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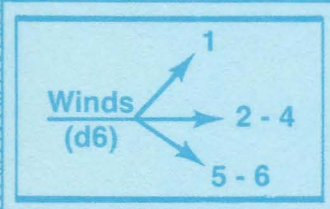
Companion Game Adventure

The Tree of Life

by Bruce A. Heard



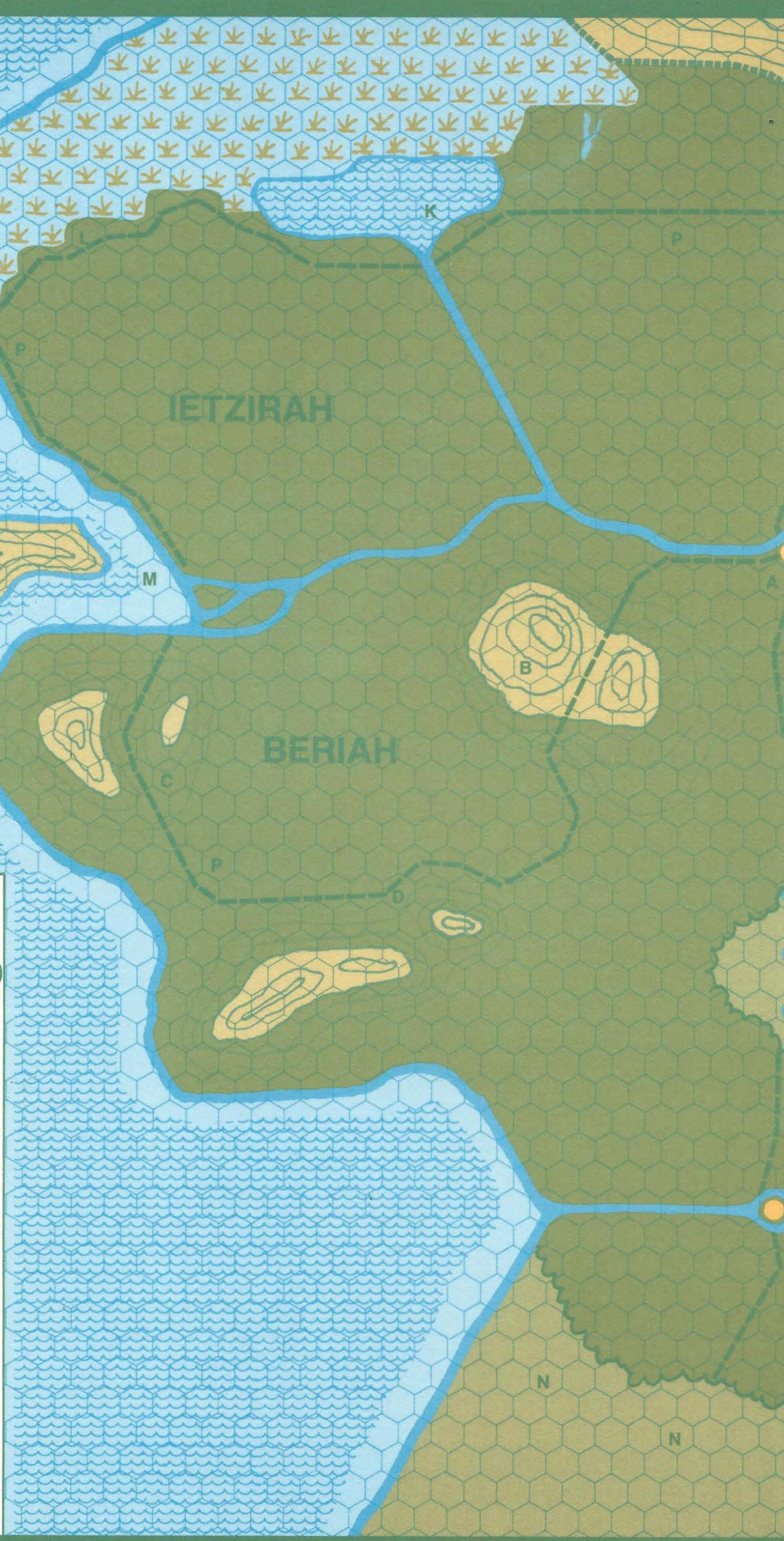
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DM MAP 5 THE ELVEN LAND

Scale: 1 hex = 2 miles

-  Open Terrain
-  Sea or Lake
-  Swamp
-  Hills or Mountains
(+ 300 ft. elevation)
-  River or Shore
-  Normal Path
-  Ruins or Tower
-  Forest Limits
-  Geyser Area
-  Volcano Crater
-  Mountain Border



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THE TREE OF LIFE

by Bruce A. Heard



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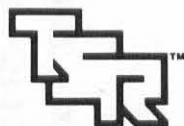
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An Adventure for Elves Level 8 and above

HOW TO USE THIS ADVENTURE

The Tree of Life is an adventure designed for a party of elves 8th level and above. This adventure is not recommended for inexperienced players. The total experience of the party of adventurers should be no more than 5,000,000 XP, with a maximum of ten player characters. Since the elves are basically limited to 10th level, it is easier to determine the party's power by using experience points rather than levels. One druid is desirable for this adventure. If none is available, the characters will be able to find an NPC druid willing to join them in Chapter 1, through an optional encounter.

As with any other module, read the booklet thoroughly before attempting to play the adventure. All the boxed texts are to be read aloud to the players at the moment of the corresponding encounter. Any other information concerns the Dungeon Master only. Check all the maps, components, and their locations so they become familiar. All the monster statistics appear on the inside of the module cover, in order to provide a permanent display of their abilities at any time in the game. The Random Encounters table is located on page 23, with each column corresponding to one or more chapters of the adventure.

When players are instructed within the module to roll against an Ability Score, they are to use 1d20. This is the case for all such instances.

The Tree of Life is designed to be compatible with any campaign involving elves. The Tower of Light and the Lost Sanctuary, as well as the Star Map, may be useful items in future games. The party's clan is located in the Alfheim area. Selinar is that portion of forest northwest of Selenica, above the Grand Duchy of Karameikos. However, the original location of the party's clan may be changed in accord with the players' campaign, with no effect on the module. The Elven Land may be anywhere else on the continent, the remotest area being the best. If using the D&D® Companion Set continental map, the area suggested is the northwest corner.

Players' Background

All through the Alfheim woods the rumor of the Feadiel Clan's misfortune spread. A Tree of Life was dying.

Despite months of desperate efforts, the Feadiels' tree seems to wither and lose its consciousness. A great council has been summoned among the Alfheim clans. Finally, it has been decided that the bravest and most powerful elves of the realm

would be sent on a quest to find the source of the accursed disease.

You have been chosen by the elders of Alfheim to leave at sunrise. No one has been able to find any substantial information about what the disease could be, or what could have caused it. However, you have been told by the realm's oldest seer that some answers could be found at the heart of Selinar, near the grave of the first Treekeeper of the Feadiel Clan. The Old Shrine is located on the shore of the westernmost lake in Selinar. You have been given an ample quantity of food, the kind only the elves know how to make, and one vial of *oil of sunlight*, as well as a map of the sky to help you find your way.

The food given to the party is the traditional one for a long journey. Each elf in the party is given one elven ration. They provide sustenance for 10 weeks, rather than one week as for normal iron rations. They are normally not for sale, but on a human market they could be worth up to 300 gp.

If players ask about the use of the star map, explain that it will be a useful tool to determine the direction of their expedition, or their location on the seas or continents, according to the stars. It can only be used during clear nights. If an elf uses the map to find the party's position compared to Selinar's, the chances of success are equal to the character's Intelligence score multiplied by three, plus his/her level. Direction can be found without error. The map only makes sense to elves.

If a player wants to have a druid character, then the highest level druid of the forest sends one of his followers, to help in the quest to save what is perhaps the mightiest of all trees. Despite the fact the druids are humans and the quest is essentially an elven one, the elders of Alfheim will accept druidical intervention for obvious reasons.

DM's Background

Long before the oldest elf of the Feadiel tribe was born, the most ancient elven clan faced its doom. At the end of a long and bloody war, surrounded by their sylvan domain, the clan decided to hide their Tree of Life and *magic-jar* in mass, one elf into each great oak of the forest, hoping to outlive this dark century. Only one would remain as Keeper of the Sacred Tree, until the twilight of his life, at which time another elf would be wakened to replace the eldest.

When the black army swarmed the woods,

no elf was there to be found "alive." The Sylvan Realm was ransacked and, without knowing, many elves were destroyed. The Mage leading the black hordes was then struck by a divine curse for having soiled the Elven Land. He and all of his descendants would live a horrible existence, their bodies slowly rotting and shriveling. Unfortunately, this nagging destiny was also meant to affect the elves, as they had attempted to save their lives rather than defending their holy land to the bitter end.

As the aging Treekeeper returned to the forest to awaken her replacement, guards of the mage's great-grand-son, Moorkroft IV, captured her. As a result, Moorkroft discovered where the elves were hiding, but the Tree of Life remained impossible to find. The current mage, a great alchemist, found a way to extract the hearts of the "inhabited" oaks and to brew an elixir able to temporarily stop the disease as well as the natural aging process.

Carefully, the mage searched the woods for all the oaks containing a sleeping elven spirit. In order to extend his life, he now protects the forest and keeps his hordes out of it, using spirit-laden oak hearts when needed. The Treekeeper is dead, the ancient clan is sleeping, vulnerable and unaware of their slow doom. Their Tree of Life progressively withers as its Keeper is no longer there to look after it.

However, all hope is not lost. The mage knows that one family of the clan escaped the realm, as none of the Feadiels' bodies were found among the dead. The latest mage has been looking forward to destroying that menace. As for the Feadiels, refusing the passive solution of the clan, they took a small limb of the Tree of Life and fled. They established another tribe, in another land, and so became the ancestors of the party's clan. The limb they took with them eventually grew to an adult Tree of Life. However, it is magically bound to its mother-tree, and as she slowly dies, so does the younger.

CHAPTER 1: AN ELVEN QUEST

Encounter Setting

When the party is ready to leave, give the players the Players' Map 1 on page 39 and unfold the third panel of the screen so they can see the Star Map.

The Feadiels' clanhold is located in the forest of Selinar, on the shore of a small lake. The hold is called Feador. Selinar is part of the Alfheim land, a group of large clans allied under the authority of a sole king for the defense of the woodland and of their civilization. Many powerful druids live in Alfheim, helping the elves to maintain the sylvan realm.

There are three paths leaving the hold: east, west and south. Visible only to elves and druids, they are considered a military secret. The party can move at a normal rate on these paths. Otherwise, the party moves at two-thirds its normal rate.

As the party journeys through the forest, random encounters are likely to occur. The chances of such encounters are 30% per six hour period, 20% at night. The Random Encounters table is located inside the module cover.

If at any time the druid character speaks to a legitimate animal of the forest about the presence of unusual creatures in Selinar, the animal notes there is a cavern near the east path, with strange men and elves. The animals refer to Encounter I.

Encounter Key

If the party does not have a druid yet, read the following boxed text to the players. This encounter happens within an hour after the player characters leave Feador (or at any other time you feel is the best in the adventure).

As you move through the dense thickets and high oaks surrounding Feador, you hear an unfamiliar whistling sound. Branches move around you as if stirred by the wind, but no track or sign can be detected after a closer look.

You are startled when three old humans appear in your path. They wear long white robes, as white as their beards and hair. One of them raises a wooden cudgel.

These druids spotted the characters as they were leaving for their quest. They know about the disease of the Tree of Life; however, in an attempt to avoid intervening directly with the council of Alfheim, they preferred dealing directly with the party. Their intention is to propose that one of their number, Cucurbita Pepo (commonly called "Pepo"),

join the party until the Tree of Life is healed.

Only three druids are visible, being Pepo flanked by two others. Pepo is a 10th level druid. There are 13 other druids hidden in the bushes or in the trees, all 6th level.

If the party attacks the druids, they attempt to neutralize the player characters without harming them, using massive *entangle* spells or *hold person*. Then they explain their purpose. If the party succeeds in its attack against the druids, the druids eventually retreat, and the party loses their support.

If the party accepts the offer, Pepo joins the group and the other druids return to their circle. For all the druids except Pepo, refer to the Monster Table on the cover.

Cucurbita Pepo

Neutral 10th level druid

Strength	13
Intelligence	14
Wisdom	16
Dexterity	13
Constitution	15
Charisma	17

Armor Class	4
Hit Dice	1d6 + 4
Hit Points	46
Save as Cleric 10	
Movement Rate 120' (40')	
Attack 1 magical cudgel + 3	

Spells: Pepo normally has the following spells (including spells obtained through the *Staff of the Druids*)

Level 1: *Cure Light Wounds*, *Faerie Fire*, *Light* (x2), *Locate*

Level 2: *Hold Person* (x2), *Silence 15' radius*, *Speak with Animals*, *Warp Wood*

Level 3: *Call Lightning*, *Cure Disease*, *Growth of Animals*, *Striking*

Level 4: *Cure Serious Wounds*, *Neutralize Poison*, *Plant Door*

Level 5: *Control Winds*, *Insect Plague*

Magical Items: *leather armor +1*, *Boots of Levitation*, *Staff of the Druids* (25 charges), *Potion of Invisibility*

Pepo has a near-pathological hatred of anything that uses breath weapons (dragons, chimeras, gorgons, hellhounds, etc). He will go to great lengths to destroy such creatures if he encounters any, or learns of their existence nearby.

A. The Shadow of the Red Demon

Play this encounter as soon as the party is

out of sight of the clan village.

Shortly after leaving the village, you discover that... you are back at the village's entrance! You were sure that you followed the right path, but nevertheless, the village is here.

Suddenly you realize that the trees have burned to their roots and most of the area has been ruthlessly ravaged. An elven lady stumbles at your feet. Her left arm is charred to the bone. She looks up at you and cries: "Why have you abandoned us... why...you shouldn't have left your homes for the red demon has crushed us. Now look...look at what is left of Feador... I implore you, stay now and save us!"

Startled, you hear her cries echo as the village fades away. Only remaining are the great solemn oaks of the forest, as green and strong as ever, and the path you were following.

The scene depicted in the boxed paragraph above is the result of *phantasmal force* and *ventriloquism* spells. It has been cast by Sulfar, a large red dragon *polymorphed* into an elf. He is currently invisible and hiding in a nearby tree. If this happens during the night, the elves in the party should not be able to locate him since, as are all lizard creatures, the dragon is a cold-blooded monster. Sulfar has a *ring of spell storing* which enhances his spell capabilities.

Sulfar's Spells: (including the spells in his magical ring)

First Level: *Charm Person* (x2), *Ventriloquism* (x3)

Second Level: *ESP*, *Invisibility*(x2), *Phantasmal Force* (x5)

Third Level: *Clairvoyance*, *Hold Person* (x2)

Fourth Level: *Hallucinatory Terrain* (x2), *Polymorph Self*(x2)

Sulfar's magical ring contains the following spells: *Invisibility*, *Phantasmal Force* (x3), *Hallucinatory Terrain*, *Polymorph Self*

Moorkroft sent Sulfar to appraise the general situation in Feador. Understanding what the party is after, Sulfar follows them and uses his spells to mislead the PCs. Using the *phantasmal forces* in his *ring of spell storing*, Sulfar produces images that could be interpreted as omens by the party. Since these are designed to be physically harmless, Sulfar may remain *invisible*. Play one of the

CHAPTER 1: AN ELVEN QUEST

“omens” described below after the first three encounters the party makes in Selinar.

Omen #1: Sulfar uses a simple *phantasmal force* to create the vision of a black cat darting across the party’s path. If the party follows the cat, it will find, behind a thick bush, the body of an elf who was killed several days ago (by Sulfar). His rotting body bears the horrible marks of huge claws. The hand of the dead elf lies near a crude message traced on the ground: “ancient’s grave... demon red...treachery...”

The message is a false clue Sulfar added to mislead the party.

Omen #2: Sulfar uses a *ventriloquism* spell to imitate what an elf would believe to be the voices of the forest. The party can hear whispers around it, like the rustle of leaves in the wind: “*They have not followed our warnings... They will abandon their brothers to the red demon... only the Great One that sees all can help them now... if only they could get past the red demon... look, here again they are fleeing like the Feadiels have done before...*”

If the party attempts to speak with the voices, Sulfar will try to convince the characters that they should go to area G and ask for the help of the Great One. He expects the party to run into the Dark Watcher (see Encounter G).

Omen #3: Sulfar uses a *phantasmal force* to create a false rainbow. The area around the illusion is altered by a *hallucinatory terrain* spell so it seems like a small clearing. It actually is a 20-foot-high cliff in the forest. Anyone stepping into the rainbow falls down the cliff and takes 10d6 points of damage from the rough stone.

If no one steps into the false rainbow, the illusion then shows the characters falling into a dark pit, an expression of utter terror on their faces. The rainbow then turns into the face of an ugly red demon and fades away with a horrible grin.

The allusions to the red demon are Sulfar’s way of referring to himself. You may add other “omens”; otherwise, Sulfar returns to area G and hides on top of the hill, above the cavern entrance there (see Encounter G).

B. A Band of Sprites

This encounter happens only once. Ignore it if it has already occurred.

As the party moves along the path, the sounds of a fight and cries for help suddenly come from the side, beyond the

bushes.

Between the tree trunks six creatures can be seen, some of them wolves, others half-man half-wolf, snarling and growling at a small group of sprites held captive beneath a fine weighted net. The sprites try to poke at the beasts’ toes with their small swords while crying for help.

These werewolves were on their way to intercept the party when they ran into a band of sprites. Seeking some fun, the sprites played a few tricks on the creatures. Totally enraged, the lycanthropes turned their rage against the sprites. There are five werewolves and a leader. The leader has a second net he will use against attackers.

If the party neutralizes the lycanthropes and frees the sprites, they offer their help to the elves. If the player characters mention they are on a quest to discover the disease of the Tree of Life, the sprites point out that the party should have a talk with the Old King of the woods (see encounter C), for he should know what is wrong with the sacred tree. The sprites do not exactly know how to describe the Old King, often giving contradictory information. The Old King is an ancient treant that seems like a “giant with a bushy green beard and big ugly warts all over” to the sprites.

If the party decides to go see the Old King, the sprites happily join the party to show the way, calling some of their little friends along. Tricks and pranks punctuate the journey, until the Old King shoos them away (see encounter C). Some pranks could involve gluing weapons to their scabbards, making the boots so sticky they drag piles of leaves beneath the soles. Without the owner’s knowledge, a great helm might temporarily grow a nice colorful bunch of flowers.

If the party manages to capture at least one lycanthrope alive, it returns to its human shape. A symbol (an eye with a black moon behind it) is visible on the lycanthropes’ foreheads when they are in human shape.

If questioned, see encounter F about the information that could be gained from the prisoner. In all the cases, the prisoner begs for mercy and for some cure to the dreaded disease.

If the party returns to the clanhold to warn the people of a possible lycanthropy contamination, the party should be awarded 500 XP per character. The druid has a 20% chance of finding 1d6 sprigs of belladonna, per full day of searching.

C. The Old King of the Woods

If the party is not followed by the sprites, read the second boxed paragraph only.

As the characters move along the quiet stream of clear water, they see the sprites getting more and more excited. Suddenly, one of them says: “Ooooh! The Old King is here!” The sprites come to a halt and remain silent and motionless.

Five dead orcs lie on the shore, their helmets bashed in and their skulls splattered all over the grass. The evil eye symbol is visible on their shields.

The Old King of the Woods is an ancient treant. It is standing absolutely motionless above its victims, observing the party.

If the player characters are dragging a prisoner with them (from encounter B), the treant gives it a violent whack on the head, definitely sealing its destiny. Thus the party meets the Old King.

If the party does not have a prisoner (or if it is already dead), the treant shivers for an instant and welcomes the elves and the druid. At the mention of the sick Tree of Life, the Old King declares that the disease must come from its deepest roots. Since a Tree of Life is most ancient and magical, the roots may not necessarily be material, but spiritual instead. Therefore, he says the party must seek the origins of The Tree of Life’s roots in order to find the disease and cure it.

The treant does not know how to reach the spiritual roots of the elven tree; however, he does know a magical way to successfully reach any desired destination even though the exact location is unknown. The treant says that once every hundred years or so, a magical rainbow appears near Feador, at a waterfall northwest from the clanhold. If the characters hurry, they may be able to get there in time and enter it, for it is about to materialize. The magical rainbow has the power to reach any area, whether real or mystical, desired by those who discover its secret.

D. The Waterfall of Rainbows

As you approach a low hill, the bird songs and natural sounds of the forest are muffled by the loud roar of a waterfall.

The fall gushes out at the top of a cliff to rush down to a small lake at the bottom of the hill. A fine mist rises almost all the way

up the cliff and sunrays seem to play with small arcs of color in the air.

When the party arrives at the waterfall, a band of 12 nixies are observing the characters from under the water. After a few moments, they cast a *charm* spell on the character with the highest Charisma score, preferably a male elf.

If the victim fails his saving throw, he attempts to enter the water and remain with the nixies. If the other characters attempt to stop him, he fights and does his best to get into the water.

If the victim successfully makes his saving throw, the nixies stay under the surface of the water, watching the party, but the rainbow does not appear.

The party may call one nixie to the surface and talk to her. She agrees to free the victim from the *charm* in return for a decent magic item, preferably one that can be used in water. Otherwise, if the party mentions the magic rainbow, the nixie says that it is indeed about to appear. However, to enter it, one member of the party must become her servant for a hundred years, otherwise she will dispel it. That is a trick; the nixie is just trying to satisfy her natural inclinations. The party may choose to ignore the threat and wait for the rainbow. No matter what, it appears at noon (the next day if it is after noon).

When the magical rainbow appears, a beam of white light forms a small bridge, from the shore to the base of the arch. It is solid and allows the characters to walk on it and enter the rainbow. If the party decides to go into the rainbow, go directly to Chapter 2: The Magic Rainbow.

E. The Ancestor

In the middle of a peaceful glen, near the shores of a quiet stream, stands a white marble altar. Vines grow on most of it, partially concealing old elvish runes on the sides.

Once deciphered, the runes read: "Rest in Peace, Fillindyl Feadiel, for you were the leader to a new life." If the party remains in the area at night, read the boxed text below:

The area slowly becomes quiet, as though the water stopped its flow and the leaves froze on their branches.

The altar glows with a pale aura as an

old man with an elven crown and a lantern appears on the front. He raises his translucent hand and moves toward you.

The altar near the shore stands above the grave of Fillindyl Feadiel, the first elder of the party's clan.

He knows their Tree of Life is part of the one living in the elven homeland. However, he has very little time to communicate his message to the party.

He can only appear at night, as a feat of sheer willpower. Fillindyl is not normally a haunt, but he can materialize as a Lawful ghost on the Prime Material Plane, and speak for only a few instants.

If the party remains near the grave at night, Fillindyl appears to the party (he never materializes during daytime). If there is no immediate reaction from the player characters, Fillindyl simply relates his message and returns to his plane. If the party flees or attacks, the ghost attempts to paralyze at least one of the characters in order to give them his message:

"Have no fear, my sons, the blood in your veins is of my kin. Listen to my plea, for Feador is in grave danger. The tyrant has discovered our land and plots our doom, as well as the end of Alfheim.

"Our Sacred Tree is afflicted with his evil force. Search the hill near the southern path, seek out the spy and enter the source of chaos. Only then will my prophecy come true and our name regain a lost honor."

Fillindyl then fades away (and releases the paralyzed character). He will not come back, under any circumstances. If the characters dig into the grave, they discover that the remains of their ancestor have totally disintegrated long ago. An empty scroll tube remains in the grave with a parchment page apparently ripped out of a book. It reveals the following information:

...this is what the light of stars revealed to me. In sorrow, truth came to my mind that despite anything I could do or say, the slow horrible doom of the clan was inescapable. I ordered my sons to leave and refuse the folly of the others.

Indeed we fled, "shamelessly" some said. The word "treachery" was on the lips of the ancients. But we will not forget our beloved kinfolk, for the stars claim that the bravest of the Feadiels would one

day return to the holy land and break the divine curse. So will the missing limb be..."

The nature of the curse and what would happen to the clan is not written here, and therefore remains a mystery to the party.

F. A Pack of Wolves

A distant howling suddenly reminds those who have forgotten the mysteries lurking in this forest.

As an eerie echo, others answer the distant call, much closer and surrounding the party. Already, snarling and growling sounds are approaching, tightening the invisible links of a lethal net.

Before the characters can react, they are surrounded. The party has five rounds to get ready for the attack, from the moment they hear the howls of the pack to the moment they actually are attacked.

The pack consists of war-trained dire wolves (three per character in the party), six hellhounds and two werewolves leading the pack. Each character is attacked by three dire wolves. They spring toward their victim in order to bite and hold the victim's hands (or a foot, to pull the victim to the ground). A successful hit on AC 5 means a dire wolf has locked its jaws around a wrist. A successful bite does half damage every subsequent round until the victim pulls free. A character may free one hand with a successful roll (d20) against his Strength. Once a character is immobilized, one hellhound will use its breath weapon to roast the victim at close range. One werewolf uses a net against the characters who resist the dire wolves. The other stays out of the battle and eventually retreats if things go badly. His orders are to destroy the party of elves and report to the Dark Watcher.

There are five such patrols in Selinar. If the player characters run into all of them (including random encounters), ignore further encounters of this type.

Prisoners: If the party takes prisoners to gain some information, the prisoners lie about their origins and why they are in Alfheim. All the creatures sent to Selinar bear the eye symbol with a black moon on their forehead and are under a powerful *charm* spell maintained by the master spy. Magic use is required to get true answers from the prisoners.

CHAPTER 1: AN ELVEN QUEST

They believe the master spy (see encounter G) rules an ancient land and that they were brought here through a magical portal to destroy Feador. They believe the spy, whom they call "He Who Sees All," controls the vast army to which they all belong. They also know that "He Who Sees All" currently is in the cavern (encounter G), waiting for reports from other patrols sent to Selinar. If asked about the appearance of the master spy, the prisoner will say that he looks like a huge man with one eye.

If a lycanthrope is cornered or captured and there is no other creature around, it immediately begs for mercy, crying for some cure for its abominable disease.

G. The Dark Watcher

The Dark Watcher is in a cave in the south-east side of a hill, overlooking the southern elven path. When the party reaches the mouth of the cavern, read the following boxed text:

A huge humanoid creature with one eye is sitting on a throne made of rough stone, at the center of the cave. He quietly observes the entrance of the cavern.

At the opposite side of this circular cave, just behind the throne, is a passage filled with a strange glowing mist.

The Dark Watcher is in fact a beholder concealed in a permanent illusion of a cyclops, his central eye coinciding with the cyclops'. The illusion stops when the creature is successfully struck for the first time; it is otherwise permanent.

The Dark Watcher inside is paid by Moorkroft IV to spy and gain information about Feador. The Dark Watcher is in charge of all the patrols sent into Selinar. Moorkroft promised the beholder it would lead his army against Allheim (and beyond) and retain the land as its own realm. The beholder is a complete megalomaniac and plans to turn against the mage's dynasty at the time of succession.

The Dark Watcher will eventually speak to the party and possibly pretend to ally with them against the "red demon," but in any case, it attempts to destroy them at the moment the party is the most unaware of its true intentions.

Meanwhile, Sulfar the red dragon (see Encounter A) has been hiding on top of the hill among the rocks. It has been waiting for the party to enter the cave. When the party is in, Sulfar flies down and blocks the exit. It only attacks if the beholder is in danger or if characters are attempting to exit the cavern.

Sulfar does not use his breath weapon, fearing to burn the Dark Watcher. Once the beholder is dead, Sulfar is free to use his breath (but he will break off combat after his second breath attack).

The beholder does not surrender and fights to the death. Furthermore, it never gives out information on the mage or the Tower of Light.

The foggy passage beyond the cyclops illusion is the magical portal to the Tower of Light (see Chapter 4) - and the only way to avoid the dragon's breath. The wormhole between the two locations will take 1d10 hours to be crossed. Random encounters are likely in the wormhole. For each hour the party is in the wormhole, there is a 35% chance of a random encounter. Moorkroft IV is immediately be aware of the party in the wormhole. As soon as they enter the Tower of Light, he shuts off the magical gate.

There is a secret compartment under the beholder's throne, containing 5,000 gp, 850 pp and a *potion of stone to flesh*.

H. The Intelligence Squad

At the curve of the shore, you meet six young elves from Feador. They are walking on the muddy bank, carelessly leaving footprints behind them, talking and laughing loudly.

The young elves from Feador are doppelgangers sent by the Dark Watcher to infiltrate Feador, obtain valuable information, sabotage the hold's defenses, and capture key people from the clan. One of them has a *potion of speed*.

Upon meeting the party, the doppelgangers welcome their "older friends" and have a chat with them. One of the doppelgangers asks to join the party, pretending that it would be a great honor for him to fight beside his elders. The other doppelgangers say that, despite their envy to do the same, they instead have to return to the clanhold to be with their families.

If the party discovers the nature of the doppelgangers, five stay and fight, as the other runs away to drink his *potion of speed*. He then attempts to flee to his lair (encounter I).

The doppelgangers have been active for a week now and have acquired some information. The remains of their victims and the result of their spying is in their lair (see Encounter I). If the party follows the footprints, it ends up at the bottom of the southwest hill, on the site of encounter F. The party should be able to follow the fugitive's track,

either to encounter G or I.

I. A Nest of Spies

If the characters go down the east path, they hear a horrible cry, somehow muffled, coming from the hill.

At the opposite end of this small cave stands a fat ugly man, holding a red hot metal bar. You recognize the old seer of Feador, bearing many burns and bruises, tied up and lying on the dirt floor.

The torturer has his foot on the seer's throat, preventing more screams.

The fat man is a devil swine, the leader of the six doppelgangers of encounter H. The eye with the black moon is visible on his forehead. He is trying to obtain information on the location of Fillindyl Feadiel's grave (encounter E). If the sixth doppelganger from encounter H has not been intercepted, it is sitting near the fire place, holding the tip of large metal pincers in the flames.

The old seer of Feador knows the identity of the four "traitors" who captured him the previous night; however, he is not aware that they are doppelgangers.

The bodies of six young elves are buried in this cavern, near the fire place. On a flat stone, behind the grave area, a map of the three paths to Selinar is rolled open and held with four stones. The devil swine is wearing a *ring of spell turning*.

As the combat goes on, there is a 10% chance per round that one of the five lycanthrope patrols arrives to report and to check on the devil swine. They will try to surprise the party. If any of these are captured and questioned, see encounter F for their answers.

If the party has not yet destroyed the six doppelgangers, they attempt to sneak up to the party as they search the cave or as they are interrogating the devil swine. One looks like the elven lady that appeared in the false omen (see Encounter A), and the others, like younger elves. Their goal is to fool the party and attack them by surprise.

If any of these seven creatures is captured and questioned, see encounter E for the possible information that may be learned.

CHAPTER 2: THE MAGIC RAINBOW

Encounter Setting

The Magic Rainbow is a creation of an ancient deity, now extinct and forgotten from the known world. At the time of the Feadiel ancestors, the old clan knew about the existence of this creation. The Feadiel family was able to foresee where the rainbow would land, with the help of Fillindyl's knowledge of the stars. Thus, when the need appeared, they were able to enter it and flee their homeland.

The Magic Rainbow is the common arch of our skies; however, very few people know that it is indeed magical and that it can reach any place a traveler is seeking, whether real or imaginary, if its secret is learned. The inside of the rainbow is a dimension by itself, inhabited by powerful creatures. Some have been placed in the rainbow by its creator; others discovered the way in and settled there, for a quiet existence, eventually making visitors pay them a fee to get back out.

Within all the areas described in this chapter, the walls, floors and ceiling are totally impervious to physical damage and to a mortal being's magic. Similarly, all spells cast by a mortal creature that are related to transportation (such as *teleport*, *levitate*, *fly*, *gate*, *dimension door*, *pass-wall*, etc.) do not function - they automatically fail with a miserable whining sound. The same limitation applies to magical items with similar powers. If magic is detected for, everything seems to radiate powerful magic.

Optional Campaign Setting

If the option of such a rainbow is desirable in your campaign world, use the following guidelines.

The rainbow appears in very many places, often for just a few minutes (1d6 rounds), but it never lands twice at the same spot within less than a century. If it lands in the same region, it would be at a minimum of 10 miles away from the previous spot.

An experienced astrologer (at least a 10th level magic-user or elf trained in astrology) may predict where the arch will land, by using an elven star map (such as the one given to the party). The chances of success are of 1% per level + 1% per intelligence point. If the astrologer's attempt misses (secret roll) by more than 50%, the prediction will be false. If the secret roll has succeeded, the astrologer will find a spot within 50 miles of his/her position where the arch will land, and the exact moment from the time his computations end to six months later. The time and location are determined at random the following way:

Time: 2d100 days (at 1d10 hours counting from sunrise)

Distance: 1d10 + 2d20 miles away.

Direction: 1d8 (N, NE, E, SE, S, SW, W, and NW).

The calculation time takes 2d10 hours; however, in case of emergency, the quickest way to obtain an exact result is by casting a *wish* spell, provided one is available to the character (see the Appendix Section for the *wish* spell). In no way can any spell cast by a mortal being affect the magic rainbow.

Encounter Key

1. The Bridge of Light

The sun has been playing with the clouds and the mist in the air for several hours when a huge, multicolored arch slowly materializes. A smaller bridge made of scintillating light appears, arching over the water, from the party's location to the base of the rainbow. However, there does not seem to be any opening where the bridge meets the base.

Though the rainbow and the small bridge take about a turn to materialize or to fade, they only remain fully visible for 1d6 rounds. If the players seem to hesitate, say that the rainbow is slowly fading away. The party is still able to walk on the bridge and enter the base of the rainbow as it fades.

If the PCs observe one of their party moving on the bridge, this adventurer seems to fade away as he approaches the base of the rainbow.

When the adventurer touches the shimmering surface of the rainbow, which is three-dimensional, he will actually be dragged into it. The cross-section of the rainbow appears cylindrical to outside observers. Once inside, there is no way out other than discovering its secret (see encounter 2 below).

2. The Spheres of Color

After crossing through the outer surface of the rainbow, you appear in a huge triangular room, much bigger than what would be guessed from outside. The room has the shape of a crystal prism, starting from the floor of the room and extending up into the sky, like an endless curving triangular tube.

Under your feet, the image of Selinar becomes smaller each instant, blending into white and grey clouds, high above the

land. The vision of the clouds is soon replaced by seven large, round spots appearing on the floor, each of a different color.

Most amazing is the presence of hundreds of translucent spheres floating about the room. All of them are as big as a horse and have the same colors as the seven large spots on the floor. They slowly fly through the room, softly bumping into each other or against the crystalline surface of the inner rainbow, like motes of light.

The rainbow has now left Selinar. The characters are trapped inside the traveling arch, high above the ground, until they discover its secret. Only then does it land somewhere. The inside of the rainbow is equivalent to an extra-dimensional space. Creatures with a total wingspan of more than 2 feet cannot fly in this area because of the profusion of levitating spheres. A strong wind created in this area causes all the spheres to bounce furiously about. Although harmless, this totally prevents any further spell casting or physical activity until the wind ceases.

The levitating spheres are indeed magical. Each of them is large enough to carry one character and his equipment. A character may ride any sphere by just climbing on it (or mounts can be fastened to two large spheres). Once this happens, the sphere starts going up with its rider, into the prism of light, increasingly gaining speed. The surface of the spheres is soft, allowing the riders a firm grip. If the PCs do not think of climbing onto the spheres, you may help them by having a sphere pop out from the invisible floor, under a character, gently carrying him upward through the rainbow prism.

There are seven different colors, in this order: red, orange, yellow, green, blue, indigo, and purple. The order of the colors is important in the mechanism of this encounter. PCs may choose to ride the color they want.

After a few instants, each sphere with a rider rushes from one end of the rainbow to the other, back and forth, as long as there is a passenger on it. A rider cannot control his flight along the prism. The spheres do not slow down, stop, or go backward in mid-flight.

Both ends of the rainbow are similar, with seven round spots appearing on the floor. The riders must aim (roll against Dexterity) at the spot corresponding to their sphere's color. Every time they bounce on the right spot, their sphere changes to the *next color* (from

CHAPTER 2: THE MAGIC RAINBOW

red to orange, from orange to yellow, etc.). When a purple sphere finally hits the purple spot, the sphere bounces away but the rider instantly vanishes. He actually reappears in area 3.

If the rider misses the right spot, the sphere bounces back, with the rider, and changes to the *previous color* (orange to red, red to purple, etc.). By the same token, the sphere gains more speed which penalizes the next roll against Dexterity by 1 point.

If the PCs do not think of controlling their spheres, nor of bouncing off the spots in the proper sequence, then have their spheres bounce on any colored spot, choosing the colors at random. Make sure that you describe the effects of bouncing to the players. Eventually, a purple sphere will hit a purple spot and its rider disappear.

The rider is allowed to jump in mid-flight from one sphere to another with a successful Dexterity check. If the attempt fails, the character falls on another sphere determined at random. A rider can do so in order to ride a slower sphere, thus restoring his chances to hit the right spot, or to change to a color closer to purple.

If a character remains on the same sphere from the beginning and the speed penalty has reached his Dexterity score, the sphere explodes in a violent flash of light. The same thing happens if the character inflicts so much as 1 point of damage to the sphere. The victim takes 2d20 points of damage and falls on another sphere determined at random.

Unconscious characters keep on tumbling forever from one sphere to another, unless the body is removed by some visiting creature. If a party member tries to recover an unconscious victim, he must do so while riding his own sphere, and roll against Strength to grab the body from a nearby sphere.

3. The Petrified Omens

Read the following boxed text to the PCs who successfully hit the purple spot with their purple spheres.

The spheres of color disappear and you now stand in an oval room. The walls, the floor, and the domed ceiling seem to be made of pure solid light, softly glowing in varying color patterns. At the other end of the room stand three oddly shaped statues, each radiating a bright aura. The detail on the statues is incredibly precise, despite the fact that they seem to be made of a conglomeration of different creatures.

The statue on the left glows a red aura.

There appears to be a fighter's torso swinging a huge two handed sword at three terrified humanoids. Between them, the head of another creature appears, with two long antlers.

The middle statue has a yellow aura, and seems to be made of a confusing crawling mass of short arms and legs, beards and round stocky bodies.

The statue on the right side displays a blue aura. It appears to be a beautiful woman with four tentacles on her back. The bottom part of her body seems feline, with eight clawed paws rather than humanoid legs.

At the base of each statue is written a short sentence. For the red statue: "*Through the red will blood be shed.*" For the yellow statue: "*Through the gold burns infernal fire.*" And for the blue statue: "*Through the blue, rest for eternity.*" Beyond appears a passage with a shimmering curtain of white light.

The curtain of light at the opposite side of the room has no effect other than to block the view into the next area.

Each statue is a conglomeration of several creatures, victims of the rainbow's secret. They have been *teleported* here, and turned into stone as a warning for other intruders (see area 4 for more detail). If the party attempts to turn back to flesh one statue, all the creatures within that statue are revived and separated unharmed.

The first statue, with the red aura, contains a mujina. He was chasing three hapless orcs when they entered the red alcove in area 4. They were *teleported* to this spot and frozen in their final pose. The mujina was a spy sent by Moorkroft I before his original assault on the Elven Land. He managed to follow the Feadiels up into the rainbow, but apparently did not have as much luck (see Encounter Setting).

If the party turns him back to flesh, he is eager to join the party and resume his final mission — destroying the clan. The orcs were rebelling followers of the mujina. They did not want to enter the rainbow and the mujina was about to settle the discussion in a most traditional way. The other creature is a rust monster that wandered in from area 4b.

The second statue contains a party of seven of the most greedy and avaricious dwarves. When they read the word "gold" at the base of the yellow statue, they went berserk and charged into the yellow alcove in area 4.

If they are turned back to flesh, there is a short scuffle punctuated with a series of "Let

me go first...no, me...I got here before...I'm your elder, I have right of way...Don't push...", until one of them realizes they are being watched. The dwarves are not hostile, they are just a poor sample of their race: loud, rude, greedy, hot tempered and not particularly bright. They are willing to join the party until the elves reach the Elven Land. From there, they choose their own way. The dwarves, all 5th level, are brave fighters, but they often prove to be more of an embarrassment, particularly when it comes down to pride and treasure. They have a tendency to go berserk at the idea of gold or gems of any sort (gold dragons and amber golems will do! — areas 4 b-c).

The third statue, with the blue aura, contains a young, pretty 5th level female thief, Aurora, with two pet displacer beasts which she can mentally control. She is the victim of a vampire's *charm*. Her task is to seek a new land and fresh blood for her undead master. She wears an amulet that, if the command word is spoken, summons her master. When the word is spoken in reverse, the vampire is sent back to his original land. She attempts to call her master at a moment the party is most vulnerable, more likely at night when most are sleeping.

If she is turned back to flesh, she tries to befriend the party and be as helpful as she can, until her duties must be performed. She otherwise follows the party as long as she can without her secret being discovered. Aurora's favorite weapons are bolas, but she also has a short sword and a magical *whip* + 2.

4. The Hall of Khroma

Three corridors enter this large square hall from the same side. As shown on map 2, the corridor on the left has two red curtains of light. The one in the middle shimmers with two similar curtains, but of a golden hue, and the corridor on the right has two blue curtains. The curtains block the view beyond. All three passages are connected to each other in their middle section, and lead to the larger hall (area 4) beyond the curtains of light. The party may safely cross the curtains of light; however, keep track of the last two curtain colors each PC passed through. Their true function, as is explained at the end of this encounter, is related to the hall beyond. Read the following when the party enters area 4.

In the middle of the room stands a small square platform covered with metal mirrors. The sides are slightly slanted. The ceiling of the room is a large, night blue

dome covered with small reflecting mirrors, all in the shapes of stars, moons, and suns.

On the walls six alcoves have been carved: two on the left, two on the opposite wall, and three on the right. Their colors, from left to right, are red, orange, yellow, green, blue, and purple. The inside of each alcove seems to be covered with tiny scintillating gems: rubies in the red alcove, amber in the orange, topazes in the yellow, emeralds in the green, sapphires in the blue and amethysts in the purple.

The curtains of light in the corridor are part of the mechanism to exit the magical rainbow. The relationship between the colored curtains of light and the alcoves is the key to the rainbow's secret. The last two curtains a character crosses determine which alcove should be used next. For example, if a character passes a yellow curtain and then a red curtain, the corresponding alcove is orange (yellow + red = orange; yellow + blue = green; red + blue = purple).

If the characters understand this mechanism right away, then they can avoid many dangerous encounters. The guidelines given below explain what happens according to the choice of each PC.

Portals Alcove	Chosen Effect	Crossed
Yellow + Yellow	Yellow	A
Red + Red	Red	A
Blue + Blue	Blue	A
Yellow + Red	Orange	B
Yellow + Blue	Green	B
Blue + Red	Purple	B
Any other combination		C

Effect A: The character is immediately teleported into the statue corresponding to the choice of colors (see area 3). The character turns to stone and becomes part of statue (no saving throw). If the party observes the statue, they see features of the new victim mixed with the other creatures already there.

Effect B: An invisible force gently pushes the character out of the alcove. A bright ray of the same color as the alcove fills that space and is reflected to the center of the room.

If the green, purple, and orange rays have been triggered this way, then the three other alcoves also project their colored rays on the side of the platform in the middle of the room. A column of white light then rises from the

platform. At that particular moment, any character stepping on the platform, into the column is teleported to area 5.

Effect C: If a character has chosen a series of colors that do not match at all (like blue + yellow portals, and then any alcove other than green; or, red + red and then any alcove other than red), the character is instantly teleported to the area corresponding to the alcove's color (areas 4 a-f).

For example: a character chooses red + blue and then goes to the yellow alcove; the character is teleported to the "Goldenland," area 4c. If the PC manages to come back from that area, he may freely return to that area, using the same process.

If a character passes more than two portals before going to an alcove, only consider the last two. If magic is detected, the portals, the alcoves, and the platform will radiate a strong aura. The gems in the alcoves are tiny and attempting to remove them would destroy them. Up to three characters may stand in one alcove.

4a-f. The Lands of Colors

The characters must reach the second pedestal appearing on the opposite side of the cavern in which they arrive. It teleports them into the alcove they originally entered.

These areas are part of parallel worlds where everything is based on their respective colors, or variations on them. For example, in Scarletland (see area 4a), the sky, the grass, the trees, and the creatures living there are red. For a campaign setting, use the regular D&D® Expert campaign map if the party decides to venture into these worlds. Ignore the cities and the people normally appearing on the map. Anything of white color remaining over an hour in these parallel worlds becomes the same color as the world. If the DM wants to expand his campaign to those worlds, creatures and intelligent inhabitants can be created, provided they are of the corresponding color. If this option is not desired, then remind players of the urgency of their quest and that parallel worlds can wait.

4a. (Red Alcove) Scarletland

After a blinding flash of crimson light, you appear to be standing on top of a pedestal, inside a huge cavern. The floor, the walls, and the vault are made of clouds as red as blood, turning to shades of pink and fire

under scarlet sunrays. The light enters from a large cavern mouth, opening onto a field of rust clouds. On the opposite side of the cavern stands another pedestal, similar to the one on which you stand. Behind it, absolutely immobile, a gigantic statue of reddish metal is staring at you.

In the middle of the cavern lies a mound of salmon tinted coins and glittering rubies.

The keeper of this cavern is in reality Fosfar the red dragon, brother of Sulfar (see Chapter 1). It is currently invisible, and sleeping on top of the hoard. The elves in the party should not be able to use their infravision since there is light coming from outside. Fosfar secretly followed the mujina into the rainbow (see area 3). After finding this place, it decided to settle down, thinking that this must be the native land of its kin. It totally forgot about the Feadiels.

The huge red statue was the original guardian of this place. It used to be a gargantuan version of an iron living statue, but Fosfar managed to immobilize it with the help of its pet, a rust monster (the ancestor of the one found in area 3). Since then, the statue has been unable to move, all its joints rusted stiff. All it can do is turn its head and watch trespassers approaching, which produces a horrible creaking sound. It can see invisible creatures. Inevitably, this awakes Fosfar.

Fosfar's Spells:

First Level: Charm (x2), Darkness (x3)

Second Level: ESP, Invisibility (x2), Mirror Image

Third Level: Dispel Magic, Hold Person, Slow

Fourth Level: Curse, Wall of Fire

The dragon first observes the party, then casts ESP and Mirror Image spells while it is invisible. Next, it waits until it can roast a maximum number of characters with its breath weapon. During the ensuing melee with survivors, Fosfar attempts to prevent characters from climbing onto the second pedestal by using Slow, Hold Person and Wall of Fire spells. Fosfar eventually bestows a Curse on the last PC leaving the cavern. However, the dragon does not follow the characters once they have teleported back into area 4.

The party may release the giant statue by hurling oil flasks on the statue (10% chance per flask, cumulative). When free, the statue immediately starts wildly punching at the

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dragon. If the dragon is reduced to less than half of its hit points, it flees through the cavern opening. If characters are still in the cavern at this time, the statue turns against them, trying to smash them with its fists.

The characters have the option of leaving the cavern through its opening. However, this lair is on clouds, three thousand feet above ground. The area below would correspond to Glantri City in the original party's world. Most of the land below is infested with giant red ants and rust monsters.

The dragon's hoard contains 10,000 gp, 5,000 gp, and 200 rubies at 50 gp each.

4b. (Orange Alcove) Amberland

After a blinding flash of coppery light, you appear to be standing on top of a pedestal, inside a huge cavern. The floor, the walls, and the stalactites hanging from the vault are made of smooth bronze stone, as smooth as amber.

On the opposite side of the cavern stands another pedestal, similar to the one you stand on.

Strange ochre tinted sunrays filtering through the cavern mouth glisten on the back of three eerie amber lions. They slowly turn their heads in your direction.

The three creatures are amber golems. They immediately sight the party, whether visible or not, and start roaring loudly. This causes 1d4 stalactites to fall on each PC in the party. They automatically hit, inflicting 1d6 points of damage.

Two amber lions then charge the party, while the third remains out of the melee, to continue roaring. Flying characters are as vulnerable to the falling stalactites as the ones on foot. Amber lions are immune to the falling stones, and have no treasure except themselves. A crushed amber lion produces 2d20 fragments of amber, each worth 1d6x100 gp. The amber fragments' weight in coins is equivalent to half their value in gold pieces.

The area beyond the cave would correspond to the Ylaruam city in the original party's world. Ochre jellies are a common horror there, and many great cats of all sorts roam the land.

4c. (Yellow Alcove) Goldenland

After a blinding flash of fiery light, you appear to be standing on top of a pedestal, inside a huge cavern. The floor, the walls, and the vault are made of pale platinum

clouds, turning to gold and honey shades under the sunrays. The light entering from a large cavern mouth opens onto a field of topaz clouds. High brass pillars rise from the sides as though they were supporting the cloud dome. On the opposite side of the cavern stands another pedestal, similar to the one you stand on.

In the middle of the cavern is a man with blond hair, copper skin and a long citrine robe.

The man, who calls himself Aurik, is a large golden dragon polymorphed into a human shape. He does not attack the visitors, unless they seem threatening or hostile.

The golden dragon knows Fillindyl, for he had met the ancient elf when the Feadiels came to this world. If the party manages to prove they belong to his clan, he lets them go to the next pedestal. If questioned about the solution to the rainbow's secret, he kindly explains that he may not give out the answer, for he was himself created as part of the artifact. However, if the party insists, he says that the art of creating new colors from simple ones often opens many doors.

Aurik wears a *ring of three wishes*. See the Appendix section on the use of the spell of that name. The item appears as a golden ring with three pearls embedded in it. A pearl disappears each time a *Wish* is cast. Once all pearls are gone, the ring loses all magical powers. If the party is friendly and brings the body of a dead companion, Aurik agrees to bring that character back to life, using one of his *wishes*.

Aurik's Spells:

First Level: *Charm, Detect Magic, Light, Magic Missile, Sleep*

Second Level: *Detect Evil, ESP, Invisibility, Web (x2)*

Third Level: *Clairvoyance, Dispel Magic, Hold Person (x2), Protection vs. Normal Missiles*

Fourth Level: *Dimension Door, Polymorph Self, Polymorph Others, Remove Curse*

Fifth Level: *Conjure Elemental, Magic Jar, Teleport*

If the party attacks him, Aurik turns into his ancient huge golden dragon form and attempts to neutralize the party without physical damage to them. In the process, Aurik casts spells such as *Charm, Sleep* (against NPCs), *Web*, and *Hold Person*. If this fails, he uses one of his *wishes* to *teleport* the entire party back into area 4. He then dis-

ables the entrance pedestal by casting a *dispel magic* on it.

The dragon's cavern is in the clouds, above the area known as the city of Specularum in the original party's world. The area below is widely contaminated with yellow mold.

4d. (Green Alcove) Jadeland

After a blinding flash of emerald light, you appear to be standing on top of a pedestal, inside a huge cavern. The floor, the walls, and the vault are made of shiny jadelike stones, turning to pale green shades under viridescent sunrays. The light enters through a large cavern mouth, opening onto a malachite forest. On the opposite side of the cavern stands another pedestal, similar to the one you stand on.

In the middle of the cave, a huge, loathsome, and rubbery humanoid creature stands up as it sees you.

This creature, which calls itself *Grand-Glauque* (pronounce "gran'-gloak"), is a gargantuan troll whose stupidity is as monumental as its boredom. It immediately charges one party member at random, in order to capture him. His intentions are to lock all the characters up, one after the other, into small separate cages, like song birds, so they can entertain him. All prisoners are stripped of their equipment (50% chance the troll gives it away to his mate). Eventually, the troll eats the characters who refuse to sing.

Grand-Glauque actually gains hit points from physical damage. Only fire and acid can reduce it to 0 hit points and kill it. Any single hit inflicting 10 points of physical damage or more severs a portion of its body. It does not regenerate, but each piece that is severed becomes a normal troll in 1d6 rounds. The troll is too stupid to have any kind of valuable treasure.

The land beyond the cavern corresponds to the Alheim forest of the original party's world. Most of that land is contaminated by clusters of green slime.

4e. (Blue Alcove) Azureland

After a blinding flash of sapphire light, you appear to be standing on top of a pedestal, inside a huge cavern. The floor, the walls, and the vault are made of clouds, as blue as turquoise, turning to light blue shades under cerulean sunrays. The light enters through a large cavern mouth, opening onto a field of azure clouds. On

the opposite side of the cavern stands another pedestal, similar to the one you stand on.

In the middle of the cavern lies a large blue dragon atop a mound of aquamarine tinted coins.

This large blue dragon, answering to the name of Sappho, is the keeper of this cave. The chances she is sleeping are as normal. If Sappho wakes up, she sniffs at the intruders, waiting to see if they are hostile or not. If they are, the dragon attacks the party by first using her lightning breaths. Once she runs out of breath weapons, Sappho becomes hysterical and uses her three *Web* spells at first opportunity. Each time one character is trapped, the dragon attempts to pick up the PC, fly out and drop it beyond the clouds.

Sappho's Spells:

First Level: *Charm* (x2), *Darkness*, *Ventriloquism* (x2)

Second Level: *ESP*, *Mirror Image*, *Web* (x3)

Third Level: *Clairvoyance*, *Dispel Magic*, *Hold Person*

If the party doesn't appear to be hostile, she agrees to let them cross her abode, in exchange for which each character must offer her one magic item of her choice. For that purpose, she enjoys literally emptying each PC's pockets and bags to make her choice, and satisfy her curiosity.

Sappho is extremely vulnerable to compliments on her beauty and may accept some artifact that will supposedly improve her appearance. Perfumes, powders, make-up and even a well played *phantasmal force* might get the party out of that situation without loss of magical items.

Otherwise, if a PC refuses to give up the item Sappho chose, she enters into a blind rage and concentrates her anger on that character. The dragon's hoard contains 8,000 gp, 4,000 pp, and 300 sapphires at an average of 40 gp each.

The area below the clouds corresponds to the city of Norvik in the original party's world. It is the land of frost giants and creatures of the ice.

4f. (Purple Alcove) Violetland

After a blinding flash of purple light, you appear to be standing on top of a pedestal, inside a huge cavern. The walls and the vault are made of rough stone, like un-

polished amethyst. On the opposite side of the cavern stands another pedestal, similar to the one you stand on.

Strange violet tinted sunrays brighten the mauve sand dunes, forming a round halo at the center of the cavern.

Despite billowing lavender dust clouds near the entrance, you can see two purple skeletons on a narrow ledge. There is no other activity in the cavern. It seems deserted and inhospitable.

Suddenly, you a faint shriek near the vault of the cavern. You realize the vault is creeping with thousands of small purple bats.

Under the sand live two purple worms. The length of the cavern from one pedestal to the other is 300 ft. If the party decides to cross the cavern on foot, walking on the sand, there is one chance out of six (roll 1d6 for every 10 feet the party advances) that the two purple worms feel the vibrations and attack from below. The purple worms always surprise the party on their first attack, since they try to engulf a victim by attacking from under the sand.

If a character attempts to fly, the thousands of bats start screaming and shrieking, flitting all over in the cavern. They are harmless and fly out within the round. However, the noise alerts the purple worms. They are big enough to rush out from under the sand and try to swallow the flying characters in mid-air.

The ultra-violet rays coming from outside are poisonous. Their reflection into the cavern should cause the party to save against Poison, each round, or take 1d6 points of damage.

The skeletons are the remains of two members of the original Feadiel family. As they attempted to explore this cavern, they realized the danger lurking below the sand. Exhausted, badly wounded and sick from the ultra-violet rays outside, they quickly died. If the party searches their bodies, they find a note saying: "Praise the stars, for one day we shall return to our Sanctuary. The 12 keys shall be reunited and our brothers awaken."

The area beyond the cave would correspond to the Thyatis city in the original party's world. The purple worms have no treasure.

E. The Exit

The room, the blinding light and the dazzling colors fade away and you appear, outside, on a bridge of light similar to the

first one. You have returned to the world where a golden sun shines in a blue sky, where grass is green and the earth brown.

After stepping into the column of white light (see area D), the party is *teleported* to the final exit. The party appears at area A in the Elven Land if they entered the rainbow from area C in Selinar. Otherwise, they appear in Feador, if they were returning home. The magical rainbow disappears and will not return to this spot for at least another century.

If the dwarves are still with the party, they decide to leave the PCs and go on by themselves. Being with elves is not what they have been striving for in their lives.

CHAPTER 3: THE ELVEN LAND



Encounter Setting

The land of the ancients is a remote realm, bordered on the north by a huge swamp-forest, on the east and southeast by a chain of high mountains, and on the west by an ocean. The south is open to vast steppes. Most of the realm is covered with forest; however, Moorkroft IV keeps several areas open where he has established permanent garrisons.

Shortly before the invasion of Moorkroft I, the elves hid their Tree of Life at the center of their clanhold, beneath the surface of the ground. An architectural trick enables the tree to have direct sunlight despite its unnatural location.

The forest was originally divided into four areas called *Ietzirah*, *Beriah*, *Atziluth* and *Asiah*, the four archaic terms for Water, Air, Fire, and Earth. The encounters which follow are based on the 12 elven star signs. After a few encounters, the players may discover the connection between the encounters and the star map that was given to them at the beginning of the adventure. If the players think about using the star map, it should help them prepare for some encounters. The entrance to the sanctuary is enchanted and requires the reunification of 12 magical keys, presently in the possession of various creatures of the forest. The magical writings on the star map should help the party understand they ought to be looking for "12 keys to the stars."

The party may either arrive in this forest at the crystal dome (area A) if they just left the magic rainbow (see previous chapter), or

directly in the Tower of Light (see Chapter 4). In the first case, encounter A should give them sufficient clues on what to do next. In the second case, the party has a chance of meeting Moorkroft (whom they do not know yet), who will give them a false mission. So in either case, the party will have clues on where to go and what to look for in this forest.

Movement is the same as in Selinar. If the party takes a direction leading them off the map, give them clues about potential problems (dark and dangerous swamps, high mountains with glaciers and murderous cliffs, unbearable temperatures, lack of food, etc.). If they persist, they eventually reach their kingdom, after a six-month trek to the southeast. Their return to the Alfheim should only be possible with some manipulations such as an omen, a helpful guide, a prankish sprite, or some other means.

Random encounters will occur on a roll of 30 or less on a d100 every six hour period (20% during nighttime). The random encounters and monster tables are located on the inside of the module cover. Some of the random encounters could be used to help the players better understand what has happened and what they should be looking for. A prisoner may reveal some detail about Moorkroft, a woodland being could tell about "legends and folklore," etc. That information would only reveal enough for the party to clearly understand what they should do next, such as finding the 12 keys, or finding a lost sanctuary, destroying an evil lord, etc. You may intervene with those encounters if you feel the players are drifting from their goal or are

having difficulties.

Most of the programmed encounters appear in a designated hex on the map; however, for the sake of playability, assume that they may occur in that general area, when the moment seems the best for the party to make that encounter.

Final Battle Option

The end of the adventure will see the final battle between Moorkroft's army, the PCs' forces and woodland allies (ancient elves, and creatures of the forest). The party may prepare their forces, starting from this chapter. Their army forces vary depending on the party's course of actions. More details on that matter are given in the Appendix section.

The party may gather help from several encounters. For centaurs, rocs, and griffons, see the end of encounters C, E, and F. For the ancient elves, see chapter 5. Other creatures may be rallied for the battle from random encounters. If the party manages to befriend these woodland creatures, allow the party to maintain contact and call for their help at the moment of the final battle.

At the Dungeon Master's option, the random creatures likely to join the elven army are the treants (1d20 + 5), the sprites (d100x10), the pixies (3d100 + 15), the blink dogs (3d8x10) and the unicorns (3d8x10). They would only join the party if approached in a friendly manner, or if the party is able to perform some useful service for the creatures, such as getting rid of a local foe, curing diseases, breaking curses, etc.

Encounter Key

A. The Crystal Dome

All the surrounding area seems to be covered with endless ruins. In most of the available space, between what must have been once gorgeous buildings, oaks and bushes have grown, giving the scene a feeling of desolation.

You stand on a set of concentric circular steps. The platform at your feet is made of crystal, as are four half-crumbled pillars. It seems their purpose was to hold a small crystal dome that has since crashed around the platform.

Four paved roads, partially covered with weeds and bushes, leave this area in four different directions. At the beginning of each a metal slab is embedded, now covered with rust and dirt. You all have the definite feeling of being observed.

If the party scratches the rust and the dirt off the slabs, they are able to read the following words:

- North slab: "Ietzirah"
- West slab: "Beriah"
- South slab: "Atziluth"
- East slab: "Asiah"

If they observe the platform more closely, twelve round depressions, the size of large medallions, are visible in the steps. They are placed in groups of three, each group facing one of the paths. If they detect magic, the platform radiates a strong aura.

The platform is the entrance to the Sanctuary. The Tree of Life is located directly below. To enter, the party needs the magic word, or the 12 keys. The word is not available since the only person to know it, the last Treekeeper, is now dead. If the 12 keys are placed in the depressions, the party sees an ethereal set of stairs, going down below the ground. The stairs end up in area 1, in the Sanctuary (see chapter 6).

If the characters do not figure out what their next step should be, choose one character at random to have a "vision" caused by the Tree of Life. Using telepathic abilities, the magical tree shows that character 12 large medallions with symbols. The chosen character has the feeling that they must be brought back to this place. Another character could receive the following mental message:

"...Yes, my child, you are very close. Look at the base of the platform. There, you will insert the keys and find my roots."

Go now. Follow the four paths, and do not waste time, for I am so weak..."

The whisper, a mental message, comes from the Tree of Life below the platform. It is harmless and tries to instruct the PC on what to do next. It does not respond to questions.



B. The Manticore

Flying high above the hill are three large winged creatures. Your location on the hill seems to be the center of their circular flight pattern.

The three creatures are manticores hunting for food. If the party comes out of the woods near the higher point on the hill, the manticores make several swooping attacks before landing. Once on the ground, they launch a series of spikes in an attempt to force the party back to the forest. A fourth one is hiding in the woods, a short distance behind the party. Once the party runs down to the forest, the fourth manticore starts launching its spikes at close distance. This should surprise the party. The following round, all manticores take off and observe their prey. The four monsters avoid a direct melee if possible.

If the fight turns against the manticores, or if it seems the party still moves toward the top of the hill, the manticores flee to their lair where, if cornered, they fight to the death. The lair is on top of the hill, in a small cavern. The manticores are always in their lair during the night. The lair contains the creatures' treasure, along with a small silver chest. The "Manticore" key is inside.

The party also finds a dusty elven skeleton. It was placed there in the creatures' absence by Moorkroft's lackeys in order to confuse potential intruders. The corpse belongs to the Treekeeper, who died of her wounds after Moorkroft's tortures. An old looking parchment written in elvish was placed near the body. It reads as follows:

"After I realized my activities in the forest were about to be discovered, I ran to my hideout on this hill.

"I knew that if I stayed any longer, my secret would have been discovered. I am ill, my wounds are not healing and my last

hope for our clan remains in the White Tower. The spirit of our lord still controls the upper levels of the palace and protects the forest. But, as I am weakening, he will need more help. If by any chance a pure heart finds this note, go to the White Tower and call the lord in the throne room. Confide in him and he will guide you."

If the party examines the skeleton, they see that the left arm is broken in several places, as well as three fingers on the right hand in a way that would have made it impossible to write anything. The bones of the legs clearly show that the body belonged to an old person with bone deformities (arthritis more likely). Since it takes some climbing to get to the lair, she could not possibly have gotten there by herself. To discover this, the characters have to remove the clothes from the skeleton.



C. The Eagle

On top of a large rocky peak is a strange round wooden structure, made of tree logs. No windows, no doors, nor stairs to reach the top of the peak are apparent.

At the bottom of the rocky outcropping are piles of clean white bones, none of elvish origin. The bones seem to belong to some wild animals commonly dwelling in the forest.

The structure is a roc nest. It contains five unhatched eggs. The nest also holds a small chest with the "Eagle" key to the Sanctuary. If the party climbs up into the nest, there is a 25% chance per round that the owner spots the party. It is a large roc. The bones are the old remains of the roc's previous meals.

The roc fearlessly attacks until the party climbs down the peak. The roc's tactics consist of making a dive alongside the cliff in order to pull off one character (chosen at random). The roc automatically succeeds in the attack if it hits AC 5. It repeats this attack every five rounds, which is the time it takes to fly to the boundary of the forest and drop the character on top of a thick tree. The damage for the fall amounts to 2d10 points of damage. Due to the shock, the character should roll against his Constitution score at -4 or lose

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consciousness from the shock. Victims remain unconscious for 3d4 hours, in the branches of the tree they landed on.

The surviving characters have the option to organize a rescue party to recover the victims hanging in the trees. Each party member should roll against his Intelligence to find an unconscious victim when passing nearby (and if he was looking when the victim was dropped in the forest).

The party could befriend the roc by bringing a large quantity of food. A stack of fresh deer, boars, and wild turkeys should do (or monsters from random encounters in the forest). Allow each PC to catch one such animal, with a roll of 2 on a d10, for each hour spent hunting. Once they pile up the animals, the roc flies down and starts feeding on the fresh meat. If an elf gets closer, the roc realizes that the "visitors" are friendly (as opposed to Moorkroft's hateful humanoids).

Once the roc becomes friendly, it becomes evident that the creature understands the elven language. Unfortunately, it can only answer by shaking its head or nodding. When asked if it knows about medallions, it nods and looks up toward its nest. The PCs may eventually ride it above the elven land for a few reconnaissance flights, and even obtain a safe shelter in the nest. Part of the nest is covered with a crude roof to protect the eggs from the excesses of the weather. The roc agrees to give the medallion to the party if they show they have the "Chimerae" key to the Sanctuary (see encounter D). There may be a lengthy "conversation" between the party and the roc before the players finally understand what to go after. Of course, the party still can attempt to take the medallion by force, but that means they have to kill the roc. The creature feels the presence of the medallion. If someone attempts to steal it, the roc gets hold of the "thiefs" foot and shakes the character until the medallion falls out.

At the end of the adventure, if the party is not able to use the magic rainbow or Moorkroft's portal, the (friendly) roc agrees to fly the party back home, as a reward for destroying the chaotic mage. For campaign purposes, this could be developed into another adventure, since the flight could take weeks if not months.

Rallying the Rocs: if the party later thinks of calling upon the roc's help, the creature flies to the mountains and finds help from others of its kind. The community of rocs there agrees to join the party's war if the party first destroys a black dragon that has been causing some trouble lately. The rocs do not know where to find it (otherwise they would have

attacked it already). Their request is to find the creature and bring it back, dead or alive — or at least some vital part of its body proving it is dead.

What the rocs do not know is that the dragon is in fact an artifact belonging to Moorkroft: a *rod of the wyrm*. It is this creature that has caused the rocs difficulties during the night. Once in a while, Moorkroft sends it out to fetch roc eggs, as potion ingredients. The party must find Moorkroft before they can recover the wyrm (see Chapter 4).

Once the party completes that mission, a flight of 1d10 + 10 large rocs returns with the party and assists them during their combat.



D. The Chimera

At the top of a steep rocky slope, you glimpse the heads of three creatures quickly retreating into a cavern.

The heads are an illusion cast by a magical stone inside the cavern. The stone has the shape of a chimera statue, facing the entrance of the cavern. The stone feeds on the fear it instigates in other creatures, by causing nightmares and horrid visions to appear to those who enter the cavern.

Read the following when the party enters the cavern:

As you observe the interior of the cavern, you feel the chill of fear crawl up your spine. A stone statue of a horrid monster stands in the cave. Absolutely immobile, its three heads seem to gaze at you. You realize there are a lion, a goat, and a dragon head. Suddenly you feel dizzy and your knees grow weak under you.

Roll 1d6 for each character. The result indicates which head is affecting each character: 1-2 for the goat head, 3-4 for the lion head, and 5-6 for the dragon head. What the PC can do is explained after the three nightmare descriptions.

Goat: read the following text to the victim:

Your vision blurs and it feels as if you have been sleeping for a long time. You are sitting in a large room, at a table along with

a series of creatures wearing long, red robes. Two horns point out of their hoods, revealing their goatlike faces. One of the creatures points at you, accusing you of transgressing the law. Shortly thereafter, you feel hands pushing you toward a wooden chopping block, near one of those creatures who is raising a large axe.

Lion:

Your vision blurs and it feels as if you have been sleeping for a long time. You wake up in a long corridor. At one end a dozen large lions rush in your direction. One the other end of the tunnel is a opening leading outside.

Running out, you suddenly arrive in an arena. The voices of hundreds of beholders roar the word "Kill... Kill..." Twelve lions appear at the gate behind you, the glow of hunger in their eyes.

Dragon:

Your vision blurs and it feels as if you have been sleeping for a long time. You are alone in the cavern and your fellow adventurers are gone. In front of you sits a huge black dragon. After a short cynical laugh, it prepares to breathe.

In all three cases, the characters can't really do anything physically (spell casting or fighting). If they do so, they will face a slow doom as the creatures seem to resist damage. If the PC resists a nightmare for more than 10 rounds, shift that character to one of the remaining dreams. Each time a PC shifts to another nightmare, he loses 1d4 points of Constitution.

When the victim "dies," he wakes up with 1d6 points of Constitution less. The damage is not permanent and may be regained at the rate of three points per day. If all the Constitution points of a character are drained, the character dies immediately. A character cannot be the victim of more than three dreams. The nightmares last as long as the victims keep resisting.

During the nightmare, however, the characters who make a strong mental effort to free themselves from the nightmare or illusion may roll a saving throw vs. Spells. If successful, the character wakes up and no damage is taken. Otherwise, things go as described above. 1d6 rounds after the character wakes up, he may be the victim of a second or third dream (if any dreams remain for that charac-

ter) unless he saves vs. Spells.

If the statue drains 10 points or more, it creates a spectral chimera which attacks anyone in the cavern, preventing him from harming the statue. It is equivalent to a normal monster, except that it is translucent and spells do not affect it. If not destroyed, it remains as long as the statue is left untouched.

The "Chimera" key to the Sanctuary is embedded on the statue's dragon forehead. Removing the key instantly destroys the statue and awakes the victims with no further damage. The statue itself is impervious to physical damage.



E. The Centaurs

As you follow the path, you hear the familiar sound of arrows whizzing past the party to thunk into trees. You realize there are two groups of creatures, half-men, half-horses, on both sides of the path, shooting arrows and spears.

The creatures are centaurs. They did not mean to attack the party. Two factions are fighting each other over a decision the clanmaster did not make.

Several weeks ago, Moorkroft visited the tribe after they had a memorable feast. He took advantage of the situation to kidnap the clanmaster's son. Since then, the clanmaster faced the dilemma of whether he would attack the white tower or accept the mage's authority over this part of the forest. Because of his hesitation, two factions divided the tribe: those eager to attack the tower and those fearing a violent retaliation from the black hordes garrisoned around the forest.

The centaurs began their fight when the party walked right in between the two factions. If the party counterattacks, all the centaurs concentrate their fire on the "strangers," and then resume their quarrel. There are 30 centaurs on each side.

If the characters win the fight, the centaurs of both factions automatically become their enemies, including any other centaurs the party may encounter later in the adventure. The centaurs would never join them later in a war against Moorkroft.

If the characters flee or surrender, the fight comes to a halt and the centaurs surround

them. They are suspicious about these visitors, since none have ever seen an elf before. Intrigued, they listen to what the party has to say instead of fighting each other.

Realizing the party has nothing in common with the black hordes, they let the characters speak to the clanmaster, who explains what the problem is. It becomes obvious to the party that the tribe hates the master of the white tower. If the party mentions they are seeking round medallions, the clanmaster says that he has one of that sort, but he only gives it to the party if they retrieve his son currently imprisoned in a large white tower, southwest of this place. Another 30 centaurs escort the clanmaster.

Rallying the Centaurs: If the party successfully retrieves the young centaur, the entire tribe befriends the elves and agree to fight beside them against the black hordes, later in the adventure. They are able to call to arms most of the tribes in the Elven Land: 3d100 + 100 adult centaurs.



F. The Griffon

If the party crosses this vast area, read the following text:

As you walk through this large grassland, you feel a low underground rumble, quickly increasing into a loud roar. Suddenly, one of the party members is thrown into the air by a violent column of water gushing out of the earth.

This area is one of the rarest geological phenomena of this world. Walking on this area creates and amplifies powerful vibrations causing geyserlike activities. The geyser holes are not visible because they are covered with a layer of limestone and grass, sufficient to resist the weight of several men. However, when the water erupts, the crust breaks and whatever stands on it is thrown into the air and tumbles atop the liquid column for 2d6 rounds. At the end of that period, the victim falls to the ground, taking 1d6 points of damage.

As the party moves, there is a 30% chance per round that each character will be the victim of a geyser, unless he stays absolutely motionless, *levitates*, or *flies*.

As you battle against the water, a flock of large flying creatures appears in the sky. After a short preliminary observation, several of them initiate a swooping maneuver.

A flight of 16 griffons was hunting for prey when it saw the party. Used to the phenomenon, they swoop down in an attempt to capture whatever has been caught on the waterspout, and then fly back to their lair on the north side of the volcano.

These griffons have been magically affected by the ancient elves. All of them, including their direct offspring, are bound to be loyal steeds for elves. They understand a limited form of elvish. Upon arriving at their nest, they recognize the nature of their prey and not harm them. If the party asks for a round medallion, an old griffon scratches the ground and uncovers the remains of several creatures, half-man and wolf. They attempt to make the party understand that the medallion is in an enemy camp and that they want the party to ride them and lead a raid against the camp.

If the party accepts, the griffons lead the PCs to a collection of worn special saddles, harnesses, and long cavalry lances for the party to use. Once mounted, they make a swift but careening flight to the camp, south of the volcano (see encounter N). If the party successfully storms the camp, they are able to retrieve the "Griffon" key to the Sanctuary.

Rallying the Griffons: If the camp is successfully stormed, the griffons agree to fight in a major battle later in the adventure. They can rally up to 5d10 normal griffons (+ the 16 of this lair) from the local mountains for this purpose.

Riding the Griffons in Combat: Flying mounts of this sort requires more skill than riding a simple warhorse. Unless the PCs have already received such a training in their campaign world, use the following guidelines.

The rider should be able to control the mount; however, if hit (at least 5 points of damage in one blow) while flying, the character should roll against his Strength or fall off the griffon. Before the character hits the ground, the griffon dives and catches the rider if it hits AC 5. One such attempt is possible for each 300 feet of altitude. If not ordered otherwise, the griffons will fly at 300 feet. Any other rider nearby could attempt to "intercept" the falling rider by first making

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an initiative check. If that fails, the rescuer is too far away; if the roll succeeds then proceed as above.

If the rescue maneuvers fail, the falling rider hits the ground. The victim should save versus Paralysis at -5 or die on the spot. If the save is successful, the character survives with one hit point left and 1-2 broken bones (at random: a leg, an arm, a rib, etc.).

When hitting a target during a swoop attack with a lance, the rider hits at +5 and inflicts triple damage to the target. When using missiles, the rider hits at -3 because of the speed and wings movement. There is no further change for melee weapons, except that anything shorter than a sword is unusable from the back of a griffon. During a swoop attack, a griffon can only use its two front claws.

Spell casting is possible when flying on a griffon, providing the griffon is not engaged in melee and the spell caster has not sustained any damage during that round.



G. The Warrior

Standing above two rocks, a 30 foot high metal statue of a wrestler seems to stare down at the narrow path winding between its legs. The statue is absolutely motionless; however, a slight reflection occasionally glitters on its forehead.

The statue is a bronze golem and will awaken if it is touched. It relentlessly pursues all the creatures visible at the time it was activated, attempting to step on them along the path. The small object shining on its forehead is the "Warrior" key to the Sanctuary. When it is removed, the bronze golem is instantly destroyed.



H. The House

In the middle of a peaceful clearing appears a small cottage with flowers growing at the windows, and a white fence. In a

tree, near the house, a dozen multicolored birds gently sing a familiar tune, and one can hear the voice of a young maiden singing in the house.

If the party met the dwarves in the rainbow and they successfully came out with the party, add the following description:

Seven backpacks apparently of dwarven make have been left on the lawn, near the gate.

The creature in the house is a medusa. If someone peeks into the house, the medusa is on the other side, staring back at the intruder. If the party attacks the cottage, she summons an invisible stalker with her magical ring. This item can summon one invisible stalker per day. She then turns *invisible* with her second ring and attempts to surprise the party as they fight the summoned creature. The medusa's gaze does not affect the characters when she is *invisible*. Once every two rounds she appears in front of a character, gazes at him, and turns *invisible* again the next round. Once in a while, the stalker and the medusa switch positions to add to the confusion. She is wearing the "House" key around her neck.

If the dwarves found in the rainbow (see chapter 3) made it to the Elven Land, and provided they left the party, they are all in this house, turned to stone. If the party restores their bodies to flesh, the dwarves are grateful and propose their services for the remainder of the adventure. Of course, the idea of being with elves does not enthrust them all that much, but their pride is at stake. They feel they owe a debt to the party... at least for the moment!



I. The Lizard

A small fountain can be seen on top of a low hill. Pure crystalline water trickles down from the lizard heads all around the center of the fountain.

The hill and the fountain are permanent illusions used to conceal a tyrannosaurus rex construct sleeping underneath them. The back of the large creature serves as a base for

the "hill".

The animated construct is designed to keep trespassers away from this spot. If someone steps on the "hill", the constructs wakes up with a loud roar. Anyone on its back falls off immediately. The monster then attempts to grab one character at a time and throw him away (d100 feet) from the fountain, in a random direction. As with the bronze golem, the "Lizard" key is embedded in its forehead.

If the party runs back to cover, the construct lies back down into the chasm and remains motionless until disturbed again. Shortly after, the illusions of the hill and the fountain rematerialize and conceal the monster.



J. Justice

Only elves are able to see this scene. Men and other races cannot normally see or touch the scale and gold below.

On top of this rocky hill stands a strange plate mounted on a vertical pole, the size of an elf, and glowing with an eerie golden aura. Above the plate is a needle pointing at a graduated gauge.

Lined up at the base of the pole are 10 open pouches, visibly containing large coins.

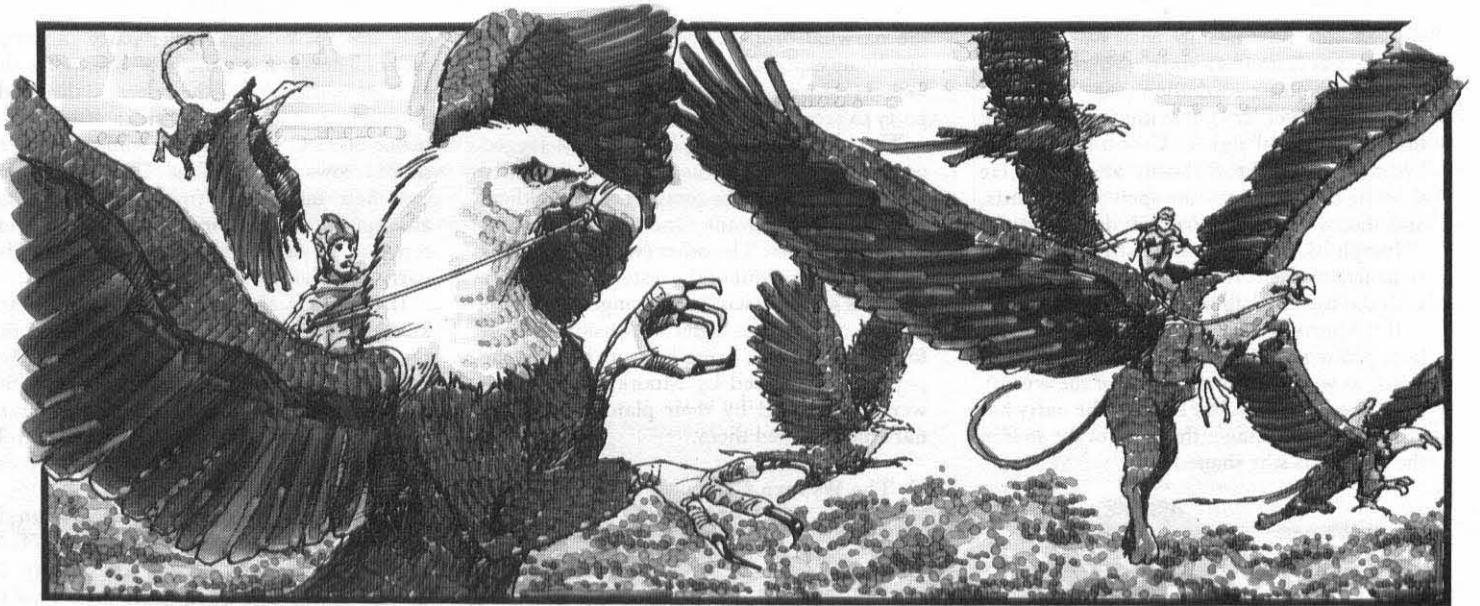
A voice suddenly says: "The pouches contain 10 ounce gold crowns, however, one them has 9 ounce coins instead. If you can find which bag contains the lighter coins, in one single weighing, the key to Justice shall be yours!"

Leaving an item on the plate causes the needle to indicate the item's weight on the graduated gauge; no counterweights are necessary.

If the party manages to find the answer to the clue, the scale disappears, leaving the "Justice" medallion on the bare rock of the hill.

If a character gives the wrong answer, the voice answers "Think harder and try again in a week!" The PC or NPC who gave an answer is no longer capable of seeing or touching the scale, nor does the magical scale "listen" to his voice for a week.

Coins or pouches taken more than 10 feet away from the scale *teleport* back to the base of the scale. Anyone who attempts to damage



the scale is randomly *teleported* to another encounter (within this chapter).

At each new attempt at guessing the right bag, the pouches change their order, *levitating* as they shuffle to their new positions.

Solution to the Problem: Take one coin from the first bag, two coins from the second, three from the third and so forth until you take 10 coins from the 10th bag. Put all the coins at the same time on the scales.

If all the coins weighed 10 ounces the total weight would then be 550 ounces. Subtract from this total the actual weight appearing on the scales. The result indicates which bag has the lighter coins.

Example: assuming the fourth bag contains the lighter coins; $10 + 20 + 30 + 36$ (instead of 40) $+ 50 + \dots + 100 = 546$
 $550 - 546 = 4$ (bag #4).

If the party does not guess the solution, the scale disappears totally. However, the party may be allowed to try again 1d6 days later. The solution to the problem can be obtained in the *Arithmetics Treaty*, in Moorkroft's library (See Chapter 4, The Tower of Light).



K. The Nymph

As you follow the shores of this lake, you see a man wearing black armor desper-

ately crying for help as a snake-like creature, made of water, drags him into the lake.

The creature in the water is an undine. The ancient elves summoned her to guard the "Nymph" key, until elves claim it.

The man being dragged into the water is a wyvern rider from one of the camps (encounter N). His steed was not perfectly tamed; he lost control of it and was thrown. He was on his way back to the camp, east of this location. If the characters rescue him from the undine's grip, he attempts to run away or fight back, completely panicked at the sight of elves.

If the characters let the undine drown this man, or if they find an excuse for their intervention, the undine is willing to speak, as she sees these are elves. Otherwise, she claims the man in black armor. She says he is an agent of evil. She does not have the "Nymph" key. She believes the narwhal (encounter M) took it from her. She is particularly upset about this and does not understand why the narwhal did it since they used to be good friends. So, as a bargaining chip, she stole a key back from her ex-friend. She did not get hers back, but found the narwhal's instead! She returns that key to the narwhal only if he apologizes to her. In no case does she willingly give the key to the party.

If the party asks where to find the narwhal, she tells the party to go south and then follow the river to the ocean.

If the party has already met the narwhal

and let the undine know that he did not steal anything, she then agrees to meet the narwhal in the ocean, and make peace with her old friend.



L. The Hydra

A strange, moldy construction rises above the reeds and the grey-blue trees of this foggy swamp. From a distance, it looks like the wooden structure of an overturned ship.

As you get closer, you see that large round spots of bushes and marsh vegetation have been totally burned around the structure.

The construction is the rib cage of an ancient huge enchanted hydra. If the party digs the rest of the skeleton out, they discover the 12 heads, the tail, and the legs of the creature.

The hydra was slain recently, despite the fact there is only a bare skeleton left (swamp denizens took care of that). It is apparent that there is a round hole on one of the heads, corresponding to the size of the medallions the party is trying to recover.

This hydra was an ancient one, much more malicious and intelligent than its present relatives. To play a trick on the undine and

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weaken her relationship with the narwhal (encounters K and M), the hydra managed to steal the undine's medallion (the "Nymph" key to the Sanctuary), leaving false evidence that the narwhal did it. Unfortunately, the hydra met Moorkroft shortly afterward. He slew the creature for some spell components, and discovered both the "Hydra" and the "Nymph" keys. Since then, Moorkroft has returned to the Tower of Light (chapter 4) with the two medallions.

If the party searches the area, they find his boot prints and the tracks left by his wyvern steed, as well as his staff (a *rod of the wyrm*). The latter has a familiar shape if the party has already met the mage: the print of the staff in the ground is star shaped.



M. The Narwhal

Past the limits of this dense lush forest extends a beautiful beach of white sand. The large swells of an ocean endlessly cover the green waves with white caps, before they crash on the shore.

On the dry sand lies a large black rowboat, overturned and attached to a wooden pole. Far beyond the waves, the ridge of a lonely island rises above the ocean mist.

The creature dwelling in these waters is a narwhal. It will attack the party if they use the black row boat on the beach. The tactic of the narwhal consists of ramming the boat with its sharp horn, in order to sink the boat. The boat can take up to 50 points of normal damage, after which it sinks. Then the narwhal tries to impale swimmers in the water. The boat belongs to the mage's army and was abandoned here after the latest intervention of the creature. If the boat is sunk, or if the party is using another mode of transport, there is a 30% chance per round that the creature recognizes the elves in the water. In that case, the attacks end and the narwhal listens to the party's plea.

The narwhal has no key! The undine (encounter K) stole it from him and he does not know why, since they were good friends. If the party has not met the undine yet, the creature sends them to the site of encounter K to talk to the undine and see what happened.

If the party already met the undine, then

the narwhal probably suspects the hydra is involved, especially since he has not seen it for several weeks. In that case, he sends the party to area L, on the border of the swamps.

The island is nothing but a rocky, jagged peak pointing out of the ocean. If the party searches it, it finds the remains of two soldiers in black leather armor. One has a big, round hole in his chest. The other (who dragged his wounded friend out of the water several years ago) has an ivory scroll case hanging from his belt. It contains an order of mission to hunt for a narwhal and bring back its horn to the palace. It is signed by Moorkroft IV. Both were abandoned by their platoon after the narwhal attacked them.

N. The Wyvern Camp

Eleven of these camps appear on the map. All these encounters are similar.

Dozens of large barracks surrounded by a palisade overlook the local plain, from the top of a small hill. Above the camp, large, winged creatures apparently mounted by riders fly in concentric patterns, some of them landing at the camp, others leaving for some unknown mission. From the middle of the camp rises a high pole with a large dark flag. The symbol is an eye with a black moon behind it.

The camp belongs to Moorkroft's army. It is roughly square, with a watch tower at each corner. It contains 5-8 wooden barracks and two stables. The garrison is normally manned by one hundred orcs and twelve wyvern riders. These are avengers, 5th level chaotic fighters, trained for combat on their wyverns; they fight with spears, long bows, and nets. When the party arrives, there are 70 orcs in the camp, with eight wyvern riders. The others are gone on patrol missions along the mountain border. Anytime a rider is killed, his wyvern flees the battle area and is considered lost. The wyvern riders are not subject to rules affecting the PCs on the back of their griffons (see notes in encounter F).

The garrison's task is to keep watch on the neighborhood to prevent raids from the mountains, or unwanted visits from the south. Anyone approaching in the open, without prior precautions, is automatically spotted. Most of the orcs are armed with short swords and long bows. The camp is under the command of a fire giant escorted by 12 hellhounds.

If the party approaches the camp while flying on their griffons (see encounter F), the wyverns and their riders immediately take off

and attempt to engage the party in aerial melee. They first use the nets to entangle the griffons' wings or pull the riders off their saddles. Then, each wyvern rider attempts to melee one PC on a griffon, while the others shoot arrows at the griffons. The wyverns can use their tails while flying, mostly in an attempt to poison the griffons. The giant remains on the wall, shouting orders. The party could attack him in swoop attacks.

If the giant and all present wyverns are killed, there is a 40% chance per round the orcish units will flee to the mountains (or south, for the southern garrisons). If the camp is destroyed or the remaining garrison has fled, consider the fugitives and the patrols as "destroyed." They do not appear for the remainder of the adventure.

Furthermore, each time a garrison is destroyed, there is a 25% chance the other camps are alerted by spies or messengers. In that case, since the troops have orders not to enter the forest, all the troops retreat either to the south, or to the mountains to form larger fighting corps (including their patrol units).

O. The White Tower

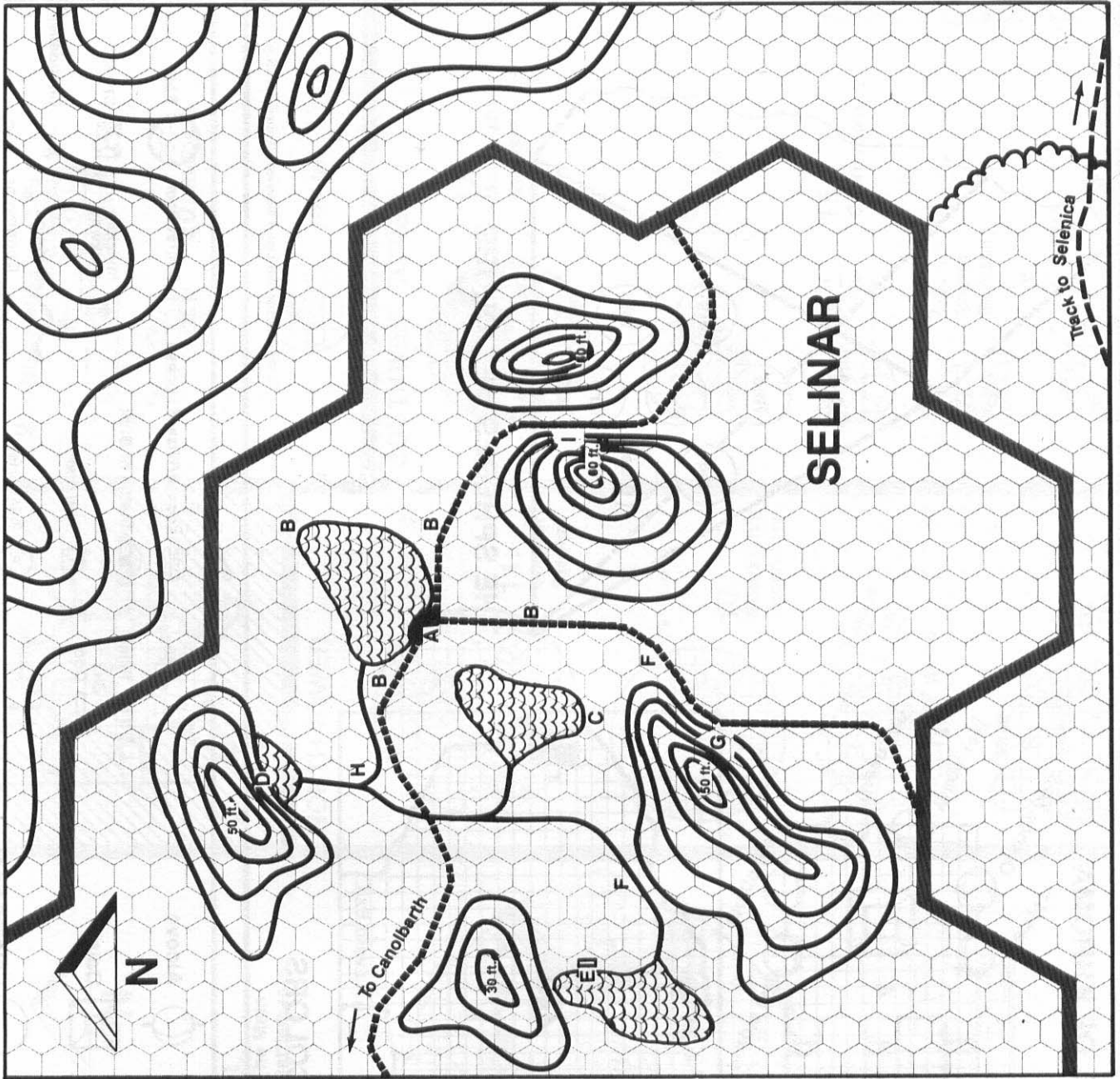
High above the trees rise three towers. Their fine slim architecture and their white shining stones remind you of the old elven construction style.

A wide quiet river flows on both sides of the magnificent castle. An elegant bridge arches over the natural moat, to a huge gate carved from oak. Around the lower part of the castle appear high stained glass windows and smaller watch towers. Above the first battlements, three large towers rise, flanked by two smaller ones. On their spires, flags bearing elvish runes and symbols fly in the breeze.

Familiar armor of elven design appears at the battlements.










The elven guards seem to be mere empty shells. They are in fact empty armor that has been enchanted. They mindlessly defend the castle if it is attacked or if ordered to do so by the mage himself. Otherwise, they remain absolutely motionless.

The party can safely advance across the bridge in order to enter the castle. If they openly try anything else, the enchanted armor attacks by shooting clusters of arrows. The only way to open the gate is to slam the metal door knocker three times on the door. The double doors then open inward to free the passage. The gate is enchanted and requires at least 100 hit points to destroy.

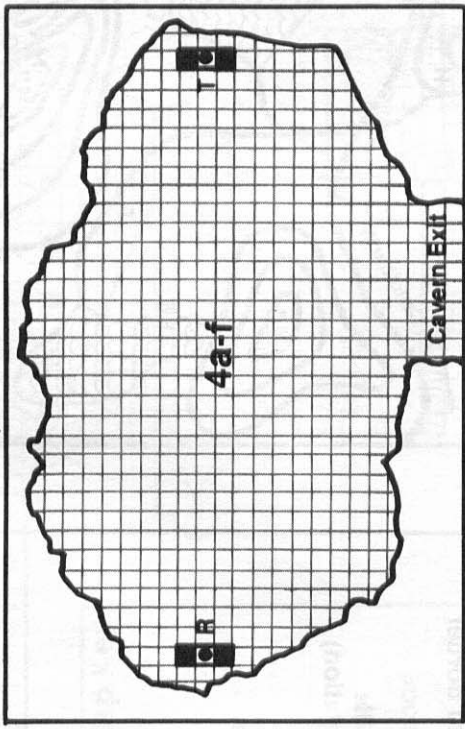
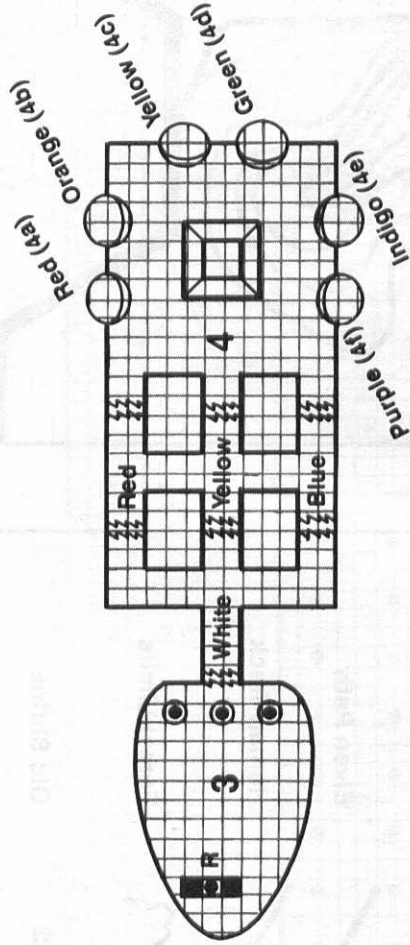


DM MAP 1

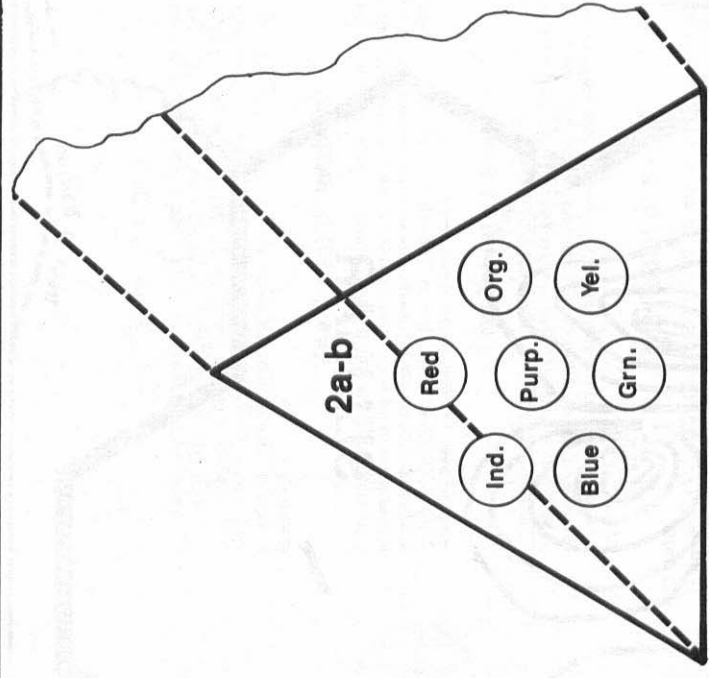
1 HEX = 3 MILES

-  Alfheim Border
-  Low Hills (+ elevation)
-  Stream
-  Lake
-  Feador
-  Elven Path
-  Human Track
-  Forest Limits
-  Old Shrine

THE HALL OF KHROMA



THE LAND OF COLORS



THE SPHERES OF COLORS

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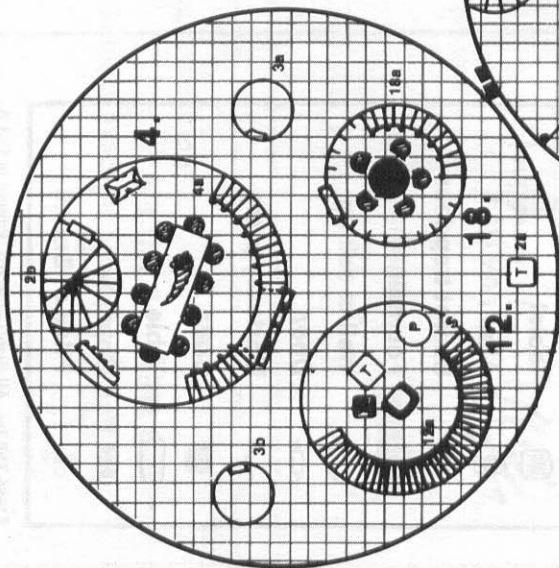
MAP KEY

1 square = 3 feet

R	Teleport Receptacle	Alcove	Fountain
T	Teleport Transmitter	Dais	Magical Circle
●	Statue	○	Cage
T	Trap	Secret door	Staircase
●	Pillar	Locked/Wizard Locked	Chest
□	Door	Statue or Bust	Chandelier
I	Ladder	Trap door	Invisible walkway
F	Fountain	Teleporter	Curtains
T	Trap	Opening or window	Cavein Exit
●	Pillar	Magical Circle	
□	Door		
I	Ladder		
F	Fountain		

DM MAP 3 THE TOWER OF LIGHT

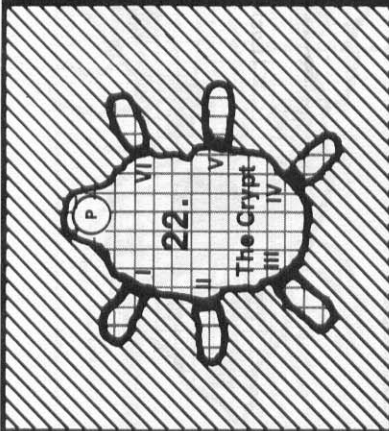
LOWER LEVEL



3. The Main Battlements

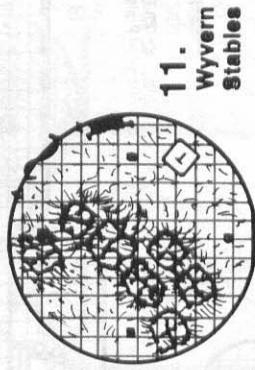
2. The Throne Room

1. The Great Hall

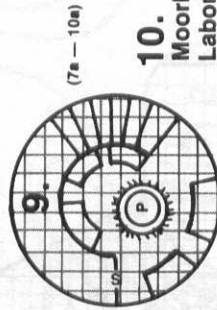


22. The Crypt

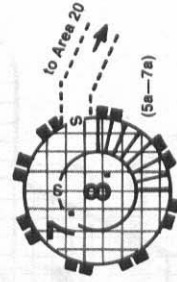
NORTH TOWER



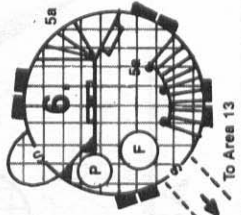
11. Wyvern Stables



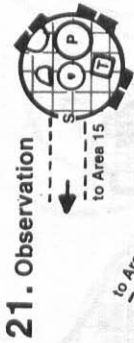
10. Moorkroft's Laboratory



5. The Inner Garden



SOUTHEAST TOWER



21. Observation



20. Stairwell



19. Jail

SOUTHWEST TOWER



17. Moorkroft's Quarters



16. Bathroom



15. Guard room



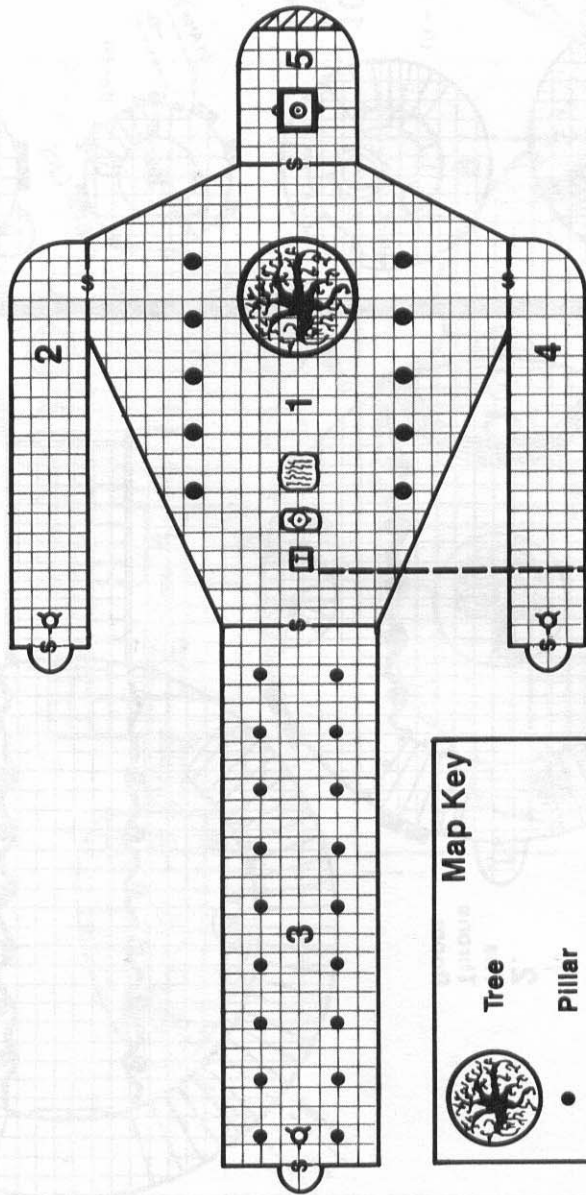
14. Secret Bantizan



13. Guard Room

DM MAP 4 THE LOST SANCTUARY

1 square = 2 feet



Tablet of Atziluth

And when the end was so close, divine protection was sought for all in the clan—1-I. If Dead is the One, claim the device and the Head shall be yours —9-X. Only the Keeper remains to tend our beloved Tree of Life—1-II. When you first come to Atziluth, Spirit is the Word, Powers becomes the One upon returning to Atziluth—1-X. The secret of our return to a century of peace remains in the Head—1-III. Praise the forest for letzirah is the right arm to water—2-X.

The Tablet of letzirah

The eldest ordered the final act and our wealth buried deep—2-I. When you first come to letzirah, Honors is the Word. Raise becomes the One upon returning to letzirah—3-X. She who decides upon our fate will awaken the clan when peace has returned—2-II. Only the reunion of the four elements will recall our spirits and bodies from the ancient oaks—2-III. Praise the tree for Asiah is the feet to earth — 4-X.













The Tablet of Asiah

From youngest to oldest, all became one with the holy realm—3-I. When you first come to Asiah, Our is the Word. All becomes the One upon returning to Asiah—5-X. Twelve magical keys were left for the twelve enchanted guardians to keep—3-II. At the last hour, rebellious Feadiels took a sacred limb from the mother to all—3-III. Praise the life for Beriah is the left arm to air—6-X.

The Tablet of Beriah

So the clan went to darkness until the hordes would be gone—4-I. When you first come to Beriah, Powers is the Word. Dead becomes the One upon returning to Beriah—7-X. And our tree was hidden below the center of our beloved ancestral city—4-II. Then the traitors ran, fleeing the Land of Ancestors through the magical rainbow, never to be forgiven—4-III. Praise the light for Atziluth is the heart to fire —8-X.

Map Key

	Tree
●	Pillar
\$	Secret door
	Tablet
	Altar
	Secret trapdoor
	Fountain
	Well in ceiling
	Door
	Mortuary plate
	Crate
	Table
	Chest
	Piles of Books



If the party searches the forest around the castle, allow a 30% chance of discovering the entrance of a secret passage, per day of search. Unless the party is under surveillance (because it has already met Moorkroft), using this passage should allow entrance to the tower without being spotted.

If the party enters the castle, go to the next chapter, The Tower of Light.

P. The Dead Oaks

Hundreds of trees in this area have been cut open and their hearts ripped out. All of these damaged oaks are dry and dead. None of the usual forest life is present and an oppressive silence covers this desolated area.

These trees are the ones Moorkroft killed in order to extract an elven spirit. Foot prints of Moorkroft and his wyvern are apparent in front of many of the trees. Some trees are still alive and bear a large "X". They are occupied by dormant elven spirits. If the characters use a *commune* or a *contact outer plane* spell, they learn that the trees are occupied by unconscious beings; however, they cannot communicate with these spirits.

RANDOM ENCOUNTERS TABLE

Selinar	Wormhole	Elven Land				Flying	Encounter
		Forest	Swamp	Mountain			
—	01-25	01-02	01-25	—	01-10	Black dragon (1-2)	
—	—	03-13	—	—	—	Blink Dog (1-6)	
01-20	—	14-19	—	—	—	Centaur (2-20)	
—	26-35	—	—	—	11-20	Chimera (1-2)	
21-30	—	20-21	—	—	—	Dryad (1-6)	
31-45	—	22-23	—	01-30	21-40	Griffon (2-16)	
46-50	36-40	24-25	26-28	31-35	41-50	Manticore (1-2)	
—	—	—	—	36-55	—	Orc patrol (30 orc)	
51-55	—	26-36	—	—	—	Pixie (2-8)	
—	—	—	—	—	51-60	Roc (1)	
—	41-80	37-47	29-40	56-65	—	Spectral hounds (2-8)	
56-60	—	48-58	—	—	—	Sprite (3-18)	
61-65	—	59-69	—	—	—	Treant (1)	
—	—	—	41-60	66-70	—	Troll (1-8)	
66	—	70-80	—	—	—	Unicorn (1-2)	
67-00	—	81-95	61-90	71-80	—	Werewolf patrol (*)	
—	81-00	96-98	91-98	81-85	61-70	Wyvern (1-2)	
—	—	—	—	86-98	71-95	Wyvern knight (4)	
—	—	99-00	99-00	99-00	96-00	Special encounter (**)	

(*) 12 dire wolves, 6 hellhounds, 2 werewolf leaders.

(**) Roll 1d6:

1-2 Moorkroft riding his wyvern to the closest garrison

3-4 Moorkroft riding his wyvern back to the Tower of Light

5-6 Moorkroft riding his wyvern, dressed like an old elvish hermit (if land encounter, his steed is hiding nearby)



CHAPTER 4: THE TOWER OF LIGHT

Encounter Setting

The Tower of Light was an elvish palace. When Moorkroft seized it, he decided to make it his new abode. He took the defeated guards' armor and enchanted it to defend the palace.

The mage discovered a way of making five perfect "doubles" of himself. In the process, he sacrificed a powerful but unique artifact. The clones remain unconscious in a secret crypt below the palace until the mage's original body dies, at which time Moorkroft's spirit *magic jars* into one of the inactive doubles. Moorkroft can do that automatically, at any distance, thus extending his life. Since then, Moorkroft I, II and III died, leaving Moorkroft IV in power.

After Moorkroft's successive deaths, only three bodies remain: Moorkroft himself and the last two unconscious doubles. If the mage is killed, one of the two remaining clones awakens and becomes the new mage (see area 22, The Crypt). The new mage will not have any of the items that were on the previous body, but will remember all that happened earlier, including any uncast spells.

As his reserve of doubles diminished, and he grew incapable of producing more, Moorkroft searched for other ways of becoming immortal. He discovered, as a by-product, his elixir of life. However, that did not satisfy him, since he desired absolute immortality. After centuries of endless research, Moorkroft became mildly insane, progressively losing his sense of reality.

Entering the Tower

The party may enter the tower without being seen using the secret passage at the northwest of the tower (at the DM's discretion). They could fly into the castle, but if they are not *invisible*, the guards on the battlements shoot arrows. If the party flies too high between the main towers, there is a chance of hitting one of the three *invisible* bridges connecting the towers (10% chance per round, 1d10 points of damage). Opening the main gate automatically betrays their presence. If the mage believes he is in great danger, he attempts to flee to area 11, and fly away on his wyvern. The palace has a *teleporting* network to reach most areas. However, all *teleportation* must transit through the mage's laboratory (see area 10). Moorkroft makes ample use of this *teleport* network against the party.

When he first meets them, if he has been expecting them, he attempts to trick them into believing he is their friend by telling them that he is the victim of a powerful curse.

His intention is to send the party into the forest so he can spy on their activities and discover what they are after. Moorkroft does not know where the Tree of Life is, nor does he know about the 12 keys. When the characters have found what they were looking for, Moorkroft ambushes the party with a garrison unit (see chapter 3).

NPC Capsule

Moorkroft IV, The Elvenbane: AC 9; MU 25; HD 1d8 + 4; hp 50; MV 120'(40'); #AT 1 at + 4; AL C; S 6; I 18; W 8; DX 9; CN 6; CH 7; Save at - 1; THAC0 11

Spells Available:

Level 1: *Charm* (x2), *Hold Portal*, *Darkness*, *Magic Missile* (x2), *Shield*

Level 2: *Detect Invisible*, *ESP*, *Invisibility*, *Knock*, *Mirror Image*, *Phantasmal Force*, *Web*

Level 3: *Clairvoyance*, *Dispel Magic*, *Lightning Bolt*, *Fly*, *Haste*, *Protection from Normal Missiles*

Level 4: *Dimension Door*, *Ice Storm*, *Polymorph Others* (x2), *Polymorph Self* (x2)

Level 5: *Cloudkill* (x2), *Conjure Elemental*, *Dissolve*, *Magic Jar*

Level 6: *Anti-Magic Spell*, *Death Spell*, *Invisible Stalker* (x2), *Projected Image*

Level 7: *Delayed Blast Fire Ball*, *Magic Door*, *Power Word Stun*, *Reverse Gravity*, *Summon Object*, *Sword*

Level 8: *Dance*, *Explosive Cloud*, *Mind Barrier*, *Symbol*

Level 9: *Gate*, *Maze*, *Meteor Swarm*

Magical Items: *Rod of the Wyrm* (Black Dragon), *Ring of Safety* (2 charges), *Amulet of Protection vs. Crystal Balls and ESP*, *Dagger +3 of Elf Slicing*, *Elixir of Life* (see area 10)

Due to the incredible number of elixirs he has absorbed, Moorkroft's present body looks like an old ugly elf. The elixirs' origin has caused them to affect him in this rather peculiar way: another reason why he is reluctant to appear to his army leaders and nobles. His spell book contains the spells mentioned above and those he has obviously used in this adventure.

Encounter Key

1. The Great Hall

If the characters left Selinar through the magic portal, they end up in this hall. If they decide to leave the palace, allow them to get

out without difficulties.

A large round pink marble hall rises 30 feet high to a brass covered dome radiating a strange but pleasant light. Two rows of pillars extend from the large carved oak front door to a round passage in the opposite wall of the room, filled with a billowing, silver mist.

Translucent curtains hang between the pillars. Two flights of white marble stairs lead up to the next floor, following the round curve of the walls. Two large statues depicting warrior elves stand in the hall, their backs turned to the stairs.

The two sets of stairs lead up to area 2, above. The statues on each side of the hall have been modified by the mage. A set of permanent *wizard eyes* have been cast on these walls, allowing the mage, upon concentration, to see anything entering the hall. If the characters look closer, they see a pair of eyes following all their moves. Each eye can be destroyed with 1-4 points of physical damage, or with a *dispel magic*. Moorkroft may close the eyes, in which case they become *invisible*.

The misty opening at the other end of the hall is the magic portal connected to area G in Selinar. If the party has already used the rainbow option, an invisible wall will prevent it from entering the wormhole. It can only be deactivated by Moorkroft himself, and closes when he dies. If the party just came in through the magical portal from area G in Selinar, it slowly fades away, leaving a magical circle engraved on the stone wall. Only Moorkroft can reopen the magical gate.

The large oaken door opens easily from inside. There is a secret door on the right side of the magical portal. It opens into a narrow tunnel that slopes down and passes under the tower's moat, ending in the forest, several hundred feet away. If the party leaves the castle, continue from area O in Chapter 3: The Elven Land (see DM Map 5).

The secret alcove on the left side contains a *teleporter* connected to the mage's laboratory (see area 10 on how the *teleporter* works). There is a small peep hole in the alcove's secret panel. The two large warrior statues are harmless stone structures.

CHAPTER 4: THE TOWER OF LIGHT

2. The Throne Room

The two sets of white marble stairs are separated from this large round hall by a series of thin alabaster columns. The walls, the floor, and the ceiling are all made of smooth white marble. In the center of the floor appears a circle with a mosaic depicting a large oak. An archway of porphyry pillars extends from the stairs to the opposite side of the hall, near a circular dais on which is a finely carved ebony throne. Light green veils gently hang between the pillars, filtering the colored light coming from eight large stained glass windows all around the room. Through the fine veils you can see a silver studded door on each side of the hall.

If Moorkroft is not aware of the party's presence, let the PCs search the area freely. Moorkroft will be in his private apartments (area 17; 30% chance) or in his laboratory (area 10; 70% chance). If Moorkroft is aware of the party's presence, read the following boxed text.

As you enter the hall, a humanoid silhouette materializes, sitting on the throne. It is apparently an old elf, dressed in white, holding a long black rod. He raises his hand in a peaceful gesture and says:

"Welcome to our ancestral land. I have been expecting you for centuries. Listen to me, for I have little time to speak.

"Very seldom am I granted the power to appear in our holy palace. I am the protector of the forest. With the spirit of our race have I been able to keep the evil hordes of the wizard at bay; however, I am bound by a powerful curse to remain in this tower.

"Return at once to the holy land and travel north to our beloved city. Seek the ancestral secret, retrieve it from the deep of the forest and bring it to me with no delay. Time is scarce, for our defenses are weakening. The wizard is too powerful and the stakes so incalculable. Go now, my sons, and do not waste your time."

The apparition fades away and the hall becomes oppressively quiet.

Moorkroft is in area 12, above this room. He observes the characters through a magical trapdoor that prevents them from seeing or hearing him; however, spells may be cast both ways. The mage has cast a *projected image* into the throne room to trick the party into bringing back the object of the quest. He

does not know exactly what the characters are after (and chances are at this point, neither do they!).

If the party leaves the palace, Moorkroft will remain in the observation room (area 21) to spy. If the party does not fall for the trick, or is coming with obvious intentions to attack him, the mage uses his *projected image* to cast spells on the party. From this point, Moorkroft uses a hit-and-run tactic to destroy them as they advance into the palace.

There is a *teleporter* behind the throne (see area 10 on how the *teleporter* works). The two secret doors open on small turrets. A ladder is necessary to descend into the western one. Both contain five enchanted suits of armor that will rush into area 2 if there is any noise of combat. There is nothing of interest in the turrets.

The doors on the north and south sides open on spiral staircases. (2b) connects with area 4 above, but the door is locked. (2a) ends at a metal trapdoor under the main battlements (area 3).

3. The Main Battlements

Three large towers rise from this large round open area, flanked by two smaller ones, one on the east, the other on the west side of the battlements. A set of large double doors open into the largest of the three towers, facing the second largest one. The three smallest towers all have a metal door, facing the largest tower. Many elven guards wearing plate armor stand guard at the battlements, some of them coming and going between the two smaller towers.

The set of double doors to area 4 are *wizard locked* at 25th level. The three others are unlocked. There is no apparent door to the second largest column (to area 12); however, there is a secret passage that opens with simple pressure.

On the southern side of the battlements is a metal trapdoor, unlocked, that opens onto a flight of spiral stairs (2a) connecting to area 2.

The battlements are guarded by 20 enchanted suits of armor. Five more are waiting in the guard room (area 18) and rush out in case of an attack. Others are watching the area from above, three in each watch tower (3a and 3b). The enchanted suits of armor are mindless creatures. They charge into melee by the shortest route possible to hack and slash at whatever intruders they see. If the intruders are out of reach, they immediately start shooting arrows. If the intruders are out

of range, the guards ignore them.

3a-b. Watchtowers

A doorless passage opens on a simple set of spiral stairs rising up to the last level of the tower, forty feet above. Three enchanted suits of armor watch over the area and shoot arrows at intruders on the battlements.

4. The Meeting Room

This room contains a long mahogany table with comfortable chairs around it. A larger one, carved in ebony, occupies one end of the table. A large horn sits on the table, with various fruits in it. A rack on the northwest side holds dozens of bottles. There is a chest on the northeast side of the room. A flight of stairs rises above a set of double doors, up to the next level. They are separated from the room by an elegant archway. A small wooden door opens to the north.

This room, lit by a *continual light*, is where Moorkroft holds councils, meetings, and banquets. The item on the middle of the table is a *horn of plenty*. It can produce enough food to feed 120 people per day (and horses if necessary); however, it does not produce liquids. It is protected with a *teleport any object* spell. Anyone attempting to touch the item without speaking the command words (*May I? ...Please do!*) causes the item to be *teleported* to Moorkroft's bedroom (area 17). If Moorkroft is there, the arrival of the item on his table betrays the presence of the intruders in the Meeting Room.

The rack against the northwest wall contains dozens of very fine bottles of wine, each worth 5 gp. Twelve, at the bottom of the rack, contain *potions of extra-healing*. If the party pushes the rack sideways, it deactivates the *wizard lock* (25th level) affecting the double doors. The enchanted suits of armor are not affected by the spell.

The large chest contains plates, silver knives, spoons and forks, crystal glasses, silk napkins and table cloths, candles, silver candelabra, pipes, and rare tobaccos. The total is worth 5,000 gp. The chest is not locked.

If characters approach the table, invisible servants gently push chairs behind their legs, open the chest and set the table for a banquet. Invisible servants are merely non-intelligent magical forces that cannot be affected or damaged. Appetizing dishes automatically appear from the *horn of plenty* while the servants bring bottles of wine and pour their contents

into fine crystal glasses. However, no one should start eating or drinking until the mage sits in his chair, the large one at the end of the table. If someone else sits there or PCs start eating and drinking without waiting for the mage, all the chairs suddenly trap the PCs with bands of metal that spring around their chests. Immediately after, the double doors open and ten enchanted suits of armor step in to capture the culprits (without harming them). Captured characters are taken and locked up in the jail (area 19). The party's gear is left in area 18. Each round, any character may pull free of a chair with a successful roll against Strength (d20 + 5). A rescuing character must inflict ten points of physical damage to the chair to free a trapped PC.

The stairs on the southern side of the room (4a) lead up to the next level (area 5). They follow the slanted wall, as the tower narrows in its middle. The stairs on the north side (2b) lead down to area 2.

5. The Inner Garden

A colorful indoor garden grows in this semi-circular room. Large windows are regularly spaced in the curved wall on the south. Two doors open on the opposite side. A low pedestal in the west of the room rises above a flowerbed of small blue and purple flowers. Nearby, a statue of a young female elf stands in the middle of a fountain.

The low pedestal is part of the *teleporting* device connected to the laboratory (see area 10 on how the *teleporter* works). The bust has *wizard eyes* similar to those in area 1.

The middle door opens on Moorkroft's office. It is *wizard locked* at 25th level. The other door opens on a set of stairs (5a) connecting with area 7, above. A secret passage on the southwest side of the room opens on an *invisible* walkway. This walkway arches to area 13, in the southwest tower. There is nothing else in the inner gardens. The flowers and the statue are harmless.

6. Moorkroft's Office

This oblong room contains a large desk and a chair, sitting on a thick bear fur which covers most of the floor. Flanking the desk, two large chandeliers light up as you open the door. A large closet stands against the opposite wall.

If the characters search the papers in the desk, they find relevant information on

Moorkroft's empire in the south: the number of garrisons surrounding the forest, their strengths, and those of the main army (see Optional War Encounter in the Appendix Section).

One of the drawers contains a *quill of copying* and an ink pot. The drawer is trapped with a spring-loaded poisoned needle. Anyone opening the drawer without first removing the trap must save vs. Poison or lose consciousness for 2d4 hours. The trap can be safely triggered by brutally kicking the desk.

The closet is trapped with a *magic mouth* that screams horribly if anyone other than Moorkroft attempts to open it. It is locked. The closet contains interesting spy reports on local nobles' treachery and plots, on Feador, and on the party, as well as files on the preparation of Moorkroft's invasion of Selinar (dates, forces, objectives, use of the wormhole, etc.).

The secret passage near the closet opens on a small turret containing five enchanted suits of armor. They rush in if anyone other than Moorkroft opens the passage or if the *magic mouth* starts screaming. These suits of armor have a special power that enables them to cast a *web* spell once per day. One blocks the door to area 5 with a *web*, while the others cast their spells at the characters who close in to melee.

7. The Art Gallery

This circular promenade displays an incredible collection of elvish art, pottery, paintings, sculptures, and tapestries, regularly spaced between beautiful stained glass windows.

A second set of stairs, located exactly above the ones coming from the lower floor, goes up to the next level.

The stairs (7a) leading to the next level are enchanted. Anyone going up actually appears at the top of stairs 5a, arriving in area 7 again. The party must climb the steps facing backward to reach the next level.

The secret passage on the east opens on an *invisible* walkway arching to area 20, in the southeast tower. The secret passage on the inner wall of the gallery opens on Moorkroft's Library.

Some of the sculptures have *wizard eyes* similar to those in area 1. The art collection in area 7 could be worth up to 10,000 gp on a human market.

8. Moorkroft's Library

Bookshelves crammed with ancient and dusty tomes of all sorts line the walls, from ceiling to floor, even covering the entry door itself. The middle of the room is occupied by a round table and two comfortable velvet chairs. A book is opened on the table.

The book on the table is a *Treaty on Basic and Advanced Arithmetics*, open at the page entitled "Simple Exercises". If the characters study the book for 10 rounds or more, they find solutions to scales problems. If they keep looking, they find that the third problem reveals the solution to encounter J in Chapter 3 (the Scales of Justice).

Six gremlins are sitting on a bookshelf above the secret passage. They harass the party as they attempt to study the book, eventually trying to run away with it.

If the characters spend over six hours searching the library, they find a copy of Moorkroft's spell book (see NPC capsule). In the process, the party uncovers many books on extended lives, eternal creatures, elixir elaborations, spirits and ghosts, construction of artificial bodies, and so forth. The overall value of the library is over 50,000 gp.

9. The Laboratory Gallery

This strange misty corridor is crowded with furniture and trunks. The shutters on the windows are tightly closed, keeping the area dark. At the other end, four eyes glow in the obscure passage.

Entering this area, *invisible* or not, triggers an automatic summoning of 2 spectral hounds. The creatures do not attack the trespasser(s), but yowl to alert anyone in areas 5 to 11.

The secret passage at the end of the corridor opens on the mage's laboratory.

10. Moorkroft's Laboratory

This chamber is crammed with alchemist material, several workbenches, chests and closets. Crystal containers filled with various human body parts preserved in green solution crowd the numerous shelves. On a flat table, stained with dark dried spots, appears a set of small razor sharp knives. On another table sits a large chunk of wood, enclosed in a spherical glass container. Many tubes and wires protrude

CHAPTER 4: THE TOWER OF LIGHT

from it, connected to an array of vials, distillation tubes, funnels, retorts with bubbling glowing liquids, crucibles, and so forth.

In the center of the room the floor is engraved with a large mystic circle. The following words are carved on its border: "FELIX QUI POTUIT RERUM COGNOSCERE CAUSAS . M-E ." In its middle stands a low pedestal with the two words "DE RETRO" engraved on the top.

Wooden stairs on the southeastern wall lead up to a trapdoor in the ceiling.



This is the laboratory where Moorkroft built his clones (see area 22, The Crypt). Now, he uses this area to manufacture his *elixir of life*, brewed from the essence of elven spirits. He works from the heart of an oak in which rests a dormant elven spirit, and distills its essence into a liquid he can absorb. Moorkroft needs one such potion per month. If deprived of them, he would shrivel and pass out within 3d4 days after the month's end.

The closets and chests contain various alchemical equipment of no use to the party. Along with the equipment, one of the closets contains three vials sealed with red wax. They are extra *elixirs of life*. They have no effects other than those of a *potion of healing*, and stop the natural aging process for one month.

The magic circle is the center of a *teleporting* network connected to seven other areas in the palace. The sentence means "Happy is he who unveils the secret causes of matter . M-E ." The two last letters are Moorkroft's initials. Each word of the sentence activates the *teleportation* device, sending the user to a specific place:

Felix:	area 12, The Spy Chamber
Qui:	area 17, Moorkroft's Quarters
Potuit:	area 21, Observation Room
Rerum:	area 2, The Throne Room
Cognoscere:	area 1a, The Secret Alcove
Causas:	area 5, The Inner Garden
M-E:	area 22, The Crypt

The eighth word, "De Retro", returns the user from the other *teleporters* back to the laboratory. All the *teleportations* occur from or to the laboratory. The user must stand on the low pedestal and pronounce the magic word in order to be *teleported*. If the circle is destroyed, the device ceases to function.

The stairs (10a) on the southeast side of the room lead up to the next level (area 11).

If the mage was unaware of the party's presence, there is a 70% chance he will be in this room. When the party's presence is betrayed by the spectral hounds' baying, Moorkroft steps on the low pedestal and prepares a spell. When the intruders enter, the mage casts a *magic missile* spell, hoping to surprise the party, and at the very beginning of the next round automatically *teleports* away to area 5.

His next move will be to cast several defensive spells on himself (*clairvoyance*, *invisibility*, *ESP*, *shield*), and tiptoe upstairs in hopes of attacking the party from the rear. He will then cast a *reverse gravity* in the corridor, and run away to the nearest *teleporter*. His intention is only to lure the party away from his laboratory. Moorkroft will never cast spells that could damage his laboratory.

11. The Wyvern Stables

The floor of this large attic is covered with a thick layer of straw. A foul smell reigns in the room. Along with a heavy cloak and huge equestrian trappings, a strange saddle and harnesses hang from hooks and pegs on a beam. On the north side of the roof a large mechanism is visible, connected to a metal panel and a winch.

Just below, behind bundles of hay, shrug two huge bat wings. A large, lizardlike head looks at you.

The creature is Bhaat, Moorkroft's tamed wyvern. If attacked, the wyvern feigns to cower in the other corner of the room, whining miserably at its attackers, and hiding its head under a pile of straw. This malicious beast lets anyone saddle it, but immediately attempts to sting any rider other than Moorkroft sitting on its back. During the ensuing fight (or if the attackers originally seemed eager to kill it), Bhaat flaps its wings

to create swirls of dust and straw. Each round, any character present must roll 1d20 against Constitution or cough and choke. Victims of the dust cannot see, fight or cast spells. Meanwhile, Bhaat tries to break the roof panel leading outside in order to fly out. Bhaat has a 20% chance per round of breaking out of the tower and fleeing.

If the creature is slain, the mage can still use his *rod of the wyrm* to escape the tower. The mechanism on the north side of the roof is magical and opens a large panel in the roof in order to allow the wyvern to fly out and hunt for food. Unless Moorkroft locks it, it remains open at night, during the entire period the moon is in the sky. It can be opened manually in 2d4 rounds. The wyvern has learned when to leave and when to come back before the panel closes. There is nothing else of value in the room.

12. The Spy Chamber

A set of spiral stairs ends in this dark chamber, leading down from the upper level of the tower. The middle of the room is occupied by a large comfortable chair. To its left is a finely carved ebony bookstand. Nearby stands a low pedestal.

A pleasant light flows into the chamber through an opening in the floor, immediately in front of the chair.

Moorkroft will be in this chamber when he knows the party is coming from area 1. Otherwise, the mage will be in his laboratory (area 10, 70% chance) or in his quarters (area 17, 30% chance).

The magical opening in the floor enables the one who sits in the chair to observe the room below (area 2, The Throne Room). It prevents the observer from being heard or seen; however, spells can still be cast into the room (from area 12 to area 2, or vice-versa). The magical opening can be closed with a *dispel magic* from either side. A *true sight* reveals the presence of the opening from area 2.

The low pedestal is part of the *teleporting* device (see area 10 on how to use the *teleporter*). There is a secret passage on the eastern wall, opening into area 3 (The Main Battlements). A peep hole in the exterior panel allows the observer to see if anyone is standing outside, near the passage.

The stairs (12a) spiral up to a stone slab, obviously part of a trapdoor, below area 13.

13. Guard Room

Five elven guards, wearing plate armor, are sitting around a wooden table, absolutely quiet and motionless. Very narrow stairs spiral up the slanted walls of the tower, to a wooden trapdoor, 50 feet above. Every ten feet, the stairs form a small platform where arrow slits let outside light enter the tower.

The five guards are enchanted suits of armor and attack anyone other than Moorkroft entering this area. They are immune to burning oil and fire, whether natural or magical. Each guard has been trapped with a special *delayed blast fireball* that enables it to explode as a 5th level *fireball* once it is destroyed. These guards have strange suicidal tendencies in that they always choose a combat position which exposes them to the maximum potential damage.

If the fight gets noisy, guards from area 15 above pour boiling oil through the trapdoor. The oil inflicts 6d6 points of damage to anyone in area 13 or on stairs 13a (see area 15 for details).

A secret door on the northeast wall opens on an *invisible* walkway that arches to area 5 in the north tower. A secret trapdoor in the floor near the table opens on stairs 12a, leading down to area 12. The stairs going up (13a) are connected to area 15 above. About half way up the stairs, a secret panel conceals the entrance to area 14.

14. The Secret Bartizan

This area is located 20 feet above area 13. It is a small turret on the side of the tower, separated from the stairs (13a) by a secret panel. The bartizan contains three enchanted suits of armor with six-foot hooked poles. They attempt to surprise intruders in the stairs by suddenly sliding the secret panel open and pushing or pulling them into the space in the center of the spiral stairs. Any successful hit throws a character down the stairs.

Falling damage is equal to 3d6. Victims are attacked by the enchanted suits of armor in area 13, if the guards have not been destroyed yet. If the fight gets noisy, guards from area 15 above pour boiling oil through the trapdoor for 6d6 points of damage (see area 15 for details). The oil does not affect the guards below.

15. Guard Room

Five elven guards, wearing plate armor, are sitting at a round table, absolutely

quiet and motionless. There is a wooden trap door in the floor, near a large steaming cauldron. Outside light filters through a series of arrow slits.

A wooden beam crosses the room, 10 feet above the floor, and several doves perch on it. The vaulted ceiling of the room is 10 feet above the beam, with small round openings regularly spaced around the walls.

The five guards are enchanted suits of armor, armed with spears and bows. They immediately attack anyone entering, save Moorkroft himself. If noise of a combat comes from the area below, the guards pour the cauldron's contents through the trap door. The cauldron is magical; it permanently heats 100 gallons of boiling oil. The oil causes 6d6 points of damage (half on a successful Dexterity check). The oil may also be poured over area 3 through spouts, if this tower is attacked. The oil refills in 1d4 hours.

A secret door opening onto the *invisible* walkway to area 21 (The Observation Room) is located 10 feet above this room, at one end of the wooden beam. The doves fly away through the arrow slits as soon as the party opens the secret panel. Another secret panel on the opposite side of the beam leads to a turret on the other side of the tower. It contains an invisible stalker that leaps on the first character standing on the beam. He tries to push the character off the beam into the cauldron below. The party can dismiss him with a *dispel magic* spell.

Anyone falling into the cauldron takes 6d6 points of damage per round, until he crawls out. The enchanted suits of armor (if still functioning) try to prevent anyone from getting out of the cauldron by pushing him back with their spears. If a guard misses its opponent in the cauldron, that character may then come out. If all the PCs are on the beam, the guards then shoot arrows at them as long as they remain in sight.

There is a secret panel in the ceiling that opens into area 16 (Moorkroft's Bathroom). The walls are greasy and slippery. The only way of reaching the secret passage or the trapdoor lies in the use of a *levitate* or *fly* spell.

16. Moorkroft's Bathroom

A small pool of warm steaming water occupies the center of this room. Outside light enters through stained glass windows regularly spaced around the room. An oak

chest lies against the eastern wall, across from a finely carved closet door.

Narrow steps climb up the slanted walls to a metal trapdoor in the ceiling, 10 feet above. On the other side of the room stands a white marble pedestal with a bust made of a shining green stone.

The closet contains Moorkroft's wardrobe (a dozen long robes bordered with various furs, silk shirts, boots, hooded cloaks, etc.). One of the pairs of boots is a pair of *elven boots*.

The chest contains other valuable towels and cloths, ivory combs, perfumes and soaps. The contents of the closet and the chest amount to 800 gp. The water in the pool is pleasant and soothes the characters' bruises and pains. It acts as a *potion of healing* once per day for those who bathe in it. The water loses its powers out of its receptacle.

The stairs (16a) connect with room 17 above. They are trapped. Anyone stepping on them without first slightly rotating the bust is ejected from the tower through a slippery chute, halfway between the ceiling and the floor. The victim falls directly to area 3 (and drops to 0 hit points), unless he has some way of flying. The guards on the battlements then take the body and dump it into the moat.

The sculpted bust has a pair of *wizard eyes* similar to the ones in area 1. It is made of jade and is worth up to 1,500 gp. The bust represents Moorkroft in his twenties when he was not yet affected by his elixir. The faces of Moorkroft's doubles (see area 22, The Crypt) are similar to the bust's.

17. Moorkroft's Quarters

This circular room has no windows or openings of any sort, save the metal trapdoor on the southern side. Across from it is a large bed with four posts, a rich canopy and long, silk drapes, flanked by two large, silver chandeliers. The bed is covered with an ermine bedspread. The floor is made of white and black marble tiles. Near the bed stands a low pedestal.

On the west side of the room is a small round table with a small oil lamp and a red velvet covered chair. Hanging from the middle of the room's dome, an incense burner emits thin, pearly wisps of smoke. Across from the pedestal on the opposite side of the room lies a large silver-plated chest.

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If Moorkroft is not aware of the party's presence, he will be in this room (30% chance) or in his laboratory (area 10, 70% chance). If the trap on the stairs (16a) has been triggered, Moorkroft steps on the low pedestal, and prepares to cast a spell. He then *teleports* back to his laboratory immediately at the beginning of the next round.

There is no exit from this room other than the trap door or the *teleportation* device. If the magical circle in area 10 has been destroyed and Moorkroft is cornered in this room, he fights to the death. He immediately turns his rod into a black dragon. While the dragon attempts to hold the party away from the mage, Moorkroft most likely casts the following spells in this order: *magic missile*, *maze*, *power word stun*, *polymorph others*, and *lightning bolt* (even at the risk of wounding his dragon). If the fight turns against him, Moorkroft resorts to using his magical dagger.

In case Moorkroft is trapped in the room, but has some time to prepare, he casts the following defensive spells in this order: *haste*, *mind barrier*, *detect invisibility*, *shield*, *protection vs. normal missiles*, and *mirror image*.

A drawer in the small table contains two medallions. They are the two missing magical keys to the Sanctuary (see areas K and L, chapter 3). The incense has no effect other than being pleasant and decorative. The oil lamp on the table is a *lamp of long burning*.

The chest is trapped, but it can be deactivated by a switch in a concealed hollow section, located on the right side of the lock. The character opening the chest has a 15% chance of accidentally spotting the secret panel, or a 30% chance if he carefully studies the chest. If the party does not deactivate the trap, upon opening the chest it immediately releases a deadly gas. All characters in the room must save vs. Poison at -3 or die within 1d4 rounds.

The chest contains expensive covers and robes. If the characters search the chest bottom, they will find 500 gems in a pouch, with a total value of 50,000 gp. There also is a *slate of identification*, a *wheel of fortune* and Moorkroft's spellbook (see NPC Capsule).

18. Guard Room

Five elven guards wearing plate armor sit around a table in the center of the room, absolutely motionless and quiet. A long rack rounds the walls, covered with weapons. Narrow steps climb up the slanted walls, to the next level.

The guards are enchanted suits of armor and attack anyone entering, save Moorkroft himself. The guards have nets they use to entangle the characters. A chest is located under the table; it is empty unless the party has been imprisoned in area 19 above. In this case it contains their equipment. There is nothing of value in the room. The stairs (18a) connect with room 19 above.

19. Moorkroft's Jail

This dark small chamber is bare, save a few torture tools and a metal cage hanging from the ceiling, 10 feet above the ground. Your *infravision* indicates there is a creature lying on the wooden floor of the cage. The chain holding the cage is hooked up to a large winch on the opposite side of the room.

The creature in the cage is a very young centaur named Caperling. He is the only son of the clanmaster of an important tribe, north of the tower (see encounter E, Chapter 3).

Caperling has the habit of wandering about by himself when not given attention. He gets bored easily and his insatiable curiosity pushes him to get involved in uncomfortable situations. There is no other exit from this room.

If the characters have been imprisoned here, they are all shackled to the walls. The guards are in area 18 below, ignoring the PCs. The manacles are old and rusty; allow each PC a roll against his Strength for each hour of effort. Once one is free, that character can break the other manacles with the torture tools.

20. Stairwell

This area contains only a narrow staircase connecting to area 21, 20 feet above. There is nothing of value here. The secret door connects to an *invisible* walkway that arches to area 7, in the northern tower.

21. Observation Room

This small room contains a small table on which rests a spherical object covered with a dark cloth, and a comfortable chair. On one side of the room stands a low pedestal, across from a strange tube pointing out of a window.

The spherical object is a *crystal ball with clairaudience*. Moorkroft uses it to spy on his nobles or on the party if he is aware of its presence in the forest. It is not protected, but if the party takes it along, Moorkroft will

always be able to track it because his mind is linked to the item. As long as he lives, no one can successfully use the item. The low pedestal is part of his *teleport* device (see area 10 for details). The tube is a primitive telescope that enables the viewer to see small details up to 1/2 mile away. A small trapdoor is visible in the ceiling; it opens into an empty, dusty attic.

The secret passage opens on an *invisible* walkway arching to area 15 in the southwest tower. The trap in the floor opens on the stairwell below (area 20).

22. The Crypt

Read the following to the PCs who *teleport* into this room:

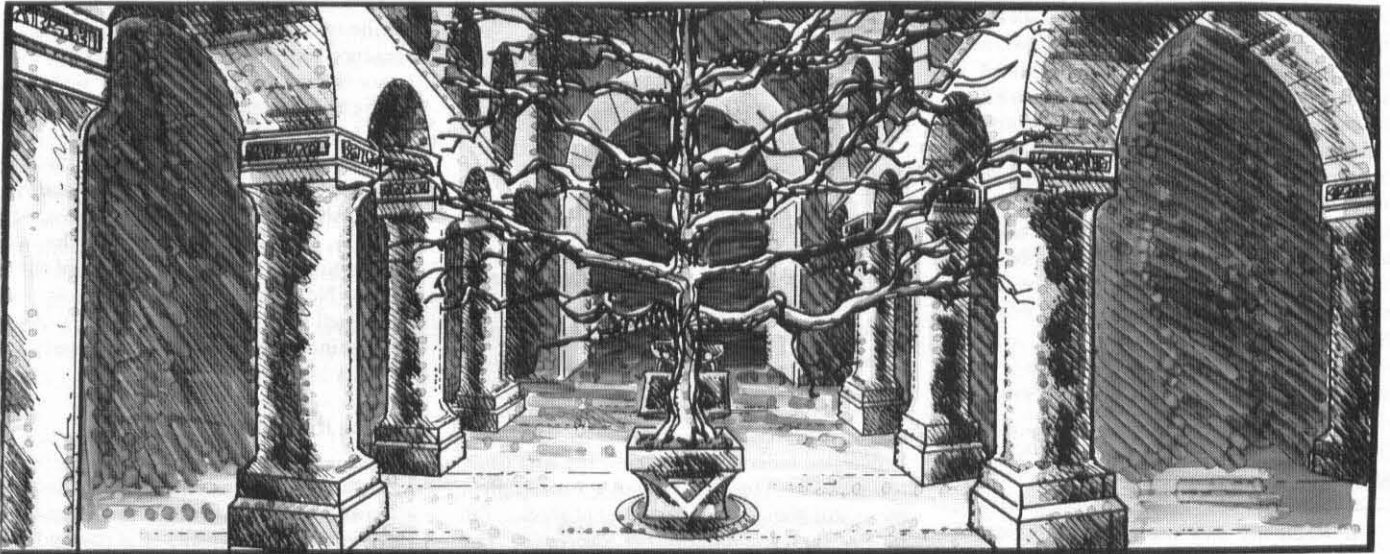
After a short period of dizziness, you find yourself in a dark cold place, the size of which you can barely estimate. A strange rune flashes in darkness before your eyes.

The rune is a permanent *symbol of insanity* Moorkroft cast on the south wall of the room as a protection against profaners. Have each elf entering the room save vs. Spells or become hopelessly insane. Other non magic-using characters fail automatically.

On the walls of this roughly shaped cavern appear six mortuary tablets. Except for the low pedestal standing in an alcove, the room is bare of any other details. This crypt is below the Tower of Light and has no other exit than the *teleporter* to area 10. The name on the tablets is "Moorkroft the Elvenbane," numbered from I to VI.

The first three graves merely contain disintegrated remains of his former bodies. Number IV is empty, except for a small ebony scroll chest. It is protected with a permanent *explosive cloud* spell, at 25th level. It is triggered if the chest is opened without first casting a *dispel magic* on it. The chest contains a black pearl embedded in a golden ring, with the ability of granting one *wish* spell. The next two graves contain dusty inanimate bodies. They are young men in their twenties, apparently twins. They are cold and seem dead. If the characters have visited area 16, remind the players the faces of the two bodies resemble the bust's in that area. They are the two last doubles Moorkroft was able to build. If he dies, his soul enters the next double. "Moorkroft V" then pushes the slab open and returns to continue the reign. The doubles can easily be destroyed.

CHAPTER 5: THE LOST SANCTUARY



Encounter Setting

The sanctuary existed long before the end of the elven ancestors' civilization; however, the ancient elves modified it to contain their Tree of Life, their story, their wealth, the Treekeeper, and the mechanism that would recall the elves to life.

This chapter is divided into two sections. In the first, *Recalling the Elves*, the characters awaken their ancestors' clan and discover their history. In the second, *The Trial*, the characters meet the elves who accuse them of treachery. They face a court and eventually succeed in making their point.

The sanctuary is in the shape of a sleeping elf. The major parts of the body have their importance, for each of them contains some information that enables the party to understand exactly what happened and what to do next. The party must explore the first four areas in the sanctuary before it can enter the "head." If the players have difficulties, the Tree of Life can offer limited "empathic" help. It should not be able to intervene too often because the tree is feeble and close to dying.

Encounter Key

A. Recalling the Elves

1. The Heart

The spectral stairs enter this dark room, where most of the light is filtering through the crystal platform above. The bottom of the stairs fades away where it joins with the grey marble floor.

Directly under the crystal platform stands a leafless, dry tree, desolate sign of a lost century. This tree seems to be the

exact duplicate of the one growing in the Feadiels' village, in Selinar. A feeling of pain and desperation clutches at your heart at the sight of the tree.

On the southern side of the oblong room is an altar, atop which lies a round, black marble bowl with two golden handles. From the inside softly pulses an aura of reddish light in this obscure area. Slowly rising above the altar, a dark, shadowlike creature with long silver hair utters an inhuman, death-cold wail.

The creature is a banshee, the haunting spirit of the previous Treekeeper. She was not originally an evil female elf, but after unending days of atrocious tortures, she was lured into revealing where her people were. She died of her wounds as much as of guilt before she could betray the existence of the Tree of Life, the Sanctuary or the twelve keys. The dismal pain in her body and in her soul made her hopelessly insane, and so, she finally turned to her duties as a banshee. Her tormented mind believes that anyone approaching the tree, elf or human, is a danger for the sanctuary, so no talking is possible. The banshee must be destroyed.

The banshee wails once and gazes in priority at any character other than an elf. If there is none, choose one elf at random. If the gaze fails, the banshee uses her ectoplasmic net in order to trap characters foolish enough to attack her in melee. The net takes three rounds to complete after which any character within must save versus Spells or be pulled into the ethereal plane. The banshee physically attacks anyone who succeeds the saving throw and remains within the net, pummel-

ing the character until he ages to death. When the banshee is reduced to less than half her total hit points, she enters the ethereal plane for 1-8 days. However, she wails once more before leaving. Once gone, the banshee attacks each character lost in the ethereal plane, using her aging blows, until the victim's Constitution score reaches 0. If the party manages to awaken the elves (see area 5), the banshee is freed from her undead condition and never returns to the Sanctuary. Characters who are still trapped in the ethereal plane at that time are released and appear under the tree.

When the haunt is defeated or leaves the Sanctuary, read the following boxed text:

A wave of goodwill overwhelms all of the party members, evidently emanating from the tree. Like an echo, the aura in the black bowl pulsates more vigorously, shedding more light in the back of the room. The word "Atziluth" can be read on the side of the bowl.

Reflecting some of the light, a silver tablet shines embedded in the marble floor. A long text written in the ancient tongue of elves can be seen on the silver surface.

There is apparently no exit other than the spectral stairs arching to the crystal platform 30 feet above the tree.

The party presently is in "the Heart" area of the Sanctuary.

The bowl is magical and contains a metal sphere as big as a fist. It is red hot and occasionally sheds a few low flames. It is the bowl of Atziluth, the Element of Fire that is one of the four items required to awaken the elves. If

CHAPTER 5: THE LOST SANCTUARY

the party attempts to lift it off the altar, it seems to be stuck. No physical effort nor magic is able to separate it from the altar.

The bowl comes off only when the party discovers the way to open the secret door to area 5 ("The Head"). To do so the party must unveil the secret information contained on the four silver tablets: the one in this room, and the three others located in the "Feet," "Left Arm" and "Right Arm" of the sanctuary. The sentences on the Tablets of Elements are numbered and must be placed back in their original order, as described below.

Using the Tablets

When the players rewrite the sentences according to their numbers, they should obtain the following text:

And when the end was so close, divine protection was sought for all the clan -1-I. The Eldest ordered the final act and our wealth buried deep—2-I. From youngest to oldest, all became one with the holy realm—3-I. So the clan went to darkness until the hordes would be gone—4-I.

Only the Keeper remains to tend our beloved Tree of Life—1-II. She who decides upon our fate will awaken the clan when peace has returned—2-II. Twelve magical keys were left for twelve enchanted guardians to keep—3-II. And our tree was hidden below the center of our beloved city—4-II.

The secret of our return to a century of peace remains in the Head—1-III. Only the reunion of the four elements will recall our spirits and bodies from the ancient oaks—2-III. At the last hour rebellious Feadiels took a sacred limb from the mother of all—3-III. Then the traitors ran, fleeing the Land of Ancestors on the magical rainbow, never to be forgiven—4-III.

When you first come to Atziluth, Spirit is the Word. Powers becomes the One upon the returning to Atziluth—1-X. Praise the forest for Ietzirah is the right arm to water—2-X.

When you first come to Ietzirah, Honors is the Word. Raise becomes the One upon returning to Ietzirah—3-X. Praise the tree for Asiah is the feet to earth—4-X.

When you first come to Asiah, Our is the Word. All becomes the One upon returning to Asiah—5-X. Praise the life

for Beriah is the left arm to air -6-X.

When you first come to Beriah, Powers is the One. Dead becomes the One upon returning to Beriah—7-X. Praise the light for Atziluth is the heart to fire - 8-X.

If Dead is the one, claim the device and the Head shall be yours—9-X.

The three first parts (I, II, and III) tell the story of the elves' last days. However, the second part is more cryptic. It contains the secret phrase that opens the passage to area 5 (The Head).

In other words the tablets mean:

When you come to Atziluth for the first time, the word is 'Spirit'... then go to Ietzirah... When you come to Ietzirah for the first time, the word is 'Honors'... then go to Asiah... etc. until the party has accomplished a full tour of the four parts of the Sanctuary. The first sentence then should be "Spirit—Honors—Our—Powers."

When the party starts a second tour, the tablets say: When you return to Atziluth, the word becomes 'Powers'... go to Ietzirah... etc. The second sentence then becomes "Powers—Raise—All—Dead".

At the end of the second tour, the last tablet says: If the last word is 'Dead', then speak the words aloud, and the door will open.

So the magic phrase is :

Spirit Honors Our Powers, Powers Raise All Dead.

When the words are pronounced aloud, the door to area 5 opens and the bowl in area 1 may be lifted from its altar.

If the players have difficulties figuring out the tablets, they may get some limited help from the Tree of Life. If a player gets closer to the solution, the tree could send a wave of encouraging feelings to the characters. If the characters get the solution wrong, they can still try again without penalty, until they find the solution.

The Tablet of Atziluth

And when the end was so close, divine protection was sought for all in the clan—1-I. If Dead is the One, claim the device and the Head shall be yours —9-X. Only the Keeper remains to tend our beloved Tree of Life—1-II. When you first come to Atziluth, Spirit is the Word. Powers becomes the One upon returning to Atziluth—1-X. The secret of our return to a century of peace remains in the Head—1-III. Praise the forest for Ietzirah is the right arm to water—2-X.

This tablet is located in area 1.

The text is written in ancient elvish. Each sentence requires a roll less than the Intelligence of the reader in order to be understood. Each character can try only once; otherwise a *read languages* spell is needed.

There are four secret doors in this room. All open up under simple pressure, except for the northern one that opens on area 5 (The Head). This passage requires the magic phrase hidden in the four Tablets of the Elements. No other magic may open it, save a *wish* spell (see Appendix). A secret trapdoor lies behind the altar and is connected to a set of stairs leading down to area 6.

2. The Right Arm

At the end of this long straight archway glows a small brazier, under a silver tablet embedded in the wall. It is covered with ancient runes.

The tablet at the end of this corridor is the one of Ietzirah, the Water Element. Each phrase requires a roll less than the Intelligence of the reader in order to be understood. Each character may try once, as explained in area 1.

The Tablet of Ietzirah

The eldest ordered the final act and our wealth buried deep—2-I. When you first come to Ietzirah, Honors is the Word. Raise becomes the One upon returning to Ietzirah—3-X. She who decides upon our fate will awaken the clan when peace has returned—2-II. Only the reunion of the four elements will recall our spirits and bodies from the ancient oaks—2-III. Praise the tree for Asiah is the feet to earth — 4-X.

The tablet is a secret panel concealing a small alcove. It contains a large crystal vial of pure water, engraved with the name of Ietzirah. If magic is detected, the vial displays a powerful aura.

3. The Feet

At the end of this long straight archway glows a small brazier, under a silver tablet embedded in the wall. It is covered with ancient runes.

The tablet at the end of this corridor is the one of Asiah, the Earth Element. Each phrase requires a roll less than the Intelligence of the reader in order to be understood. Each character may try once, as explained in area 1.

The Tablet of Asiah

From youngest to oldest, all became one with the holy realm—3-I. When you first come to Asiah, Our is the Word. All becomes the One upon returning to Asiah—5-X. Twelve magical keys were left for the twelve enchanted guardians to keep—3-II. At the last hour, rebellious Feadiels took a sacred limb from the mother to all—3-III. Praise the life for Beriah is the left arm to air—6-X.

The tablet is a secret panel concealing a small alcove. It contains a sphere of onyx engraved with the name of Asiah. It radiates a powerful aura of magic.

4. The Left Arm

At the end of this long straight archway glows a small brazier, under a silver tablet embedded in the wall. It is covered with ancient runes.

The tablet at the end of this corridor is the one of Beriah, the Air Element. Each phrase requires a roll less than the Intelligence of the reader in order to be understood. Each character may try once, as explained in area 1.

The Tablet of Beriah

So the clan went to darkness until the hordes would be gone—4-I. When you first come to Beriah, Powers is the Word. Dead becomes the One upon returning to Beriah—7-X. And our tree was hidden below the center of our beloved ancestral city—4-II. Then the traitors ran, fleeing the Land of Ancestors through the magical rainbow, never to be forgiven—4-III. Praise the light for Atziluth is the heart to fire —8-X.

The tablet is a secret panel concealing a small alcove. It contains a small jade statue representing a fat man blowing with his two hands around his mouth. The statue has a powerful aura of magic.

5. The Head

The center of this room is occupied by a round dry fountain. In the middle stands a large pedestal bearing the Atziluth rune, with a hole in its center. On the right and left of the fountain are two small plates, one with the Asiah rune, the other with the Beriah rune. At the base of the fountain, where water should be, appears the rune of Ietzirah.

At the opposite end of the room is embedded a large golden plaque with glowing runes. Just above, sculpted in ancient elvish, appear the words "Prepare the fountain and chant the magic runes as the Four Elements blend in the artifact."

The dry fountain is the Fountain of Elements. The red hot sphere must be dumped into the hole at the center of the fountain. The two plates are the corresponding receptacles for the onyx sphere and the small jade statue. The water in the vial is to be poured into the fountain. When this is properly done, read the following text:

Suddenly, flames spring forth from the pedestal mixing with the whistling whirlwind blowing from the statue. The onyx blends with the rest of the stone, turning the fountain into precious onyx as well. The water swells and forms a whirlpool around the center of the fountain. Then steam joins the whirlwind, rising up with the smoke and the flames to the dome of the room.

As the four elements blend together, the twelve symbols of the star map appear on the dome and glow with the same fire as the runes. Shortly after, while you chant the runes of the plaques, the runes seem to burn one after the other, as you pronounce the words.

If the party chants all the runes, the elves awaken in the forest and their bodies are reformed from the wood of the trees.

The process takes one hour during which chances are that creatures from the outer planes appear in the room, in a last attempt to prevent the party from accomplishing the prophecy. The enchantment the party is reciting requires the use of the four elements in the universe. This creates a disturbance that enrages the creatures in the outer planes. The whirlwind is a gate through which the elemental energy is channeled into the Sanctuary. The creatures from the outer plane enter through this opening.

There is a 30% chance per turn 1d6 spectral hounds or invisible stalkers enter through the whirlwind. At least one character or another must continue chanting the runes so that the invocation is not interrupted. The others must prevent the creatures from interfering. Each time the character chanting the words is hit, he must start again from the beginning. The runes to be recited sparkle again on the plaque from the beginning. If

there are several elves chanting at the same time, all must be hit during the same round for the process to be interrupted. If all the characters retreat and the chanting is terminated, the Fountain of Elements is wasted and the ancient elves lost forever. In this case, the only way to save the Tree of Life would be to carry it away with its roots still in its original ground, back to Selinar.

6. The Keeper's Quarters

This rectangular room contains very little furniture, quite elegant, though simple. The bed is unmade and dusty. On the table near the bed is a large book. On the opposite side sits an oaken chest, under a large horoscope. At the foot of the bed several dozen books are piled up, along with stacks of parchments.

The large book is the Treekeeper's journal. If the party reads it, the story on the tablets is confirmed. It also contains the following information:

During her long time in the sanctuary, the Treekeeper studied astrology. As she got more involved, she finally understood what Fillindyl Feadiel meant and why he fled. At last she discovered in the stars the true fate of her clan. She was getting too old to remain much longer in the sanctuary and her health was worsening. Though aware of her fate, she decided to leave the sanctuary to awaken the next Treekeeper, as a final challenge to destiny. She also mentioned important patrol activities above in the forest. The journal ends there.

The chest contains ancient vestments, most of them partially rotten or too old to have any value. Beneath the books is a layer of red velvet covering a small metallic *mirror of life trapping*. It is an elven variation of the item described in the Expert rules (page 63). The character unveiling it must save vs. Spells at -5 or be sucked in. The mirror may contain up to 10 creatures only. It cannot be shattered as a regular mirror because it is metallic. The only way to release its victims is to melt it totally, or to cast a *wish* spell from outside.

The mirror already trapped one creature, Jhawani, a lesser djinni. He became insane during the centuries of utter loneliness. Because of a permanent illusion he cast on himself, Jhawani appears as a human pilgrim, constantly turning a wooden prayer

CHAPTER 5: THE LOST SANCTUARY

wheel. If the PCs talk to him from the other side of the mirror, Jhawani says he is praying to be freed of his age old prison. If PCs inside the mirror try to stop him, he remains motionless, holding his head and sobbing quietly.

In his madness, Jhawani has forgotten he was a djinni. Once he is freed, roll 1d6 every hour. On a score of 1-4, Jhawani involuntarily releases one of his magical abilities, causing a detrimental situation for the party (creates bad food, stale drinks, fragile objects; becomes invisible for an hour; creates a scary illusion; produces a whirlwind at the wrong moment — at random), or even for Jhawani himself. At the beginning, Jhawani should not appear as the obvious instigator of the bizarre incidents. Jhawani is frightened and claims he is the victim of a divine curse for having entered this holy sanctuary.

At the bottom of the chest, beneath the magic mirror, ten *vials of oil of sunlight* are hidden in a secret compartment, each of them containing 40 ounces of oil. With the vials is a small golden chest. It is magic and contains two elven rations, similar to the ones the characters were given at the beginning of their quest. The chest has the power to reproduce one non magical object per week, provided the item is of vegetal origins (as an elven ration).

The horoscope shows that the Treekeeper remained in this cloister for more than four centuries. (If the party has not used the rainbow option yet, the horoscope should mention the last three places and dates where the magic rainbow appeared, plus the next expected one in this century (1d100 + 30 days from this point).

The books piled up near the bed are elven legends and lore, poetry, history, and especially astrology and astronomy. The parchments are damaged beyond use. These books are sufficient for an elf to learn about the stars. The elf must have an Intelligence of 17 and study the books for a minimum of five years without interruption. At the end of this period the elf must roll against his Intelligence. If the roll succeeds, the elf gains the "*Seers' Knowledge*" (see below); if not, the studies must go on for another year, until the student finally succeeds.

For gaming purposes, the successful scholar is called "High Seer" and may foresee important historical events (1% chance per level) affecting one or more nations. The information thus gained must remain a simple clue to the Seer, such as *Evil and pestilence spread from the south before the end of winter...*, *The Sable Griffin will be crushed*

when the earth will shake..., etc. The use of the star map in predicting the appearance of the magic rainbow is also gained, as explained in chapter 2.

7. The Workroom

Mounds of perfectly flat leaves are neatly piled upon a low table. Beyond stands complicated equipment, similar to that needed to distill alcohol. Many empty jars and vials are lined up on the shelves surrounding the chamber.

The distillery served to make the *oil of sunlight* necessary for the construction of lightships (see Companion Book Two, page 22). All the vials are now in a false bottom, inside the chest in room 6.

The Treekeeper used this room to revive and process the Tree of Life's leaves for the future construction of a lightship.

8. The Crypt of the Clan

This long hall contains several dozen mortuary plates embedded in the walls on both sides. Near the end, a long portion of the hall is bare of inscriptions or plates. The names appearing on them obviously are those of past kings or queens, treekeepers, seers, or great warriors.

Behind the plates are the graves of ancient personalities of the Elven Land's history. If the party starts opening them, there is a 20% chance a ghost appears and forces the characters to respect the graves of their ancestors. If the party destroys these ghosts and soils the tombs, change their alignment to Chaotic, and they become NPCs under the DM's control.

In the middle of the crypt is a secret trap door connected to the elves' vault (area 9).

9. The Elves' Vault

The trapdoor opens into a deep dark well. The walls are smooth and the bottom is not visible.

The well is 100 feet deep. If the party manages to safely reach the bottom, read the following boxed text:

In this huge cavern, hundreds of crates are piled up, some of them made of simple oak, others covered with silver or brass. Each of them bears the name of a family and is locked with a padlock or chains.

The crates contain the belongings of all the families of the ancient clan. Before they *magic-jarred* into the trees of the forest, they secured their weapons, wealth, and personal effects including clothes, magic items, furniture, artwork, etc.

The fortune accumulated there is incalculable; however, it should become evident to the party that it belongs to their ancestors and should not be touched. There is a large chest with the name of the Feadiels. It is unlocked, and empty. Someone has written on the chest the following words:

Remember the names of the traitors, for one day we shall return and punish the sinners.

B. The Trial

As the party explores the sanctuary and eventually performs the ceremony of awakening (area 5), the elves materialize out their trees. They do not know what has happened since they *magic jarred* into their oaks.

With horror, they discover that many of the transformed elven oaks are now dead. The face of the forest has changed; hundreds of the oaks had their hearts ripped out, and their beloved city has been eradicated from the realm. Only puny ruins remain between trees and bushes, poor souvenirs of a once fabulous capital.

With anger and pain in their hearts, they gather around the crystal platform, outside the sanctuary, waiting for the Treekeeper to come out. Instead, they find a group of unknown elves. They immediately recognize the traditional outfits of the much hated Feadiels. As a sign of their ultimate treachery, they have permitted humans (the druid and the djinni, if still alive) to enter the holy sanctuary.

Without an instant of hesitation, they swarm the party, in an attempt to capture them. The prisoners are bound and gagged. They remain so for a few days until the ancients attempt to decide their fate. Often, some elves come to gloat over the prisoners, insulting them and threatening them with terrible sentences.

After long hesitations and violent quarrels among the various families, the elders decide to finally judge the party, and so prepare a tribunal in a nearby clearing.

Judging the Party

For gaming purposes, the judgement will be held in several rounds during which the characters will have to answer for their acts. According to the result, the jury is convinced, or not, of their innocence and goodwill. The



druid and the djinni are not permitted to speak during the judgement.

The bonus for extenuating circumstances is valid only if the party mentions the described circumstance and pleads guilty. At the discretion of the DM, other cases or circumstances may be added, according to the way the adventure developed in this module. The trial should take at least six hours during which Jhawani — if still alive — whines and laments about his future fate. He goes on until the party requests he be gagged and tied up. At least once during the trial, Jhawani should unleash one of his powers, creating harmless but total confusion.

Run the following events as indicated in each round of the trial. Points for extenuating circumstances are awarded to the party only if the PCs use these arguments for their defense. Add up the party's scores for each round, according to their defense. The final score will decide whether they are judged guilty or not.

Round 1

Charge: The characters are accused of general treachery since their kin have rebelled against the elders' orders to remain in the forest.

<i>Party's Defense:</i>	Pts
Pleads not guilty	-5
Pleads guilty as charged	-3

<i>Extenuating Circumstances:</i>	
They are mere descendants of the accused, and therefore should not be held responsible for the incident	+1
The fate of the land was known to them (as evidence, the Treekeeper's diary must be shown)	+3

<i>Aggravating Circumstances:</i>	
The party has been found in possession of weapons and equipment coming from Moorkroft's troops	-2
The centaurs testify that the party attacked them (see chapter 3)	-2
The party fought back when the elves arrested them	-2

If the characters have proof that they killed Moorkroft, the party may plead not guilty and score +5 points. If the party captured Moorkroft and he is still alive at the trial, the mage will pretend to be an old elven hermit and accuse the party of kidnapping him. He will pretend that he actually was trying to

thwart the party's evil scheme of pilfering the Sanctuary. In this case the party loses 5 points. Since the ancient elves never saw the mage in person, the party must prove this is Moorkroft and not an old elf. The only way they can do this is by calling Caperling, the young centaur found in the castle prison. Caperling testifies that the old elf has been the enemy of the centaurs for years, and that he has been damaging many great oaks in the forest. Out of doubt, bp the elves use magic to study Moorkroft. In this case the party scores +5 points.

Round 2

Charge: The party is accused of murdering the Treekeeper who cannot be found anywhere in the sanctuary.

<i>Party's Defense:</i>	Pts
Pleads guilty as charged	-5
Pleads not guilty	-3

<i>Extenuating Circumstances:*</i>	
The party claims there is no evidence of the murder	+2
The party proves she was already dead	+3

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Aggravating Circumstances:

There are traces of a fight in area 6 of the Sanctuary -2

(* Do not add bonuses together; use the highest instead.

If the party calls upon the Tree of Life as a witness, the accusation is dismissed and the party scores a final total of +5 for that round.

Round 3

Charge: the party is accused of deliberately profaning the holy sanctuary by allowing non elf beings to enter it (void if the druid is dead and the body has been found out of the sanctuary, and if Jhawani is also missing).

During this round, if Jhawani is not bound and gagged, he should involuntarily create an incident with his powers. As a result, he panics and tries to flee.

Party's Defense: Pts
Pleads not guilty -5
Pleads guilty as charged -3

Extenuating Circumstances:

The party proves the being is a respectful druid +2
The party proves the being was helpful in saving many woodland lives +2
Jhawani is not present (the party slew him, or he is still in the mirror) +2

Aggravating Circumstances:

Jhawani created an incident during the trial -3

Round 4

Charge: The party is accused of attempted theft. At this point the party should be searched for any "stolen" items belonging the elves.

Party's Defense: Pts
Pleads not guilty -5
Pleads guilty as charged -3

Extenuating Circumstances:

Wealth was needed to raise an army against Moorkroft +1
The Treekeeper's knowledge was needed to defeat the mage +2
The items were in the wrong hands +2

Aggravating Circumstances:

The party has been found in possession of items coming from the Sanctuar -2
The party has been found in posses-

sion of the *horn of plenty* and of the *wheel of fortune* which are considered elven property -2
The party was arrested for carrying elven personal effects (from area 6) -2

*If the party does not have any of the items found in the sanctuary, nor the two found in the castle, the party may plead not guilty and score +3 points (instead of -3).

Round 5: The Consultation

Other Extenuating Circumstances:

If, in the process of judging the party, it has been proven the characters actually awoke the elves, add 5 points to the total. If the centaurs and the griffons are called as witnesses in behalf of the party's goodwill, add 2 points for each. At the DM's discretion other extenuating circumstances may be added, according to the cases.

Add up the result. If the total is negative, the party is charged with disrupting the ancients' plan to survive Moorkroft. The party is stripped of all equipment whatsoever, and cast out of the Elven Land.

If the total is positive, the party is pronounced not guilty. They achieve a status quo and the honor of their family is re-established. However, during the ensuing battle against the black hordes the party may not command any elven troops, although it may control woodland creatures.

If the total is 10 or better, the ancient elves treat the party as heroes, and eventually agree to fight under its orders against the black hordes. Each of the members is rewarded 20,000 gp in gems.

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Soon after the trial is over, messengers bring news of two enemy armies, one marching from the south, another holding its position north of the volcano. The elves raise their army and prepare for the final battle (see Appendix, Optional War Encounter).

Provided the mage is still alive, the party may request permission to sneak behind enemy lines and destroy Moorkroft. If the party has already killed Moorkroft, or manages to kill him during the battle (that is without further help), the party, including non-elves, is granted noble status among the ancient elves. The clan of Feadiels is then allowed to return to the Elven Land if they so desire.

Optional War Event

Once the party has explored the castle (see chapter 4), it knows who Moorkroft is and the need of a war thus becomes evident. In this case, read the following rules to run the battle.

Soon after the ancient elves have been awakened, or if the party has raised an army of woodland creatures, the mage's southern army marches toward the forest. There is an important difference between the black hordes at the time of Moorkroft I and the current mage's. Since then, his forces have substantially decreased because of internal friction and tribal rivalry, and because Moorkroft IV does not appear to his army as often as he should. The mage spends most of his time in the Tower of Light, seeking the secrets of eternal life. The fact the elven castle is standing is not well accepted among the ranks of his army. Furthermore, some trouble has already been caused by the Dark Watcher and his plots to overthrow the mage.

Using the War Machine

If the War Machine is a desirable rule, play as indicated in the rulebook. Depending on what goals the party has achieved, various forces will be available to the party, along with 3,000 elves and 50 10th level elves to lead them.

The main army of the mage is stationed south of the forest, off the map. His forces are 5,000 orcs and take one week to get to the Elven Land. The garrisons form two different corps, one at the south, becoming part of the main army when it arrives, the other north of the volcano. Every subsequent day, the main army gets reinforcements; on a roll of 4-5 on a d6: 200 orcs and two wyvern riders; on a roll of 6 on a d6: 500 orcs and five wyvern riders.

To help find the Battle Ratings for War Machine purposes, all the troops on the PCs' side are considered Good Troops (BFR = 95). The wyvern riders are considered Elite Troops (BFR 130), and all other troops under Moorkroft's command are Fair Troops (BFR = 60).

Battle Effects

If Moorkroft dies (or is dead at the beginning of the battle), (1d4x5)% of the main army and 1-2 garrisons will desert the battlefield. If all the garrisons north of the volcano are destroyed or have deserted, another (1d4x5)% of the main army retreats. If Moorkroft and his doubles are destroyed, and the main army has suffered 50% or more casualties/desertions, the main army and the

eastern garrisons all retreat. They divide into hostile factions under the power of petty nobles and pretenders to the throne. They are then considered harmless to the forest and the elves. The Elven Land does not have a strategic value and now would be too costly to invade.

Using an Abstract System

If a more abstract system is desired to resolve the battles, use the following charts to directly resolve the outcome of a major confrontation led by the party.

Add up the experience point values of all the woodland beings rallied for the battle, plus those of the elves (35,000 xp for the normal elves, + 60,000 xp for the 50 leaders).

Do the same for the mage's army, giving the wyvern riders a combined value of 1,200 xp each (steed included). Do not count lost patrols and destroyed garrisons (see encounter N for details).

Divide the two totals by 100 and compare them. Roll percentile dice, adding the difference if the elves have a higher total, or subtracting the difference if the orcs have a higher total. Find the result on the CRT table below and apply instructions, until the battle is over.

COMBAT RESOLUTION TABLE (Roll d100 and add modifiers)*

Result	Effect
- 51(-)	Total Defeat: The elvish army is crushed and the Elven Land totally ravaged. All is lost and survivors must flee.
- 50/0	Stalemate: The elves and the main southern army both suffer 2d20 x 1,000 xp worth of casualties. Moorkroft's forces occupy the Tower of Light. The eastern garrison corps suffers no damage. Roll again.
0/+ 50	Marginal Victory: The elves and the main southern army both suffer 1d20 x 1,000 xp in casualties. There is a 20% chance the eastern garrison corps loses the equivalent of 1 garrison. Roll again.
51/100	Tactical Victory: The elves and the main southern army lose 3d10 x 1,000 xp in casualties. The orcs are pushed back or held at the forest limits. The Tower of Light is occupied by the elves*.

The eastern garrison corps loses the equivalent of 1 garrison, and there is a 10% chance Moorkroft is killed in action. Roll again.

100(+)
Decisive Victory: The eastern corps is crushed and the main army suffers 4d10 x 1,000 xp in casualties. There is a 30% chance Moorkroft is killed in action. The elves suffer 1d20 xx 1,000 xp in losses. The orcish army retreats, and the elves win the war.

(*) Add +10 to further rolls as long as the elves occupy the Tower of Light. Roll at -10 as long as Moorkroft is alive.

Reinforcements and battle conditions described above are to be applied with this abstract system. Reinforcements may arrive at the end of each battle round.

PCs may participate in the battle. Add their value in experience points to the elven army's totals. However, there is a chance some are wounded, captured or killed in action. At the end of each round, all the players having their characters involved in the war must roll on the chart below:

Battle result	Wounded	Captured	Killed
Total Defeat	40-60	61-90	91-00
Stalemate	60-90	91-95	96-00
Marginal Vict.	70-95	96-98	99-00
Tactical Vict.	80-98	99	00
Decisive Vict.	90-99	—	00

Scores below the minimum value appearing in the "Wounded" column are considered "No Effect" results. A "wounded" character takes 1d20 points of damage. If the character falls below 0, he may be retrieved for healing.

A "captured" character should be allowed some chance to escape, otherwise, he is freed on a decisive victory.

A "killed in action" character is considered lost on the battlefield. If the final outcome of the battle is a "decisive" one, the party has a 30% chance of retrieving the body for a future *raise dead* spell.

If the orcish army has been beaten, Moorkroft then attempts to personally ambush the party in order to gain revenge. He has lost his source of eternal life, he is rapidly dying and his dynasty has been overthrown.

APPENDIX

Wish

Range: Special
Duration: Special
Effect: Special

A *wish* spell is usable only by a magic-user of 33-36th level who has an Intelligence of 18 or greater, unless the spell power is contained in a magical item (a ring, a talisman, a weapon, etc.). It is never found on a scroll. A *wish* is the single most powerful spell a magic-user can have.

Wording the Wish: The player must say or write the exact *wish* made by the character. Wording the *wish* is very important. The literal meaning will usually occur, whatever the intentions of the player.

The DM should try to maintain game balance, being neither too generous nor stingy in deciding the effects of a *wish*. Remember that *wishes* should be able to do quite a bit. Even a badly phrased *wish*, made with good intentions, may have good results. However, if the *wish* is greedy, or made with a malicious intent, every effort should be made to find differing interpretations. If necessary, the *wish* can be disallowed, having no effect. Whenever a *wish* fails or is misinterpreted, the DM should explain (after the game) the problem or flaw in the phrasing.

Here are some examples of faulty *wishes*:

"I wish I knew everything about this dungeon" could result in the character knowing all for a second and then forgetting it.

"I wish for a million gold pieces" can be granted by having them land on the character, and then vanish.

"I wish to immediately and permanently possess the gaze power of a basilisk while retaining all of my own abilities and items" is a carefully worded *wish* that is out of balance. Characters are already quite powerful. This *wish* could result in the growth of a basilisk head in addition to the character's own, or the growth of extra eyes — without eyelids —

leaving the character extremely vulnerable to other gaze attacks.

A *wish* can never be used to gain either XP or levels of experience.

Possible Effects: if a *wish* is used to harm another creature in any way, the victim may make a saving throw vs. Spells. If successful, the victim takes half the ill effects and the other half rebounds to the spell caster (who may also have to avoid it, but with a -4 penalty to the dice roll). A carefully worded *wish* can, however, move (i.e. *teleport*) another creature if no harm is done in the process, allowing no saving throw. The saving throw applies only to creatures, not their items carried or possessed.

A *wish* may be used to gain treasure, up to a maximum of 50,000 gp per *wish*. However, the character loses 1 XP per gp value of the treasure gained, and this loss cannot be magically restored.

A *wish* can be used, if the DM desires, to gain the use of a magic item for a short time. Generally, any magic item gained is borrowed from somewhere else, not created. Artifacts are beyond the power of *wishes*. The caster may usually produce any item up to +5 enchantment. The item will remain for only 1-6 turns.

A *wish* can be used to temporarily change any one ability score to a minimum of 3 or a maximum of 18. This effect lasts only for 6 turns.

Wishes can also be used to permanently increase ability scores, but the cost is very high. You must use as many *wishes* as the number of the ability score desired. All the *wishes* must be cast within a one-week period. You may raise an ability score only one point at a time. To raise your Strength from 15 to 16 takes 16 *wishes*. To then raise it to 17 will take another 17 *wishes*. *Wishes* cannot be used to permanently lower ability scores.

A *wish* cannot raise the maximum level for humans; 36th is an absolute, enforced by quasi-divine power. However, one *wish* can

allow a demi-human to gain one additional Hit Die (for a maximum of 9 for halflings, 11 for elves, and 13 for dwarves). This affects only hit points, and does not change any of the other scores (such as Hit rolls, elves' number of spells, etc.).

A *wish* can change a demi-human to a human, or the reverse. Such a change is permanent and the recipient does not become magical. Halflings and dwarves become fighters of the same level. Elves become magic-users or fighters (but not both), at the choice of the *wisher*. Levels of experience can then be gained normally as in a human class. A human changes to the same level demi-human, but not higher than the normal racial maximum. If the *wish* is made by another, the victim may make a saving throw vs. Spells with a +5 bonus to avoid the change. Once a character's race is changed, two *wishes* are needed to reverse the effect, and further changes each require double the previous number of *wishes* used (4, 8, 16, etc.).






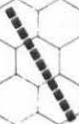



A *wish* can be used to duplicate any magic-user spell effect up to 8th level, or any cleric spell of 6th level or less. This common use of a *wish* is not subject to the same close scrutiny by the DM, and is likely to succeed with less change or error than other types.

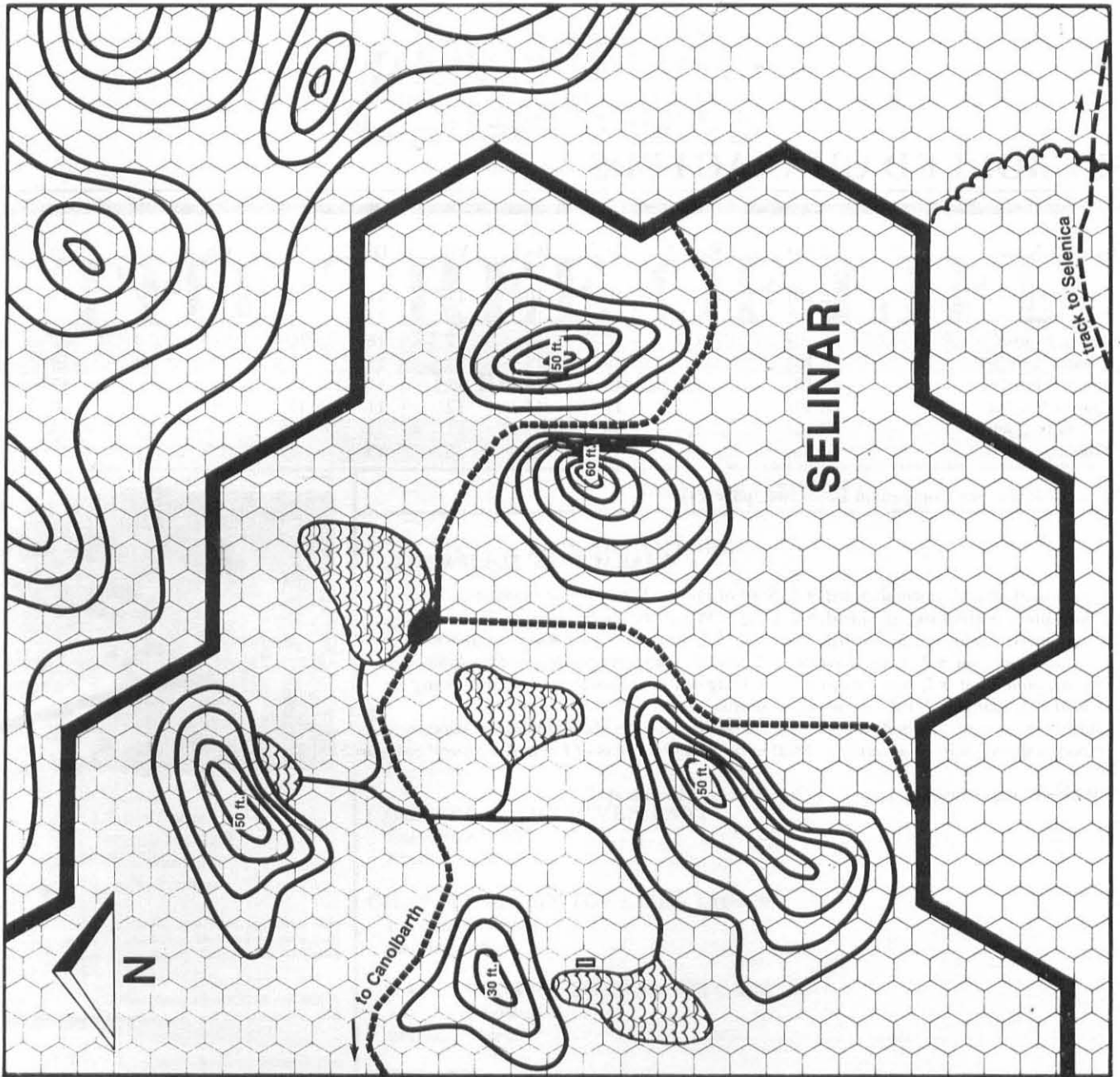
A *wish* sometimes can be used to change the results of a past occurrence. This is limited to events of the previous day. A lost battle may be won, or the losses may be made far less severe, but impossible odds cannot be overcome completely. A death in melee could be changed to a near-death survival; a permanent loss could be made temporary. The DM may advise players when *wishes* are near to exceeding the limit of the power.

Important Note: Whenever an effect is described as being unchangeable "even with a *wish*", that statement supersedes all others here. However, multiple *wishes* may succeed (DM's choice) where one *wish* could not.

PLAYERS' MAP 1

1 Hex = 3 Miles

	Alfheim Border
	Low Hills (+ elevation)
	Stream
	Lake
	Feador
	Elven Path
	Human Track
	Forest Limits
	Old Shrine



PREROLLED CHARACTERS

Character Name	Cl/Lvl	Rank*	St	In	Wi	Dx	Co	Ch	AC	hp	Save
1. Leadyl Feadiel	(E 10)	C	10	18	17	11	13	11	2	44	+4
2. Vanar Feadiel	(E 10)	C	11	17	18	13	11	10	1	36	+3
3. Dylen Feadiel	(E 10)	C	12	16	12	18	10	12	0	35	—
4. Tuladin Feadiel	(E 10)	C	10	14	13	17	13	13	0	45	+1
5. Feadris Feadiel	(E 10)	C	18	13	11	13	15	10	1	47	—
6. Qantir Feadiel	(E 10)	C	17	14	12	11	17	9	1	52	—
7. Myris Feadiel	(E 10)	D	12	15	11	13	14	14	3	43	—
8. Cucurbita Pepo	(D 10)	—	13	14	16	13	15	17	4	46	+2

(* Attack Rank (see Companion Book Two, page 23).

CHARACTERS' EQUIPMENT

- Chain mail, shield, *normal sword* +1, *Staff of Power*, *Ring of Protection* +2
- Chain mail, normal sword, shield +2, *Staff of Wizardry*, *Elven Boots and Cloak*, dagger +3
- Chain mail, shield, normal sword, *long bow* +3, *10 arrows* +1, *Ring of Quickness*, *potion of super-healing**
- Shield, chain mail +2, *normal sword* +2, *Scarab of Protection*, *Ring of Spell Storing*
- Shield, *plate mail* +1, *bastard sword* +5, *Ring of Fire Resistance*, *Bag of Holding*
- Shield +1, *plate mail* +2 cure wounds, *normal sword* +2/+5 vs dragons
- Shield, chain mail, *normal sword* +2 flaming, *Ring of Remedies*, *potion of super-healing**
- Wooden shield, *leather armor* +1, *Staff of the Druids*, *Boots of Levitation*, *scroll Stone to Flesh* (x3)

(*) *Potion of super-healing*: treat as a *Cure Critical Wounds* spell.

COMBINED MONSTERS STATISTICS TABLE

NAME	AC	HD	HP	AT	D	MV	AL	THACO	BOOK	SA/SD
Banshee**	-3	13****	70	2	Special	60'(20')	C	9	Comp	Aging, paralysis, wail
Beholder	0/2/7	1*****	60	1	2-16	30'(10')	C	10	Comp	1 eye, 11 eyestalks
Blink Dog	5	4*	V	1	1-6	120'(40')	L	16	Expert	Blinks
Centaur	5	4	V	3	1-6/1-6/1-6	180'(60')	N	16	Expert	
Chimera	4	9**	40	6	1-3/1-3/2-8 1-10/2-12/3-18	120'(40') 180'(60')	C	11	Expert	Breath weapon
Devil Swine*	3(9)	9*	65	1	1-8	120'(40')	C	11	Expert	Charm, shapechange
Dire Wolf	6	4+1	V	1	2-8	150'(50')	WN	15	Basic	
Displacer Beast	6*	0*	V	2	2-8/2-8	150'(50')	N	14	Expert	Blinks, special bite
Djinni* (Jhawni)	5	7+1*	55	1	2-16 or 2-12	90'(30')	C	12	Expert	Whirlwind, illusions, creations
Doppelganger	5	4*	V	1	1-12	90'(30')	C	16	Basic	Shapechange, magic resistance
Dragon, Black	0	7***	45	6	Special	120'(40')	C	13	Comp	Breath weapon, spell casting
Dragon, Blue	-2	3+3***	60	6	Special	120'(40')	N	8	Comp	Breath weapon, spell casting
Dragon, Gold	-4	2****	130	6	Special	120'(40')	L	4	Comp	Breath weapon, spell casting
Dragon, Red	-3	5***	70	6	Special	120'(40')	C	8	Comp	Breath weapon, spell casting
Druid NPC	7	C9	45	1	1-6	120'(40')	N	15	Comp	Clerical/Druidical spells
Dryad	5	2*	V	—	—	120'(40')	N	—	Expert	Charm, special
Dwarf NPC	3	D5	45	1	1-6	90'(30')	N	14	Expert	
Enchanted Armor	2	F5	30	1	1-6	90'(30')	N	15	CM7	Immune to oil, charm, sleep
Ghost**	-2	14*****	20	2	Special	90'(30')	L	8	Comp	Aging, paralysis, Magic Jar
Giant, Fire	4	11+2*	V	1	5-30	120'(40')	C	9	Expert	Throws rocks
Golem, Amber*	6	10*	50	3			N	10	Expert	Magic resist., detects invisible
Golem, Bronze*	0	20**	90	1	3-30 + 1-10	240'(80')	N	5	Expert	2-12 pts of damage on wounds
Gremlin	7	1**	V	1	Special	120'(40')	C	19	Comp	20' radius chaotic aura
Griffon	5	7	V	3	1-4/1-4-2-16	360'(120')	N	13	Expert	
Hellhound	4	5**	V	1	1d6 or 5d6	120'(40')	C	16	Expert	Breath weapon, detects invisible
Invisible Stalker	3	8*	60	1	4-16	120'(40')	N	12	Expert	Surprises on 1-5 on 1d6
Iron Statue, Gargan.	2	32*	200	2/6	4d8/4d8	60'(20')	N	2	Basic/Comp	Attacker's weapon sticks to statue
Manticore	4	6+1*	V	3/6	1-4/1-4/2-8 or 1-6(x6)	120'(40') 180'(60')	C	13	Expert	Shoots spikes
Medusa	8	4**	20	1	1-6	90'(30')	C	16	Basic	Petrification, poison
Mujina	4	8*	50	2	1-10(x2)	120'(60')	C	12	Comp	Fear
Narwhal	7	12	70	1	2-12	180'(60')	L	9	Comp	Detects evil
Nixie	7	1*	V	1	1-4	120'(40')	N	19	Expert	Charm
Orc	6	1	V	1	1-6	90'(30')	C	19	Basic	
Pixie	3	1****	V	1	1-4	180'(60')	N	19	Basic	Invisible
Purple Worm	6	15*	70	2	2-16/2-8	60'(20')	N	8	Expert	Swallows whole, poison
Roc	2	12	70	3	1-8/1-8/2-20	480'(160')	L	9	Expert	
Rust Monster	2	5**	25	1	—	120'(40')	N	19	Basic	Rusts metal
Thief NPC	6	T5	20	1	1-6	120'(60')	N	19	Expert	
Treant	2	8*	V	2	2-12/2-12	60'(20')	N	12	Expert	Surprises on 1-4 on 1d6
Troll	4	6+3*	V	3	1-6/1-6/1-10	120'(40')	C	13	Expert	Regenerates
Troll, Gargantuan	4	51**	230	3	4-24/4-24/4-40	240'(80')	C	2	Comp	Regenerates
Tyrannosaurus Rex	3	20	90	1	6-36	120'(40')	N	5	Expert	(construct)
Spectral Hounds*	-2	5**	V	1	2-12	150'(50')	N	15	Comp	Victims fade away
Sprite	6	1/2*	1-4	1	spell	180'(60')	N	20	Basic	Spell casting
Undine*	4	8****	55	1	2-16 or 1-10	240'(80')	C	12	Comp	Special
Unicorn	2	4*	V	3	1-8/1-8/1-8	240'(80')	L	16	Expert	Teleport 360'/day
Vampire*	2	7**	30	1	1-10	120'(40')	C	13	Expert	Charm, double energy drain
Werewolf*	5(9)	4*	V	1	2-8	180'(60')	C	16	Basic	Lycanthropy disease
Wyvern	3	7*	V	2	2-16/1-6	240'(80')	C	13	Expert	Poison
Wyvern Knight	2	F5	V	1	1-6	90'(30')	C	16	Expert	

STARMAP



● Major Star
 ● Minor Star
 ● Planet
 ● Galaxy

● Major Star
 ● Minor Star
 ● Planet
 ● Galaxy

Y T R R A M L





Companion Game Adventure

The Tree of Life

by Bruce A. Heard

The Feadiel clan's Tree of Life is dying. As the bravest and strongest elves in the clan, you must undertake the challenge of the elders: seek out the source of the disease and destroy it.

If you fail, the Tree of Life will surely perish, and all your family with it. The quest is great and you may die on the journey, never to find the cause of the disease. The journey will take you to the deepest part of ancient Selinar, Elvenhome, to find the guarded grave of the first Treekeeper.

Delay no longer! The Tree of Life grows weaker, day by day . . .

This adventure is for use with the DUNGEONS & DRAGONS Companion Set, which complements the D&D Basic and Expert Rules. This adventure cannot be played without the D&D Basic, Expert, and Companion sets produced by TSR Inc.

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