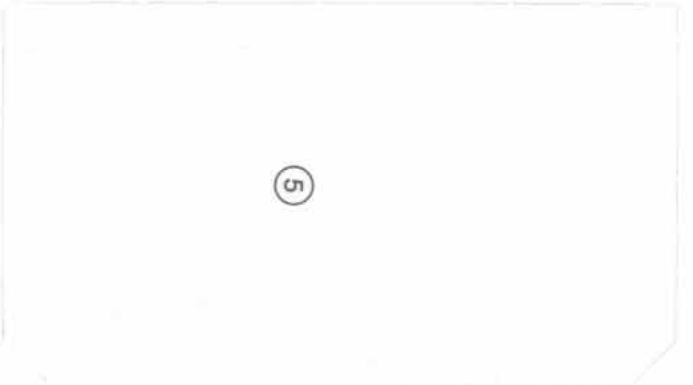
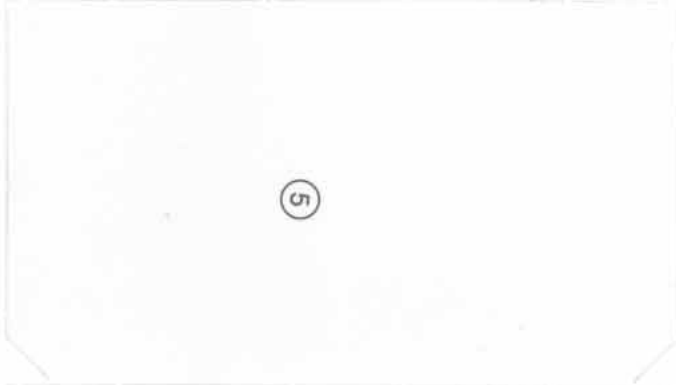
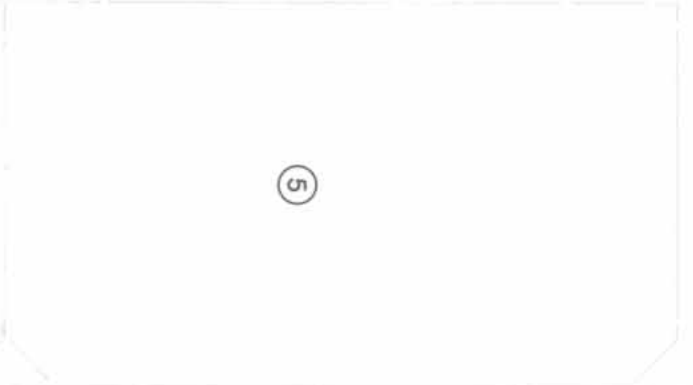
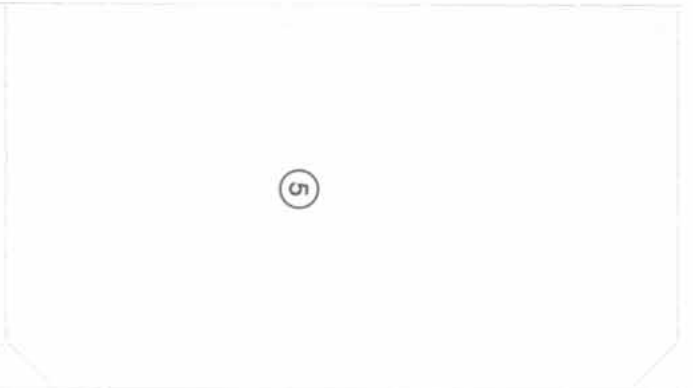
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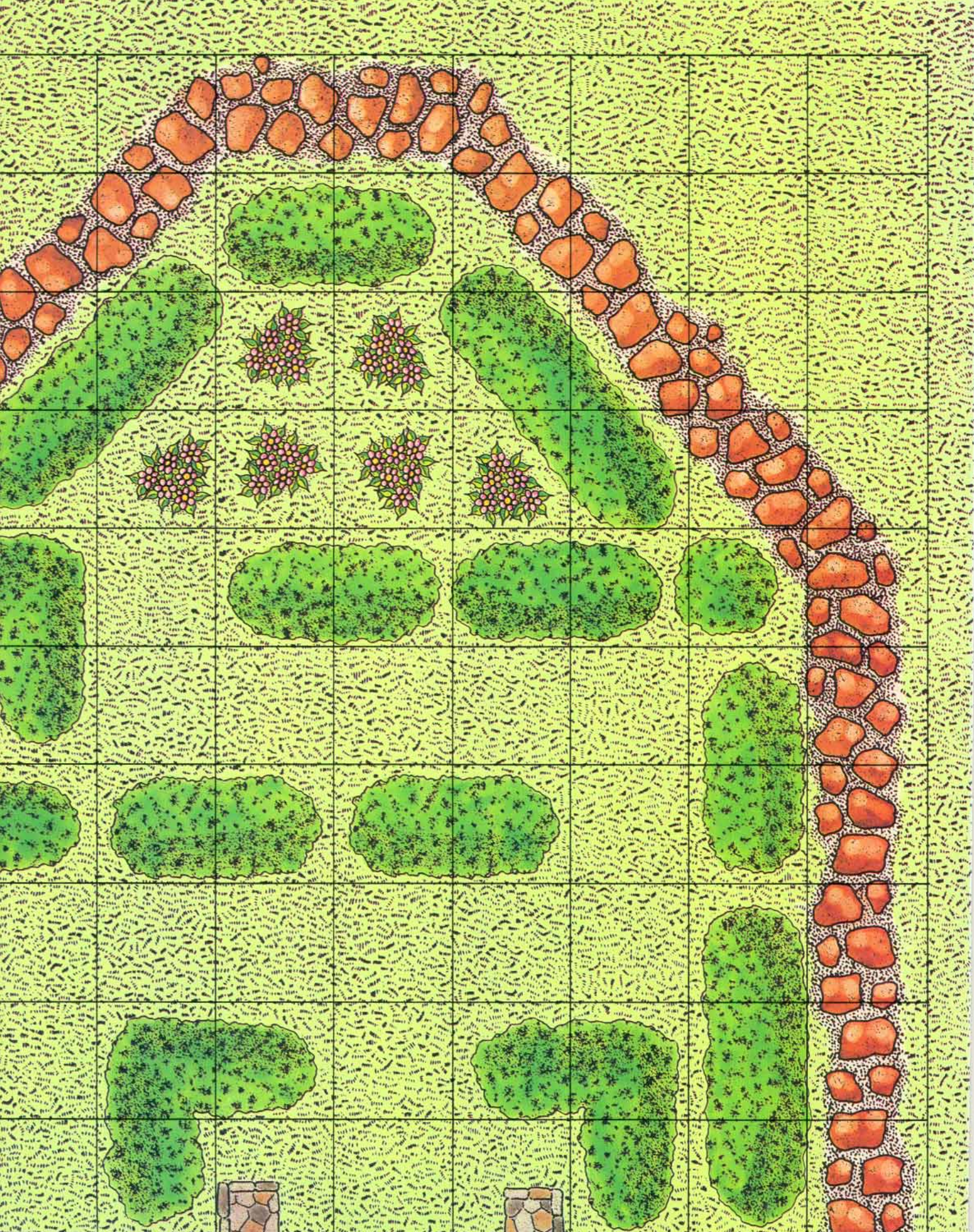
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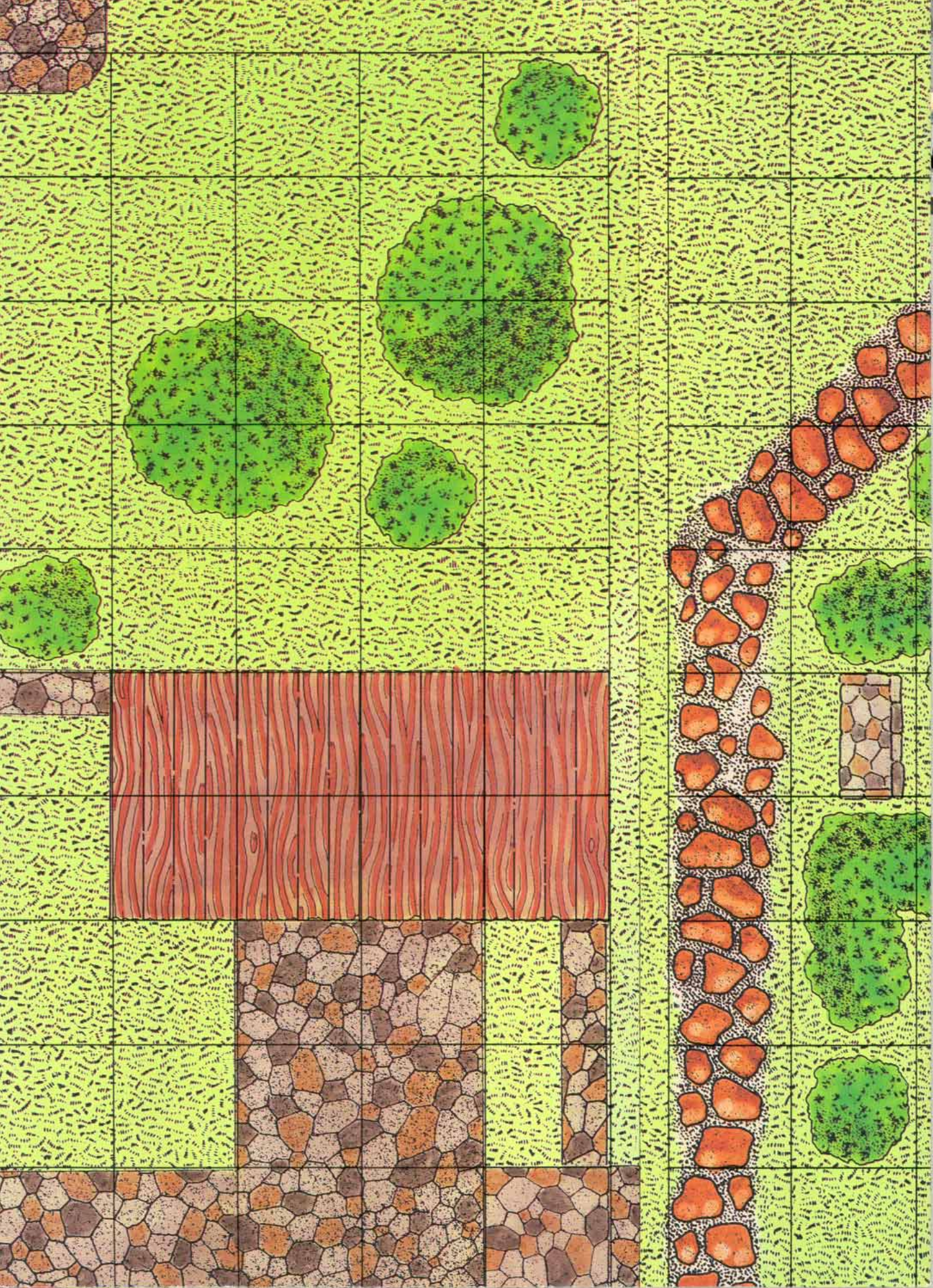


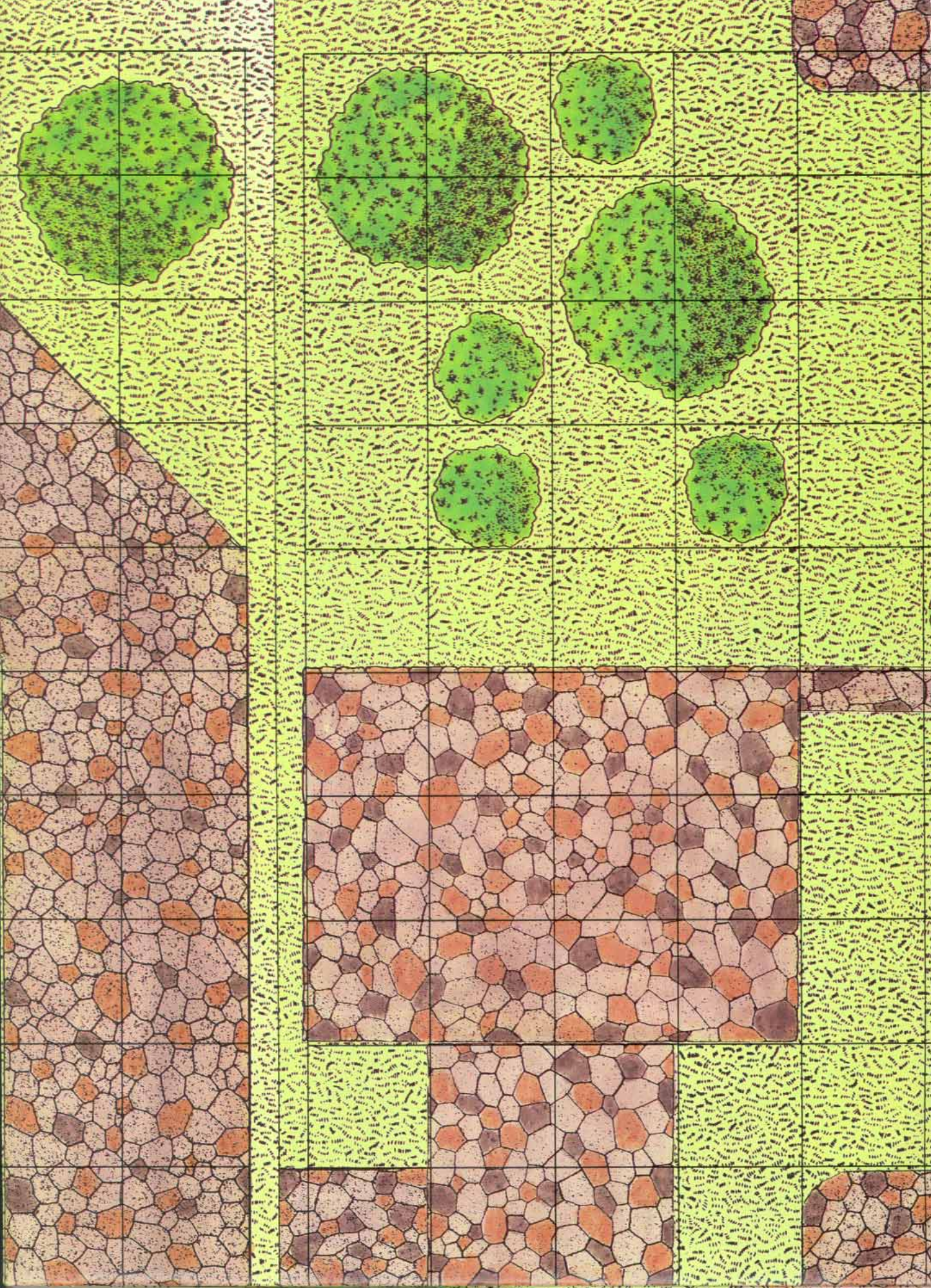


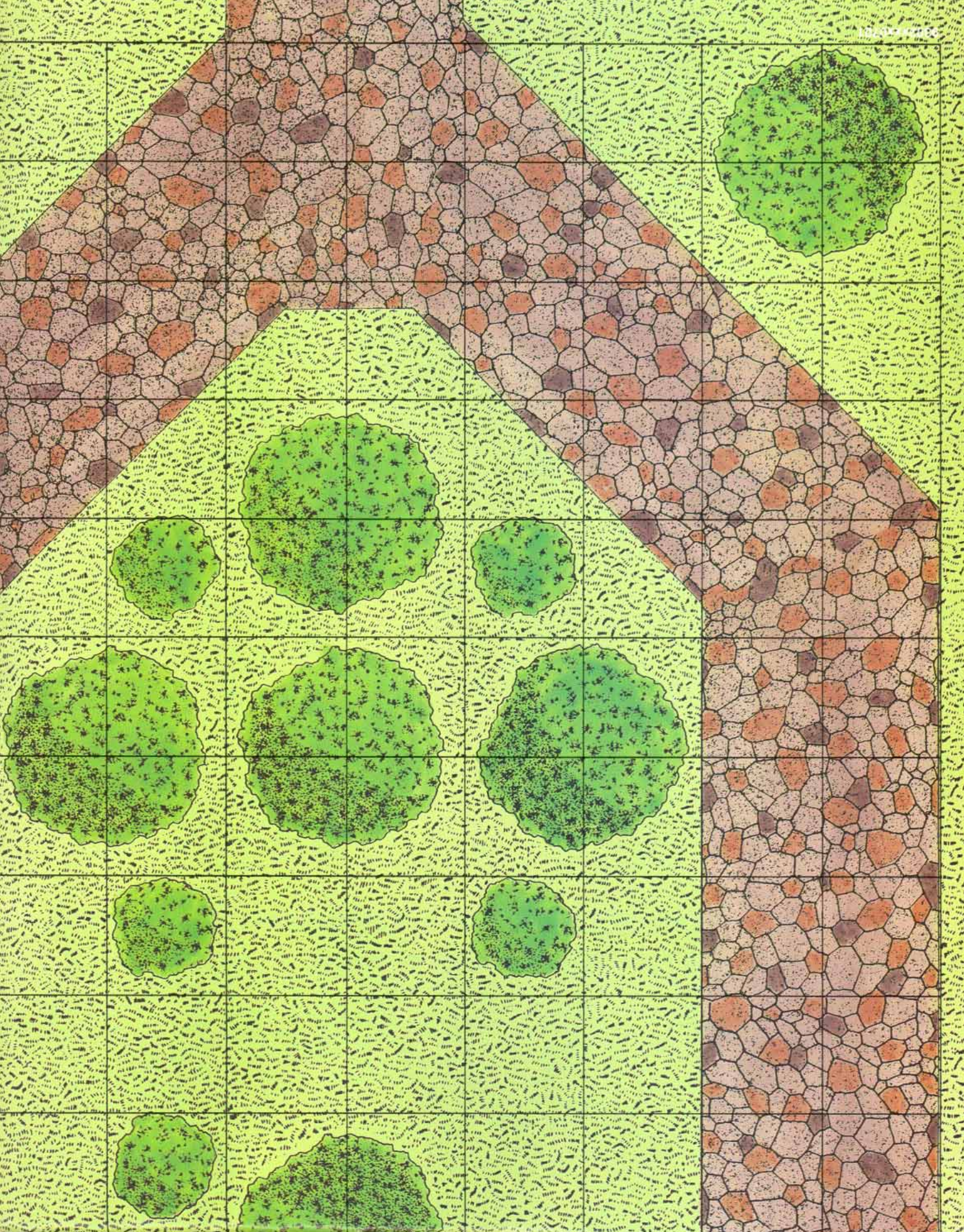


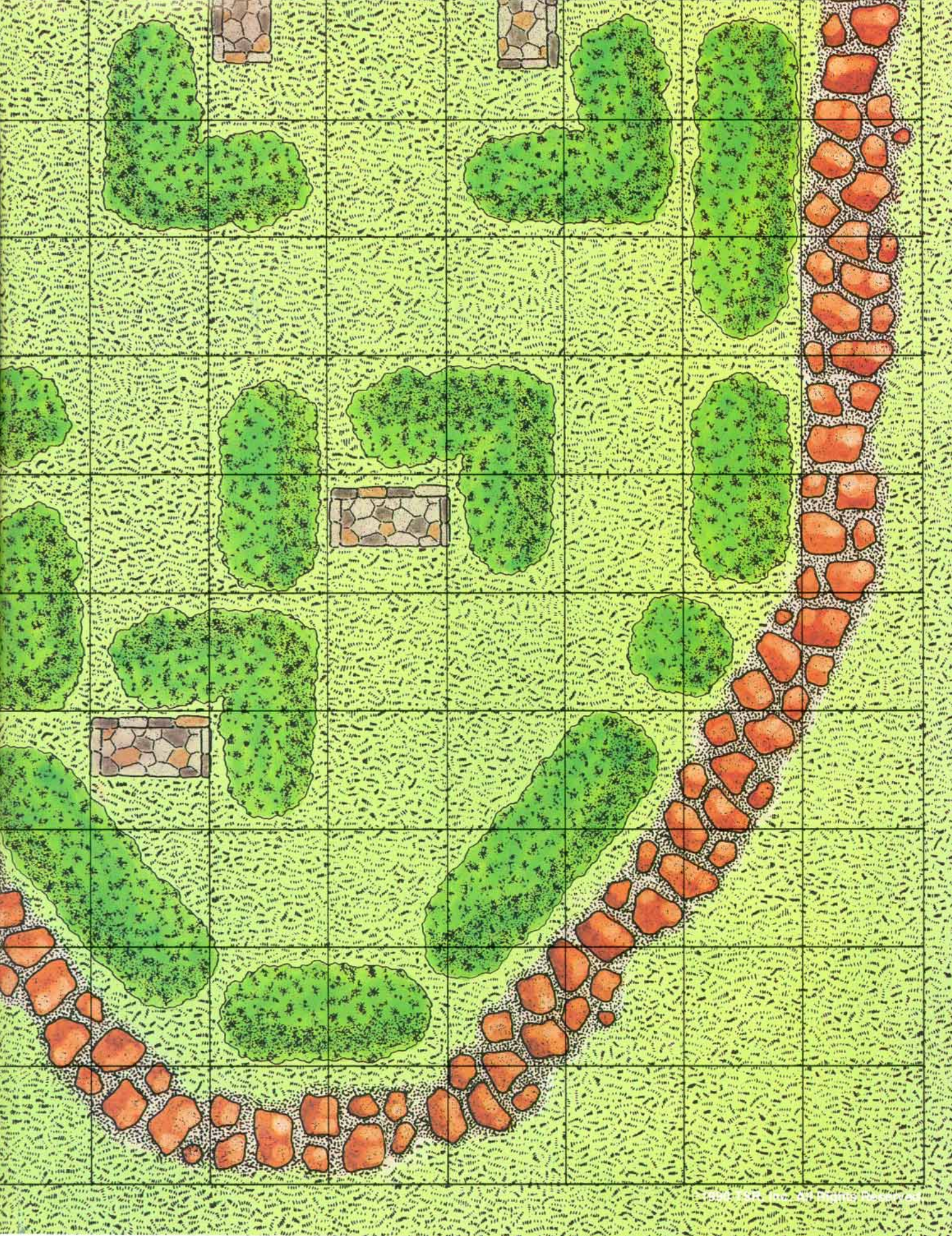


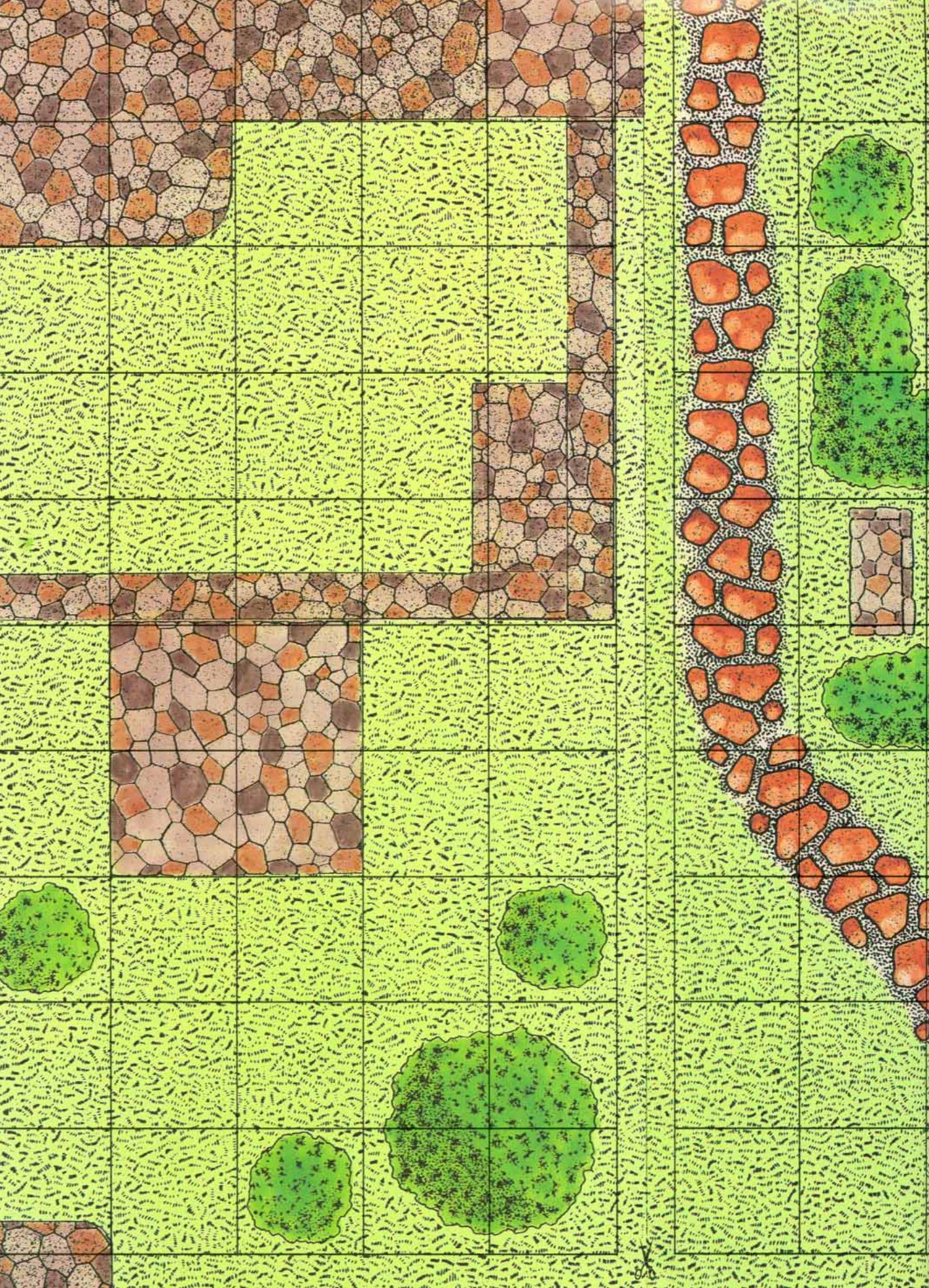


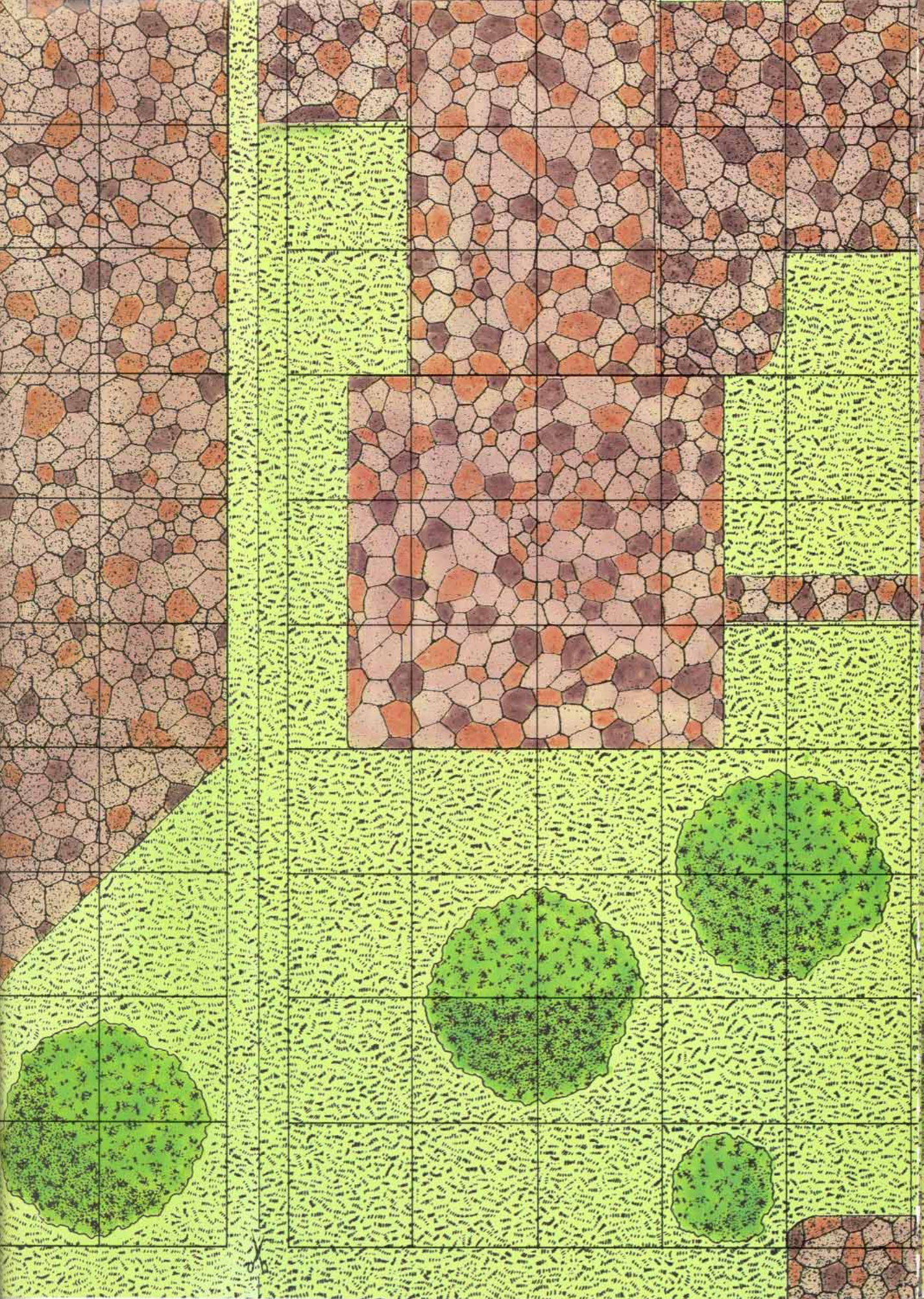


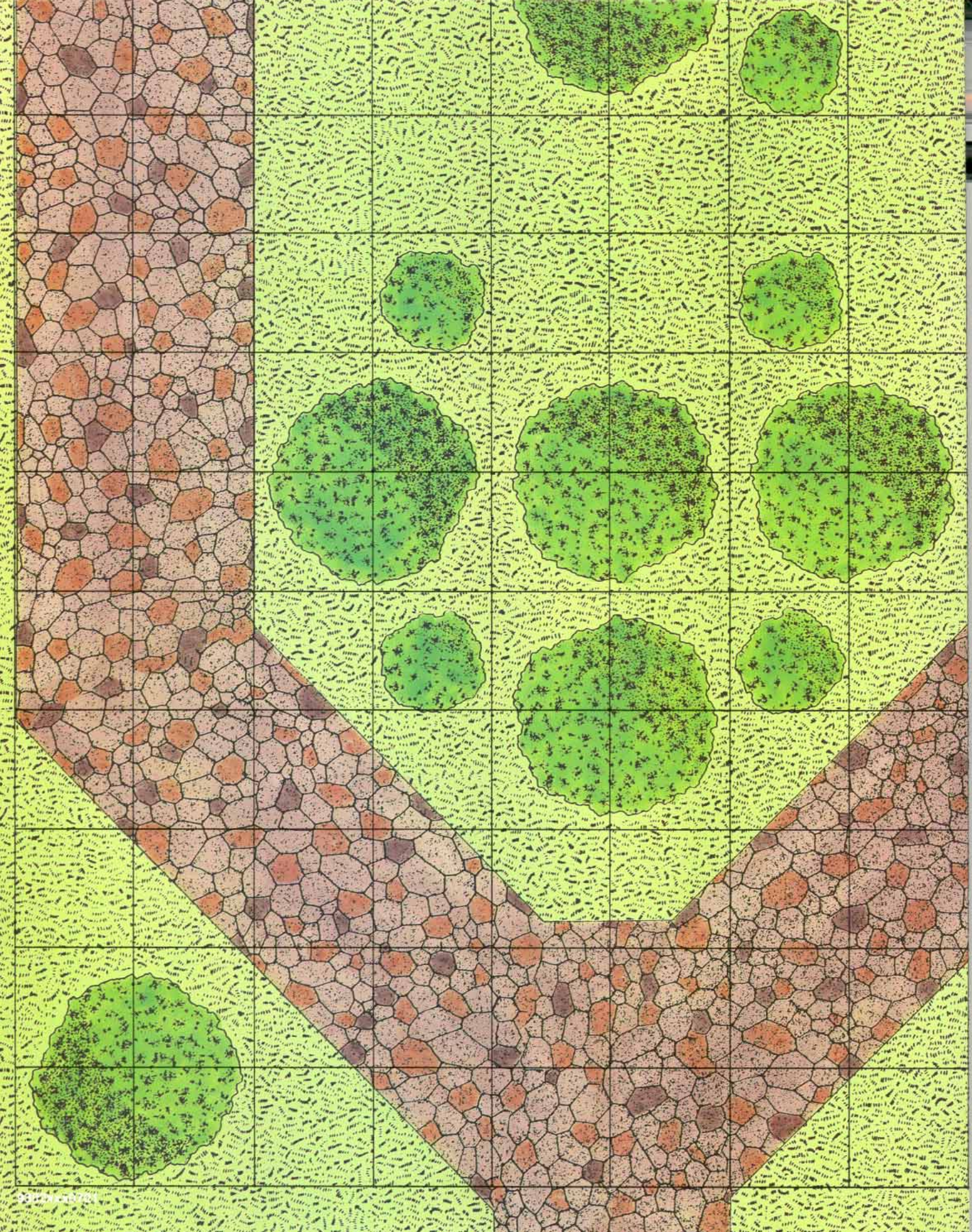


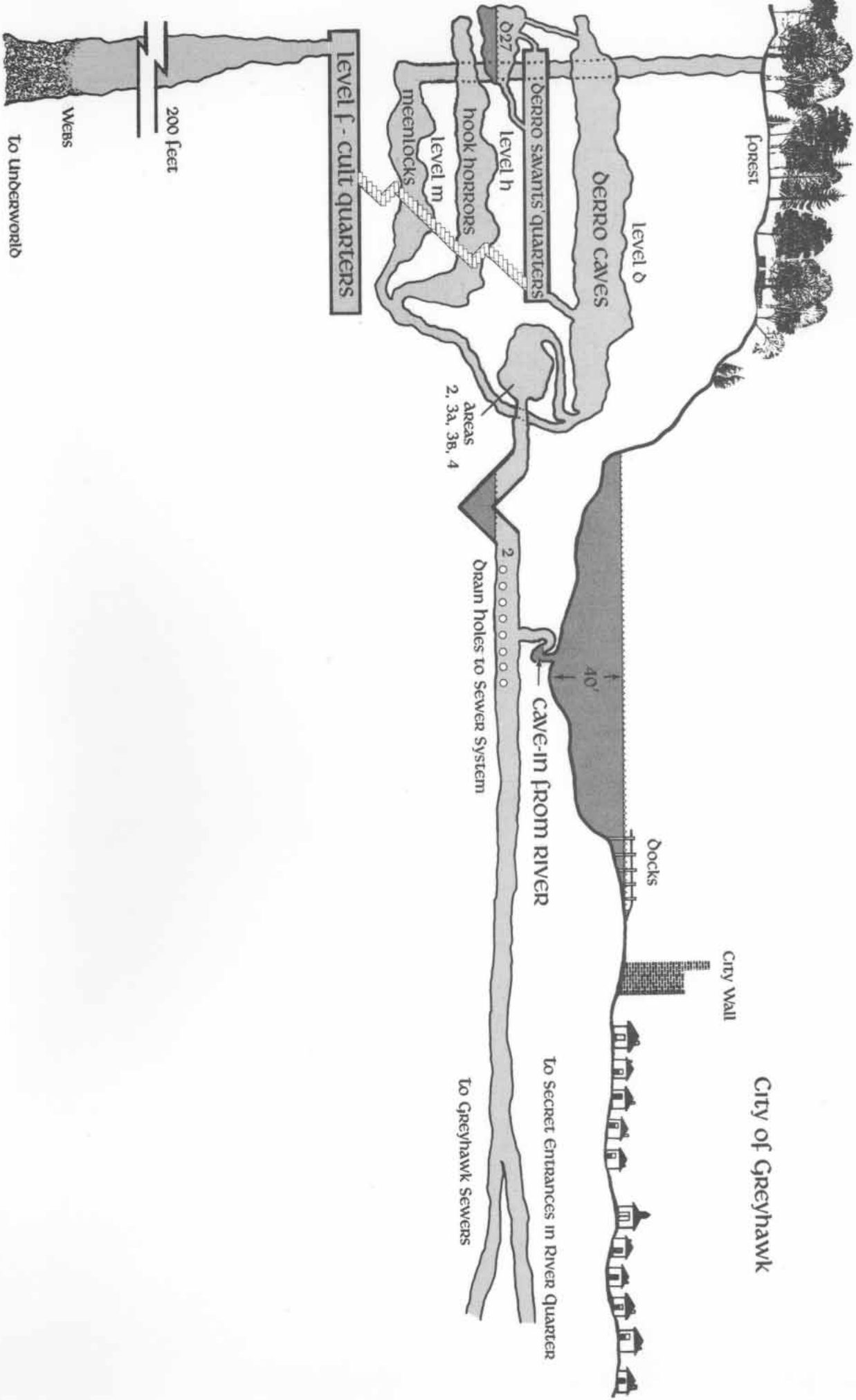












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Flames of the Falcon

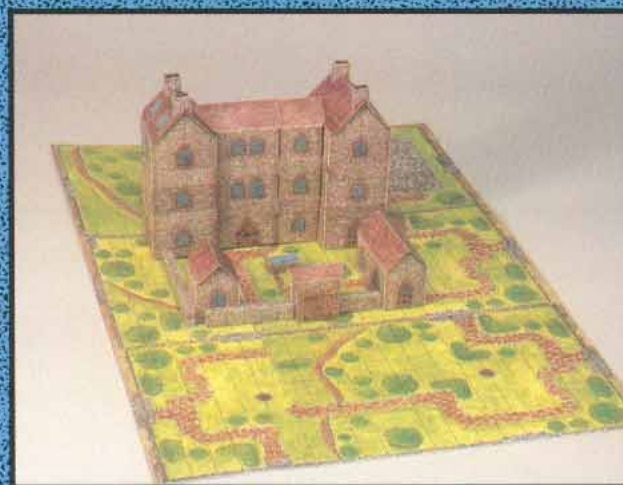
by Richard and Anne Brown

Assaults on the City of Greyhawk by a vengeful cleric of Iuz have terrified citizens and caused an exodus of residents. If this cleric is allowed to continue her evil plans, Greyhawk will become little more than a ghost town, ripe for picking by the evil cleric's followers.

Volunteers are needed to hunt down the cleric and her cult before she unleashes her undead minions into the streets of Greyhawk—and it is only a matter of time before she claims the city as her own!

Flames of the Falcon is the third of a three-part series of adventures for the ADVANCED DUNGEONS & DRAGONS® 2nd Edition role-playing game. The trilogy began with *Falcon's Revenge* and *Falcon-master*—now the thrilling adventure concludes in this module.

This adventure can also be played as a stand-alone module. Set in the famed City of Greyhawk, *Flames of the Falcon* is designed for five to seven characters of levels 5 to 7.



This adventure contains the fold-up mansion shown here, representing one of Greyhawk's most elaborate homes. These buildings are fully compatible with the *Cities of Mystery* accessory, enabling further expansion of any existing set!

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