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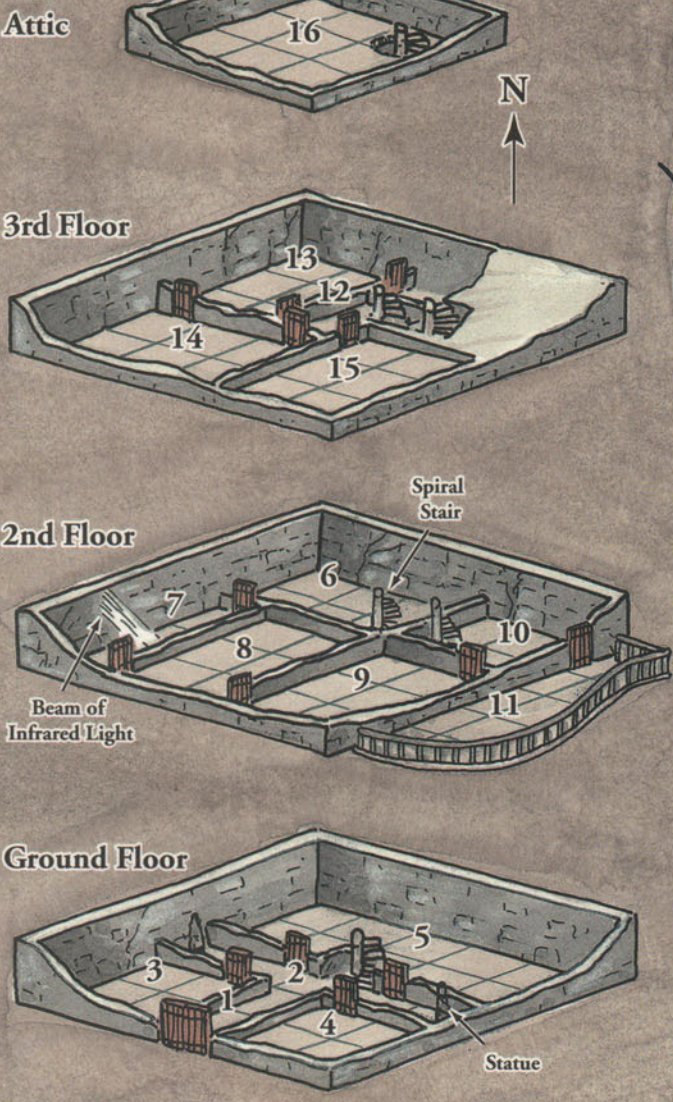
A Darkness Gathering



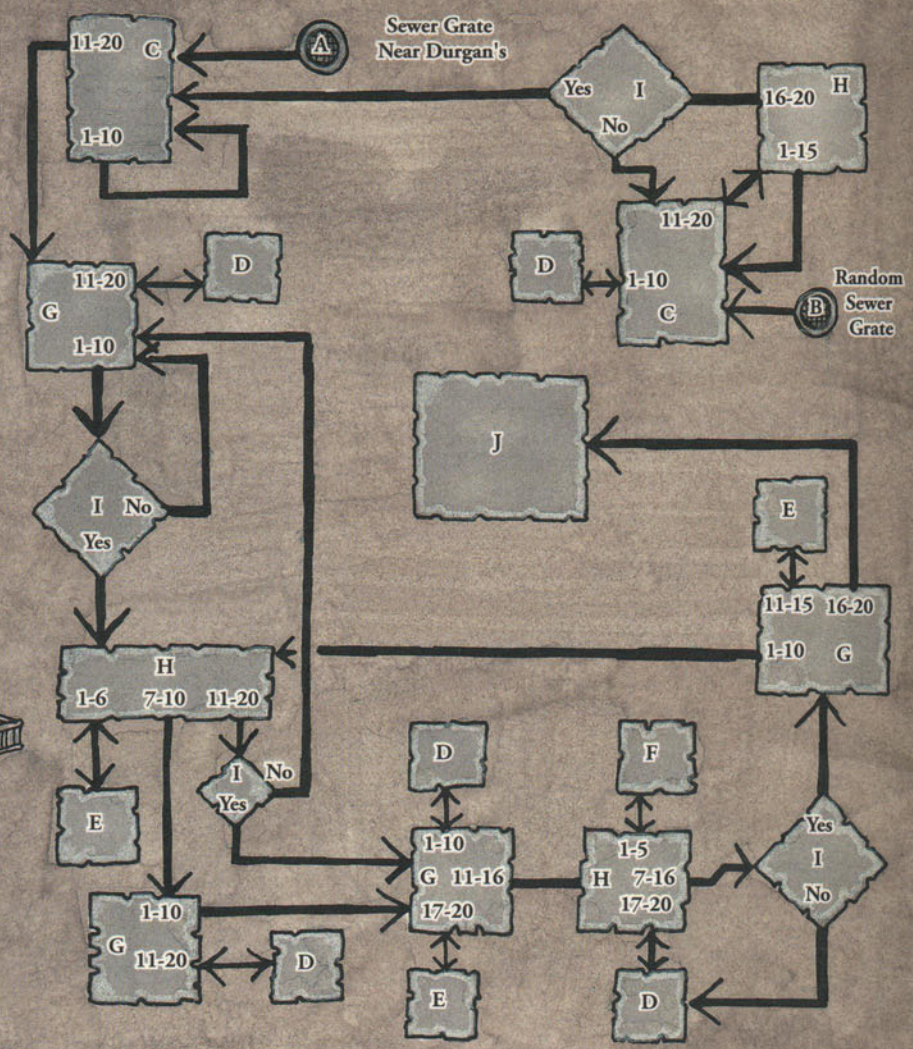
by Bruce R. Cordell

Map #1: Tower
Enoch Map

1 Sq.=10'

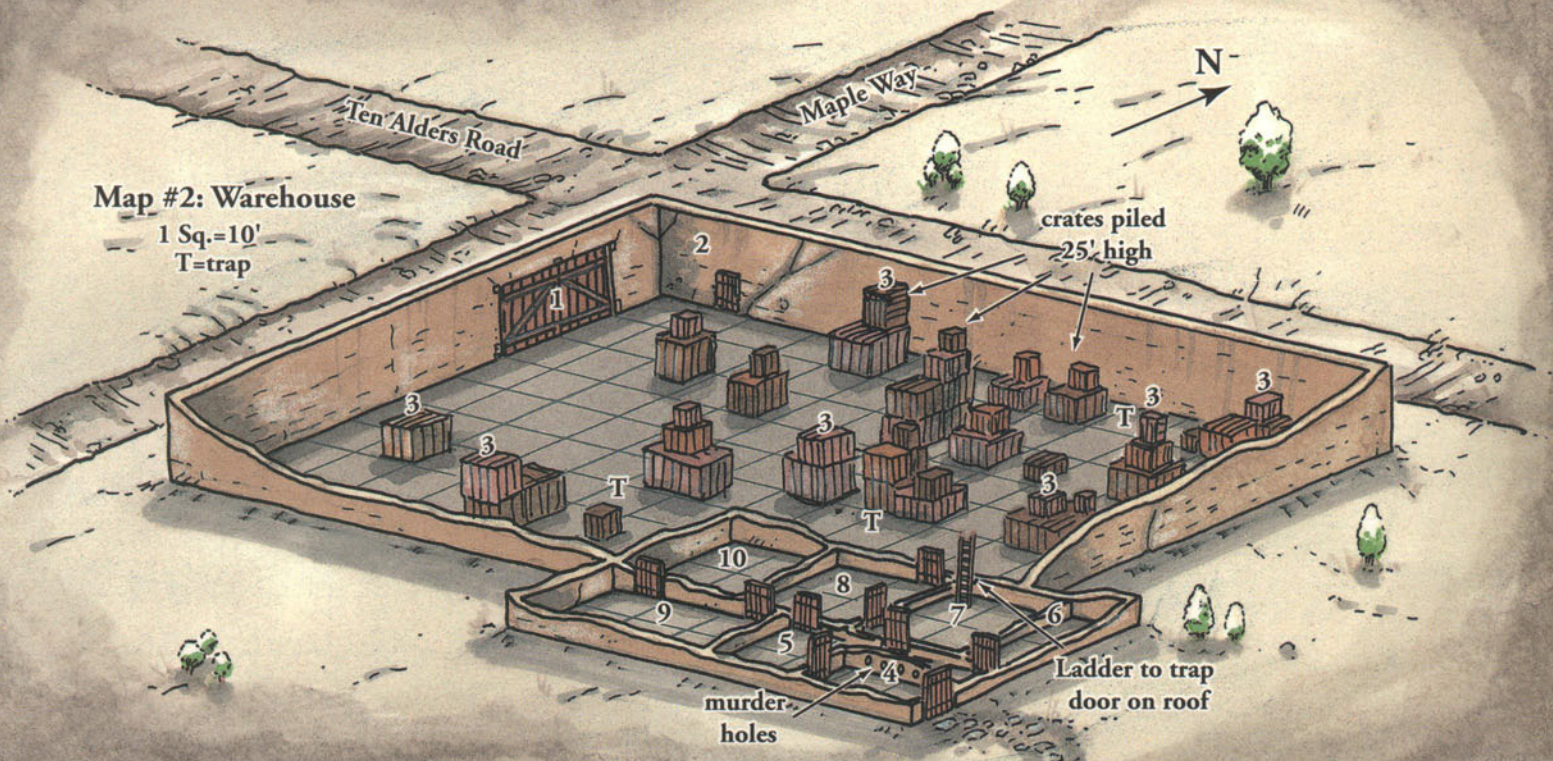


Stormport Sewer Flow Chart



Map #2: Warehouse

1 Sq.=10'
T=trap



Advanced Dungeons & Dragons[®] Monstrous Arcana[®]

A Darkness Gathering by Bruce R. Cordell

Dedication: This adventure is dedicated to Jessie Campbell (Sue Weinlein Cook), Chet Muller (Ray Vallese), Professor Eric McAndrews (Keith Strohm), Randall Deveraux (Jeff Quick), and Monte Cook, whose campaign (*Millennium Fever*) serves as a weekly source of fun and personal inspiration.

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Chapter The First

"There was wheat that never would be harvested, trees that would not bloom when spring came round again, and on the [...land...] the words unspoken and the deeds undone and the sodden bundles that cried aloud the emptiness and the waste of death."

—Clifford D. Simak, *Way Station*

Introduction

A Darkness Gathering is the first of an adventure trilogy (continuing with *Masters of Eternal Night* and concluding with *Dawn of the Overmind*) that pits four to six player characters of levels 7 to 9 (36–54 total levels) against the designs of the illithids' dark agenda. Dungeon Masters can run this adventure by itself or link it together with *Masters of Eternal Night* and *Dawn of the Overmind* to form a seamless epic-length adventure that spans all three modules.

The illithid trilogy supports *The Illithiad*, a MONSTROUS ARCANA® supplement. DMs do not need *The Illithiad* in order to play out the illithid adventure trilogy. However, the supplement does provide invaluable, fascinating, and immediately applicable information concerning illithid psychology and society, as well as new illithid psionic items and abilities.

The encounters detailed in this module do not necessarily have a specified location—though names and descriptions of places and individuals critical to the adventure appear within. DMs should, of course, change any and all names found herein so that they can insert *A Darkness Gathering*—and its two subsequent adventures—into an ongoing scenario.

Finally, a word to the wise: Illithids are implicitly dangerous, heartless creatures whose terrible dietary requirements (brains) are overshadowed only by their ultimate goal to dominate all sentient beings. It should be a struggle for an average group of player characters to survive within the dark tunnels of the mind flayers' subterranean world, let alone successfully block the illithids' agenda in their own intellectual arena. Simply put, PCs cannot overcome every encounter merely through the use of brute force; diplomacy and intelligence are essential if the PCs hope to reach the end of this adventure.

Psionic or Arcane Illithids?

Although *The Illithiad* focuses on the psionic abilities of mind flayers, some sources suggest that illithids use arcane abilities and powers. Arguments exist concerning the forces tapped and manipulated by psionic devotions: Are psychic forces synonymous with the energy tapped by arcane spells? Whatever the truth, psionic effects are *actualized* according to a philosophy at odds with that used by spellcasters and arcane beasts. Of course, psionic abilities are not appropriate for every DM's campaign.

DMs whose campaigns do not employ psionics (as described in *The Complete Psionics Handbook* or **PLAYER'S OPTION™: Skills & Powers**) should substitute the abilities listed below for all illithid psionic powers appearing throughout the remainder of this adventure. Illithids can use each of the powers below at will, one per round, save for mind blast—which they can only use once per turn. DMs should also substitute these abilities for the listed psionic abilities of any other illithid-like creatures that possess psionic powers.

Arcane for Psionic Abilities Swap:

*Mind blast**, *suggestion*, *charm person*, *charm monster*, *ESP*, *levitate*, *astral projection* and *plane shift*.

***Mind blast (for arcane illithid):** The mind blast power, as differentiated from the unique illithid psionic attack described in *The Illithiad*, affects a cone shaped area 60 feet long, 5 feet wide in front of the mind flayer, and 20 feet wide at the far end of the effect. All within the cone must make a saving throw vs. wand or be stunned and unable to act for 3d4 rounds.

Running *A Darkness Gathering*

The PCs' involvement with *A Darkness Gathering* begins with one of four hooks. The four hooks appear in Chapters 3–6 as separate mini-adventures. One of these adventures serves as the *initial* hook that draws the characters into the overall plot of the module. However, the heroes must investigate each one of these mini-adventures as part of the entire scenario. Only the investigation of each hook provides the information and background necessary for the characters to proceed to *A Darkness Gathering's* culmination in Chapter 7.

To begin, the DM should read portions of the underlying story presented in the "DM's Background" section of Chapter 2. The Dungeon Master can, at her discretion, give all or part of the information presented in the "PCs' Background" section (also in Chapter 2) to the players. Once the DM relays this information to the players, she should finally proceed to "The Story Unfolds." In this section the PCs learn enough to choose one of the four mini-adventures that propels the adventure's action. The PCs may investigate each one of the mini-adventures in whatever order they choose. By the conclusion of the fourth mini-adventure, the PCs uncover their real enemy—as explained in Chapter 7.

Chapter The Second

Wherein the DM learns the module's background and discovers the skein connecting the four mini-adventures.

DM's Background

Mind flayers have an almost instinctual need to darken the light of suns, thereby ruling surface worlds as they rule subterranean depths. A plan long in the making (and longer in its execution) has finally come to the first hints of fruition; the illithids have discovered a method to extinguish all light from hundreds, perhaps thousands, of worlds across the breadth and depth of the multiverse!

From the vast power necessary to darken a sun to the minutia of conditioning a surface population for assimilation, the illithids' plan encompasses myriad parts. *A Darkness Gathering* highlights the activities of just one of the many cells of illithid conditioners charged with preparing a population for the coming of the True Masters. This particular cell takes its orders from a mind flayer named Shuluth. Shuluth and its agents have secretly infiltrated the city of Stormport by dominating several key personages, guilds, and institutions. Through the illithid's machinations, the city's population slowly prepares itself to accept the coming darkness and to obey the mind flayers when the sun disappears.

Within this adventure, the PCs have an opportunity to stop Shuluth's conditioning program, eradicate the illithid's dominated agents, and finally bring Shuluth and its fellow mind flayers to justice. Ultimately, the PCs will discover that Shuluth is just one prong in a far greater, more terrifying illithid plot. Do the heroes possess the mettle to halt the illithids' dark agenda?

PCs' Background

The DM can present the information contained below—one bullet point at a time—to the characters while they are still involved in a prior unrelated scenario. In this way, the Dungeon Master maintains a feeling of continuity in her campaign world. If any of the points below do not dovetail sufficiently with the DM's campaign, she can easily omit them.

If the DM runs *A Darkness Gathering* apart from an ongoing campaign, she can divide up the information and simply hand it out to the players (one or two bullet points to each character) when play begins. In this way, no single character knows the entire background, but the group as a whole can still piece together the necessary information. This provides the characters with a common ground on which to begin their adventure.

The foregoing winter was one for the record books. Massive snow accumulation cut off communication between many cities, villages, farms, and freeholds. The incredible plunge in temperature killed trees, livestock, and even people. The winter was so terrible that snow and cold weather linger still—even though spring is supposedly upon the land.

There is talk across the land of a strange dimness. Although not noticeable by those possessing average skills of observation, individuals sensitive to their environment claim a noticeable diminishment in the intensity of sunlight. PCs who examine the daylight sky in order to check out this rumor have only a 20% chance per day to notice that the sunlight is indeed dimmer. (A druid character or a character with an affiliation with a sun deity has a 40% chance.) Success indicates that the observant PC notices a thin, cloudy film filtering the sunlight—even on clear days. However, bringing an observation of the sun's general dimness to those in authority within the campaign world does not garner sympathy.

A sage named Gaston the Old appears in the streets forecasting the end of the world to any who will listen. His proof: Many stars in the sky have simply gone out. The end of the world must be near in the face of such apocalyptic omens. The general populace does not afford Gaston's claims much credence at this time. Note that Gaston has no affiliation with Master Enoch (see Chapter 3), but he may be familiar with Enoch's preaching, at the DM's option.

Characters who observe the night sky for themselves have a 20% chance per night of observation to notice that some stars no longer shine. (A character with the Astrology proficiency or a character with an affiliation with a star deity has a 40% chance.) However, none of these missing stars are part of any major recognized constellations (thus, bringing this information to those people in authority only draws strange looks). PCs who make a successful Astrology proficiency check note that 23 stars no longer shine.

Two or more of the PCs have the following disturbing dream (disturbing not only because of its content but also because of its similarity between the dreams of two or more PCs). Read or paraphrase the following:

3



The dreamer stands upon an undifferentiated plane of dead soil; silence and black earth stretch away in all directions. Looking up into the sky, only a few stars are visible, but just then, the sun rises tentatively. After some time, the bloated red disc dribbles above the horizon, only to suffer a cataclysmic change.

Something vast and unseen takes a monstrous bite out of the sun, leaving gaping teeth marks. The sun gutters and spits, finally plunging back below the horizon like a wounded bird in flight, dousing the plain in endless, stygian darkness.

As spring approached, a sense of hope suffused the city's population: People looked forward to milder weather and warmer temperatures, farmers planted crops, and the citizenry waited for trees and flowers to bloom. Now, however, the recent spate of late-season snowstorms threatens the crops, and therefore, the regional food supplies—or so say the farmers who frequent the local taverns. Are the crops in dire peril?

According to the historian-sage Ganeth the Wise, ferocious winters periodically howl across the land every 223 years. Recent reports of an unusually bad winter and late snowfall only validate Ganeth's prediction of a hard winter. In truth, Ganeth's explanation for the cold weather is wrong.

The Story Unfolds

A Darkness Gathering begins in the large city of Stormport (or whatever city is most appropriate to the DM's scenario). Stormport is a free city ruled by a succession of Lords and Ladies of the d'Allesandro Dynasty. Lady Elspeth d'Allesandro currently rules from the hereditary Storm King estate on a promontory overlooking the city.

The adventure opens as one of the PCs' acquaintances sends a message to the group. If an appropriate NPC does not exist in the DM's campaign, she can use Aleanor Pathsteader. Aleanor is an accomplished ranger, and it may be that one of the PCs owes his or her life (or some other debt) to Aleanor.

The PCs receive the following message from Aleanor. The message comes overland via caravan if the PCs do not currently reside in Stormport:

Meet me at the Sign of the Fair Warrior in Stormport at the next new moon. Something extraordinary is happening, and you need to know about it. The ranks of The Elect are swelling.

—Aleanor Pathsteader

If the PCs decide to roam around Stormport before meeting Aleanor, roll for a random encounter on the Stormport Encounter Table (page 30) every hour.



Sign of the Fair Warrior

The Sign of the Fair Warrior is an inn and tavern run by Handsome Jon. Jon once fought against other warriors for gold and glory in Stormport's Freeground Pit. Jon retired and opened a tavern more than two decades ago when he beat Luthor the Half-Giant and earned a great deal of money.

The Sign of the Fair Warrior reflects its owner's martial background. The inn's decorations consist of banners and favors, spears, swords, axes, daggers, slings, and other weapons mounted sturdily upon the walls, ceiling, and support beams.

The DM should read or paraphrase the following text when the party first arrives at the Sign of the Fair Warrior:

Coarse laughter follows on the heels of a raucous shout, only briefly competing with the mutter and drone of a tavern filled with commoners. Pipe smoke lingers in the upper air, sheathing the wide, round beams of the wooden ceiling in blue gloom and assaulting your nose with the burning leaves of over a dozen exotic herbs. Amidst the haze, the Fair Warrior's martial decor glints and shines in the flickering light of its large hearth and dozen blazing lanterns. Ale is served in wooden flagons carved with the Sign of the Fair Warrior: a swordswoman engaged with a lion rampant.

A central circular depression holds the bar and the bartender, a massive man whose gray hair seems at odds with his alert posture and massive shoulders.

Read or paraphrase the following boxed text once the party enters the establishment and approaches the bar to order a drink:

Two events draw your eyes. Near the hearth, a thin man with a shaved head and dark robe clutches a stack of parchment sheets to his chest, apparently trying to protect himself from the harassment of a much larger, drunken patron wearing rusted chain mail.

Nearer at hand, a woman spills her drink across her table and immediately bursts into hysterical tears. Her shoulders heave as her forlorn sobs sound throughout the tavern.

Based on the events above, the PCs can defend the oppressed man in dark robes, comfort the mourning woman and determine the reason for her anguish, do nothing and sim-

ply wait for Aleanor, or take some other unrelated action. The three subsections below individually deal with the consequences of each of the first three actions. The order in which the PCs take their actions is not important.

Barring specific individuals named in the following three subsections, the Sign of the Fair Warrior normally contains 7–16 (1d10+6) patrons engrossed in eating, drinking, game playing, or story telling. Each patron keeps a pouch of an average of 2–40 (2d20) sp. Handsome Jon keeps two dwarven enforcers, the surly Brothers Bleak, on retainer. The brothers often use their oiled battle axes to stop any physical conflict within the tavern. Both the brothers keep their earnings (135 gp each) close at hand.

Handsome Jon is not above vaulting the bar and aiding his dwarven enforcers with his enchanted two-handed sword, *Abridger*. Jon keeps the till safely hidden behind the bar in a locked and poison-needle trapped chest. Any character pricked by the needle must make a successful saving throw vs. poison or die. The chest contains 2,345 cp, 1,341 sp, and 309 gp.

A significant fight within the confines of the Fair Warrior draws the attention of the city guard after 10 full rounds of conflict. These guards will arrive 5 rounds later (at the beginning of the 15th round of combat). See "The City Guard" section on page 23 for more details on the city's response to armed conflict.

Patrons (1d10+6): AC 10; MV 9; HD 1; hp 3 (average); THAC0 19; #AT 1; Dmg 1d4; SZ M; ML Average (9); Int Average (9–12); AL Varied; XP 15 each.

Brothers Bleak, dm F7(2): AC 3 (chain mail and Dex bonus); MV 9; hp 57 each; THAC0 14 (13 with Str); #AT 3/2; Dmg 1d8+1 (battle axe + Str bonus); SA dwarven racial bonuses; SZ M (48 tall); ML Champion (15); AL CE; XP 420.

Notes: SA—Dwarves gain a +4 bonus on saves vs. poison and magic (including wands, staves, and rods), and they have 60' infravision.

SD—Ogres, ogre magi, trolls, giants, and titans suffer –4 penalties on their attack rolls against dwarves.

S 17, D 16, C 15, I 11, W 10, CH 9.

Handsome Jon hm F 14: AC 0 (chain mail +2 and Dex bonus); MV 9; hp 84; THAC0 7 (5 Str bonus, 3 two-handed sword +2); #AT 2; Dmg 1d10+6 (two-handed sword +2 and Str); SZ M (6'5" tall); ML Champion (15); AL CE; XP 8,000.

S 18/76, D 17, C 13, I 15, W 10, CH 9.

Special Equipment: *Abridger*, two-handed sword +2, nine lives stealer; chain mail +2.



Defending the Oppressed

The name of the man in the dark robe is Niall, a recent convert to a new belief system sweeping Stormport. Niall's oppressor is Kargan Fonkenpeek, a rude warrior hailing from the Grim Steppe. Kargan prods, pokes, and belittles Niall mercilessly, attempting to goad the dark-robed man into striking him so that the steppe warrior can "defend" himself. Handsome Jon ignores the harassment because Niall has been bothering the Fair Warrior's patrons with his ceaseless prattle—in spite of several warnings.

It seems that Niall has spent the last several months continuously exhorting the virtues of his new belief system to anyone within earshot. In Niall's words, "**Master Enoch has wisdom for each and every one of us. Unstop your ears and open your mind to the wisdom of Master Enoch!**" Niall also attempts to press informational fliers into the hands of anyone nearby. Information in the flier directs those interested to hear the word of Master Enoch (see below).

Apparently, Kargan Fonkenpeek has had as much wheedling and preaching from the thin man as he can take, and the warrior has decided to rid himself of the annoyance. He hopes to provoke Niall into a physical confrontation, at which time Kargan plans on skewering the little fellow in an act of self-defense. *In the absence of the party's intervention, no conflict actually comes to pass*, and so the harassment continues while the PCs remain in the tavern.

If any member of the party intervenes, Kargan instantly redirects his drunken ire to that individual. Use **Table 59: Encounter Reactions** in the *DUNGEON MASTER® GUIDE* to determine Kargan's reaction to the intervention. A threatening or hostile result on the part of Kargan indicates his immediate attack upon the peace-maker; otherwise, he sobers a bit and becomes more reasonable. If the PCs slay Kargan outright, they eventually gain the attention of Lucian (see Chapter 6 for more details on the Captain of the Guard). Besides his rusty chain mail and Ripper, a blackened *long sword +1*, Kargan carries 13 gems (worth 10 gp each) and 121 sp.

If the PCs decide to help Niall, whether through physical confrontation with Kargan or plain old diplomacy, the little man is extremely grateful and rewards the party by giving them his entire bundle of fliers. The fliers all read the same:

The Change Comes!

As predicted by Master Enoch, the Change approaches; don't be caught unawares when the True Masters arrive! For just a small contribution of gold you too can hear the revelations of Master Enoch and his inspired Ministry of the True Masters. Choose your own destiny: Remain in the dark or become one of The Elect, the chosen few guaranteed the grace of the True Masters! Hear Master Enoch speak at his nightly meetings at the end of Quietshore Lane, just after nightfall. See you there!

Perceptive characters may note that both Aleanor's message and Niall's fliers mention The Elect. Niall considers himself one of The Elect, but he does not possess any knowledge of Master Enoch beyond what appears in the fliers, nor does he have any real knowledge of the True Masters or the coming Change. Niall attends the nightly gatherings spoken of in the flyer, but following him to his home or pressing him for further knowledge proves fruitless; however, he does have hundreds of additional fliers at his residence.

If the PCs choose to attend one of the gatherings spoken of in the flyer, or if they wish to locate Master Enoch directly, proceed to Chapter 3 after resolving any remaining subsections in this chapter.

Niall, hm 0: AC 10; MV 9; HD 1; hp 3; THAC0 20; #AT 1; Dmg 1d2; SZ M (58 69 tall); ML Average (9); Int Average (9); AL N; XP 15.

Kargan Fonkenpeek, hm F7: AC 3 (chain mail and Dex bonus); MV 9; hp 65; THAC0 14 (13 Str, 12 Ripper); #AT 3/2; Dmg 1d8+2 (Ripper and Str bonus); SZ M (68 tall); ML Champion (15); AL CE; XP 975.
S 17, D 16, C 12, I 9, W 8, CH 6.
Special Equipment: Ripper, long sword +1.

Comforting The Mourner

Johana Grethe, in her sadness, lost her drink and her composure. Her brother, Durgan Grethe, is missing and Johana suspects the worst. If the PCs ignore Johana, she continues to sob and cry quietly during the entire span of their first visit to the Fair Warrior.

PCs who approach Johana can get her story with a few kind words and perhaps a handkerchief to dry her tears. The DM can, at her option, relate Johana's story in whole as it appears below, or she can dole it out in parts as the PCs question the sad woman.



"I don't know what to do. The city guard won't help me. They think me a hysterical woman, but I just know that something terrible has happened to poor Durgan!

"My brother was fey, you see. He had a certain sensitivity, and of late his dreams were troubled. Beasts and evil creatures stalked his nightmares, and they soon began to haunt even his daydreams! Durgan finally confided in me three days ago. He felt that something was stalking him, some inner demon he named a phthisic.

"Oh, I'm terrible; I laughed at him! I told him to stop eating his stewed mushrooms so late in the evening. The next morning, Durgan's window was shattered and he was gone! Its all my fault!"

Gallant PCs may offer to help Johana find her brother, even though her story doesn't relate to their current concerns. Johana is extremely helpful to anyone who shows interest in her plight. In fact, she will offer to show the PCs the site of her brother's supposed abduction. Unfortunately, she really has no other information except that noted in the text box above.

Questions put to patrons regarding a phthisic draw blank stares; however, tales of a marauding monster that steals people from their beds in the night produces a few drunken confirmations along these lines:

"My Pa's frien' said his buddy saw a snow beast haunting the alleyways, makin' off wi' drunks who'd had mor'n wha' was good for 'em and suckin' 'em dry in its sewer lair."

Details beyond this are not forthcoming, but even Handsome Jon has heard these rumors—though he places little stock in them. If the PCs take this matter to the attention of the city guard, refer to Chapter 6. If the PCs decide to help the grieving Johana Grethe and take a look at the abduction site, proceed to Chapter 4. If the PCs want to access the sewers directly, see "The Sewers" section in Chapter 4 (page 14).

Johana will accompany the PCs on all their future investigations—if they let her. Besides her magical dagger *Rally*, Johana possesses a silver mirror at which she spends many hours a day gazing (it was a gift from her sister), and a pouch of dried, powdered mushrooms that she uses as seasoning for both sit-down meals and trail rations. In addition, she carries 231 gp sewn into her thick belt.

While seemingly helpless, the distraught woman is actually a fairly accomplished warrior—though she's left her adventuring days far behind her. In a battle, Johana thinks tactically, and she always defends spellcasters so that they can use their spells effectively. If the party does not have any spells to cast, Johana tries to outflank her opponents. However, at no time does she

ignore the commands of a party leader—unless those commands dictate an obviously incorrect choice. She is grateful for the PCs' help and realizes that they are the only ones who have chosen to help her find Durgan.

Johana Grethe, hf F4: AC 7 (studded leather); MV 12; hp 24; THAC0 17 (*Rally*: 14 missile, 16 melee); #AT 1; Dmg 1d4+1 (*dagger* +1); SZ M (5'5" tall); ML Average (9); AL LG; XP 65.

S 12, D 17, C 14, I 10, W 15, CH 13.

Special Equipment: *Rally* is a *dagger* +1 that reappears in the wielder's hand after each throw, allowing its wielder 2 missile attacks in the same round.

Looking for Aleanor

PCs who visit the Fair Warrior in hopes of meeting up with Aleanor Pathsteader suffer a great disappointment. Aleanor does not show. If the party questions the inn's patrons regarding the ranger, they will not receive an answer. Handsome Jon, however, knows Aleanor and sometimes relies upon her fighting prowess to break up occasional conflicts among his patrons. If the PCs do not ask, Handsome Jon finally volunteers that he recently saw Aleanor talking with a woman in the Fair Warrior. The ranger's companion wore black leather and an eye patch. Jon heard Aleanor call the fierce-looking woman Janine. A few small gold coins jogs the barkeep's memory further, and he recalls hearing the two women talk of attending a meeting at a yellow warehouse on the corner of Maple Way and Ten Alders Road.

If the heroes want to find the ranger, they need to track her down. Because of her current situation, scrying, *clairvoyance*, and other divinatory magic cannot locate Aleanor.

If the player characters decide to look for Aleanor at the warehouse, proceed to Chapter 5. If the PCs decide to take the matter of her disappearance to the city guard at this or any future time, refer to Chapter 6.



Chapter The Third

Wherein the PCs seek the gathering mentioned in Niall's flier and confront Master Enoch, prophet of the approaching Change.

Gathering at Quietshore Lane

Player characters seeking to understand the message of Niall's flier should attend one of Master Enoch's nightly gatherings at the end of Quietshore Lane. PCs who attempt to do some background investigation on Master Enoch prior to attending a gathering have a 20% chance per hour spent canvassing the streets to learn Enoch's address: a tower at the end of Quietshore Lane. Questions about Master Enoch's real message and its meaning yield either bored speculation or nothing at all.

Quietshore Lane winds all the way from central Stormport to the barren hills on the city's western edge. The wide street, lined with upscale tenements, gradually narrows, giving way to less-well-kept apartments, houses of ill repute, and abandoned structures.

The DM can, at her option, use an encounter from the Stormport Encounter Table as the PCs make their way down Quietshore Lane. This encounter serves to illustrate the growing climatic and social imbalance associated with the dimming sun.

Quietshore Lane finally opens into an ill-maintained plaza at the western edge of the city. If the PCs have inside information concerning Enoch, they should have no difficulty picking out his square tower at the very western edge of the plaza (see "Tower Enoch").

PCs content to wait for the service are rewarded when townspeople start to gather in the plaza. Generally speaking, the crowd knows as much as Niall (which means nothing) concerning the true meaning behind Enoch's message—even though individual members think of themselves as The Elect and answer to that appellation. The DM should read or paraphrase the following text to the PCs:

To the west, snow-laden hills rise steeply from beyond the dark hulks of abandoned buildings and collapsing towers. The sun settles below the western hills, throwing sick purple highlights across half the cold sky until twilight finally arrives.

A light flares from the 20-foot-high balcony of the westernmost tower overlooking the plaza. The light spills down from above, highlighting the growing crowd, whose individual faces are suffused with joy and anticipation. A robed man steps out from the tower and moves onto the balcony, his dramatic silhouette limned in the golden light of a lantern.

The figure surveys the crowd for a silent moment, lapping up the yells and hails from below: "Master, teach us! Show us your Wisdom!" Finally, the man begins to speak.

Master Enoch tells the crowd of a coming Change (no

specifics) when the True Masters (again, no specifics) will take the faithful into their fold and cast out the rest. Basically, Enoch repeats the information already stated in the flier. Why are so many people drawn to this substanceless and uninformative apocalyptic ministry?

The answer lies in the psionic item—called the Lamp Without Reservation—that Enoch has positioned behind him. The light from the golden lantern radiates to the far reaches of the plaza, spreading illumination and a subtle psionic conditioning. The Lamp Without Reservation lies in Tower Enoch, but full details on this powerful psionic item appear in the Arcana section at the end of this adventure (refer to that section now in order to determine the PCs' chances of falling under the sway of Master Enoch's words).

Player characters who do not listen to Enoch's entire message (Master Enoch's full speech takes 10 rounds) need not worry about coming under the influence of the Lamp's conditioning. Those PCs who do fall under the influence of the Lamp no longer evidence any distrust of Master Enoch or The Elect; neither will newly Elect characters break into Tower Enoch. In fact, conditioned characters actively resist any party member attempting to penetrate the Master's tower. Furthermore, these enslaved PCs can count on the assembled crowd to help them if the nonconditioned party members take any open action against Master Enoch while he stands exposed on the balcony (**room 11**). Enoch's stats appear under the entry for **room 10**.

If the PCs attack Master Enoch while he stands on the balcony, the crowd turns as one and attempts to overbear the party members and restrain them. At this point the PCs' best option is to flee.

The crowd splits itself evenly between each PC (for example, 4 nonconditioned PCs face 13 attackers each in a crowd of 52). During this combat, each PC gets three attacks against individual crowd members before an overbearing check occurs. The Elect resolve their overbearing attempts by making a single attack roll using the THAC0 of their best member. Add 1 to each mob's attack roll for every overbearer above the targets' unarmored AC (AC 10 minus any Dex bonuses). Thus, a group of 14 Elect attacking a PC with an unarmored AC of 7 would receive a +7 on its attack roll (14-7=7).

Player characters hit in this way must make successful saving throws vs. paralyzation. Failure indicates that the Elect manage to knock these characters down. Successful overbearing attacks against felled PCs (which occur in the very next round) indicate that the Elect manage to pin the unfortunate player characters. Pinned characters can do almost nothing but await the arrival of the city guard—though they can still utilize spells with only verbal components.

Any large conflict at the base of the Tower eventually (in 3 turns) comes to the notice of the city guard and Captain Lucian in particular (see Chapter 6 for more details).

Crowd of The Elect (52): AC 10; MV 9; HD 1; hp 3 (average); THAC0 19; #AT 1; Dmg 1d4; SZ M (varies); ML Champion (15); Int Average (9-12); AL Varied; XP 15 each.

Tower Enoch

The keyed rooms below refer to the Tower Enoch Map on the interior cover. The tower is square with three stories, and it is accessible only through the ground entrance (**room 1**) or the balcony (**room 11**).

The tower consists of 3-foot-thick stone that has a rusted, weathered appearance. Close scrutiny reveals that while the tower was probably once an abandoned wreck like the low buildings surrounding it, someone obviously reconditioned it, as it now it looks fairly nice. Currently, mortar and brick cover every single window of the tower, closing it off from all possibility of daylight.

1. Tower Entrance

A massive double portal of heavily decorated oak guards the entrance to Tower Enoch. The Master normally keeps the door closed, locked, and *wizard locked* (at the 16th level of ability).

Beyond the door is a short hallway tiled in smoothed, artistic redstone. A statue composed of the same stone stands in the hall 10 feet to the north of the double doors, along the west wall. If the player characters force or bypass the double doors via a *knock*, *dispel magic*, or some other spell, a *magic mouth* appears on the mouth of the statue and says: "Uninvited guests in Tower Enoch should expect brutal repulsion and, ultimately, death."

2. Crossway

Like the entrance hallway, the crossway's floor, walls, and ceiling consist of smoothed redstone tiles. The stairs to the north provide access to the second floor of Tower Enoch. The four oaken doors in the crossway normally remain closed.

Statues of black onyx stand at the east and west limits of the crossway. These statues are, in fact, stone golems set to guard the tower against intrusion. The black forms, carved to resemble gibbering madmen, are studded with small bits of cut glass. When the glass catches the light, the effect resembles a starry night sky (the glass bits also hold enchantments that serve to lower the golems' base AC and increase their hit points; these enchantments are not transferable). Whenever unauthorized visitors appear within the crossway, the golems follow their instructions to destroy all intruders. The stone golems pursue intruders to any and all parts of the tower, but they never leave the confines of the building.

Note that any conflict involving the golems alerts Master Enoch (in **room 10**) to the presence of intruders. Unless the party has already dealt with Enoch, he casts *invisibility* upon himself and arrives in 3 rounds. The invisible mage observes the fight, casting *mud to rock* on the golems when needed in order to bolster their effectiveness (note that this does *not* render him visible). After fully healing the golems, Enoch attacks using his spells.

Stone golems (2): AC 0; MV 6; HD 14; hp 80; THAC0 7; #AT 1; Dmg 3d8 (fist); SA great strength, slow opponents; SD weapon immunity, spell immunity, *mud to rock* heals a golem; SW *rock to mud*; *stone to flesh*; SZ L (9' tall); ML Fearless (20); Int Non (0); AL N; XP 12,000.

Notes: SA—A golem's great strength allows it to pick up, throw, or break objects as if it had a 22 Strength; a golem can





cast a slow spell on any opponent within 10 feet every other round.

SD—Opponents need weapons of +2 or greater enchantment to harm these creatures. In addition, stone golems are immune to the direct effect of most spells (except those noted under the special weakness heading; *mud to rock* completely heals the golem.

SW—Casting a *rock to mud* spell on a golem slows it for 2d6 rounds; *stone to flesh* renders a golem vulnerable to normal attacks—including spells that cause direct damage—for 1 round.

3. Caller's Chamber

When Enoch does have authorized callers, he puts them in this chamber or **room 4**. This room contains a simple bed, nightstand, desk, bureau, wardrobe, washbasin, and portable privy. The chamber is currently unoccupied.

4. Occupied Caller's Chamber

This chamber looks exactly like **room 3**. However, a casual search reveals that someone has recently occupied this chamber, as the bed looks a bit disheveled. A search of the bed and the rest of the room reveals several small smears of purplish, mucous-like gel. No other evidence of the previous occupant presents itself. Player characters who have had extensive experience with mind flayers recognize this gel as an illithid's psychoactive mucous. Otherwise, the strange residue remains a mystery.

5. Chamber of Ease

A large hearth with a smokeless, magically burning fire takes up a large portion of this room's northern wall. Plush carpeting caresses the foot, while beautiful paintings and statuary ease the eye. Comfortable looking divans and stuffed lounge-chairs lay artfully about the chamber, while a bookcase—replete with several leather-bound volumes—stands along the west wall. A growing patina of dust covers everything, hinting at several months of disuse.

Master Enoch used to take his ease in this chamber before his "conversion" into the Prophet of the Change (see **room 10**). The PCs can easily determine that the art objects in this room are exquisite. The collection breaks down as follows: 5 paintings (each worth 25 gp), 5 variously sized granite carvings (each worth 50 gp), and the complete leather-bound writings of Japheth Arcane, the famous philosopher and chancellor of the local college of wizardry (all 10 volumes are worth a total of 5,000 gp).

6. Sitting Room

The stairwell accessing this chamber descends to **room 2**

and ascends to **room 12**. The floor of this chamber consists of onyx tiles 2½ feet on a side, inset with smoothed facets of cut glass. Like the golems, the glass chips glitter like the night sky; interested PCs can see familiar constellations within the tiles on a successful Astrology proficiency check.

A phantom watchdog (*Mordenkainen's faithful hound*) often keeps vigil in this chamber. Enoch casts this spell once a day at 9 pm (after he finishes preaching), and the hound lasts nine hours (until 6 am the next morning). Its loud barking should serve to warn Enoch (in **room 10**) of visitors, and its ability to attack any who turn their back on it (as a 10-HD monster that strikes for 3d6 points of damage) will slow down even the strongest of adventuring groups.

The only door in this chamber is not made of oak, but rather of carved onyx studded with scattered glass facets that trace out the Guardian constellation (a hooded form barring passage across the river of night). See **room 7** for more information on this door.

7. Hall of Caustic Loss

Like the main doors, Enoch locks and *wizard locks* (at the 16th level of ability) the onyx door connecting this room with **room 6**. Furthermore, the door's keyhole contains a poison needle trap. Any person pricked by the needle must make a successful saving throw vs. poison or die in 1d4 rounds. Bypassing the door by any means, including magical means of any sort (such as *knock*, *dispel magic* or *passwall*), activates the trap contained in the 30-foot corridor immediately beyond the door leading south.

This 30-foot-long, 10-foot-wide corridor contains the now-familiar redstone tiles. However, each tile slab contains decorative images of pastoral scenes. If the trap activates, a 1-inch-diameter beam of infrared light springs from the center of the eastern wall (from within the carving of a mountain valley) to the center of the western wall (to rest upon the outstretched hand of a storyteller plying his trade near a warm hearth) at a height of 3 feet. The dashed line on the map indicates the placement of the beam.

Player characters with normal vision (and infravision characters standing in the presence of light sources) cannot perceive the beam. If anything interrupts the beam, it triggers a magical *acid storm*. This storm dumps a deluge of magical, gelatinous droplets of acid that coats all creatures within the hallway. Creatures coated with the acid can only remove it with wine, vinegar, or a successful *dispel magic* spell. Otherwise the droplets remain for 14 rounds, then evaporate. Creatures coated with the acid suffer 1d4 points of damage per round for the first 3 rounds, 1d6 points of damage per round for the next 3 rounds, and 1d8 points of damage for the final 8 rounds. PCs making successful saving throws vs. breath weapon suffer only half damage.

Note that the PCs' clothing, mundane items, and even magical items are all subject to Item Saving Throws vs. acid if the player characters fail their saving throws vs. breath



weapon. The acid destroys any items that fail their Item Saving Throws.

8. Studio

At first glance this chamber resembles the studio of a stone sculptor. Various sized blocks of granite, onyx, and marble lie against the northern wall. Nearer at hand, the party can make out humanoid forms half-freed from the stone in which they rest. In the center of the chamber, a large barrel nearly overflows with small glass facets, while a 20-foot-wide work bench along the south wall holds a variety of stone-working tools—including chisels, hammers, sanding paper, gritty polishing agents, and other stone-shaping equipment.

Master Enoch uses this chamber to produce his golems. A search of the chamber does not disclose any magical treatises on the subject. Those arcane books remain hidden in his library/sleeproom up in the attic (**room 16**).

9. Enoch's Lab

The door between this room and **room 8** is carved of oak. However, the door between this chamber and **room 10** consists of black iron (see **room 10** for more information).

The contents of Enoch's lab is not dramatically different from any other wizard's work area. Shelves and lab tables containing a variety of magical research equipment—including alembics, crucibles, coils of distillation, mortar and pestles, scales with weights, and other arcana—fill this room. In addition, complex magical diagrams adorn the walls, while multi-colored, noxious fumes color the air.

A thorough search of this chamber discloses several spell components (nothing too valuable) and a scroll case lying amongst the jumble. The scroll case contains a trap set to snare the greedy. Any individual who removes the scroll inside the case and reads its title activates 1d4 *sepia snake sigils* (cast at the 16th level of ability). The sepia snakes strike at the trap's unfortunate victim.

If Master Enoch finds anyone trapped in this chamber, he transports the victim to one of his contacts in the Thieves' Guild (see **room 10**).

10. Enoch's Study

Redstone surfaces dominate this chamber. However, the ceiling holds onyx slabs dotted with ubiquitous pieces of glass. Like all the other onyx slabs, this ceiling resembles a night sky scattered with stars.

Hanging from a small mobile stand next to the balcony door (leading into **room 11**) is the Lamp Without Reservation (see "Arcana"). A massive desk literally covered in manuscripts, loose papers, and open books sits against the northern wall. In addition, a small cot lies against the west wall,

and a spiral staircase wends its narrow way upward in the southwestern corner of the room. Although this spiral staircase rises through the third floor, it does not provide access to that area. Rather, the stairs lead directly to the attic (**room 16**) of Tower Enoch.

Unless Enoch has already investigated noise made by the PCs, the mage sits here frantically scribbling down his next sermon (90% chance) or sleeps restlessly on the cot (10% chance). By Enoch's disheveled appearance, it is obvious that he doesn't leave the tower much.

Up until six months ago, Enoch concerned himself chiefly with his own research and magical studies. That all changed when he met Shuluth, a mind flayer, in the sewers beneath the city.

Shuluth quickly dominated Enoch, conditioning the mage to servitude through exposure to the Lamp Without Reservation. Soon after, the illithid permanently enslaved the mage by imprinting psionic circuitry on and under Enoch's skin. Now, Enoch serves Shuluth's purposes by speaking to the growing masses each night and conditioning them to accept the coming of the True Masters through the use of the Lamp Without Reservation. When Shuluth and its kind finally rise from the earth, they hope to find a ready and willing population of thralls assembled in Stormport! More information about Shuluth and its designs appears in Chapter 7.

If confronted, Enoch does not (and cannot, due to his conditioning) admit anything other than the fact that he is the true Prophet of the coming Change. If asked to explain further, Enoch only says that, "All will be revealed in the fullness of time." Using magical or psionic means to extract information from Enoch proves fruitless; his psionic circuitry disrupts all such attempts.

Enoch's psionic circuitry only becomes visible when he gets excited or when he is under duress. The circuitry manifests as thin lines of ghostly light running in strange patterns over the left half of his face. Besides acting as a mental barrier, the circuitry links Shuluth (by means of a psionic seal) to its thrall, allowing the mind flayer to keep in close contact with Enoch and its other temporary agents in Stormport. Thus, *Shuluth becomes aware of the party as soon as they come into contact with Master Enoch.*

If physically challenged, Master Enoch casts *stone skin* on himself; then he attempts to dispatch the PCs with his most powerful spells and magical items. If things turn sour, Enoch casts *shadow door* then *teleports* to Shuluth's abode below the city (see Chapter 7 for more details). If the PCs succeed in driving Enoch out of his tower, they can look forward to running up against him later in the adventure.

A search through the desk reveals many hundreds of scripts relating the same information found in Niall's original flier. Apparently, the nightly ministry of Master Enoch tends to repeat itself. The search also reveals two additional items of interest: a fragment of text and a letter.

The fragment of text is obviously written in Enoch's hand.



It reads, "... inner demons, once loosed, are unstoppable; the sewers are now home to nightmare!"

The letter is short. It is addressed to Master Enoch and was apparently sent by one Guildmaster Raena. The letter reads:

Dearest Enoch,

Thank you so much for your recent contribution to our new enterprise. As strange as it may sound, gray matter is now our most profitable, and unlawful, enterprise. Our fence prefers fresh brains, however, so please refrain from sending us any further pickled specimens from the shelves of your lab. We appreciate the thought, but there is no market for alchemically preserved heads.

Janine, Guild Daymaster

P.S. Please bring any future procurements to the yellow warehouse on the corner of Maple Way and Ten Alders Road.

Refer to Chapter 4 if the PCs want to investigate the sewers. If the heroes wish to probe the warehouse directly, refer to Chapter 5.

Master Enoch, hm M16: AC 2 (*bracers AC6* and *Dex bonus*); MV 12; hp 51; THAC0 15; #AT 1; Dmg 1d6 (staff); SD psionic circuitry; SZ M (6'1" tall); ML Elite (13); AL LG; XP 10,000.

Notes: SD—Enoch's psionic circuitry blocks his mind from magical or psionic contact or investigation. S 13, D 18, C 16, I 16, W 10, C 9.

Personality: quiet and generous, but dangerous when aroused—especially while under the influence of mind flayer domination and conditioning.

Weapon Proficiencies (3): staff, sling, dagger.

Special Equipment: *ring of shooting stars* (12 charges), *bracers of defense AC 6*, *wand of lightning* (21 charges).

Spells (5/5/5/5/3/2/1): 1st—*change self*, *comprehend languages*, *magic missile* (×2), *shield*; 2nd—*Melf's acid arrow*, *summon swarm*, *ray of enfeeblement*, *invisibility*, *wizard lock*; 3rd—*dispel magic*, *fly*, *lightning bolt* (×2), *sepia snake sigil*; 4th—*fire trap*, *dimension door*, *ice storm*, *minor globe of invulnerability*, *stoneskin*; 5th—*cone of cold*, *Mordenkainen's faithful hound*, *shadow door*, *teleport*, *transmute rock to mud*; 6th—*chain lightning*, *death spell*, *disintegrate*; 7th—*finger of death*, *prismatic spray*.

11. Balcony

It is here that Enoch delivers his nightly sermon concerning the coming Change. While the mage speaks, the Lamp Without Reservation burns brightly from out of his study (room 10). While Enoch gives his sermon, he leaves the iron

door leading to his study open; this allows the light from the psionic lamp to mesmerize his "followers." At all other times, the door remains closed, locked, and *wizard locked* (at the 16th level of ability).

In addition, Enoch uses a costly enchantment process to proof both the door and the wall immediately surrounding the door (to a radius of 20 feet) against passage via *teleportation*, *dimension door*, or other means of magical transportation. Creatures using such transportation find themselves channeled to a pocket dimension of twisted design (see room 16 for more information). Furthermore, those characters employing *knock* or *dispel magic* spells upon the door are in for a rude surprise; these spells fail in a spectacular burst of colored fire. This fire inflicts 2d6 points of damage to all individuals who stand upon the balcony. The door can rebuff a *knock* or *dispel magic* spell only once before Enoch must renew the *dweomer* upon it.

Before giving each nightly talk, Enoch prepares against the possibility of an attack by casting *shield*, *stoneskin*, and *minor globe of invulnerability* immediately before stepping out on to the balcony.

12. Central Access

This 10-foot-square room is tiled in redstone. It provides access to the spiral stairs in the north (which descend to room 6), as well as to three additional chambers on this floor.

13. Kitchen

This chamber contains a simple kitchen and dining area. The kitchen consists of a hearth, a cauldron, a wash basin, a variety of cooking implements, kettles, plates, silverware, and crockery. A large closet in the northeastern corner of the room contains all manner of food—including dried meat, flour, dried pasta, and cornmeal.

14. Dining Room

Onyx tiles and red drapery give the room a dramatic background, while a huge table of polished mahogany and a set of six grand chairs with red cushions provide the room's focus. Enoch once brought guests to his Tower, and he was justly proud of his mastery of the culinary arts. Unfortunately, this room has remained unused since Enoch's conditioning; a film of dust covers every object in the chamber.

15. Apprentice's Chamber

This room contains only a cot, a rude desk, a wardrobe, and a portable privy as its furnishings. The papers and inks upon the desk indicate the very beginnings of someone's study into the art of magic. A horrible rotting smell permeates this room.

A search uncovers a dead apprentice. The body is stuffed into the wardrobe. A search of the corpse reveals that it is missing both the back of its skull and its brain.



16. Attic

This chamber exists at the very top of the tower, thus the ceiling here is peaked. Stone and mortar block the room's only window.

The chamber itself is bare except for one comfortable-looking leather chair, a small bookshelf, and a full-length mirror. The bookshelf contains several volumes of magical theory (worth 5,000 gp toward any wizard's research library; however, the books only fetch 1,000 gp on the open market). The bookshelf also contains a *manual of golems* (geared toward the creation of stone golems) and Enoch's spellbook (containing all the spells listed in Enoch's repertoire under room 10).

The mirror contains a pocket dimension of silvery light. Anyone who *teleports* into Tower Enoch from the balcony (room 11) finds themselves trapped in the mirror. Those PCs who look into the mirror can see the misty forms of their trapped companions (if any). Trapped PCs emerge from their imprisonment if someone calls their name or breaks the mirror. *Note: if the PCs are having some difficulty with this adventure, the DM can place an NPC in the mirror. This NPC will help*

the PCs as a way of repaying them for his or her freedom.

The mirror also contains a chest. The chest is trapped with a poison needle. Anyone pricked by the needle must make a successful saving throw vs. poison or die. The chest contains 2,677 gp.



Chapter The Fourth

Wherein the PCs attempt to find Durgan, Johana Grethe's abducted brother. His trail leads into the sewers below Stormport.

Shanghaied

At the DM's option, the PCs have an encounter from the Stormport Encounter Table as they make their way toward Durgan's residence. This encounter illustrates the growing climatic and social imbalance caused by the dimming sun.

PCs shown the site of the abduction by Johana discover a small flat comprised of three rooms: a general living room, a food preparation area, and a bedroom. The bedroom's window looks out over a narrow ally. No map exists for Durgan's flat, as the only event of importance occurs in his bedroom.

A desk in the bedroom contains several books, each of which names hundreds of herbs, flowers, roots, and other botanical wonders. A few tobacco pipes of various sorts lie scattered upon the desk. A placard on the wall reads, "Durgan Grethe: Tobacconist." If asked, Johana indicates that her brother made his living through horticulture and the study of herbs—especially herbs that burn well in pipes.

As described by Johana, the window over the bed is indeed smashed and bits of glass still litter the mattress. The only other physical evidence of the abduction is a bloodstain on Durgan's pillow (his blood) and several spots of dried, greenish crud. PCs who poke or prod the material receive a strong whiff of sewage. Players who cannot deduce the material's origin on their own can have their characters make Intelligence checks to figure out that the sewage originates from whoever or whatever broke through the window and abducted Durgan. Is it possible that this kidnapper lives in Stormport's sewer?

Each PC who looks out the window has a 1-in-6 chance of seeing a sewer grate half obscured by trash in the ally outside the window. A successful Tracking proficiency check also yields a direct trail to the sewer grate outside Durgan's window.

The Stormport Sewers

True to its name, Stormport sees more than its fair share of rain and storm. A practical people, the builders of the city incorporated large portions of a system of ancient catacombs below the earth for use as a storm drain and sewer. The origin and knowledge of the catacomb's builders was lost long ago, and the residents of the city think nothing of the labyrinthine windings below their city streets. After all, the old tunnels now serve only as an efficient sewer system.

The Stormport sewers consist of a vast network of pipes and drainage tunnels laid out far underneath the city's streets. The extensive nature of the tunnel system has earned it the name Underdwelling in some quarters, but very few people are actually desperate enough to dwell amidst the refuse of Stormport. A complete map of the mazelike sewers would not serve a practical purpose. Thus, the Stormport Sewers are described in the form of a flow chart.

Using the Flow Chart

A flow chart allows the DM to abstract both the map itself and the player characters' journey (made up of several hours spent crawling and wading through undifferentiated tunnels). Additionally, the flow chart effectively tracks the PCs' progress toward their goal, allowing the DM to utilize keyed entries.

The following section references the Stormport Sewer Flow Chart on the interior cover of this product. To use the flow chart, conceptualize each circle, box, and diamond on the flow chart as keyed encounter areas; the arrows connecting these encounter areas represent myriad sewer passages, tunnels and drainages.

The encounter areas appear below. However, every arrow on the flow chart represents 1d4+4 turns of wading and crawling through miles of sewer line. The sewer lines vary in diameter between 3 and 10 feet, vary in depth beneath the surface between 5 and 50 feet, and channel a content ranging from storm water to pure sewage; thus the abstraction of the Stormport Sewer Flow Chart. Note that all water in these sewers is either slow-moving or stagnant.

Once PCs have traveled from one keyed boxed encounter area to another (as traced by an arrow on the flow chart), they can turn back down the tunnel from which they just came (retrace the arrow backwards to the previous encounter area), or randomly explore any number of unknown sewer tunnels. If at any time the PCs come to a keyed boxed encounter area containing one or more sewer tunnels that they *have* already explored, they can then choose their path (arrow) rather than trust to random exploration. Options in keyed diamond encounter areas are handled individually under each key.

Unlike the path arrows, each keyed boxed encounter area represents a *real* area, and therefore if the PCs explode a pocket of gas or deal with a sewer denizen in a particular area, they need not deal with that obstacle again when coming back to that area. When the PCs come to a new boxed encounter area with the same letter key, they merely *face similar* conditions to previous chambers.

To determine which tunnel the PCs choose from a *previously unexplored* keyed boxed encounter area simply roll a d20. The flow chart indicates the actual direction taken by the PCs based on the die roll. When such paths lead to dead ends, the PCs can retrace their steps and then proceed from the previous keyed encounter area in a nonrandom (or less random) manner.

Note that the use of a *locate animal or plant*, or a *locate object* spell to find Durgan or any of his possessions proves ineffective in the sewer due to the extreme length of the sewer pipes connecting keyed areas to each other.

Into The Sewers

Determine the PCs' point of entry into the sewer; if their point of entry is the sewer grate visible from Durgan's window, proceed to **A** on the flow chart and key. If the PCs enter the sewers from any other grate, proceed to **B**.

A. Durgan's Sewer Grate

A 3-foot-diameter circular stone slab covers the sewer access.



Once removed (with a successful bend bars/lift gates roll), the PCs can see a vertical, brick-lined tunnel leading into darkness. Rough iron rungs line one side of the access, providing a means of descent. The slow sussuration of sewer sludge is audible from below, and the unmistakable smell of sewage wafts up from the tunnel's darkened depths.

The access drops the PCs 20 feet, leading them into a 10-foot-wide sewer tunnel with knee deep sludge. On the bottom rung of the access tube, a tuft of black hair is caught near a small stain of blood. If Johana is with the party, she exclaims that Durgan had black hair.

B. Random Sewer Grate

This sewer grate is identical to the grate described under section A—except this areas does not have any clues as to Durgan's fate.

C. Junction Chamber

Several drainage tunnels come together here in a 20-foot-by-20-foot chamber of slimy brick and vitrified clay. The water in this chamber is about 3 feet deep and contains ubiquitous floating matter that gives off a questionable, stomach-turning stench.

Pathogenic organisms thrive in this unsanitary area, and any PCs who walk through this sludgelike medium must make saving throws vs. paralyzation. Failure indicates that the PCs in question become infected. Infected PCs develop a fever and lose 1 point of Constitution every three hours they remain untreated (*cure disease* will immediately heal the infection—though lost Constitution points return at the rate given below). Every four hours, infected PCs can make additional saving throws. Successful rolls break the fever and restore Constitution points at a rate of 1 per hour.

D. Outlet

Light shines down from a 3-foot-diameter shaft in the ceiling as the tunnel suddenly ends. Metal rungs in the far wall provide access up the shaft.

The shaft goes up 20 feet to a stone cap similar to the one described under section A. PCs who open the grate (with a successful bend bars/lift gates roll) find themselves on a random street in Stormport. Passersby in the street (during daylight hours) exclaim and point to the intrusion from below. During the evening, the DM can assess a 25% chance for an encounter (using the Stormport Encounter Table on page 30). Disregard weather effects that are at odds with any weather conditions determined within the last four hours.

E. Gas Pocket

The tunnel ends in a 20-foot-diameter domed chamber filled with 2 feet of rank water. The unpleasant odor redolent throughout the tunnels seems stronger here.

PCs familiar with the smell of methane (unless they have come upon a gas pocket previously, they probably are not) can make Intelligence checks to detect the gas. Success indicates that the PCs in question identify the methane early enough to halt the rest of the party from entering the gas pocket.

If an open flame (such as a candle, torch, or lantern) comes within the radius of the gas pocket, the methane explosively ignites, inflicting 6d6 points of damage to all creatures within 30 feet of the chamber. Player characters can attempt saving throws vs. breath weapon to reduce the damage by half.

PCs entering an unexploded gas pocket gag on the terrible smell. The odor is so strong that all who enter must make a successful saving throw vs. poison or pass out. Any unconscious creature not dragged at least 60 feet away from the gas pocket perishes after 1 turn of breathing the gas.

F. Blackpool

This tunnel ends in an 8-foot-diameter domed chamber drowned in 2 feet of black, rank water. The unpleasant odor redolent throughout the rest of the sewer seems to fade here.

The first PC entering the area can make an Intelligence check (with a +3 modifier to the die roll) to notice that the rank water is of a far-different medium than that of standard sewer water. In fact, the water is an 8-foot-diameter black pudding slowly feasting on sewer refuse. Nothing prevents unsuspecting PCs from simply wading into the morass. In fact, it is possible that two or more PCs could wade into the pudding before the actual situation becomes clear. Note that any PC *stumbling* into the embrace of a black pudding automatically suffers full damage (24 points) from the pudding's attack during the first round.

PCs in the midst of the pudding can break free only with the help of their companions (successful bend bars/lift gates rolls on the part of the rest of the party will free trapped characters). Freed characters must still scrape or burn off excess black pudding from exposed flesh and equipment.

Once roused by the taste of flesh, the black pudding pursues fleeing characters like a black wave of death over the stagnant sewer water.



Black pudding (1): AC 6; MV 6; HD 10; hp 71; THAC0 11; #AT 1; Dmg 3-24 (acidic touch); SA corrosive acid; SD immunity, lightning bolts divide the pudding into several pieces; SZ L (8' diameter); ML Fearless (20); Int Non (0); AL N; XP 2,000.

Notes: SA—A pudding's acid can dissolve a 2-inch thickness of wood equal to its diameter in a round. In addition, the acid eats through chain mail in 1 round and plate mail in 2 rounds; each magical "plus" increases the metal's dissolving time by 1 round.

SD—These creatures are immune to acid, cold, and poison. In addition, lightning bolts and blows from weapons divide puddings into smaller creatures. Divided puddings attack, make saving throws, and inflict damage as their larger form—though they divide their remaining hit points between them.

G. Pipe Junction

The sewer water is waist deep here, but it gradually thickens into a semi-liquid sludge in the 20-foot-by-20-foot chamber ahead. Several conduits and pipes lead off this juncture, and the nauseating smell of Stormport's refuse hangs heavy in the air.

The sludge is much more difficult to move through than water, making passage slow and tiring. Reduce all movement rates by $\frac{1}{2}$. Characters reduced to a movement rate of 4 or less suffer a -1 on all die rolls (including saving throws, Ability Checks, and attack rolls) due to fatigue. This penalty persists until the fatigued character rests for at least three hours.

Each of the four G encounter areas contains a clue concerning Durgan's abduction. The clues appear on the table below; the DM can roll randomly for the particular clue or simply choose them in order as the PCs move between the appropriate keyed areas.

Abduction Clues (1d4)

- 1 A tattered kerchief with Durgan's initials: DG.
- 2 A tattered cloak Johana identifies as Durgan's.
- 3 A soaked bundle of elderberry root (Durgan's).
- 4 A tobacco pipe decorated with gold leaf.

H. Inhabited Pipe Junction

Nothing distinguishes this junction from the G-keyed areas (including the fatigue penalties for thick sludge)—at least at first. Those characters moving out into the sludge soon find that it reaches a depth of 8 feet in the center (though it is only 2 feet deep at its edges, possibly enticing waders). Worse, two neo-otyughs dwell here, and their attention immediately fastens upon the intruders.

Only the creatures' small eyes are exposed above the offal. PCs who do not make a point to examine the surface of the sludge do not notice their presence. Any PC examining the sludge has a 1-in-6 (d6) chance to notice the eyes. Note that infravision does not grant

any bonuses, as the rotting sewage generates enough heat to cloak the submerged neo-otyughs.

The neo-otyughs attack from below the sludge, initially attempting to pull unsuspecting waders under. If the PCs eschew wading in favor of another method of passage across the chamber, the neo-otyughs' tentacles emerge from the sludge and attack. A successful attack roll indicates that the creatures have grappled an unfortunate PC. Note that each otyugh has two tentacle attacks.

The creatures attempt to hold PCs under the sludge until they drown. In addition, grappled PCs take 2d4 points of damage per round from the squeezing tentacles (PCs only suffer 2d6 points of damage from a tentacle during a non-grappling attack). PCs with a natural Strength of 18 or greater can break free in one round; those with less strength must make successful open doors rolls (or Strength checks with -7 modifiers, whichever are lower) to escape. Refer below to determine how long PCs can hold their breath before drowning (a constricting tentacle counts as 'exertion' for the PCs):

Hold breath, prepared: $\frac{1}{2}$ Con in rounds.

Hold breath, encumbered and/or exerting self: $\frac{1}{2}$ Con in rounds.

Hold breath, exerting and unprepared: $\frac{1}{2}$ Con in rounds (minimum 1 round).

PCs intent on saving friends caught in the horny grip of a neo-otyugh's tentacles will find it difficult to land a telling blow through the concealing sludge. In fact, the sludge offers 90% concealment for the neo-otyughs. Characters attacking the creatures through the sludge suffer a -4 penalty to their attack rolls due to this degree of concealment. Note that the neo-otyughs are at home in sludge and suffer no penalties.

Neo-otyughs (2): AC 0; MV 6; HD 11; hp 66, 82; THAC0 9; #AT 3; Dmg 2d6/2d6/1d3 (tentacle swipe ($\times 2$)/bite); SA grapple, diseased bite; SD infravision, limited telepathy, never surprised; SZ L (8' diameter); ML Fanatic (17); Int Very (12); AL N; XP 4,000.

Notes: SA—Neo-otyughs can grapple their opponents on a successful attack roll. Grappled opponents suffer 2d4 points of squeezing damage per round. Characters with an 18 or greater Strength struggle free from the grapple in 1 round; all others must make successful open doors rolls to free themselves.

These creatures carry disease. The bite of a neo-otyugh is 90% likely to infect a character with a debilitating disease (80%) or a deadly disease (20%).

SD—These creatures can telepathically communicate simple feelings and emotions up to 40 feet away, and are never surprised.



I. Tangled Junction

Several dozen 5-foot-diameter inlets slowly feed semi-liquid sludge into this 20-foot-diameter junction. An equal number of outlets channel the odiferous bilge away, keeping the level of the sewage in the chamber at ankle height.

The sheer number of inlets and outlets in this chamber makes it difficult to choose the single passage leading deeper into the sewer; all other choices lead the adventurers back the way they came. To determine the PCs' chance of successfully picking the appropriate outlet, simply designate one player character and allow him to make an Intelligence check (with a +8 penalty to the die roll). If the PC makes the check, the party moves down the sewer line designated as **YES** on the flow chart. If the player character fails the check, the party moves down the sewer line designated as **NO** on the flow chart. Note that the successful use of the Tracking proficiency automatically yields a **YES** on the flow chart.

Each time the PCs return to a Tangled Junction, they must again pick a tunnel to explore. However, the penalty associated with the Intelligence check decreases by 1 point with each check. Thus, the second time the PCs come into a Tangled Junction, the Intelligence check has a +7 penalty, the third time it has a +6 penalty, and so on until the PCs either find the proper tunnel or give up.

For every 4 turns the PCs spend backtracking, the DM has the option of assessing a 7-in-20 (35%) chance of a random encounter rolled from the table below. The stats for each creature on the table appear elsewhere in the sewers. However, the entry includes the letter key for the appropriate stats.

Tangled Junction Encounter Table

d4	Encounter
1	1 black pudding (found in area F)
2	1d2 neo-otyughs (found in area H)
3	1 phthisic (found in area J)
4	1d4 pockets vampiric sewer gas (see below)

Vampiric sewer gas: AC 4; MV 6; HD 3; hp 24; THAC0 17 (See SA); #AT 1; Dmg 1d8 (drain blood); SA treats armored opponents as AC 10, envelops victims; SD hit only by magical weapons and spells that effect air; SZ M (5' tall); ML Elite (13); Int Average (8); AL NE; XP 270.

Notes: SA—Since this creature consists mainly of gas, it treats all armored opponents as AC 10, modified by the victims' Dex and magical protections (magical shields do not add their bonuses for purposes of this attack). Vampiric sewer gas envelops victims on an attack roll that succeeds by more than 4 points. Enveloped victims automatically suffer full damage every round until dead or until the creature retreats. Attacks against this creature while it envelops a victim incur half damage against the mist and half against the victim.

SD—Despite its spell immunities, vampiric swamp gas still suffers damage from *magic missiles* and *lightning bolts*.

J. Testament of the Mind

As the PCs approach within 30 feet of this chamber, they perceive a faint incandescence emanating from within it.

The sewer tunnel opens into a chamber at least 35 feet in diameter and 25 feet in height, larger by far than any other sewer junctions. Dominating the chamber's center is a flat slab of onyx stone standing upright. The slab stands 20 feet high, 5 feet wide, and 2 feet thick. Incandescent lines run in complex patterns over one entire face of the slab, illuminating the far extremes of the chamber with dank light.

Arranged around the periphery of the chamber lie the unmoving, shriveled forms of at least 30 individuals half submerged in the sludge. Unlike his other counterparts, one fellow lies sprawled near the base of the slab, vacantly staring into the air while drool runs from his lips. Becoming aware of your scrutiny, he turns and slurs out, "eeehllp mmmheee!"

This chamber serves as the lair of the phthisic (see the "New Monster" section at the end of this adventure for full details on this creature). A phthisic is a monster born of the mind's inner demons. By foul psionic means, Shuluth freed this phthisic from the mind of Captain Lucian (see Chapter 6) and bound it to the world of matter by means of the glowing psionic seal set upon the onyx slab.

Captain Lucian's fear and hate, as well as his feelings of betrayal and shame at serving Shuluth's dark agenda, provided ample clay from which the illithid could shape the phthisic and clothe it in physicality. Despite owing its genesis to Lucian's mind, the phthisic is quite separate from the captain of the guard. In fact, the creature is bound to the stone slab bearing the psionic circuitry that keeps it solid and "alive."

Even with the psionic seal set upon the stone, the phthisic needs to eat, and it does so by abducting citizens from the city above and slowly feeding upon the psychological content of their minds (a point of Intelligence with every bite). The phthisic has fed upon Durgan, but the poor man still retains some Intelligence (only 5 points).

If any PC comes into the chamber, or tampers with any of the chamber's contents, the phthisic (no matter its present location) becomes aware of the intrusion and materializes to defend its lair. Note that the psionic seal on the slab also serves as a means for Shuluth to keep tabs on the creature; any meddling by the PCs instantly comes to the attention of the illithid.

As described under the "New Monster" description at the end of the text, the phthisic is tied to the psionic seal enabling its manifestation; PCs who successfully destroy the stone slab permanently destroy the phthisic. The onyx slab resists up to 50 points worth of damage before it shatters; only magical weapons or spells of level 4 or higher can damage the slab. Needless to say, the phthisic violently contests any such course of action on the part of the PCs.



PCs who successfully drive off or utterly destroy the phthisic find that Durgan is beyond help; his mind is gone for good, and his stammering, imbecilic speech brings tears to his sister's eyes. Janine does not have the funds necessary to take care of her invalid brother. If the PCs offer to help by giving the stricken woman gold or by trying to find a buyer for Durgan's tobacco business, reward them with 250 XP each. If the DM wishes, Durgan could actually possess a fairly rare treatise on herbs or other plants (reading the book gives a character or NPC the Herbalism proficiency at no cost, or it gives anyone who already possesses the Herbalism proficiency a +1 bonus to all proficiency checks). The book will fetch a good deal of money if presented to the right buyer. In fact, the PCs might wish to buy the book themselves.

In many respects, the phthisic is Captain Lucian's "alter ego," and its hideous, fluid form often reverts to a twisted version of its parent. Perceptive PCs can notice this (if they make an Intelligence check with a +4 penalty) and put a name to the familiar face—if they've previously met Lucian. Otherwise, they may make the connection if or when they first meet the captain of the guard.

A search of the many bodies reveals that they are all dead and strangely shriveled (a side effect of the phthisic's brain drain ability). Interested player characters can identify many of the victims found here and match them to those citizens missing from the city during these last six months. Each of the 30 bodies possesses 1d20 sp and 1d6 gp (give the party a 500-XP group award if they elect to give the money back to the victims' families). The PCs also find a sodden flier similar to the ones

Niall passed out in the Fair Warrior.

If the PCs wish to investigate the connection between the phthisic and Captain Lucian (if they recognize a connection at all), refer to Chapter 6. If they set off to investigate Master Enoch, refer to Chapter 3.

Phthisic (1): AC -3; MV 15; HD 13; hp 100; THAC0 7; #AT 3; Dmg 2d6/2d6/1d4 (claw/claw/bite); SA cold aura, Intelligence drain; SD circuit link, regeneration, spell reflection, weapon immunity; SW *feeblemind* or *confusion*; SZ L (9' tall); ML Elite (14); Int Average (9); AL CE; XP 10,000.

Notes: SA—The bite of a phthisic *feebleminds* a victim while the hapless creature fights or resists this unearthly horror. The phthisic actually drains 1 point of Intelligence from an unconscious, prone, or otherwise helpless victim. This creature can release an aura of cold for 1 turn every hour. The aura inflicts 1d6 points of cold damage to anyone within 10 feet of the creature (successful saving throws vs. breath weapon reduce the damage by one half, rounded up).

SD—The phthisic has a 25% chance to reflect any spell back upon the caster. In addition, opponents require weapons of +2 or greater enchantment to harm the phthisic. The creature can also regenerate 3 hit points per round, and it can detect intruders in its lair and instantly teleport back there in 1 round via its link to a psionic circuit.

SW—*Feeblemind* or *confusion* spells inflict 2d10 points of damage to the creature and nullify its regeneration ability for 2d10 rounds.

Chapter The Fifth

Wherein the PCs discover the mysterious contents of the Warehouse on the corner of Maple Way and Ten Alders Road.

The Corner of Maple & Ten Alders

At the DM's option, the PCs can have an encounter from the Stormport Encounter Table as they make their way toward the warehouse. This encounter illustrates the growing climatic and social imbalance caused by the dimming sun.

PCs with knowledge of the warehouse (garnered from Hand-some Jon, Tower Enoch, or from direct contact with Captain Lucian of the city guard) can easily find it; the intersection of Maple and Ten Alders lies in the Warehouse District. Nothing about the neighborhood suggests that it might prove dangerous or hide a thriving thieves' guild. In fact, the locals consider the area an upstanding business district, and they will let the PCs know this in no uncertain terms.

There are four warehouse buildings at the corner of Maple and Ten Alders, but only one is yellow. Stamped on the large main doors of this building are the words "Cartright & Son: Pepper, Spice, and Sugar Warehousing." Cartright and his son, Cartright, Jr., do indeed store shipments of the advertised goods here. However, their warehouse secretly serves as a convenient front for the Thieves' Guild.

From the exterior, it is easy to see that the warehouse is built of solid brick and is in good condition. The flat roof of the warehouse consists of stone buttressed from within, and it stands 30 feet above the level of the streets. Many chimneys and other protrusions stud the rooftop, providing ample hiding places for the two thieves who stand watch over the streets. These sentries keep watch for any individuals who take an undue interest in the warehouse. If the watchers see any snooping individuals, one of them immediately accesses the secret trap door in the roof, which leads 30 feet straight down (via a ladder) to **room 7**. This lookout warns her companions assembled within the warehouse. The other watcher remains at his post. Only a diligent search of the whole surface area of the roof will reveal the secret trap door (normal chances for secret door detection apply).

The two watchers remain unnoticed unless the PCs specifically scan the rooftop, in which case both thieves' normal hide in shadows ability (69%) increases to 89% due to the cover provided by the rooftop protrusions (the thieves will almost certainly try to blend into the shadows if they notice that the PCs are scanning the roof). The two thieves lose their hide in shadows bonus if PC observers climb up onto the roof. However, the crafty lookouts quietly try to backstab any rooftop reconnaissance force. Any PC attacked while climbing onto the roof must make a saving throw vs. paralyzation or fall to the streets below for 3d6 points of damage. Note that the thieves only attack in this way if the situation looks critical. They do not wish to give away their presence.

The stats for the rooftop watchers are identical to those noted in **room 3** below.

If the rooftop battle continues for more than 1 turn, the thieves in the other areas will not hesitate to step in and mount an intelligent defense.

Inside the Yellow Warehouse

The keyed descriptions below refer to the Warehouse Map printed on the interior cover of this product. The central storage area of the warehouse is 130 feet by 90 feet in dimension; the ceiling reaches a height of almost 30 feet. Large, squared wooden columns appear equidistantly spaced (about 30 feet apart) throughout the entire storage area. These columns provide buttressed support for the brick ceiling. The warehouse is always dimly lit, although small shafts of light from the ceiling irregularly cut through the gloom during daylight hours. This light ruins infravision but does not provide illumination beyond 30 feet.

Hundreds of wooden crates of all sizes lie stored in this area. These crates are stacked in meandering rows 25 feet high and 10 to 20 feet wide, creating an almost mazelike obstacle. The clear spaces between the stacked rows provide the only free passage from the front of the warehouse to the back, unless one can fly. Because of the manner in which the thieves piled the crates, only certain areas provide sufficient support for safe scrambling up and over the rows (these areas are marked with a 3 on the map and hold sentries as described below).

The precariously stacked crates inflict a -65% penalty on all climbing attempts. Anyone failing this attempt suffers 2d6 points of damage both from the height of the fall and from the impact of falling crates. Note that moving along the top of stacked crate rows also calls for climbing checks every 10 feet; these checks suffer the same -65% penalty to avoid crashing to the floor.

In addition to the danger of climbing the stacked crates, actual concealed pit traps endanger the cleared path between the crate rows in three places, as shown on the Warehouse Map. Anyone with knowledge of the pit traps (such as the thieves who operate out of this structure) can safely edge around the trapped areas. However, anyone stepping out upon the 10-foot-by-10-foot trapped areas must make a successful saving throw vs. paralyzation (with a -4 penalty) or plunge headlong into a 20-foot-deep shaft lined with wooden stakes at the bottom. Anyone falling in takes 2d6 points of damage from the fall and 1d4+4 points of damage from the wooden spikes.

An investigation of the actual contents of the crates reveal them to be (95% chance) completely empty. However, some do contain dried and rotted remnants of faintly pungent spices and peppers. There is a 5% chance that an opened crate contains contraband mushroom wine, illegal within Stormport but valuable on the black market. Each crate containing mushroom wine holds a 1-liter sample worth 100 gp on the black market. Lawfully aligned PCs may find it difficult to sell the mushroom wine for personal gain.

1. Main Entrance

This 20-foot-wide set of oak double doors is barred from the inside with a thick iron rod. Only a successful bend bars/lift gates roll (with a -15% penalty), provides sufficient force to bend the rod and open the door. A physical assault against the door alerts both the roof sentries and the thieves within the



warehouse (area 3). One of the thieves then sends a messenger to a nearby detachment of the city guard; these guards arrive after 10 rounds (see Chapter 6 for details on the city guard Detachment).

2. Side Entrance

A small side door of oak is locked; a standard bend bars/lift gates roll is sufficient to force it. However, the high-quality lock has a trap set upon it. Any attempt to pick the lock suffers a -35% penalty. Failure to pick the lock, or significant jarring of any sort (as in the case of a physical assault), causes a small glass vial secreted within the door to shatter. The glass vial contains a poison gas that swiftly expands to a radius of 20 feet (centered upon the door). Anyone within the area of effect must make a saving throw vs. poison. Failure indicates that the poisoned individual suffers 2d10 points of damage and must make a successful saving throw vs. paralysis or stand rigid for 1d10+1 rounds. Individuals who make a successful saving throw vs. poison still take 1d4 points of damage.

The sentry on the roof is 35% likely to put a crossbow bolt into any PCs paralyzed by the poison gas. Such attacks gain a +4 bonus and cause twice as much damage to the paralyzed PC.

3. Hidden Sentries

Throughout the chamber, eight teams (consisting of two 5th-level thieves each) stand ready to repel intruders. Each team situates itself on top of a stable area of the piled crates (as shown on the map) 25 feet above the floor. The sentries constantly use their hide in shadows ability (normally 69%) and the cover provided by the piled crates to remain hidden (for a total hide in shadows score of 89% should any intruders specifically scan the tops of the piled crate rows).

Any spotted sentry slinks back into the shadows (another hide in shadows roll) and attempts to move silently (86% chance) while climbing down the far side of a crate row to join another sentry team (the DM should note the total number of sentries in each hidden team once melee ensues). A fleeing sentry who is actively pursued will not lead the PCs to another hidden team; instead, the sentry turns and fights.

Whenever intruders come within 30 feet of a sentry post, there is a 75% chance that both sentries begin firing poisoned crossbow quarrels at the intruders from their covered position atop the 25-foot-tall pile of crates. The poison on the bolts (each sentry has only four to fire) requires a saving throw. Success indicates that the victim suffers only 1d4 points of poison damage; failure brings 2d10 points of poison damage to the victim. The hard cover provided by the crates makes the hidden thieves harder to hit (-7 penalty to all return missile fire).

If a sentry team decides against firing missiles (25% chance), they move silently down the side of the crate row and sneak up on the PCs for a backstab attempt. This requires one move silently roll (86% chance) and one hide in shadows roll

(69% chance) on the part of each stalking thief. The stalking sentries have coated their knives with one application of poison in case their backstab attempts are unsuccessful. Anyone wounded by these poisoned knives must make a saving throw vs. poison. If successful, the victim only suffers 1d4 points of damage from the poison. Unsuccessful individuals, however, suffer 2d10 points of poison damage. If PCs actively watch their backs, the stalking thieves cannot attempt a backstab attack. Instead, the thieves resort to missile fire after they climb to a safe perch.

None of the thieves at the warehouse really knows the truth about the guild's recent activities. They just assume that the guild uses the area to store contraband material. Defeated sentries do not willingly volunteer any information about their direct boss, Janine (see room 9). However, the thieves have their suspicions as to the recent state of things (see room 8)—though none of the sentries realize that Shuluth has psionically dominated Janine. Each sentry carries 5d20 cp, 1d20 sp, 1d10 gp, and 1d6 gems (worth 10 gp each).

Sentries, hm & hf T5 (16): AC 4 (leather and Dex bonus); MV 12; hp 15 (average); THAC0 18 (15 crossbow, 14 backstab attempt); #AT 1; Dmg 1d4 (dagger or light crossbow quarrel) × 3 (backstab); SA poisoned daggers and quarrels; SZ M (6' tall); ML Steady (11); Int Average (9); AL LE; XP 420.

Thief Abilities: PP 26, OL 34, F/RT 12, MS 86, HS 69, DN 38, CW 76, RL 39.

4. Back Door

The door behind the warehouse opens into the office section. Normally, it remains locked, but a large knocker hangs on the wall next to the door. Any use of the knocker alerts the thieves in room 5, who then remotely unlock the door, allowing PCs to proceed into the 20-long hallway. If the heroes pick the lock, a hidden trip line (-25% penalty to a thief's find/remove traps check) sets a small bell clanging in room 5; this bell also alerts the thieves.

Alerted thieves make use of the many dozen arrow slits in the northern wall; they fire poisoned quarrels (see area 3 for information on the effects of the poison) through the holes at any individuals walking through the hallway. The arrow slits are wide enough in room 5 to allow ease of crossbow aiming, but their V-shaped cut narrows each aperture to a width of 3 inches. These slits pierce the north wall from floor to ceiling over the entire surface area of the wall—presenting this entire chamber to the surveillance of those beyond the slits. PCs attempting to return missile fire from this chamber suffer a -5 penalty on their attack rolls. See room 5 below for more details on that chamber.

The western door of the hallway contains a triple lock that requires three separate open lock rolls, two knock spells, or one successful bend bars/lift gates roll to bypass.



5. Billets

This room holds temporary accommodations for up to 21 thieves. Seven small bunk cots (three cots to a bunk) sit in the western portion of the room. The northern wall contains several light crossbow racks that are mostly empty—save for three crossbows. Three bundles of quarrels (five quarrels to a bundle) and a small vial also hang from the wall. Each of these quarrels has a coating of poison, and the small vial holds three additional applications of poison (see **area 3** for the effects of this poison). Any weapon or quarrel coated with poison only remains poisonous for one successful attack. After this, the poison dilutes.

Five thieves are on guard in this chamber. They keep watch for any intruders trying to gain entry to the warehouse through the back door (**room 4**). If alerted, the thieves here fire missile weapons through the arrow slits separating this chamber from **room 4**.

The stats of the thieves found here do not vary in any significant way from the stats of the sentries described in **area 3**.

6. Privy

Dank, mold-covered, and quite odiferous, this chamber serves as a rough latrine for all the thieves in the warehouse. A small latch on the inside of the door provides some privacy for those utilizing the facility. There is a 15% that the PCs will encounter a thief in this facility (although the area will be empty if the thieves are on alert). Enterprising heroes could conceivably gain access to the catacomb-turned-sewer below the city through the 3-foot-diameter pit in this otherwise bare chamber. Treat any such entry as a random sewer grate entry (**B**) on the Stormport Sewer Flow Chart.

Alternatively, the PCs could gain entrance to the warehouse from this sewer connection if they spend much time beneath the sewers and make several Tracking proficiency checks (with a -4 penalty). Note that a failure means that the party must continue following the Stormport Sewer Flow chart. The DM is encouraged to make this discovery difficult, but not necessarily impossible (especially for parties that may need a little extra help on the adventure).

7. Utility Chamber

This area serves as a dressing room and laundry. It also provides access to the secret trap door set in the roof of the warehouse.

Several cloaks, gloves, boots, and other apparel hang from a bar running parallel to the east wall. A large iron pot hangs from the ceiling near the center of the room, under which is a small fire pit. The basin contains three soiled cloaks soaking in water; a red stain mars the otherwise clear water. Several pails of water stand along the south wall, while a coal bin lies in the southeastern corner.

8. Meeting Room

This chamber contains an ornate table of polished mahogany, around which is set over 20 polished wooden mahogany chairs. Several unlit white candles stand upon the tabletop, ready to provide illumination to the chamber. The table and chairs obviously come from the same set, and they are just as obviously out of place in this otherwise bare brick chamber.

A fine layer of dust on the table and chairs indicates that this chamber has not seen much use. Janine once held meetings with her underlings in this chamber, planning thefts, smuggling runs, and racketeering strategies. When Janine came under the power of Shuluth, she called her last meeting, asking her underlings to waylay and kidnap vagabonds, beggars, and visitors to the city. All the abductees were brought to her chamber (**room 9**).

To date, the thieves of the warehouse have successfully kidnapped over 30 people and brought them to Janine. The kidnappings have been laid at the feet of the mysterious snow beast said to stalk the city streets. None of the thieves here know what Janine really has planned for the abductees, but they suspect some sort of elaborate ransom plot. Of course, their suspicions do not even approach the truth.

9. Janine's Office

This neat and tidy office contains a large desk and chair, several wooden filing cabinets, a small meeting table around which are pulled four chairs, and a plush throw rug covering the cold brick floor. Besides the wooden door leading to **room 8**, a large triple-locked iron door in the north wall provides access to **room 10**. A large lantern hangs from the ceiling, providing shadowy light throughout the chamber.

Any investigation of the room reveals that the cabinets and desk are strangely empty and barren of any documents pertaining to "business." Janine did away with such nuisances when she began her service to Shuluth. The PCs can find only two items of interest: a flier similar in all respects to the ones passed out by Niall (see Chapter 3), and a note saying, "Shuluth requires more merchandise." The note is signed, "Lucian, Captain of the Guard."

Before the coming of Shuluth, Janine served as the guild's Daymaster. Working her way up from Accounts, Janine finally did away with her competition (Correl, the old Daymaster), and has served the guild well for the last two years (except, of course, for the last six months while she has been under the control of a mind flayer).

Now, Janine concerns herself only with the bidding of Shuluth, and to that end she "processes" all the abductees brought to her by her underlings. The results of her work rest in **room 10**. Similar to Enoch and Lucian, Janine possesses a psionic seal upon her left cheek that glows incandescently when she becomes upset or embroiled in melee. By virtue of this seal, Janine remains under the command of Shuluth. At the same time, Shuluth monitors Janine and becomes instantly aware of



the PCs if and when they encounter the Daymaster.

If Janine becomes aware of the investigators' intrusion into her warehouse (either by hearing the noise of conflict or by direct report), she applies a pinch of *dust of disappearance* and stands invisible in this chamber, waiting for the PCs. Once they enter this room, Janine takes advantage of the fact that she can attack while invisible. Fighting in this way, she hopes to kill or drive off the PCs.

Janine fights to the death, but in the event that the PCs capture her, she does not reveal any information. Furthermore, magical or psionic probes cannot penetrate the shield provided by her psionic seal. Janine carries a key ring of several keys, three of which go to the triple-locked iron door leading to the vault (**room 10**).

Janine, hf T9: AC 1 (*bracers AC 4 and Dex bonus*); MV 12; hp 38; THAC0 16 (15 *dagger +1*, 12 *backstab*, 11 *backstab and dagger +1*); #AT 1; Dmg 1d4+1 (*dagger +1*); SA poisoned dagger (1 use); SZ M (6' tall); ML Fearless (20); AL LE; XP 4,000.

Notes: SA—Janine's poison requires victims to make saving throws. Success indicates that the victim suffers 1d4 points of damage. Those who fail their saving throws suffer 2d10 points of damage.

S 9, D 17, C 8, I 15, W 14, Ch 18.

Special Equipment: *bracers of defense AC 4, dagger +1, dust of disappearance.*

Thief Abilities: PP 27, OL 38, F/RT 52, MS 77, HS 86, DN 47, CW 73, RL 70.

10. The Vault

This iron-lined vault contains a number of ice blocks recharged on a regular basis. The vault was built to store stolen perishable items of value while the thieves arranged for a fence. Currently, only 12 glass jars sit upon chunks of ice in the darkness. Investigation of the jars reveals their ghastly contents: severed heads!

Most of the severed heads are human, but a few of them are dwarves and elves. One of the heads, a pasty, bloated human male, is actually undead; the shock and pain of the human's death caused a link to the Negative Energy Plane. Now, a dark force animates the head. If any character approaches the bottle that holds the creature or disturbs the bottle in any way, the monster opens its milky eyes and begins to scream. Anyone within a 15-foot radius suffers 1d6 hit points per round due to the creature's horrifying screech. The screech also alerts any thieves within the warehouse.

Undead Head (1): AC 9 (7 in bottle); MV 0; HD 3+3; hp 30; #AT 1; Dmg 1d6 (screech) or 1d4 (bite); SA screech; SD immune to *sleep*, *hold*, and *charm*, and cold-based attacks; SZ S (1' diameter); ML Fearless (20); Int Nil; AL NE; XP 420.

Janine "processes" abductees in a way that deprives the victims of their heads, and she disposes of the bodies by dumping them in the sewer (via the privy in **room 6**). Janine keeps these heads for Shuluth. The illithid, in turn, takes them back into its Cyst below Stormport. In this way, the illithids need not hunt the upper streets for a meal, thereby hiding their presence from an otherwise unsuspecting population. Of course, such nourishment is not completely adequate for mind flayers, but they fast now in preparation for the feast that is to come!

A successful check for secret doors reveals a chest lying in a concealed pit beneath an ice block. One of the keys on Janine's key chain unlocks the chest. Within it, Janine keeps a small cache of wealth in the form of 23 varied gems (worth 30 gp each).



Chapter The Sixth

Wherein the PCs discover the perils of involving the local arm of justice in their investigations.

The City Guard

If the PCs willingly seek the aid of the city guard in their endeavors, they can easily find a patrol willing to conduct them to Captain Lucian in the Guard Headquarters for questioning concerning their story (see the "Captain of the Guard" heading for more details).

Any time the heroes become involved in a public melee, a hue and cry goes up that inevitably draws a patrol of the Stormport City Guard. A patrol of 10 soldiers under the command of a sergeant arrives within 15 rounds of the initiation of any public melee. Two additional city guard patrols arrive 5 rounds after the first patrol—if the original investigating guards find themselves in a fight. If truly dangerous, high-level enemies of the people (like the PCs) continue to battle the three patrols, the city guard sends out the elite Hawk Patrol. The Hawk Patrol, under the personal command of Captain Lucian, arrives 5 rounds later (the information on Lucian and his Hawk Patrol appears in the "Captain of the Guard" section).

If a patrol arrives during a melee, the commanding sergeant loudly calls for an end to the hostilities. If hostilities continue, the guards forcibly quell the battle, wading in with drawn long swords. If the PCs draw weapons upon any member of the city guard, they are labeled as "enemies of the city," and their position becomes much more untenable. The city guard does not have to arrest enemies of the city. Rather, they stand ready and eager to carry out sentencing (death) whenever they find such miscreants. PCs who find themselves branded as enemies of the city stand a 20% chance per turn of having a wandering patrol recognize them and send for reinforcements. These reinforcements arrive in the order given above. The guard will attack accused PCs until they die or convince the guardsmen of their innocence (a difficult task).

If an investigating patrol quells a disturbance involving the PCs without violence, the patrol arrests all participants and brings them to Captain Lucian for questioning. The guards divest all PCs of their weapons and escort them to the Guard Headquarters. PCs who resist arrest to actively (by attacking a city guard) are labeled as enemies of the city and treated accordingly. The guardsmen repeatedly state that questioning is standard procedure in an attempt to relieve any apprehension on the PCs' part.

If an investigating patrol arrives after the heroes have vacated the scene of a disturbance, the patrol asks for the PCs' descriptions and then tracks them down for questioning. From this point on, there is a 5% chance per turn that a patrol of guards recognizes the wanted PCs and attempts to apprehend them. The guards bring anyone sought in connection with a disturbance to the captain of the guard for questioning, as described above.

City Guard Patrol, hm hf F3(10): AC 5 (chain mail); MV 12; hp 35; THAC0 18 (17 with long sword specializa-

tion); #AT 3/2 (with long sword); Dmg 1d8+2 (specialization); SZ M (6' tall); ML Average (9); Int Average (9); AL Varied; XP 65.

City Guard, Sergeant, hm or hf F5: AC 3 (plate mail); MV 12; hp 50; THAC0 16 (15 with long sword specialization); #AT 3/2 (with long sword); Dmg 1d8+2 (specialization); SZ M (6' tall); ML Average (9); Int Very (11); AL LG; XP 175.

Captain of the Guard

The PCs will eventually come to the Guard Headquarters—whether they seek official aid in their investigations, find themselves brought in for questioning, or specifically wish to speak with Lucian in connection with the strange evidence they have collected in dark parts of the city.

At the DM's option, the PCs may have an encounter from the Stormport Encounter Table as they make their way toward the Guard Headquarters (either under their own power or in the company of an arresting patrol). This encounter illustrates the growing climatic and social imbalance caused by the dimming sun.

The Guard Headquarters is separate from the general patrol barracks and the City Prison, comprising only a single small structure where Lucian has his office and personal quarters. The elite Hawk Patrol also lives at the Guard Headquarters.

The following keyed entries refer to the Guard Headquarters Map on the interior cover of the adventure. PCs arriving under arrest gain entry through the barred door leading to **room 3**. Player characters arriving under their own free will likely enter the building through the main entrance described below.

1. Entry

A short flight of stone steps leads up to the door of the Guard Headquarters. Flanking the door stand two sculptures of noble-looking guardsmen. The doors normally remain open. Inside, a soldier sits behind a desk near the door on the northern wall. The patrolman manages Captain Lucian's appointments, remembers important dates, and keeps track of a host of other official responsibilities. The desk officer is more than happy to usher the PCs into Lucian's presence if they come to him with stories of strange goings-on within the city. The officer's stats are identical to those of the city guard sergeant presented above. He runs to the assistance of Captain Lucian in **room 4** if any conflict ensues.

2. Barracks of the Elite

This room houses the 10 elite members of the Hawk Patrol when they are not practicing in the yard (accessible through the side door in this chamber) or on patrol. There is a 55% chance that the Hawk Patrol is resting in their barracks, a 30% chance that they are practicing in the yard, and only a 15% chance that they are out on patrol when the PCs make their visit to the Headquarters. In the event of an altercation in **room 4**, the members of the Hawk Patrol come to the aid of their captain within 2 rounds if they are in this chamber and in 4 rounds if they are out in the yard.



Hawk Patrol, hm hf F7(10): AC 4 (chain mail and Dex bonus); MV 12; hp 65 (average); THAC0 14 (13 with long sword specialization); #AT 2/1 (long sword or short bow); Dmg 1d8+2 (long sword specialization) or 1d6 (short bow); SZ M (6' tall); ML Average (9); Int Very (11); AL N; XP 420.

3. Temporary Lockup

A set of sturdy bars separates this large chamber from **room 4**. The guards bring any individuals suspected of wrongdoing to this area for questioning. Note that the guards divest all accused individuals of their weapons. Furthermore, one or more of the Hawk Patrol guardsmen (see **room 2** for statistics) trains his short bow upon any spellcaster during questioning. The Hawk guardsmen shoot at the first sign of magic use.

Both the exterior door and interior barred door to this chamber possess high-quality locks (-30% to pick locks roll) and have small enchantments that render them immune to *knock* spells. Furthermore, the stone walls of the chamber and the bars themselves contain subtle enchantments that prevent *teleportation*, ethereal penetration, and other sorts of magical (and psionic) penetration.

See the next entry for Lucian's questioning procedure.

4. Lucian's Office

This orderly office belongs to Lucian, the Captain of the Stormport Guard. Long loyal to Stormport and the pursuit of justice, Lucian's ideals were recently compromised when he came under the mental domination of Shuluth. In fact, it is from Lucian's mind that Shuluth created the terrible phthisic (Chapter 4); Lucian's inner self-loathing for his capitulation to the mind flayer's powerful dominating psionics proved fertile ground for the growth of inner demons.

Lucian possesses a psionic seal on his forehead, similar to the psionic seals imbedded in other agents of Shuluth. The psionic seal only materializes when the captain becomes enraged or upset. Because of this seal, Shuluth knows the moment the PCs come into contact with the captain. The psionic seal also blocks the captain's mind from magical and psionic probing. In addition, it renders him immune to *charm* spells and their ilk.

Because of Lucian's servitude to Shuluth, the captain dismisses any concerns of strange occurrences, dimming suns, or any other related matter that the PCs bring to him of their own free will. No matter what the PCs say or what evidence they provide, Lucian adamantly refuses to offer official aid to their endeavors. He advises the PCs to leave the city and stop causing unrest among the citizenry. Furthermore, he warns that continued activity of this sort could lead to intervention by the city guard. Unless threatened, Lucian allows the PCs to leave peaceably. However, he names them enemies of the city upon their departure.

If Lucian encounters the PCs as prisoners, he seems interested in meting out justice. In fact, the captain may even let the

player characters go free after questioning, if they avoid bringing up anything that relates to dimming suns, monsters in the sewer, Master Enoch, or the Thieves' Guild. Any mention of these or related matters clues Lucian in on the fact that the PCs know too much.

If Lucian becomes aware of any incriminating knowledge the PCs might have, he immediately names them enemies of the city and summons the Hawk Patrol to execute them! In such an instance, the captain sweeps up a short bow from the wall mount behind him and fires away at the cornered player characters. If the Hawk Patrol is not on patrol, its members arrive within 2 or 4 rounds (see **room 2** for more details). Once present, the Hawk Patrol guardsmen fire feathered shafts at the captured PCs. If the PCs manage to break free, they will face the captain and the Hawk Patrol in melee.

Captain Lucian, hm F13: AC 4 (chain mail and Dex bonus); MV 12; hp 101; THAC0 8 (3 with Str bonus, long sword specialization, and long sword +2); #AT 2/1 (5/2 with long sword specialization); Dmg 1d8+9 (Str bonus, specialization, long sword +2) or 1d8 (short bow with sheaf arrow); SZ M (6' tall); ML Fearless (20); AL N; XP 4,000.

S 18/99, D 12, C 17, I 9, W 10, CH 7.

Special Equipment: long sword +2.

5. Lucian's Quarters

This large but sparsely appointed room speaks volumes about the military mind of Lucian. Only a cot, a washbasin, a bureau, and a letter desk decorate the chamber. Lucian does not store his wealth here; in fact, he donates most of his pay to charity (even while under Shuluth's sway). A search of the writing desk uncovers several letters to various patrolmen, commending or criticizing them on the performance of their jobs. Among these letters, two notes stand out.

The first suspicious note says simply: "Yellow Warehouse—send out-of-town prisoners to Janine for processing." The other note says, "Only death can release me from Shuluth, the New Master and herald of the Coming Change. Evidence of my complicity now lairs in the sewers below Stormport."

Chapter The Seventh

Wherein the puppet master behind the curtain reveals itself and the dark agenda comes to light.

Shuluth's Web

The mind flayers of the multiverse are preparing surface dwellers for assimilation into an interdimensional illithid empire. Stormport is just one of many target population centers among the affected worlds and planes infiltrated by the illithids' agents and dominated servants. The illithids want to have a pre-assimilated force of thralls when they put out the sun (more vile details of this dark agenda appear in *Masters of Eternal Night* and *Dawn of the Overmind*).

Shuluth is the illithid responsible for conditioning Stormport's inhabitants to accept their lot as cattle and slaves. To this end, Shuluth maintains a facility far below the sewers of Stormport, lovingly referred to as the Cyst by other illithids. From the Cyst, Shuluth has instigated four separate methods of infiltration in Stormport: Captain Lucian, the phthisic, Master Enoch, and Janine of the Thieves' Guild are all under its control. The psionic seals it has placed upon its servants allows Shuluth to monitor their progress and instantly respond to any threats.

As a direct result of the monitoring psionic circuitry, Shuluth knows when the heroes run across one of its agents. The illithid becomes more and more upset as the PCs overcome each one of its agents and compromise the overall illithid plan.

Event Trigger

Shuluth decides to end the PCs' investigative career after the characters have physically encountered all four of its agents (as described in Chapters 3-6). Shuluth realizes that it cannot safely condition further servants while the player characters remain an active threat. To this end, Shuluth immediately dispatches an illithid-led, teleport-enabled strike force to take out the PCs 10 rounds after the characters initiate an encounter with the fourth and final agent.

DM Note


If the PCs find the clues in this adventure insufficient to discover all four of Shuluth's agents, the DM may opt to have the strike force sent in during the PCs' encounter with the third agent. In this case, the strike team's quick deployment forces the PCs to face two threats simultaneously.

In the case of Captain Lucian, Shuluth waits to teleport in its strike force *after* Lucian and the Hawk Patrol fail to kill the party. The Hawk Patrol, for all their callousness, would likely balk at the prospect of fighting on the same side as mind flayers.


The strike team consists of three illithids using psionic teleportation to engage the PCs. The illithids comprising the strike team belong to an internal illithid faction known as the Ariser Creed. Thus, the mind flayers possess gear that allows them to move unhindered—even in full daylight. Their special equipment con-

sists of: damp suits (slick black jumpsuits that keeps illithids wet and warm in dry surface conditions; damp suits give illithids a -1 modifier to their AC) and glare goggles (lenses that filter out visible light and reduce the wavelengths of infrared light, allowing illithids to use their infravision even in full daylight).

When the strike force arrives on the scene, they carry out the following battle plan:

 **Round 1:** Each illithid attacks with its mind blast (see the statistics below for more details), attempting to stun as many of the heroes as possible.

 **Round 2:** The illithids immediately try to draw out a stunned opponent's brain (if near enough, illithids automatically withdraw the brain of a stunned opponent in 1 full round).

 **Round 3:** The illithids attack the PCs with both psionic powers and tentacle lashes. Note that the area-of-effect version of the illithid mind blast is usable only once per turn.

If the PCs overcome the illithids, they might learn the location of the Cyst by forcing an illithid prisoner to "talk" (via telepathy, since mind flayers have no vocal cords). It is more likely, however, that the PCs will search the vanquished illithids and find clues as to the location of their lair.

Each illithid wears a damp suit and glare goggles (described above), and each carries a waterproof belt pouch. The belt pouches contain hearthstones (see "Arcana"), a small flask of water, and 1d10 small gems (worth 10 gp each). One of the illithid's belt pouches also contains a small scroll. Four-level illithid touch script (raised striations understandable only by those creatures possessing at least four sensitive tentacles) covers the scroll, but the PCs can make out the hastily sketched outlines of a crude map. While the player characters cannot read the illithid touch script, they can recognize a sewer entrance leading to a secret cavity beneath Stormport; the PCs have discovered the entrance to the Cyst!

Illithid Strike Team (3): AC 4 (damp suit); MV 12, Sw 12; HD 8+4; hp 48, 54, 68; THAC0 11; #AT 4; Dmg 2 (see note below); SA cephalophagy, psionics; SD infravision; SW -10% penalty to hear noise checks; MR 90%; SZ M (6' tall); ML Champion (15); Int Genius (18); AL LE; XP 7,000.

Notes: SA—Through cephalophagy, an illithid inserts its tentacles into a stunned victim's skull and draws out the brain, killing the hapless individual in 1 round. A mind flayer can also use its tentacles in close melee; each successful tentacle attack inflicts 2 points of damage and grasps the target's skull (removable with a successful bend bars/lift gates roll). When at least one tentacle holds the victim, each succeeding tentacle attack by the illithid gains a cumulative +1 bonus (to a maximum of +3 for the last tentacle attack). Once all four tentacles have attached to the victim, the illithid has sufficiently immobilized the struggling target to draw its brain out in the next round.

Psionics Summary: #AT 1; MTHAC0 10; MAC 5;



Lv 10; PSPs 1d100+250; Psionic Attacks ego whip (EW), id insinuation (II), mind blast (MB); Psionic Defenses All; Psionic Disciplines control body, levitation, body equilibrium, probability travel, teleport, astral projection, domination, awe, ESP, post-hypnotic suggestion, and taste link*

*Indicates a psionic power detailed in *The Illithiad*.

The Cyst

With the aid of the captured map, the PCs can easily find the innocuous sewer grate that opens into the Cyst. Unfortunately, the map fragment shows only the entrance to the Cyst (the Cyst Map on the interior cover of the adventure is for the DM's eyes only).

Dismayed by the lack of underdark tunnels beneath Stormport, Shuluth extended a small series of caverns that it discovered after several months of psionic exploration. These extended caverns form its lair and the central command for its assimilation of Stormport.

1. Entry

The sewer line shown on the illithid map proceeds 1 mile from a noxious outlet to a standard junction of sewer tunnels. The PCs map fragment indicates the entrance to a secret cavity approximately halfway between the outlet and junction.

A successful check for secret doors in the area indicated on the map reveals a secret door fashioned by Shuluth. The door opens into a vertical 10-foot-wide tunnel that drops 20 feet down into the Cyst. The DM should read or paraphrase the following text when the first explorer descends the shaft and observes the tunnels of the Cyst. Generally speaking, the conditions noted in the boxed text hold true for the entire complex.

The air in the tunnel is warm and laden with moisture. The still humidity smells unpleasantly of onion and cinnamon. A resinous, sickly violet mucous coats the walls of this tunnel. Whorls and striations visible in the coating give rise to vague feelings of nausea. The floor of the cavern is covered in clear, ankle-deep water; the water smells faintly of salt. Here and there, small tadpole-like creatures swim unconcernedly in the warm liquid.

The general conditions of the Cyst include rough tunnel walls coated with a thin layer of dried, purplish mucous; this is an aftereffect of Shuluth's psionic widening of the tunnels. The small eyeless tadpoles (whose tails divide into four lobes) swimming in the briny fluid of the floor are actually immature illithids. However, unless a PC is familiar with the mind flayer life cycle, he or she is unlikely to confirm this fact. The tadpoles

swim throughout the entire Cyst. Bereft of an Elder Brain pool, the tadpoles valiantly struggle toward maturity, ignorant of their illithid elders' dark agenda.

2. Tadpole Feeding Station

Several empty glass jars lay strewn about this chamber, half submerged in the ever-present briny fluid covering the floor. The tadpole-like creatures swimming through the water seem thicker here. Along the curve of the northeastern wall, a large wooden trough sits slowly rotting from its contact with the water. A wide-headed mallet hangs from a metal hook in the wall to one side of the trough, a ghastly smell of death wafting up from within it.

A grisly sight greets any PC who examines the contents of the trough, as the illithids use it to prepare the heads given to them by Janine (Chapter 5). The illithids empty the contents of the glass jars into the trough and use the wooden mallet to make nutritious brain-meal for the growing illithid tadpoles.

There is only a 10% chance that the PCs run into an illithid feeding the tadpoles; in the event of an encounter, the illithid possesses identical statistics to those of the illithid strike team (page 25)—except for the absence of a dampsuit (raising the illithid's AC to 5) and glare goggles.

3. Urophion Sentry

The areas keyed to this chamber appear no different than any of the other sections of the cavern—though an odd stalagmite juts up from the center of the cavern. In reality, the stalagmite is a urophion* standing diligent sentry duty. The urophion is a genetic blend between an illithid and a roper, combining the most lethal attributes of both subterranean races. Because the urophion actively adjusts its body temperature to that of its surroundings, it is undetectable using standard infravision.

When the urophion detects intruders approaching down a length of tunnel, it stuns its victims with a mind blast and uses its long tentacles to extract the brains of stunned victims from up to 50 feet away!

*A detailed monster entry of the urophion appears in *The Illithiad*. A streamlined version of the monster appears below for quick use by the DM.

Urophion (1): AC 0; MV 3; HD 12; hp 60; THAC0 9; #AT 6; Dmg 1d4+2; SA cephalophagy, tendrils; SD infravision, ignores lightning damage, suffers ½ damage from cold attacks; SW -4 penalty to saving throws vs. fire-based attacks; MR 45%; SZ L (98 tall); ML Fearless (20); Int Genius (17-18); AL LE; XP 10,000.

Notes: SA—A urophion's mind blast affects a cone-shaped area 5 feet wide at its origin, 60 feet long, and 20 feet wide at its extreme end. If used to attack a group of nonpsionic



creatures, all (nonpsionic) individuals caught within the area of effect must make successful saving throws vs. wand or lie stunned for 3d4 rounds. If used to attack a single psionic creature, conduct normal psionic combat (the mind blast cannot affect both psionic and nonpsionic creatures in the same round).

A urophion physically attacks with six tendrils, each able to reach up to 50 feet from the creature's body. A urophion inserts its tentacle-like tendrils into a stunned victim's skull and draws out its brain (a process called cephalophagy), killing the victim in one round. The urophion can also use its tendrils to melee at a distance, while its body resides up to 50 feet away, perhaps shrouded in darkness. Each successful tendril attack inflicts 1d4+2 points of damage and grasps the target's head (the tentacle is removable with a successful bend bars/lift gates roll by the victim). When at least one tendril holds the victim, each succeeding tendril attack by the urophion accrues a cumulative +1 bonus (up to a maximum of +5 for the last attack).

Once four tendrils have attached to the victim, the urophion sufficiently immobilizes the struggling target to draw its brain out in the next round. A urophion immediately pulls the extruded brain back to its mouth, where it eats the brain while continuing to fight the victim's companions with its remaining tendrils.

A tendril possesses an Armor Class of 0 but severs if it suffers more than 6 points of damage from a single hit from an edged weapon.

Psionics Summary: #AT 1; MTHAC0 11; MAC 5; Lv 10; PSPs: 1d100+100 Psionic Attacks ego whip (EW), id insinuation (II), mind blast (MB); Psionic Defenses All; Psionic Disciplines control body, levitation, body equilibrium, domination, awe, ESP, post-hypnotic suggestion, and taste link*

*Indicates a psionic power detailed in *The Illithiad*.

4. Thrall Chamber

The chamber ahead is higher than the previous tunnels and free from the ubiquitous briny fluid covering the rest of the cavern floors. Lying scattered about upon the floor of the cavern are at least five humanoid skeletons, none of which possess intact skulls. An old fire pit rests in the corner of the room, and a few crude cooking implements lie half buried in ash. Scratched upon the far wall are the words, "We live for the New Masters."

Like all illithids, the mind flayers living in the Cyst psychologically desire to dominate thralls. Unfortunately, the temporary nature of the Cyst and its rude, wet accommodations make it difficult for humans and demihumans to prosper. In spite of the poor conditions, the thralls once housed in this chamber probably would have survived if their masters hadn't given in

to their hunger. This chamber is otherwise empty.

5. Illithid Chambers

Like the previous chamber, the area ahead is higher than most of the other tunnels and free of the stagnant briny fluid. Purplish resin, however, does streak the tunnels. In fact, it appears that some thought was put into shaping the ectoplasm before it dried, as the mucous forms crude furniture. Three indentions filled with moss hang exist on the east wall of the chamber. At the foot of each indentation sits a pair of two-lobed boots. Above the pads, a resinous rod supports several cloth garments on metal hooks. In the center of the chamber, three rough shaped chairs surround a circular mucousal platform 2½ feet high. Many sheaves of striated parchment lie in neat stacks upon the central "desk."

This chamber belongs to the three illithids dispatched as Shuluth's strike team at the beginning of this chapter. If the PCs allowed any member of that strike team to flee, they discover them here—otherwise this chamber is empty.

While not directly serving Shuluth's directives, the three Arisers were recording their impressions of the surface world and speculating on the part their Creed would play in the upcoming Change. Of course, they wrote these reports in striated four-level touch script, impenetrable to nonillithids.

6. Aides' Chambers

The two chambers keyed to this entry resemble room 5. However, only one illithid inhabits each of these chambers. Unless the creatures hear sounds of conflict from other chambers, they sit calmly writing reports and working on timetables for the supposed darkening of the sun. If the illithids occupying these rooms hear the party, they immediately teleport to room 7 and warn Shuluth of the invasion.

The illithids in these chambers possess identical statistics to those of the illithid strike team (page xx)—except for the absence of damp suits (raising the illithids' AC to 5) and glare goggles.

7. Shuluth's Chamber

This chamber possesses all the attributes described in room 5—though it has only one sleeping area and chair next to the mucousal "desk." Shuluth resides here, and the creature stands ready to deal decisively with the party if any report or hint of conflict resounded down the closed tunnel walls. A dim radiance shines through the resinous wall along the southeastern extent of the room, and small noises emerge from behind it. However, the party is unlikely to investigate the source of the sounds (in room 8) before Shuluth intervenes.

Shuluth is an ulitharid; it stands taller than normal illithids and possesses two additional tentacles. The creature directs the illithids' plan to condition Stormport for the coming darkness. Shuluth will



not divulge *any* secrets to the party—especially in light of its suspicions that an unknown agency working against the illithids betrayed the presence of the Cyst (see **room 8** for more details).

In fact, Shuluth plans to exterminate the PCs as they come into this chamber. Any remaining illithids and illithid agents aid Shuluth in this showdown (both mind flayers quartered in the areas marked with a 6 respond within 2 rounds to any sound of conflict).

Shuluth is a member of the Tamer Creed (an illithid faction devoted to a militaristic viewpoint) and wears the following military accoutrements: glaregoggles (described on page 25), an exoskeleton (an armored, Strength-enhancing version of a damp-suit), and tentacle extensions (psionically animated tentacles grafted to the illithid's normal tentacles). Because of Shuluth's military training, it is quite capable in melee. It attempts to stun as many PCs as possible with its wide-band mind blast. After this, it begins to slice and dice the heroes with the aid of its tentacle extensions.

If the PCs manage to overcome Shuluth (the ulitharid fights to the death), a search of its corpse reveals that most of its slime-covered body possesses faintly glowing tattoos; these are the psionic seals which allowed Shuluth to maintain contact with its dominated agents in the previous four chapters. Besides a small pouch containing 33 small garnets (each worth 25 gp), the PCs won't find anything of interest. However, any characters with infravision may find the glaregoggles useful.

Shuluth (Ulitharid): AC 1 (exoskeleton); MV 12, Sw 14; HD 11+8; hp 88; THAC0 9 (7 with tentacle extensions); #AT 6; Dmg 1d4+4 (bladed tentacle extensions); SA cephalophagy, psionics; SD infravision; SW -10% to all hear noise checks; MR 95%; SZ L (7' 6" tall); ML Champion (16); Int Supra-genius (19–20); AL LE; XP 11,000.

Notes: SA—Treat the creature as if it possesses a Strength of 12 and a Dexterity of 10 for purposes of its exoskeleton. Shuluth can engage in cephalophagy while wearing tentacle extensions. It inserts its tentacles into a stunned victim's skull and draws out the brain, killing the hapless individual in 1 round. Shuluth can also use its tentacles in close melee; each successful tentacle attack inflicts the listed damage and grasps the target's skull (the tentacle is removable with a successful bend bars/lift gates roll). When at least one tentacle holds the victim, each succeeding tentacle attack by the illithid gains a cumulative +1 bonus (to a maximum of +5 for the last tentacle attack). Once Shuluth attaches four tentacles to the victim, it has sufficiently immobilized the struggling target to draw its brain out in the next round.

Psionics Summary: #AT 1; MTHAC0 10; MAC 5; Lv 10; PSPs 1d100+250; **Psionic Attacks** ego whip (EW), id insinuation (II), mind blast (MB); **Psionic Defenses** All; **Psionic Disciplines** control body, levitation, body equilibrium, probability travel, teleport, astral projection, domination, awe, ESP, post-hypnotic suggestion, taste link*, and imprint psionic circuitry*.

*Indicates psionic powers detailed in *The Illithiad*.

DM Note: Exoskeleton

Based on the technology used in the creation of a dampsuit, the exoskeleton is almost identical to that protective device. Unlike the dampsuit, however, the exoskeleton does not offer any protection against drying. Rather, reinforced metallic plates and braces interwoven between the suit's layers offer enhanced protection to the exoskeleton's wearer—giving the user a more structured, carapace look, as well as an Armor Class of 1.

In addition to providing enhanced protection, embedded psionic circuitry within the exoskeleton enhances the wearer's Strength and Dexterity when fueled by PSPs. The Strength and Dexterity enhancement equals $\frac{1}{2}$ the number of PSPs channeled into the suit on a round-by-round basis—although neither the wearer's Strength nor its Dexterity can increase above 20 at any time, regardless of the number of PSPs placed into the suit.

For example, Susk the tamer, wearing its exoskeleton, has a Strength of 12 and a Dexterity of 10. At the beginning of the melee round, Susk channels 14 PSPs into the exoskeleton for Strength and 14 PSPs for Dexterity, adding a total of 7 points to each stat (giving him a 19 Strength and a 17 Dexterity) for 1 round of combat. If Susk wishes to continue operating with heightened statistics, it must continue to channel PSPs into the exoskeleton each and every round.

The exoskeleton can absorb up to a maximum of 200 PSPs in a 24-hour period. Once it surpasses this level, its psionic circuitry shuts down for 24 hours in order to recover; no ability boosts are possible until this refractory period has elapsed.

8. Aleanor's Confinement

Shuluth has imprisoned Aleanor behind a wall of dried mucous (as shown on the map). A successful open doors roll on the PCs' part breaks the barrier apart. Inside the dank cavity, Aleanor stands against the far wall with her hands and feet merged into the dried mucous coating the wall. A small candle burns in the center of the floor, shedding sufficient light to penetrate the thin barrier separating this cavity from **room 7**. When the PCs finally break through the wall (possibly in response to her muffled pleas for aid), Aleanor raises her head and says, "Thank the Gray Lords; you got my message!"

Shuluth imprisoned Aleanor rather than killing her because the illithid believes that she is an agent of the Adversary, a mysterious enemy from mind flayer legend. Although the illithids do not have much information on this mythic creature, they realize that it would behoove the Adversary to strike before their current plans come to fruition. Shuluth hoped that it could learn the truth about the existence and identity of the Adversary through its mental interrogation of the ranger.

Regardless of the existence of any racial Adversary, Aleanor



is working in the employ of a mysterious figure she knows only as Strom. Somehow, Strom strengthened her mind against psionic manipulation. Thus, she has resisted Shuluth's mental probings. In thanks for their timely rescue, and in response to the party's questions, Aleanor imparts the following information (which the DM should read or paraphrase as appropriate):

"The One called Strom spoke to me in a dream. I could not see his face or judge his intentions, but this he told me, 'Gather what friends you judge to be stout of heart and mind; you'll have need of them if you wish to avert the coming evil. Mind flayers have encysted themselves below the city, and even now they work to weaken the minds of all who walk in the light, conditioning them for future thralldom. You must stop the illithids—though this is but the first step in averting an evil far greater and more terrible: The illithids seek, as they ever have, to put out the sun, the moon, and the stars, plunging all of creation into stygian night forevermore. Now, their plans come to fruition, and the suns dwindle toward extinction, unless the illithids are opposed.'

"With this proclamation, my dream visitor held forth a hand, still shrouded in darkness, saying, 'You now have what you need to find the place I have discovered. I've readied it for those who would take up the task of stopping the illithids' dark agenda. Wake, and prepare for the coming storm!'

"I woke in my room, the morning light shining in. I thought that I had simply dreamed, until this strange sigil upon my palm began to glow with incandescent light!"

Aleanor shows the PCs the glowing psionic seal upon her palm. The seal resembles the tattoos placed by Shuluth upon its agents! Aleanor says that she wasted no time in contacting the PCs, but Shuluth's agents managed to capture her before she could keep the appointment.

Aleanor makes a stout addition to the PCs' party, and if the PCs plan on finding a way to end the illithid threat, the psionic seal set upon Aleanor's palm proves invaluable (see "Conclusion" in the following chapter).

Aleanor Pathsteader, hf R7: AC 2 (*studded leather* +1 and DEX); MV 12; hp 55; THAC0 14 (12 with *long sword* +2 and *shortsword* +2, 8 against illithids); #AT 5/2; Dmg 1d8+2/1d6+2 (*long sword* +2 and *shortsword* +2); SA two-weapon fighting, Tracking (18), move silently (53%) hide in shadows (65%) in natural surroundings, +4 to attacks against illithids, animal influence, psionic seal; SZ M (5'8" tall); ML Champion (15); AL CG; XP 975.

Notes: Aleanor's move silently and hide in shadows per-

centages are halved in city or dungeon settings.

SA—She can shift the encounter reaction of a natural animal if the creature fails a save vs. rods (with a -3 penalty); her psionic seal gives Aleanor mental directions toward her required destination.

S 15, D 18, C 14, I 13, W 16, CH 15.

Special Possessions: Guardian, *long sword* +2; *shortsword* +2; *studded leather armor* +1.



Chapter The Eighth

Wherein the PCs conclude the adventure and the DM receives supplementary information for *A Darkness Gathering*.

Conclusion

With the removal of Shuluth and its various dominated agents, the PCs have freed Stormport from the illithids' conditioning. Award each PC a bonus of 500 XPs for each agent of Shuluth they defeated (up to 2,000 XP), a 1,000-XP bonus for destroying Shuluth, and finally, a 500-XP bonus if they rescue Aleanor. For those who do not plan on continuing the adventure in the next module, the story ends here with the abolition of the illithid subversion of Stormport.

For those who *do* plan on continuing the adventure in *Masters of Eternal Night*, one thing becomes clear to the PCs upon their return to the surface: *The sun really is dimming!* One can almost look at the orb without squinting, and winter has finally returned in full force.

What are the PCs to do? The psionic seal set upon Aleanor's palm mentally directs her on a cross-country course, and it fills her with the certainty that only by following this psionic impulse can she avert the utter end of light and freedom across the entire world. However, the information imparted by the glowing seal is still vague and unformed. If the heroes truly wish to save civilization and prevent an ancient scourge from rising once again, they must travel with Aleanor to their final destination.

Arcana

The following is a brief description of several items that appear in this adventure.

Lamp Without Reservation

This psionic device is of illithid manufacture and not a magical item, per se. To the eye, it appears as a standard lamp. Investigation, however, reveals that the lamp does not have an oil reservoir and that the wick is actually a thin strip of metal.

When the lamp receives the mental command "Shine Bright Before the Darkness" in any language, its metal wick begins to glow with a golden light psionically generated from stored mental energy within the lamp. The item also emanates a subtle psionic compulsion to *believe!* Anyone bathed in the light of the lamp while listening to an argument or speech for 10 or more rounds *automatically* agrees philosophically with the thrust of the speech—no matter how much that philosophy opposes the victim's normal worldview. Furthermore, the victim acts as if *charmed* by the speaker for 24 hours.

Because of the subtle power of the lamp, its power is easily subverted if one or more alternate viewpoints comes up for debate during the turns in which the lamp burns. Thus, any debate frees all listeners from the spell of the lamp.

The Lamp Without Reservation has up to 100 charges, but

currently possesses only 12. Enoch uses 1 charge each night for his sermons. The lamp stays lit for 2 turns before once again going out.

Hearthstone

This small stone is an artifact of illithid manufacture. When clutched or carried, the hearthstone psionically accretes an envelope of warm, moist air immediately around the owner. In calm weather conditions, someone in possession of a hearthstone can survive comfortably in natural temperatures of up to -40 degrees Fahrenheit. If exposed to wind or moving air, the envelope of warm, moist air quickly dissipates, providing little-to-no protection against the cold. The hearthstone does not provide any protection against magically produced cold effects or attacks.

Stormport Encounters

To avoid repetition, the statistics for monsters and NPCs in the encounters below are identical to similar groups presented elsewhere in this adventure. The table below provides the number of creatures encountered in parentheses and the page number on which the creatures' stats appear.

Descriptions for the odd-numbered, weather-related encounters appear below.

Stormport Encounter Table

d10	Encounter
1	Freezing Rain
2	Thieves (1d4)
3	Frozen Casualties
4	Elect Mob (2d20)
5	Freezing Wind
6	Phthisic* (1), pg. 18
7	Blizzard
8	Guards, (1d10)
9	Eclipse
10	Illithid** (1), Pg. 25

* If the PCs destroyed the phthisic's psionic seal and defeated the creature in Chapter Four, reroll this result.

**If the PCs kill the illithid, subtract the creature from the total number of mind flayers in Chapter 7. Reroll this result if the PCs defeat all of Shuluth's illithid brethren.

Freezing Rain: A cold rain beats down from the leaden sky, unseasonably freezing solid upon contact with the brick and stone of the city streets. PCs without proper winter gear suffer 1d2 points of damage per turn of exposure. The rain falls for 1d4 hours before slackening. Any PCs fighting outside during this freezing rain suffer a -2 penalty to all attack rolls due to the ice-coated ground.



Thieves, hm & hf T5 (1d4): AC 4 (leather and Dex bonus); MV 12; hp 15 (average); THAC0 18 (15 crossbow, 14 backstab attempt.); #AT 1; Dmg 1d4 (dagger or light crossbow quarrel) ×3 (backstab); SA poisoned daggers and quarrels; SZ M (6' tall); ML Steady (11); Int Average (9); AL LE; XP 420.

Thief Abilities: PP 26, OL 34, F/RT 12, MS 86, HS 69, DN 38, CW 76, RL 39.

Frozen Casualties: Huddled against a building corner are two unmoving humans dressed in rags and holding begging bowls in rigid grips. They are coated in ice and have died of exposure in the unseasonably cold weather.

Mob (2d20): AC 10; MV 9; HD 1; hp 3 (average); THAC0 19; #AT 1; Dmg 1d4; SZ M (varies); ML Champion (15); Int Average (9-12); AL Varied; XP 15 each.

Freezing Wind: An icy wind springs up, dropping the ambient temperature by at least 50 degrees. PCs not wearing appropriate winter clothing suffer 1d4 points of damage per turn of exposure. The wind blows through Stormport for 1d4 hours before dying down.

Blizzard: Heavy snow falls as the wind picks up; it's a blizzard! PCs not wearing appropriate winter clothing take 1d4 points of damage per turn of exposure. The blizzard lasts for 1d4 hours before passing, though the snow remains on the ground. If accumulations reach higher than 3 feet (the snow piles up at a rate of 3d12 inches per encounter), PCs may find it difficult to move around and fight. Reduce all movement rates by one third. PCs whose movement rates fall to 4 or lower suffer a -2 penalty to all attack rolls, saving throws, and Ability Checks while they struggle through the drifting snow.

City Guard Patrol, hm hf F3(1d10): AC 5 (chain mail); MV 12; hp 35; THAC0 18 (17 with long sword specialization); #AT 3/2 (with long sword); Dmg 1d8+2 (specialization); SZ M (6' tall); ML Average (9); Int Average (9); AL Varied; XP 65.

City Guard, Sergeant, hm or hf F5: AC 3 (plate mail); MV 12; hp 50; THAC0 16 (15 with long sword specialization); #AT 3/2 (with long sword); Dmg 1d8+2 (specialization); SZ M (6' tall); ML Average (9); Int Very (11); AL LG; XP 175.

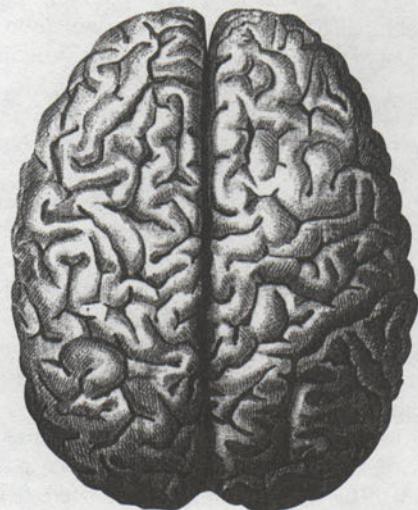
Eclipse: Something passes in front of the sun like a cloud; a glance upward shows that the sun has developed a large, black spot upon it! The darkness causes a city-wide sensation, but it fades within 10 rounds, for now!

Illithid (1): AC 4 (dampsuit); MV 12, Sw 12; HD 8+4; hp 48, 54, 68; THAC0 11; #AT 4; Dmg 2 (see note below); SA cephalophagy, psionics; SD infravision; SW -10% penalty to hear noise checks; MR 90%; SZ M (6' tall); ML Champion (15); Int Genius (18); AL LE; XP 7,000.

Notes: SA—Through cephalophagy, an illithid inserts its tentacles into a stunned victim's skull and draws out the brain, killing the hapless individual in 1 round. A mind flayer can also use its tentacles in close melee; each successful tentacle attack inflicts 2 points of damage and grasps the target's skull (removable with a successful bend bars/lift gates roll). When at least one tentacle holds the victim, each succeeding tentacle attack by the illithid gains a cumulative +1 bonus (to a maximum of +3 for the last tentacle attack). Once all four tentacles have attached to the victim, the illithid has sufficiently immobilized the struggling target to draw its brain out in the next round.

Psionics Summary: #AT 1; MTHAC0 10; MAC 5; Lv 10; PSPs 1d100+250; Psionic Attacks ego whip (EW), id insinuation (II), mind blast (MB); Psionic Defenses All; Psionic Disciplines control body, levitation, body equilibrium, probability travel, teleport, astral projection, domination, awe, ESP, post-hypnotic suggestion, and taste link*

*Indicates a psionic power detailed in *The Illithiad*.



New Monster Listing

Phthisic

CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Mental energy
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	15
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	2d6/2d6/1d4
SPECIAL ATTACKS:	<i>Feeblemind</i> or drain Intelligence, cold
SPECIAL DEFENSES:	+2 or better weapons to hit, reflects spells, regenerates
SPECIAL WEAKNESS:	<i>Confusion</i> and <i>feeblemind</i>
MAGIC RESISTANCE:	Nil
SIZE:	L (9' tall)
MORALE:	Elite (14)
XP VALUE:	10,000

The phthisic begins as a repressed memory or a buried neurosis. A skilled illithid can wrench this creature free from the subconscious mind and physically embody it in living, breathing flesh!

The phthisic appears as an enlarged, bloated, and distorted reflection of the person from whom it emerged. In addition, features such as coarse hair, horns, tentacles, and other malefic additions appear on the phthisic.

Combat: The phthisic attacks simultaneously with two talon swipes and a vicious bite. Its claws inflict 2d6 hit points each, while its bite inflicts 1d4 hit points. Anyone bitten by the phthisic in the midst of combat must roll a saving throw vs. spell or suffer the effects of a *feeblemind* spell for 1d4+3 rounds. If the phthisic feeds in peace upon a feebleminded victim, each bite permanently drains 1 point of Intelligence! The phthisic cannot drain Intelligence in the midst of melee; it does so only after vanquishing all threats.

In addition to its physical defenses, the threatened phthisic can emanate a supernatural aura of cold for 1 turn every hour. Anyone within 10 feet of the phthisic suffers 1d6 points of cold damage. PCs who make successful saving throws vs. breath weapon each round take only half damage from the aura.

Even though the phthisic is a creature of flesh and bone, it has its origin in psychocreative arts. Thus, only weapons of +2 or greater enchantment can damage the phthisic. In addition, the creature regenerates 3 hit points per round. Even if brought below 0 hit points, the phthisic continues to regenerate while its energy source (see Ecology) remains viable.

The phthisic is a creature born of turmoil, self-deprecation, and doubt. Because of this, all spells have a 25% chance to reflect back upon their casters. This includes area-of-effect spells that specifi-



cally target the phthisic.

The phthisic gains one final benefit from its generative source: No matter the distance, the creature can see the interior of its lair and *teleport without error* back there at the first sign of intrusion. It can use this teleportation ability once every 24 hours.

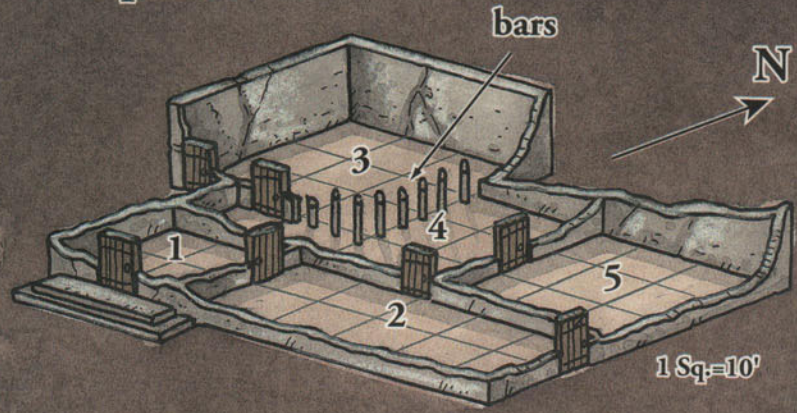
Because the phthisic is a creature of the mind, *feeblemind* or *confusion* spells cause the monster 2d10 points of damage and nullify its ability to regenerate for 2d10 rounds.

Habitat/Society: Phthisics require the sustenance of a living mind for nourishment, but they cannot stray too far (or too long) away from their generative source (see Ecology). Thus, a phthisic stalks its victims at a distance from its lair but returns there to feed upon the consciousness of its catch. Its out-of-the-way lair (usually somewhere near a large city) contains the shrunk remains of past feasts; the shriveling is apparently a side effect of its mental meal.

Ecology: The phthisic is drawn from the troubled psyche of an individual only through elaborate psionic surgery. Only illithids have the knowledge to draw the creature out of a thrall and tie its existence to a generative source.

A phthisic's generative source takes the form of complex psionic circuitry (known as a psionic seal) embedded in some large, inanimate object. The generative source gives the creature life, but it curtails its existence to within 3 miles of the psionic seal. The destruction of a phthisic's psionic seal permanently destroys the creature. Killing the individual from whom the phthisic emerged has no effect upon the creature.

Map #3: Guard Headquarters



Map #4: The Cyst



Advanced Dungeons & Dragons[®] Adventure Monstrous Arcana[®]

For four to six characters of levels 7-9

A Darkness Gathering

by Bruce R. Cordell

“Put out the Sun; Darken the Light!” —Illithid aphorism

I watched the early morning sun dribble above the horizon, only to have my worst fears realized. As I looked on, something vast and unseen took a monstrous bite out of the sun, leaving gaping teeth marks. The bloated red disc guttered and spit, finally plunging back below the horizon like a wounded bird in flight, dousing the plain in stygian darkness. . . . And I knew what I had long suspected: They had returned!

Something is very wrong in Stormport: Corruption runs rampant among city officials, more and more people turn up missing every day, dark prophecies of Change convert new believers, and rumors persist of a demonic beast with a taste for human flesh that stalks the alleyways. Worse yet, spring is overdue; winter refuses to relinquish its icy grip.

Only one vile force could cause such chaos: The illithids have risen up once again, ready to enslave the surface races. Now, as never before, the world needs great heroes, mighty adventurers who will challenge the illithids' dark agenda.

A Darkness Gathering is the first of an adventure trilogy (continuing with *Masters of Eternal Night* and concluding in *Dawn of the Overmind*) that pits brave adventurers against the brain-eating mind flayers. Dungeon Masters can run each individual adventure of the trilogy separately, or they can be linked together to form a seamless, epic-length adventure.

The illithid trilogy supports *The Illithiad*, a MONSTROUS ARCANA[®] supplement that provides invaluable supplementary information on mind flayers and their evil plans.

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