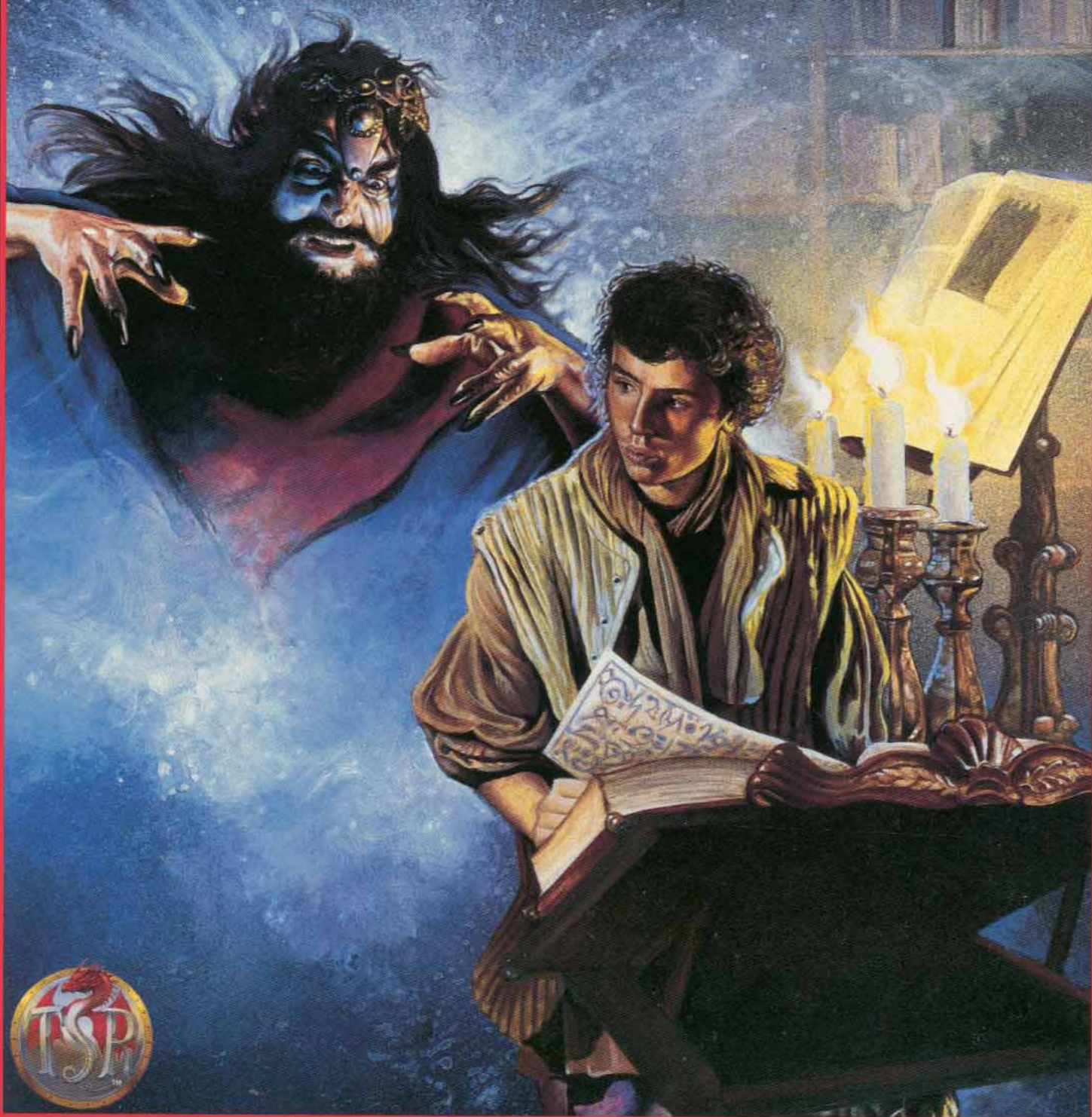


# Wizard's Challenge II





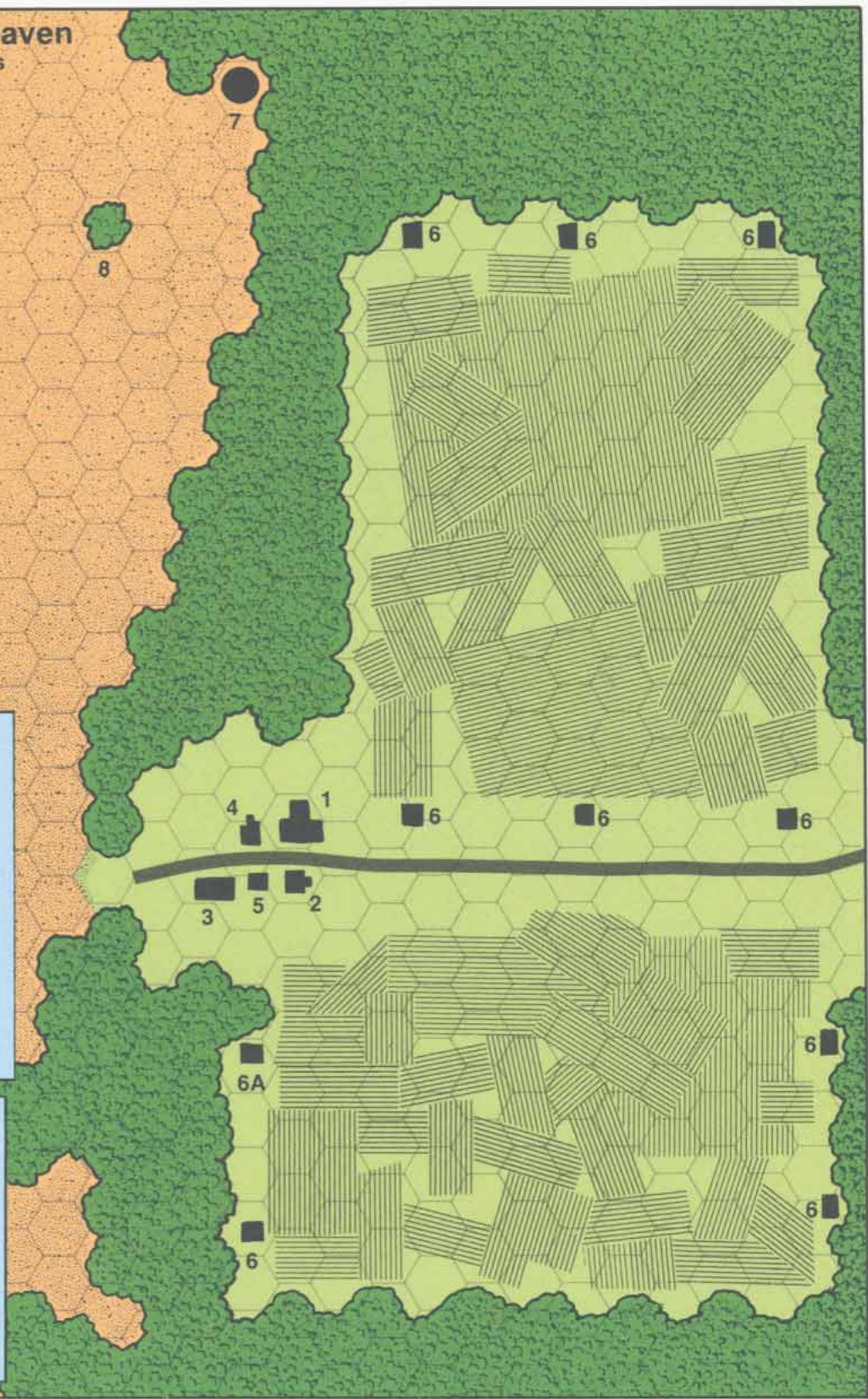
# Frontier of New Haven

One Hex = 50 yards



-  Forest
-  Badlands
-  Wizard's Tower
-  Oasis
-  Ambush Site
-  Ruins

- 1. Militia Headquarters
- 2. Stable
- 3. The Rock
- 4. General Store
- 5. Blacksmith Shop
- 6. Farmsteads
- 6A. Herken's Farm
- 7. Wizard's Tower
- 8. Oasis
- 9. Ambush Site
- 10. Ruins of Neconillis



# Advanced Dungeons & Dragons®

## 2nd Edition

OFFICIAL GAME  
ADVENTURE

# Wizard's Challenge II

by Kevin Melka

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*Wizard's Challenge II* is a ONE-ON-ONE™ adventure designed for a single player and a DM. This adventure allows a wizard character to gain experience outside an existing campaign.

The adventure is suited for a wizard PC (player character) of 4th to 6th level. Multiclass wizards can also play *Wizard's Challenge II*, but a PC who can cast 2nd- and 3rd-level spells will work best.

This adventure can be used in conjunction with *The Complete Wizard's Handbook*. Though not required to run this adventure, the supplement adds variety to play. Kits such as the Academician and the Militant Wizard will work well, but specialist wizards with poor offenses—such as Diviners, Enchanters, Illusionists, and Mystics—may have difficulties.

*Wizard's Challenge II* is a venture into ancient mystery that stresses a mixture of role-playing, problem-solving, and skillful use of abilities available only to a wizard. Because the wizard class is less physical than other PC classes, the DM should award experience for good play based on actions other than, but not excluding, combat. The DM may wish to review the optional rules on *Individual Experience Awards* (*DUNGEON MASTER® Guide*, page 48).

During this adventure the wizard PC will encounter many NPCs in the frontier village of New Haven. It is important to interact with many NPCs, for they provide pertinent information the PC may need to solve the problems presented in this scenario.

For convenience and clarity, male pronouns are used throughout this adventure. In no way is this intended to discriminate against female characters. In all cases read *he* as *he or she*, and *his* as *his or her*.



## Background Information

New Haven is a frontier community established on a fertile plain in the lands of Baron Tigus Felmoor. It is located on the edge of an expanse of Badlands, a rough, unexplored territory. The majority of the community's residents are farmers, while others are merchants and members of the militia. Because this village rests on the edge of unexplored territory, a professional military force from the baron is present to protect the farmers and their precious crops.

New Haven was founded after scouts discovered extremely fertile soil in this area. The area was already home to a reclusive wizard. After months of removing rocks and trees, dozens of acres of farmland were cleared. Many peasant families were relocated here by the baron and given their own land. The families owe the barony a portion of their crops each season as payment for their lands and the baron's protection. The farmers planted their first seeds 10 months ago, and all reports to the baron were of a positive nature, until just recently.

Rumors of dangerous creatures roaming the Badlands reached the ears of the baron, and as a preventative measure, he's ordered the territory explored and mapped. The first few expeditions to the Badlands were a success, and the soldiers mapped some of the wastelands and killed dozens of harmful scavengers. But these journeys soon turned to bloodshed.

During an expedition into the northern portion of the Badlands two weeks ago, a scouting party encountered a hostile creature that proved immune to their weapons. The party was quickly decimated by the fire-breathing monster, and only one of the soldiers escaped alive. Since the creature appears to have great magical powers as well as an immunity to weapons, the baron has sent a wizard to investigate.

The Badlands bordering New Haven belonged to an evil wizard 800 years ago, a reign now nothing but crumbled ruins and whispered legends. The rule of this foul wizard, Neconilis by name, was brought to an end by an unforeseen earthquake of monumental proportions. Believing the spirit of the mage still haunted the land, the survivors fled to more safer regions. However, unknown to settlers then and now, one of the wizard's summoned creatures still remains.

Shortly before the earthquake, Neconilis summoned a least yugoloth guardian to safeguard his spellbooks while he was surveying his lands. This powerful wizard was extremely clever in his instructions to the yugoloth, telling him to guard six spellbooks, each at a different location, and the lands between them. After the destruction of Neconilis' domain, the books remained hidden throughout the region. Since a yugoloth guardian must remain within 90 yards of its charge, the creature now had run of the Badlands. Surviving the devastating quake, the yugoloth guardian has lived in the Badlands over the last eight centuries.

Today, the beast still roams an area of 30 square miles, guarding the dead mage's spellbooks at a half-dozen hidden locations. (Although this adventure covers the location of only one spellbook, others may be found in future adventures—see Part Eight: Continuing Adventures.) Though the creature is only a least yugoloth, its special immunity to edged weapons makes it a formidable adversary.

After watching the scouting team from New Haven for several days, the yugoloth, named Yagdoo, concluded that the invaders could not harm it, then attacked. Standard issue for New Haven's militia are either short swords or long swords, and the men were slaughtered within minutes.

### Mind of a Yugoloth

Yagdoo is a least yugoloth guardian who is short of stature and cowardly at heart. It's smaller than other yugoloths of its type, and appears as a malformed imp or gargoyle at first glance. Yagdoo has occupied these Badlands for 800 years since the fall of Neconilis. The recent appearance of the hermit wizard and the villagers of New Haven is the only contact it's had with civilization in years.

Yagdoo possesses a pronounced fear of wizards, having been mistreated by Neconilis after his summoning. This could work to the PC's advantage if he comes in contact with the beast, for there is a chance for Yagdoo to flee combat every time a spell is cast (see Part Six). However, the yugoloth has no fear of men armed with swords, and it will fulfil its duty of protecting Neconilis' ancient magic if the militia ventures into the Badlands again.

The yugoloth has spent hundreds of years alone in the Badlands, with only packs of jackals and other scavengers to keep it company. Occasionally, tales of a monstrous creature would reach civilized lands, but would-be heroes wielding swords who sought out the monster were never heard from again.

Yagdoo is 4 feet tall and weighs about 75 lbs.—very small compared to others of his kind. However, the yugoloth uses this to his advantage when fighting those who blindly rush forward, sword in hand, to slay the small beast.

Any edged nonmagical weapon that strikes Yagdoo will shatter, including spears, bolts, and arrows with bladed heads. Magical weapons receive a saving throw vs. crushing blow to avoid destruction, but still do no damage.

Yagdoo is exceedingly cautious when entering into a combat situation. Since the yugoloth has lived in the Badlands for so long, it is difficult to find him if he doesn't wish to be found. Yagdoo's *hide in shadows* and *move silently* skills are high when moving across his territory (90% for both). The yugoloth also uses a form of *ventriloquism*

(up to a range of 90 yards) at will while in the rocky Badlands. Echoing noises off of surrounding rocks is an effective means of luring an opponent into a precarious situation, something the creature has learned over the years.

Having spent 800 years on the Prime Material Plane, Yagdoo has no wish to return to the plane that spawned him. The creature is cursed with being a coward toward some (wizards), and a savage monstrosity toward others (warriors). The yugoloth is sworn to his duty—to protect the spellbooks of Neconilis, but all he really wants is to be left alone.

Any expeditions into the Badlands will draw the immediate attention of the creature. He will study his opponents for hours, or even days, before committing himself to combat, unless intruders directly threaten the spellbooks he's forced to protect. For more information on the yugoloth, consult the *MONSTROUS COMPENDIUM*® sheet on page 32.



## Player Introduction

Read the following when the player is ready to begin. The names of the baron and the village of New Haven can be altered to fit any existing campaign world.

You've just received an urgent summons from Baron Tigus Felmoor, regent of this territory and a man of great wealth and power. Donning your finest raiment, you appear before the baron with all haste. Following your entrance, the baron gets right down to business.

"My thanks to you for the swift reply to my summons. As you may know, an expanse of fertile land was discovered less than a year ago bordering the Badlands west of my domain. These lands are greatly needed by our people, for the soils of our current farmsteads are poor in nutrients and need to lie fallow for several years to replenish themselves. After months of clearing the lands for farming, peasants were relocated to the frontier to work the land. Each was given a plot of land, in return for a small portion of their yield. That was ten months ago, and the first of their crops is just now coming to harvest.

"Peace and prosperity flourished in New Haven. With the exception of wandering scavengers and an occasional drunken farmer, the militia had little to do. Two weeks ago, I ordered my soldiers to do a survey of the Badlands, hoping to occupy their time with a useful task. While exploring a portion of the Badlands north of the village, they were attacked by a creature so powerful it slew all but one of the band, who returned to New Haven barely alive.

"Delirious and near death, the soldier spoke of a ghastly creature that breathed fire and was immune to weapons. He feverishly described the creature as a monstrous beast whose

hide was so tough that swords shattered when they struck it. Among the soldier's possessions, we found a short sword with its finely crafted blade broken in two.

"Since this creature is obviously magical in nature and beyond the capabilities of the militia, I ask that you investigate this matter in my name. You will be given a writ which, when presented to the militia of New Haven, will put them at your beck and call should you need assistance. There is also a hermit wizard locked within an ancient tower just outside of New Haven. He refuses to come out of his tower and speak with the militia on this matter, but he might speak with another adept of magic and provide you with information.

"Paramount is the protection of the community, prevention of further deaths, and the harvesting of the summer's crops. Accomplish this for the barony and I will be extremely grateful. Tell me wizard, is this challenge too great for you?"

The reward offered by Baron Tigus will depend on whether the PC is in his service, or a mage of renown called in to help. If the PC owes allegiance to the baron, his reward could be funding for magical items or research, a tower or other abode to call his own, or use of powerful magical items hidden deep within the treasury.

If the PC is an adventurer who was brought before the baron on his reputation, a reward similar to those above or 1,000 gold pieces could be offered. Other rewards can be given out, depending on how the adventure concludes (see Part Seven: Conclusion).

Once the mission is accepted, the PC will be taken by horseback to New Haven. Accompanied by a dozen of the baron's men, the trip to the village will be uneventful.

New Haven is home to ten farming families, each having anywhere from four to six children who work the fields with their parents. A contingent of 30 soldiers is stationed here to keep the peace and protect the villagers. There are also people who run a local inn, general store, and a metal smith. The village is 50 miles from the lands of Baron Felmoor, with nothing between but thick forest. The location of New Haven can change to suit any campaign, but it must remain an isolated frontier community on the edge of unexplored territory.

The farmers of New Haven grow a mixture of wheat, rye, and corn crops. Seedlings for apple and pear trees have been planted, and dairy animals are planned to be brought in after fields to the north and east are cleared next season. The adventure begins as summer is coming to an end, and the autumn harvest is only a month away.

The families relocated here were all exceptionally poor, and each has nothing but praise for the baron who has given them a chance at a new life. Many of the families have infant children, the first true natives of New Haven. Each family is concerned by the recent happenings, and the parents are very protective of their brood.

Members of the militia are a mixture of experienced soldiers and raw recruits, led by a seasoned veteran named Captain Buregard Tillan (see Personalities). The deaths at the hands of the yugoloth have reduced the militia to 24 members. This includes the young soldier who escaped and the captain, but it doesn't include the dozen soldiers who escorted the PC. These soldiers will return to the baron after the PC reaches New Haven.

The merchants make up a small but helpful portion of the community. Most of them have sacrificed much in coming to this frontier village. All are concerned with this new turn of events which may affect their prosperity. Each of them has spent a sizeable amount of money to come here, and none are willing to take another loss.

### Personalities

The following is a list of the major NPCs encountered in this adventure. The DM may alter the names to fit into his own campaign, but each NPC should remain relatively the same.

The DM may give personalities to minor NPCs not listed. Such NPCs should be human farmers of zero level.

**Captain Buregard Tillan (F5):** AL LN; AC 4; MV 12; hp 25; THAC0 16; #AT 1; Dmg 1-8; ML 14; Str 15; Dex 13; Con 16; Int 10; Wis 14; Chr 12

**Weapon Proficiencies:** Long sword, dagger, short sword, short bow.

**Nonweapon Proficiencies:** Blind-fighting, Direction Sense 15, Endurance 16

**Equipment:** Long sword, chain mail and shield, short bow with 20 arrows, *ring of protection +2* (on saves only).





## Part One: New Haven

Captain Tillan is a veteran of countless campaigns. As a gesture of kindness, Baron Felmoor assigned him to New Haven instead of ordering his retirement—something which would have broken the old man's heart.

Buregard Tillan is 56 years of age, 6 feet 2 inches tall, and still an imposing figure despite his years. Decades in the military have taken their toll on Tillan, and even the simplest of tasks have become difficult on his aging body. Tillan is a single man, having devoted his life to the military.

The recent tragedy has given Buregard a new sense of purpose, and the death of this monster is his only goal. If it were not for strict orders from the baron to await the arrival of a wizard, Captain Tillan would have taken his entire company into the Badlands to track down the beast. Tillan has a sincere dislike for magic and wizards. Even the magical ring he possesses is seldom on his finger. A section of his left arm was horribly burned by an evil wizard years ago, and his abhorrence for magic is visibly apparent. Powerful clerical magic has healed the wound, but not the memory.

Upon the PC's arrival in New Haven, Captain Tillan will wish to see the writ given by the baron. Tillan will show nothing but scorn for the PC, and getting even the simplest of information out of the veteran will be a difficult task. Eventually Tillan may treat the PC better, should it look like the mystery is nearly solved. However, if the PC proves puzzled or incompetent, a disheartened report to the baron will be sent. Tillan has earned the respect of the villagers, and each of them values his opinion. This could work against the PC if he openly opposes the captain.

**24 Militia Soldiers (F2):** AL LN; AC 5; MV 12; hp 9; THAC0 19; #AT 1; Dmg 1-8; ML 11

Each member of the militia is issued a long sword, short sword, and chain mail armor. All live in the barracks (Area 1), and are totally loyal to Captain Tillan.



**Tallyhoe Nimbletoes (T4):** AL N; AC 7; MV 6; hp 15; THAC0 19; #AT 1; Dmg 1-6; ML 10; Str 9; Dex 17; Con 14; Int 15; Wis 10; Chr 12

**Weapon Proficiencies:** Short sword, dagger, short bow.

**Nonweapon Proficiencies:** Appraising 15, Brewing 15, Cooking 15, Reading Lips 13

**Equipment:** *short sword of speed*, short bow, *ring of invisibility*, 142 sp (in safe).

**Rogue Skills:** Pick Pockets 66%, Open Locks 42%, Find/Remove Traps 41%, Move Silently 53%, Hide in Shadows 42%, Detect Noise 8%, Climb Walls 25%, Read Languages 5%, Backstab ×2.

Tallyhoe is the owner and operator of New Haven's only inn, The Rock (see Area 3). This halfling is a friendly and jolly sort, more than willing to lend a sympathetic ear to his patron's problems. He runs the inn with the help of two



orphans he adopted years ago. Tanya, a comely human girl of 15 years, and Burgot, a 12-year-old half-orc who shows little of his orcish heritage are both detailed on the following page.

When news of a frontier community near the Badlands became public knowledge, Tallyhoe pooled his resources and headed for New Haven. However, profit wasn't the only reason for the halfling's "change of scenery." Tallyhoe is wanted by officials in another city for a string of burglaries. When his accomplice was captured and confessed to Tallyhoe's involvement, the halfling fled to safer regions.

Tallyhoe has spent the majority of his money on The Rock, and has nothing else except for a small stash of silver. Tallyhoe is visibly agitated by recent events, for it could cost him everything he's built in New Haven, should the baron pull out his people. He will gladly help the PC with various bits of information (see Part Two) and will even supply a room should the PC's stay in the barracks become difficult.

**Herken Strongplow (F4):** AL LG; AC 9; MV 12; hp 43; THAC0 17; #AT 1; Dmg by weapon +5; ML 13; Str 18(97); Dex 15; Con 18; Int 12; Wis 10; Chr 12

**Weapon Proficiencies:** Two-handed sword, footman's mace, footman's pick

**Nonweapon Proficiencies:** Agriculture 14, Carpentry 18, Endurance 18

**Equipment:** Footman's mace, *two-handed sword +2*, *ring of free action*, 22 gp.

Herken is a hulking man, nearly 7 feet tall, and is nothing but muscle. After years of adventuring, Herken the Strong tired of the killing and became the farmer Herken Strongplow. With his wife and children, Herken came to New Haven in search of a new life far from the bloodshed of his past.

Herken is the unofficial voice of the farmers, and represents them in dealings with the militia and Baron Felmoor. Many of the villagers have asked him to enter the Badlands and kill the savage monster. This has become a problem for the gentle giant, and he is torn between his family and a duty to his community.

Herken will be pleased with the arrival of the PC in New Haven, and he hopes the wizard can solve the crime before he has to get involved. Herken will insure any cooperation between the PC and the farmers.

**Tanya (T1):** AL N; AC 9; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1-4 by dagger; ML 11; Str 8; Dex 15; Con 12; Int 13; Wis 11; Chr 16

**Weapon Proficiencies:** Dagger, staff

**Nonweapon Proficiencies:** Cooking 13, Gaming 16, Tumbling 15

**Equipment:** Dagger, necklace worth 10 sp.

**Rogue Skills:** Pick Pockets 54%, Open Locks 10%, Find/Remove Traps 5%, Move Silently 15%, Hide in Shadows 30%, Detect Noise 15%, Climb Walls 50%, Read Languages 0%, Backstab x2.

Tanya was adopted off the streets by Tallyhoe at the age of 10, her parents dying from the plague only days before. After the little girl nearly picked the halfling's pocket, he took her under his wing.

Tanya is now 15 years of age, and an extremely attractive young woman. She is secretly seeing Rafel, the soldier and sole survivor of the failed mission to the Badlands. She is very upset over her beloved's injuries, and can be seen constantly fidgeting with a necklace the young man gave her.

The young girl is a kleptomaniac and has a 75% chance to attempt to "acquire" something of value from an unsuspecting patron. She hides her thieving disorder so well even Tallyhoe isn't aware of it.

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**Burgot (F1):** AL CN; AC 10; MV 12; hp 12; THAC0 20; #AT 1; Dmg by weapon +1; ML 11; Str 17; Dex 13; Con 19; Int 10; Wis 9; Chr 11

Weapon Proficiencies: short sword, staff, dagger, short bow.

Nonweapon Proficiencies: Cooking 10, Rope Use 14, Running 13

Equipment: staff, 10 cp.

Also found on the streets of a big city by Tallyhoe, Burgot is a young half-orc who is more muscular at the age of 12 than most human men twice his age. Though not skilled in the ways of thievery, Tallyhoe has seen potential in Burgot to be a powerful fighter. The halfling has asked Captain Buregard to instruct Burgot in the ways of the military, and the veteran was about to begin his training when the recent crisis occurred.

Burgot appears as a calm youth on the outside, but those who know him can see the violence within him that he tries to restrain. Nearly six feet tall, he has the latent size and skills of a great warrior. Burgot is most noted in the community for saving a young girl from a pack of jackals that wandered in from the Badlands last month. Burgot killed four jackals with his bare hands in defense of the girl.

If asked by the PC or Tallyhoe, Burgot will accompany the wizard into the Badlands.

**Steewee the Stableboy (0-level):** AL LG; AC 10; MV 9; hp 3; THAC0 20; #AT Nil; Dmg by weapon -3; ML 7; Str 9; Dex 12; Con 9; Int 15; Wis 12; Chr 11

Weapon Proficiencies: None

Nonweapon Proficiencies: Animal Handling—Horses 11, Reading/Writing—Common 16

Equipment: None

Steewee is the militia's stableboy and nephew of Captain Tillan. At the age of 14 he's a smart lad, but not adept in the use of the sword, much to the dismay of his uncle. After losing his par-

ents at a young age, Steewee bounced from relative to relative until Tillan took him in. Since the boy is the only relation Tillan has, he welcomed him with open arms. However, Steewee really wants to be a wizard.

The young boy will go out of his way to meet the PC shortly after his arrival in New Haven. Several times Steewee has gone to meet the hermit wizard north of the village, but each time was ignored. He will try to hide his interest in the PC from his uncle, because there may be trouble if Tillan discovers him in the PC's company.

**Thore Ironclan (F3):** AL LG; AC 10; MV 6; hp 18; THAC0 18; #AT 1; Dmg by weapon; ML 13; Str 15; Dex 13; Con 15; Int 15; Wis 10; Chr 11

Weapon Proficiencies: Hammer, short sword

Nonweapon Proficiencies: Blacksmithing 17, Bowyer/Fletcher 12, Weaponsmithing 12

Equipment: *Short sword of quality* (+1 to hit), 175 sp.

Thore Ironclan is an aging dwarf who came to New Haven to live out his final years. He is a smith of expert skill who's worked the forges of kings over the past 200 years. Thore feels he wasted away his youth in the service of the wealthy, and wishes to end out his life helping those who toil to survive.

Thore supplies and repairs weapons and armor for the militia of New Haven. If asked about the broken sword found on the survivor, Thore swears by his ancestors the sword was of top quality (he did make it). As with most dwarves, Thore has little love for wizards and will not take to the PC criticizing his work. However, he will confess that only powerful magic could have broken the weapon in such a manner.

**Augmen Cudelbutt (0-level):** AL N(E); AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1-4; ML 11; Str 9; Dex 10; Con 13; Int 14; Wis 10; Chr 11



Weapon Proficiencies: dagger  
Nonweapon Proficiencies: None  
Equipment: dagger, 100 sp.

Augmen Cudelbutt is the owner of New Haven's general store. Augmen is a dishonest merchant who is looking to make a profit at the expense of the honest villagers. This slimy peddler of inferior goods cares for only one thing: coin.

Although he's concerned with the recent events in New Haven, Augmen cares nothing for the deaths of a few soldiers unless it affects his income. He is too short-sighted to realize this predicament could bring about an end to the community.

### Places of Interest

New Haven is accessible only by a main road to the east. It is surrounded by forest to the north, south, and east, and the Badlands to the west. The buildings of New Haven are constructed of timber felled from the now-cleared fields. Early structures resemble log homes, while some of the newer buildings are constructed in planks.

There is one road inside the limits of the village, and the surrounding farmsteads are accessible only by small paths. There is also a path north of the village that leads to the hermit's tower. Since the incident in the Badlands, five-man militia patrols walk the main road and nearby paths 24 hours a day.

#### 1. Militia Headquarters

The largest structure in New Haven, this log building houses a hospital, jail, barracks, and armory for the contingent stationed here. There are also modest living quarters for Captain Tillan attached to an adjoining office. The armory is locked with a superior padlock (-30% to open locks attempts), and Captain Tillan and the baron have the only keys. Stored in the armory are: 30 short swords, 15 long swords, 10 metal shields, and five wooden shields.

Rafel, the young soldier who survived the expedition to the Badlands, is currently laid up in the hospital recovering from near-fatal wounds (see Part Two).

#### 2. Stables

There are few horses in New Haven. This stable serves the occasional traveler's mount. The only horse currently being housed here is Captain Tillan's chestnut mare Filly. Whenever the baron and his entourage make an appearance in New Haven, their horses are kept here under the watchful eye of Captain Tillan's nephew Steewee.

There is room for a dozen horses here. During the winter, the plow horses belonging to the farmers find shelter in the care of Steewee. A small room in the stable's loft is where the boy lives when not performing his duties.

#### 3. The Rock

The only inn in New Haven, The Rock is owned by the halfling Tallyhoe Nimbletoes. The inn has a sizable gathering area, supported by a well-stocked liquor bar. The halfling carries several fine wines in his private stock, as well as good quality mead and ale for everyday customers. During the daylight hours, anyone can get a hot meal of meat and potatoes at the inn. Tallyhoe supplies the meals for all the soldiers of New Haven, and is paid a lump sum from the baron each month. The Rock also has four rooms for rent at 1 sp per night, 3 sp with meal included.

The Rock is so named because Tallyhoe was too cheap to pay work crews money to clear the rocks from his property. Many sizeable stones litter the halfling's lot, including an enormous boulder 7 feet high by 10 feet long that dominates the main room of the inn. Visitors to The Rock often write their names or clever sayings here as a memento of their visit. Among the various scrawls are the following:

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- "I wish this rock didn't block my view of the barmaid."
- "To the best, and unfortunately the only, innkeeper in New Haven."
- "Remember not to swindle any of my soldiers, halfling—Baron Felmoor."
- "Justa rolll me unda dis rock if i passt out."

Every evening, the off-duty soldiers come to The Rock to discuss the day's events. The inn is an excellent place for the PC to pick up information to help with his quest (see Part Two).

#### 4. Augmen's General Store

One of the only buildings in New Haven built with planks and not logs, Augmen has spent a considerable amount of money to have the best looking structure in the village. In addition to the business, there are attached living quarters and a basement used for storage. The store appears exceedingly professional, which lulls customers into a false sense of security.

There is a 75% chance to find any equipment listed in the *Player's Handbook* at Augmen's store. However, the items are of lesser quality, and after first use are 25% likely to develop a major defect of the DM's choosing. He does have stock of better quality goods, but sells them only when he can greatly benefit from it.

#### 5. Blacksmith Shop

Owned by Thore Ironclan, the dwarf manufactures and repairs weapons, armor, and shields for the militia. Thore also shoes horses, fixes field plows, and makes jewelry for the children of New Haven. Living quarters and a small barn are attached to the smith's shop.

Thore's weapons are of superior quality, but the dwarf won't charge more than the price listed in the *Player's Handbook*. However, due to his age, such items take twice as long to produce. Thore has been looking for an apprentice, and has several candidates among the children of the village. There is a 10% chance that any weapon crafted by



## Part One: New Haven

the dwarf will be of superior quality, gaining a nonmagical +1 attack bonus in combat (on the first blow only).

### 6. Farmsteads

There are 10 farmsteads surrounding New Haven. Each family has several acres of fertile land to farm what they need to survive on the frontier. Every plot of land has a log home, a storage shed for crops and equipment, and a fenced-in barn for a plow horse.

Every farmer in New Haven knows his neighbors exceedingly well, having to depend on each other in case of an emergency. They are all disturbed by the deaths in the Badlands, and talk of leaving New Haven has crossed the lips of more than one farmer.

#### 6a. Herken's Farm

If the PC needs to locate Herken, they can find him at this farmstead south of the village. However, there is only a slim chance of ever finding him home, as he spends nearly half his day helping out others in the fields and the other half working his own lands.

Herken lives here with his wife Dana and their two sons, Trevor and Joseph (ages 6 and 4).

### 7. Wizard's Tower

A seldom used path leads to this structure, a simple two story tower rebuilt by the hermit wizard Azzmere 40 years ago. The tower was one of the last remaining buildings from the time of Neconilis. Although it appears weathered and rundown on the outside, the repairs made by Azzmere will see it through the next three centuries. The tower is detailed further in Part Three.

### 8. Oasis

West of Azzmere's tower is an oasis that was a lake before the earthquake 800 years ago. Weeds, bushes, and other sparse vegetation surround it in every direction. The water is cool, and unusu-

ally fresh and clean. Residents and other details regarding the oasis can be found in Part Five.

### 9. Ambush Site

This is the location where the yugoloth Yagdoe decimated the soldier patrol two weeks ago. Since the baron allowed no other patrols into the Badlands until a wizard could investigate, the site is undisturbed and many clues regarding the attack can still be found here. More information on this site is covered in Part Four.

### 10. Ruins of Neconilis

Located here are ruins from the domain of Neconilis. Although a multitude of ruins exist beneath the sand and rock of the Badlands, these are the only ruins the PC will find during this adventure. For further details on these ruins consult Part Six.



## Part Two: Rumors & Events

### Rumors

New Haven is flooded with rumors regarding recent events. Nearly everyone has a theory about what really occurred in the Badlands. Many believe the survivor Rafel and his stories of a monstrous beast which breathes fire and eats people whole. Others have fabricated their own story, believing Rafel's severe blow to the head has affected his memory.

When interacting with the NPCs in New Haven, the PC will hear many rumors regarding the creature of the Badlands. NPCs Herken and Captain Tillan have no comment on any of the rumors. Both are experienced warriors and know better than to pass public judgment on a creature they've never faced. Since members of the militia support at least a portion of Rafel's story, there is a list of rumors for soldiers and villagers. Use the appropriate table whenever an NPC is questioned about the Badlands's incident.

#### Rumors—Villagers (d10)

1-2. A red dragon has moved into the area and surprised the soldiers with its fire-breath when they came too close to its lair.

3-4. An undead wizard who lives in the Badlands has his sights set on New Haven. His heinous minions attacked the soldiers when they came too close to the wizard's secret of undead life.

5-6. The clumsy soldiers tripped some ancient trap that set off a fire spell, killing most of them. The only monsters that roam the Badlands are scavengers like vultures and jackals.

7-8. A large pack of jackals attacked the expedition. Their poor training by Captain Tillan caused their deaths. Some of the farmers have petitioned the baron to remove the old man from command.

9. A savage monster roams the Badlands in search of blood. This creature will eventually become brave enough to enter New Haven and kill them all.

10. The hermit wizard north of the village has unleashed a creature from the Abyss. The monster killed the wizard and now roams the area in search of human flesh.

#### Rumors—Militia (d10)

1-2. Rafel was scouting in front of the contingent when a fire-breathing beast attacked. The creature was 15 feet tall and hideously deformed. Rafel was only singed by the breath, but hit his head on a rock. The beast left him for dead.

3-4. Two chimera have come to nest in the Badlands. These chimera are special—they're immune to nonmagical weapons.

5-6. The rocks themselves came to life and slew the soldiers. Their weapons broke when they struck the creatures, and Rafel fled after being hit on the head.

7-8. An undead beast roams the Badlands. Anyone who dies at the hands of the beast becomes its slave. Nonmagical weapons have no effect on it. Rafel is still ill because he will become one of its undead slaves soon.

9. The hermit wizard is behind it all. He resents the intrusion on his territory and has struck out against the village. No one has seen the hermit since the attack.

10. The hermit wizard has released a monster from the Abyss to drive the villagers away. The creature is immune to weapons and will not stop until all in New Haven are dead.



### Events

A series of events will occur on the first two days the PC spends in New Haven. These events will transpire either when the PC travels to a certain location, or at a certain time. The DM can alter events to occur sooner or later, depending on the PC's actions. The PC should experience the majority of these events before confronting Yagdo in the Badlands. Unless the DM wishes to slow the PC with inclement weather, the sky is clear and the climate is warm during the adventure.

### Timeline Events

*Day One—Late Morning:* The PC arrives in New Haven with a contingent of Baron Felmoor's men. Under the watchful eye of several villagers, the PC is escorted to meet with Captain Tillan at Militia Headquarters. The baron's men return to civilized lands. The weather on this day is cool and rainy, hampering travel into the Badlands.

*Day One—Early Afternoon:* Captain Tillan lets the PC wait for nearly an hour before seeing him. During the meeting Tillan gives the PC the following information:

- The soldiers were attacked in a portion of the Badlands north and west of New Haven. The specific location is unknown.
- The lone survivor of the attack brought back his short sword, which broke in half when it struck the monster. New Haven's blacksmith, a dwarf named Thore, crafted the weapon.
- A hermit wizard lives north of New Haven. He occasionally wanders into the village, but hasn't been seen since the attack. He is considered a suspect in Tillan's eyes.
- The Badlands are full of jackals, vultures, and other scavengers.

Captain Tillan shows visible scorn for the PC, thinking he can kill the beast more easily as any wizard. He demands to be kept informed of any new information the PC uncovers. Tillan will offer the PC a bed in the barracks during his stay in New Haven. Otherwise, the inn called The Rock has rooms for rent.

*Day One—Late Afternoon:* The PC receives an invitation to dinner at The Rock this evening as the guest of Tallyhoe. The message is delivered by Steewee, who questions the PC about what it's like to be a wizard.

*Day One—Evening:* Dinner at The Rock is provided courtesy of Tallyhoe Nimbletoes, and it is a pleasant, if basic, meal. There are several off-duty soldiers here who might supply the PC with information, as well as a few farmers and Tallyhoe himself. Use the **Rumors** charts for NPC information. Here is an opportunity to use the *Fight at the Rock* event (see **Location Events** below).

*Day Two—Morning:* Herken introduces himself to the PC and invites him over to his farm for lunch. He will offer to help the PC as long as it means not venturing into the Badlands. Help will come in the form of shelter, assistance with the farmers, and better relations with Captain Tillan.

*Day Two—Afternoon:* If the PC accepts, he has lunch with Herken. During this time, a pack of jackals venture in from the Badlands toward the farms. A scream signaling the arrival of the jackals can be heard from Herken's farm.

**Jackals (5):** Int Semi; AL N; AC 7; MV 12; HD ½; hp 3 ea; THAC0 20; #AT 1; Dmg 1-2; SZ S; ML 4; XP 7 ea.

If the PC isn't there or does not help, a small farm boy (0-level, AC 9, 3 hp) will be killed by the jackals. The death will bode ill for the PC. Many

## Part Two: Rumors & Events



will blame the PC, while others will accuse the militia. General unrest will set in as a result of the child's death.

*Day Two—Evening:* Captain Tillan will confront the PC, demanding a report. If little has been done so far, Tillan will become furious. A negative report will be sent to the baron, and the Captain will take 10 soldiers into the Badlands first thing in the morning.

If the PC has information regarding the killings (or plans such as traveling to the hermit's tower) and reports it to Tillan, the veteran will accompany the PC into the Badlands at dawn of the following morning.

*Day Three—Morning:* With or without the PC, Captain Tillan will head into the Badlands. If the PC does not accompany him, Yagdoo will slay the entire contingent. The yugoloth will be too scared to attack if the PC is present, and will do nothing until they enter the ruins of Neconilis.

### Location Events

*Militia Hospital:* Resting here is the soldier who survived Yagdoo's first attack, a young man named Rafel. He has taken a severe cut to the head, and constantly slips in and out of consciousness. There is a 25% chance for Rafel to be awake whenever the PC comes to visit. He will stay in this condition for another week, or until magical curing is applied.

If awake, Rafel will speak briefly to the PC before falling back asleep.

"We were mapping the northern portion of the Badlands," whispers the young man, "when this monster appeared from behind a large rock. The beast was bigger than Herken Strongplow the farmer. It smiled a wicked smile, then opened its mouth and breathed fire on us all. It didn't catch us all in the blast, and Jenkins and I moved in with swords drawn."

Taking a deep breath, the young soldier continues. "Jenkins reached the beast first, and



## Part Two: Rumors & Events

struck a solid blow to its side. When his sword hit, it shattered. Jenkins paused in disbelief, and in that moment the creature's claws tore the life from him.

"It had turned its back to me to kill Jenkins, and I swung my sword with all my might at its head. Again the blade shattered, and a piece struck me in the head. I . . . I was afraid and hurt, so I ran. As I stumbled through the Badlands I could hear my comrades' screams as the creature killed them all.

"I don't remember how I got back to New Haven, but the next thing I recall is waking up here."

Rafel can answer 1d4 questions from the PC before falling back asleep. He will sleep for the remainder of the adventure, but will eventually make a full recovery.

- The monster was over 10 feet tall, had the horns of a bull, and breathed a gout of fire.
- The beast breathed fire at least twice.
- The patrol was attacked in the northern Badlands. Rafel cannot remember the exact location. Traveling the Badlands is confusing because the rocks and boulders that litter the area confound one's sense of direction.
- Before being attacked, the patrol had mapped an oasis northwest of New Haven.

Supplying Rafel with magical healing will speed up his recovery, but he will still sleep for a few days. Tending the wounded soldier are off-duty members of the militia, and a concerned Tanya. There are no clerics currently in New Haven to speed his recovery.

*Fight at The Rock:* While spending time at The Rock, a fight will break out between a drunk soldier and the PC. The soldier, upset over the loss of men to the unknown creature, is looking for a fight. The man cannot be reasoned with and will not back down. He resents the PC's presence in

New Haven, saying that it makes the militia look weak. Unless the PC subdues him with a spell or weapon, the soldier will throw the first punch.

**Drunk Soldier (F2):** AL LN; AC 7; MV 12; hp 9; THAC0 19; #AT 1; Dmg by punch; ML 11

The drunk soldier suffers a -1 to hit and damage penalty due to intoxication. Use the Punching and Wrestling Chart on page 53 of the *DUNGEON MASTER Guide* for combat results.

*Ghost of Azzmere:* On the PC's first night in New Haven he will encounter the ghost of the hermit wizard Azzmere in a dream. Once the PC goes to sleep, read the following:

You see yourself walking through the streets of New Haven, headed in the direction of the Badlands. As you step into this rocky waste, the land undergoes a startling transformation. The Badlands suddenly change into a thriving city. Huge stone towers stretch for miles in all directions, and people can be seen going about their business as in any other city.

An elderly man with a long white beard and a pronounced limp hobbles in your direction. Looking at you he smiles, and bows with arms spread wide in greetings. Suddenly looking to the sky, the old man holds out his arm, and allows a miniature crystal griffin to land upon his arm. The griffin is bathed in fire, but appears unaffected by the flames. Again the old man smiles and holds his arm towards you, offering the magical bird to you. Your heart racing, you reach out and take the griffin from him. A feeling of security falls over you while you hold the bird, and when you look up to thank the old man, he's gone. Suddenly, you awake with a start.

The old man in the dream is the late Azzmere, sending a message to the PC from beyond. The staff is the key to surviving an encounter with Yagdo (see Part Three).

## Part Three: Wizard's Tower

Four decades ago, the wizard Azzmere discovered an archaic text describing a malicious wizard who ruled a land far away over 800 years ago. Azzmere learned of the destruction of this land, and came to the Badlands in search of ancient relics and other artifacts.

Shortly after arriving, Azzmere discovered a tower in surprisingly good shape for its age. After using his magic to reinforce the structure, Azzmere took up residence. For the past 40 years the wizard has lived here, occasionally traveling to civilization for supplies.

Azzmere had learned many things while studying the ruins of Neconilis; however, he never discovered the true nature of Yagdoo. The wizard had uncovered many coins and other mundane relics of the long dead mage, but never came close to finding his spellbooks.

Yagdoo has kept a close eye on the wizard, though he is quite frightened of his power. When it appeared Azzmere was coming too close to one of the hidden spellbooks, Yagdoo uncovered *Neconilis' Book of Horrors* (see Part Nine: New Magic) and hid it where the mage could find it. Yagdoo's plan was more successful than he'd hope. Azzmere located the book only days before Yagdoo attacked the soldiers, and its magical *fear* did its work. Upon opening the book, the 90-year-old Azzmere suffered a heart attack and died.

### Azzmere the Old

Azzmere was a kind wizard who outlived all his friends and relatives. After discovering references to Neconilis and his forgotten city, this amateur archaeologist decided to finish out his years in solitude.

Azzmere was happy when farmers settled into New Haven, and he had hopes of making friends there. However, the bitter attitude of Captain Tillan kept Azzmere a hermit. He would occasionally travel into New Haven, paying for Augmen's overpriced supplies in platinum pieces. Those who spoke with him considered him a kind-hearted old man.

## The Tower

In the time of Neconilis, this structure was a guard tower, its residents always watching the horizon for invading armies or escaping slaves. The tower has two stories, and access to the roof. The building is old and weathered, possibly the only survivor of the earthquake which decimated this region 800 years ago. The tower can be entered either through a ground level door or the roof. Unless stated otherwise, there is no light source present. The floors are made of wood, bolstered by Azzmere's magic.

### 1. Door—Ground Level

The door to the tower is new, replaced by Azzmere many years ago. The door is made of thick oak and magically sealed against entry. A *detect magic* spell will reveal divination and alteration magic that seals the door. Runes carved around the door are the key to entering the tower.

The door is *wizard locked* against entry; the spell was cast by a 12th-level wizard (Azzmere). A wizard has the best chance for entry by using a *dispel magic* or *knock* spell. In addition, a simple *read magic* cast on the runes will give the proper command to open the door.

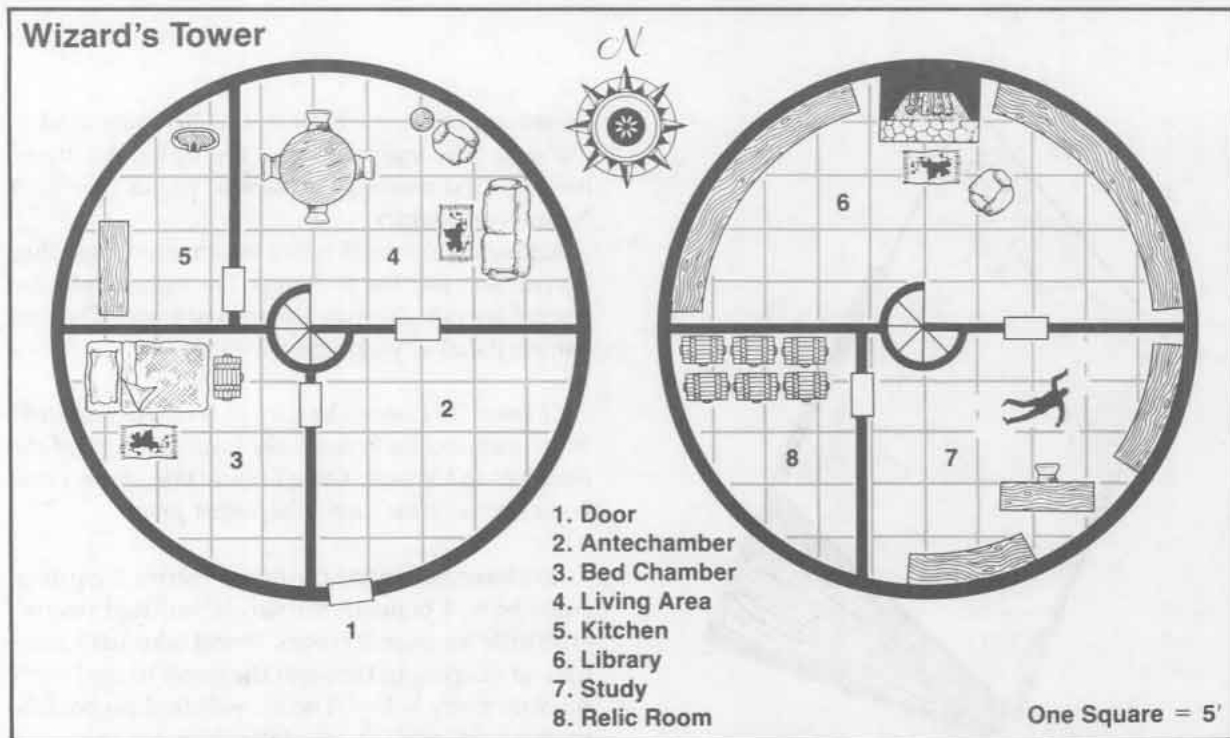
### 2. Antechamber

This chamber is full of mining and excavation tools used by Azzmere in the Badlands. Sand and gravel cover the floor, shaken from the wizard's cloths after exploring the wasteland. Shovels, picks, and sifters are piled to the right of the entrance. Two unlit candelabra flank the doors exiting this room.

### 3. Bed Chamber

This room contains a single bed, chest, and ornamental rug on the floor. The chest is unlocked, and inside are three sets of robes, spare sandals, other pieces of clothing, and a *potion of neutralize poison*. The rug on the floor is of fine craftsmanship and is worth 50 gp.

## Part Three: Wizard's Tower



### 4. Living Area

This chamber is lit by a *continual light* spell centered on the ceiling. This room has a table with wooden chairs, a padded armchair and smaller table, and a spiral stairwell which leads up. The remains of a salad, several weeks old, sits untouched on the table.

### 5. Kitchen

Azzmere became a vegetarian after distancing himself from civilization, thus his kitchen is extremely simple. The room contains a wash basin and table used to prepare vegetables. They are the only fixtures here.

Roots and other plants hang from the ceiling, drying out for use as herbs and spices. All the wizard's food is either rotten or too dry to eat.

### 6. Library

This room is lit by another *continual light* spell in the center of the ceiling. Two large bookcases cover the circular portion of the chamber, with a fireplace and armchair between them.

Azzmere collected these books over the past 60 years. Many cover general topics such as weather, plant life, and mundane and magical animals. The entire collection could bring 3,000 to 5,000 gp if sold to a wizard, sage, or alchemist.

The PC may wish to search through these books for information regarding the mysterious creature of the Badlands. Such a search would take many weeks, considering the PC doesn't know where to look or even what books to look for.

The spiral staircase continues upward to a door leading to the roof. The door is locked in a manner similar to the front door. There is nothing of note on the roof.

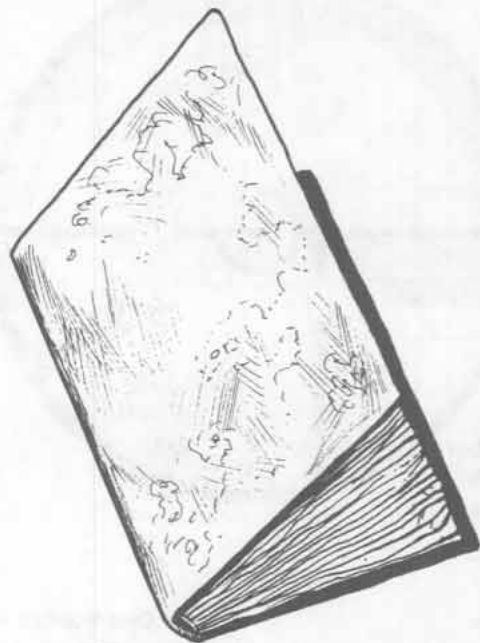
### 7. Study

As the PC enters this chamber, read the following:

This room is bathed in magical light emanating from the ceiling. Two bookshelves line the wall across from you, with a desk in between them. A putrid smell fills your nostrils, and you look down to see a decaying body on the floor.



## Part Three: Wizard's Tower



It seems this old man has been dead for quite some time. The body is cold and lifeless, its ruined face contorted in a look of sheer terror. Stiff hands clutch at his chest, and he appears to have been headed for the door when he collapsed. The man looks vaguely familiar to you.

These are the mortal remains of Azzmere, the hermit mage of New Haven. Azzmere was about to study *Neconilis' Book of Horrors*, which he brought back from the Badlands, when the tome activated. The shock of the magical trap was too much for his old heart, and the poor mage died as he tried to flee the room. There is a *ring of protection +1* on his left finger, and a pouch with five gold coins tied to his belt. Azzmere has been dead for two weeks and is severely decomposed. Anyone entering the room must make a save vs. his Constitution or be violently ill.

On the desk are piles of incoherent notes on the Badlands (nothing of use to the PC), a quill pen and jar of ink, Azzmere's personal journal (con-

tained in 10 separate books), and *Neconilis' Book of Horrors*. The magical tome lies open, Azzmere having died reading the fateful pages (see Part Nine: New Magic).

Azzmere's journal is full of information regarding his journeys into the Badlands. The mage began the journal after discovering the ancient tower. The first entry is dated 40 years ago and reads:

*"I knew it! I knew the City of Neconilis existed! What wonders lie beneath the sand and rock of the Badlands to the west. Once I repair this tower, I will begin searching the wastes for further proof."*

Azzmere had made countless entries regarding ruins buried beneath the sands, but had uncovered little for over 20 years. It will take 1d10 minutes of skimming through the book to find each relevant entry below. The PC will find no notable entries until reading one dated 15 years ago.

*"I've had many doubts over the years as to whether or not I had found the City of Neconilis, my years of toil revealing trivial relics which prove nothing. But today I found something significant—gold coins minted hundreds of years ago. The coins bear the symbol of a raven perched on a skull, a symbol I believe belonged to Neconilis. The coins were found near the oasis. I will continue my search in that area."*

Entries into the journal begin to spread farther apart from here forward, as Azzmere spends more time in the Badlands. There are also entries mentioning his travels (using magic) to major cities in search of supplies and information regarding Neconilis. The next record of importance occurred five years ago.

*"After years of labor, I think I've unearthed a major find in the Badlands. West of the oasis, I found evidence of buildings similar to my tower. The ruins must have been uncovered by the storm last week. Work at this site will be slow, for I'm beginning to feel*

*my age now more than ever.*

*"Another thought . . . on my journey back to the tower today I had the distinct feeling I was being watched. Perhaps it was my imagination."*

Over the next few years, Azzmere makes dozens of references to being followed while traveling the Badlands. After a while, he catches a glimpse of the creature and names him Rupert. He describes Rupert as a monkeylike creature that moves with uncanny speed.

The next entry of any importance is dated one year ago.

*"Today I had visitors, the first in many years. They were delegates of Baron Felmoor who wished to purchase the deed to the forest land south of my tower. In my younger days I would have said no to their offer, but I am no longer young and yearn for the company of others again. Perhaps I'll find an apprentice among these farmers."*

There are several entries that follow which detail meeting the farmers. One account tells of a confrontation with Captain Tillan and his enmity toward wizards.

The final entry of the journal is dated two weeks ago.

*"At last! After 40 years of exploring the sandy wastes, I've uncovered something of value—an ancient tome! Strange, I discovered it in a place I thought was devoid of relics. Maybe I'm finally getting senile. I've waited until returning to the tower to open the book because Rupert was following me again. Although I cannot see him, I know he's there. Perhaps, after I'm finished studying the book, I will hunt down my elusive shadow once and for all."*

Shortly after penning this entry, Azzmere was killed when he opened the cursed *Book of Horrors*. The book is still open to the first page, and anyone glancing at it or reading it will activate the

trap. If the book is closed before the PC reads it, he will be safe until it is opened again.

The books lining the walls in this chamber are common novels as in the previous room. The majority of these books deal with the excavation of ancient relics and other mining techniques.

### 8. Relic Room

The door to this chamber has been *wizard locked* by Azzmere. Inside are the accumulated artifacts from over 40 years of excavation in the Badlands, along with a magic item that belonged to the wizard. These items are in six unlocked chests throughout the chamber.

Everything in this room has been inventoried by Azzmere in a ledger near the inside door. The ledger catalogues the following relics:

- 255 assorted gold, silver and copper coins, each stamped with a raven perched on a skull.
- A rusted short sword once belonging to one of Neconilis' soldiers.
- Dozens of pieces of pottery, broken glass, and shards of metal.
- A ruby pin with a tarnished silver chain. The pin bears the icon of Neconilis (a raven on a skull), and it works as a *scarab of protection* if worn by someone of evil alignment. Otherwise, the pin is worth 100 gp.
- A wooden staff topped with a crystal griffin that is Azzmere's *staff of striking* (14 charges). The staff also protects the wielder from fire like a *ring of fire resistance*. A clue the PC received from the ghost dream indicated this staff could help him against the unknown beast.

While searching the tower, the PC may be wondering where Azzmere's spellbooks may be found. Azzmere is no fool, and like any wizard has his spellbooks well hidden. The PC will not find the books during the course of this adventure, but may discover them in the future.

## Part Four: The Badlands

The Badlands were created 800 years ago when an earthquake devastated a once lush and fertile land. Some scholars believed this disaster was a natural occurrence, while others believe the gods destroyed Neconilis before he became too powerful. Whatever the case, the kingdom of the evil wizard was devoured by the earth, leaving nothing but sand and rock behind. The area of destruction covers nearly 30 square miles of territory, however this adventure takes place in only a small portion of the Badlands.

The Badlands are covered in rocks and boulders, some over 25 feet in height. This large number of stones makes it easy for someone to get lost. For every hour spent in the Badlands, a traveler must make a Direction Sense proficiency roll or a Wisdom check at -3 or become lost. Lost characters will travel in a random direction for 1d3 hexes before realizing they're lost. A PC is then allowed another roll afterward with an additional -1 applied for each time he fails.

In addition, the harsh conditions of the Badlands require travelers to consume a minimum of one gallon of water per day due to blowing sand and dry weather. Failure to do so will result in the loss of 1d4 points of Constitution. These points return once the PC drinks a full portion of water for one day.

### Creatures

Although largely devoid of vegetation, the Badlands are home to a wide variety of creatures. For every two hours spent roaming the Badlands, there is a 1 in 10 chance for a random creature encounter. The chance of an encounter increases to 2 in 10 within one hex of the oasis.

#### 1d10

##### 1-4. No encounter

##### 5-7. 2d4 jackals

Dozens of jackal packs roam the Badlands, and brave groups of them have ventured closer to New Haven in the past few weeks.

**Jackals (2d4):** Int Semi; AL N; AC 7; MV 12; HD ½; hp 3 each; THAC0 20; #AT 1; Dmg 1-2; SZ S; ML 4; XP 7 each

##### 8. Large Scorpion

The Badlands are a natural home for the scorpion, but thankfully their numbers are few. Since they are found in larger numbers the deeper into the wastes one travels, no one in New Haven realizes their presence here. A PC who finds Azzmere's magical potion (see Part Three) in the tower will be better prepared should he encounter this poisonous beast.

A scorpion whose territory is disturbed is 95% likely to attack without provocation. Its pincers inflict 1d4 damage each, but the deadly attack is the poisonous sting which does 1 point of damage and causes the victim to save vs. poison or die in 1d10 rounds. The poison of the large scorpion is weaker than its cousins, allowing a +1 to saving throws.

**Large Scorpion (1):** Int Non; AL Nil; AC 5; MV 9; HD 2+2; hp 11; THAC0 19; #AT 3; Dmg 1-4/1-4/1; SA poison sting; SZ S (2' long); ML 8; XP 120

##### 9. Huge Spider

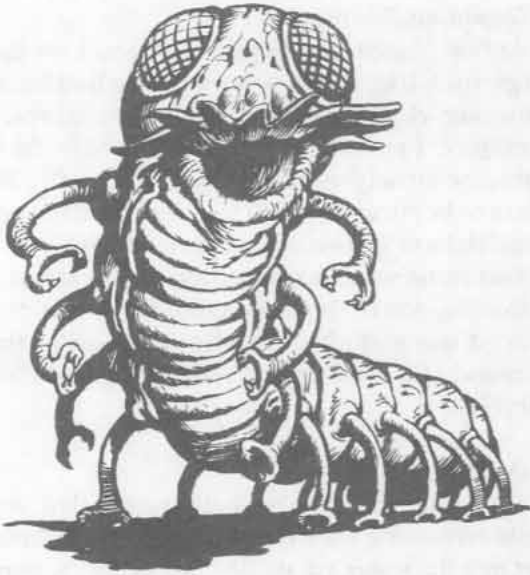
Using sand and rock as camouflage, the huge spider leaps through the air from a distance of up to 30 feet upon unsuspecting victims. Opponents of the spider suffer a -6 to their surprise rolls. Its venom has an onset time of 1-2 rounds, and causes paralysis for 2d4 turns. Saves vs. poison are made at +1.

**Huge Spider (1):** Int Animal; AL N; AC 6; MV 18; HD 2+2; hp 12; THAC0 19; #AT 1; Dmg 1-6; SA special; SZ M; ML 8; XP 270

##### 10. Carrion Crawler

These subterranean scavengers are never far from ruins or other caverns. They only appear during the nighttime hours. If this result is rolled during the day, nothing is encountered.





The carrion crawler attacks with eight long tentacles. These appendages produce a sticky secretion that can paralyze victims for 2-12 turns unless a saving throw vs. paralyzation is made. Victims are then bitten for 1-2 damage until dead. The monster will always fight with all of its tentacles.

**Carrion Crawler:** Int Non; AL N; AC 3/7; MV 12; HD 3+1; hp 17; THAC0 17; #AT 8; Dmg 1-2; SA paralysis; SZ L; ML 10; XP 270

### Lost Treasures

Many relics from the age of Neconilis litter the Badlands; one only has to look to find them. Most of these lost treasures cannot be found in plain sight. There is a 3% cumulative chance per day spent searching one hex to discover a relic of any significance. Use the following table to determine artifacts found.

#### 1d20

1-4. 1d6 tarnished copper coins

5-7. 2d6 pieces of broken pottery

8-10. 1d3 tarnished silver coins

11-12. Rusted metal tool or weapon. Such items have deteriorated beyond use.

13-14. 1d3 gold coins in excellent condition. Each of these coins bears the symbol of Neconilis, a raven perched on a skull. These coins are worth 30-40 gp each to the right collector.

15-16. Shards of glass or rusted metal. These pieces may have once been part of a window frame or other such construction.

17. Corroded piece of jewelry. This relic will fetch 1d4 gold pieces to a collector.

18. Petrified piece of wood. This wood may have once been part of a tree or wagon wheel.

19. Tarnished necklace bearing the symbol of Neconilis. This relic will fetch 50 gp to a sage or other collector.

20. Minor magic item. The nature of this item is left to the discretion of the DM, or use the suggestions below. These items should not unbalance the adventure.

- a small chest containing two *potions of extra-healing* or a *potion of hill giant strength*
- a *ring of free action* or a *ring of jumping*
- a *cloak of protection +1* or a *dusty rose ioun stone*
- *Murlynd's spoon* or a *dagger +1*

#### A Little Help

Venturing into the Badlands could be a dangerous thing for the PC to undertake alone. The DM may wish to have a weaker PC accompanied by 1-2 soldiers, or even Captain Tillan himself as a guide and as protection from scavengers. NPCs Herken, Tallyhoe, and Thore will not travel into the Badlands.

## Part Five: Oasis

A haven in the middle of the ruthless Badlands, this oasis is the only source of water for miles. The water is extremely pure, and the animals of the Badlands arrive here daily to refresh themselves. In the time of Neconilis this pool of water was a lake hundreds of yards in diameter; it is now a pond less than 50 feet across.

As the PC enters the hex containing the oasis, roll for a possible random encounter (see Part Four), and again when he reaches the oasis.

### 1. Scrubland

The area north of the water is short scrub brush. The ground is extremely muddy, and anyone walking through it will reduce his movement by half. Biting flies and other annoying insects thrive in the mud, and the PC will take one point of damage for every turn spent here.

### 2. Fine Sand

The sand in this area is different than other sand in the Badlands. Once part of a lake front beach, this fine sand contains no rocks or pebbles. Traveling over the sand reduces movement by half.

Relics and other ancient artifacts are easier to find in the fine sand, and the chance to discover something here is increased to a 5% chance per day spent searching.

### 3. Jackal's Den

Sheltered from the sun by several massive boulders is a pack of jackals. This group of jackals is the largest in this portion of the Badlands, containing nine males, 13 females, and five pups.

If any jackals have been encountered so far in the adventure, the pack will be cautious when dealing with the PC. The pack will decline to attack the PC unless he comes within 20 feet of the den, is visibly injured, or is obviously alone.

**Jackals:** Int Semi; AL N; AC 7; MV 12; HD ½; hp 3 each; THAC0 20; #AT 1; Dmg 1-2; SZ S; ML 4; XP 7 each

### 4. Enormous Boulder

At first glance, this appears to be just another large rock like many others in the Badlands. However, closer examination will reveal that it was once a stone in what must have been an immense structure. The stone is worn after 800 years of being exposed to the elements, but certain details of stonework can be made out.

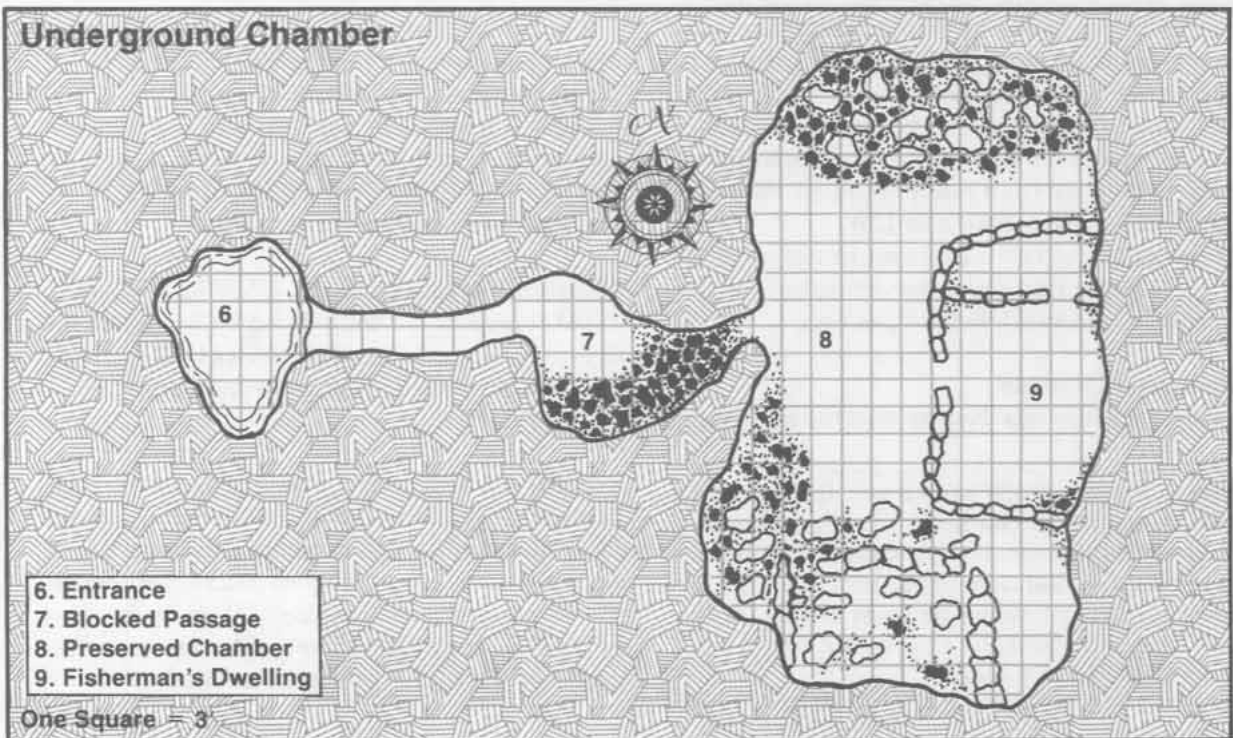
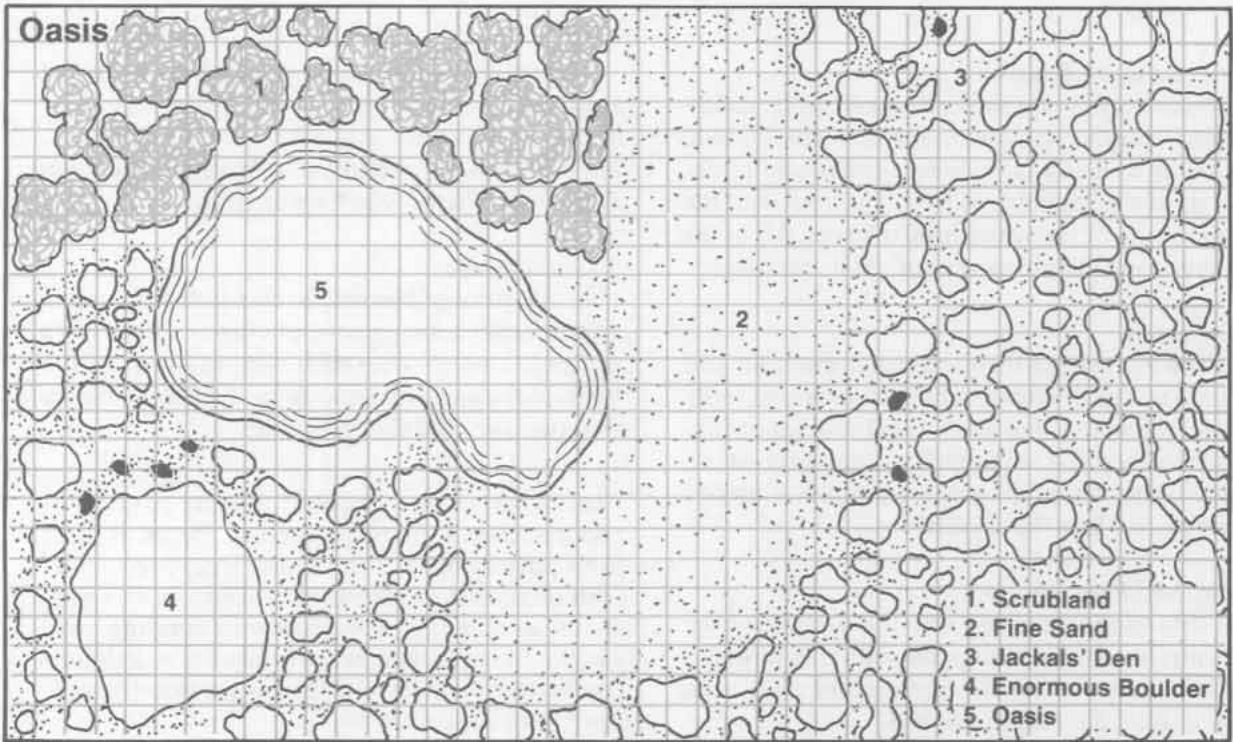
This stone was once a portion of a pyramid of Neconilis, one of three such structures that once graced the lost city. Another portion of this pyramid still exists to the west of the oasis (see Part Six).

### 5. Oasis

The water from the oasis is crystal clear and quite refreshing on a parched throat. The first 5 feet into the water are shallow, allowing creatures to walk in to drink and bathe. Beyond 5 feet, the oasis drops off sharply to a depth of 20 feet. The only residents of the pond are a few minnows and common water plants.

In the very center and bottom of the pool is a tunnel leading to an underground chamber, and it is difficult to reach without the use of magic or the correct skills. If the PC indicates he's studying what is in the pool, a successful roll vs. Intelligence allows him to notice the underwater passage through the clear water.

A PC can swim through the tunnel in five rounds if he can hold his breath and make a *swimming* proficiency roll. A PC can hold his breath for a number of rounds equal to one-third his Constitution score round up. For each round beyond the first, the PC must make an unmodified Constitution check to keep from drowning. Each consecutive round after the first imposes a -2 penalty to the roll (i.e., -2 for the second round, -4 for the third, etc.). Once a roll is missed, the character is dead. Using a *water breathing* spell would be the simplest way to reach the tunnel.





## Part Five: Oasis

### Underground Chamber

Created following the earthquake, this underground chamber can provide informative clues to the PC as well as a place to rest and regain spells. The air in this chamber is fresh and cool, and the temperature of the water is 60 degrees. All of the underground chambers are bathed in darkness.

#### 6. Entrance

If the PC swims through the tunnel, he will emerge in this chamber, which is devoid of light. Above the water line are several species of fungus that keep the air fresh, but they give off no light. There is a small ledge on which someone can climb up into the cavern.

#### 7. Blocked Passage

A thin tunnel leads off into the darkness from the entrance pool. Passage through this tunnel is further hampered by stalagmites and stalactites, until a small opening is reached.

Fine sand from the surface has sifted down through cracks in the earth over the years, and now blocks the tunnel. Unless magic is used, it will take one person 10 hours to excavate enough of the sand to enter the next chamber. Use of mining or digging tools will reduce the time to seven hours, and more than one person working to clear the sand will reduce it by half.

It took 800 years for this amount of sand to accumulate in this chamber, and there is no chance of a cave-in while the PC is here.

#### 8. Preserved Chamber

As the PC enters this chamber read the following:

Moving the last of the sand away, the passage opens into a larger chamber. Your light illuminates other portions of the chamber that have experienced similar cave-ins, as well as a weathered building of stone straight ahead. Still standing after untold years, the building appears structurally sound.

The rubble to the north is a cave-in from the surface that happened many years ago. The debris to the south was once another structure, but a cave-in has destroyed it. Neither area holds any clues or items worth investigating.

#### 9. Guardhouse

In the time of Neconilis, this building was a guardhouse, housing several of the evil wizard's undead minions. One such minion survived the earthquake and still lurks here. As the PC enters the structure read the following:

Rocks, sand, and crushed mortar cover the floor of this crumbling structure. Pieces of broken pottery, rotted cloth, and decayed wood can be seen throughout the rubble. A wave of nausea suddenly overcomes you, sending you to one knee. As you gasp for breath, a skeleton pulls itself from the debris, its eyes burning red as it hobbles toward you.

The nausea felt by the PC was the skeleton drawing life force from the living. The skeleton is magically enspelled to automatically drain 1d2 hit points from all living beings in the chamber each round, in addition to its normal attacks, until it is destroyed. Anyone killed by the skeleton's life force drain becomes a wight.

**Skeleton:** Int Non; AL N; AC 7; MV 12; HD 1; hp 5; THAC0 19; #AT 1; Dmg 1-3/1-3 by hands; SA life drain; SD edged weapons inflict half damage, immune to mind affecting spells and poison; SZ M; ML 20; XP 165

In the small chamber adjoining the main room, there are several items that could be of use to the PC. A wooden box can be found amidst rocks and sand, and it will crumble when touched or opened. The box contains two *Amulets of Neconilis* (see Part Nine: New Magic) and five gold coins in perfect condition (worth 100 gp each to a collector).

These ruins are some of the most visible in this portion of the Badlands, and were once a part of one of Neconilis' three pyramids. At the edge of these ruins, Yagdoo attacked the soldiers from New Haven.

### Ambush Site

Though nearly a week has passed since the attack, evidence of the soldiers' deaths can still be found here. If the PC enters this hex, he will automatically find the ambush site.

The rocks and sand of the Badlands have begun to look the same at every turn, and returning to New Haven may prove a difficult task. After rounding a rather large boulder, a startled flock of vultures suddenly takes to the sky. With the feathered scavengers circling overhead, your eyes return to the ground and you discover the remains of the lost soldiers.

The carcasses of the soldiers have been picked over by the scavengers of the Badlands for several days, and there isn't much left. However, a search of the area will reveal many clues.

- An Intelligence check will deduce that the soldiers were killed by either fire or sharp talons.
- Scorch marks can be found on surrounding rocks and on sections of sand near the bodies.
- A Tracking proficiency check or a Wisdom check with a -4 penalty roll will reveal strange tracks throughout the area. These footprints are two-toed and smaller than human size. The tracks disappear beyond this area.
- Remnants of broken swords are scattered across the sand. These swords were tempered by the blacksmith Thore and were of high quality.

### History of Neconilis

Born 900 years ago, the wizard Neconilis' potential for magic was perceived at an early age, and he was taken in by a local mage of minor skill. After a few years, he became more powerful than his master, and left for places unknown to seek greater power. Neconilis returned to the city of his birth years later, leading an army of undead soldiers. At the age of 30, he easily conquered his homeland.

During the next few decades, Neconilis ruled with an iron fist, and he took what he wanted and mercilessly slew all who opposed him. After four decades of rule, Neconilis turned his lands over to trusted subordinates, and turned his attentions to the intense study of necromancy.

The years which followed were dark and troubling. As corruption spread throughout the land, tales of evil creatures stalking the night became more than bedtime stories. Though evil stalked the shadows of the land, things such as thievery and murder became nonexistent due to harsh laws put down by Neconilis. Those who were foolish enough to test the wizard's justice soon joined the ranks of his undead servants.

In the 39th year of Neconilis' rule, an army led by the paladin Kirzar the True attacked the lands of Neconilis. After only three days of fighting, Neconilis' forces had obliterated the invaders, and their corpses only increased his undead army. The remains of Kirzar the True have never been found.

What occurred afterward is uncertain, and sages have argued for hundreds of years about what caused the earthquake that destroyed the realm of the evil wizard. Some say the deity of Kirzar the True caused the earthquake as retribution against the mage. Other say the earth itself revolted against giving up its dead and swallowed the land. Still others claim it was some of Neconilis' fell magic that got out of control. Whichever the case, the lands of Neconilis were utterly destroyed. Though he has not been seen since, the fate of the mage is still unknown.

## Part Six: Ruins of Neconilis

### Yagdoo the Yugoloth

The PC (and anyone accompanying him) has been under the watchful eye of Yagdoo since entering the Badlands. The yugoloth will remain at a discreet distance until the PC nears the ruins and the spellbooks of Neconilis. Once the PC enters the hex on the map that contains the ruins, the yugoloth will do several things to fulfill his summoned duty.

Yagdoo will use his *ventriloquism* ability to distract those nearing the ruins. If accompanied by other NPCs, Yagdoo will attempt to separate them from the PC and dispose of each of them quickly. If the PC is alone, Yagdoo will use *ventriloquism* to lure him away from the ruins and deeper into the Badlands. It's the yugoloth's hope that the PC becomes lost, and then it will not have to deal with the wizard. However, the beast realizes it may have to confront the wizard if he should venture deeper into the ruins.

As he did with Azzmere, Yagdoo may also attempt to lure the PC away with trinkets and other relics it has found over the years. Though Yagdoo had only one cursed *Book of Horrors* (see Part Nine: New Magic), the yugoloth has dozens of gold and silver coins that it can scatter like a trail of bread crumbs into the Badlands. This trick may have worked with Azzmere, but will most likely fail with the PC.

If the PC returns to the ruins, Yagdoo will shadow those who enter until they've nearly discovered the hidden spellbook. Unable to resist orders given 800 years ago, Yagdoo will attack those who come too close to the underground chamber housing the spellbook.

There is a slight chance the PC may catch a glimpse of Yagdoo. Such glimpses will last only for an instant, and when the area is examined nothing is found. Glimpses of the beast will reveal a monkeylike creature who moves with lightning speed. The yugoloth jumps from rock to rock to avoid leaving tracks that can be followed.

### The Ruins

The ruins are the remains of one of three pyramids Neconilis built over 800 years ago. This pyramid was the smallest of the three, residing on the eastern edge of the wizard's domain.

The upper portion of the structure was destroyed during the earthquake, its stones flung for hundreds of yards in every direction. All that remains is the ground floor and a subterranean cavern beneath it.

Surprisingly, the ceiling of this subterranean level is still intact, a credit to the engineers who constructed it. However, the earthquake and time spent exposed to the elements have weathered the structure so it appears less stable than it actually is. If left undisturbed, the remains of the pyramid would probably survive another eight centuries.

The only intelligent being to set foot in the pyramid over the years has been Yagdoo. Neither Azzmere nor the soldiers from New Haven ever made it this far. It is difficult to find the ruins while traveling the Badlands because they are not visible above the horizon of boulders. A resourceful PC might find the ruins quicker by flying (with a potion or spell), but may miss out on important clues or items found in previous chapters.

There are two places to enter the ruins, a main entrance to the south and a concealed passage to the north. The interior is devoid of light, and the PC will have an eerie feeling upon entering. Since there are few stones to hop back and forth from, Yagdoo's tracks can be found randomly in the dust and sand that covers the stone floor.

The exterior and interior walls of the ruins consist of 10' x 10' single blocks of stone which have weathered, worn surfaces. The sand that covers the ground before the main entrance resembles the fine sand found at the oasis. Drifts of sand line the southern walls of the ruin, and small amounts have blown through the front entrance.



### 1. Southern Entrance

The stone floor of this chamber is covered with a fine layer of sand that has blown in over the centuries. Drifts of sand can be found in each corner of the chamber, partially blocking a passage to the north. Half of the 4' x 10' doorway is blocked by sand, and it will take 2d4 turns to completely clear the way.

A successful check vs. the PC's Intelligence will reveal that the sand did not come to block the passage normally, but was in fact placed there as a barrier. Knowing explorers might discover the ruins, Yagdoo erected the sand barrier in hope of deterring the curious. The yugoloth uses the northern entrance to enter and exit the ruins. There is nothing else of value here.

### 2. Cave-In

The corner of this chamber once contained a stairwell leading to the pyramid's upper levels. After the pyramid's destruction portions of the second level caved in here. If time is taken to clear away a section of the debris, the skeleton of a servant of Neconilis will be found. The servant's skull was crushed by the falling rock, but a dented *amulet of Neconilis* still hangs around its neck.

### 3. Antechamber

The floor of this chamber is covered in a thick layer of dust which has fallen from the ceiling over the years. Any light source held close to the floor will reveal tracks made by Yagdoo. The tracks lead back and forth through the chamber from the north and east. A crumbled wooden table and two benches occupy the northern alcove, each in the final stages of decay, and they crumble to dust with a touch.

### 4. Common Room

An inner wall to this chamber collapsed during the earthquake, and the rubble partially blocks passage into the room. There is a span of 3-4 feet between the debris and the ceiling if someone

wishes to enter this room. Closer examination of the debris will reveal a trail of blood across the rocks. The blood came from a jackal that wandered into the ruins a few days ago and fell victim to the carrion crawler (see below).

The corpse of the jackal is the only thing of interest in this chamber. If the body of the scavenger is examined, the PC will see that it is covered in eggs. A check vs. one-half of the PC's Intelligence will identify the eggs as belonging to a carrion crawler.

### 5. Carrion Crawler

A portion of the ceiling in this room has collapsed, though not enough to breach the stone. Admit the rubble lives a lone carrion crawler who will emerge only if the room is entered. If the PC spends the night in the ruins, he will automatically encounter the creature.

**Carrion Crawler:** Int Non; AL N; AC 3/7; MV 12; HD 3+1; hp 13; THAC0 17; #AT 8; Dmg 1-2; SA paralysis; SZ L; ML 10; XP 270

This chamber also contains intact pieces of pottery and other crafted pieces of clay. Protected from the elements over the years, these items are worth as much as 500 gp to a sage or other collector. Each piece bears the symbol of Neconilis.

### 6. Northern Entrance

A broken portion of the outer wall is the second entrance into the ruins, and the one used most often by Yagdoo. This entrance is extremely difficult to find from outside the ruins, and a successful concealed or secret door roll is required to discover it.

Yagdoo's tracks are visible here as he jumps from the rocks and walks through the passage into the antechamber to the south. A search of this chamber will reveal 13 gp and 8 sp hidden beneath the dust and sand of the floor. Each of these coins is in excellent shape and worth 20-40 gp to a collector. All of the coins bear the symbol of Neconilis.

## Part Six: Ruins of Neconilis



### 7. Main Hall

This chamber was once a main audience hall for Neconilis and his subordinates. A stone throne carved from the same rock as the pyramid dominates the northern portion of the chamber. A larger version of the symbol of Neconilis is carved into the stone above the throne. The throne is plain with the exception of the word "Neconilis" carved across the back. The wizard's name is written in an ancient tongue, requiring an Ancient Languages proficiency check to read.

Pictures are carved into the walls of this room depicting the rule of Neconilis. One wall shows an undead army conquering the land with a wizard before them. Another wall displays the lands of the mage with a raven perched on a skull as the sun. A final scene shows the wizard repelling the forces of good, slaying their leader with powerful magic. The crumbled wall to the east and its carvings are unfortunately lost. These scenes are an accurate portrayal of the history of Neconilis. Yagdoo's footprints also cover this room and lead to the chamber to the northeast.

### 8. Underground Entrance

More chunks of debris cover the far corner of this room, as does a thick layer of sand. A passage to an underground chamber is concealed among the stones, leading to one of the spellbooks of Neconilis.

Yagdoo's footprints are apparent in this room, but do not come within 10 feet of the debris. This is because the yugoloth leaps onto the rock, then down into the passage below. Once the PC reaches this chamber, Yagdoo will decide the best way to attack.

If the PC is alone, the yugoloth will use hit-and-run tactics and attempt to attack with surprise. Surprise rolls against the creature are made at a -2 due to its stealth in familiar terrain.

He will be extremely fearful of the PC and any spells he may have (offensive or not). Any time it appears the PC is about to cast a spell, Yagdoo has an 80% chance to flee the area no matter what the spell is.

If accompanied by NPCs, Yagdoo will wait until either the PC or someone else descends into the cavern below, and will then attack those left above. The yugoloth will attempt to separate those in the ruins and dispose of them one by one.

If gravely injured in battle the yugoloth will back off, hoping to kill the trespassers later when they emerge from the ruins.

### 9. Magical Barrier

After descending into the cavern below, the PC will have to deal with additional protective magic if they wish to obtain one of Neconilis' spellbooks. Spanning the tunnel is a glittering barrier of magic placed here by the wizard. This barrier was created to keep out thieves and other unfaithful in Neconilis' realm.

The barrier is directly linked to the *amulets of Neconilis*, and anyone wearing one may freely pass through it. The amulets were given to trusted servants of Neconilis, allowing restricted access to portions of the pyramid.

Anyone passing through the barrier without an amulet will take 3d6 points of electrical damage, but a successful saving throw reduces damage by half. The barrier affects anyone entering or leaving the cavern beyond.

A *dispel magic* spell or other such magic will negate the barrier for 1d6 rounds. Only a *wish* spell or a *rod of cancellation* will permanently negate the barrier. Yagdoo also cannot pass through the barrier without taking damage, and must also use an *amulet of Neconilis* to reach the cavern. Though he is not wearing an amulet when he encounters the PC, Yagdoo does have one hidden nearby.

### 10. Spellbook

Once part of Neconilis' underground study, this collapsed cavern still contains one of the evil wizard's spellbooks. As the PC first enters the cavern, nothing but rocks, sand, and other debris can be seen. A meticulous search of the area will reveal a spellbook hidden in a niche near the cavern's ceiling.

Yagdoo has also been using the niche as a place to store his own possessions that he has accumulated over the years. In addition to the spellbook, the niche holds a *ring of chameleon power*, a *robe of useful items*, a *bag of devouring*, 43 gold coins minted in the time of Neconilis, and a ruby necklace worth 500 gp.

### Spellbook

The spellbook contains many of the lower- and middle-level spells used by Neconilis and his few apprentices. Though not trapped, the book bears the symbol of Neconilis burned into the leather cover. The book contains the following spells:

1st: *alarm*, *burning hands*, *chill touch*, *detect undead*, *friends*, *jump*, *magic missile*, *protection from good*, *read magic*, *spook*, *wizard mark*

2nd: *deafness*, *detect good*, *improved phantasmal force*, *magic mouth*, *whispering wind*, *wizard lock*

3rd: *explosive runes*, *hold undead*, *non-detection*, *secret page*, *vampire touch*

4th: *emotion*, *enchant weapon*, *curse*

5th: *animate dead*, *summon shadow*

6th: *summon least yugoloth* (see Part Nine: New Magic)

### Leaving the Ruins

If Yagdoo is still alive when the PC emerges from the cavern, the yugoloth will lash out with all its fury. The beast will use any remaining *fire breath* it has left for the day, and then rush blindly forward to attack. If the spellbook is removed from the ruins, Yagdoo will suffer incredible pain, screaming and wailing wildly. The only way to end the pain is to return the spellbook to its hiding place in the ruins. If the book is somehow removed from the Badlands while the yugoloth still lives, the beast will lose one hit point per round. The loss of each point will be followed by an unearthly howl of pain.

## Conclusion

Completing the task for Baron Felmoor by defeating the creature of the Badlands merits the PC 3,000 experience points. In addition to any creatures slain, any bonus experience is to be given out as follows:

- Finding the ruins beneath the oasis—400 XP
- Discovering the spellbooks—500 XP

If the PC is in the service of the baron, he will be given a commission to study the Badlands and its ruins. If the PC is an adventurer brought in for the job, the baron will offer a commission to explore the Badlands in lieu of any gold paid. Both commissions consists of 100 gp per month, residency in the tower, and half of all profits gained from exploration of the wasteland.



## Part Eight: Continuing Adventures

The realm of Neconilis once covered many square miles of territory, all of which now lies in ruin. Many treasures and dangers can be found throughout the Badlands. This section deals with other adventures a PC or group of PCs can possibly find in this region. If these subplots are used, it is up to the DM to fill in the holes using information found in *Wizard's Challenge II*, as well as adding new ideas.

### The Five Spellbooks of Neconilis

If the PC located Neconilis' spellbook in this adventure, there are five others that remain hidden throughout the Badlands. Although Yagdoo was the only being who knew the location of all the spellbooks, the PC could stumble across them while searching the wasteland.

- One of the books can be found in the lair of a chimera in the southern Badlands. The book was placed there by Yagdoo without the chimera's knowledge. The book contains 2nd-4th level spells.
- Another book is buried beneath the ruins of Neconilis' second pyramid in the western section of the Badlands. This area is devoid of scavengers because a bulette roams the land. The book contains 3rd-6th level spells.
- Northwest of the oasis are dozens of buildings from the time of Neconilis which survived the earthquake. A squad of the evil wizard's undead minions still follow orders and protect this area from invasion. The spellbook here contains 4th-7th level spells.
- The final two books, containing the wizard's 7th-9th level spells, rest deep within a labyrinth beneath the ruins of the largest of the three pyramids. Many powerful undead still dwell in the pyramid, while the spellbooks and other rare treasures are guarded by the demilich of Neconilis.

### Tomb of Kirzar the True

The paladin Kirzar was a native of the lands ruled by Neconilis. Seeing the evil rule of the mage grow, he left his homeland in an attempt to raise an army that could destroy him. After attaining paladinhood, Kirzar rallied the forces of good to dethrone the wizard.

During the battle which followed, Kirzar came face to face with Neconilis, and the evil power of the mage prevailed. With the fall of their leader, the forces of good faltered and were easily defeated by Neconilis' undead minions.

Mortally wounded and near death, several loyal retainers bore Kirzar's body to a nearby forest so the paladin could die in peace. Though his body soon passed on, the paladin's spirit would not rest until Neconilis was utterly destroyed. The essence of Kirzar now resides within his *holy avenger*, awaiting the day when it will have its revenge. The sword was buried with the paladin upon his death.

The mortal remains of Kirzar can be found in the forests north of New Haven. The tomb is guarded by the phantom of the paladin's squire. The squire feels responsible for his master's death, and also will not rest until Neconilis is destroyed. He protects Kirzar's remains from grave robbers, and awaits the day when a worthy man will come to claim the sword of his master.

The sword, called Kirzar's Justice, is a *holy avenger* +5 and it contains the spirit of the long-dead paladin. The sword has an Ego of 21 and an Intelligence of 15. It can double the range of a paladin's natural *detect evil* power (or grant it to its wielder), and can lead the wielder directly to Neconilis (who still exists as a demilich). The sword can also *detect undead* in a 50-foot radius, the blade glowing in a bright blue aura of light whenever near undead creatures.

Once the undead Neconilis is utterly destroyed, the soul of Kirzar will depart, and the sword will become a *holy avenger* for a paladin or a *sword* +2 in anyone else's hands.

### *Neconilis' Book of Horrors*

Created by the evil wizard and kept among his magical tomes, this cursed book appears to contain great amounts of text in a thin scrawl, but actually holds only magical glyphs and sigils which focus its potent magics. It magically magnifies the fears of an individual who looks upon its pages. Anyone who reads as much as one word from the book will see the true glyphs behind the minor illusion and suffer the effects of a unique version of the *phantasmal killer* spell.

Upon reading any part of the book, victims will see the most frightening creatures they can envision, and must make saving throws vs. spells (wisdom and other magical bonuses apply).

- If the save is made, the victim suffers the affects of a *fear* spell, even if he is immune to *fear* and other mind-affecting spells. The effects of the *fear* last 20 rounds.
- If the save is failed, the victim will be consumed with hysterical terror and must make an immediate system shock check or go into cardiac arrest; a successful system shock check only incapacitates the character for 1d6 hours.
- Those who fail the system shock check must make a Constitution check to see if they survive the magical *fear* of the book; those who weather it will fall into a coma for 1d3 days before shaking its effects.

XP Value: 6,000

### *Amulet of Neconilis*

These amulets are engraved with the symbol of Neconilis, a raven perched on a skull, and less than 50 of them were made long centuries ago. The amulets protect the wearer from traps and magical barriers created by the wizard. These amulets were given only to trusted subordinates so they could move freely throughout the wizard's lands. Anyone who possessed such an amulet was feared almost as much as Neconilis himself, as they were a sign of his favor.

The amulets also allow the demilich Neconilis to see through the eyes of the wearers and know their exact location in relation to himself.

Also, anyone wearing an *amulet of Neconilis* must make a saving throw vs. spells to attack the wizard with either spells or weapons. Once within a mile of Neconilis, the amulets cannot be removed by any force or power short of a *wish*.

XP Value: 1,500

### **Summon Least Yugoloth**

Wizard Spell, Sixth Level

(Conjuration/Summoning, Necromancy)

Range: 5 yards

Components: V, S, M

Duration: Permanent

Casting Time: 2 turns

Area of Effect: 5 foot cube

Saving Throw: Special

By use of this spell, a wizard can summon a least yugoloth guardian to protect something of importance. The yugoloth is under the wizard's complete control, and will obey the commands of its master even after the mage's death.

The main component for this spell is the name of the yugoloth to be summoned. Finding such a name is a difficult task, and only through research or dark pacts with other fell creatures can a wizard obtain a yugoloth's name.

The reverse of this spell, *banish least yugoloth*, will send a yugoloth back to its home plane. If cast by the wizard who summoned the beast, the yugoloth is not allowed a saving throw to resist the banishment. If the caster did not summon the yugoloth, the creature gets a saving throw vs. spells at -2 to resist.

The material component for this spell is a ruby worth at least 500 gp, which is destroyed in the casting.

# Yugoloth, Least Guardian—Yagdoo

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	9 (12)
HIT DICE:	6 (22 hit points)
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-10/1-10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Variable (S: 4' tall)
MORALE:	Steady (12)
XP VALUE:	2,000

Yugoloths are creatures summoned by evil wizards or priests to guard something of importance. Yugoloth guardians always defend their subjects with great ferocity and cunning. Least yugoloths vary in size and form, but most often appear as frog-like or stubby creatures rarely exceeding 5 feet in height.

Yugoloth guardians have the ability to speak all languages.

**Combat:** The least yugoloth guardian can breathe fire three times per day in a cone 30 feet long with a 10-foot base diameter for 3d6 points of damage. A saving throw vs. breath weapon reduces the damage by half. Yugoloths are not immune to the effects of their own breath weapon. The creature also attacks with razor sharp talons and a vicious bite. This bite attack is independent of the breath weapon.

Least yugoloths are immune to *charm*, *hold*, *sleep*, *polymorph*, and *fear* spells. Each yugoloth has a 50% chance to be immune to an additional type of attack, such as a certain type of spell or weapon. These attack forms do no damage to the creature, and may reflect the spell back upon the caster or destroy the weapon.

There is also a 30% chance for a least yugoloth to have thieflike abilities such as *move silently*, *hide in shadows*, and *climb walls*. These skills assist it in protecting its charge, using stealth and surprise instead of brute force. Least yugoloths will always plot their attacks if time allows, using their assets to their greatest advantage.

**Habitat/Society:** Little is known of the society of yugoloths outside of their summoning to the Prime Material Plane. Being the smallest of their kind, least yugoloths tend to be sneaky and devious, doing what they must to survive and protect the object which they were summoned to guard.

Yugoloth guardians must remain within 90 yards of their charge at all times, though powerful wizards can alter this through extremely careful wording of a guardian's duty during its summoning. Unlike lesser and



greater yugoloths, the least yugoloth is under the complete control of the summoner until released. If the summoner dies before releasing the creature, there is a 25% chance it will guard the item for all eternity.

A wizard must be of at least 12th level or higher to successfully summon a least yugoloth.

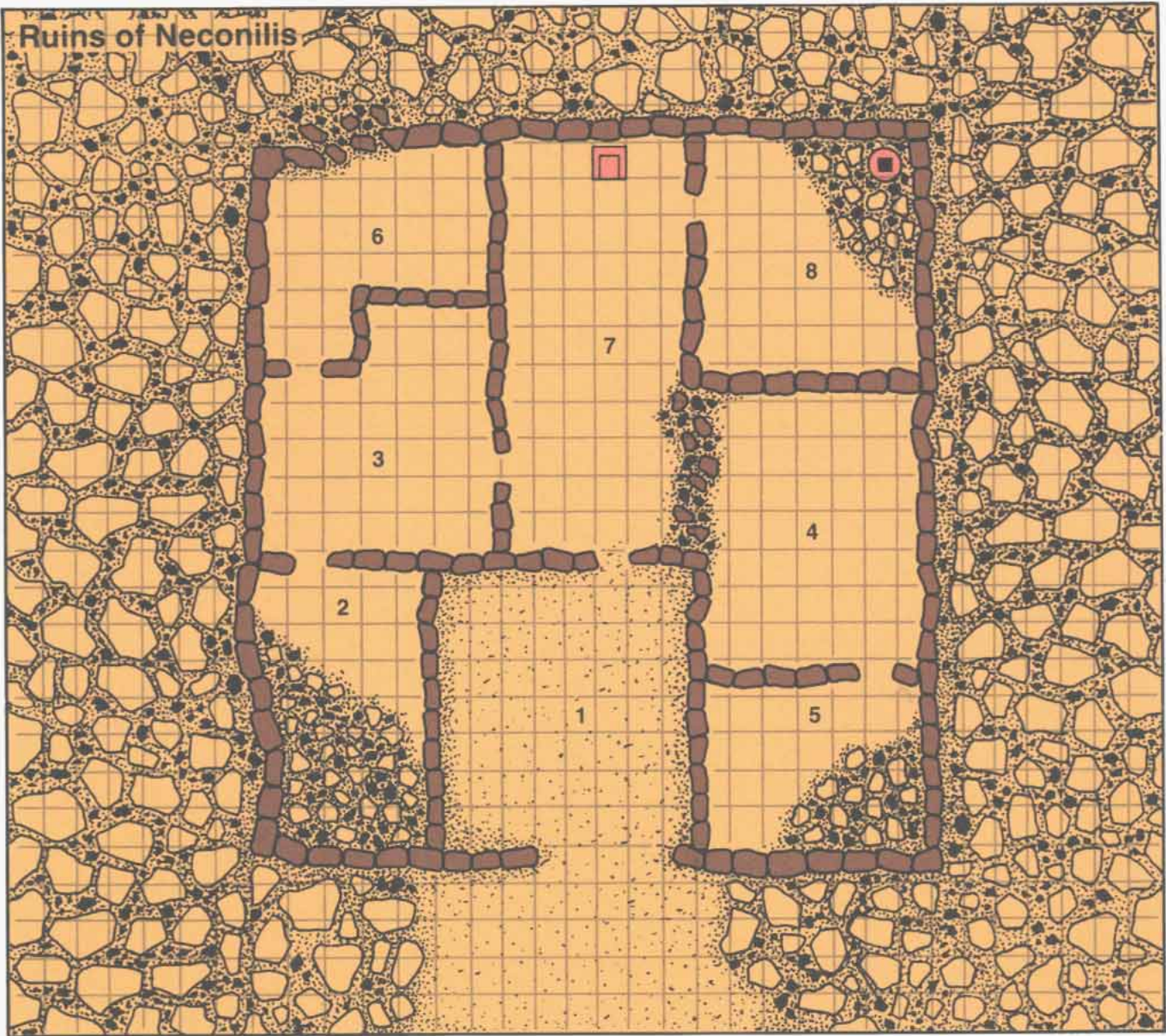
**Ecology:** Least yugoloth guardians do not require food or sleep. However, their need to be active is great. A least yugoloth who is locked within a small room for hundreds of years will eventually become insane.

If a least yugoloth fails to fulfill its duty and protect that which it was summoned for, the creature will experience fits of searing pain. If the item is taken more than 90 yards from the beast, it will die a horrible and painful death.

**Yagdoo:** This particular least yugoloth has spent 800 years wandering the wastelands that were once the realm of Neconilis, its master. During that time, the yugoloth has developed certain skills. While in the Badlands, Yagdoo can *hide in shadows* and *move silently* at 90% efficiency. He can also use a form of *ventriloquism* to bounce his voice off nearby rocks. Yagdoo moves through the Badlands at a movement rate of 12 and can leap a distance of 20 feet. The creature is difficult to track because it leaps from rock to rock to avoid pursuit.

To compensate for his small stature, Yagdoo is immune to all edged weapons, which shatter upon impact with his skin; magical weapons receive a saving throw vs. crushing blow to remain unshattered. Since he is susceptible to magical attacks, the yugoloth has an intense fear of wizards because of their spellcasting abilities.





	Rocks & Debris
	Sand
	Throne
	Passage Down
	Magical Barrier

1. Southern Entrance
2. Cave-in
3. Antechamber
4. Common Room
5. Carrion Crawler
6. Northern Entrance
7. Main Hall
8. Underground Entrance
9. Magical Barrier
10. Spellbook

One Square = 5 Feet



# Wizard's Challenge II

by Kevin Melka

There is trouble in the frontier town of New Haven. A beast from the Badlands is terrorizing the simple farmers, and reports say the creature is immune to the local militia's weapons. The baron of the land has called upon a wizard to solve what his soldiers could not. Can the skills of one player character wizard let him find and kill what a contingent of skilled warriors could not?

*Wizard's Challenge II* is an **ADVANCED DUNGEONS & DRAGONS**<sup>®</sup> adventure designed for a Dungeon Master and one player character wizard. This adventure is the sixth in a series of adventures focusing on an individual character away from a regular campaign. A character will need all of the knowledge and skills available only to a wizard if he is to succeed.

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