

Advanced
Dungeons & Dragons

GREYHAWK

ADVENTURE

The Doomgrinder



By
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Advanced Dungeons & Dragons®

GREYHAWK

Adventure

The Doomgrinder

THE LOST TOMBS, VOLUME 3

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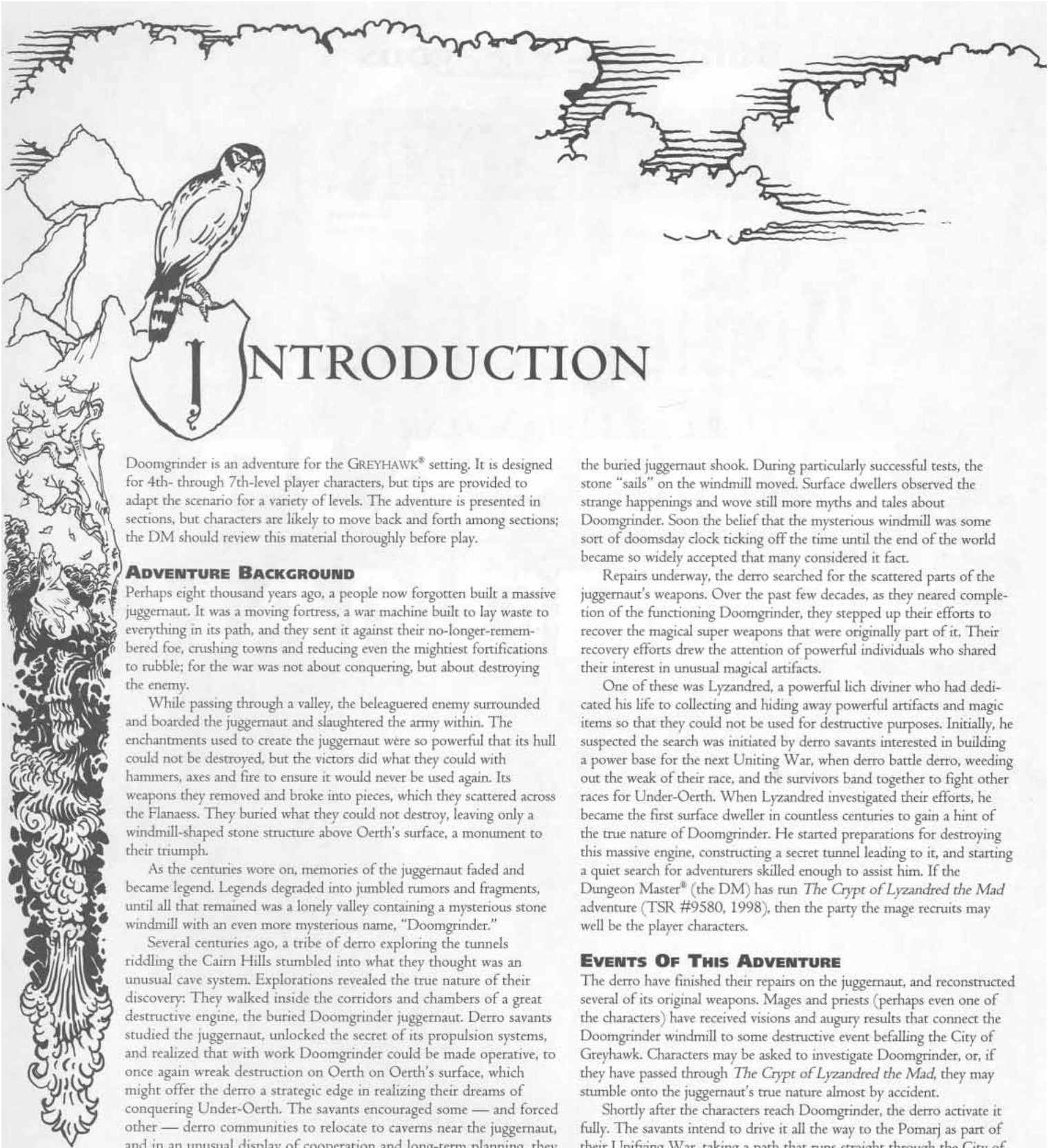
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INTRODUCTION

Doomgrinder is an adventure for the GREYHAWK® setting. It is designed for 4th- through 7th-level player characters, but tips are provided to adapt the scenario for a variety of levels. The adventure is presented in sections, but characters are likely to move back and forth among sections; the DM should review this material thoroughly before play.

ADVENTURE BACKGROUND

Perhaps eight thousand years ago, a people now forgotten built a massive juggernaut. It was a moving fortress, a war machine built to lay waste to everything in its path, and they sent it against their no-longer-remembered foe, crushing towns and reducing even the mightiest fortifications to rubble; for the war was not about conquering, but about destroying the enemy.

While passing through a valley, the beleaguered enemy surrounded and boarded the juggernaut and slaughtered the army within. The enchantments used to create the juggernaut were so powerful that its hull could not be destroyed, but the victors did what they could with hammers, axes and fire to ensure it would never be used again. Its weapons they removed and broke into pieces, which they scattered across the Flanaess. They buried what they could not destroy, leaving only a windmill-shaped stone structure above Oerth's surface, a monument to their triumph.

As the centuries wore on, memories of the juggernaut faded and became legend. Legends degraded into jumbled rumors and fragments, until all that remained was a lonely valley containing a mysterious stone windmill with an even more mysterious name, "Doomgrinder."

Several centuries ago, a tribe of derro exploring the tunnels riddling the Cairn Hills stumbled into what they thought was an unusual cave system. Explorations revealed the true nature of their discovery: They walked inside the corridors and chambers of a great destructive engine, the buried Doomgrinder juggernaut. Derro savants studied the juggernaut, unlocked the secret of its propulsion systems, and realized that with work Doomgrinder could be made operative, to once again wreak destruction on Oerth on Oerth's surface, which might offer the derro a strategic edge in realizing their dreams of conquering Under-Oerth. The savants encouraged some — and forced other — derro communities to relocate to caverns near the juggernaut, and in an unusual display of cooperation and long-term planning, they united around the common cause of getting the vehicle operational. They felt the windmill's name was highly appropriate and they christened their juggernaut "Doomgrinder."

While repairing it, the derro occasionally tested Doomgrinder's magical engine, which was powered by trapped dao and efreeti. During these tests, lightning crackled around the windmill, and the ground trembled as

the buried juggernaut shook. During particularly successful tests, the stone "sails" on the windmill moved. Surface dwellers observed the strange happenings and wove still more myths and tales about Doomgrinder. Soon the belief that the mysterious windmill was some sort of doomsday clock ticking off the time until the end of the world became so widely accepted that many considered it fact.

Repairs underway, the derro searched for the scattered parts of the juggernaut's weapons. Over the past few decades, as they neared completion of the functioning Doomgrinder, they stepped up their efforts to recover the magical super weapons that were originally part of it. Their recovery efforts drew the attention of powerful individuals who shared their interest in unusual magical artifacts.

One of these was Lyzandred, a powerful lich diviner who had dedicated his life to collecting and hiding away powerful artifacts and magic items so that they could not be used for destructive purposes. Initially, he suspected the search was initiated by derro savants interested in building a power base for the next Uniting War, when derro battle derro, weeding out the weak of their race, and the survivors band together to fight other races for Under-Oerth. When Lyzandred investigated their efforts, he became the first surface dweller in countless centuries to gain a hint of the true nature of Doomgrinder. He started preparations for destroying this massive engine, constructing a secret tunnel leading to it, and starting a quiet search for adventurers skilled enough to assist him. If the Dungeon Master® (the DM) has run *The Crypt of Lyzandred the Mad* adventure (TSR #9580, 1998), then the party the mage recruits may well be the player characters.

EVENTS OF THIS ADVENTURE

The derro have finished their repairs on the juggernaut, and reconstructed several of its original weapons. Mages and priests (perhaps even one of the characters) have received visions and augury results that connect the Doomgrinder windmill to some destructive event befalling the City of Greyhawk. Characters may be asked to investigate Doomgrinder, or, if they have passed through *The Crypt of Lyzandred the Mad*, they may stumble onto the juggernaut's true nature almost by accident.

Shortly after the characters reach Doomgrinder, the derro activate it fully. The savants intend to drive it all the way to the Pomarj as part of their Unifying War, taking a path that runs straight through the City of Greyhawk. The characters must stop the juggernaut before it reaches the city and causes the destruction foreseen in the visions.

Doomgrinder is divided into five main interrelated sections. A DM should read this adventure before she runs it; many elements presented here can be used as adventure seeds for the DM, and she may wish to foreshadow future adventures in her campaign inspired by these seeds.

Reading the adventure beforehand also allows the DM to effectively run the derro manning Doomgrinder.

The sections of the module are:

- **Getting Started:** hooks to involve the characters in the module's events.
- **Part One:** a description of the valley surrounding Doomgrinder's starting point, including possible encounters for characters approaching the stationary Doomgrinder, as well as what the activation looks like for those on the surface.
- **Part Two:** encounters along Doomgrinder's path across the Cairn Hills and through Greyhawk, for characters who either aren't on board when the juggernaut starts its journey, or for those who get off the juggernaut while it is moving. This section is tightly linked to Part Three.
- **Part Three:** Doomgrinder's defenses and derro community, with guidelines for running encounters inside the juggernaut. A geomorphic mapping system allows its interior to be generated as needed. If a party attempts to board the moving Doomgrinder, the DM can refer to this section.
- **Part Four:** interior locations key to the juggernaut's operation — and therefore key to any attempts at stopping it.
- **Part Five:** general wrap-ups for the adventure, with variations on the climax, depending on how and when the characters stop Doomgrinder — if they do. Possible lasting effects on the world of GREYHAWK arising from the events of this module are outlined as well.

The lion's share of the information needed to run this adventure is located in Parts Two and Three. These are also the portions that contain the adventure aspects that are the hardest to stage: The characters have many options, and may face wildly varied situations, requiring the DM to be prepared and flexible.

ADAPTING THE SCENARIO FOR A RANGE OF LEVELS

Although the text of the adventure provides suggestions for making adaptations at certain points, the following general rules of thumb may help the DM modify the adventure:

Beginning level (1–3): Adventures can minimize points of damage inflicted and emphasize the drama of the challenge with the sights and sounds of nonplayer characters (NPCs) suffering the characters' potential fates. If an encounter proves to be too much, the foes might flee or surrender after suffering a certain amount of damage, or after their leader has been defeated.

Mid level (4–9): Challenges should inflict basic damage and still emphasize the drama. Foes should generally equal the characters in numbers, assuming the number of hit dice involved are the same on both sides. Foes may use allies, other monsters, and special tactics, including the use of spellcasters in their ranks. Encounters with foes may be cut short as with low-level characters if the danger proves too great.

High level (10–15): Adventure challenges should inflict $2 \times$ to $3 \times$ basic damage, and clever strategies should be emphasized. Foes use allies, monsters and magic if possible. The best foes at this level are high-level NPCs, including spellcasters. Creatures should use clever ruses and strategies.

Ultra-high level (16–20): Adventure challenges should inflict $3 \times$ to $5 \times$ basic damage, and the characters should be outnumbered by about



five-to-one. These adventures should deal with clever plot twists and misdirections or distractions when they attempt to overcome the challenge. Foes use allies, monsters and spellcasting, if possible. The best foes at this level are NPCs of similar levels to the characters. Foes should have escapes planned, reinforcements available, and should use their resources and environment as cleverly as possible.

DOOMGRINDER AND THE GREYHAWK CAMPAIGN

The *Doomgrinder* adventure has a uniquely fluid structure, which means it is almost impossible to predict a likely end result. The characters could stop the juggernaut before it even starts its rampage, or they could see it raze large portions of the City of Greyhawk — depending on their actions and their DM's guidance. If the characters manage to stop Doomgrinder, there is now an immense fortress filled with militant derro dominating parts of the Cairn Hills; if they do so at the last minute, the fortress may tower 60 feet over the city's walls, rendering them useless.

Various potential adventures and their consequences appear in the "Recurrences" sections throughout the adventure, and in Part Five: The End of the Ride. Some are minor in scale: a source who directs the characters to minor dungeons or cairns, or a new nonplayer character who might turn up in future adventures. Others have powerful political implications, possibly involving the Circle of Eight or high levels in the City of Greyhawk's administration. Still others introduce (or reintroduce) individuals, groups or even demigods who might well change the face of the Flanaess — but only if the DM so chooses. The options suggested in these sections are options only, and it is up to the DM to decide whether they are appropriate to the nature and power-level of her Greyhawk campaign. Such variations between individual campaigns are natural.





GETTING STARTED

There are many different ways to involve player characters (PCs) in this adventure. This section presents options to set up this adventure as a stand-alone, as the beginning of a new campaign, as a continuation from *The Crypt of Lyzandred the Mad* adventure, or as an element of a DM's ongoing campaign.

With some adjustments, these starting points work equally well whether the DM wants the characters present when Doomgrinder begins its journey, or prefers they meet it and make boarding attempts as it moves toward the City of Greyhawk.

STAND-ALONE OR STARTING A NEW CAMPAIGN

Mystery

While a priest or wizard character is casting some form of divination magic — if a priest, he may even be praying for spells — he receives an unexpected vision.

In the vision, buildings in the City of Greyhawk explode in showers of stonework fragments and dust. Half-hidden by billowing dust clouds, the massive Doomgrinder windmill appears to hover in midair, stone sails whirling. The vision lasts only a second, but it leaves the diviner filled with a sense of foreboding. (For an added sense of the dramatic, the DM may have the player roll a saving throw vs. paralysis for his character. If the roll fails, the character is so filled with terror by the horrifying vision that he spends the next day staring blankly ahead, trembling with fear.)

This vision might be sent by the PC's god, who has chosen him to stop the derro and Doomgrinder; in this case, only the character receives the vision. Or the warning might stem from a subconscious psychic wave set off by the juggernaut's rudimentary intelligence, when it is awakened by the derro (see Part Three for more information); a character casting a spell at that instant would be receptive to the wave. In this instance, the hero is only one of dozens of priests and wizards who receive the vision. In either case, the DM should not reveal the vision's source, since the character has no way to know. The character should not be able to see that the "flying windmill" isn't actually flying at all, but is the top part of a massive juggernaut.

In any case, the vision is so powerful that it haunts the PC's dreams. It should be clear to him that something will devastate Greyhawk in the not-too-distant future. Hopefully, the character also feels that he received this vision as a warning . . . and does the appropriately heroic thing, trying to figure out the vision's meaning and taking steps to prevent its realization.

If the hero doesn't recognize the windmill, anyone making a successful local history proficiency check (or any bard making a successful

Intelligence check with a +2 bonus) recalls stories of a massive windmill named Doomgrinder located east of the Cairn Hills. One of the windmill's vanes points nearly straight up, and legend has it that if it ever clicks the final point to upright, the world will end. Inside the apparently inaccessible windmill, tales say, are vast riches, and a way to turn back the windmill's vanes and stop the destruction of the world.

If no character figures out what the flying windmill is, any sage in the central Flanaess can recount information (true or rumored) about the Doomgrinder windmill. (See the sidebar on page 7 for rumors and legends about Doomgrinder.)

The "Mystery" option works best if the player characters already know each other.

Contract

This option works for parties whose members are unfamiliar with each other before the adventure begins. It unites them in the traditional way that brings so many great parties together — they go to a bar in response to an advertisement.

In Greyhawk, rumors are flying that the sail of Doomgrinder's windmill is about to move again — foretoking the end of the world. A rich townsman named Celdon Fallow is organizing an expedition to Doomgrinder's location. Hearing of this, the characters seek him out at an inn, and after a brief interview — he basically determines that they are indeed adventurers and not just peasants who pooled their resources to buy some swords and armor — he offers them a job.

Celdon explains that he represents certain powerful individuals based in the City of Greyhawk, people who would rather not be directly connected with any assault on Doomgrinder. Tales of the



windmill may be empty superstitions, but they may be real; either way, Celdon's clients figure it's better to be safe than sorry. Celdon relates the "What Everyone Knows" information on page 6 and 2d4 of the rumors from the sidebar on page 7. The DM can choose the rumors or roll them randomly; Celdon acknowledges any contradictory rumors by stating that Doomgrinder is cloaked in mystery.

Celdon offers the characters an advance of 150 gp each, and an additional 150 gp each if they return with information after visiting Doomgrinder. If it turns out that Doomgrinder really is about to cause a disaster of some sort, he will pay them each 1,000 gp if they halt or reverse it and their actions are confirmed. They can claim any treasure inside the windmill as their own, though Celdon indicates that his clients would be interested in buying or trading for any unusual or powerful magic items. Additionally, Celdon can lend the party riding horses, but these animals are his property, so he expects his mounts returned alive, or to be repaid for lost animals. (If the characters want higher payment, Celdon can go as high as 500 gp each for the advance and the final payment. He will not give further advances or loans. If they aren't interested, he looks elsewhere.)

Celdon Fallow, hm, F3: AC 2 (Dex bonus, *armor* spell cast at 15th level); MV 12; HD 3; hp 20; THAC0 18; #AT 1; Dmg 1d8+2 (*long sword* +2) or by weapon; SZ M (5' 4" tall); ML champion (17); Str 11, Dex 18, Con 12, Int 10, Wis 11, Cha 13; AL NG; XP 120.

Personality: Dedicated and outgoing.

Special equipment: *Long sword* +2, *wand of paralyzation* (56 charges).

CONTINUING FROM THE CRYPT OF LYZANDRED THE MAD

If the characters make it to the heart of Lyzandred's complex, the lich is impressed; only one other party has ever made it, and that one included the mad archmage Zagig Yragerne. If they don't destroy Lyzandred outright, he says, "Please. There is no need for us to be enemies. Put aside your weapons and hold your spells until you've heard what I have to say."

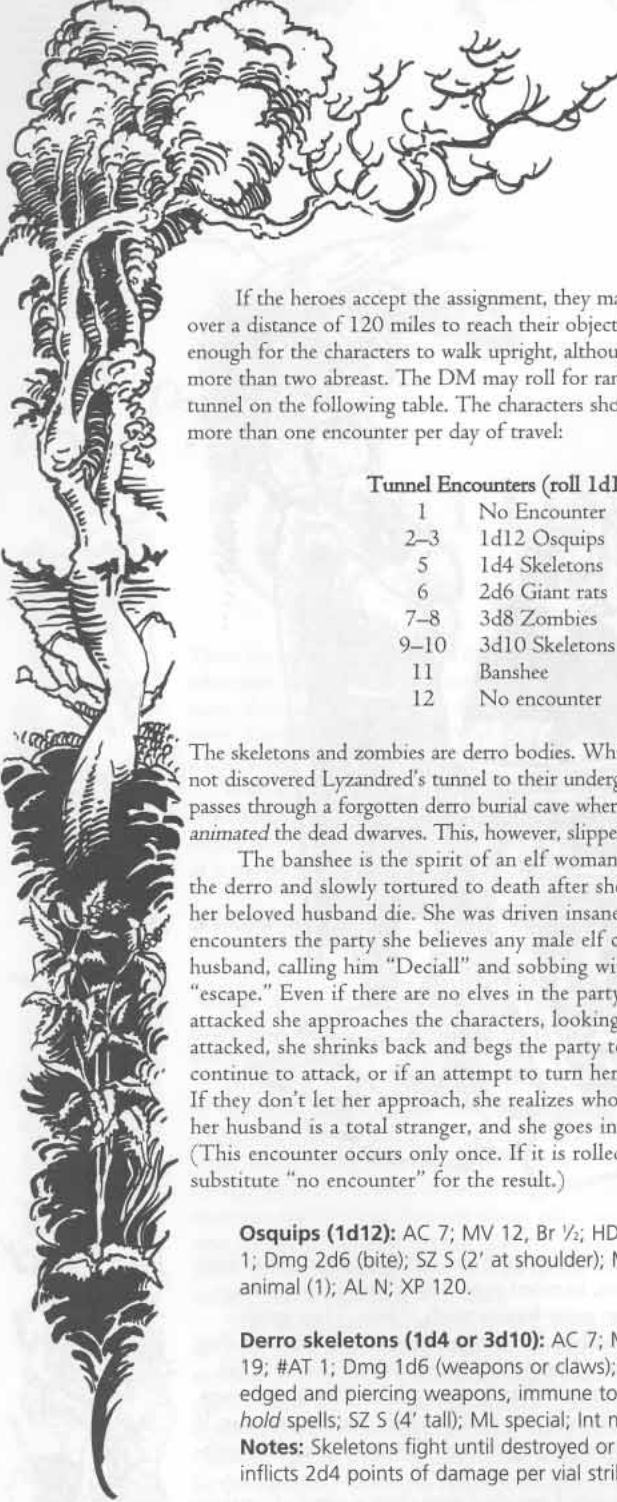
If they pause, Lyzandred continues. "We have a common interest.



I collect powerful and esoteric magic items, not from greed but to keep the world safe from harm. In recent years, I have been keeping an eye on a community of derro many leagues north of here. They gather powerful magic for themselves. I wish them stopped and the items they collected taken from them. I would attempt to stop them myself, but you appear quite resourceful. Would you stop them? I'll tell you where you can find them and give you two wands to help you on your way. If you bring me a certain specific magic items, I'll reward you with another pair of wands."

If the party is amicable, Lyzandred gives them a *wand of paralyzation* (34 charges) and a *wand of frost* (22 charges). He will not give them anything that's effective against undead. He then brings them to the tunnel that leads to Doomgrinder, explaining that they must travel underground before reaching the derro community.

"Beware," he says. "It is somewhat larger than most derro settlements. You may have to fight a lot of them. The items I desire are weapons of ancient workmanship. Their names are lost in antiquity, but the derro call them the *Bone Melter*, the *Shadow-thrower*, and the *Flesh Eater*. They are likely hidden away by a high-ranking savant there. Once you enter their city, you must descend two levels and turn right to find that savant's quarters."



If the heroes accept the assignment, they march for several days over a distance of 120 miles to reach their objective. The tunnel is large enough for the characters to walk upright, although they cannot walk more than two abreast. The DM may roll for random encounters in the tunnel on the following table. The characters should experience no more than one encounter per day of travel:

Tunnel Encounters (roll 1d12)

1	No Encounter
2-3	1d12 Osquips
5	1d4 Skeletons
6	2d6 Giant rats
7-8	3d8 Zombies
9-10	3d10 Skeletons
11	Banshee
12	No encounter

The skeletons and zombies are derro bodies. While the living derro have not discovered Lyzandred's tunnel to their underground settlements, it passes through a forgotten derro burial cave where on slow days the lich animated the dead dwarves. This, however, slipped his mind.

The banshee is the spirit of an elf woman who was captured by the derro and slowly tortured to death after she was forced to watch her beloved husband die. She was driven insane, and when she first encounters the party she believes any male elf character is her husband, calling him "Deciall" and sobbing with relief at his "escape." Even if there are no elves in the party, if she is not attacked she approaches the characters, looking for Deciall. If attacked, she shrinks back and begs the party to stop. If they continue to attack, or if an attempt to turn her fails, she keens. If they don't let her approach, she realizes whoever she thought was her husband is a total stranger, and she goes into hysterics and keens. (This encounter occurs only once. If it is rolled more than once, substitute "no encounter" for the result.)

Osquips (1d12): AC 7; MV 12, Br ½; HD 3+1; THACO 16; #AT 1; Dmg 2d6 (bite); SZ 5 (2' at shoulder); ML unsteady (7); Int animal (1); AL N; XP 120.

Derro skeletons (1d4 or 3d10): AC 7; MV 6; HD 1; THACO 19; #AT 1; Dmg 1d6 (weapons or claws); SD ½ damage from edged and piercing weapons, immune to *charm*, *sleep* and *hold* spells; SZ 5 (4' tall); ML special; Int non (0); AL N; XP 65.
Notes: Skeletons fight until destroyed or turned. Holy water inflicts 2d4 points of damage per vial striking the skeleton.

Giant rats (2d6): AC 7; MV 12 Sw 6; HD ½; THACO 20; #AT 1; Dmg 1d3 (bite); SA disease; SZ T (2' long); ML unsteady (6); Int semi (3); AL NE; XP 15.

Note: Each rat bite has a 5% chance of infecting a victim with a serious disease unless the victim makes a successful saving throw vs. poison.

Derro zombies (3d8): AC 5 (chain mail); MV 3; HD 2; THACO 19; #AT 1; Dmg 1d8 (claws); SD immune to *charm*, *sleep*, *hold*, death magic, poisons and cold-based spells; SZ S (4' tall); ML special; Int non (0); AL N; XP 65.

WHAT EVERYONE KNOWS ABOUT THE DOOMGRINDER

When the characters look for information on Doomgrinder, the DM rolls 1d6. On a result of 1 or 2, the nonplayer character being asked knows the following basic information about Doomgrinder. Sages specializing in obscure lore or mystical sites know all of this information.

- Doomgrinder stands in an exceptionally fertile valley east of the Cairn Hills. The structure looks like a windmill made entirely of black stone. Even its sails are stone.
- No one knows who built the structure or why.
- On an irregular basis — every few years or so — the stone sails move. When they do, there's always a massive lightning storm. Sometimes the ground moves.
- Lots of people think that Doomgrinder indicates the approach of the world's end. When one of the sails reaches its zenith, the world will end.
- Doomgrinder's sails only have to move one more time before one reaches the zenith.

Notes: Zombies fight until destroyed or turned. Holy water inflicts 2d4 points of damage per vial striking the zombie.

Banshee: AC 0; MV 15; HD 7; hp 42; THACO 13; #AT 1; Dmg 1d8 (touch); SA death wail; SD +1 or better weapon to hit, total immunity to *charm*, *sleep*, *hold*, and to all cold- and lightning-based attacks; MR 50%; SZ M (5' tall); ML elite (13); Int exc (16); AL CE; XP 4000.

Notes: Any creature within 30 feet of a banshee when she lets out her death wail must roll a successful saving throw vs. death magic, or die immediately. Holy water inflicts 2d4 points of damage per vial splashed on the banshee. Banshees are turned as special undead, and are destroyed by *dispel evil* spells.

INCORPORATING THE ADVENTURE INTO AN ONGOING CAMPAIGN

A few sessions before the DM intends to run this adventure, perhaps while the characters are investigating a different matter entirely in the region, they hear one or two of the rumors from the sidebar on page 7. It is possible that priests and mages in the region (including, perhaps, a character) are seeing the vision described in "Mystery," above. Alternatively, a priest player character might be the only person to have the vision of Greyhawk's destruction.

Later, after the characters have completed their business, they hear additional rumors, and a previously established powerful nonplayer character in the campaign asks them to visit. She imparts the same information Celdon would provide (as described in "Contract," above), adding if appropriate that the disturbing visions affecting spellcasters make investigating Doomgrinder a priority even for the Circle of Eight. The contact makes whatever offers are appropriate for the party and their relationship with her. She gives them one rumor but encourages them to

DOOMGRINDER RUMORS

For rumors and hearsay, or for information beyond what everyone knows, the DM may use the following table. Any sage knows 2d6 of the rumors below. Non-sages may know 1d6+1 rumors.

Once the DM determines the number of rumors an individual knows, she may select from or roll randomly on the following table. (If a randomly generated rumor duplicates information that everyone knows, this can either be taken as a sign that the sage knows one less additional rumor, or that he knows two slightly different versions of the same information.)

Doomgrinder Rumor Table (roll 2d12)

- 2 Vast treasures are sealed inside the Doomgrinder Windmill. (False)
- 3 Several parties of adventurers have traveled to Doomgrinder in recent months, but have not been heard from since. (True)
- 4 Doomgrinder is home to fairy folk, who steal children and teach them foul magic. (False)
- 5 Treasure can still be found in the Star Cairns, despite all the parties who have gone there. The secret to destroying Doomgrinder can be found there! (Partially true. See the *Star Cairns* adventure [TSR #9579, 1998] for details.)
- 6 The Circle of Eight knows how to stop Doomgrinder, but they are going to let Oerth be destroyed so they can gain more power! (False)
- 7 When Doomgrinder reaches its zenith, Vecna will rise again and take dominion over Oerth! (False)
- 8 Doomgrinder was built by Zagig the Mad Archmage . . . when it's done, the entire world will be shifted into his dimension of madness. (False)
- 9 An increased number of derro have been seen in the hills around the Doomgrinder. (True)
- 10 The Doomgrinder is actually controlled by the Malachite Throne, in far-off Rauxes, once capital of the fallen Great Kingdom. But no one knows what's happening in Rauxes these days, and maybe someone there is doing something that's causing all these changes around Doomgrinder. (False, except that the fates of Rauxes and the Malachite Throne are mysteries)
- 11 The Circle of Eight talks a lot about balance, but

lately it seems as though everything they do is slanted toward good. Maybe they're more interested in taking sides than in maintaining a true balance! Or they might just be secretive when they do evil things. In fact, they might even be involved with Doomgrinder! (Probably false)

- 12 Iggwilv the Demon Queen is the one who built Doomgrinder. (False)
- 13 Diviners and priests throughout the land have seen visions of great devastation in the City of Greyhawk. (Easily confirmed as true, if the DM has chosen this entry to the adventure)
- 14 The lord of Diamond Lake has put a bounty on a mysterious geomancer who lives in the Cairn Hills. He'll pay 1,000 gold pieces to whoever brings her in alive! Maybe she knows something about Doomgrinder? (True, except that the geomancer — who is named Mere — knows nothing about Doomgrinder)
- 15 Iuz has always held a deep hatred for Greyhawk, and would like nothing better than to see the Free City destroyed. He must have something to do with Doomgrinder. (True, except that Iuz is not involved with Doomgrinder)
- 16 Rary knows the truth about Doomgrinder. That's why he turned against the Circle of Eight years ago. (Probably not true)
- 17 Iggwilv has returned to Oerth, and reclaimed her old seat of power — Doomgrinder! (False, except that Iggwilv has returned to Oerth. See *Return of the Eight*.)
- 18 Doomgrinder was built by invaders from another world. (Probably false)
- 19 Artifacts that can damage Doomgrinder are hidden in the Star Cairns. (True. See *The Star Cairns*.)
- 20 A mad lich is stealing powerful magical items from all across the Flanaess. (True. See *The Crypt of Lyzandred*.)
- 21 The Cairn Hills are home to a race of fairy folk who steal children and teach them magical spells. (False)
- 22 A new cult devoted to a goddess called the Green Lady has formed in the Cairn Hills. (True)
- 23 Doomgrinder was built by an ancient people for unknown purposes. (True)
- 24 Doomgrinder is resistant to all forms of magic. (True)

travel to Diamond Lake or some settlement closer to Doomgrinder's valley, as additional information might be had there. They can gather more rumors from the table, either in Greyhawk or on their way.

The key to incorporating *Doomgrinder* into an ongoing campaign is to make the players feel its events are a natural outgrowth of the campaign's story lines. By inserting rumors before the adventure begins, its insertion in the campaign feels more organic to the players.

That said, the characters might decide that an irrelevant rumor sounds more interesting than the Doomgrinder, and they may put off

their investigation. If this occurs, the DM must decide whether Doomgrinder "waits" for their arrival, or whether they begin to hear tales of a massive, unstoppable juggernaut working its way toward Greyhawk. Either approach provides an opportunity for most of the adventure to occur — and sections that remain unused can be incorporated in different ways into other portions of the campaign. The DM can still supply consequences if characters ignore this major threat. A priest who receives a vision from her god should make the investigation of Doomgrinder a priority, once she discovers that it exists.





PART ONE: THE VALLEY

This section provides the information needed to run encounters in Doomgrinder's valley when the party gets there, and to DM the characters' efforts to penetrate the windmill before the juggernaut starts moving.

GETTING THERE

If the DM wishes to play through the journey to Doomgrinder, she can use the "Trail of the Doomgrinder" map on this adventure's gatefold to track the party's progress.

The trip is uneventful until the characters cross the Ery River. The small village of Ery Crossings (described in Part Two of this adventure) is in the process of preparing for their annual fair, and the characters might be able to pick up rumors if they ask around. (There are no characters who can be considered sages in the village, and of the characters described in Part Two, only Derek Ravenclaw might have this information.)

Once the characters enter the Cairn Hills, the DM can roll for random encounters on the following table. Random encounters should be rolled once during the day and once at night.

Cairn Hill Encounters (roll 1d12)

- 1 Adventuring party
- 2 Bugbears (2d8)
- 3 Ghouls (1d6+1; treat as "no encounter" during the day)
- 4 Adventuring party (treat as "no encounter" during the night)
- 5 Gnolls (1d6+2)
- 6 Wolves (1d4)
- 7 Ogres (1d4)
- 8 Wight (treat as "no encounter" during the day)
- 9 Orcs (2d6+1)
- 10 Trolls (1d4)
- 11 Adventuring party (treat as "no encounter" during the night)
- 12 Would-be cultists (treat as "no encounter" during the night)

Random Encounter Notes

Adventuring party: This group of adventurers is either searching the hills for cairns to loot, or they are on their way to Doomgrinder's valley to investigate. Although the nonplayer characters don't necessarily want to join forces, they do want to trade information. They know a rumor that the heroes don't; they exchange it for one the characters know. (If the DM has access to *The Star Cairns* or *The Crypt of Lyzandred the Mad*, she might use this opportunity to plant information about those adventures.) The adventurers have no interest in fighting, but they defend themselves to the best of their ability.

If this encounter is rolled more than once, the DM can treat it as "No encounter," or as an encounter with the same band, or as a meeting with

yet another adventuring party with stats similar to these. Assuming they aren't slain, these adventurers can be encountered later as captives of the derro in the Doomgrinder's interior.

Dag Gunnars (adventuring party member, hm, M8): AC 8 (*ring of protection +2*); MV 12; hp 21; THACO 18; #AT 1; Dmg 1d6 (*quarterstaff*) or by spell; SA spells; SD spells; SZ M (5' 11" tall); ML elite (13); Str 12, Dex 7, Con 10, Int 18, Wis 9, Cha 6; AL NG; XP 650.

Special equipment: *scroll of protection against electricity*, *ring of protection +2*, *wand of flame extinguishing*.

Spells memorized: (4, 3, 3, 2) 1st = *magic missile* (×2), *protection from evil*, *shocking grasp*; 2nd = *bind*, *ESP*, *knock*; 3rd = *dispel magic*, *explosive runes*, *protection from normal missiles*; 4th = *fear*, *stoneskin*.

Personality: Conflicted and driven.

Notes: Dag is a Frost Barbarian in his thirties, and since the recent loss of Jendda of Perrenland, the woman who brought the adventuring party together (an 8th-level fighter with a high charisma), their leader. He is heavily built, red-headed and bearded. He hates magician's robes, and instead wears a motley collection of furs and leathers that make him look like an unarmed barbarian fighter.

Sabah of Ceshra (adventuring party member, hf, F7): AC 3 (*chain mail*, *shield +1*); MV 12; hp 42; THACO 14; #AT 2/1; Dmg 1d8 (*long sword +1*), 1d6 (*dagger*) or by weapon; SD *shield +1*; SZ M (6' tall); ML champion (16); Str 14, Dex 11, Con 12, Int 10, Wis 10, Cha 8; AL LN; XP 420.

Special equipment: *long sword +1*, *shield +1*.

Personality: Soft-spoken and fatalistic.

Notes: Sabah is Baklunish. A middle-aged woman with silver-streaked black hair in a braid down her back, she is notable for the pattern of ritual scars on her sword arm. Her shield bears a coat of arms that is unfamiliar even to a character with the heraldry proficiency: three silver lilies, their green stems braided together, on a dark blue field. She found the shield while adventuring in Zeif, but it comes from much farther west than that.

Corraigh MacOeran (adventuring party member, hm, T6): AC 7 (*padded armor*, *Dex bonus*); MV 12; hp 26; THACO 18; #AT 1; Dmg 1d6 (*short sword*), 1d4+1 (*dagger +1*) or by weapon; SA thief abilities; SZ M (5' 7" tall); ML unsteady (7); Str 8, Dex 15, Con 11, Int 12, Wis 6, Cha 10; AL CN; XP 270.

Special equipment: dagger +1.

Thief abilities: PP 35, OL 40, F/RT 35, MS 30, HS 25, DN 45, CW 70, RL 20.

Personality: Pragmatic and irritable.

Notes: Corraigh is Oeridian/Suloise in origin, a recent immigrant from Torrich. He wears wildly clashing plaids, and a plain dark-colored cloak to conceal them when behaving in a thiefling fashion.

Marain Theriolson (adventuring party member, ½ em, R5):

AC 5 (studded armor, Dex bonus); MV 12; hp 39; THACO 16; #AT 1 or 2; Dmg 2d4 (broad sword, 1d4 (dagger) or by weapon, or 1d6 (arrow from composite short bow); SA hide in shadows 31%, move silently 40%; SD 30% resistance to *sleep* and *charm*-related spells; SZ M (5' 4" tall); ML average (9); Str 13, Dex 15, Con 15, Int 13, Wis 15, Cha 6; AL CG; XP 175.

Special equipment: *potion of healing*.

Ranger abilities: HS 31, MS 40.

Personality: Abrupt and antagonistic.

Notes: Half-elves have 60' infravision. An adult in his forties, Marain has strongly elven features, but with the dark hair and red-brown skin of his Flan human heritage. He has lived most of his life alone in the woods of the Cairn Hills, dealing with humanoids, and his social skills reflect this.



Bugbears (2d8): AC 5 (chain mail); MV 9; HD 3+1; THACO 17; #AT 1; Dmg 2d4 or 1d4+1 (hammer), 1d6+1 (mace) or by weapon; SA surprise, +2 to damage; SZ L (7' tall); ML steady (11); Int high (10); AL CE; XP 120.

Notes: These marauding humanoids are looking for food and loot. They each carry a crude weapon and 1d4+2 cp. They may try to extort food and money instead of fighting immediately.

Ghouls (1d6+1): AC 6; MV 9; HD 2; THACO 19; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA paralyzation; SD immune to *charm* and *sleep*; SZ M (5'-6' tall); ML steady (12); Int low (6); AL CE; XP 175.

Notes: These ravenous creatures attack on sight. They can be turned by priests of any level. Each ghoul carries 1d4 gp, 2d6 sp and 1d4 cp.

Gnolls (1d6+2): AC 5 (chain mail); MV 9; HD 2; THACO 19; #AT 1; Dmg 2d4 (weapon); SZ L (1 [MF]1/2' tall); ML steady (11); Int low (7); AL CE; XP 35.

Notes: Slightly smarter than the average gnolls, these try to buy supplies from the party. (They have a total of 34 gp, and they offer *Player Handbook* prices for iron rations, blankets and other basic necessities.) If the heroes refuse their offers or get threatening or accusatory, the gnolls attack.

This encounter occurs only once. Treat as "no encounter" if it is rolled again.

Wolves (1d4): AC 7; MV 18; HD 3; THACO 18; #AT 1; Dmg 1d4+1 (bite); SD +1 versus *charm*; SZ S (3' at shoulder); ML average (10); Int low (6); AL N; XP 120.

Notes: The wolves observe the characters from a distance and flee if they attack.

Ogres (1d4): AC 5; MV 9; HD 4D+1; THACO 17; #AT 1; Dmg 1d6+6 (large clubs); SA +2 damage; SZ L (9' tall); ML steady (11); Int low (7); AL CE; XP 270.

Notes: These ogres are hunting for food, and nothing tastes better than adventurers!

Wight: AC 5; MV 12; HD 4+3; hp 20; THACO 15; #AT 1; Dmg 1d4 (claws); SA energy drain; SD hit only by silver or +1 or better magical weapons, immune to poison, paralyzation, *sleep*, *charm*, *hold* or cold-based spells; SZ M (5' 1" tall); ML elite (14); Int avg (9); AL NE; XP 1400.

Notes: Each blow the wight lands drains 1 level of experience from the victim. Characters killed by the wight's energy-draining power rise again under its direct control with the powers and abilities of wights, but with half their experience levels, class abilities and Hit Dice; if the first wight is killed, controlled wights are instantly freed of its control, lose their remaining "living" characteristics, and become full wights.

Each vial of holy water splashed on a wight does 2d4 points of damage.

Orcs (2d6+1): AC 6 (studded leather and shield); MV 12; HD 1; THACO 19; #AT 1; Dmg 1d8 or 1d6 (spears); SZ M (6' tall); ML steady (12); Int avg (8); AL LE; XP 15.

Notes: These orcs are pillaging cairns and only attack if cornered or attacked first.

Trolls (1d4): AC 4; MV 12; HD 6+6; THACO 13; #AT 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite); SA severed limbs continue to fight; SD regenerate 3 hit points per round after the first round in which a troll is damaged; SZ L (9' tall); ML elite (14); Int low (6); AL CE; XP 1400.

Would-be cultists (1d4+1): AC 10; MV 12; HD ½; hp 3 ea; THACO 20; #AT 1; Dmg 1d2 or 1d8 (improvised weapons or staves); SZ M (5'-6' tall); ML unsteady (7); Int avg (9); AL N; XP 7.

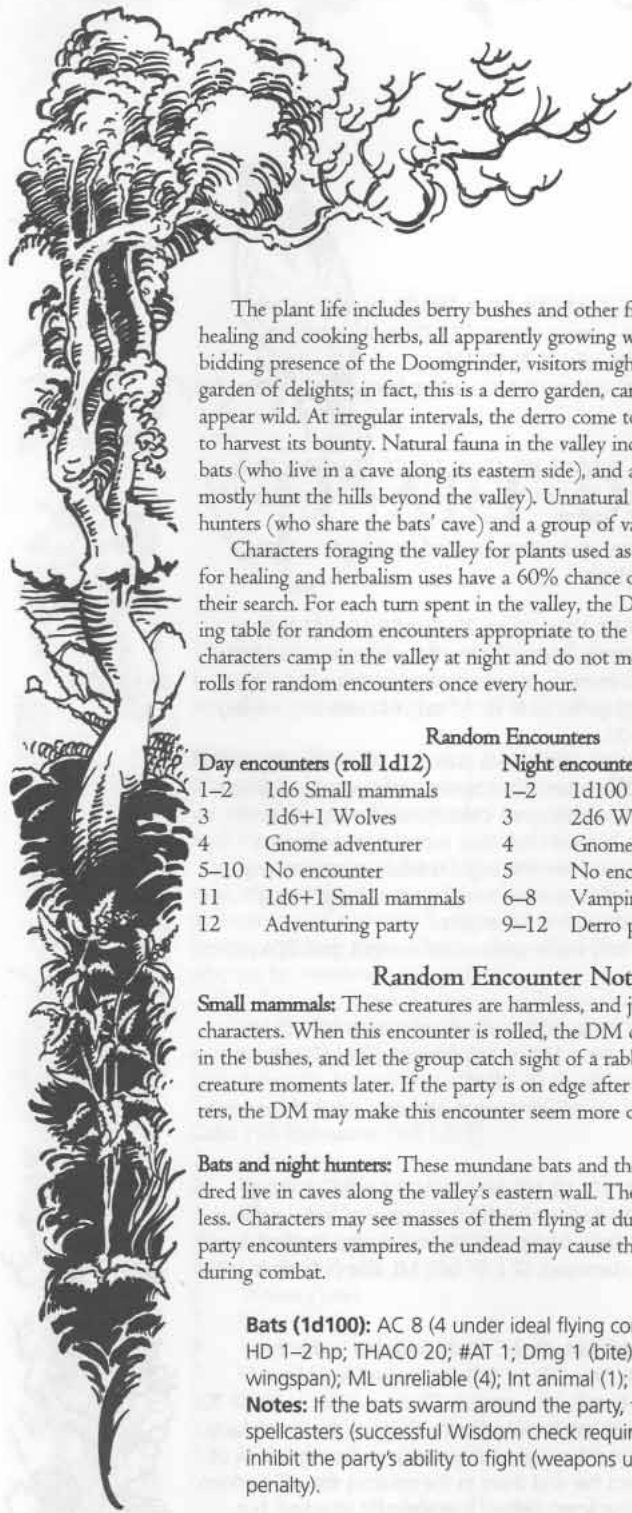
Notes: These people are looking for the Cairn of the Green Lady, where they have heard a mighty holy man is gathering a flock of righteous to protect her and share in the miracles she will perform for them. These characters defend themselves if attacked, but never instigate hostilities. (For more on this cult, see Part Two.)

THE VALLEY

As the characters come close enough to see Doomgrinder, dark clouds are gathering in the east. The strangely filtered sunlight casts a yellow pall over the landscape.

Doomgrinder appears to be an 80-foot-tall black stone windmill on a small plateau at the center of an unusually lush valley. A slight ridge runs down the center of the valley, and Doomgrinder's plateau stands on this ridge (actually the top of the juggernaut). There is nothing on the surface to indicate that the windmill is part of something larger.





The plant life includes berry bushes and other fruit-bearing plants, and healing and cooking herbs, all apparently growing wild. Except for the forbidding presence of the Doomgrinder, visitors might consider the valley a garden of delights; in fact, this is a derro garden, carefully planned to appear wild. At irregular intervals, the derro come to the surface at night to harvest its bounty. Natural fauna in the valley include small mammals, bats (who live in a cave along its eastern side), and a pack of wolves (who mostly hunt the hills beyond the valley). Unnatural residents include night hunters (who share the bats' cave) and a group of vampires.

Characters foraging the valley for plants used as spell components and for healing and herbalism uses have a 60% chance of locating objects of their search. For each turn spent in the valley, the DM rolls on the following table for random encounters appropriate to the time of day. If the characters camp in the valley at night and do not move around, the DM rolls for random encounters once every hour.

Random Encounters

Day encounters (roll 1d12)		Night encounters (roll 1d12)	
1-2	1d6 Small mammals	1-2	1d100 Bats and night hunters
3	1d6+1 Wolves	3	2d6 Wolves
4	Gnome adventurer	4	Gnome adventurer
5-10	No encounter	5	No encounter
11	1d6+1 Small mammals	6-8	Vampires
12	Adventuring party	9-12	Derro party

Random Encounter Notes

Small mammals: These creatures are harmless, and just want to avoid the characters. When this encounter is rolled, the DM can describe a rustling in the bushes, and let the group catch sight of a rabbit or other inoffensive creature moments later. If the party is on edge after earlier hostile encounters, the DM may make this encounter seem more ominous than it is.

Bats and night hunters: These mundane bats and their more powerful kindred live in caves along the valley's eastern wall. They are generally harmless. Characters may see masses of them flying at dusk and dawn. If the party encounters vampires, the undead may cause these bats to swarm during combat.

Bats (1d100): AC 8 (4 under ideal flying conditions); MV 1, Fl 24; HD 1-2 hp; THACO 20; #AT 1; Dmg 1 (bite); SA swarm; SZ T (1' wingspan); ML unreliable (4); Int animal (1); AL N; XP 15.

Notes: If the bats swarm around the party, they confuse spellcasters (successful Wisdom check required to cast spells) and inhibit the party's ability to fight (weapons use has a -2 THACO penalty).

Night hunters (3d10): AC 6; MV 12 Fl 18 (a); HD 2+2; THACO 19; #AT 4; Dmg 1d4/1d2/1d2/1d6 or 1d10+2 (bite/claw/claw/tail-slash or -stab); SZ M (7' wingspan); ML steady (11); Int high (13); AL NE; XP 175.

Derro party: This party of derro comes to the surface from the juggernaut community to gather herbs for cooking and spellcasting. It is led by a derro savant, escorted and assisted by 10 derro warriors (20 and an additional savant, if the adventuring party is high-level). If the derro encounter people in the valley, the warriors immediately move to either kill or capture them. Corpses are meat for the derro cookpots; captives are potential

slaves to the community. The derro know this is their last chance to get either for some time.

The derro emerge from a hidden tunnel on the valley's central ridge, south of where Doomgrinder stands. The tunnel entrance is concealed by a boulder ringed with bushes, and only a dwarf making a dedicated search of the area has a chance of locating it, in accordance with the rules for detecting sliding walls. Characters on the southern half of the ridge have a 5% chance to notice the derros' point of emergence, if they are looking in the correct direction at the right time.

When this encounter is rolled, the DM should check for surprise. Whichever group isn't surprised receives a free round of attack. (If the characters win surprise, they may conceal themselves; in this case, they might witness the derro capturing the "mighty adventurer" Natch Metalmeshweaver, if he has not joined their party.) If the derro spot the party first, they attack viciously, using their poison-coated crossbow bolts or their vicious hook-fauchards. The savant supports the warriors by casting spells, but if it appears the heroes are overwhelming the derro, he retreats to Doomgrinder through the secret entrance; once again, the characters have a 5% chance of noticing that he used a secret passage.

If the derro defeat the characters, the heroes awaken in a cell inside Doomgrinder, stripped of their equipment and armor. Their wounds have been treated, and everyone has 1d4 hit points remaining of their total. Everything is vibrating slightly, since Doomgrinder is now in motion. For a description of this cell and for tips on how to proceed with the adventure from here, see the description of Geomorph 3 on page 35.

The derro party fight to the death, and they never need to make morale checks. If taken captive by the characters, no one talks. A derro subjected to a *charm person* spell admits they come from a community under the valley's central ridge, but he only reveals this information to the person who cast the spell. In a conspiratorial whisper, the derro adds, "The savants are ready to bring Doomgrinder back to life. And then we will devastate the surface of the world on our way to the Pomarj." If asked to reveal an entrance to the derro community, the charmed character receives a saving throw — since the punishment for revealing this secret is death — but if he doesn't save, he reveals the secret entrance's location only after his "trusted friend and ally" promises that the information will not be shared with the other "foul surface dwellers." If asked about guard arrangements, he receives another saving throw, but if that fails, he reveals the information contained in "Penetrating Doomgrinder" on page 30.

Derro savant: AC 5 (Dex bonus, derro-hide armor); MV 9; HD 6; hp 30; THACO 15; #AT 1; Dmg 1d4 (hook-fauchard) or by spell; SA & SD spells, standard derro abilities; MR 30%; SZ S (4' tall); ML steady (12); Int genius (18); AL CE; XP 3000.

Memorized spells: 1st = *charm person*; 2nd = *invisibility*; 3rd = *blink*, *hypnotic pattern*; 4th = *ice storm*; 5th = *cloudkill*, *shadow magic*.

Special equipment: *Wand of paralyzation* (22 charges, command word "nulak"), *brooch of shielding* (43 charges).

Notes: The hook-fauchard can pull a man-sized or smaller creature off-balance 25% of the time, forcing that character to spend the next round regaining his balance.

Derro war chief: AC 3 (Dex bonus, buckler and fine derro-hide armor); MV 9; HD 7; hp 47; THACO 14; #AT 1; Dmg 1d4 (spiked buckler) or 1d6 (aklys) or by weapon; SD standard

derro abilities; MR 30%; SZ S (4' tall); ML steady (12); Int genius (17); AL CE; XP 3000.

Notes: The derro spiked buckler improves the derro's AC by 1 against a single opponent. The aklys is a heavy hooked club that can be thrown and retrieved on a leather thong. It has a 1-in-8 chance of pulling a man-sized or smaller opponent off-balance.

Derro lieutenant: AC 5 (Dex bonus, derro-hide armor); MV 9; HD 6; hp 40; THACO 15; #AT 1; Dmg 1d4 (hook-fauchard) or by weapon; SD standard derro abilities; MR 30%; SZ S (4' tall); ML steady (12); Int high (13); AL CE; XP 2000.

Derro veteran warriors (2): AC 5 (Dex bonus, derro-hide armor); MV 9; HD 4; hp 18 each; THACO 16; #AT 1 or 2; Dmg 1d4 (hook-fauchard) or 1d3 + poison (repeating crossbow) or by weapon; SD standard derro abilities; MR 30%; SZ S (4' tall); ML steady (12); Int high (13); AL CE; XP 1400.

Notes: All derro crossbows are the equivalent of light crossbows that fire two shots per round, hold six bolts, and do 1d3 points of damage. The crossbow bolts have been coated with a poison that has the same effect as a *ray of enfeeblement* spell (successful saving throw indicates no poison damage).

Derro warriors (5): AC 5 (Dex bonus, derro-hide armor); MV 9; HD 3; hp 13 each; THACO 17; #AT 1; Dmg 1d4 (hook-fauchard) or 1d3 + poison (repeating crossbow) or by weapon; SD standard derro abilities; MR 30%; SZ S (4' tall); ML steady (12); Int very (12); AL CE; XP 975.

Gnome adventurer: Natch Metalmeshweaver is a young gnome from Kukelend. He introduces himself as a skilled and mighty adventurer who has come to discover the mysteries of Doomgrinder. If not discouraged, he regales the party with tales of daring deeds — among them an expedition to the Barrier Peaks, a deadly trek to the lair of Dragotha, and a quest for the crown of the Yeti-King. He goes on at great length about his encounters with gnosphinxes, vegepygmies, dracoliches, yeti and even hobgoblins, spinning tales too fantastic to be believed. That's because they aren't true.

Any bard, or a character with the local history or singing proficiencies, notices that Natch's tales bear a strong resemblance to some famous songs: "Expedition to the Barrier Peaks," "The Claws of Dragotha" and "The Ballad of the Sweaty Yeti." The primary difference is that Natch's versions are even wilder than the songs. If called on this, Natch claims that the songs were written about him and his adventuring bands. Those bands were all disappointing, so he has moved on without them. (Any bard sees through this lie immediately; "The Claws of Dragotha" is well over a century old, pre-dating Natch's birth unless the gnome has aged extremely well.)

Natch did join an adventuring party from Kukelend, but they threw him out of the group shortly after leaving their home; despite his best intentions, Natch is a coward who, if he fails a morale check when facing an opponent, faints dead away. He has come to the valley to prove to himself and the world that Natch Metalmeshweaver is no coward. He won't admit this until he joins the party, and after his first fainting spell.

This encounter occurs only once, either during the day or during the night. If it is rolled again, treat as "no encounter" (if Natch has joined the party). Alternatively, if the DM doesn't wish to use Natch again, the char-

acters find his drained body, the final remains of a run-in with the valley's vampires. (See the "Recurrence" section for more information on Natch should he become an ongoing nonplayer character in the campaign.)

Natch Metalmeshweaver, gm, F1/11: AC 9 (Dex bonus); MV 12; HD 2; hp 7; THACO 18; #AT 1; Dmg 1d6 (short sword) or by weapon; SD spells, standard gnomish abilities; SZ S (3' tall); ML unsteady (6); Str 10, Dex 15, Con 10, Int 15, Wis 7, Cha 13; AL CN; XP 120.

Personality: Inventive and eager.

Special equipment: Spell book, 2 gp, 11 sp, a half-filled wine skin, material spell components.

Memorized spells: 1st = *audible glamer*, *spook*.

Spellbook: 1st = *audible glamer*, *phantasmal force*, *spook*; 2nd = *hypnotic pattern*, *mirror image*; 3rd = *wraithform*.

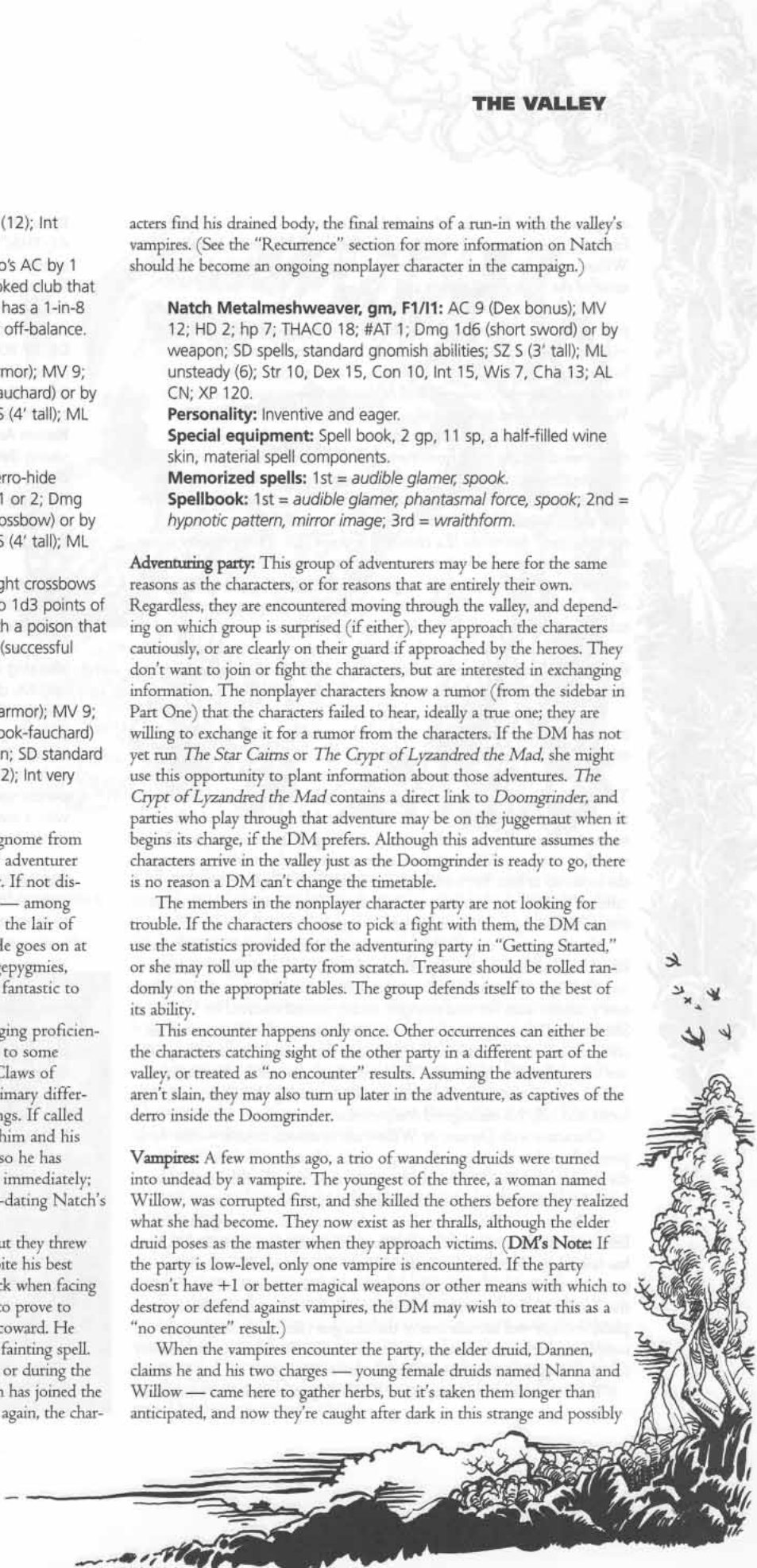
Adventuring party: This group of adventurers may be here for the same reasons as the characters, or for reasons that are entirely their own. Regardless, they are encountered moving through the valley, and depending on which group is surprised (if either), they approach the characters cautiously, or are clearly on their guard if approached by the heroes. They don't want to join or fight the characters, but are interested in exchanging information. The nonplayer characters know a rumor (from the sidebar in Part One) that the characters failed to hear, ideally a true one; they are willing to exchange it for a rumor from the characters. If the DM has not yet run *The Star Cairns* or *The Crypt of Lyzandred the Mad*, she might use this opportunity to plant information about those adventures. *The Crypt of Lyzandred the Mad* contains a direct link to *Doomgrinder*, and parties who play through that adventure may be on the juggernaut when it begins its charge, if the DM prefers. Although this adventure assumes the characters arrive in the valley just as the *Doomgrinder* is ready to go, there is no reason a DM can't change the timetable.

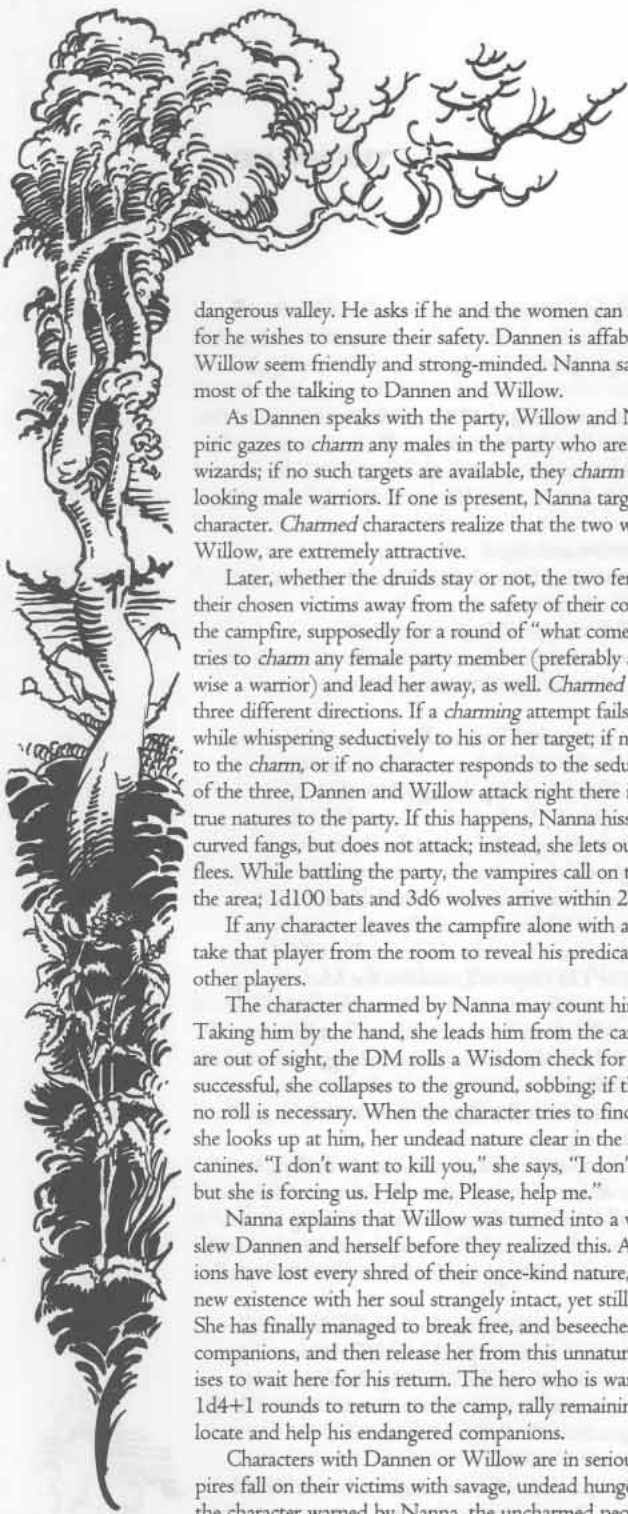
The members in the nonplayer character party are not looking for trouble. If the characters choose to pick a fight with them, the DM can use the statistics provided for the adventuring party in "Getting Started," or she may roll up the party from scratch. Treasure should be rolled randomly on the appropriate tables. The group defends itself to the best of its ability.

This encounter happens only once. Other occurrences can either be the characters catching sight of the other party in a different part of the valley, or treated as "no encounter" results. Assuming the adventurers aren't slain, they may also turn up later in the adventure, as captives of the derro inside the *Doomgrinder*.

Vampires: A few months ago, a trio of wandering druids were turned into undead by a vampire. The youngest of the three, a woman named Willow, was corrupted first, and she killed the others before they realized what she had become. They now exist as her thralls, although the elder druid poses as the master when they approach victims. (**DM's Note:** If the party is low-level, only one vampire is encountered. If the party doesn't have +1 or better magical weapons or other means with which to destroy or defend against vampires, the DM may wish to treat this as a "no encounter" result.)

When the vampires encounter the party, the elder druid, Dannen, claims he and his two charges — young female druids named Nanna and Willow — came here to gather herbs, but it's taken them longer than anticipated, and now they're caught after dark in this strange and possibly





dangerous valley. He asks if he and the women can share the party's fire, for he wishes to ensure their safety. Dannen is affable, and Nanna and Willow seem friendly and strong-minded. Nanna says very little, leaving most of the talking to Dannen and Willow.

As Dannen speaks with the party, Willow and Nanna use their vampiric gazes to *charm* any males in the party who are obviously priests or wizards; if no such targets are available, they *charm* the most powerful-looking male warriors. If one is present, Nanna targets any male druid character. *Charmed* characters realize that the two women, particularly Willow, are extremely attractive.

Later, whether the druids stay or not, the two female vampires lure their chosen victims away from the safety of their comrades and the light of the campfire, supposedly for a round of "what comes naturally." Dannen tries to *charm* any female party member (preferably a mage or priest, otherwise a warrior) and lead her away, as well. *Charmed* characters are led in three different directions. If a *charming* attempt fails, a vampire tries again while whispering seductively to his or her target; if no characters fall victim to the *charm*, or if no character responds to the seductive overtures of any of the three, Dannen and Willow attack right there in camp, revealing their true natures to the party. If this happens, Nanna hisses and reveals her curved fangs, but does not attack; instead, she lets out a pained howl and flees. While battling the party, the vampires call on the bats and wolves in the area; 1d100 bats and 3d6 wolves arrive within 2d6 rounds.

If any character leaves the campfire alone with a vampire, the DM may take that player from the room to reveal his predicament, away from the other players.

The character charmed by Nanna may count himself fortunate. Taking him by the hand, she leads him from the camp. As soon as they are out of sight, the DM rolls a Wisdom check for her. If the check is successful, she collapses to the ground, sobbing; if the character is a druid, no roll is necessary. When the character tries to find out what is wrong, she looks up at him, her undead nature clear in the shape of her sharp canines. "I don't want to kill you," she says, "I don't want to kill anyone, but she is forcing us. Help me. Please, help me."

Nanna explains that Willow was turned into a vampire and that she slew Dannen and herself before they realized this. Although her companions have lost every shred of their once-kind nature, Nanna awoke to her new existence with her soul strangely intact, yet still enslaved by Willow. She has finally managed to break free, and beseeches the hero to save his companions, and then release her from this unnatural existence. She promises to wait here for his return. The hero who is warned by Nanna has 1d4+1 rounds to return to the camp, rally remaining characters, and locate and help his endangered companions.

Characters with Dannen or Willow are in serious trouble — the vampires fall on their victims with savage, undead hunger. Without the aid of the character warned by Nanna, the uncharmed people of the party take 1d3+1 rounds to locate their comrades if they move immediately.

If Dannen and Willow are slain or driven off, the surviving party members must decide how to deal with Nanna. She asks them to stake her. She has heard legends of a reclusive druid in the distant Suss Forest who possesses the secret of curing vampires, but she has no hope of traveling that far alone. If the characters decide to help Nanna reach this far-away place, she may well become one of the strangest (and most dangerous) nonplayer characters to ever travel with them. See the "Recurrence" section for some suggestions on how to handle this eventuality.

This encounter occurs only once. If rolled again, treat as "no encounter."

Dannen, vampire druid: AC 1; MV 12, FI 18 (C); HD 8+3; hp 41; THACO 11; #AT 1; Dmg 1d6+4 (punch) or 1d4+5 (scythe); SA energy drain; SD +1 or better magical weapons to hit, half damage from electricity or cold, *gaseous form*, immune to *sleep*, *hold*, *charm*, and mind-affecting spells, regenerate 3 hit points per round; SZ M (5'10" tall); ML champion (16); Int exc (15); AL CE; XP 8000.

Special equipment: *Staff of the Woodlands* (the wooden part of the scythe) with 21 charges, two herbal concoctions that act as *potions of healing*, 2 gems worth 500 gp each.

Notes: Any person who looks into a vampire's eyes must roll a saving throw vs. spells (at a -2 to save), or be affected as if by a *charm person* spell. Splashing a vampire with holy water or touching it with a lawful-good holy symbol inflicts 1d6+1 points of damage. Vampires drain 2 experience levels of life energy through touch.

Willow, vampire druid: AC 1; MV 12, FI 18 (C); HD 8+3; hp 39; THACO 11; #AT 1; Dmg 1d6+4 (punch); SA energy drain; SD +1 or better magical weapons to hit, half damage from electricity or cold, *gaseous form*, immune to *sleep*, *hold*, *charm*, and mind-affecting spells, regenerate 3 hit points per round; SZ M (5'5" tall); ML champion (16); Int exc (16); AL CE; XP 8000.

Special equipment: One herbal concoction that acts as a *potion of healing*, 3 gems worth 100 gp each.

Notes: Any person who looks into a vampire's eyes must roll a saving throw vs. spells at -2, or be affected as if by a *charm person* spell. Splashing a vampire with holy water or touching it with a lawful-good holy symbol inflicts 1d6+1 points of damage. Vampires drain 2 experience levels of life energy through touch.

Nanna, vampire druid: AC 1; MV 12, FI 18 (C); HD 8+3; hp 40; THACO 11; #AT 1; Dmg 1d6+4 (punch); SA energy drain; SD +1 or better magical weapons to hit, half damage from electricity or cold, *gaseous form*, immune to *sleep*, *hold*, *charm*, and mind-affecting spells, regenerate 3 hit points per round; SZ M (5'7" tall); ML average (10); Int exc (15); AL N; XP 8000.

Special equipment: In her satchel, Nanna carries an exquisite carving of a female clad in garlands of mistletoe. Characters with the religion proficiency recognize it as an obscure representation of Ehlonna, a goddess of woodlands and fertility. It is worth 1200 gp. She also possesses an herbal concoction that functions as a *slow poison* spell, and 2 that work as *potions of cure light wounds*.

Notes: Any person who looks into a vampire's eyes must roll a saving throw vs. spells at -2, or be affected as if by a *charm person* spell. Splashing a vampire with holy water or touching it with a lawful-good holy symbol inflicts 1d6+1 points of damage. Vampires drain 2 experience levels of life energy through touch.

Wolves: The heroes catch sight of the wolves moving through another part of the valley. They do not attack the party, and if the party attempts to attack them, the wolves flee. (The exception to this is when they are controlled by the vampires.)

Wolves (1d6+1 or 2d6): AC 7; MV 18; HD 3; THACO 18; #AT 1; Dmg 1d4+1 (bite); SD +1 vs. *charm*; SZ S (3' at shoulder); ML avg (10); Int low (6); AL N; XP 120.

The Windmill

The Doomgrinder soars almost 100 feet above the valley, perched on the 20-foot-tall central ridge and itself 80 feet tall. The structure is made entirely of stone, including the sails. It is 100% magic resistant, although it strongly radiates magic and evil if detected. (Spells like *fireball* or *lightning bolt* scorch the structure, but spells that affect matter — such as *passwall* or *disintegrate* — fail completely.) There are no obvious entrances or secret doors directly into the structure. Thieves and other climbers can scale the windmill; at its top is a secret entrance.

Characters camping near Doomgrinder may encounter a derro party similar to the one described above. If they do so, there is a 5% chance they notice the derro emerge from the concealed tunnel south of the structure. They can then use that tunnel to find their way into the juggernaut. The tunnel leads to a hatch that opens onto a stairwell. The stairs end at a watch station on Doomgrinder's top level. (See area 3 in *Geomorph 2*, described on page 35.)

The DM may decide how long she wishes the party to search the valley before Doomgrinder tears itself loose.

The End of the World

At an appropriate moment, while the heroes are in the valley preparing to leave or perhaps searching the area around the windmill, a deafening thunderclap roars through the valley. The DM may have this occur while the characters battle the druid vampires, perhaps as a way to prevent the party from being wiped out.

Lightning plays around the windmill, arcing up to the roiling black clouds. Sudden, brutal winds tear through the valley. Lightning bolts shoot from Doomgrinder, striking trees which explode in showers of sparks. If the characters are fighting the vampires, a vampire is struck by a lightning bolt for 20d6. If another vampire is present, it panics. Crying, "Doomgrinder's sail is moving!" it turns into



a bat and flies away. If the characters don't drop immediately to the ground, one of them may be struck by a lightning bolt. All standing characters roll 1d6. If the result is 1, the character is struck by a lightning bolt for 20d6 points of damage (save vs. spell for half).

The stony sails of Doomgrinder slowly turn. The top sail creeps closer to the zenith. The lightning storm increases. Energy crackles across the windmill's surfaces, running along its edges and spreading across the valley; all characters and creatures present take 2d6 points of electrical damage (no save allowed, although immunities and magical items may reduce the damage suffered), and the ground shakes violently. The winds grow stronger, uprooting trees and hurling small stones through the air. Characters who are lying down slide across the shaking ground. The sail of Doomgrinder reaches its mark, and then —

All is still.

The wind and the lightning storm end as suddenly as they started. A deathly quiet falls over the valley, broken only by the crackling of burning trees.

Then stone grinds against stone, and the sails turn again, moving faster and faster. As they do, the ground trembles, more violently this time; standing characters must make successful Dexterity checks or fall.

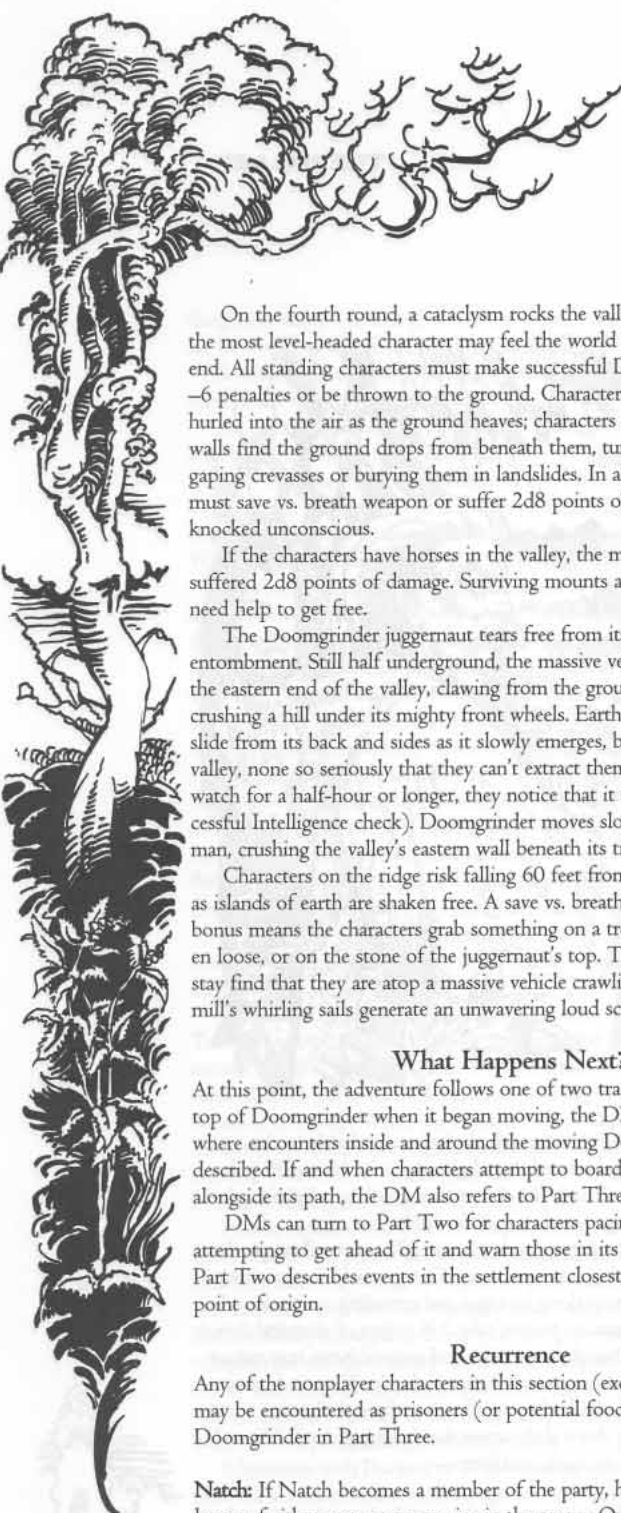
For the next three rounds, the valley of Doomgrinder is wracked by violent quakes. Characters on the ridge's top, or trying to scale the ridge, must roll successful Dexterity checks with a -3 penalty or be thrown to the ground. Characters elsewhere in the valley make the checks with a -1 penalty. The sails on Doomgrinder are spinning so fast that the grinding sound has become a steady whine.

THE JUGGERNAUT

Doomgrinder is actually much more than a windmill. When free of the earth nearly burying it, it is a huge wheeled structure over 500 feet long and 100 feet wide. The main body of the juggernaut is 90 feet tall, able to tower over most city walls; atop this immense boxy shape is a 90-foot-tall windmill-shaped tower (part of the driveshaft system). The entire juggernaut appears to be made of dark stone, even to the immense wheels that move it. The walls are pierced with many arrow slits and other small openings, but all can be sealed from inside with plates of the same stone.

The juggernaut moves slowly (its top speed over relatively even terrain is about 30 miles a day, a little over a mile an hour), but it is nearly unstoppable. Magical spells do not affect it and it is so large that a physical barrier smaller than a mountain cannot do more than slow it down. With its arrow slits sealed shut, it is airtight and can even travel under water.





On the fourth round, a cataclysm rocks the valley, so huge that even the most level-headed character may feel the world is indeed coming to an end. All standing characters must make successful Dexterity checks with -6 penalties or be thrown to the ground. Characters on the ridge are hurled into the air as the ground heaves; characters on the valley's floor or walls find the ground drops from beneath them, tumbling them into gaping crevasses or burying them in landslides. In all cases, characters must save vs. breath weapon or suffer 2d8 points of damage and be knocked unconscious.

If the characters have horses in the valley, the mounts have also suffered 2d8 points of damage. Surviving mounts are partially buried and need help to get free.

The Doomgrinder juggernaut tears free from its millennia-long entombment. Still half underground, the massive vehicle wades through the eastern end of the valley, clawing from the ground as it moves and crushing a hill under its mighty front wheels. Earth, trees and boulders slide from its back and sides as it slowly emerges, burying characters in the valley, none so seriously that they can't extract themselves. If the characters watch for a half-hour or longer, they notice that it accelerates (on a successful Intelligence check). Doomgrinder moves slower than a walking man, crushing the valley's eastern wall beneath its treads.

Characters on the ridge risk falling 60 feet from Doomgrinder's back as islands of earth are shaken free. A save vs. breath weapon with a +2 bonus means the characters grab something on a tree that hasn't yet shaken loose, or on the stone of the juggernaut's top. Those who manage to stay find that they are atop a massive vehicle crawling eastward. The windmill's whirling sails generate an unwavering loud scream.

What Happens Next?

At this point, the adventure follows one of two tracks. If the party was on top of Doomgrinder when it began moving, the DM turns to Part Three, where encounters inside and around the moving Doomgrinder are described. If and when characters attempt to board the vehicle from alongside its path, the DM also refers to Part Three.

DMs can turn to Part Two for characters pacing the juggernaut or attempting to get ahead of it and warn those in its path. "Fort Leman" in Part Two describes events in the settlement closest to Doomgrinder's point of origin.

Recurrence

Any of the nonplayer characters in this section (except the druid vampires) may be encountered as prisoners (or potential foodstuffs) inside Doomgrinder in Part Three.

Natch: If Natch becomes a member of the party, he might become a follower of either a rogue or warrior in the group. Over time, Natch overcomes his cowardice, gaining a 1-point increase in morale for each time he participates in a battle that the party wins. His morale tops out at 17, although by the time he reaches this level, failed checks no longer set off fainting spells, resulting instead in the regular circumstances described in the *DUNGEON MASTER® Guide (DMG)*. If he lives long enough, and if the characters' patience holds out, Natch may become a valuable follower some day.

Nanna: If the characters don't kill Nanna, they may choose to help her reverse her undead state. If the party escorts her to the Suss Forest druid reportedly capable of turning vampires back to living people, they must

make a long and treacherous journey that is an adventure in itself. To make things more interesting, they need to travel at night, unless they secure a wagon for Nanna to rest in during the daytime.

Since Nanna was a druid in life, all of the Flanaess is considered her native soil, and she can rest anywhere along the way. As they travel, Nanna struggles with her undead nature, draining life from wolves and bats attracted with her vampiric powers — and weeping bitterly as she does so. Occasionally the hunger overwhelms her and she may attempt to attack a character. A turning attempt by a priest (whether successful or not), or a plea from her targeted victim helps her fight the hunger.

Whether the druid of the Suss Forest can cure Nanna of her vampirism is up to the DM. If she wants a happy ending, the characters and Nanna might undertake a difficult quest described by the druid that takes them to the very gates of Nerull's realm, where she might reclaim her life. If the DM is in a mood for tragedy, perhaps the party suffers the journey's hardships only to learn that the druid died some time ago and has left only clues to the cure.

For a more complicated continuation of the party's association with Nanna, the "druid" might actually be a powerful extra-planar creature collecting vampires for some sinister purpose. The characters might be pressed into the being's service, or find themselves in a race against time to stop it from casting a world-destroying spell requiring 100 vampires (of which Nanna was Number 99) as its material component. The characters must release or destroy the vampires, or find a way to kill the being behind it all.

DM's Note: Some DMs may be concerned about a vampire as a traveling companion and ally. The DM can keep the characters from relying on Nanna's abilities if it is clear to the characters that her hunger for life-force increases whenever she uses her abilities. Since she dares not use her vampire abilities and her level-draining ability disgusts her, Nanna becomes little more than a high-level fighter.

Under-Oerth: Where Doomgrinder's valley once was, there remains a huge jagged crater. Its walls are a virtual honeycomb of tunnel entrances. Some lead to derro communities. Others lead deeper underground, perhaps taking adventurers to things too terrible to contemplate. The DM can place any kind of monster-infested cave system she wishes here, or a tunnel can lead to a favorite dungeon module she hasn't been able to lure characters into yet. A wide variety of monsters may also come forth, to menace nearby Fort Leman and the Urnst Trail. Here are a couple of ideas:

- One of the tunnels leads to an elemental node that opens to the Elemental Plane of Earth. A dao's palace serves as the entrance, and characters blundering in here risk becoming enslaved by the elemental noble.
- Several tunnels lead to ancient derro burial grounds. Here, the characters find treasure, undead — and a mysterious magical artifact. It looks like a ruby-set choker of fine elven workmanship, but in fact it is part of the *Queen's Regalia of Blackmoor* (a diadem, a pair of bracelets, and the choker) — and it magically compels the first character touching it to travel to distant Blackmoor. Once the hero reaches Blackmoor, he is drawn to the locations of the rest of the *Regalia*. A character with all four items instantly transforms into Maragainie, an ancient queen of Blackmoor. She is thoroughly evil, utterly insane, and bent on restoring Blackmoor to the glory it knew in her lifetime. The powers of the *Regalia* are left to the DM's imagination; the *DMG* contains guidelines for creating such items.



PART TWO: THE PATH

As they try to stop Doomgrinder, characters may find themselves paralleling the juggernaut's path on the ground, through the Cairn Hills and across the Plain of Greyhawk to the City of Greyhawk and beyond. This chapter supplies information about encounters along its path. If the characters are traveling east to intercept the Doomgrinder instead of west, the DM may adjust the order of the encounters.

This portion of the module serves two main functions. It provides adventure seeds for parties running to or from the moving Doomgrinder or trying to board it; it also suggests adventures in Doomgrinder's wake.

The chapter describes locations on the "Path of the Doomgrinder" map on this module's gatefold. The DM may copy this map for the players, since characters are likely to find such a map in either Greyhawk or Diamond Lake. If the characters don't realize that the juggernaut is heading straight for the City of Greyhawk, this map makes it clear.

Aside from providing encounters illustrating the juggernaut's destructive force and chances to warn or rescue victims in its path, DMs are given information if parties seek help from others. The entire region and all of its inhabitants cannot be described here, but an attempt has been made to detail sites the characters are likely to visit that haven't been described in other sources.

FORT LEMAN

Roughly 25 miles from Doomgrinder's starting point stands Fort Leman, manned by the City Watch of the City of Greyhawk to watch over the intersection of the Urnst Trail and the Ryell Caravan Road. If characters plot the juggernaut's path on a map of the area, the fort appears to be directly in the way. In fact, the juggernaut misses the fort by mere feet, but this is impossible to detect before the fact.

Characters may try to warn Fort Leman that it is (apparently) directly in the juggernaut's path. Characters not inside Doomgrinder can easily outdistance the juggernaut on horseback or foot. Doomgrinder only travels 2 miles the first day, and heroes who push themselves can walk 12 miles in a day; it takes them roughly two days to reach Fort Leman on foot, while it takes Doomgrinder three and a half days to cover the same distance. However, as the juggernaut accelerates beyond Fort Leman, the party requires mounts to stay ahead of it.

ENCOUNTERS AT FORT LEMAN

As the characters approach the fort, they are accosted by a cluster of merchants camped outside. Two merchant caravans met at the trail junction just outside the fort walls and set up camp together to

trade with one another. They plan to continue to Urnst as one large caravan, but for now they are settled in, with temporary enclosures for oxen and camels, a large ragged herd of horses and ponies grazing the open ground nearby, and lots of tents and carts arranged into a small temporary town. Recognizing the characters as adventurers, the merchants flock around them, offering wine, lanterns, blankets, hand axes and other items that might be of interest. More expensive luxury items, such as silk and small items of jewelry, are also displayed, in case the adventurers are on their way back from having looted a tomb or two. The offering prices are three-quarters those listed in the *Player's Handbook*.

Unless the juggernaut is already visible from the fort (which is unlikely) the characters may have trouble explaining that the merchants need to move because a giant juggernaut is coming this way. The story annoys the merchants. One remarks, "Look, if you're not interested in buying anything, all you need to do is say so." If the characters mention that the threat is Doomgrinder, virtually everyone in the camp is vastly amused. They all know the legends of Doomgrinder, and they know that it's not a juggernaut, but rather some sort of (stationary) time piece supposedly counting out the hours until the end of the world. A wine merchant snorts and says, "I'm thinking you don't need to buy anything from me."

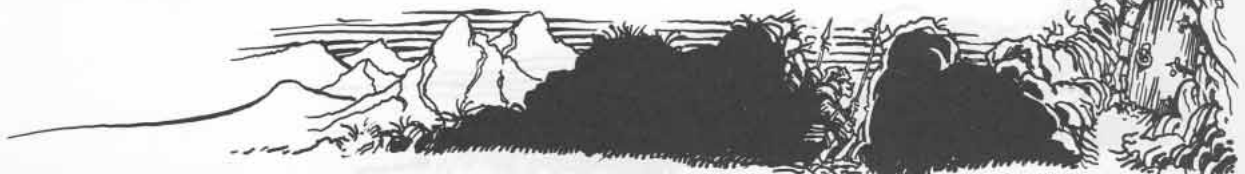
It's clear that no one has any intention of moving. The merchants suggest that if the characters truly believe a giant juggernaut is heading straight for the fort, they might want to talk with the garrison commander.

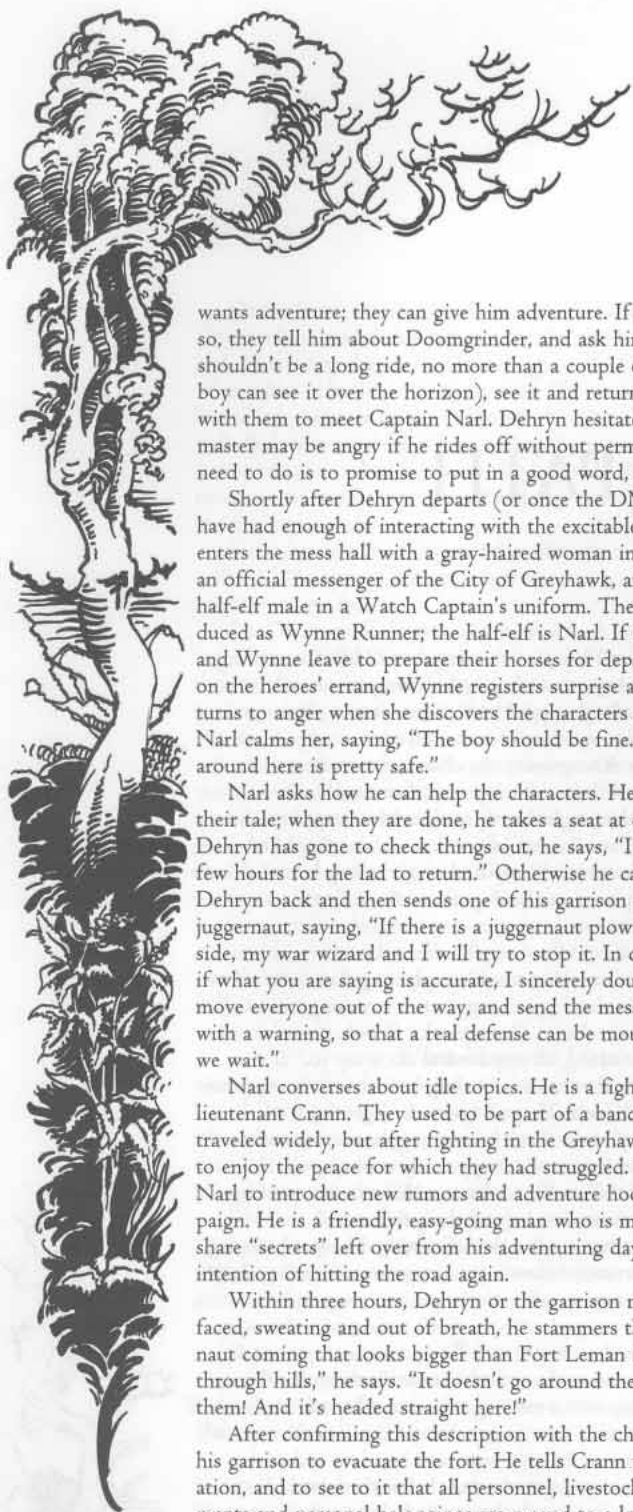
If the characters ask to speak with the fort's commander, the troops guarding the gate escort them inside with few questions. A powerfully built, unshaven watch commander named Crann tells them that Captain Narl is currently meeting with a messenger from the City of Greyhawk. If the characters want to wait, Crann invites them to do so in the mess hall.

In the mess hall, they are brought water and bread — and wash-basins, if they wish. Also waiting in the mess hall is the messenger's young apprentice. Upon spotting the heroes, he bolts upright, his bored stupor vanishing. He eagerly introduces himself as Apprentice Messenger Third Class Dehryn of Greyhawk, and asks if they would be willing to tell him of their adventures, adding demurely, " — if you are willing to speak to a mere apprentice," as though suddenly recalling his place.

If they talk with Dehryn, they learn that he is a messenger because his mother wants him to learn a trade, but that in his heart he wants to be an adventurer. His mother thought being a messenger might satisfy his yearning for travel and excitement and she set it up with an old friend. It's not enough for Dehryn.

Characters eager for someone to back up their claims about the juggernaut may realize that Dehryn is the young man for the job. He





wants adventure; they can give him adventure. If they decide this is so, they tell him about Doomgrinder, and ask him to ride out (it shouldn't be a long ride, no more than a couple of hours before the boy can see it over the horizon), see it and return, and then go along with them to meet Captain Narl. Dehryn hesitates, concerned that his master may be angry if he rides off without permission, but all they need to do is promise to put in a good word, and off the boy goes.

Shortly after Dehryn departs (or once the DM thinks the players have had enough of interacting with the excitable young lad), Crann enters the mess hall with a gray-haired woman in the bright garb of an official messenger of the City of Greyhawk, and a sallow-faced half-elf male in a Watch Captain's uniform. The messenger is introduced as Wynne Runner; the half-elf is Narl. If Dehryn is present, he and Wynne leave to prepare their horses for departure. If he has gone on the heroes' errand, Wynne registers surprise at his absence which turns to anger when she discovers the characters sent him off. Captain Narl calms her, saying, "The boy should be fine. The countryside around here is pretty safe."

Narl asks how he can help the characters. He listens calmly to their tale; when they are done, he takes a seat at one of the tables. If Dehryn has gone to check things out, he says, "I suppose we'll wait a few hours for the lad to return." Otherwise he calls Wynne and Dehryn back and then sends one of his garrison east to look for the juggernaut, saying, "If there is a juggernaut plowing up the countryside, my war wizard and I will try to stop it. In case we can't — and if what you are saying is accurate, I sincerely doubt we can — we'll move everyone out of the way, and send the messenger to Greyhawk with a warning, so that a real defense can be mounted. But, for now, we wait."

Narl converses about idle topics. He is a fighter/mage, as is his lieutenant Crann. They used to be part of a band of adventurers that traveled widely, but after fighting in the Greyhawk Wars they wanted to enjoy the peace for which they had struggled. The DM can use Narl to introduce new rumors and adventure hooks into the campaign. He is a friendly, easy-going man who is more than willing to share "secrets" left over from his adventuring days, as he has no intention of hitting the road again.

Within three hours, Dehryn or the garrison member returns. Pale-faced, sweating and out of breath, he stammers that there's a juggernaut coming that looks bigger than Fort Leman itself. "It's plowing through hills," he says. "It doesn't go around them — it goes through them! And it's headed straight here!"

After confirming this description with the characters, Narl orders his garrison to evacuate the fort. He tells Crann to supervise the operation, and to see to it that all personnel, livestock, supplies, armaments and personal belongings are moved to a location one mile north of the fort.

Narl then speaks with the merchants. At first they refuse to believe him, claiming that he has let himself be spooked by the characters' wild tales. Narl shrugs and leaves them. Once the merchants see the watchmen emptying the fort and heading north, some grow concerned. They seek out Narl and the characters again to hear the descriptions of Doomgrinder one more time, and then they pack their belongings. It takes these merchants about five hours to get their tents down and their animals sorted out before they start eastward down the Urnst Trail.

A number of merchants are not convinced. They jeer at their fel-

low-merchants, the characters and the garrison, adamant about not moving until they feel like it. "We may just start a village here," one of them says. "Unless you think one of these hills is going to get up and walk over us?"

The DM can choose whether or not Fort Leman is evacuated before Doomgrinder appears. If mounted characters rode straight for the fort after Doomgrinder began its journey, they are here days before it arrives; if on foot, they may only be a few hours ahead. Narl's efficient troops need seven hours to empty the fort.

Eventually Doomgrinder arrives. A rumbling sound echoes through the surrounding hills. Half an hour later, the ground begins trembling; 15 minutes after that, the black hulk of Doomgrinder looms beyond the hills.

The remaining merchants panic and plead with the characters and the troops to help them evacuate. Narl informs his men to keep working on clearing out the fort; if the fort has already been cleared, he says that his troops are needed to guard the weapons and supplies from bandits and marauders lurking in the countryside. "You were asked to remove yourselves from the area," he says. "My men and I are not accountable for your bad sense."

The merchants offer to pay the characters to help them pack wares and belongings, round up animals, and hitch up wagons. The first offer is 15 gp per character who helps, but they are willing to go as high as 100 gp. If the characters lend their assistance, the merchants can get all but two wagons out of Doomgrinder's path.

Meanwhile, as the characters either ignore or aid the merchants, Narl and the garrison's war wizard, Geram, try to stop Doomgrinder with spells. They shoot *lightning bolts* and *fireballs*, relying on *protection from normal missiles* spells to protect themselves from the crossbow bolts the derro launch from arrow slits all over the juggernaut. Their spells do nothing to the immense structure, and they must move aside as it approaches the fort, crushing remaining merchant wagons. Amazingly, Fort Leman escapes unharmed; Doomgrinder misses it by less than a foot. Tremors caused by the juggernaut's passing crack its walls in places, and derro toss flaming oil-filled bottles over its defenses as the juggernaut passes, but the fort still stands.

Narl cheers when he sees that his post still stands, but he quickly recovers his cool. He tells the characters: "Our most powerful spells didn't even touch that thing. There may not be anything between here and the City of Greyhawk that can stop it. The messenger and her boy can get to the city fast and alert the authorities and the Circle of Eight; and some of my troops can get ahead and warn anyone in that monster's path. But I think what needs to be done is for someone to get on board, kill the bastards inside it, and stop it before it runs over more than just a few merchant wagons."

Narl is willing to help the characters board Doomgrinder. He offers to cast the *invisibility, 10' radius* spell on a character, allowing him to climb the juggernaut without being spotted and find a way in. If they want help, Narl says that the magic is all he can provide; neither he nor Geram can abandon their posts, and his men are needed to protect his post and the neighboring lands from the sorts of evil creatures that inevitably follow such an upheaval.

No spellbooks are provided for the spellcasters encountered in this section, as it is unlikely that the characters will fight them, or be in a position to claim their spellbooks if they do.

KEEPING PACE WITH DOOMGRINDER

Doomgrinder accelerates as it travels. Keeping pace or even getting ahead of the juggernaut is initially simple, but it grows harder as time goes on. Similarly, attempts to board the juggernaut become increasingly difficult. The following chart tracks the travel speeds of Doomgrinder by giving the distance it covers in a 24-hour period. Encounters described in this section are noted, as are obstacles that result in loss of speed.

Doomgrinder Timeline

Day	Speed per Day	Encounter
Day 1	2 miles	Leaves valley
Day 2	6 miles	
Day 3	12 miles	
Day 4	18 miles	Reaches Fort Leman
Day 5	24 miles	Enters Cairn Hills
Day 6	30 miles	
Day 7	30 miles	Reaches the geomancer's home
Day 8	30/24 miles*	Plows through the Cairn of the Green Lady; passes Diamond Lake; reaches Ery Crossings. Slowed by Ery River.
Day 9	24 miles	Farms, High Road
Day 10	24/12 miles*	Plows through City of Greyhawk. Slowed by City and Selintan River.

*The second value reflects the speed (in miles per day) Doomgrinder travels after it encounters the obstacle.

Even at its fastest, Doomgrinder moves slowly enough that a character walking or running alongside can attempt boarding, though the derro crossbow-fire and burning oil poured over the sides makes this difficult. Characters should be able to jump on and off the juggernaut virtually at will, as long as they can bypass the defenders. (For guidelines to run such attempts, and details on Doomgrinder's interior and defenses, see Part Three.)

Captain Narl, ½ em, F7/M7 (commander of Fort Leman): AC 9; MV 12; HD 7; hp 35; THAC0 14; #AT 1; Dmg 1d8+2 (long sword) or 1d4 (dagger) or by spell; SA & SD spells, standard half-elf immunities; SZ M (5' 6" tall); ML champion (17); Str 12, Dex 15, Con 11, Int 14, Wis 11, Cha 15; AL NG; XP 1400.

Personality: Level-headed and focused.

Special equipment: *Long sword +2, wand of lightning* (32 charges).

Memorized spells: (4/3/2/1) 1st = *magic missile* (×3), *protection from evil*; 2nd = *detect evil, detect invisibility, web*. 3rd = *fireball, invisibility 10' radius*. 4th = *enchanted weapon*.

War Wizard Geram, em, F8/M8: AC 10; MV 12; HD 8; hp 40; THAC0 13; #AT 2; Dmg 1d8+4 (*long sword +4, defender*)

or 1d6 (short bow) or by spell; SA & SD spells, standard elf immunities; SZ M (5' 4" tall); ML champion (17); Str 14, Dex 15, Con 12, Int 14, Wis 10, Cha 13; AL NG; XP 2000.

Personality: Aloof and tight-lipped.

Special equipment: *Long sword +4, defender, ring of shooting stars, ring of spellstoring* (contains protection from normal missiles spells).

Memorized spells: (4/3/3/2) 1st = *burning hands, magic missile* (×2), *protection from evil*; 2nd = *detect evil, web* (×2); 3rd = *fireball, invisibility, lightning bolt*; 4th = *stoneskin, wall of fire*.

Messenger First Class Wynne Runner of Greyhawk, hf,

R6: AC 10; MV 12; HD 6; hp 28; THAC0 15; #AT 3/2; Dmg 1d8+1 (*long sword +1*); SA two-handed fighting; SD ranger abilities; SZ M (5' 4" tall); ML steady (12); Str 13, Dex 15, Con 14, Int 9, Wis 14, Cha 10; AL NG; XP 270.

Personality: Calm and humorous.

Special equipment: *Long sword +1; 22 gp, 6 sp; messenger's uniform.*

Ranger abilities: HS 37, MS 47.

Apprentice Messenger Third Class Dehryn of Greyhawk, hm, R1:

AC 10; MV 12; HD 1; hp 7; THAC0 20; #AT 1; Dmg 1d8 (long sword) or 1d4 (dagger); SA two-handed fighting; SD ranger abilities; SZ M (5' 6" tall); ML steady (11); Str 14, Dex 13, Con 14, Int 9, Wis 14, Cha 13; AL CG; XP 35.

Personality: Eager and adventuresome.

Special equipment: Messenger's uniform.

Ranger abilities: HS 10, MS 15.

Watch Commander Crann, hm, F3: AC 5 (chain mail); MV 12; HD 3; hp 14; THAC0 18; #AT 1; Dmg 1d8 (long sword); SZ M (6'2" tall); ML avg (10); Int very (11); AL N; XP 120.

Watchmen, hm&f, F1 (60): AC 8 (leather armor); MV 12; HD 1; hp 6 ea; THAC0 20; #AT 1; Dmg 1d6 (short sword); SZ M (5'–6' tall); ML avg (10); Int avg (9); AL N; XP 15.

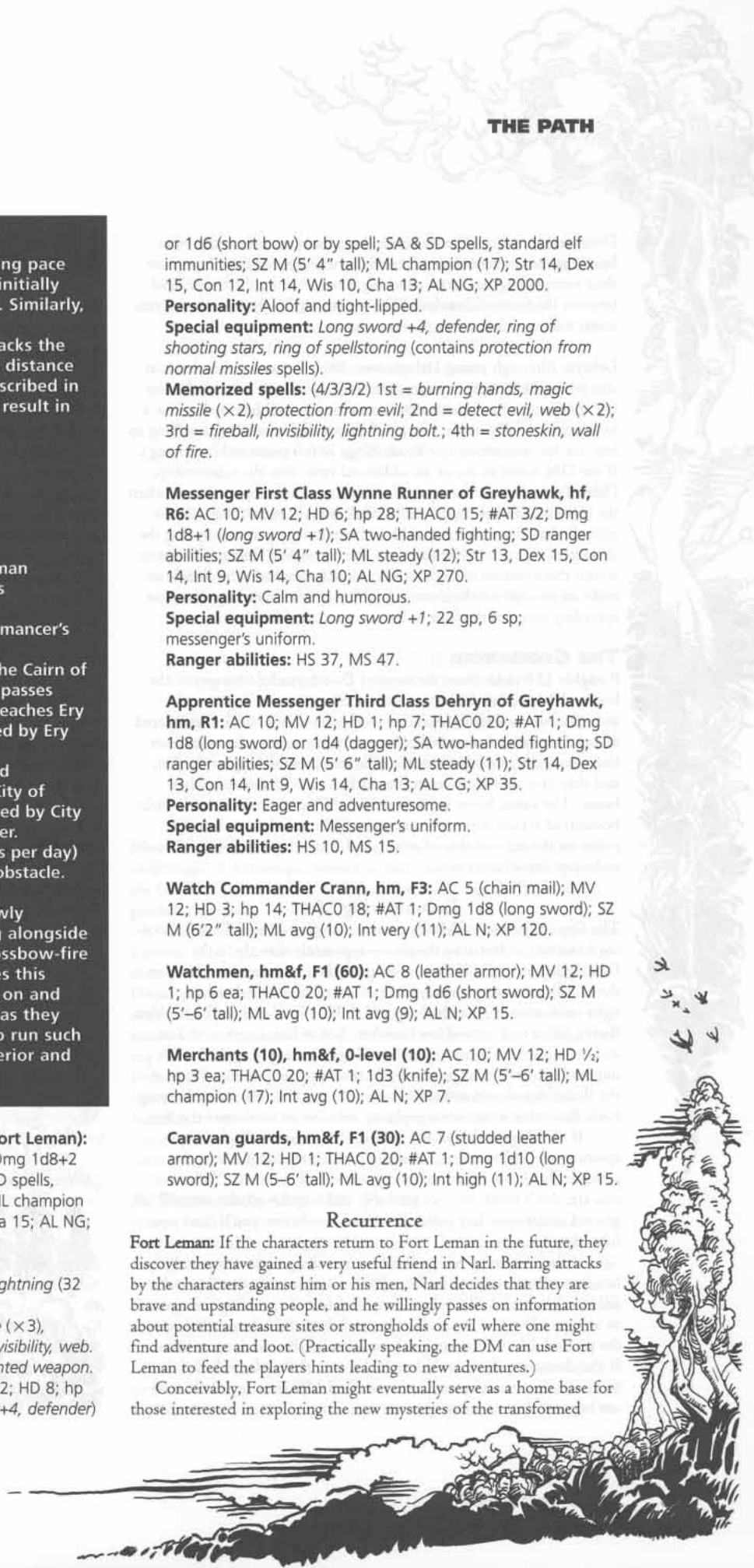
Merchants (10), hm&f, 0-level (10): AC 10; MV 12; HD ½; hp 3 ea; THAC0 20; #AT 1; 1d3 (knife); SZ M (5'–6' tall); ML champion (17); Int avg (10); AL N; XP 7.

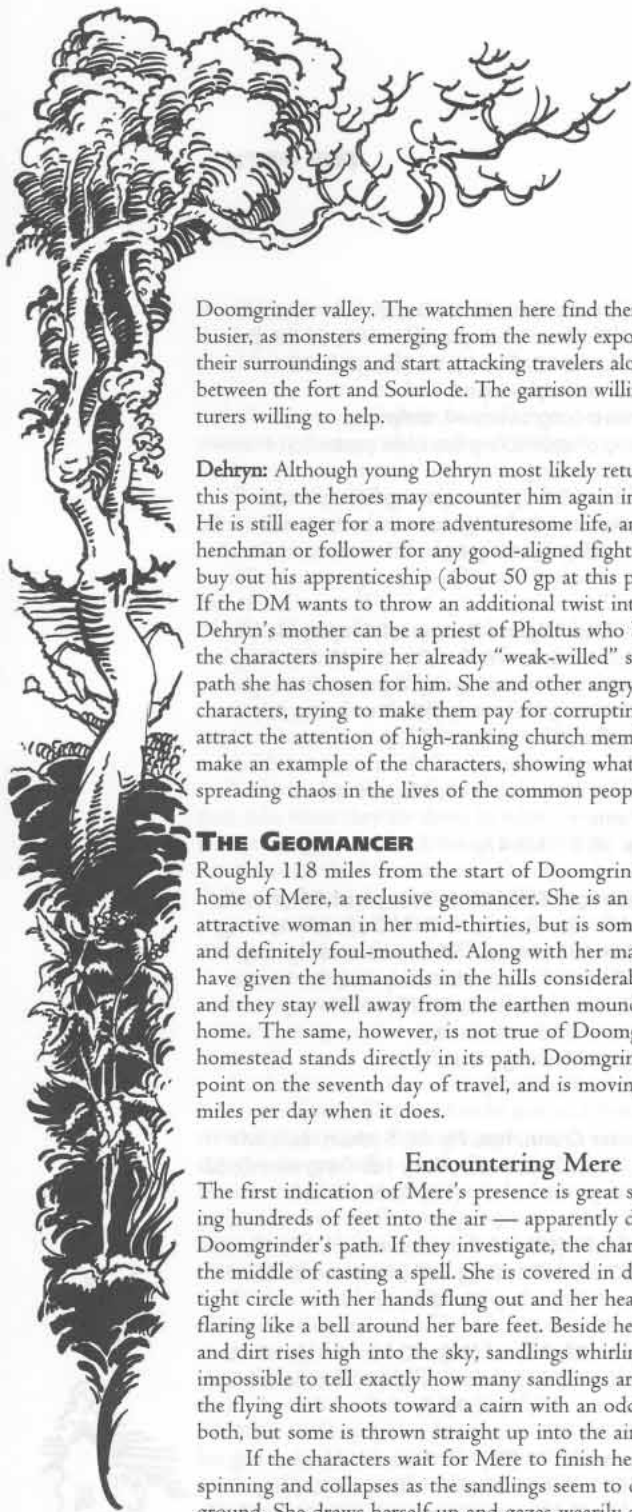
Caravan guards, hm&f, F1 (30): AC 7 (studded leather armor); MV 12; HD 1; THAC0 20; #AT 1; Dmg 1d10 (long sword); SZ M (5'–6' tall); ML avg (10); Int high (11); AL N; XP 15.

Recurrence

Fort Leman: If the characters return to Fort Leman in the future, they discover they have gained a very useful friend in Narl. Barring attacks by the characters against him or his men, Narl decides that they are brave and upstanding people, and he willingly passes on information about potential treasure sites or strongholds of evil where one might find adventure and loot. (Practically speaking, the DM can use Fort Leman to feed the players hints leading to new adventures.)

Conceivably, Fort Leman might eventually serve as a home base for those interested in exploring the new mysteries of the transformed





Doomgrinder valley. The watchmen here find themselves somewhat busier, as monsters emerging from the newly exposed tunnels explore their surroundings and start attacking travelers along the Urnst Trail between the fort and Sourlode. The garrison willingly welcomes adventurers willing to help.

Dehryn: Although young Dehryn most likely returns to Greyhawk at this point, the heroes may encounter him again in or around the city. He is still eager for a more adventuresome life, and he may become a henchman or follower for any good-aligned fighter or ranger willing to buy out his apprenticeship (about 50 gp at this point in his training). If the DM wants to throw an additional twist into the relationship, Dehryn's mother can be a priest of Pholtus who becomes furious when the characters inspire her already "weak-willed" son to abandon the path she has chosen for him. She and other angry priests may dog the characters, trying to make them pay for corrupting Dehryn. This may attract the attention of high-ranking church members who decide to make an example of the characters, showing what happens to anyone spreading chaos in the lives of the common people.

THE GEOMANCER

Roughly 118 miles from the start of Doomgrinder's journey is the home of Mere, a reclusive geomancer. She is an intelligent and attractive woman in her mid-thirties, but is somewhat foul-tempered and definitely foul-mouthed. Along with her magic, these qualities have given the humanoids in the hills considerable respect for her, and they stay well away from the earthen mound she makes her home. The same, however, is not true of Doomgrinder. Mere's little homestead stands directly in its path. Doomgrinder reaches this point on the seventh day of travel, and is moving at a rate of 30 miles per day when it does.

Encountering Mere

The first indication of Mere's presence is great sprays of earth shooting hundreds of feet into the air — apparently directly in the Doomgrinder's path. If they investigate, the characters find Mere in the middle of casting a spell. She is covered in dirt and twirling in a tight circle with her hands flung out and her head thrown back, skirts flaring like a bell around her bare feet. Beside her, a vortex of dust and dirt rises high into the sky, sandlings whirling in its heart. It's impossible to tell exactly how many sandlings are present. Much of the flying dirt shoots toward a cairn with an odd protrusion, burying both, but some is thrown straight up into the air to shower the area.

If the characters wait for Mere to finish her spell, she stops spinning and collapses as the sandlings seem to dissolve into the ground. She draws herself up and gazes wearily at them. "Whoever you are, don't think you can get away with anything," she says. "The ground under your feet will split you in two before you'll land your first blow."

If they interrupt her spellcasting by calling out or approaching her, her concentration is broken. With a scream she stumbles and falls to the ground. She rolls a couple of feet; even before she's come to a stop, 1d6+1 of the sandlings attack her while the rest fade into the ground. Mere curses mightily and battles the attacking creatures. If the characters don't assist her, she is overwhelmed and killed. In this unlikely circumstance, the heroes find Mere has very little treasure beyond what is on her person.

If they help Mere when she is attacked, she extracts herself from the battle at the earliest possible moment and uses spells to attack the remaining sandlings; as soon as she does so, they flee to their home plane. Brown eyes flashing angrily, she turns to the characters. She demands to know who they are and why they disturbed her in the middle of controlling the sandlings — but she loads her speech with enough curses to make a Wild Coast dockworker blush.

If the characters remain calm in the face of her belligerent and possibly offensive nature, Mere calms quickly — particularly if they explain the danger. If one or two people argue with her, another character can step in and calm things down. If confronted physically, Mere defends herself by all means available, fighting until the party flees or surrenders unconditionally, or until she is dead or unconscious.

Mere lives inside a cairn looted by adventurers long ago. She was using the sandlings to rebury the grave-robbers' entrance, because she's constructed a hidden opening on the far side of the cairn. When it becomes clear that she must evacuate, she invites the characters inside while she gathers her meager belongings. The dirt-floored chamber contains a chest with a small selection of simple (but dirty) dresses and boots; a second chest holding winter cloaks and blankets, beneath which are a fine pearl-embroidered gown (worth 900 gp), a silver ferronniere set with a white diamond (worth 80 gp) and a pouch containing 4 pp, 5 gp, 7 ep and 5 cp; a sack containing dried meat, vegetables and roots; a sleeping mat and blankets; non-magical incense (worth 20 gp); a selection of spell components, mostly those needed to cast the spells in Mere's book (although it is possible she has some exotic components for spells she is researching); materials to create magical scrolls; three potions (two *potions of healing* and a *potion of levitation*); two pebbles with *continual light* spells cast upon them; a *spade of colossal excavation*; and Mere's spellbook. The spellbook is detailed below, along with the magical items Mere carries on her person.



Mere is eager to help the characters stop Doomgrinder before it reaches Greyhawk. She offers her own ideas (even if they duplicate things the characters have attempted) and informs them of ways her earth magic can augment their plans.

Mere's first suggestion is that the characters not try to stop Doomgrinder yet. Instead they (or some of them) should get to Diamond Lake and then to Ery River Crossings as quickly as possible to warn the people there. Mere tells them that there is a major fair held at Ery River Crossings right about now, and the people there will need all the time they can get to move their livestock, property and barges from the juggernaut's path. She offers to join the party for this trip, and expresses a hope that perhaps there might be other wizards there. She refuses to enter Diamond Lake, because the governor there has a personal vendetta against her, the result of her rude response to a sexual pass he made at her (if asked for details, she explains that she forced him to apologize in public for importuning her). The section titled "Diamond Lake" describes the outcomes of any attempts to recruit help in that town.

Mere's next thought is that she might use her *spade of colossal excavation* and summon sandlings to dig a massive trench. When Doomgrinder crashes into it, she figures she can summon an earth elemental to help them assault the juggernaut. This plan is doomed to failure, which Mere realizes if the characters tell her or she sees for herself how large the juggernaut is.

Mere then offers to summon an earth elemental to cover an attempt to board the vehicle; the elemental can make the first attempt to climb aboard, absorbing much of the derro missile fire, and then try to pound an entry into the vehicle. She asks that the characters give the elemental some gems for its services. (See Part Three for how attempts to board Doomgrinder should be adjudicated. If this plan is used, Mere remains outside Doomgrinder, and the party is on its own.)

Mere, hf, M9 (earth elemental): AC 7 (Dex bonus, *ring of protection +1*); MV 12; HD 9+1; hp 25; THACO 17; #AT 1; Dmg 1d4 (stiletto) or spells; SA spells; SD spells; SZ M (5' 5" tall); ML elite (14); Str 9, Dex 16, Con 14, Int 16, Wis 11, Cha 14; AL CG; XP 3000.

Personality: Foul-tempered and foul-mouthed.

Special equipment: *ring of protection +1*, *stone of controlling earth elementals*, 1500 gp ruby (needed to cast *conjure sandlings*).

Memorized spells: (5/4/4/3/2, including bonus Elemental Earth spells) 1st = *burning hands*, *fist of stone**, *magic missile*, *protection from evil* (×2); 2nd = *detect invisibility*, *Maximilian's earthen grasp**, *Melf's acid arrow*, *summon swarm*; 3rd = *conjure sandlings* (already cast), *fireball*, *Melf's minute meteors* (×2); 4th = *dig* (×2), *turn pebble to boulder**; 5th = *conjure earth elemental*, *stone shape*.

Mere's spellbook:

1st = *affect normal fires*, *alarm*, *burning hands*, *cantrip*, *detect magic*, *fist of stone**, *identify*, *magic missile*, *protection from evil*, *read magic*, *taunt*, *unseen servant*;

2nd = *fool's gold*, *Maximilian's earthen grasp**, *Melf's acid arrow*, *mirror image*, *pyrotechnics**, *stinking cloud*, *summon swarm*, *web*;

3rd = *conjure sandlings***, *fireball*, *Maximilian's stony grasp**, *Melf's minute meteors*, *slow*;

4th = *dig*, *dimension door*, *monster summoning II*, *Otiluke's resilient sphere*, *polymorph other*, *turn pebble to boulder**, *wall of fire*;

5th = *animate dead*, *conjure earth elemental*, *dismissal*, *distance distortion*, *passwall*, *stone shape*, *transmute rock to mud*, *wall of stone*;

6th = *move earth*, *transmute water to dust*.

*Spells from the *Tome of Magic* accessory (TSR #2121, 1991).

If desired, the DM can replace them with appropriate spells from the *Player's Handbook*.

**Spell described in the appendix of this booklet.

Sandlings (1d6+1): AC 3; MV 12 Br 6; HD 4; THACO 17; #AT 1; Dmg 2d8 (pseudopod); SD immune to *sleep*, *charm*, *hold* and other mind-affecting spells or attacks; SZ L (10' diameter); ML unsteady (7); Int non (0); AL N; XP 420.

Notes: If at least 10 gallons of water are poured on a sandling, it is affected as if by a *slow* spell and its attacks cause only half damage.

Earth elemental: AC 2; MV 6; HD 16; hp 92; THACO 5; #AT 1; Dmg 4d8 (blow); SD +2 weapon or better to hit; SZ H (16 tall'); ML fanatic (17); Int low (6); AL N; XP 10,000.

Notes: When striking creatures in the air, water, or who are not standing on an object touching the ground, the damage done by the elemental's attacks is lessened by 2 points per die (to a minimum of 1 point of damage per die).

Recurrence

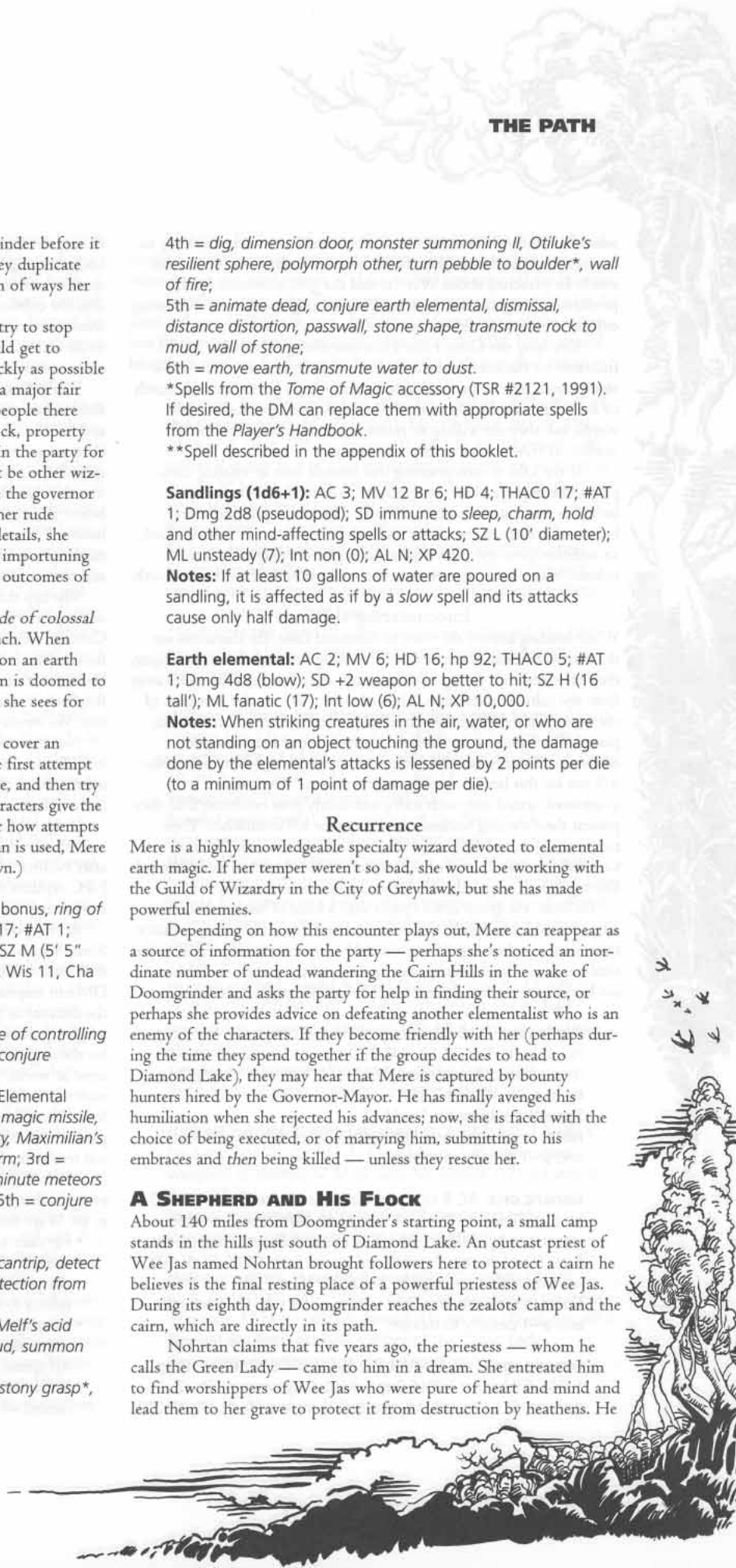
Mere is a highly knowledgeable specialty wizard devoted to elemental earth magic. If her temper weren't so bad, she would be working with the Guild of Wizardry in the City of Greyhawk, but she has made powerful enemies.

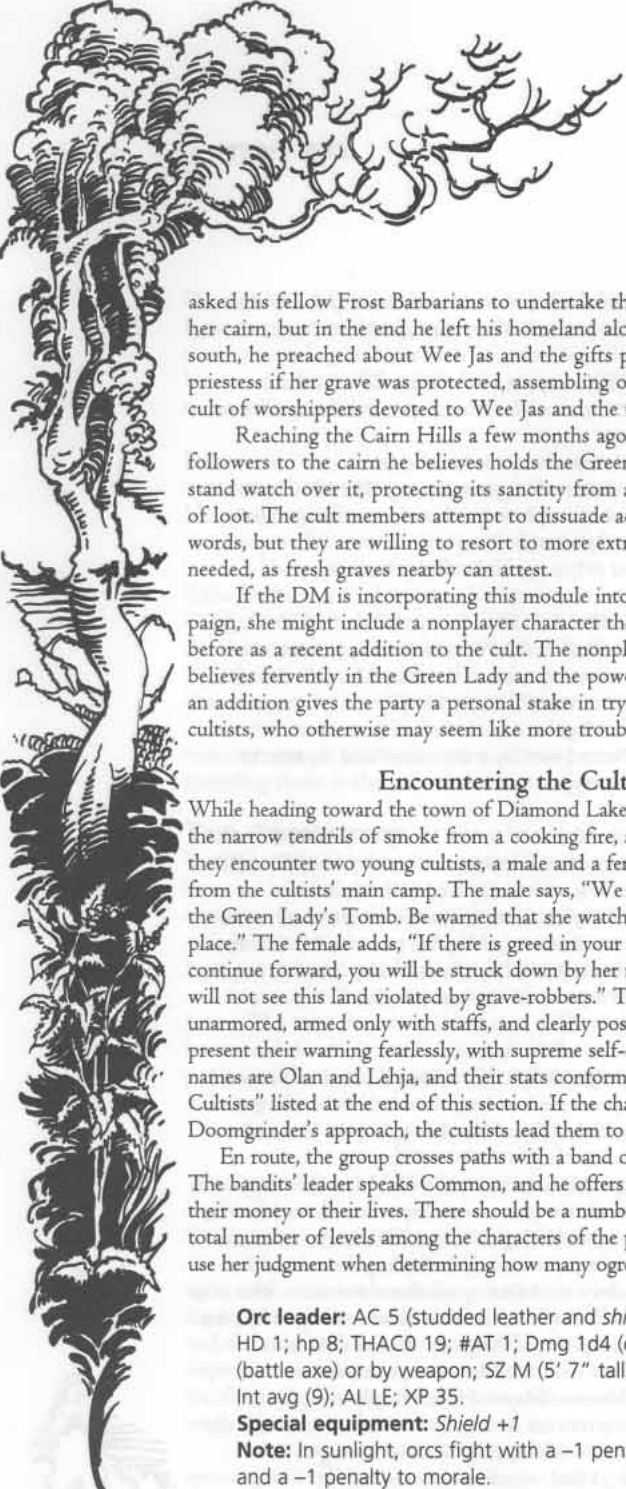
Depending on how this encounter plays out, Mere can reappear as a source of information for the party — perhaps she's noticed an inordinate number of undead wandering the Cairn Hills in the wake of Doomgrinder and asks the party for help in finding their source, or perhaps she provides advice on defeating another elemental who is an enemy of the characters. If they become friendly with her (perhaps during the time they spend together if the group decides to head to Diamond Lake), they may hear that Mere is captured by bounty hunters hired by the Governor-Mayor. He has finally avenged his humiliation when she rejected his advances; now, she is faced with the choice of being executed, or of marrying him, submitting to his embraces and then being killed — unless they rescue her.

A SHEPHERD AND HIS FLOCK

About 140 miles from Doomgrinder's starting point, a small camp stands in the hills just south of Diamond Lake. An outcast priest of Wee Jas named Nohrtan brought followers here to protect a cairn he believes is the final resting place of a powerful priestess of Wee Jas. During its eighth day, Doomgrinder reaches the zealots' camp and the cairn, which are directly in its path.

Nohrtan claims that five years ago, the priestess — whom he calls the Green Lady — came to him in a dream. She entreated him to find worshippers of Wee Jas who were pure of heart and mind and lead them to her grave to protect it from destruction by heathens. He





asked his fellow Frost Barbarians to undertake this sacred journey to her cairn, but in the end he left his homeland alone. As he traveled south, he preached about Wee Jas and the gifts promised by the priestess if her grave was protected, assembling over time a wandering cult of worshippers devoted to Wee Jas and the Green Lady.

Reaching the Cairn Hills a few months ago, Nohrtan led his followers to the cairn he believes holds the Green Lady. They now stand watch over it, protecting its sanctity from adventurers in search of loot. The cult members attempt to dissuade adventurers with words, but they are willing to resort to more extreme measures if needed, as fresh graves nearby can attest.

If the DM is incorporating this module into an existing campaign, she might include a nonplayer character the party has met before as a recent addition to the cult. The nonplayer character believes fervently in the Green Lady and the power of Nohrtan. Such an addition gives the party a personal stake in trying to save the cultists, who otherwise may seem like more trouble than they're worth.

Encountering the Cult

While heading toward the town of Diamond Lake, the characters see the narrow tendrils of smoke from a cooking fire, and if they investigate, they encounter two young cultists, a male and a female, a few miles away from the cultists' main camp. The male says, "We are the guardians of the Green Lady's Tomb. Be warned that she watches over us and this place." The female adds, "If there is greed in your heart and you continue forward, you will be struck down by her righteous wrath. She will not see this land violated by grave-robbers." The pair are unarmored, armed only with staves, and clearly pose no threat. Still, they present their warning fearlessly, with supreme self-confidence. Their names are Olan and Lehja, and their stats conform to the "Human Cultists" listed at the end of this section. If the characters warn them of Doomgrinder's approach, the cultists lead them to the camp.

En route, the group crosses paths with a band of humanoid bandits. The bandits' leader speaks Common, and he offers them a simple choice: their money or their lives. There should be a number of orcs equal to the total number of levels among the characters of the party. The DM may use her judgment when determining how many ogres are present.

Orc leader: AC 5 (studded leather and *shield* +1); MV 12; HD 1; hp 8; THACO 19; #AT 1; Dmg 1d4 (crossbow) or 1d8 (battle axe) or by weapon; SZ M (5' 7" tall); ML steady (11); Int avg (9); AL LE; XP 35.

Special equipment: *Shield* +1

Note: In sunlight, orcs fight with a -1 penalty to attack rolls and a -1 penalty to morale.

Generic orcs: AC 6 (studded leather and shield); MV 12; HD 1; hp 5 ea; THACO 19; #AT 1; Dmg 1d8 (battle axes) or 1d6 (spears) or by weapon; SA +1 to attack rolls while the leader lives; SD +1 to morale while the leader lives; SZ M (5'-6' tall); ML steady (12); Int avg (8); AL LE; XP 15.

Note: In sunlight, orcs fight with a -1 penalty to attack rolls and a -1 penalty to morale.

Generic ogres: AC 5; MV 9; HD 4+1; THACO 17; #AT 1; Dmg 1d10+6 (blow) or 1d6+6 (large clubs) or by weapon; SA +2 damage; SZ L (9'+ tall); ML steady (11); Int low (7); AL CE; XP 270.

During the battle, Olan and Lehja offer loud prayers to the Green Lady, begging her to destroy the enemies of her faithful followers; they don't otherwise contribute. If the characters kill or drive away the bandits, the cultists are confident that the party won because their prayers were effective. If the characters insist that the Green Lady had nothing to do with it, the pair doesn't argue; one merely suggests that they continue to camp.

The cultists' home is a collection of ragged tents and makeshift shacks clustered around a pyramidal burial cairn. There are 34 males and females — mostly humans, with a handful of half-orcs and half-elves — and virtually all the adults grab staves, clubs and even cooking spits as the characters and their escort come into view. Olan announces that the characters have come to warn them of approaching danger, but before anyone can elaborate, a voice in heavily accented Common booms, "These non-believers know not of what they speak! There are no dangers to threaten us here, so long as we protect the Green Lady and trust her to protect us in return."

The tarp that serves as the door to one of the huts is swept aside and out steps a large, muscular man, dressed like a northern barbarian. Characters with the religion proficiency recognize that the amulet hanging from a chain around his neck is a holy symbol; a successful check lets them know that it's a symbol of Wee Jas. "I am Nohrtan," he says, "the leader of this flock. If you have truly come to warn us of danger, be hereby put at ease. We serve a spirit of great power who protects us from harm."

Nohrtan does not stop any who speak of Doomgrinder, but he and his followers seem unconcerned. "We shall stand in the path of this infernal beast of destruction," says Nohrtan, "and our faith in the Green Lady will give her the power needed to halt its progress. Let us pray!"

If the DM includes in the cult a nonplayer character already known to the party, that person emerges from the main group immediately after Nohrtan finishes his remarks. After greeting the characters, the NPC explains that Nohrtan is a mighty priest, and that the spirit they serve is even mightier.

At this point, the characters can either join the cultists, walk away from them, or try to convince them to relocate. If the characters turn their backs on the cult, they condemn its members to certain death; the DM can emphasize this by describing the prayers and songs fading into the distance as the characters ride away. Priests or characters with the religion proficiency who talk to Nohrtan about his beliefs discover that his theology is shaky at best, founded on what appears to be utter nonsense at worst. The DM should present Nohrtan as a charismatic madman whose force of personality might well overwhelm inexperienced folk. There should be enough inconsistencies in his beliefs (as compared to Wee Jas worship across the Flanaess) that characters have reason to distrust him.

While the characters are with the cultists, the DM should provide evidence that Nohrtan is anything but the powerful priest he purports to be. Ways the characters might discern this include:

- He casts a single *cure light wounds* spell on a cultist who is severely injured in a fall. He says that the Green Lady will eventually provide the rest of the healing for the injured cultist, and refuses to cure another injured person.
- He is ignorant of magical feats that higher-level priests are typically able to perform, such as some of the higher-level spells in the All sphere.
- A dramatic example of the fact that he is actually low-level can be created when 1d6+2 (+4 if the party has an average level higher

than 4, +10 if the average level is higher than 8) skeletons shamble into the camp after foraging cultists accidentally awaken them in a nearby cairn. If Nohrtan is as powerful as he claims to be, brandishing his holy symbol should either grant him automatic control of the undead or result in their immediate annihilation. Instead, his turning attempt fails completely. The characters must then destroy the skeletons (or a priest among them must make a turning attempt of his own, with other characters mopping up what remains) while Nohrtan lectures about how the Green Lady wishes to teach her followers self-reliance, and that she has sent the characters among them to provide an example.

Once the characters realize Nohrtan is not as powerful as he claims, they probably also decide that the Green Lady isn't everything he claims she is. At this point, they may try to convince Nohrtan that Doomgrinder is far more than he, his cultists, or even the Green Lady can handle, perhaps citing the failed efforts at Fort Leman as evidence. Nohrtan's response boils down to, "They weren't protected by the Green Lady as we are." He avers the Green Lady will shield him and everyone here, and he says again that she will stop Doomgrinder if the cultists pray to her. If the characters continue to argue, he insists that they either join the cultists' efforts or depart immediately; he will not allow them to poison his flock against the Green Lady, and in doing so endanger both them and Her.

One cultist is particularly vehement about supporting Nohrtan's point of view. He is Willam of Tenh, and his belief in the Green Lady is so strong that he has essentially become a 1st-level priest. He loudly backs up anything Nohrtan says and is quick to condemn the characters by proclaiming that their doubt in Nohrtan and the Lady will lead to the triumph of evil if any of the followers are corrupted by it.

If the characters continue to stand up to Nohrtan and Willam, Ohlan and Lehja eventually offer mild support for the characters' position, using the battle against the orcs as evidence that perhaps the Green Lady can't solve everything. If one of the cult members is someone with whom the characters share history, he or she also offers tentative support.

Nohrtan grows increasingly angry, and eventually attacks the most vocal of his detractors, calling on the Green Lady and Wee Jas to give him the might to strike down the hero. He leads with a *hold person*, hoping to paralyze as many of the party as possible, and then attacks the target of his rage with his staff, killing the victim with two solid strikes (the first reduces him to 0 hit points) if the character fails his save and no one intervenes. (It is left to the DM's discretion to determine whether this unusual ability is related to the Green Lady, the quarterstaff Nohrtan uses, or some other cause.) Willam jumps in to assist Nohrtan.

If the characters fight back against Nohrtan and Willam, the friends they have made try to dissuade them from killing the pair; if they slay the two priests, the rest of the cultists attack, angered by the "murder" and convinced that the characters are dangerous and evil. For every 1d6 of their number that have been killed, the DM should roll a morale check for the whole group. If the check fails, they flee.

If the characters merely subdue Nohrtan and Willam, it is relatively simple to convince the other cultists to get out of Doomgrinder's way; any decent argument (or even a repetition of a previous argument) causes them to collect their belongings and head to the nearest town, Diamond Lake. The cultists may ask the characters to escort them, fearful now of the wilderness since they no longer believe the Green Lady will protect them.

Nohrtan, Willam and 2d6 cultists remain at the cairn, unconvinced by the characters' arguments. As the characters and the other cultists leave, the loud prayers of these faithful few echo off the hillsides.

Needless to say, when Doomgrinder arrives, it rolls straight over the cairn and any cultists in its way. At the last moment some of the cultists lose their nerve and bolt; how many is left up to the DM, but it should be enough to allow for one or both of the situations suggested below.

Nohrtan, hm, P4 (priest of Wee Jas, leader of the Cult of the Green Lady): AC 10 (robes); MV 12; HD 4; hp 18; THACO 18; #AT 1; Dmg 1d6 (quarterstaff); SA kills an opponent with 2 strikes if victim fails to save vs. death; SD spells, +1 to saves vs. magic; SZ M (6' 1" tall); ML elite (14); Str 13, Dex 12, Con 12, Int 9, Wis 16, Cha 17; AL CN; XP 240.

Personality: Charismatic and fanatical.

Special equipment: Holy symbol of Wee Jas, prayer book.

Memorized spells: (5/4) 1st = *call upon faith**, *command*, *create water*, *protection from evil* (×2); 2nd = *augury*, *flame blade*, *heat metal*, *hold person*.

*Spell from the *Tome of Magic* accessory. If desired, the DM can replace it with an appropriate spell from the *Player's Handbook*.

Willam of Tenh, hm, P1 (priest of the Green Lady): AC 10 (robes); MV 12; HD 1; hp 4; THACO 20; #AT 1; Dmg 1d6 (quarterstaff); SZ M (6' tall); ML elite (14); Str 12, Dex 12, Con 10, Int 8, Wis 13, Cha 11; AL CG; XP 15.

Personality: Passionate and fanatical.

Special equipment: Holy symbol of the Green Lady (featureless wooden medallion painted green).

Notes: Willam cannot cast any spells; both he and Nohrtan believe that he must first prove his devotion to the Green Lady before she grants him any mystical powers. He is well-versed in the religion of Wee Jas and Nohrtan's beliefs about the Green Lady.

Human cultists, hm&f 0-level (24): AC 10; MV 12; HD ½; hp 3 ea; THACO 20; #AT 1; Dmg 1d2 or 1d8 (improvised weapons or staves); SZ M (5'–6' tall); ML fanatic (17); Int avg (9); AL N; XP 7.

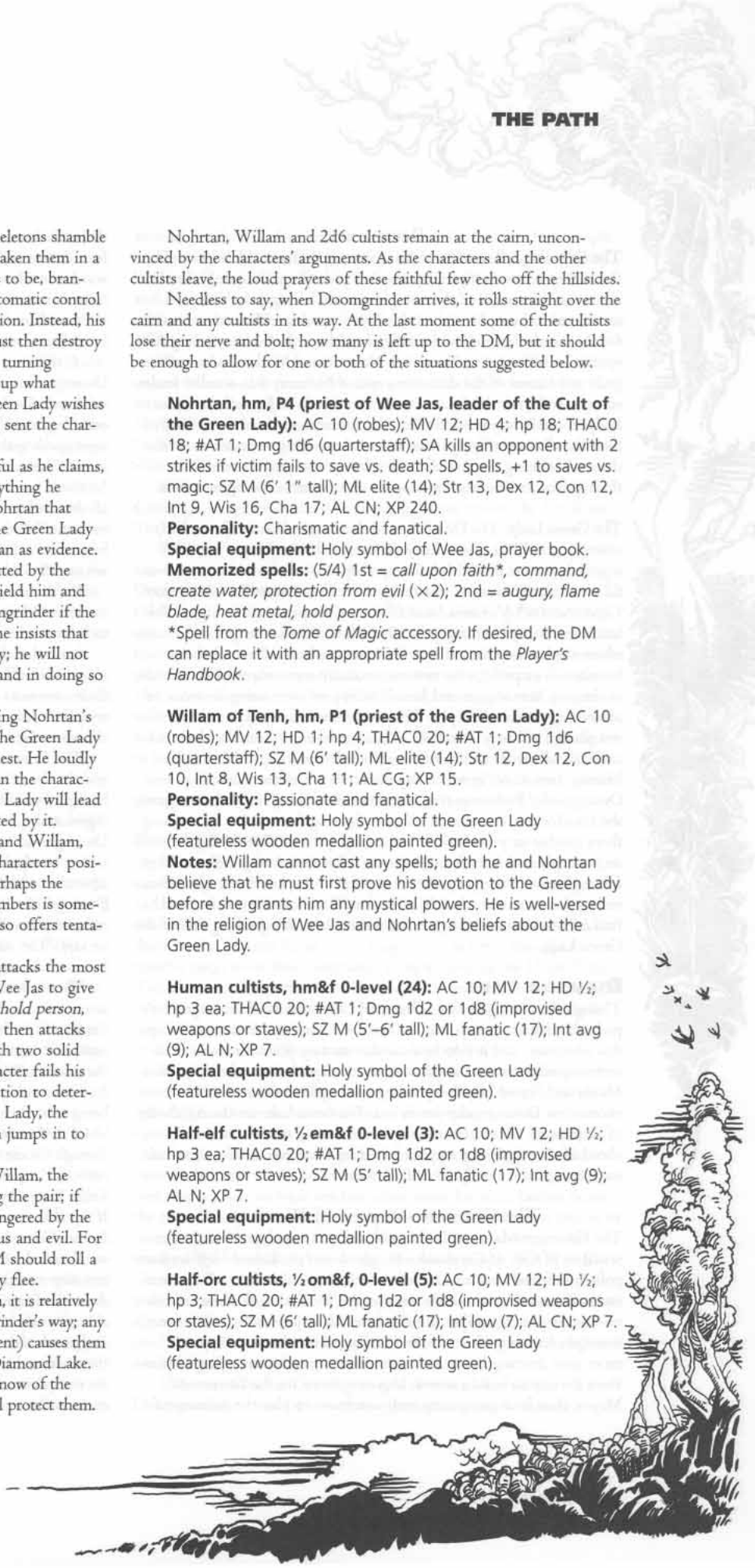
Special equipment: Holy symbol of the Green Lady (featureless wooden medallion painted green).

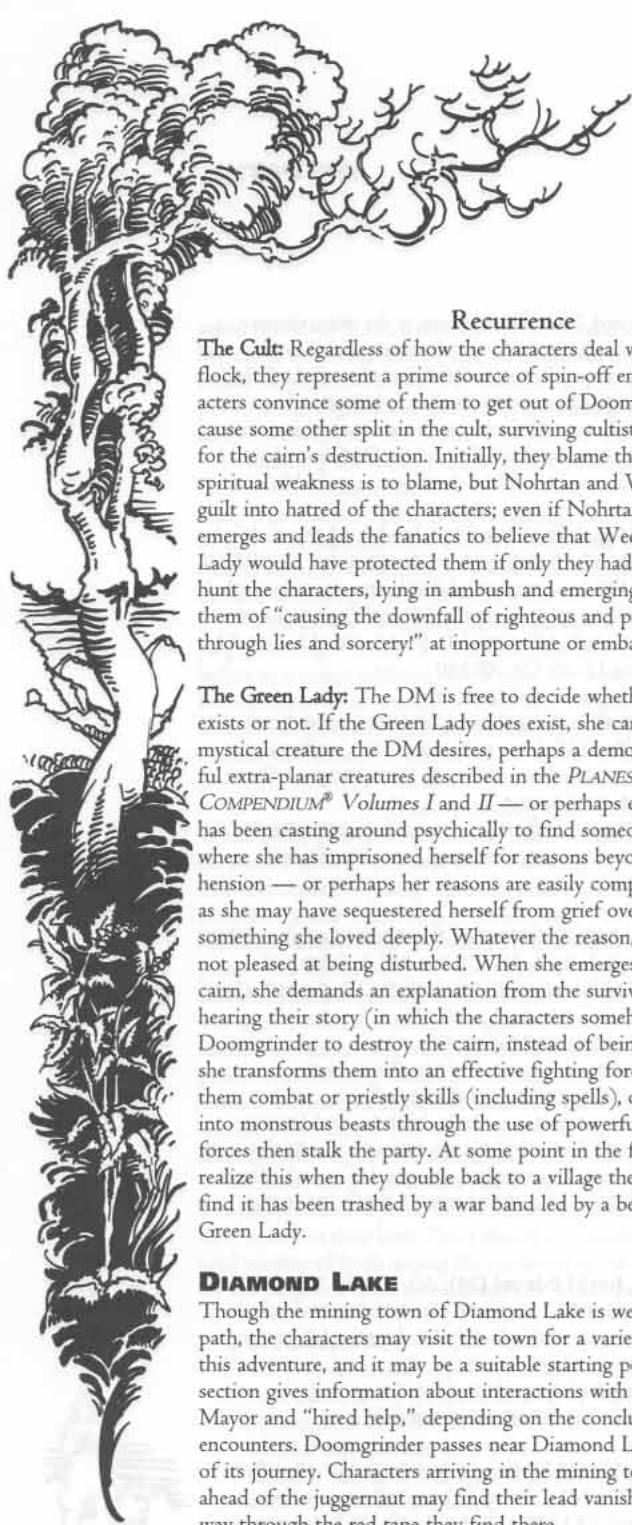
Half-elf cultists, ½ em&f 0-level (3): AC 10; MV 12; HD ½; hp 3 ea; THACO 20; #AT 1; Dmg 1d2 or 1d8 (improvised weapons or staves); SZ M (5' tall); ML fanatic (17); Int avg (9); AL N; XP 7.

Special equipment: Holy symbol of the Green Lady (featureless wooden medallion painted green).

Half-orc cultists, ½ om&f, 0-level (5): AC 10; MV 12; HD ½; hp 3; THACO 20; #AT 1; Dmg 1d2 or 1d8 (improvised weapons or staves); SZ M (6' tall); ML fanatic (17); Int low (7); AL CN; XP 7.

Special equipment: Holy symbol of the Green Lady (featureless wooden medallion painted green).





Recurrence

The Cult: Regardless of how the characters deal with Nohrtan and his flock, they represent a prime source of spin-off encounters. If the characters convince some of them to get out of Doomgrinder's way, or cause some other split in the cult, surviving cultists blame the characters for the cairn's destruction. Initially, they blame themselves, feeling their spiritual weakness is to blame, but Nohrtan and Willam redirect their guilt into hatred of the characters; even if Nohrtan dies, another leader emerges and leads the fanatics to believe that Wee Jas and the Green Lady would have protected them if only they had stood firm. They hunt the characters, lying in ambush and emerging to attack or accuse them of "causing the downfall of righteous and pure-hearted folk through lies and sorcery!" at inopportune or embarrassing moments.

The Green Lady: The DM is free to decide whether the Green Lady exists or not. If the Green Lady does exist, she can be any powerful mystical creature the DM desires, perhaps a demon or deva — powerful extra-planar creatures described in the *PLANESCAPE® MONSTROUS COMPENDIUM® Volumes I and II* — or perhaps even a demigod. She has been casting around psychically to find someone to guard the cairn where she has imprisoned herself for reasons beyond mortal comprehension — or perhaps her reasons are easily comprehended by mortals, as she may have sequestered herself from grief over losing someone or something she loved deeply. Whatever the reason, the Green Lady is not pleased at being disturbed. When she emerges from the shattered cairn, she demands an explanation from the surviving cultists. After hearing their story (in which the characters somehow cause Doomgrinder to destroy the cairn, instead of being simple messengers), she transforms them into an effective fighting force, either by teaching them combat or priestly skills (including spells), or by turning them into monstrous beasts through the use of powerful magic. She and her forces then stalk the party. At some point in the future, the characters realize this when they double back to a village they have visited and find it has been trashed by a war band led by a being calling herself the Green Lady.

DIAMOND LAKE

Though the mining town of Diamond Lake is well off Doomgrinder's path, the characters may visit the town for a variety of reasons during this adventure, and it may be a suitable starting point for them. This section gives information about interactions with the town's Governor-Mayor and "hired help," depending on the conclusions of other encounters. Doomgrinder passes near Diamond Lake on the eighth day of its journey. Characters arriving in the mining town substantially ahead of the juggernaut may find their lead vanishes as they claw their way through the red tape they find there.

The Governor-Mayor and Watchmen

The Governor-Mayor of Diamond Lake isn't exactly a sterling representative of City of Greyhawk officials — in fact, Lanod Neff is most politely referred to as a cad. He is a lecherous philanderer whose interest in Diamond Lake and the people who live and work there extends no further than his ability to soak them. He is jealous that the mine managers have nicer homes than his city-provided one, and spends more time drafting letters and commissioning architects trying to convince the city to build a newer, larger residence for the Governor-Mayor, than he does meeting with watchmen to plan the defenses of

the settlement and mines. His primary interests lie with his own comfort, desires and aggrandizement, and his attitudes are reflected in the watchmen who serve under him. (The typical Governor-Mayor is cut from sterner moral fiber; Neff received his appointment by pressuring influential members of the Directing Oligarchy of Greyhawk with dirt he had uncovered during his years as a City Watchman.)

If the characters come to Diamond Lake looking for help stopping Doomgrinder, they must first deal with 2d6 incredulous watchmen, who refuse to take them seriously. ("A 300-foot long juggernaut? Pull the other leg now.") If the characters convince the guards that the heroes must speak with the Governor-Mayor, they must then deal with an incredulous and officious watch commander. ("Look, the Governor-Mayor is far too busy to listen to your ravings. Why don't you tell me all about whatever your problem is, and I'll tell him when he has a moment.") If they get violent or insulting, the watch members do their best to overwhelm the party and throw the heroes in the town jail. They are not allowed to speak with the Governor-Mayor for any reason.

If the characters keep their cool, they are eventually directed to the inn and told they will be called for when the Governor-Mayor has time to listen to their wild tales.

Later that day (or one or two days later, if the characters have a major head start on Doomgrinder), other panicky travelers arrive with their own news that Doomgrinder is smashing its way across the countryside. At this point, the watchmen realize their mistake and bring the characters before the Governor-Mayor.

The Governor-Mayor listens to their descriptions of Doomgrinder and the devastation it's causing, then says that their tales match those brought by other travelers. Obviously worried, he calls for a map of the region and a cartographer. He has the characters point out on the map Doomgrinder's starting location and its general course, and the cartographer extrapolates to generate the map on the outside gatefold of this adventure. Once it becomes clear to the Governor-Mayor that Doomgrinder will come no closer than two miles to his town (and, more importantly, his mines), he relaxes. "This is no concern of mine," he says. "Get out of here and stop wasting my time with your ridiculous and alarmist notions."

The Governor-Mayor refuses to provide assistance, even if the characters indicate the danger to the City of Greyhawk. "So go to Greyhawk and warn them," he replies. Likewise, the characters find no assistance among the miners — the Governor-Mayor makes it clear to the mine managers that he does not consider Doomgrinder a problem for Diamond Lake, and that he will not tolerate production resources being wasted trying to stop the juggernaut.

If the heroes find a way to force the Governor-Mayor to cooperate — through the use of charm spells, for example — all the miners and engineers can be put to work building trenches and earthen walls. It is all futile. They may slow Doomgrinder down, but they cannot stop it. If the characters arrive at Diamond Lake with more than five of the former Green Lady cultists in tow, they are stopped at the gates by watchmen demanding to know who the ragged guys are and whether or not they intend to stay for any period of time. Governor-Mayor Neff doesn't tolerate beggars in Diamond Lake, and the cultists must prove able to work in the mines or the town's dance halls and brothels before they can be admitted. If the characters protest, one of the guards says that everyone can be admitted — if the characters take responsibility for the cultists. If the characters agree to this arrangement, the watch commander is summoned, and those characters taking responsibility for

the cultists are asked to sign a document promising to immediately pay whatever fines are incurred by cultists who break city ordinances.

If Mere is with the party, she refuses to enter the town due to her history with the Governor-Mayor, and she warns the characters they're better off leaving the cultists outside the town as well. The cultists, however, are eager to be safe inside the walls; without the perceived protection of the Green Lady, they have reverted to the fear-filled commoners they were before they found religion.

Any characters who signed the agreement to be responsible for the cultists are approached every 1d3 turns by a watchman dragging a cultist by the collar. The watchman insists that the cultist was caught begging, loitering, trespassing, handling a merchant's goods, blocking traffic, or some other trumped-up charge. He demands 2d20 gp to cover the fine. The cultist denies the charges — which are indeed false — and even if the characters keep all the cultists with them at all times, watchmen continue to approach with new infractions and fines.

Should the characters refuse to pay, the watchman adds 100 gp, the fine for "non-payment of fines" and for "hindering a watchman in the execution of his duty." If at any time the characters get violent with a watchman, a group of 12 show up 1d3 turns later and try to arrest the characters for "assaulting a watchman." If the characters are arrested, they are stripped of their belongings and thrown in jail. Shortly thereafter, they are informed that they have been sentenced to three months' labor in the mines. The characters may well try to escape, but if they don't take action and if Mere was with them before coming to town, she tries to help them using her magic.

Should the characters at any time attempt to see the Governor-Mayor about Doomgrinder, things progress as described above. If the characters were in jail or working the mines before speaking with Neff, they are returned to their punishments.

Governor-Mayor Lanod Neff, hm, F6: AC 4 (chain mail, *ring of protection* +1); MV 12; HD 6; hp 39; THAC0 15; #AT 1; Dmg 1d8 (long sword) or by weapon; SZ M (6' tall); ML elite (14); Str 14, Dex 14, Con 13, Int 12, Wis 8, Cha 10; AL NE; XP 270.

Personality: Self-centered and hedonistic.

Special equipment: *Ring of protection* +1, *ring of fire resistance*.

Diamond Lake watch commanders, hm, F3 (4): AC 5 (chain mail); MV 12; HD 3; hp 18; THAC0 18; #AT 1; Dmg 1d8 (long sword) or by weapon; SZ M (5'-6' tall); ML avg (10); Int avg (9); AL N; XP 120.

Diamond Lake watchmen, hm, F1: AC 8 (leather armor); MV 12; HD 1; hp 6; THAC0 20; #AT 1; Dmg 1d2(whip) or 1d6 (short sword) or by weapon; SZ M (5'-6' tall); ML avg (10); Int avg (9); AL N; XP 15.

Recurrence

Barring magical disaster, Diamond Lake remains a satellite community of Greyhawk for decades to come. The characters might get involved with cleaning up the town's corruption, either by reporting the shenanigans of Neff and the watchmen to Nerof Gasgal, Lord-Mayor of Greyhawk, or by taking the law into their own hands — which might create other problems for the characters, if they are called bandits and need to clear their names by gathering evidence of Neff's corruption.

If the characters have Neff removed through legal means, they make

an enemy of him, and he and some of his top lieutenants (four people conforming to the statistics given for watch commanders, above) may become ongoing villains in the DM's campaign. They become bandits and eventually gravitate to, or may even be recruited by, other enemies of the characters. There is nothing these disenfranchised and humiliated villains want more than to see the characters dead.

The same is true if the characters square off with Neff in an effort to save Mere — his plan to forcibly wed her and then murder her turns into a public debacle as soon as the characters get involved. This brings Neff's corruption to the attention of the Lord-Mayor of Greyhawk. Neff blames the geomancer and the characters equally, and devotes his efforts to destroying them all.

If Neff detains the characters so that they are unable to warn Ery Crossings, people there die when the juggernaut crosses the Ery River. The party may wish revenge.

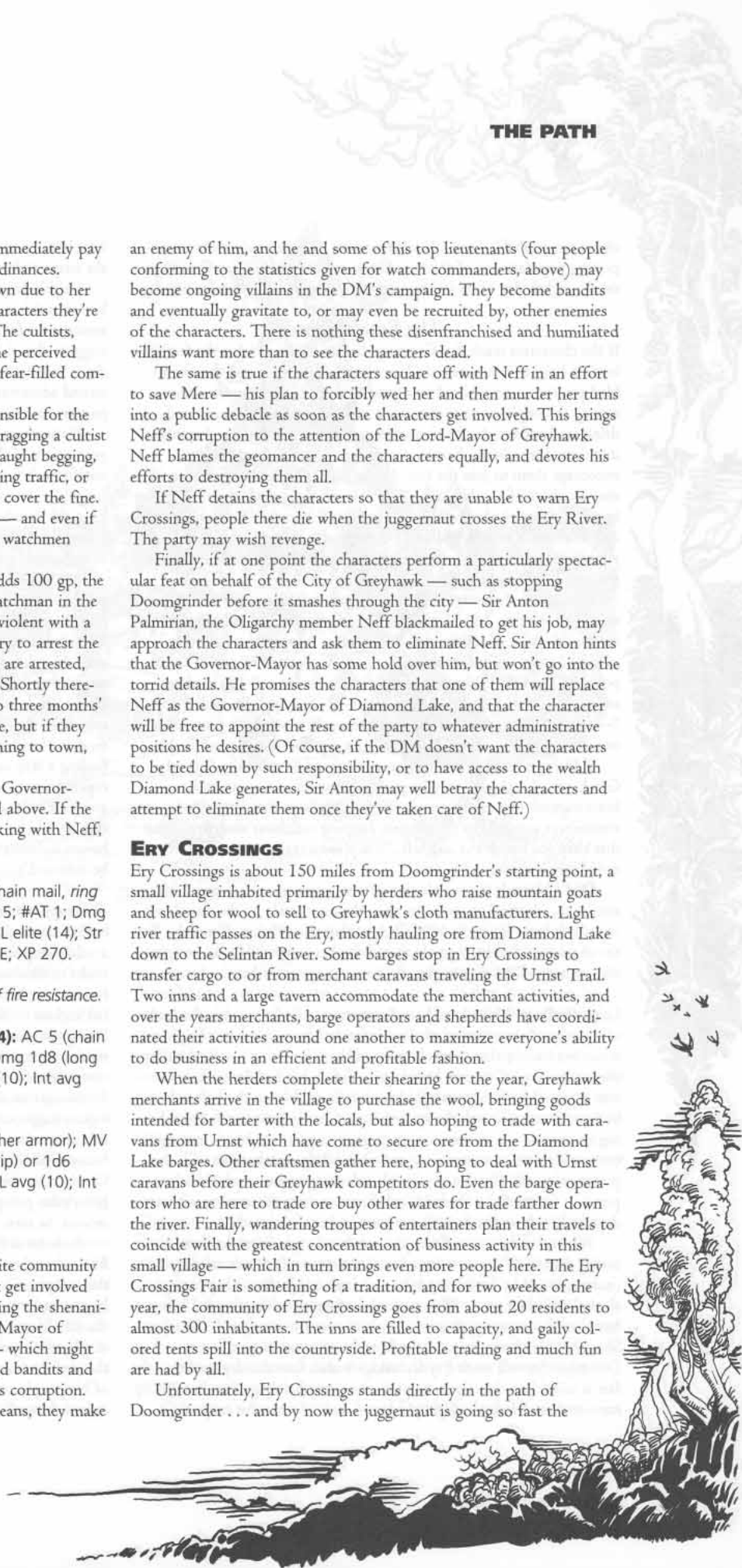
Finally, if at one point the characters perform a particularly spectacular feat on behalf of the City of Greyhawk — such as stopping Doomgrinder before it smashes through the city — Sir Anton Palmirian, the Oligarchy member Neff blackmailed to get his job, may approach the characters and ask them to eliminate Neff. Sir Anton hints that the Governor-Mayor has some hold over him, but won't go into the torrid details. He promises the characters that one of them will replace Neff as the Governor-Mayor of Diamond Lake, and that the character will be free to appoint the rest of the party to whatever administrative positions he desires. (Of course, if the DM doesn't want the characters to be tied down by such responsibility, or to have access to the wealth Diamond Lake generates, Sir Anton may well betray the characters and attempt to eliminate them once they've taken care of Neff.)

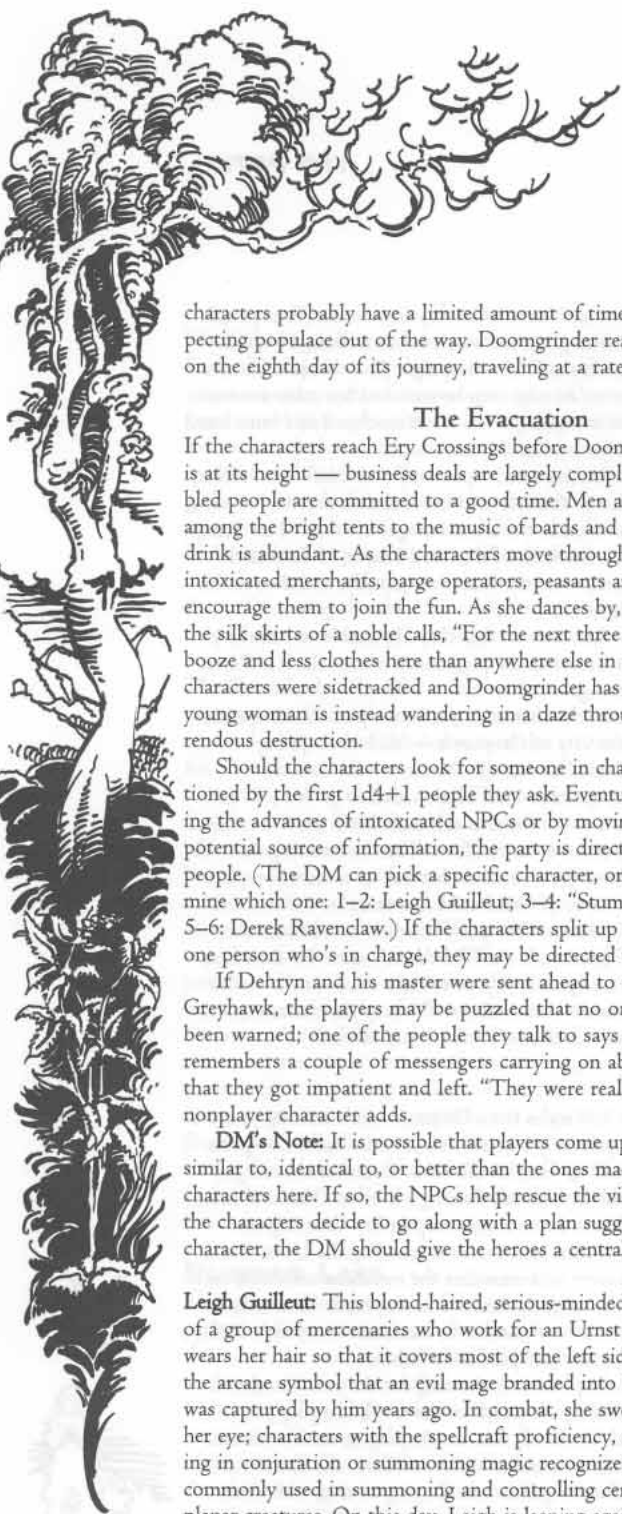
ERY CROSSINGS

Ery Crossings is about 150 miles from Doomgrinder's starting point, a small village inhabited primarily by herders who raise mountain goats and sheep for wool to sell to Greyhawk's cloth manufacturers. Light river traffic passes on the Ery, mostly hauling ore from Diamond Lake down to the Selintan River. Some barges stop in Ery Crossings to transfer cargo to or from merchant caravans traveling the Urnst Trail. Two inns and a large tavern accommodate the merchant activities, and over the years merchants, barge operators and shepherds have coordinated their activities around one another to maximize everyone's ability to do business in an efficient and profitable fashion.

When the herders complete their shearing for the year, Greyhawk merchants arrive in the village to purchase the wool, bringing goods intended for barter with the locals, but also hoping to trade with caravans from Urnst which have come to secure ore from the Diamond Lake barges. Other craftsmen gather here, hoping to deal with Urnst caravans before their Greyhawk competitors do. Even the barge operators who are here to trade ore buy other wares for trade farther down the river. Finally, wandering troupes of entertainers plan their travels to coincide with the greatest concentration of business activity in this small village — which in turn brings even more people here. The Ery Crossings Fair is something of a tradition, and for two weeks of the year, the community of Ery Crossings goes from about 20 residents to almost 300 inhabitants. The inns are filled to capacity, and gaily colored tents spill into the countryside. Profitable trading and much fun are had by all.

Unfortunately, Ery Crossings stands directly in the path of Doomgrinder . . . and by now the juggernaut is going so fast the





characters probably have a limited amount of time to clear the unsuspecting populace out of the way. Doomgrinder reaches Ery Crossings on the eighth day of its journey, traveling at a rate of 30 miles per day.

The Evacuation

If the characters reach Ery Crossings before Doomgrinder, the festival is at its height — business deals are largely complete, and the assembled people are committed to a good time. Men and women dance among the bright tents to the music of bards and small bands, and drink is abundant. As the characters move through the area, happily intoxicated merchants, barge operators, peasants and entertainers encourage them to join the fun. As she dances by, a young woman in the silk skirts of a noble calls, "For the next three days, there'll be more booze and less clothes here than anywhere else in the Flanaess!" If the characters were sidetracked and Doomgrinder has preceded them, the young woman is instead wandering in a daze through a scene of horrendous destruction.

Should the characters look for someone in charge, they are propositioned by the first 1d4+1 people they ask. Eventually, either by rebuking the advances of intoxicated NPCs or by moving on to another potential source of information, the party is directed to one of three people. (The DM can pick a specific character, or roll 1d6 to determine which one: 1–2: Leigh Guillett; 3–4: "Stumpy" Stumblefoot; 5–6: Derek Ravenclaw.) If the characters split up and ask more than one person who's in charge, they may be directed to different people.

If Dehtyn and his master were sent ahead to warn the City of Greyhawk, the players may be puzzled that no one seems to have been warned; one of the people they talk to says that she vaguely remembers a couple of messengers carrying on about something, but that they got impatient and left. "They were real sour-pusses," the nonplayer character adds.

DM's Note: It is possible that players come up with suggestions similar to, identical to, or better than the ones made by the nonplayer characters here. If so, the NPCs help rescue the villagers. Similarly, if the characters decide to go along with a plan suggested by a nonplayer character, the DM should give the heroes a central role.

Leigh Guillett: This blond-haired, serious-minded woman is the leader of a group of mercenaries who work for an Urnst merchant. Leigh wears her hair so that it covers most of the left side of her face, hiding the arcane symbol that an evil mage branded into her flesh when she was captured by him years ago. In combat, she sweeps the hair out of her eye; characters with the spellcraft proficiency, or wizards specializing in conjuration or summoning magic recognize the brand as a sigil commonly used in summoning and controlling certain types of lower-planar creatures. On this day, Leigh is leaning against a post on the porch in front of the Open Hearth Inn, watching the revelers with a detached look on her face. She is stone-sober and armed.

When the characters first approach her, Leigh dismisses them as raving drunks. If they convince her that they aren't drunk or crazy (accomplished by remaining calm and explaining what is happening), she believes their story. "I've seen a lot of strange things since I left home, and a huge juggernaut is nowhere near the strangest," she says. She asks them how she can help, but if it becomes clear that Doomgrinder will reach Ery Crossings within the next day, and that the fair is unfolding directly in its path, she immediately gathers her 20 men-at-arms. Most are slightly tipsy — only the combat mage their

boss hired is too drunk to be useful — but they sober up quickly as she snaps orders.

Leigh's priority is to get her boss and his goods out of harm's way, but once this is done (which takes about an hour), she gladly lends her mercenaries for the work of evacuating people and property. Leigh also suggests that they talk to Derek Ravenclaw, the owner of the inn where she is staying. She's gotten the impression from locals that he is a retired adventurer, and he might expedite efforts to keep the drunken partiers from losing too much property and their lives.

If the characters show no initiative in organizing an ordered evacuation of the fair, Leigh and her group seize it. Her employer notifies other merchants who rapidly pack their tents and wares. Leigh's men-at-arms, as well as other caravan guards, do their best to keep the drunken revelers from getting hostile about having their fun interrupted, and to keep the evacuation effort from devolving into a disorganized panic.

As the evacuation is underway, Leigh approaches the characters and asks if anyone has tried to stop the juggernaut. She thinks an attempt must be made to stop it as soon as possible, preferably before it reaches Ery Crossings, but certainly before it reaches the City of Greyhawk, only 40 miles west of Ery Crossings. Leigh hopes that Doomgrinder may drown in the Ery River, although from the descriptions, she thinks Doomgrinder may just lumber into the water and emerge on the other side. She suggests that someone board the juggernaut by riding out to meet it, then leaping from horseback onto the juggernaut itself and finding a way in. She offers to gather all the warriors who are also expert horsemen (4d6 of the caravan guards) to join the characters in an effort to board the juggernaut in this fashion; if enough people try, they should be able to cause a distraction large enough to give the heroes a chance of boarding. (See Part Three for how this plan might be executed.)

"Stumpy" Stumblefoot: This halfling thief heads up a troupe of 15 bards, actors, dancers and magicians performing for the fair. Stumpy is a wildly popular stage magician who performs everything from card tricks to illusions involving disappearing horses, with minor assistance from a couple of the sexier female bards who look good in skimpy outfits and are skilled with minor illusion magic. Between performances, Stumpy wanders through the fair, augmenting his troupe's income by relieving the drunker revelers of their cash. (His nickname is a reflection of the fact that he is short, even for a halfling.)

Stumpy initially thinks the characters are kidding when they tell him a giant juggernaut is heading straight for the village. He looks thoughtful for a moment, then shakes his head and says, "No. No, that's not funny at all. Here's a better one: A gnom, a goblin and a priest of Cuthbert are stranded on a desert island. . . ." He starts to tell a rambling joke, going on until interrupted. When they make it clear they are serious, he says, "Oh! I thought you were auditioning for the troupe!"

As soon as he understands the threat, he calls his troupe together. He orders the most skilled and charismatic of the bards and dancers in the troupe to start a seemingly impromptu performance near the largest beer tent, and once a crowd has gathered to lead it away from the fair. If any of the heroes identify themselves as bards — or if they display their profession openly — Stumpy recruits them to help with the performance that will lead the people to safety. He directs the rest of his people to tell the other performers at the fair about the approaching danger, so that they can gather their gear and get out of

Ery Crossings, joining the efforts to lead the revelers away peacefully.

Stumpy isn't sure who is who among the merchants, but he suggests that they seek out Derek Ravenclaw at the Open Hearth Inn. Stumpy knows that Derek owns the place, and that as a local, he can probably identify the merchants and any local traders who would want to get their tents and livestock out of the way. Derek can see to it that the other business people in the village get their clientele out of their establishments.

Stumpy and his people do not take part in any efforts to board Doomgrinder, though they watch such attempts from nearby hilltops. Over the next year, the central Flanaess is flooded with new songs and epic poems chronicling the heroes' roles in any boarding attempt, whether successful or not.

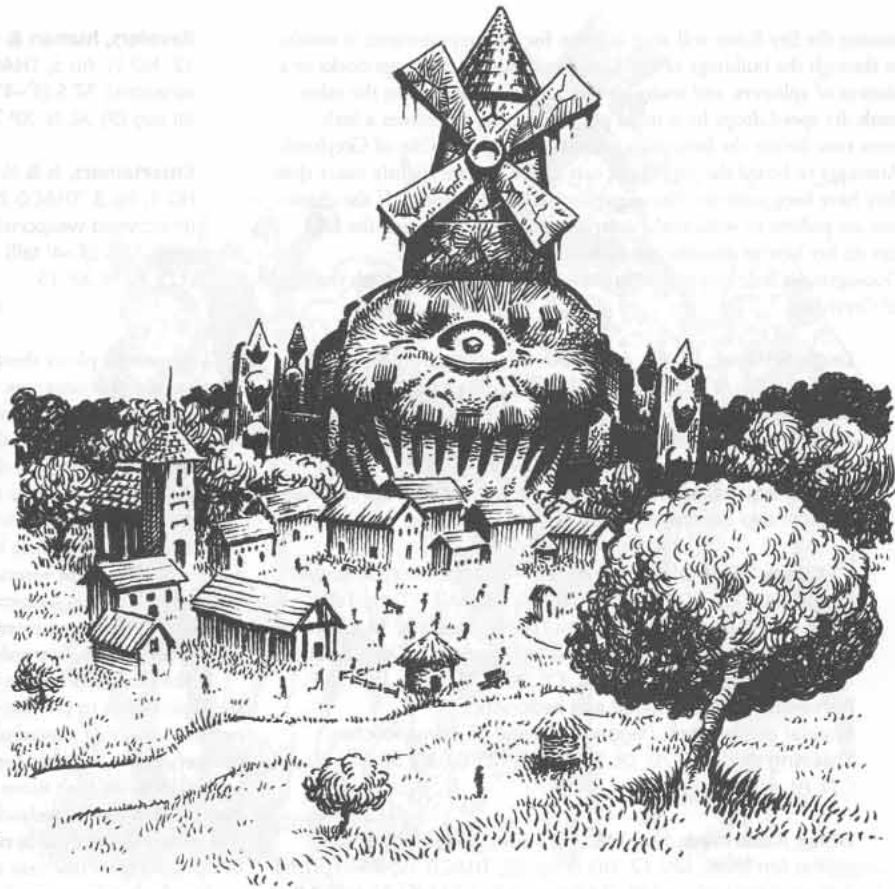
Derek Ravenclaw: Derek is a former adventuring wizard who used the money from his final quest to build the Open Hearth Inn. The inn has a cozy common room, features wine, ale and food of fair quality, has comfortable rooms, and even has "companions" available for lonely travelers who want to spend the night with someone. Since settling in Ery Crossings five years ago, Derek has emerged as the community leader, as he is considered scrupulously honest by other business folk and local shepherds alike.

Despite being an innkeeper, Derek isn't the most sociable individual in town, leaving most dealings with customers to his employees. However, when a problem arises, he resolves it swiftly and fairly, hence his reputation.

Derek immediately swings into action when he hears the story. He orders his staff to alert everyone currently in their rooms to start packing, and sets the staff to packing the belongings of anyone out celebrating. If there is an obvious mage in the party, he asks that character to help him pack up his study. (If no character is obviously a mage, Derek asks if there is one in the party, and explains why he asks.) He says that he himself does not know any spells that will be useful in stopping the juggernaut, but once his study has been packed up and his staff has moved it to a safe location, he will use the few useful spells (*charm* spells, if a character asks) he has memorized to calm anyone interfering with the evacuation.

Derek has a sophisticated laboratory in his study. A wizard character making a successful spellcraft proficiency check recognizes it as devoted to the study of alteration and abjuration magic. If asked, Derek does not explain what exactly he is researching, but gets evasive, instead gathering a selection of papers, odd materials and a large blue sapphire. He shoves them into a knapsack, apparently trying to shield them from view. If asked what the items are, he says they're just spell components — but he says it a bit too quickly.

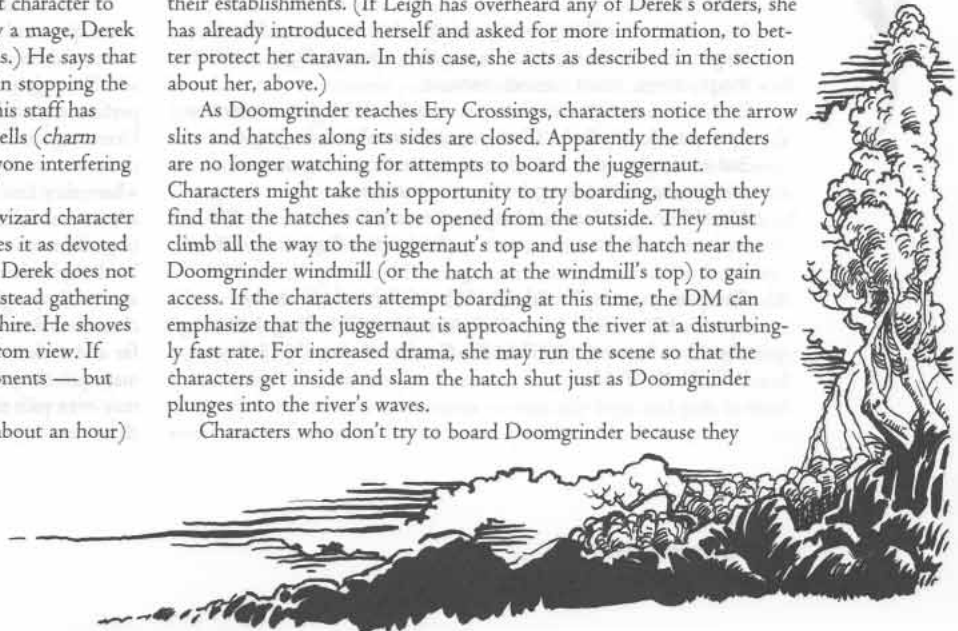
Once the laboratory has been packed (which takes about an hour)

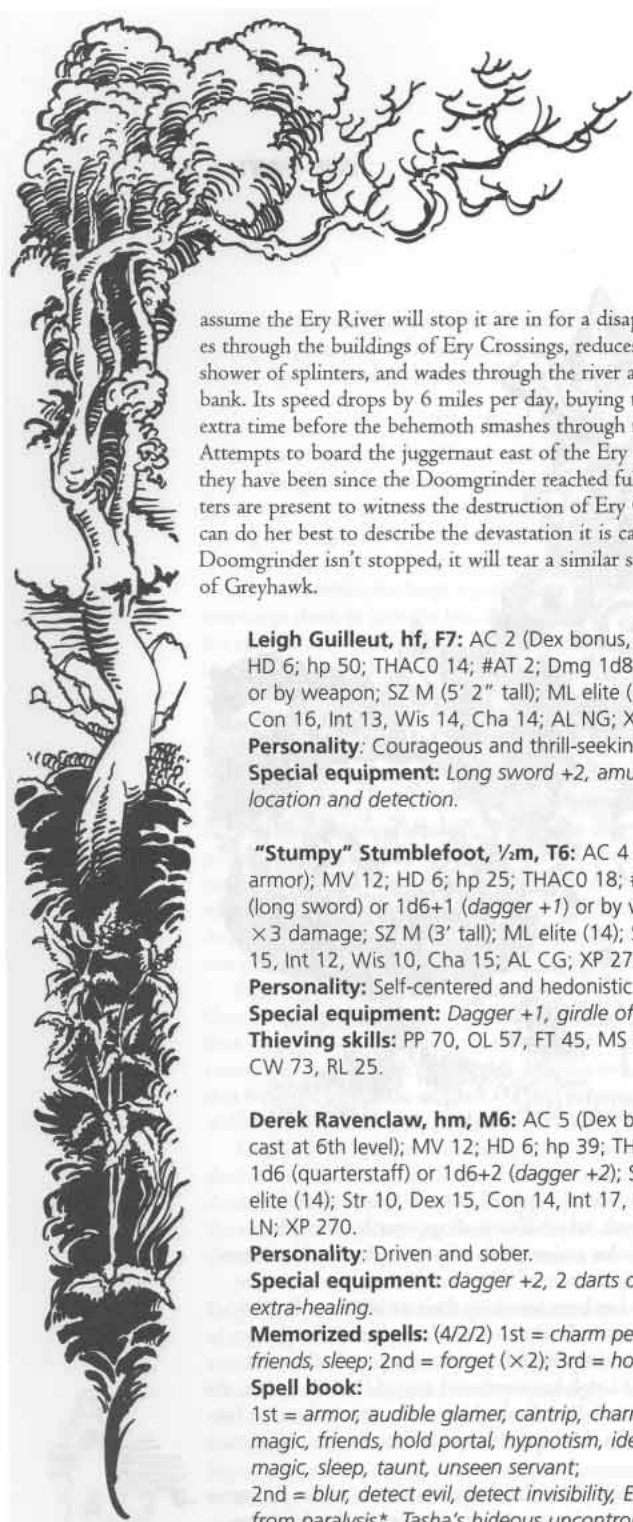


and a pair of employees are taking it all away to safety — with the exception of the knapsack, which Derek slings over his shoulder — the retired wizard lends his assistance to whatever plan the characters formulate for evacuating the rest of the town. If they have none, he turns to Leigh — who has been watching their activities with mild curiosity from her front-porch seat — introduces her to the characters, and then vanishes to help his fellow business people clear out their establishments. (If Leigh has overheard any of Derek's orders, she has already introduced herself and asked for more information, to better protect her caravan. In this case, she acts as described in the section about her, above.)

As Doomgrinder reaches Ery Crossings, characters notice the arrow slits and hatches along its sides are closed. Apparently the defenders are no longer watching for attempts to board the juggernaut. Characters might take this opportunity to try boarding, though they find that the hatches can't be opened from the outside. They must climb all the way to the juggernaut's top and use the hatch near the Doomgrinder windmill (or the hatch at the windmill's top) to gain access. If the characters attempt boarding at this time, the DM can emphasize that the juggernaut is approaching the river at a disturbingly fast rate. For increased drama, she may run the scene so that the characters get inside and slam the hatch shut just as Doomgrinder plunges into the river's waves.

Characters who don't try to board Doomgrinder because they





assume the Ery River will stop it are in for a disappointment; it smashes through the buildings of Ery Crossings, reduces the barge docks to a shower of splinters, and wades through the river and up on the other bank. Its speed drops by 6 miles per day, buying the heroes a little extra time before the behemoth smashes through the City of Greyhawk. Attempts to board the juggernaut east of the Ery are slightly easier than they have been since the Doomgrinder reached full speed. If the characters are present to witness the destruction of Ery Crossings, the DM can do her best to describe the devastation it is causing; if Doomgrinder isn't stopped, it will tear a similar swath through the City of Greyhawk.

Leigh Guilleut, hf, F7: AC 2 (Dex bonus, chain mail); MV 12; HD 6; hp 50; THACO 14; #AT 2; Dmg 1d8+2 (*long sword* +2) or by weapon; SZ M (5' 2" tall); ML elite (14); Str 14, Dex 17, Con 16, Int 13, Wis 14, Cha 14; AL NG; XP 975.

Personality: Courageous and thrill-seeking.

Special equipment: *Long sword* +2, *amulet of proof from location and detection*.

"Stumpy" Stumblefoot, ½m, T6: AC 4 (Dex bonus, leather armor); MV 12; HD 6; hp 25; THACO 18; #AT 1; Dmg 1d8 (*long sword*) or 1d6+1 (*dagger* +1) or by weapon; SA backstab ×3 damage; SZ M (3' tall); ML elite (14); Str 11, Dex 18, Con 15, Int 12, Wis 10, Cha 15; AL CG; XP 270.

Personality: Self-centered and hedonistic.

Special equipment: *Dagger* +1, *girdle of many pouches*.

Thieving skills: PP 70, OL 57, FT 45, MS 63, HS 50, HN 20, CW 73, RL 25.

Derek Ravenclaw, hm, M6: AC 5 (Dex bonus, *armor* spell cast at 6th level); MV 12; HD 6; hp 39; THACO 19; #AT 1; Dmg 1d6 (*quarterstaff*) or 1d6+2 (*dagger* +2); SZ M (5' 3" tall); ML elite (14); Str 10, Dex 15, Con 14, Int 17, Wis 12, Cha 16; AL LN; XP 270.

Personality: Driven and sober.

Special equipment: *dagger* +2, 2 *darts of homing*, *potion of extra-healing*.

Memorized spells: (4/2/2) 1st = *charm person*, *color spray*, *friends*, *sleep*; 2nd = *forget* (×2); 3rd = *hold person*, *suggestion*.

Spell book:

1st = *armor*, *audible glamer*, *cantrip*, *charm person*, *detect magic*, *friends*, *hold portal*, *hypnotism*, *identify*, *light*, *read magic*, *sleep*, *taunt*, *unseen servant*;

2nd = *blur*, *detect evil*, *detect invisibility*, *ESP*, *scare*, *protection from paralysis**, *Tasha's hideous uncontrollable laughter*;

3rd = *dispel magic*, *hold person*, *protection from normal missiles*, *sepia snake sigil*, *slow*, *suggestion*.

*Spell from the *Tome of Magic* accessory. If desired, the DM can replace it with an appropriate spell from the *Player's Handbook*.

Caravan guards, hm&f, F1 (56): AC 7 (studded leather armor); MV 12; HD 1; hp 7; THACO 20; #AT 1; Dmg 1d8 (*long sword*) or by weapon; SZ M (5'–6' tall); ML avg (10); Int very (11); AL N; XP 15.

Revelers, human & other m&f, 0-level (256): AC 10; MV 12; HD ½; hp 3; THACO 20; #AT 1; Dmg 1d2 (*improvised weapons*); SZ S (3'–4' tall) and M (5'–6' tall); ML unreliable (4); Int avg (9); AL N; XP 7.

Entertainers, h & ½ m&f, B1 (30): AC 8 (Dex bonus); MV 12; HD 1; hp 8; THACO 20; #AT 1; Dmg 1d4 (*daggers*) or 1d2 (*improvised weapons*); SA & SD bard abilities and one 1st-level spell; SZ S (3'–4' tall) and M (5'–6' tall); ML steady (11); Int very (12); AL N; XP 15.

Recurrence

If Doomgrinder plows through Ery Crossings, the village is rebuilt as the tiny hamlet it once was. The barge docks and ferry landings are reconstructed within 6 months, but none of the inns or taverns are rebuilt. Caravans camp on the Ery's opposite bank, as rumors circulate of phantoms haunting the destroyed village. The hillfolk become more insular and once again take their wool directly to Greyhawk to sell. On the other hand, if the characters stop Doomgrinder before it destroys the town — but after they have warned the townspeople of its approach — the next several annual fairs are dedicated to their honor, and if the characters happen by, they have almost two weeks' worth of free food, lodging and entertainment of virtually any kind they want, along with more hero worship than they can handle.

If the characters behave efficiently or bravely in Leigh's presence, she invites them to join her mercenary band. While the current assignment — escorting a merchant caravan to Seltaren — appears dull on the surface, she says that her employer has several powerful enemies, which is why he can't move his goods through the port of Leukish but must instead travel overland. Defending caravans from bandit attacks and becoming involved in rivalries among Urnst merchants are the least of the adventures that may arise from an association with Leigh.

For the last few years, Leigh has used her *amulet of proof against location and detection* to hide from the wizard who prepared her for use in his summoning ritual, but shortly after befriendng the characters and telling them the story of her capture and branding, she loses the *amulet*. The evil wizard finds her quickly, and his followers abduct her. The characters may become involved in a quest to save their friend, perhaps stopping a mad wizard from throwing open the gates to the lower planes.

If the characters successfully stop Doomgrinder, or are involved in some spectacular attempt to do so, Stumpy and his troupe make a minor industry of writing heroic ballads and epic poems about them and Doomgrinder. Stumpy and his troupe's travel pattern sees them performing at fairs from Celene through Greyhawk, the Duchy of Urnst, and as far east as Duntide River and Rel Mord. They spend their winters in the City of Greyhawk or Rel Mord, depending on where they find themselves in the fall. The winter after this adventure, the troupe stays in the City of Greyhawk, and the characters may run into them again. While they're in the same area, the bards try to keep tabs on the characters, and may even follow them around, hoping for more things to write songs about. Even if the characters don't encounter the troupe again, their reputation is carried far and wide by its members and the songs they create. Other bards may seek the party out for source material for their own songs, and may even join the party. This is the perfect excuse for fitting in a new character, or perhaps a way for the DM to introduce an apparently

friendly nonplayer character who is actually a spy for an enemy.

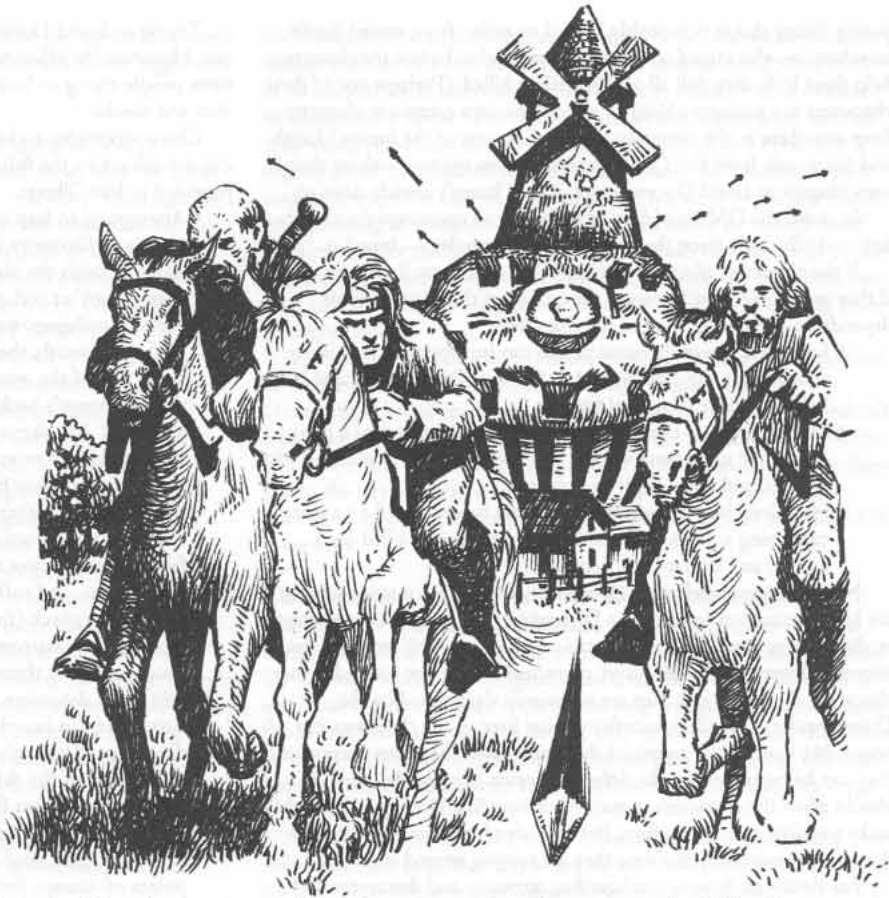
The likelihood of a reappearance of Derek Ravenclaw is remote. Derek spends most of his time doing magical research, rarely socializes with anyone, and never leaves Ery Crossings. He ended his adventuring career when his adventuring companion and lover, Gem, was turned into one of her namesakes by a strange creature of great power whom the party inadvertently crossed. Derek now devotes most of his time to finding a way to undo the curse on Gem; the large blue sapphire and the notes he concealed were his *polymorphed* companion and his research notes. He feels guilty because he thinks he should have recognized the danger to the party, as he was supposedly their magical expert, and because Gem had tried to talk the group out of entering that particular dungeon in the first place. Now he wishes to find the answer himself, without the aid of other mages.

If Derek comes to think of the characters as trustworthy and skilled adventurers (assuming they behave as such), he may recruit them to help uncover information on the monster who cursed his love. In this case, he hires the characters to search a distant dungeon for a library rumored to have been hidden away by a mad wizard. This might be the opportunity for the DM to work in some of those deadly dungeons she's been itching to run the characters through. Alternatively, the being who cursed Gem may somehow be related to the wizard who was preparing Leigh to serve as a component in his summoning ritual. This way, the DM can incorporate Derek and Leigh into an adventure of her own design.

THE LAST LEG

Once it crosses the Ery River, Doomgrinder starts rolling over the farms, country estates, and roadside settlements scattered across the Plain of Greyhawk. Ery Crossings and the Ery River have caused its speed to drop to 24 miles per day, and there are enough obstacles now to keep it at this speed. Word is spreading among the populace, and if the characters are ahead of Doomgrinder, they find people are already abandoning their homes and leading their livestock out of danger.

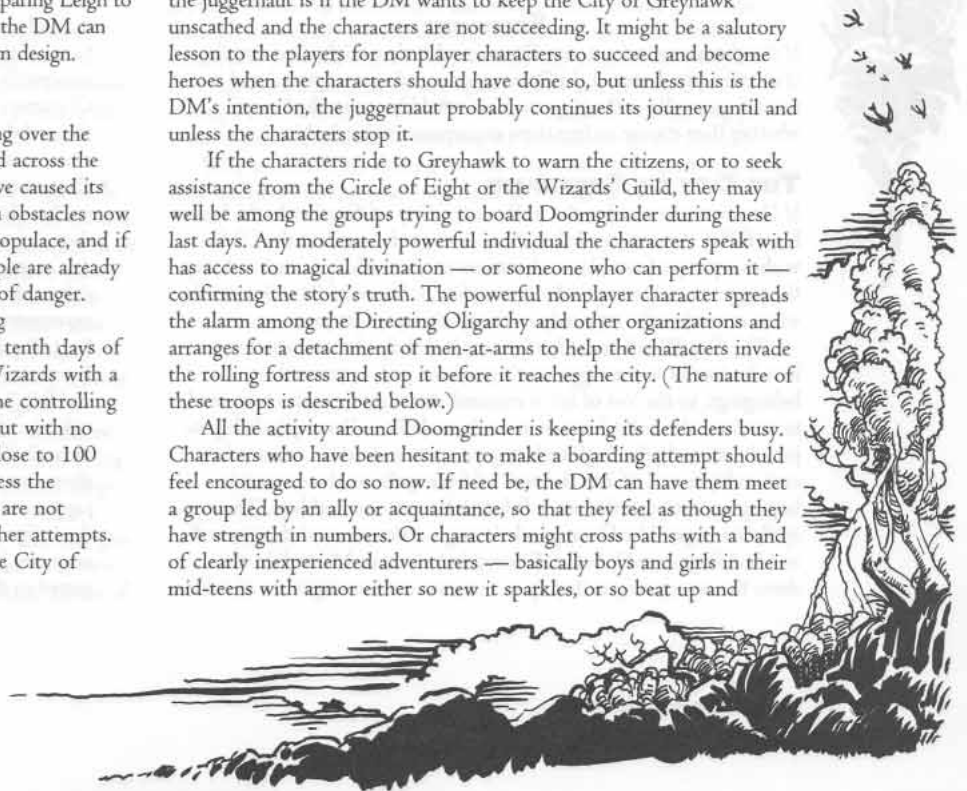
A number of adventuring bands have gathered along Doomgrinder's expected path, and during its ninth and tenth days of travel, many attempts to board and stop it are made. Wizards with a couple of *magic missiles* at their disposal, and even some controlling *spheres of annihilation*, use their magic on the juggernaut with no effect. Groups of warriors ranging in size from 12 to close to 100 assault the moving fortress, but all are unsuccessful unless the characters are involved. Nonplayer characters' attempts are not organized by an overall strategy or coordinated with other attempts. More organized plans are being made around and in the City of Greyhawk, in preparation for the worst.

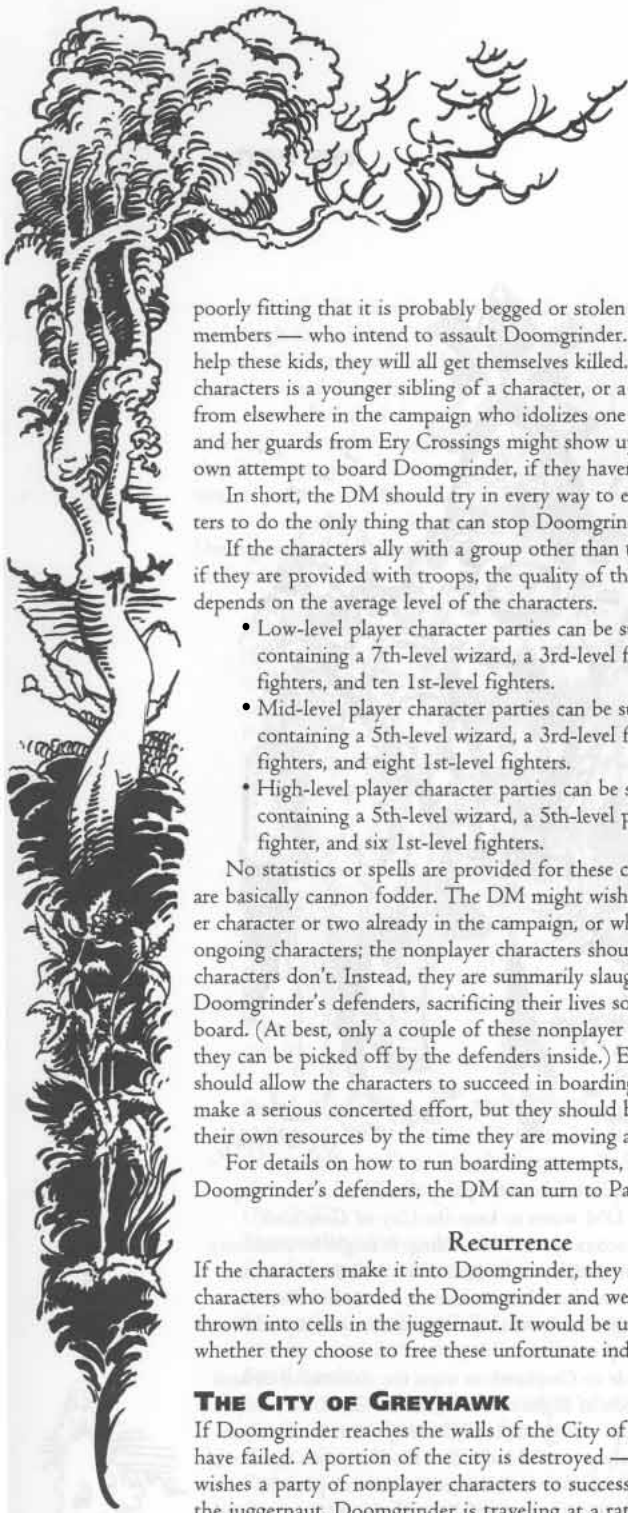


The only way a nonplayer-character party should be able to stop the juggernaut is if the DM wants to keep the City of Greyhawk unscathed and the characters are not succeeding. It might be a salutary lesson to the players for nonplayer characters to succeed and become heroes when the characters should have done so, but unless this is the DM's intention, the juggernaut probably continues its journey until and unless the characters stop it.

If the characters ride to Greyhawk to warn the citizens, or to seek assistance from the Circle of Eight or the Wizards' Guild, they may well be among the groups trying to board Doomgrinder during these last days. Any moderately powerful individual the characters speak with has access to magical divination — or someone who can perform it — confirming the story's truth. The powerful nonplayer character spreads the alarm among the Directing Oligarchy and other organizations and arranges for a detachment of men-at-arms to help the characters invade the rolling fortress and stop it before it reaches the city. (The nature of these troops is described below.)

All the activity around Doomgrinder is keeping its defenders busy. Characters who have been hesitant to make a boarding attempt should feel encouraged to do so now. If need be, the DM can have them meet a group led by an ally or acquaintance, so that they feel as though they have strength in numbers. Or characters might cross paths with a band of clearly inexperienced adventurers — basically boys and girls in their mid-teens with armor either so new it sparkles, or so beat up and





poorly fitting that it is probably begged or stolen from retired family members — who intend to assault Doomgrinder. Unless the characters help these kids, they will all get themselves killed. (Perhaps one of these characters is a younger sibling of a character, or a nonplayer character from elsewhere in the campaign who idolizes one of the heroes.) Leigh and her guards from Ery Crossings might show up, too, making their own attempt to board Doomgrinder, if they haven't already done so.

In short, the DM should try in every way to encourage the characters to do the only thing that can stop Doomgrinder — board it.

If the characters ally with a group other than those listed above, or if they are provided with troops, the quality of these companions depends on the average level of the characters.

- Low-level player character parties can be supported by a party containing a 7th-level wizard, a 3rd-level fighter, three 2nd-level fighters, and ten 1st-level fighters.
- Mid-level player character parties can be supported by a party containing a 5th-level wizard, a 3rd-level fighter, two 2nd-level fighters, and eight 1st-level fighters.
- High-level player character parties can be supported by a party containing a 5th-level wizard, a 5th-level priest, a 3rd-level fighter, and six 1st-level fighters.

No statistics or spells are provided for these characters because they are basically cannon fodder. The DM might wish to include a nonplayer character or two already in the campaign, or who will later become ongoing characters; the nonplayer characters should not succeed if the characters don't. Instead, they are summarily slaughtered by the Doomgrinder's defenders, sacrificing their lives so the characters can board. (At best, only a couple of these nonplayer characters survive, and they can be picked off by the defenders inside.) Essentially, the DM should allow the characters to succeed in boarding Doomgrinder if they make a serious concerted effort, but they should be forced back onto their own resources by the time they are moving around inside.

For details on how to run boarding attempts, and descriptions of Doomgrinder's defenders, the DM can turn to Part Three.

Recurrence

If the characters make it into Doomgrinder, they might find nonplayer characters who boarded the Doomgrinder and were captured and thrown into cells in the juggernaut. It would be up to the heroes whether they choose to free these unfortunate individuals.

THE CITY OF GREYHAWK

If Doomgrinder reaches the walls of the City of Greyhawk, the heroes have failed. A portion of the city is destroyed — unless the DM wishes a party of nonplayer characters to successfully board and stop the juggernaut. Doomgrinder is traveling at a rate of 24 miles per day when it reaches the city early in the tenth day of its journey.

The City Watch and other citizens have helped those who live or have businesses in the juggernaut's projected path evacuate their belongings, so the loss of life is minimal. Attempts have also been made to reinforce the walls: Earthen mounds are built in Doomgrinder's projected path and piled high with wagons, carts and debris; wizards have cast multiple *wall of iron* and *wall of force* spells on these mounds, hoping against hope that what failed earlier may succeed here. Their spells are negated by Doomgrinder's magic resistance, and the city walls and buildings crumble before Doomgrinder's mass. Meanwhile, the derro fire on any targets they spot, and pour out burning oil to start fires.

Trying to board Doomgrinder in Greyhawk is extremely dangerous. However, the effectiveness of the defending derro is reduced, since people trying to board the juggernaut are hidden by buildings, dust and smoke.

Characters trying to board Doomgrinder as it plows through the city are subject to the following rules, which modify the guidelines provided in Part Three:

- Attempting to leap onto the juggernaut from the city walls requires a Dexterity check (to retain balance as Doomgrinder slams through the wall) followed by a jumping proficiency check. If either roll is failed, the hero tumbles to the ground as the wall collapses, suffering 6d6 points of damage. Once on top of the behemoth, the characters can access it through the hatch at the top of the windmill or the hatch behind the windmill on the juggernaut's back. However, as they approach either of these, a party of 2d6 derro defenders emerge. The characters must battle them before entering the juggernaut.
- Attempting to leap from a building onto the juggernaut as it passes requires either a saving throw vs. paralyzation (if the character leaps from a building the juggernaut is demolishing; a failed save indicates the character is struck by debris, caught in the collapse, and suffers 6d6 points of damage), or a jumping proficiency check (for characters on a building that Doomgrinder narrowly misses). Characters who successfully board can enter through the hatch at the windmill's top, though 2d6 derro defenders emerge to defend the entrance.
- Attempting to board Doomgrinder from the ground is extremely dangerous. Although all attack attempts from the derro are at -2 because of the debris and smoke, the characters run an increased risk from falling stone, timber or brick. For each round of movement along the juggernaut, or of climbing its outside walls, they must roll saves vs. paralyzation or suffer 1d6 points of damage from falling objects. Characters who suffer 6 points of damage must roll Strength checks or lose their grip and fall. Characters can either enter the juggernaut by climbing through one of the defensive positions (as described in Area 1 of Geomorph 1, on page 33), or they can use the hatches at the windmill's top or behind the windmill on the juggernaut's back. Characters approaching in this manner don't have to worry about defenders until they enter the juggernaut, since the derro may not see them ascending.
- Characters keeping pace with Doomgrinder notice that when it reaches the edge of the River Quarter, the derro defenders stop shooting and seal their defensive openings. If the heroes choose this moment to board, they still risk being struck by falling debris: they must roll saves vs. paralyzation for each round of movement beside the juggernaut or climbing its exterior, or suffer 1d6 points of damage by being struck. Characters who suffer 6 points of damage must roll Strength checks or lose their grip and fall. Unlike attempting to board Doomgrinder earlier in its trek, the characters must climb all the way to the top and enter through the hatch located there. As they do this, the DM may allow one of the characters an Intelligence check to realize the juggernaut is going to plunge into the Selintan shortly — if they don't figure this out on their own; the derro have sealed themselves in, just as they did before entering the Ery River. As suggested in the "Ery Crossings" section, the DM may heighten the

drama of boarding attempts at this time by having the characters get through the top hatch and slam it shut just as the juggernaut plunges into the river.

Where Does Doomgrinder Enter the City?

This can be decided by the DM, perhaps based on an area she hasn't developed yet — or in an area she wishes to redevelop. Although the exact entry point (or even if it enters at all) is not important for the greater GREYHAWK campaign, the most likely path of Doomgrinder takes it through one of the most affluent portions of the city, thus a portion that is likely to be rebuilt in a relative hurry. DMs with access to the map in *The Adventure Begins* (TSR #9577, 1998) or the old *City of Greyhawk* boxed set (TSR #1043, 1989) can chart the path exactly based on the following information:

Doomgrinder crashes through the city wall, and into the small fortress of the Inspector of Taxes Glodreddi Bakkanin — an occurrence many residents will consider just desserts. It mows down a number of other buildings until driving straight through the middle of Org Nenshen's modest mansion. (Org is guildmaster of the city's thieves' guild, so this may again be construed as poetic justice.) Several more mansions and fine taverns and shops are destroyed, and then Doomgrinder narrowly misses the Courts of Justice, demolishing a section of the city jail. It smashes through more buildings, grinds through the deserted stalls of High Market and continues onward, entering the Garden Quarter and narrowly missing the Sacred Temple of Saint Cuthbert (something Cuthbertians claim as proof that their temple is the most powerful in the city), and eventually reaching the River Quarter, where it smashes through the wall and rolls down a small bluff. It grinds through riverside warehouses and dockfront taverns and inns to crash into Zagig's Bridge, destroying it, and plunge into the Selintan River. (By the time the juggernaut reaches the River Quarter, the derro stop fighting and seal the arrow slits and other openings, as described in the section above.)

Recurrence

If Doomgrinder makes it to Greyhawk without being stopped, a major disaster has struck the city. Doomgrinder's passage has left hundreds of people homeless, and may well have destroyed locations dear to the hearts of characters. Worse, the derro started fires in the city, which must be stopped lest even more of the Gem of the Flanaess be lost.

While the good citizens of Greyhawk willingly work together to save their city, less pure-hearted individuals take advantage of the situation. Thieves target the belongings and goods of those displaced by Doomgrinder, because, while City Watchmen are assigned to watch the warehouses where the items have been stored (by order of the Lord-Mayor, and free of charge to the owners) the city fires cause many Watchmen to leave their posts and lend a hand with bucket brigades, or to form a cordon around a wizard so the milling crowds don't accidentally disrupt the casting of a pyrotechnics spell. Characters who have given up on the juggernaut can help minimize the damage caused by its passing by helping put out fires, defending people's belongings or homes against looters, or using clerical magic or healing proficiencies to ease the injured.

In the following months, new buildings are erected. This can give rise to a number of adventures, as the heroes can be hired to secure the harvesting and safe return of rare woods from a distant corner of

the Flanaess for a rich citizen, or they may be present when workers disturb the rest of a lich or other powerful undead being who, tired of its undead state, interred itself beneath the cellar of what became its descendants' home. The characters must then destroy the undead individual, or perhaps merely convince it to return to its rest. For a slightly more complicated spin on this scenario, the awakened spirit possesses either the current resident of the home, or perhaps a character, intending to complete some unfinished task or to revenge itself on the creatures that awakened it; this may push the characters to follow Doomgrinder, though none of them (not even the possessed one) need to know that the suggestion to pursue the derro is coming from an angry undead.

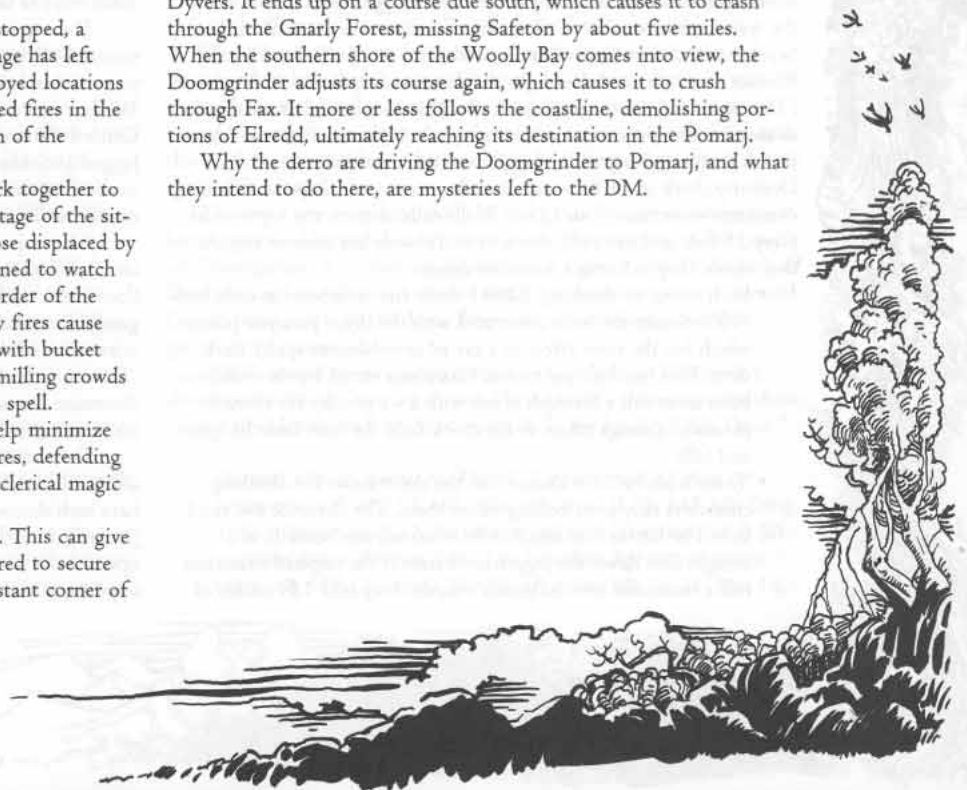
Eventually, the resilient populace rebuilds the demolished portion of their city and replaces the fallen bridge. Within a year, Doomgrinder's passage is remembered mostly in bardic songs and tall tales told in beer halls and taverns throughout the city and across the Flanaess. If the characters played a major role in minimizing the damage to the city, or were seen engaged in a particularly spectacular attempt at stopping Doomgrinder, perhaps they too are mentioned in these tales.

CONTINUING THE TREK OF DOOMGRINDER

Although the characters have failed to stop Doomgrinder before it struck Greyhawk, they may still try to stop it; city officials (or possibly Celdon Fallow, who originally hired the characters if the DM used that beginning), may request that they try again. There are many farms and small villages between the City of Greyhawk and the shores of the Nyr Dyv. Although those settlements are evacuating, officials hope to stop the monstrous vehicle before it destroys valuable crops and products.

Characters who continue to pace Doomgrinder witness many failed attempts to assault and board it, as it heads due west toward the Nyr Dyv. When it gets within 12 miles of the shore, Doomgrinder changes direction, for a time appearing to turn toward Dyvers. It ends up on a course due south, which causes it to crash through the Gnarly Forest, missing Safeton by about five miles. When the southern shore of the Woolly Bay comes into view, the Doomgrinder adjusts its course again, which causes it to crush through Fax. It more or less follows the coastline, demolishing portions of Elredd, ultimately reaching its destination in the Pomarj.

Why the derro are driving the Doomgrinder to Pomarj, and what they intend to do there, are mysteries left to the DM.





PART THREE: THE BELLY OF THE BEAST

This part of the module describes most of Doomgrinder and its inhabitants. It is to be used when the characters try to board the juggernaut, and after they have managed to get inside and are trying to figure out how to stop its progress.

PENETRATING DOOMGRINDER

Doomgrinder is a rolling fortress, and its defenses are much like a fortress. Its sides are lined with hundreds of arrow slits, through which the derro can fire their crossbows, pour boiling oil, and otherwise perform the actions of a fort's defenders when their walls are attacked. Further, it is possible to seal the juggernaut completely with panels that slide over the openings in response to a command issued from the Control Center.

Characters trying to enter the moving Doomgrinder undertake a nearly impossible endeavor. But since the meat of this adventure — and the key to its successful conclusion — lies inside, smart characters should nonetheless be able to enter. Their tactics should determine how successfully they avoid injury in the process.

From the outside of the juggernaut, it is possible to enter through certain defensive-position openings along its sides, but these are often closed. There are only two (relatively) certain ways in: a hatch on top of the windmill portion, and a hatch on the juggernaut's back toward the rear. To reach either of these, the characters must scale 90 feet of heavily defended walls (and in the case of the windmill an additional 80-foot structure) and then fight the derro waiting inside the hatch. (The entrance from the juggernaut's back and its defenders are detailed as area 3 under the entry for "Geomorph 2: Defensive Positions" later in this chapter.) To grab the juggernaut, the characters must roll a Dexterity check at -1 for every 10 miles per day of its speed. Climbing characters must make four Climb Walls rolls to reach the top — one every 25 feet, and one final check to pull themselves onto its top. As they climb, they risk attack from the derro:

- Each round of climbing, $2d6+1$ derro fire crossbows at each hero (10% chance the bolts are coated with the derro paralytic poison, which has the same effect as a *ray of enfeeblement* spell). Each derro fires one bolt per round. Characters struck by the crossbow bolts must roll a Strength check with a -1 penalty for every 4 points of damage taken. If the check fails, the hero loses his grip and falls.
- There is also a 25% chance that the derro above the climbing characters may pour boiling oil on them. The derro do not need to roll to hit for this attack, which hits anyone beneath, in a straight line down the juggernaut's side. If the targeted characters roll a successful save vs. breath weapon, they take 1d4 points of

damage. If they fail to save vs. breath weapon, they take 3d6 points of damage, and must roll successful Wisdom checks or lose their grips and fall.

- If the characters are climbing Doomgrinder during the day, the derro suffer -2 on all to-hit rolls due to their sensitive eyes.
- If the characters climb simultaneously with a major diversion taking place (a large number of horsemen riding alongside, archers peppering it with arrows, elementals scaling it, *fireballs* hitting it and exploding), only 1d6–1 derro target each hero. (The hull is 100% magic resistant, but the explosive force of a *fireball* can shoot through the arrow slits, killing 1d4 derro.)

When running this section, the DM should highlight the grave danger to the characters rather than attempting to kill them. If they formulate and execute a reasonable plan, it should meet with at least marginal success.


ENCOUNTERS INSIDE DOOMGRINDER

Inside Doomgrinder live 2,000 derro, along with slaves and prisoners. It is impossible to detail here the entire juggernaut and all its inhabitants, but since the characters are likely to roam through the juggernaut — perhaps coming and going several times — the DM needs easy and quick ways to determine who and what the heroes encounter.

Doomgrinder contains 4 decks, each containing homes for common derro, areas where savants and their students live, prisons, torture chambers, kitchens, defensive areas, and warriors' barracks. While Part Four of this adventure describes the Engine Room, Control Center, and the area around the driveshafts that propel the juggernaut, most of the juggernaut's interior is generated by the DM as the characters move through it. Hopefully, this portion of the module will make that task simple.

The map on the inside front cover of this adventure is a representation of Doomgrinder's 4 decks. The number in each box on a level's floor plan corresponds to the label on a geomorph shown on the inside gatefold map, and described on pages 33–37. The arrow indicates the orientation of the section: Match the arrow in a box shown on the "Doomgrinder Interior Layout" map and the arrow on a geomorph to determine the orientation of a section inside the juggernaut. This gives some variety in layout for players mapping Doomgrinder.

On occasion, a corridor or a door shown on one geomorph will abut a solid wall on a neighboring geomorph. The DM can choose to have such doorways be blank walls, or she may choose to have an actual (locked) door there, which when opened reveals a solid wall. A third option is for the doorways to lead into whatever room or space is opposite it in the neighboring geomorph, regardless of how oddly



placed such a door might be.

Each area contains a different mix of derro types. In addition to random encounters in the juggernaut's hallways, each room the characters explore has unique inhabitants. The following tables give DMs the necessary tools to quickly determine encounters, but providing names and personalities for these generic inhabitants is left to the DM, if appropriate to her campaign.

The Population

When Doomgrinder starts its journey, the following are on board:

Derro: Four types of derro live within Doomgrinder — savants, savant students, warriors and noncombatants. Because Doomgrinder is a war machine, and the derro live in a warrior society, there are far more warriors than any other type of derro. The exact derro population breaks down like this:

- 45 savants;
- 100 savant students;
- 1,048 warriors (ranging from war chiefs to standard warriors);
- 567 noncombatants (females, children and the old or infirm).

Derro savants: AC 5 (Dex bonus, derro-hide armor); MV 9; HD 6; hp 30; THACO 15; #AT 1; Dmg 1d4 (hook-fauchards) or by spell; SA & SD spells, standard derro abilities; MR 30%; SZ S (4' tall); ML steady (12); Int genius (17); AL CE; XP 3000.

Notes: The hook-fauchard can pull a man-sized or smaller creature off-balance 25% of the time, forcing that character to spend the next round regaining his balance.

To generate a savant, the DM may use the "Derro Savant Generation System" on page 34.

Derro savant students: AC 5 (Dex bonus, derro-hide armor); MV 9; HD 5; hp 24; THACO 15; #AT 1; Dmg 1d4 (hook-fauchards) or by spell; SA & SD spells, standard derro abilities; MR 30%; SZ S (4' tall); ML steady (12); Int genius (17); AL CE; XP 2000.

Note: To generate a savant student, the DM may use the "Derro Savant Generation System" on page 34.

Derro war chiefs: AC 3 (Dex bonus, buckler, fine derro-hide armor); MV 9; HD 7; hp 47; THACO 13; #AT 1; Dmg 1d4 (spiked bucklers) or 1d6 (aklys); SD standard derro abilities; MR 30%; SZ S (4' tall); ML steady (12); Int exc (15); AL CE; XP 3000.

Notes: The derro spiked buckler improves the derro's AC by 1 against a single opponent. The aklys is a heavy hooked club that can be thrown and retrieved on a leather thong. It has a 1-in-8 chance of pulling a man-sized or smaller opponent off-balance.

Derro lieutenants: AC 5 (Dex bonus, derro-hide armor); MV 9; HD 6; hp 40; THACO 15; #AT 1; Dmg 1d4 (hook-fauchards); SD standard derro abilities; MR 30%; SZ S (4' tall); ML steady (12); Int high (14); AL CE; XP 2000.

Derro veteran warriors: AC 5 (Dex bonus, derro-hide armor); MV 9; HD 4; hp 18 each; THACO 17; #AT 1 or 2; Dmg 1d4

(spiked bucklers) or 1d4 (hook-fauchards), or 1d4 + poison (repeating crossbow); SA & SD standard derro abilities; MR 30%; SZ S (4' tall); ML steady (12); Int high (14); AL CE; XP 1400.

Notes: All derro crossbows are the equivalent of light crossbows that fire two shots per round, hold six bolts and do 1d3 points of damage. The crossbow bolts have been coated with a poison that has the same effect as a *ray of enfeeblement* spell (successful saving throw indicates no poison damage).

Derro warriors: AC 5 (Dex bonus, derro-hide armor); MV 9; HD 3; hp 13; THACO 17; #AT 1; Dmg 1d4 (hook-fauchards); SA & SD standard derro abilities; MR 30%; SZ S (4' tall); ML steady (12); Int high (13); AL CE; XP 975.

Derro noncombatants: AC 8 (Dex bonus); MV 9; HD 1+1; hp 4 each; THACO 19; #AT 1; Dmg 1d2 (improvised weapons) or 1d4 (daggers); SD standard derro abilities; MR 30%; SZ S (4' tall); ML steady (12); Int high (14); AL CE; XP 120.

Killed derro are not replaced. The DM should keep track of how many derro of which kind die during this adventure.

DM's note: The leader of the derro, Delarney Ralim, and his two students — all detailed in Part Four — are included in the total number of savants and students.

Drow: There are two drow on the juggernaut, a mated pair named Elanal and Daneel. Elanal stays in Doomgrinder's Control Center, (described in Part Four) but there is a good chance the characters encounter Daneel wandering through the juggernaut.

Daneel is willowy and stocky for a drow, but he has a deep resonant voice, and those who know him admire his wicked sense of humor. He wears his white hair in a pony tail. He is a skilled swordsman who is fiercely devoted to Elanal, which is why he followed her into exile.

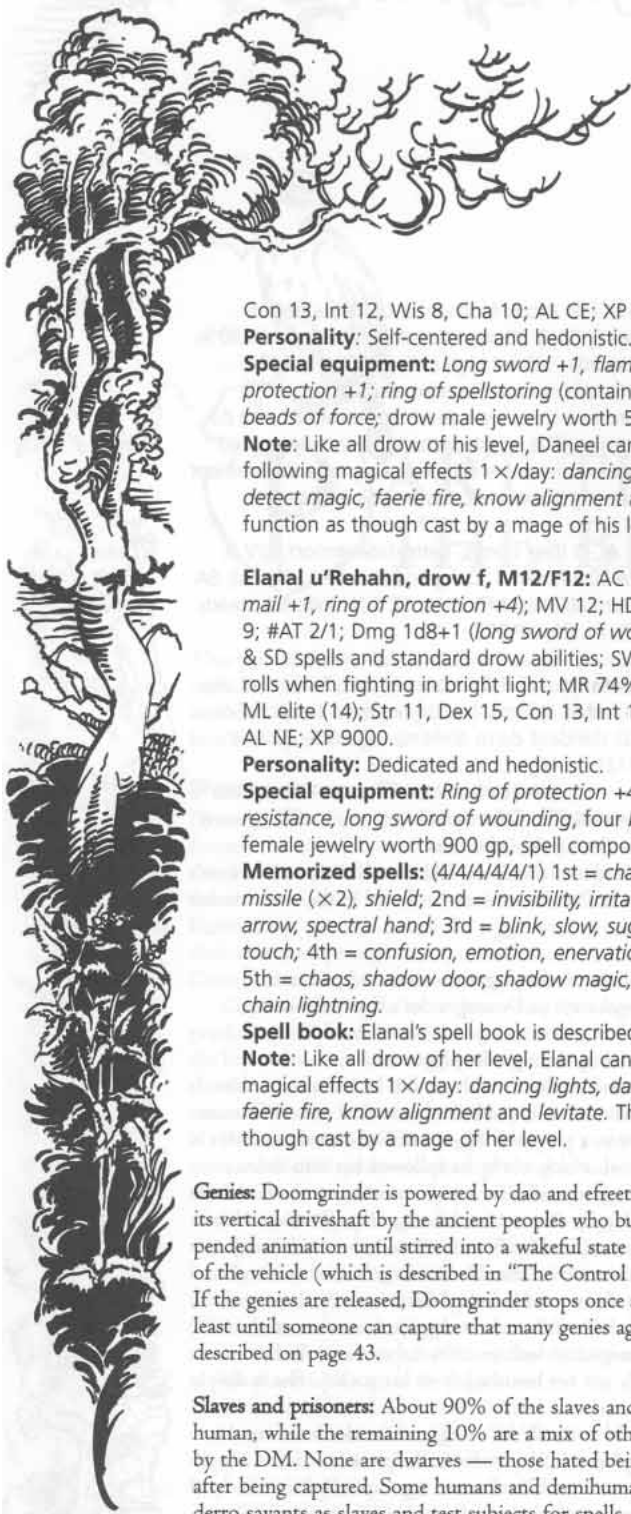
If Daneel is part of a group rolled as a random encounter, he flees from battle as soon as he is able; he does not use his *ring of spellstoring* unless he is in the Control Center. (See Part Four for details about this area.)

Elanal is willowy, even for a drow. She has large amber eyes and flowing white hair that shimmers like new-fallen snow. By drow standards, she is ravishingly beautiful, and she dresses to accentuate that beauty. She prefers to negotiate with enemies rather than kill them, and this tendency eventually got her banished from her society. She is deeply devoted to Daneel.

The drow race would normally be a target of the derro during the last stages of a Uniting War; in that context, the presence of this couple on Doomgrinder is mysterious. Elanal serves a group called the Circle of Darkness, and her alliance with this secret organization protects her and Daneel from attack by the derro. More may be revealed about this group in the future.

DM's note: For more information on the abilities of GREYHAWK drow, see the classic Drow adventures. For additional information on drow, consult the MONSTROUS MANUAL tome under the heading, "Elf, Drow."

Daneel Aeval, drow m, F9: AC 2 (*chain mail +2, ring of protection +1*); MV 12; HD 9; hp 69; THACO 10; #AT 2/1; Dmg 1d8+1 (*long sword +1, flame tongue*) or by weapon; SA & SD standard drow abilities; SW -1 to hit when fighting in bright light; MR 68%; SZ M (5' 2" tall); ML elite (14); Str 15, Dex 14,



Con 13, Int 12, Wis 8, Cha 10; AL CE; XP 7000.

Personality: Self-centered and hedonistic.

Special equipment: *Long sword +1, flame tongue; ring of protection +1; ring of spellstoring* (contains teleport); two *beads of force*; drow male jewelry worth 500 gp.

Note: Like all drow of his level, Daneel can create the following magical effects 1×/day: *dancing lights, darkness, detect magic, faerie fire, know alignment* and *levitate*. They function as though cast by a mage of his level.

Elanal u'Rehahn, drow f, M12/F12: AC 0 (Dex bonus, *chain mail +1, ring of protection +4*); MV 12; HD 9+3; hp 49; THACO 9; #AT 2/1; Dmg 1d8+1 (*long sword of wounding*) or spell; SA & SD spells and standard drow abilities; SW -1 to all attack rolls when fighting in bright light; MR 74%; SZ M (5' 4" tall); ML elite (14); Str 11, Dex 15, Con 13, Int 17, Wis 11, Cha 15; AL NE; XP 9000.

Personality: Dedicated and hedonistic.

Special equipment: *Ring of protection +4, ring of fire resistance, long sword of wounding, four beads of force, drow female jewelry* worth 900 gp, spell components.

Memorized spells: (4/4/4/4/1) 1st = *charm person, magic missile* (×2), *shield*; 2nd = *invisibility, irritation, Melf's acid arrow, spectral hand*; 3rd = *blink, slow, suggestion, vampiric touch*; 4th = *confusion, emotion, enervation, polymorph other*; 5th = *chaos, shadow door, shadow magic, teleport*; 6th = *chain lightning*.

Spell book: Elanal's spell book is described in the appendix.

Note: Like all drow of her level, Elanal can create the following magical effects 1×/day: *dancing lights, darkness, detect magic, faerie fire, know alignment* and *levitate*. They function as though cast by a mage of her level.

Genies: Doomgrinder is powered by dao and efreeti imprisoned within its vertical driveshaft by the ancient peoples who built it. They are in suspended animation until stirred into a wakeful state by the consciousness of the vehicle (which is described in "The Control Center" in Part Four). If the genies are released, Doomgrinder stops once and for all — or at least until someone can capture that many genies again. The genies are described on page 43.

Slaves and prisoners: About 90% of the slaves and prisoners are human, while the remaining 10% are a mix of other races, determined by the DM. None are dwarves — those hated beings are killed shortly after being captured. Some humans and demihumans are used by the derro savants as slaves and test subjects for spells. None are ever armed.

All slaves have been *charmed* by the derro savants. They believe the evil dwarves are their trusted friends, and that the havoc created by the derro is well-deserved vengeance for the atrocities surface-dwellers have committed. The slaves believe their enslavement is a just punishment for the surface world's abuse of the derro. They have no desire to escape, and will not help the characters. If given a chance, they alert the derro to the party's presence.

The prisoners are different. Only 50% of them have been *charmed*, but the rest are too weak or too scared to be of use as a fighting force. The exception to this is if the DM decides that among the captives are some adventurers the characters met while traveling to or pursuing

Doomgrinder. Half of such nonplayer characters are also *charmed*, and all are without equipment or spells.

The exact number of prisoners and slaves is unimportant for the running of this adventure. It is an ever-changing amount and almost all are noncombatants.

Slaves and prisoners, human & other, m&f, 0-level: AC 10; MV 12; HD 1/2; hp 3 ea; THACO 20; #AT 1; Dmg 1d2 (improvised weapons); SZ S (3'-4' tall) & M (5'-6' tall); ML if *charmed, fanatic* (17), if uncharmed, unreliable (2); Int low (7); AL N; XP 7.

Roleplaying and Information Gathering

Some groups will simply kill everything they encounter inside Doomgrinder. Others will take and interrogate prisoners, trying to learn how to stop Doomgrinder that way. Unfortunately, only a few nonplayer characters know how to stop it, and (except for Daneel) they won't be met in any of the encounters described in this section.

Still, characters who try to do things the smart way instead of the hard way deserve credit, and DMs may consider rewarding them if they engage in fine roleplaying with their opponents.

- If the party successfully interrogates a warrior, they learn the Engine Room (in the rear of the juggernaut) is the most important part of running Doomgrinder.
- If the characters successfully interrogate a savant or a savant student (a tough thing to do), they learn that the Control Center is the most important part of the juggernaut, and that they will find the derro leader there, along with two drow who are his allies.
- None of the slaves or noncombatants know anything of use, but they cringe and beg a lot.

The warriors and savants contradict each other, but both are telling the truth. For more information, see Part Five.

GENERAL ENVIRONMENT INSIDE DOOMGRINDER

- The air is thick and musty.
- While Doomgrinder is moving, it is filled with a creaking and grinding sound which imposes -10% to all Hear Noise attempts, but adds +10% to Move Silently rolls.
- Lighting is provided by permanently glowing tiles in every room and placed every 10 feet along the corridors. The result is a soft glow with the intensity of a fairy fire spell.
- All rooms and hallways have 8-foot ceilings. All interior walls and floors are several feet thick. Unlike the outer surface of Doomgrinder, they are not magic resistant.
- Unless expressly stated, no doors are locked during any initial exploration of Doomgrinder. (Once the derro realize there are surface-dwellers on board, or if the characters have been inside the juggernaut recently, this changes.)
- If loud combat takes place in a room or hallway and doors or passageways to neighboring rooms are open, there is a 25% chance that nearby derro come to investigate.

THE SECRETS OF THE DERRO

Scholars believe the derro race came into existence almost two millennia ago, when the leadership of the Suel Imperium approved the creation from dwarven stock of a subject race to serve as miners. Following the Rain of Colorless Fire, the derro escaped to Under-Oerth and have developed a society all their own.

The center of derro society are the savants, magically powerful males who share a direct link with their mysterious gods. The savants rarely perform religious ceremonies, which leads many to believe the savants and the other derro worship no one but themselves. Nothing could be further from the truth, for the relationships between the savants and their patron gods — Diirka and Diinkarazan, the first and second derro, created by the Suel but now ascended to godhood — is far more personal than that of even high priests of many other gods.

The derro typically live in small communities of 30–40, which exist to minister to the needs and desires of the savant who leads them. However, every few decades, the derro gods tell the savants to unite the communities near them under their leadership. After battling for dominance among themselves, the victorious savants then lead the united derro against the rest of the Under-Oerth races. This atmosphere of chaos and strife allows the derro to improve their magical arts, and allows the truly skilled savants to rise to the very top of their society.

After many centuries of these Uniting Wars, a savant finally rose who could control a large number of derro even after the other Under-Oerth races in their vicinity had been defeated. This savant, Delarnev Ralim, led the united derro to the Doomgrinder. He was guided in this by his gods, though they did not reveal their grand purpose for the juggernaut.

Delarnev was warned that a pair of those deadly enemies of the derro, the drow, would come to Doomgrinder and try to deceive him into acting as an unwitting tool to a secret society known as the Circle of Darkness. The goals of the Circle of Darkness were not revealed to Delarnev, but he trusted his gods to explain when the time was right. When the drow arrived, Delarnev pretended to consider their offer of alliance, and now pretends to serve them. He knows that eventually the gods will allow him to smite these racial enemies.

Unfortunately, the heroes get in the middle of things, as they are wont to do.

DOOMGRINDER GEOMORPH DESCRIPTIONS

The descriptions below apply to the map, "Interior Geomorphs" on the inside gatefold of this adventure. Each geomorph is described, as are the rooms in each geomorph.

Whenever the characters enter a new room or area within a geomorph, the DM rolls to see who they encounter there. The DM should roll 1d6 to see the initial group encountered, and then should roll on the appropri-

ate table for that room or area to determine the exact make-up of those encountered. If the roll requires a nonplayer character or character type be present, but all such NPCs are already dead, then they are simply eliminated from the encounter. The DM may invent reasons nonplayer characters are found in certain places, as well as their reactions to the heroes.

Geomorph I: Defensive Positions and Barracks

These sections protect Doomgrinder from outside boarders, and offer the derro defenders the chance to attack any targets of opportunity they see. Few noncombatants or slaves are found here.

1. Defensive areas. Through arrow slits that can be closed from the Control Center, the derro fire crossbows, cast spells, or pour flaming oil and other such nastiness on people outside the juggernaut or moving through the hallway (area 2). Each area includes a single door to the outside of the juggernaut through which a human-sized or smaller character could slip, but these doors are almost always sealed (3% chance they are open, except when approaching water or Greyhawk, when they are all sealed). The doors to these areas are locked. Invading characters have a 1-in-6 chance to surprise the derro here.

NPCs present (roll 1d6):

1–3: 1d2–1 war chiefs, 1d2 lieutenants, 1d6+2 veteran warriors, 2d6+5 warriors

4–6: 1d2–1 savants, 1d2–1 savant students, 2d6 veteran warriors, 2d6+2 warriors

Treasure: Roll treasure types M, Q and P on Table 84 of the *DMG* for each NPC. Also present: 1d6 vats of boiling oil, 2d10 derro crossbows, 1d100+400 crossbow quarrels, 1d10+10 containers of paralysis poison. If savants and savant students are present, check for magic items on the "Derro Savant Generation System."

2. Hallway. These corridors allow movement through the juggernaut. Nonplayer characters found here are patrolling or running errands, or on their way to or from duty assignments.

NPCs present (roll 1d6):

1–2: 1d2–1 war chiefs, 1d2 lieutenants, 1d3+2 veteran warriors, 1d6+5 warriors

3: Danel Aeval, 1d2–1 savants, 1d2–1 savant students, 2d6 veteran warriors

4–5: 1d2–1 lieutenants, 1d3+1 veteran warriors, 1d6+5 warriors

6: 1d2–1 savant students, 2d6 slaves

Treasure: Roll treasure types M and P on Table 84 of the *DMG* for each NPC, except that slaves have no treasure. If savants or savant students are present, check for magic items on the "Derro Savant Generation System."

3. Barracks. The derro troops and officers quarter here. Each room houses 3 warriors, though other derro may be visiting. No extra weapons are in the rooms, as derro carry their equipment with them.

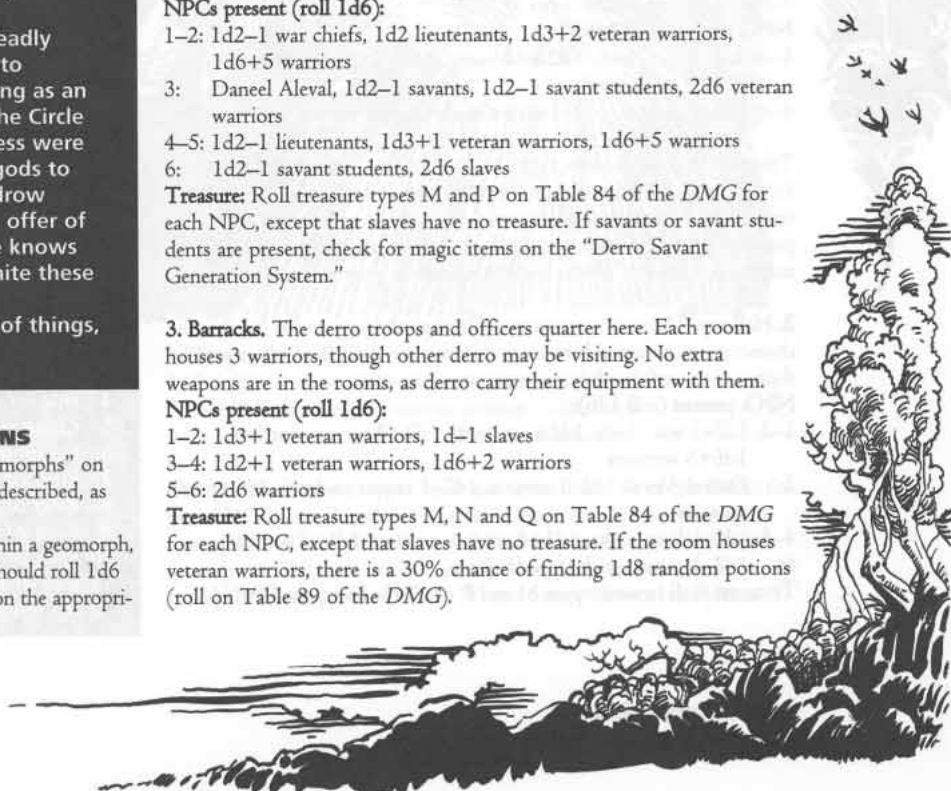
NPCs present (roll 1d6):

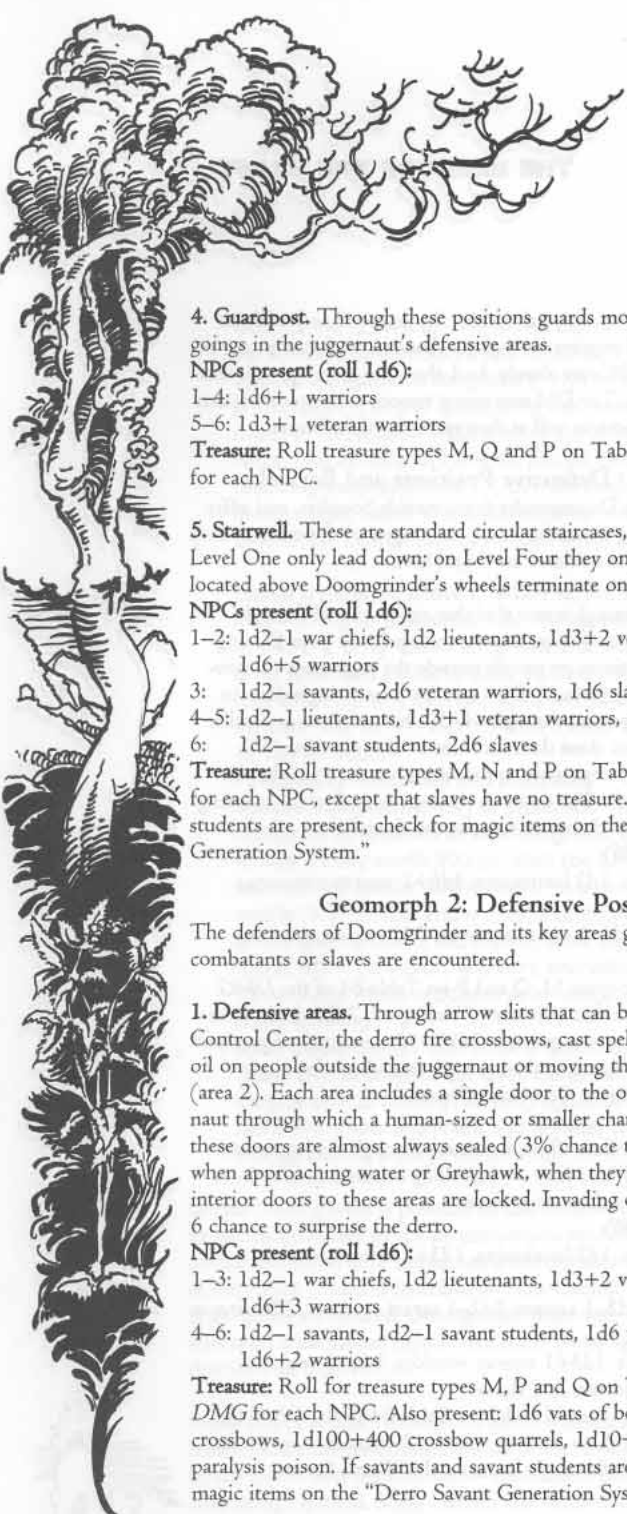
1–2: 1d3+1 veteran warriors, 1d–1 slaves

3–4: 1d2+1 veteran warriors, 1d6+2 warriors

5–6: 2d6 warriors

Treasure: Roll treasure types M, N and Q on Table 84 of the *DMG* for each NPC, except that slaves have no treasure. If the room houses veteran warriors, there is a 30% chance of finding 1d8 random potions (roll on Table 89 of the *DMG*).





4. **Guardpost.** Through these positions guards monitor comings and goings in the juggernaut's defensive areas.

NPCs present (roll 1d6):

1-4: 1d6+1 warriors

5-6: 1d3+1 veteran warriors

Treasure: Roll treasure types M, Q and P on Table 84 of the *DMG* for each NPC.

5. **Stairwell.** These are standard circular staircases, except that stairs on Level One only lead down; on Level Four they only lead up. Stairs located above Doomgrinder's wheels terminate on Level Three.

NPCs present (roll 1d6):

1-2: 1d2-1 war chiefs, 1d2 lieutenants, 1d3+2 veteran warriors, 1d6+5 warriors

3: 1d2-1 savants, 2d6 veteran warriors, 1d6 slaves

4-5: 1d2-1 lieutenants, 1d3+1 veteran warriors, 1d6+5 warriors

6: 1d2-1 savant students, 2d6 slaves

Treasure: Roll treasure types M, N and P on Table 84 of the *DMG* for each NPC, except that slaves have no treasure. If savants or savant students are present, check for magic items on the "Derro Savant Generation System."

Geomorph 2: Defensive Positions

The defenders of Doomgrinder and its key areas gather here. Few non-combatants or slaves are encountered.

1. **Defensive areas.** Through arrow slits that can be closed from the Control Center, the derro fire crossbows, cast spells, and pour flaming oil on people outside the juggernaut or moving through the hallway (area 2). Each area includes a single door to the outside of the juggernaut through which a human-sized or smaller character could slip, but these doors are almost always sealed (3% chance they are open, except when approaching water or Greyhawk, when they are all sealed). The interior doors to these areas are locked. Invading characters have a 1-in-6 chance to surprise the derro.

NPCs present (roll 1d6):

1-3: 1d2-1 war chiefs, 1d2 lieutenants, 1d3+2 veteran warriors, 1d6+3 warriors

4-6: 1d2-1 savants, 1d2-1 savant students, 1d6 veteran warriors, 1d6+2 warriors

Treasure: Roll for treasure types M, P and Q on Table 84 of the *DMG* for each NPC. Also present: 1d6 vats of boiling oil, 2d10 derro crossbows, 1d100+400 crossbow quarrels, 1d10+10 containers of paralysis poison. If savants and savant students are present, check for magic items on the "Derro Savant Generation System."

2. **Hallway.** These allow movement through the juggernaut. Nonplayer characters encountered here are patrolling or running errands, or on their way to or from duty assignments.

NPCs present (roll 1d6):

1-2: 1d2-1 war chiefs, 1d2 lieutenants, 1d3+2 veteran warriors, 1d6+5 warriors

3: Dancel Aeval, 1d2-1 savants, 1d2-1 savant students, 2d6 veteran warriors

4-5: 1d2-1 lieutenants, 1d3+1 veteran warriors, 1d6+5 warriors

6: 1d2-1 savant students, 2d6 slaves

Treasure: Roll treasure types M and P on Table 84 of the *DMG* for

DERRO SAVANT GENERATION SYSTEM

In the *Monstrous Manual* tome it mentions that DMs randomly determine spells and magical items for derro savants and savant students encountered by a party. Normally, this works just fine, particularly if the DM prepares beforehand. Usually a derro community contains no more than one or two savants and three or four students. However, Doomgrinder contains over 2,000 derro, with 45 savants and 100 students, each of whom may be encountered; that's a lot of spell lists for a DM to generate in advance.

To make this module easier to run, we've come up with a way for the DM to swiftly — and randomly — generate the spells Doomgrinder savants and students know. The system is as follows:

1. Roll 1d4+5 for savants. Roll 1d3+1 for students. This is the number of memorized spells.
2. Roll 1d6 to determine from which column on Table A you'll select a spell. Roll 1d6 to determine the exact spell. Repeat until you have generated the number of spells known by that derro. If the same spell is rolled more than twice, roll on Table B and assign the spell from Table B in place of the third iteration.
3. Roll 1d12 on Table C to see what magic items (if any) the derro is carrying. Roll twice for savants, once for students. (All items are from the *DMG*.)

Table A: Spells (roll 1d6 for column, then roll 1d6 for spell)

1-2	3-4	5-6
1 <i>Affect normal fires</i>	<i>Anti-magic shell</i>	<i>Blink</i>
2 <i>Cloudkill</i>	<i>ESP</i>	<i>Hypnotic pattern</i>
3 <i>Ice Storm</i>	<i>Invisibility</i>	<i>Levitate</i>
4 <i>Light</i>	<i>Lightning bolt</i>	<i>Minor creation</i>
5 <i>Paralyzation</i>	<i>Repulsion</i>	<i>Shadow magic</i>
6 <i>Spider climb</i>	<i>Ventriloquism</i>	<i>Wall of force</i>

Table B: Spells (roll 1d6)

1 <i>Charm person</i>
2 <i>Otto's irresistible dance</i>
3 <i>Power word: stun</i>
4 <i>Sleep</i>
5 <i>Tasha's hideous uncontrollable laughter</i>
6 <i>Wall of fog</i>

Table C: Magical Items (roll 1d12)

1 No magical item
2 <i>Wand of paralyzation</i> (2d10+14 charges)
3 <i>Wand of magic missiles</i> (2d10+9 charges)
4 <i>Hook-fauchard</i> +2
5 <i>Cloak of displacement</i> (dwarf-sized)
6 No magical item
7 <i>Ring of protection</i> +1
8 <i>Ring of sustenance</i>
9 <i>Ring of human influence</i>
10 <i>Ring of fire resistance</i>
11 <i>Bag of tricks</i> (Roll for type)
12 No magical item



each NPC, except that slaves have no treasure. If savants or savant students are present, check for magic items on the "Derro Savant Generation System."

3. Defended stairwell. These circular staircases only lead down from Level One, and only lead up from Level Four. However, the staircase behind the vertical driveshaft on Level One leads up as well as down, to a hatch opening onto the secret tunnel indicated on the "Doomgrinder Cross-Section map" on the inside front cover of this adventure.

NPCs present (roll 1d6):

- 1-2: 1d2 lieutenants, 1d3+2 veteran warriors, 1d6+5 warriors
- 3: 1d2-1 savants, 2d6 veteran warriors, 1d6 slaves
- 4-5: 1d3+1 veteran warriors, 1d6+5 noncombatants
- 6: Daneel Aeval, 1d3 warriors

Treasure: Roll treasure types M, P and Q on Table 84 of the *DMG* for each NPC, except that slaves have no treasure. In addition, these areas contain 1d2+1 vats of boiling oil, 2d6 derro crossbows, 1d100+100 quarrels, and 2d6 vials of derro paralysis poison. If savants are present, check for magic items on the "Derro Savant Generation System."



Geomorph 3: Kitchen and Prison

Meals are prepared here for everyone in Doomgrinder. The kitchens bustle with activity at all times of day or night, and there is always a base of 2d6 derro noncombatant cooks. The food is grisly — it's not by accident that the prison cells are located in the kitchen area.

Typically, noncombatant derro send a family member to fetch food for their household, which they eat in their chambers. Slaves deliver the meals to the warriors, the savants and the students.

1. Food preparation area. At some of the long tables in these rooms, derro busily dish out stews and roasts, while noncombatants and slaves come and go hurriedly. At other tables derro butcher meat, in the form of unfortunate prisoners.

NPCs present (roll 1d6 and add to the 2d6 noncombatant base):

1–3: 2d6+8 noncombatants, 2d6+4 slaves, 1d3+3 prisoners

5–6: 1d2 warriors, 2d6 noncombatants, 2d6 slaves, 1d3 prisoners

Treasure: Roll treasure type J on Table 84 of the *DMG* for each NPC, except that slaves and prisoners have no treasure. Additionally, a wide range of knives and butchering implements hang from the ceiling here. In a jailbreak, characters can grab weapons that inflict 1d2 (knives) or 1d3 (cleavers and spits) points of damage.

2. Larder. Dried vegetables and meats can be found here, along with a range of wines and spirits. There are 2d20+5 casks present, each worth 2d20+10 gp, depending on their quality. No NPCs are ever encountered here, unless the DM decides some noncombatants or slaves hide here during an attack by the heroes.

3. Cells. Prisoners are kept here until needed as meat by the derro chefs, or until savants or savant students claim them as slaves using *charm* spells. Often slaves are returned when they displease their master. If a savant is present, he is *charming* a new servant.

Note: Characters taken prisoner by derro regain consciousness in one of these filthy cells, with none of their equipment and 1d4 total hit points.

NPCs present (roll 1d6):

1–4: 2d6 prisoners, 1d6 slaves

5: 2d6 prisoners, plus characters whom the heroes have met previously

6: 1d2–1 savants, 1d2–1 savant students, 1d6 veteran warriors

Treasure: The prisoners and slaves have no treasure. Check the "Derro Savant Generation System" for the savants and savant students, and roll treasure types N and Q on Table 84 of the *DMG* for the warriors.

4. Stoves and ovens. The derro cook on these magically heated devices. They stay forever hot, and can bake meat and bread and cause large pots to boil. Any character touching the hot surface suffers 1d3 points of damage, and anyone thrown against them or into one of the hot ovens suffers 3d8 points of damage (save vs. death for half).

Geomorph 4: Barracks and Training Hall

The majority of the derro warriors live in these sections. The rank-and-file live 3 to a room, while the war chiefs and lieutenants share slightly more luxurious quarters with only 2 per room. If there are more derro in a room than normally live there, the extras are visitors.

1. Training hall. Derro hone their martial skills here. There are a wide range of targets and practice dummies, all of which have seen lots of use. The walls and floors are scuffed, scarred with sword-slashes and even spell-burns. Bloodstains decorate the floors, walls and ceilings.

NPCs present (roll 1d6):

1–2: 1d2–1 war chiefs, 1d2 lieutenants, 1d3+2 veteran warriors, 1d6+5 warriors

3: 1d2 savants, 1d2 war chiefs, 2d6 lieutenants

4–5: 1d2–1 lieutenants, 1d3+1 veteran warriors, 1d6+5 warriors

6: 1d2–1 savant students, 2d6 warriors, 2d6 slaves

Treasure: Roll treasure types L, M and Q on Table 84 of the *DMG* for each NPC, except that slaves have no treasure. These areas contain 1d2+1 spiked bucklers, 1d2+1 aklys, 2d6 spears, 3d6 hook-fauchards, 2d6 derro crossbows, and 1d100 quarrels. If savants or savant students are present, check for magic items on the "Derro Savant Generation System."

2. Hallways. These allow movement through the juggernaut. Nonplayer characters encountered here are patrolling or running errands, or on their way to or from duty assignments.

NPCs present (roll 1d6):

1–2: 1d2–1 war chiefs, 1d2 lieutenants, 1d3+2 veteran warriors, 1d6+5 warriors

3: Danel Aeval, 1d2–1 savants, 1d2–1 savant students, 2d6 veteran warriors

4–5: 1d2–1 lieutenants, 1d3+1 veteran warriors, 1d6+5 warriors

6: 1d2–1 savant students, 2d6 slaves

Treasure: Roll treasure types M and N on Table 84 of the *DMG* for each NPC, except that slaves have no treasure. If savants or savant students are present, check for magic items on the "Derro Savant Generation System."

3. Barracks. Derro troops and officers quarter here. Each room houses 3 warriors; additional derro are visitors. No extra weapons are in the rooms, as derro carry their equipment with them.

NPCs present (roll 1d6):

1–2: 1d3+1 veteran warriors, 1d–1 slaves

3–4: 1d2+1 veteran warriors, 1d6+2 warriors

5–6: 2d6 warriors

Treasure: Roll treasure types L, N and Q on Table 84 of the *DMG* for each NPC, except that slaves have no treasure. If the characters search a room, roll three times on Tables J and K. If the room houses veteran warriors, there is a 30% chance of finding 1d8 random potions (roll on Table 89 of the *DMG*).

4. Officer quarters. Each of these is home to 2 war chiefs or lieutenants. Additional derro may be visiting.

NPCs present (roll 1d6):

1–4: 1d3–1 war chiefs, 1d2–1 lieutenants

5–6: 1d6–1 war chiefs, 1d3–1 lieutenants

Treasure: Roll treasure types M, N, P and Q on Table 84 of the *DMG* for each NPC present. Roll for treasure type U if the characters search the room.

Geomorph 5: Civilian Living Quarters

The derro who live here are mostly craftsmen, females, and those too young or too old to be warriors.

1. Private apartments. Families of derro dwell in these small rooms. The DM can decide on how effectively these noncombatants defend themselves and how many are children.

NPCs present (roll 1d6):

1-2: 1d2-1 veteran warriors, 1d3-1 noncombatants

3-4: 2d6 noncombatants

5: 2d6-1 noncombatants

6: 1 savant student, 1d3 noncombatants, 1d3 slaves

Treasure: Roll treasure type J for each NPC. Roll once for treasure type U on Table 84 of the *DMG*, checking only for art objects. If a savant student is present, check for magic items on the "Derro Savant Generation System."

2. Hallways. These allow movement through the juggernaut. Nonplayer characters encountered here are patrolling or running errands, or on their way to or from duty assignments.

NPCs present (roll 1d6):

1-4: 2d6-1 noncombatants

5-6: 1d3+2 veteran warriors, 1d6+5 warriors

Treasure: Roll treasure type J on Table 84 of the *DMG* for the non-combatants. Roll treasure types L and M for the warriors.

Geomorph 6: Savant Quarters

The derro savants, their students, and their most valuable slaves live in these luxurious (by derro standards) surroundings.

1. Dining hall. Large tables dominate this room. Since day and night have no meaning in the Under-Oerth or within Doomgrinder, savants and students and their guests dine here at all hours. The plates, utensils and serving dishes are relatively worthless.

NPCs present (roll 1d6):

1-2: 2d6-1 savants, 2d6+1 savant students, 1d6 slaves

3-4: 1d6 savants, 1d3-1 war chiefs, 1d6 savant students, 1d6+1 servants

5: 2d6 savants, 2d6 war chiefs, 2d6 savant students, 2d6 servants

6: Daneel Aeval, 2d6 savants, 1d3 war chiefs, 2d6-1 savant students, 2d6 servants

Treasure: Roll treasure types L, M and Q on Table 84 of the *DMG* for each NPC, except that slaves have no treasure. For savants and savant students, check for magic items on the "Derro Savant Generation System."

2. Scriptorium. Here the students learn the finer points of magic by transcribing spells. Like the dining hall, derro are here at all times.

NPCs present (roll 1d6):

1-4: 1d2 savants, 1d6+1 savant students

5-6: 1d2+1 savants, 1d6 savant students, 1d6 slaves

Treasure: Roll treasure types K, L and T on Table 84 of the *DMG* for each NPC, except that slaves have no treasure. For savants and savant students, check for magic items on the "Derro Savant Generation System."

3. Laboratory. Here the derro savants hone their mind-affecting spells and brew alchemical concoctions. Slaves found here have been put through so much mental and physical torture that they are drooling vegetables.

NPCs present (roll 1d6):

1-2: 1d3 savants, 1d3+1 slaves

3-4: 1d3 savants, 1d2-1 savant students, 1d2+1 slaves

5-6: 1d3+1 savants, 1d2 slaves

Treasure: These rooms contain the base components for establishing a crude wizard's laboratory. Roll treasure types K and L on Table 84 of the *DMG* for each NPC, except that slaves have no treasure. Roll once for treasure types S, T and V. For savants and savant students, check for magic items on the "Derro Savant Generation System."

4. Savant student chambers. The savant students rest and study here. Each room houses 6 students, who sleep in shifts.

NPCs present (roll 1d6):

1-2: 1d6+1 savant students

3-4: 2d6 savant students, 1d2 slaves

5-6: 1d2 savants, 1d2-1 veteran warriors, 1d6 savant students

Treasure: Roll treasure types K and M on Table 84 of the *DMG* for each NPC, except that slaves have no treasure. If the characters search a room, roll three times for treasure types S, T and X. For savants and savant students, check for magic items on the "Derro Savant Generation System."

5. Savant chambers. In these luxurious and gaudy chambers, the savants unwind and relax, studying or enjoying pleasant conversation and diversions with their friends and trusted associates. Four savants share chambers, although it is rare to find all 4 present at once. Savants dwelling together are typically interested in similar types of magic.

NPCs present (roll 1d6):

1-2: 1d6 savants, 1d3 slaves

3-5: 1d6+1 savants, 1d2 war chiefs, 1d3 noncombatants, 1d2+1 slaves

6: Daneel Aeval, 1d6+1 savants, 1d3 savant students, 1d3 non-combatants, 1d3+1 slaves

Treasure: Roll treasure types K, L, M and Q on Table 84 of the *DMG* for each NPC, except that slaves have no treasure. If the characters search a room, roll treasure types A, S, T and X. For savants and savant students, check for magic items on the "Derro Savant Generation System."

6. Hallway. These allow movement through the juggernaut. Characters encountered here are patrolling or running errands, or on their way to or from duty assignments.

NPCs present (roll 1d6):

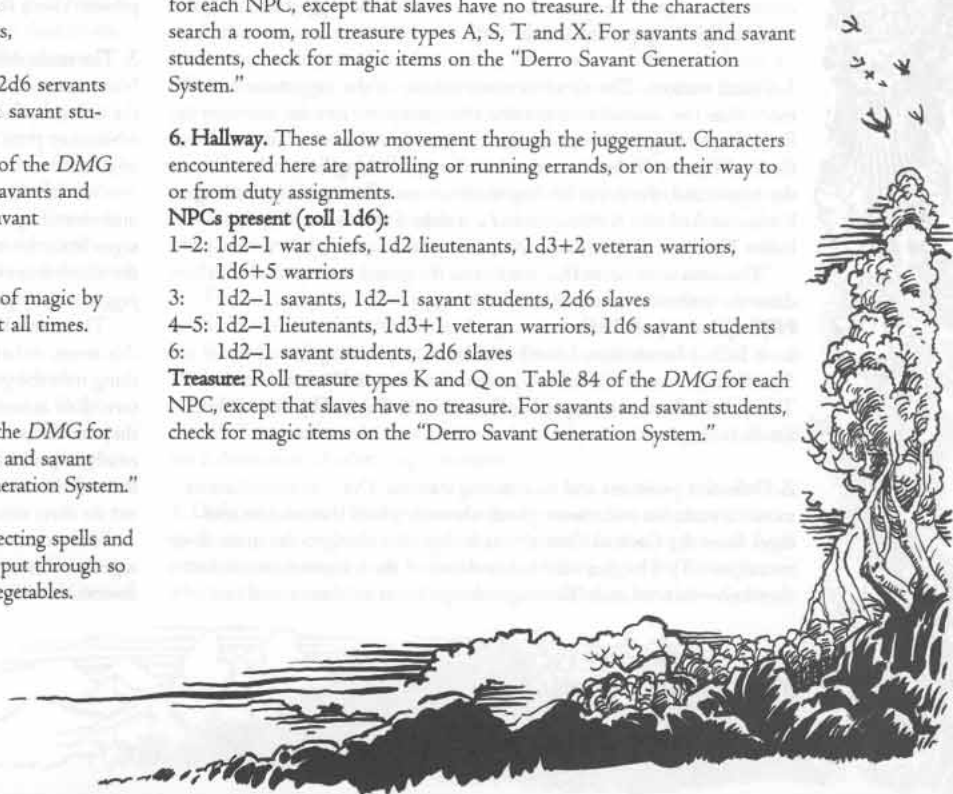
1-2: 1d2-1 war chiefs, 1d2 lieutenants, 1d3+2 veteran warriors, 1d6+5 warriors

3: 1d2-1 savants, 1d2-1 savant students, 2d6 slaves

4-5: 1d2-1 lieutenants, 1d3+1 veteran warriors, 1d6 savant students

6: 1d2-1 savant students, 2d6 slaves

Treasure: Roll treasure types K and Q on Table 84 of the *DMG* for each NPC, except that slaves have no treasure. For savants and savant students, check for magic items on the "Derro Savant Generation System."





PART FOUR: SLAYING THE BEAST

To stop Doomgrinder, the party must either destroy the Engine Room, permanently stop the vertical or horizontal driveshafts that power the wheels (or the gears that attach them), or free the enslaved dao and efreeti that provide the power for the juggernaut. Optionally, the characters can seize control of the juggernaut and alter its course away from the City of Greyhawk.

This section describes areas key to stopping Doomgrinder — the Engine Room, the driveshafts and the Control Center.

THE ENGINE ROOM

The Engine Room is entered from the fourth level. Destroying the gears here eventually stops the juggernaut, though it takes 24 hours to come to a complete stop, covering an additional 1d6+3 miles in the interim. If enough damage is done, or if the gears are jammed, the party may do serious damage to the vehicle. See Map 3 for the area's floor plans.

The system used to determine how many derro and slaves are present in a given area is identical to the one used in Part Three, as are the statistics of those derro. See page 31 for details.

Engine Room Descriptions

The Engine Room is filled with loud grinding and whirring noises. All conversations must be shouted. Like the rest of the juggernaut, it is lit dimly by glowing patches on the walls.

1. Guard stations. The derro monitor activity in the juggernaut here. If more than two warriors are present when the party attacks, one tries to flee into the Engine Room to alert the guards and send an alarm to the Control Center. If the characters have been wreaking havoc elsewhere in the juggernaut, the doors leading to these areas from outside the Engine Room are locked. (A character has a standard chance to pick these locks. The key is held by one of the warriors in area 2.)

This area is so noisy that combat in the guard stations does not draw the attention of any other derro.

NPCs present (roll 1d6):

1–4: 1d2–1 lieutenants, 1d6+1 warriors

5–6: 1d2–1 war chiefs, 1d3+1 veteran warriors, 1d3+2 warriors

Treasure: Roll treasure types M, Q, and P on Table 84 of the *DMG* for each character.

2. Defensive positions and monitoring stations. Derro noncombatants monitor complex instrument panels through which they receive messages from the Control Center, which they pass along to the main drive room (area 3). The derro do not understand the instrumentation, but they know how to make Doomgrinder go faster or slower, and can

open or seal the arrow slits. Other instrumentation here monitors the condition of the trapped genies, the gears and other drive elements, as well as the surrounding terrain and how it might affect speed; but the derro do not know how to do these things.

A number of warriors are here, although the characters are likely to gain surprise, as the derro's attention is focused outside the juggernaut or they are absorbed in preparing their weapons. The exception to this is if a guard from area 1 managed to warn the warriors.

If a battle breaks out, the derro noncombatants use their instrument panels to send an alarm to the Control Center. At least one warrior tries to run into the main drive room (area 3) to alert the derro there so they can protect the vital components of Doomgrinder.

NPCs present (roll 1d6):

1–3: 1d2 war chiefs, 1d2–1 lieutenants, 2d6+5 veteran warriors, 2d6+5 noncombatants

5–6: 1d2–1 savants, 2d6 veteran warriors, 2d6+2 warriors, 2d6+5 noncombatants

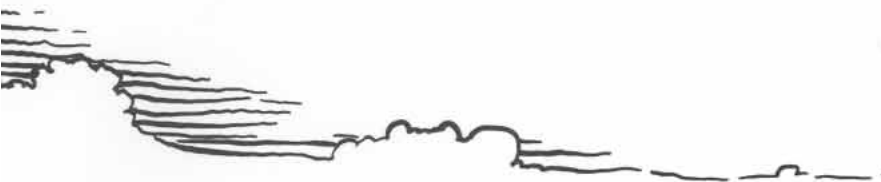
Treasure: Roll treasure types L and M on Table 84 of the *DMG* for warriors and savants. Roll treasure type J for the noncombatants. Also present: 1d6 vats of boiling oil, 2d10 derro crossbows, 1d100+400 crossbow quarrels, 1d10+10 containers of paralysis poison. If savants are present, check for magic items on the "Derro Savant Generation System."

3. The main drive room. The noise in here is deafening. Noncombatants rush to and fro, twisting knobs and pulling levers on the control panels — a few derro even hang on tethers from the ceiling while they pour oil onto the massive spinning machinery in the center of the room.

As with the control panels in area 2, the derro have only a vague understanding of what goes on here. They know they can receive messages from the monitoring stations, and that they can open and close the shutters on the arrow holes and adjust or maintain the speed of the juggernaut by pulling levers and adjusting dials.

There are three ways the characters can stop Doomgrinder from this room, either permanently or temporarily. They can throw something into the gears and cause them to jam; they can pull levers and turn dials at random until the gears fall out of alignment and jam; or they can force a derro noncombatant to stop Doomgrinder. (This is nearly impossible, since the derro must be more afraid of the heroes than of the savants.) Needless to say, the warriors and any savants present do their utmost to stop the characters from harming the gears.

If the characters wish, they can move forward along a narrow passage from the main drive room to the gears that connect the horizontal driveshaft with the vertical driveshaft, which runs all the way to the top



of the “windmill.” In this passage, they must crawl around the spinning horizontal driveshaft and clamber over the moving gears that connect the shaft to the spinning axles in the wheel wells. The characters can jam any of these gears, or even shatter the vertical driveshaft.

The outcome of efforts to stop Doomgrinder from the Engine Room, or by jamming the gears, is described in Part Five.

NPCs present (roll 1d6):

1–3: 1d6 war chiefs, 1d6+3 lieutenants, 3d6+5 veteran warriors, 3d6+5 noncombatants

5–6: 1d2+1 savants, 2d6 veteran warriors, 2d6+4 warriors, 3d6+5 noncombatants

Treasure: Roll treasure types L and M on Table 84 of the *DMG* for warriors and savants. Roll treasure type J for the noncombatants. Also present: 2d6 vats of boiling oil, 4d10 derro crossbows, 2d100+400 crossbow quarrels, 2d10+10 containers of paralysis poison. If savants are present, check for magic items on the “Derro Savant Generation System.”

THE DRIVESHAFTS

Doomgrinder’s power source and main driving force is found in this odd mechanical system. The hollow vertical driveshaft is carved with arcane symbols that strengthen the metal for magical purposes. The marked driveshaft and the “windmill” atop the juggernaut form a power-feedback loop of magical energies that forces captured efreeti and dao to spin the vertical driveshaft when commanded to do so by the consciousness of the juggernaut. At the bottom of the vertical passage, the driveshaft connects to gears that turn the horizontal driveshaft, which turns the juggernaut’s wheels. Freeing the genies is a way to stop Doomgrinder.

The doors leading to the vertical driveshaft are *wizard locked* at 15th level, as well as conventionally locked (a character has a normal chance to pick these locks). Like all interior walls, these walls are not magic resistant, so it is possible to *dimension door* inside. This might be hazardous, for there are only narrow walkways inside the walls, and a hero might misjudge and plummet down to be crushed by the grinding gears at the bottom of the vertical driveshaft passage. (See Map 4 for details.) The vertical driveshaft area is identical on all four levels, except that on the bottom level the characters can see the gears spinning below the walkways.

Characters who fall into the gears take 1d6 points of damage for each level they fall. In addition, they must roll a saving throw vs. paralysis. If the save is successful, the hero takes 2d20 points of damage as the grinding gears nearly tear him to bits. Characters who fail the save die instantly and horribly, as they are caught in the gears and torn limb from limb. However, the hero’s death isn’t completely meaningless — he jams the gears, bringing Doomgrinder to a sudden halt and shattering the driveshaft. Part Five details the events that follow.

THE CONTROL CENTER

When it was originally constructed, Doomgrinder bristled with weapons so terrible that the men and women of modern-day Oerth can scarcely comprehend them. Those weapons could be aimed and fired from this area, using a combination of magic and technology. Since none of the weapons remain on Doomgrinder’s hull, the Control Center uses a fraction of its potential.

The controls can steer Doomgrinder, monitor the conditions of the gears and driveshafts, and communicate with the Engine Room through a signaling system. The most impressive aspect of the Control

Center is the captain’s chair — a massive high-backed seat with large armrests, made entirely from a gleaming unknown metal and fastened to the floor — which allows the person sitting in it to communicate directly with the spirit of Doomgrinder, a rudimentary consciousness that is part of the massive vehicle and is capable of independently running the vehicle if desired. The derro have not discovered this, as their personal magic resistance prevented this connection.

1. Control Center. This cavernous chamber is at the very front of the juggernaut. Large *glassteel* windows allow the people inside to gaze on the territories soon to be crushed under Doomgrinder’s mass. Banks of control panels are manned by frazzled derro noncombatants during the night; during the day, specially trained and very apprehensive slaves operate them. Derro savants and savant students are always present, along with plenty of guards. (During the day, however, they make attacks with a –1 penalty due to the light streaming in through the windows.)

A circular staircase leads down to Level Two of the Control Center, and doors on either side of the area lead to the defensive positions described below.

NPCs present (roll 1d6):

Daytime: 1d6 savant students, 1d6+3 lieutenants, 3d6 veteran warriors, 3d6+5 slaves

Nighttime: 1d6+1 savants, 2d6 veteran warriors, 2d6 warriors, 3d6+5 noncombatants

Treasure: Roll treasure types L and M on Table 84 of the *DMG* for warriors. Roll treasure type J for the noncombatants. The slaves have no treasure. For savants and savant students, check for magic items on the “Derro Savant Generation System.”

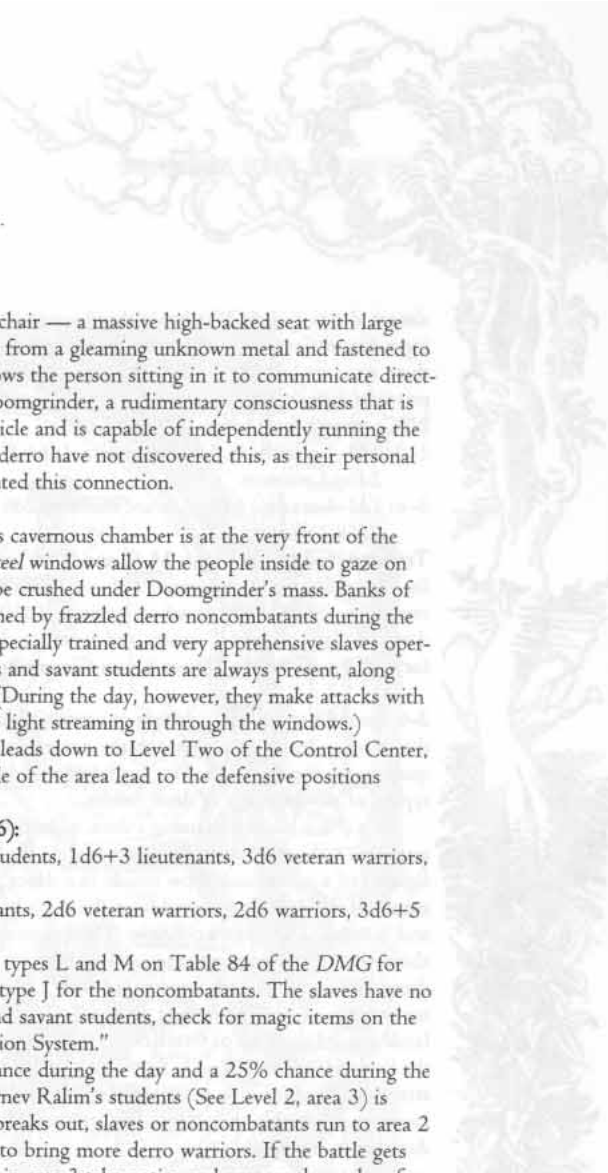
There is a 10% chance during the day and a 25% chance during the night that one of Delarnev Ralim’s students (See Level 2, area 3) is present. Once trouble breaks out, slaves or noncombatants run to area 2 or flee down the stairs to bring more derro warriors. If the battle gets loud enough, the drow in area 3 take notice and prepare themselves for battle and a hasty departure from Doomgrinder. Note that they have sharper hearing than the derro.

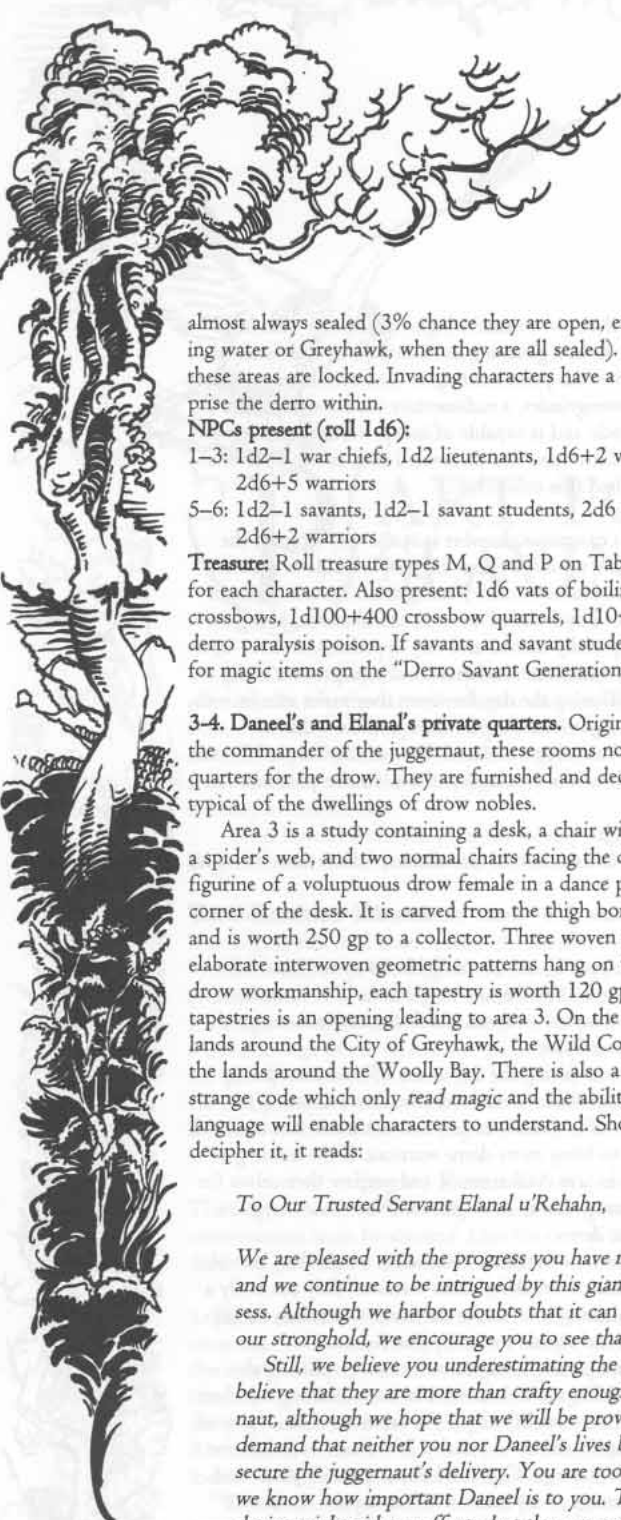
If the characters somehow barricade themselves inside the Control Center, stemming the tide of attacking derro warriors, they can bully a noncombatant into explaining how to use the controls to alter the juggernaut’s course, or to send signals to the Engine Room.

If a character with no personal magical resistance (including the modifiers enjoyed by halflings and dwarves, but not including the elven resistance to charm and sleep spells) sits in the captain’s chair, she must roll a saving throw vs. spell with a –4 penalty. If the save is failed, she hears a voice in her head, saying: “Captain, I am at your disposal, and ready to destroy the enemies of my creator. What is your command?”

This is the spirit of the juggernaut. The person in the chair can communicate with it telepathically, as long as she sits in the chair. The spirit has limited intelligence, but can tell the character (if she asks) that it can alter course as commanded, or lock weapons on whatever targets the hero demands. (The spirit discovers that the weapons are “non-functional” if any such orders are given. In fact, they are missing.) See Part 5 for a discussion of what might happen.

2. Defensive areas. Through arrow slits, the derro fire crossbows, cast spells, or pour unpleasant things on people outside the juggernaut. Each area includes a single door to the outside of the juggernaut through which a human-sized or smaller character could slip, but these doors are





almost always sealed (3% chance they are open, except when approaching water or Greyhawk, when they are all sealed). The interior doors to these areas are locked. Invading characters have a 1-in-6 chance to surprise the derro within.

NPCs present (roll 1d6):

- 1-3: 1d2-1 war chiefs, 1d2 lieutenants, 1d6+2 veteran warriors, 2d6+5 warriors
5-6: 1d2-1 savants, 1d2-1 savant students, 2d6 veteran warriors, 2d6+2 warriors

Treasure: Roll treasure types M, Q and P on Table 84 of the *DMG* for each character. Also present: 1d6 vats of boiling oil, 2d10 derro crossbows, 1d100+400 crossbow quarrels, 1d10+10 containers of derro paralysis poison. If savants and savant students are present, check for magic items on the "Derro Savant Generation System."

3-4. Daneel's and Elanal's private quarters. Originally the quarters for the commander of the juggernaut, these rooms now serve as the living quarters for the drow. They are furnished and decorated in a fashion typical of the dwellings of drow nobles.

Area 3 is a study containing a desk, a chair with a back shaped like a spider's web, and two normal chairs facing the desk. A highly detailed figurine of a voluptuous drow female in a dance pose stands on the corner of the desk. It is carved from the thigh bone of an umber hulk, and is worth 250 gp to a collector. Three woven tapestries featuring elaborate interwoven geometric patterns hang on the walls. Also of drow workmanship, each tapestry is worth 120 gp. Behind one of the tapestries is an opening leading to area 3. On the desk are maps of the lands around the City of Greyhawk, the Wild Coast, the Pomarj, and the lands around the Woolly Bay. There is also a letter written in a strange code which only *read magic* and the ability to read the drow language will enable characters to understand. Should they manage to decipher it, it reads:

To Our Trusted Servant Elanal u'Rehahn,

We are pleased with the progress you have made with the derro, and we continue to be intrigued by this giant juggernaut they possess. Although we harbor doubts that it can be safely delivered to our stronghold, we encourage you to see that they try.

Still, we believe you underestimate the surface-dwellers. We believe that they are more than crafty enough to stop the juggernaut, although we hope that we will be proven wrong. We do demand that neither you nor Daneel's lives be risked in battles to secure the juggernaut's delivery. You are too important to us, and we know how important Daneel is to you. The derro and their device might aid our efforts, but they are merely a bonus; you are central to our endeavor, and you cannot endanger yourself over this secondary objective.

The Circle of Darkness

Future products may flesh out the nature, organization, goals, and persons of the Circle of Darkness.

Area 4 is a bedchamber. A large canopy bed here has bed curtains and sheets as black as night. The art on the walls is typical of what drow hang in their bedchambers (four pieces total, each worth 500 gp to the right collector, though the art's perverse nature offends most

good-aligned people). Three figurines of drow couples making love stand on low tables. These are carved from umber hulk bones, and are as fine as the sculpture in the study, making each worth 250 gp — again, to the right collector.

The personal treasures of the drow, and perhaps even their weapons and armor, can be found here, depending on the circumstances. (See the descriptions of the pair on pages 31-32 for details.) One of the most valuable items here is Elanal's spellbook. It is sitting in plain view on the bed stand, with a couple of spider earrings (worth 20 gp each) resting on it. The spellbook is described in the appendix.

There is a door at the far end of area 3, but it is locked, both physically and with a wizard lock cast by Elanal. The door leads to some troop barracks, and neither drow wanted to be bothered with slaying foolish derro who accidentally stumbled into their private quarters.

DMs who consult the layout for Doomgrinder's interior on the interior gatefold of this adventure will notice that the door from area 3 offers access to the Control Center, assuming the characters pick the lock and negate Elanal's spell. If they reach here without having caused any major conflicts within Doomgrinder, and if Daneel hasn't shown up before this in a random encounter, the two drow are in area 2, going over maps of the regions around Woolly Bay. If the characters have fought major confrontations, both drow are fully equipped as described on pages 31-32.

If the party has reached the Control Center in a stealthy fashion, only Elanal is wearing armor, but her weapons belt is slung over a chair on the opposite side of the desk. Daneel's armor and weapons are in area 3. Elanal automatically notices the party's entry (the DM should make a hidden roll to make the players think that Elanal got "lucky") and shouts a warning to Daneel. Initiatives are then rolled.

If the characters enter through area 2, Daneel darts behind the tapestry to grab his weapons, while Elanal casts magic missile at any obvious priests or wizards entering the room — she relies on her stonemail spell to protect her from the first few blows. On the following rounds, she attempts to prevent the heroes from pursuing Daneel. (Daneel is gathering his armor, weapons and Elanal's spellbook. His intent is to flee using the *teleport* spell in his *ring of spellstoring*.) Once five attacks have been made on her, however, she casts *teleport* and escapes from Doomgrinder. Just as the fifth attack is made, Elanal utters a loud, trilling cry. This is a warning to Daneel that he must flee immediately, as she will no longer be able to hold off her opponents.

If the characters enter through area 3, Elanal's tactics and reactions remain as described above, but Daneel tries to flee through the door to area 1. Here, he alerts derro warriors manning the defensive positions. They and Delarnev, if he is currently in the command chair, rush to Elanal's aid.

As mentioned before, if the heroes are defeated, they wake up with 1d4 hit points in one of the cells on Levels 2 or 3. The exception to this is if Daneel dies before they are defeated. If he does, Elanal kills them outright, out of revenge for her lost love.

CONTROL CENTER LEVEL TWO

The derro leader lives here with two students. They fight to the death, desperate to prevent the destruction of the hard work of generations by a bunch of interfering surface dwellers.

1. Defensive area. Through arrow slits, the derro can fire crossbows, cast spells and pour things on people outside the juggernaut. The

doors to these areas are locked. Invading characters have a 1-in-6 chance to surprise the derro inside.

A staircase leads from here up to the first level of the Control Center.

NPCs present (roll 1d6):

1-3: 1d2-1 war chiefs, 1d2 lieutenants, 1d6+2 veteran warriors, 2d6+5 warriors
5-6: 1d2-1 savants, 1d2-1 savant students, 2d6 veteran warriors, 2d6+2 warriors

Treasure: Roll treasure types M, Q and P on Table 84 of the *DMG* for each character. Also present: 1d6 vats of boiling oil, 2d10 derro crossbows, 1d100+400 crossbow quarrels, 1d10+10 containers of derro paralysis poison. If savants or savant students are present, check for magic items on the "Derro Savant Generation System."

2. Map room. This room contains racks holding ancient charts. The delicate paper and vellum crumbles as soon as the characters touch it. (Several charts have already crumbled, evidence that others tried the same in the past.) A new map of the Flanaess south of the Nyr Dyv lays on a table. A line has been drawn from the Doomgrinder's point of origin straight to the City of Greyhawk. (The map titled "Path of the Doomgrinder" on the outside gatefold of this adventure shows the northernmost portion of that map.)

3. Derro sitting room. This luxurious room features several statuettes, some comfortable divans, and a number of books. The statuettes are between 6 inches and 2 feet tall, and represent derro in fiercely heroic poses, mindflayers undergoing terrible tortures, or strangely disturbing abstract forms. Most surface dwellers (and drow) find these works crude, although to the correct collector each statuette would be worth 200 gp. There are a total of 5 standing on small tables and pedestals about the room.

All the books are nonmagical, and deal mostly with magical theory relating to the charm and abjuration spheres.

Assuming they haven't already battled the characters Level 1 of the Control Center, there is a 20% that one of Delnarev's personal students is lounging here. The DM can pick randomly between Asicur or Denarl. (See below for the statistics and treasures belonging to these characters.)

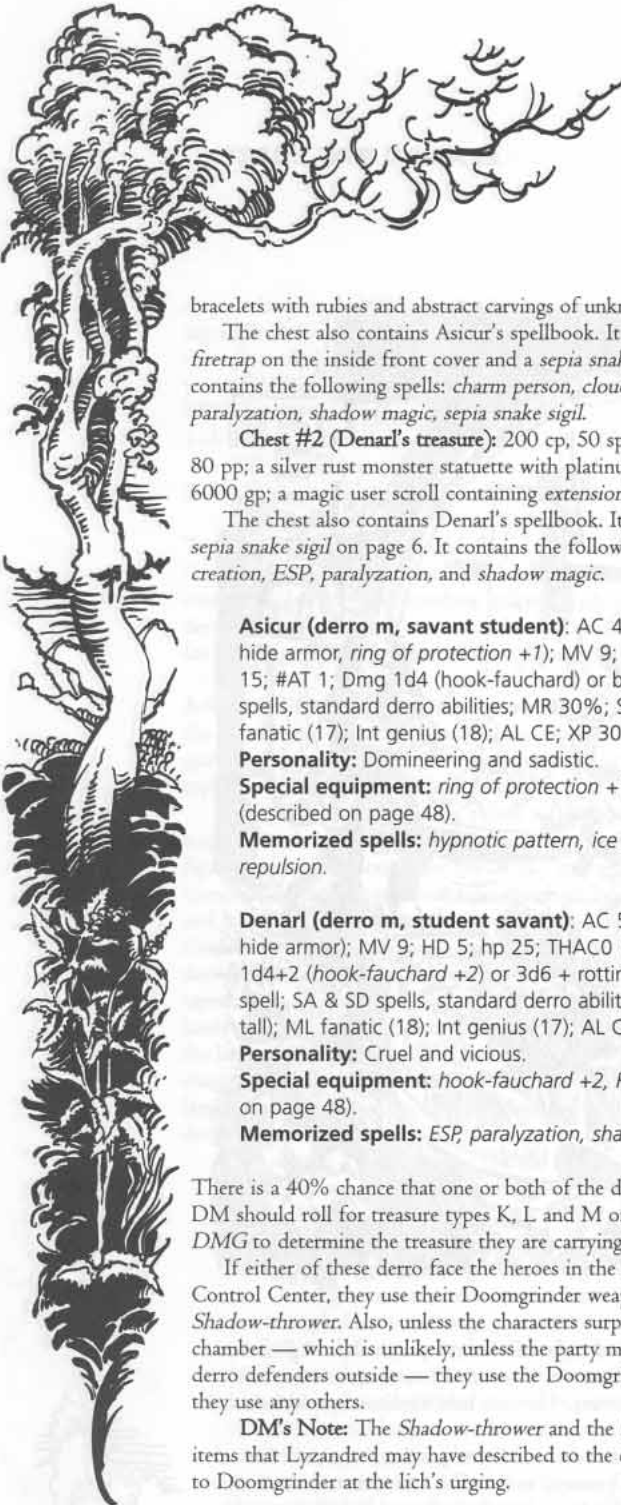


4. Asicur's and Denarl's chamber. Delarne's personal prodigies, Asicur and Denarl, share this luxurious chamber. Their room features soft beds and comfortable divans. The only hard furniture is a scribe's desk in one corner.

Compared to the other derro in Doomgrinder, Asicur and Denarl have a great amount of personal wealth. It is stored in two chests that stand next to the desk. Each chest has been wizard locked, but is otherwise untrapped and unlocked. Another sign of their status is that they have each begun to assemble personal spellbooks: Doomgrinder derro typically refer to the spellbooks in Delarne's chamber when they want to learn a spell.

Chest #1 (Asicur's treasure): 300 cp, 200 sp, 300 gp, 80 ep, 20 pp; an elaborately carved halfling snuff box worth 90 gp; a delicate silver necklace of elven make, featuring a snake motif and worth 400 gp; a golden statuette of a drow female performing the *spider dance*, an ascension ceremony among the drow — worth 1500 gp but twice that to the right drow (the statuette has a clan symbol on the base, and it holds sentimental value to the clan to whom it belongs); a matched set of





bracelets with rubies and abstract carvings of unknown cultural origin.

The chest also contains Asicur's spellbook. It is protected by a *firetrap* on the inside front cover and a *sepia snake sigil* on page 3. It contains the following spells: *charm person*, *cloudkill*, *creation*, *ESP*, *paralyzation*, *shadow magic*, *sepia snake sigil*.

Chest #2 (Denarl's treasure): 200 cp, 50 sp, 530 gp, 40 ep, 80 pp; a silver rust monster statuette with platinum inlay, worth 6000 gp; a magic user scroll containing *extension III*.

The chest also contains Denarl's spellbook. It is protected by a *sepia snake sigil* on page 6. It contains the following spells: *cloudkill*, *creation*, *ESP*, *paralyzation*, and *shadow magic*.

Asicur (derro m, savant student): AC 4 (Dex bonus, derro-hide armor, *ring of protection +1*); MV 9; HD 5; hp 20; THACO 15; #AT 1; Dmg 1d4 (hook-fauchard) or by spell; SA & SD spells, standard derro abilities; MR 30%; SZ S (4' tall); ML fanatic (17); Int genius (18); AL CE; XP 3000.

Personality: Domineering and sadistic.

Special equipment: *ring of protection +1*, *Shadow-thrower* (described on page 48).

Memorized spells: *hypnotic pattern*, *ice storm*, *invisibility*, *repulsion*.

Denarl (derro m, student savant): AC 5 (Dex bonus, derro-hide armor); MV 9; HD 5; hp 25; THACO 15; #AT 1; Dmg 1d4+2 (hook-fauchard +2) or 3d6 + rotting (*Flesh Eater*) or by spell; SA & SD spells, standard derro abilities; MR 30%; SZ S (4' tall); ML fanatic (18); Int genius (17); AL CE; XP 3000.

Personality: Cruel and vicious.

Special equipment: *hook-fauchard +2*, *Flesh Eater* (described on page 48).

Memorized spells: *ESP*, *paralyzation*, *shadow magic*.

There is a 40% chance that one or both of the derro are present. The DM should roll for treasure types K, L and M on Table 84 in the *DMG* to determine the treasure they are carrying when encountered.

If either of these derro face the heroes in the first level of the Control Center, they use their Doomgrinder weapons, *Flesh Eater* or *Shadow-thrower*. Also, unless the characters surprise them in their chamber — which is unlikely, unless the party manages to sneak by the derro defenders outside — they use the Doomgrinder weapons before they use any others.

DM's Note: The *Shadow-thrower* and the *Flesh Eater* are the items that Lyzandred may have described to the characters, if they came to Doomgrinder at the lich's urging.

5. Delarnev's chamber. This room is a curious mixture: luxurious living quarters, well-equipped study, wizard's laboratory and torture chamber. Soft divans and a bed with silk sheets dominate the living area; book-laden shelves and a writing table delineate the study; the wizard's laboratory, although somewhat crude, is the best in Doomgrinder. Like other savants, Delarnev has a few slaves here on whom he tests spells and torture methods, and like other slaves in similar situations, they are catatonic.

Delarnev Ralim, the leader of the derro community who slaved to put Doomgrinder back together, is even more a scholar of twisted evil than are other derro savants. His life revolves around his research.

Delarnev is fabulously wealthy by derro standards. The vast majority of his personal wealth is stored in a large chest which stands behind a cage containing two slack-jawed, heavily scarred slaves. The chest is protected by an *explosive rune* and is secured with a high quality lock (-10% to picking attempts). Finally, after the chest has been opened, four shadows (created by the *Shadow-thrower*) leap out and attack.

The chest holds: 1400 gp, 900 pp; 10 gems (2 × 10 gp, 2 × 50 gp, 3 × 100 gp, 2 × 500 gp, 2 × 1000 gp); a gold dagger (too soft to be usable for more than a single battle) displaying the arms of the Greyhawk Guild of Wizardry, worth 100 gp, though the guild will pay twice that if it is returned to them; a platinum ring of dwarvish workmanship with a black pearl worth 1000 gp; a cat-o-nine tails, its tails tipped with platinum weights carved to look like spiders, worth 1400 gp; a gem-inset silver nose-ring worth 40 gp; a scroll with two *restoration* spells; and a *Quiver of Ehlonna*.

Delarnev's laboratory contains a variety of interesting items. Aside from spell components and the lab equipment, characters can find six *protection scrolls* (*fire*, *magic*, *paralyzation*, *petrification*, *poison*, *dragon breath*) and five *potions* (*climbing*, *extra-healing*, *flying*, *healing*, *human control*). The laboratory also contains a disassembled *Flesh Eater* and two *Bone Melters* (see pages 47–48 for details on these new magical items).

On the shelves in the study are books on a wide range of magical theory, and a single magical tome: a *manual of ineffable damnation*. Delarnev's most valuable treasures of all are also here on the shelves — the spellbooks from which all derro savants on the Doomgrinder learn their spells. These books are described in the appendix.

Delarnev is always encountered resting (20%), working on experiments or research (50%), or visiting with other derro (30%, DM's choice of number and types present). Other derro savants or student students may be here while Delarnev is doing research; they are using the spellbooks or torturing slaves, if any are present.

Delarnev has a fully operative *Flesh Eater* close at hand, and he defends himself with it first. It has two charges left, and once those are expended, he turns to his spells.

The only time Delarnev might be encountered outside this area is if the heroes attempt to seize control of the Control Center above his living quarters. He then either joins Elanal (if the drow is still around) in an effort to negotiate with the characters, or eventually loses patience with the warriors and leads an attack himself.

Delarnev Ralim (derro m, savant): AC 5 (Dex bonus, derro-hide armor); MV 9; HD 6; hp 35; THACO 15; #AT 1; Dmg 1d4 (hook-fauchard) or 3d6 + rotting (*Flesh Eater*) or by magic item or spell; SA & SD spells, standard derro abilities; MR 30%; SZ S (4' tall); ML steady (12); Int genius (18); AL CE; XP 4000.

Personality: authoritative and sadistic.

Special equipment: *cloak of displacement*, *Flesh Eater*, *Bone Melter* (described on pages 47–48).

Memorized spells: *affect normal fires*, *ESP*, *hypnotic pattern*, *lightning bolt*, *power word: stun*, *shadow magic*, *wall of fog*.

Unlike his students, Delarnev tries to flee if it's clear the characters may defeat him. He attempts to gather other derro to his aid, or seeks help from the drow.



PART FIVE: THE END OF THE RIDE

There are three possible successful results from the characters' efforts to stop Doomgrinder from smashing through the City of Greyhawk. They are determined by the methods by which the characters stop the juggernaut.

DESTROYING THE ENGINE ROOM

If the characters start pulling random levers in this area, or start throwing large objects into the exposed gears in this area, they cause the moving parts that propel Doomgrinder to jam. If the characters do this, the juggernaut comes to a sudden and violent halt. Everyone who isn't *flying* or hanging onto something at the time is flung forward until they hit a wall or some other object for 2d6 points of damage. (Characters possessing the tumbling proficiency can roll a check to avoid taking damage.) The massive juggernaut shudders and trembles, and the DM may roll a saving throw for stone vs. crushing blow. If the save fails, everyone inside Doomgrinder takes an additional 1d6+2 points of damage from falling chunks of wall and other debris. In the outer chambers and on the top level, sunlight pours through many cracks in the juggernaut's walls. This calamity kills 2d100 of the derro noncombatants, 1d100 derro warriors, 1d12+2 of the derro savant students, and 2d6 of the derro savants. (Subtract these losses from the derro population in Doomgrinder.)

If Doomgrinder failed the saving throw vs. crushing blow, the cracks in its hull lower its magic resistance to 65%. Although the derro swiftly repair major breaches, thus continuing to make an assault from outside difficult, attackers and would-be invaders now have a chance to use magic successfully. These cracks are plainly visible from the outside, even after the derro have made their repairs.

RELEASING THE TRAPPED DAO AND EFREETI

As soon as the characters disenchant or damage even one of the mystical symbols on Doomgrinder's vertical driveshaft, it begins to shudder and cracks form around the symbol. Any hero who doesn't get out of the vertical shaft's housing within three rounds, and off the maintenance walkway and into the juggernaut's interior hallways within the next round, takes 2d6+6 points of damage (rolled individually for each character) as the hollow shaft explodes in a brilliant shower of sparks and shards. Injured characters must save vs. breath weapon with a -2 penalty, and those who fail are stunned for 1d6 rounds. When they recover, they find a pair of angry-looking dao looming over them. If the characters wisely fled to the shelter of the hallways, dao and efreeti pour into the hallway moments after the driveshaft explodes. Unless attacked, the efreeti ignore the characters and rush past, bellowing angrily in their native tongue. For dramatic effect, the DM may describe how an efreet

snatches up a derro who picks the wrong time to peek around a corner — the unfortunate derro bursts into flame as though doused in lamp oil and dies screaming. His body crumbles into ash.

Some of the dao pause when they see the characters. "Who art thou?" one demands. "Speak truthfully. If thou speakest falsely, thou wilt be destroyed."

If the characters explain that their goal is to destroy Doomgrinder and the derro, the dao exchange glances and quick nods. "We shall aid thy quest," the speaker says. "The abominations left us imprisoned; now they shall pay the price."

The dao and the efreeti rampage through the juggernaut in an orgy of death and destruction. They do not harm the characters, unless the heroes attack them first. There are 120 dao and 80 efreeti at the beginning of the battle. The derro manage to defeat 2d20 dao and 1d12+8 efreeti, but 5d100 derro warriors, 2d12+6 derro savant students, and 2d20+10 derro savants are killed in the process. (These derro casualties should be subtracted from the total derro population.)

With the vertical driveshaft's destruction, Doomgrinder loses speed, covering another 6 miles before coming to a complete stop. Except for the cracks (and fallen pieces if appropriate) Doomgrinder remains intact, with more than enough derro warriors inside to effectively defend against an attack from outside. Whether their numbers increase or decrease in the coming months and years depends on the needs of the DM's campaign.

The vertical driveshaft also shatters if someone falls from one of the maintenance walkways around the driveshaft and jams the gears at its base.

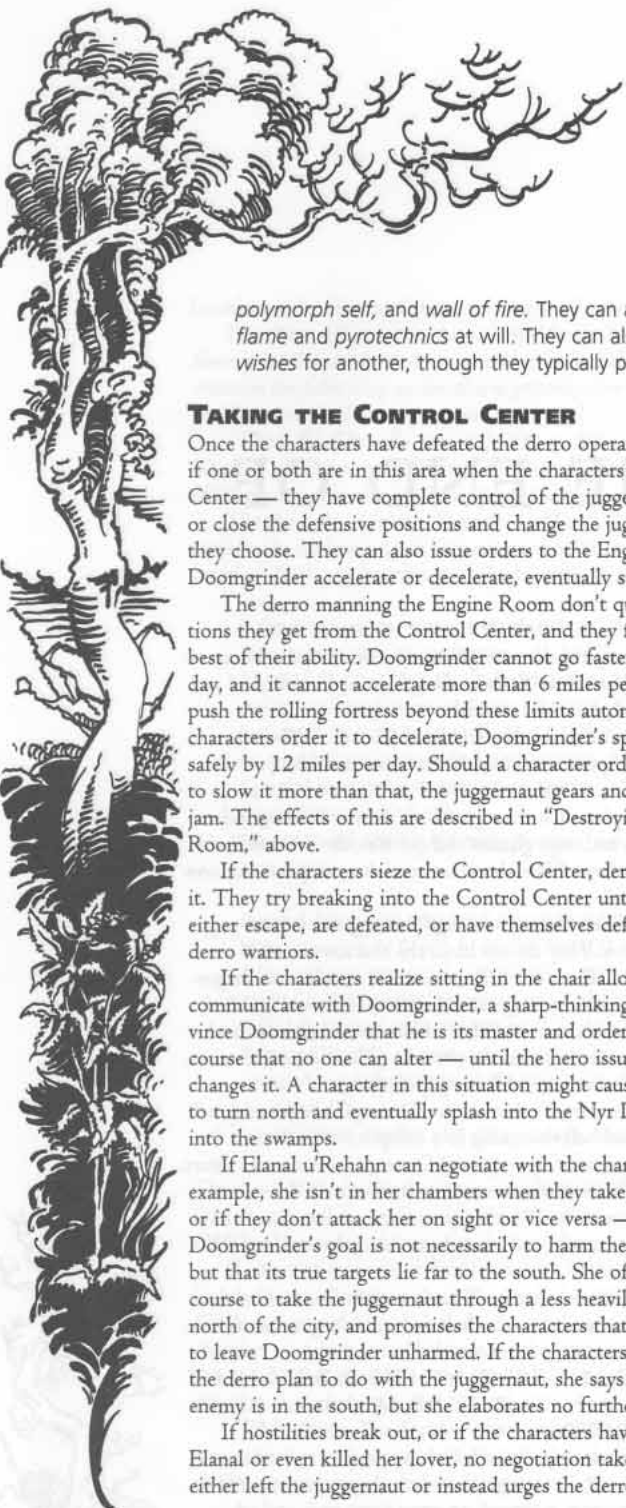
Dao (120): AC 3; MV 9 Fl 15 (B) Br 6; HD 8+3; THACO 11; #AT 1; Dmg 3d6; SA spells; SZ L (8'-12' tall); ML champion (15); Int varies; AL NE; XP 5000.

Notes: Daos can use any of the following powers one at a time, 1×/day: *change self*, *detect good*, *detect magic*, *gaseous form*, *invisibility*, *misdirection*, *passwall*, *spectral force* and *wall of stone*. They can also fulfill another's *limited wish* (in a perverse way) 1×/day, and use *rock to mud* 3×/day, and *dig* 6×/day. A dao's magical powers function like spells cast by an 18th-level mage. A dao can carry up to 500 pounds without tiring.

Efreeti (80): AC 2; MV 9 Fl 24 (B); HD 10; THACO 11; #AT 1; Dmg 3d8; SA spells; SD immune to normal fire-based attacks, magical fire attacks are deducted by -1 for each die of damage; SZ L (12' tall); ML champion (16); Int very (11); AL LE; XP 8000.

Note: Efreeti can use any of the following powers one at a time, 1×/day: *detect magic*, *enlarge*, *gaseous form*, *invisibility*,





polymorph self, and wall of fire. They can also use produce flame and pyrotechnics at will. They can also fulfill up to three wishes for another, though they typically pervert these wishes.

TAKING THE CONTROL CENTER

Once the characters have defeated the derro operators — and the drow, if one or both are in this area when the characters assault the Control Center — they have complete control of the juggernaut. They can open or close the defensive positions and change the juggernaut's direction if they choose. They can also issue orders to the Engine Room to make Doomgrinder accelerate or decelerate, eventually stopping it.

The derro manning the Engine Room don't question the instructions they get from the Control Center, and they follow them to the best of their ability. Doomgrinder cannot go faster than 30 miles per day, and it cannot accelerate more than 6 miles per day. Attempts to push the rolling fortress beyond these limits automatically fail. If the characters order it to decelerate, Doomgrinder's speed can be reduced safely by 12 miles per day. Should a character order the Engine Room to slow it more than that, the juggernaut gears and braking mechanisms jam. The effects of this are described in "Destroying the Engine Room," above.

If the characters seize the Control Center, derro attempt to retake it. They try breaking into the Control Center until the characters either escape, are defeated, or have themselves defeated all surviving derro warriors.

If the characters realize sitting in the chair allows them to mentally communicate with Doomgrinder, a sharp-thinking character may convince Doomgrinder that he is its master and order it to lock onto a course that no one can alter — until the hero issuing the command changes it. A character in this situation might cause the Doomgrinder to turn north and eventually splash into the Nyr Dyv, or to turn south into the swamps.

If Elanal u'Rehahn can negotiate with the characters — if, for example, she isn't in her chambers when they take the Control Center, or if they don't attack her on sight or vice versa — she explains that Doomgrinder's goal is not necessarily to harm the City of Greyhawk, but that its true targets lie far to the south. She offers to adjust the course to take the juggernaut through a less heavily populated area north of the city, and promises the characters that they will be allowed to leave Doomgrinder unharmed. If the characters ask what Elanal and the derro plan to do with the juggernaut, she says again that their true enemy is in the south, but she elaborates no further.

If hostilities break out, or if the characters have already fought with Elanal or even killed her lover, no negotiation takes place, as she has either left the juggernaut or instead urges the derro to attack.

Recurrence

Most characters and locations that might show up again in an ongoing campaign are discussed earlier in this booklet. Notable exceptions are Celdon Fallow, Elanal u'Rehahn, Lyzandred the Mad and Doomgrinder itself.

Celdon Fallow: Celdon Fallow is an agent of Mordenkainen, though he frequently works for members of the Circle of Eight. He can be a valuable friend for the characters, or a source of many difficulties.

Celdon is respected in many circles, and is considered a fair and honest man. If the characters borrowed mounts from Celdon but didn't

return them or refused to reimburse him, or took the advance he offered and made no subsequent effort to get back in touch or complete the assignment, their lack of reliability quickly spreads throughout the adventuring community, and their word becomes worthless. If Doomgrinder caused massive destruction in the City of Greyhawk, they are held accountable for the damage by those whose homes and buildings were destroyed, and this results in further deterioration of their reputations. Unless the characters settle their differences with Celdon and honor any agreements made, they eventually must relocate to another part of the Flanaess, or take up lives of banditry.

On the other hand, if the characters have dealt with him honestly, Celdon can be a source of many lucrative assignments in the future. If Doomgrinder reaches the City of Greyhawk, and the characters' failure to stop it becomes known, Celdon can minimize the damage to their reputations by giving them other quests more visibly associated with the Circle of Eight. Gradually, their reputations either recover, or the characters find themselves traveling far away from those irate rich people in Greyhawk.

Elanal u'Rehahn: The drow probably escaped the characters' assault on Doomgrinder unscathed. If so, she holds no grudge against the characters: The juggernaut was just one of the Circle of Darkness's many tools, and she moves easily to the next plot. However, if her mate, Daneel, did not survive, the heart-broken drow seeks revenge.

Elanal is an unusual drow. Less chaotic than most of her race, she carefully lays a plan to make the characters pay for killing her lover. While she continues her association with the Circle of Darkness and works for their obscure goals, she also sets out to learn all she can about the characters. Through agents, she keeps them under almost constant surveillance. She intends to discover their secrets, learn who they care about and what they value most, and then destroy those.

If the characters are respected, she sullies their reputations by framing them for heinous and cowardly deeds, even arranging to have their allies killed in ways that make a character appear to be involved or responsible. She destroys places owned or frequented by the characters. This robs the characters of income and wealth, but also steals from them any sense of security they might have. Finally, she kills the characters' family, friends and loved ones, one by one.

Before things get to this point, it is probably clear to the characters that someone is out to get them. The adventures that arise from this can be investigations in which the heroes work their way through the web of vengeance that Elanal has woven, bullying and battling past her minions, until they face her — a murderous, cold-hearted monster-woman maddened by grief.

Even if the characters manage to steal Elanal's spellbook and magical items, she has been through enough ups and downs during her long life that she has copies of the book and extra enchanted items hidden with allies across the Flanaess. When she reappears to face the party, she is at least as powerful as she was the first time they met, perhaps more so.

Lyzandred: The lich mage continues his artifact gathering. If the characters stopped Doomgrinder before it devastated the City of Greyhawk, he tries to recruit the party to his cause. This assumes, of course, that the characters haven't made an enemy out of Lyzandred during *The Crypt of Lyzandred the Mad* adventure. If the DM wishes to use Lyzandred as a nonplayer character in her campaign, that product

contains details on this odd wizard's abilities and motivations, including his stats and spells.

Lyzandred can inspire future adventures by revealing the locations of forgotten dungeon complexes from which the characters can extract wealth and a powerful artifact or two; Lyzandred wants the artifacts, but the characters can keep the riches. Or Lyzandred might contact them after a group of adventurers steal some of his hidden artifacts and magical items — he wants the characters to recover them. Such an adventure could take the characters across the Flanaess in pursuit of men and women struggling for power and influence through the use of destructive artifacts. Or it could take them into the destroyed heart of the Great Kingdom where in shattered Rauxes, Ivid V (if it is in fact he) may be gathering magical might in the hopes of restoring the glory of his empire. Finally, perhaps a more obscure evil mastermind was behind the theft; perhaps the mysterious dracolich Dragotha has stolen the magical treasures, and intends to use them to power a wave of necromantic magic that will animate hundreds of forgotten dragon carcasses across the Flanaess. Under Dragotha's aegis, the undead dragons will wreak terrible vengeance on the living.

That said, Lyzandred isn't a "good guy" by any stretch of the imagination. If the DM chooses, perhaps he isn't collecting the magical items out of concern for Oerth's safety. Perhaps he is up to something far more nefarious. Maybe Lyzandred is the one trying to raise dragon carcasses across Oerik and Dragotha is trying to stop this heinous act.

The stationary Doomgrinder: A new fortress of evil has sprung up overnight, all too close to Greyhawk. The derro and other inhabitants plague the surrounding area, while villains and fugitives seek refuge inside Doomgrinder, to pursue their schemes from a secure position.

As time goes by, the fortress is divided into "neighborhoods." The surviving derro control some sections, freed dao and efreeti are masters of others, while groups from the outside also claim territory. The halls between these sections may become battle zones.

At the end of this adventure, a number of derro still survive. The DM needs to have a rough idea of how many derro remain, as they maintain Doomgrinder's external defenses, at least until outlaw groups from the surface move in. For each month that goes by, 2d10 derro desert the fortress, due to the weakened control of the savants and the failure of the plan to drive Doomgrinder south. Any other losses occur through adventurer attacks. The derro support themselves by sneaking from the juggernaut in the dead of night, conducting raids on nearby villages in search of slaves and supplies. The surviving savants attempt to repair the juggernaut, but the defensive positions are a top priority. The weaker the derro are, the easier it is to launch a full-blown attack on Doomgrinder.

As the derro dig in, they start trapping the corridors. Typical derro traps include:

Weakened Floors: When a character weighing more than 120 pounds (including equipment) crosses certain floors, they collapse, causing him to fall to the next level; he suffers 2d6 points of damage, unless he has the tumbling proficiency. The DM can decide if the floor below is weakened as well; if a trap is set there; or if derro or other villains or monsters are waiting to attack the unfortunate hero. This trap can be placed anywhere, as none of the derro exceed 120 pounds in weight.

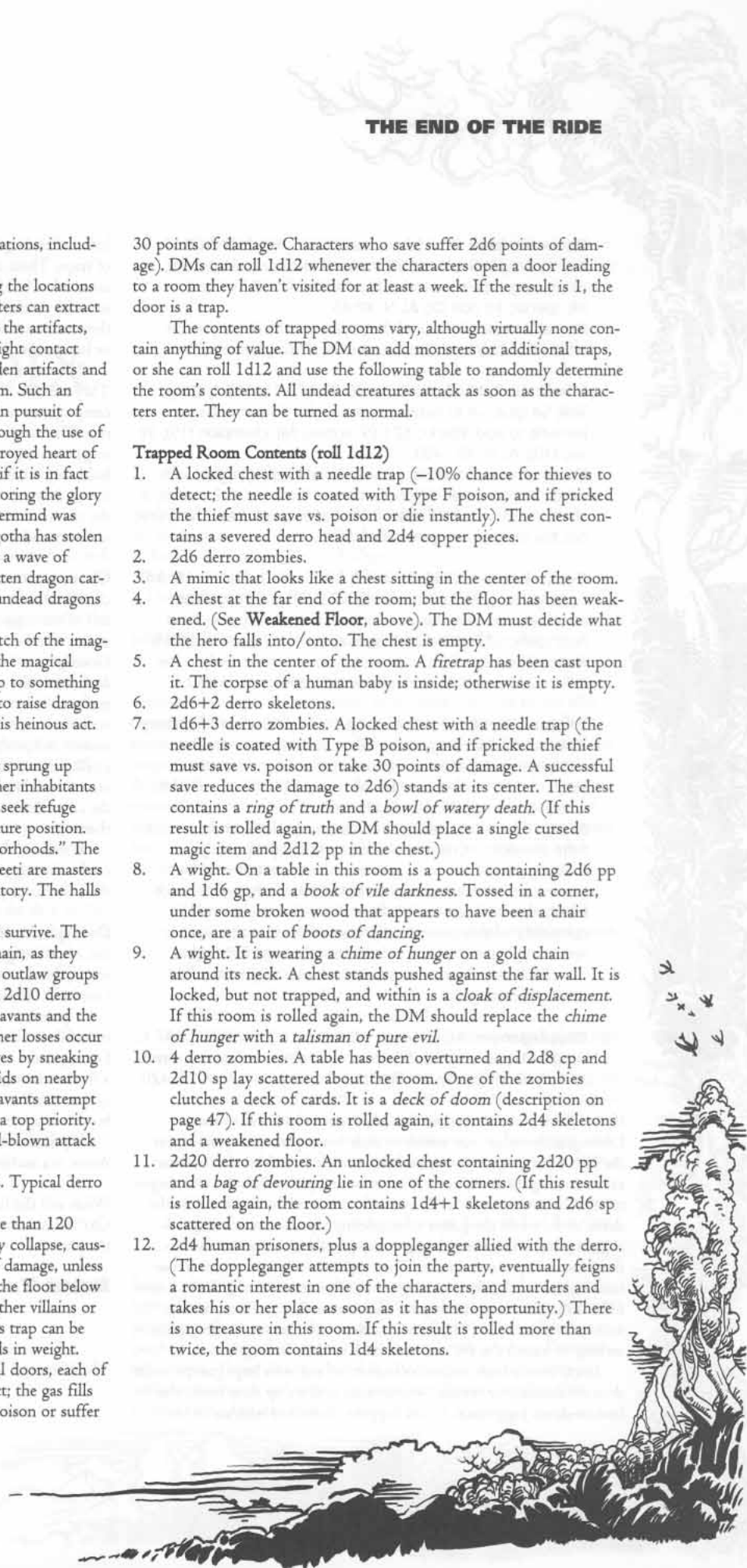
Trapped Rooms: Derro savants *wizard lock* several doors, each of which has a gas trap (normal chance for thieves to detect; the gas fills the hallway, and every affected character must save vs. poison or suffer

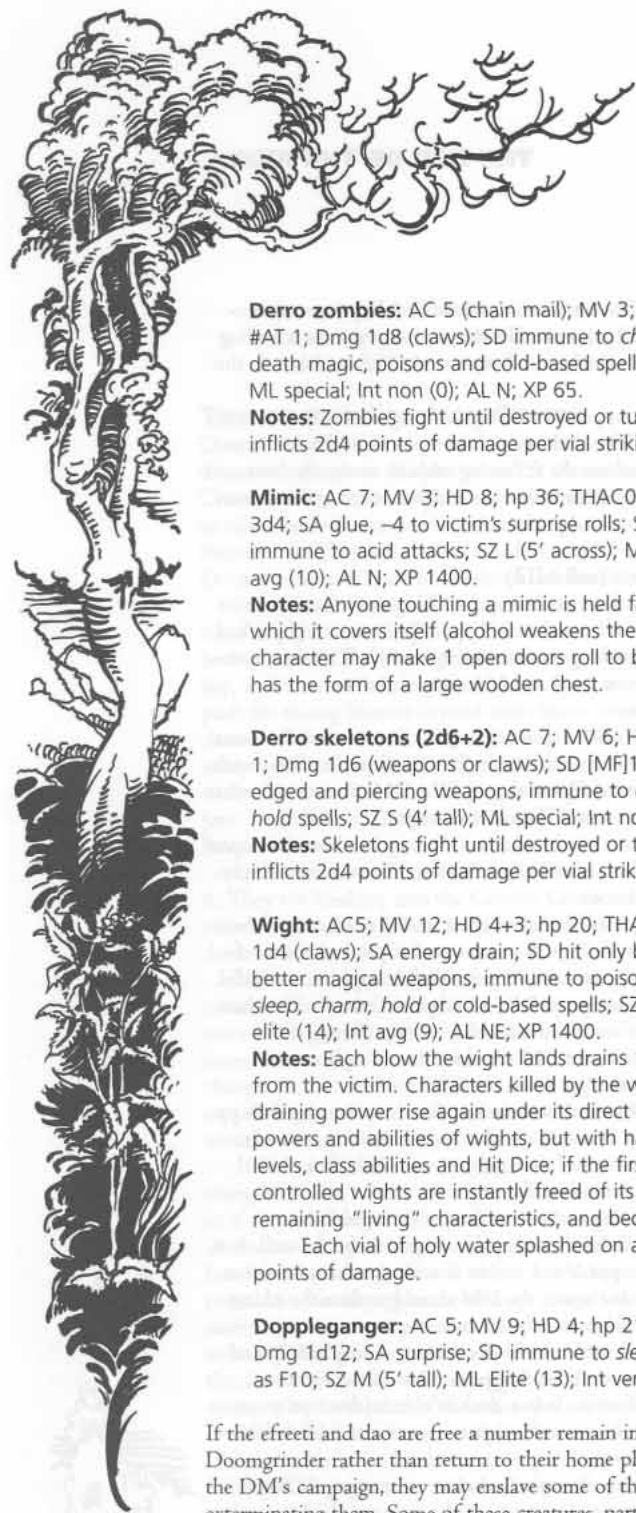
30 points of damage. Characters who save suffer 2d6 points of damage). DMs can roll 1d12 whenever the characters open a door leading to a room they haven't visited for at least a week. If the result is 1, the door is a trap.

The contents of trapped rooms vary, although virtually none contain anything of value. The DM can add monsters or additional traps, or she can roll 1d12 and use the following table to randomly determine the room's contents. All undead creatures attack as soon as the characters enter. They can be turned as normal.

Trapped Room Contents (roll 1d12)

1. A locked chest with a needle trap (-10% chance for thieves to detect; the needle is coated with Type F poison, and if pricked the thief must save vs. poison or die instantly). The chest contains a severed derro head and 2d4 copper pieces.
2. 2d6 derro zombies.
3. A mimic that looks like a chest sitting in the center of the room.
4. A chest at the far end of the room; but the floor has been weakened. (See **Weakened Floor**, above). The DM must decide what the hero falls into/onto. The chest is empty.
5. A chest in the center of the room. A *firetrap* has been cast upon it. The corpse of a human baby is inside; otherwise it is empty.
6. 2d6+2 derro skeletons.
7. 1d6+3 derro zombies. A locked chest with a needle trap (the needle is coated with Type B poison, and if pricked the thief must save vs. poison or take 30 points of damage. A successful save reduces the damage to 2d6) stands at its center. The chest contains a *ring of truth* and a *bowl of watery death*. (If this result is rolled again, the DM should place a single cursed magic item and 2d12 pp in the chest.)
8. A wight. On a table in this room is a pouch containing 2d6 gp and 1d6 gp, and a *book of vile darkness*. Tossed in a corner, under some broken wood that appears to have been a chair once, are a pair of *boots of dancing*.
9. A wight. It is wearing a *chime of hunger* on a gold chain around its neck. A chest stands pushed against the far wall. It is locked, but not trapped, and within is a *cloak of displacement*. If this room is rolled again, the DM should replace the *chime of hunger* with a *talisman of pure evil*.
10. 4 derro zombies. A table has been overturned and 2d8 cp and 2d10 sp lay scattered about the room. One of the zombies clutches a deck of cards. It is a *deck of doom* (description on page 47). If this room is rolled again, it contains 2d4 skeletons and a weakened floor.
11. 2d20 derro zombies. An unlocked chest containing 2d20 pp and a *bag of devouring* lie in one of the corners. (If this result is rolled again, the room contains 1d4+1 skeletons and 2d6 sp scattered on the floor.)
12. 2d4 human prisoners, plus a doppelganger allied with the derro. (The doppelganger attempts to join the party, eventually feigns a romantic interest in one of the characters, and murders and takes his or her place as soon as it has the opportunity.) There is no treasure in this room. If this result is rolled more than twice, the room contains 1d4 skeletons.





Derro zombies: AC 5 (chain mail); MV 3; HD 2; THACO 19; #AT 1; Dmg 1d8 (claws); SD immune to *charm*, *sleep*, *hold*, death magic, poisons and cold-based spells; SZ S (4' tall); ML special; Int non (0); AL N; XP 65.

Notes: Zombies fight until destroyed or turned. Holy water inflicts 2d4 points of damage per vial striking the zombie.

Mimic: AC 7; MV 3; HD 8; hp 36; THACO 13; #AT 1; Dmg 3d4; SA glue, -4 to victim's surprise rolls; SD camouflage, immune to acid attacks; SZ L (5' across); ML champion (15); Int avg (10); AL N; XP 1400.

Notes: Anyone touching a mimic is held fast by a glue with which it covers itself (alcohol weakens the bond in 3 rounds, a character may make 1 open doors roll to break free. This mimic has the form of a large wooden chest.

Derro skeletons (2d6+2): AC 7; MV 6; HD 1; THACO 19; #AT 1; Dmg 1d6 (weapons or claws); SD [MF]1/2 damage from edged and piercing weapons, immune to *charm*, *sleep* and *hold* spells; SZ S (4' tall); ML special; Int non (0); AL N; XP 65.

Notes: Skeletons fight until destroyed or turned. Holy water inflicts 2d4 points of damage per vial striking the skeleton.

Wight: AC 5; MV 12; HD 4+3; hp 20; THACO 15; #AT 1; Dmg 1d4 (claws); SA energy drain; SD hit only by silver or +1 or better magical weapons, immune to poison, paralyzation, *sleep*, *charm*, *hold* or cold-based spells; SZ M (5' 1" tall); ML elite (14); Int avg (9); AL NE; XP 1400.

Notes: Each blow the wight lands drains 1 level of experience from the victim. Characters killed by the wight's energy-draining power rise again under its direct control with the powers and abilities of wights, but with half their experience levels, class abilities and Hit Dice; if the first wight is killed, controlled wights are instantly freed of its control, lose their remaining "living" characteristics, and become full wights.

Each vial of holy water splashed on a wight does 2d4 points of damage.

Doppelganger: AC 5; MV 9; HD 4; hp 21; THACO 17; #AT 1; Dmg 1d12; SA surprise; SD immune to *sleep* and *charm*, saves as F10; SZ M (5' tall); ML Elite (13); Int very (11); AL N; XP 420.

If the efreeti and dao are free a number remain in the stationary Doomgrinder rather than return to their home planes. Depending on the DM's campaign, they may enslave some of the derro or continue exterminating them. Some of these creatures, particularly the dao, begin to menace the countryside. They are far more subtle about it than the derro, as they take the guises of wandering sages or avatars of good-aligned gods. Everywhere they go, they grant *limited wishes* in ways that shatter hopes and dreams. They may even manage to turn households against each other, starting waves of violence among the common folk. If the characters investigate, they eventually come into conflict with one or more dao. High-level parties may return to Doomgrinder, seeking to banish the evil creatures back to their home planes.

Local bandit lords and other masters of evil with large groups under their command may invade Doomgrinder and set up shop inside the broken-down juggernaut. If this happens, characters who are in the

habit of raiding Doomgrinder for fun suddenly discover different sorts of traps. These are more conventional than the derro ones — trip wires attached to hidden crossbows with poisoned quarrels, contact poisons smeared on door handles, spikes triggered by pressure plates — but they are nonetheless deadly . . . and there aren't even cursed magic items or loose coins for the characters to collect.

The nature and power levels of these bandits is left up to the DM. They are best if tied into some evil organization existing in an ongoing campaign, or as a group introduced only to be defeated by the characters. The bandits might be part of Elanal's (or someone else's) efforts to gain revenge on the characters. If they are, they use whatever stronghold they establish in Doomgrinder to strike at the characters and things they care about. Their leader might be an old enemy, someone the characters thought utterly defeated (and possibly dead) long ago. It is even possible that they are part of the mysterious Circle of Darkness.

Characters control Doomgrinder: If a character sits in the captain's chair in the main area of the Control center, she may have gained control of the juggernaut (described on page 39). Confusing the character with a member of the race that created it eight thousand years ago, the Doomgrinder's rudimentary intelligence is initially willing to obey any commands she gives. However, after 1d4 commands, the intelligence realizes she is not from that race. The voice in her head says, "Please state your race, name and current rank." The only people who could answer this safely are eight thousand years dead, so one round later, the intelligence attacks the person in the chair mentally, permanently removing 1d4 points of Intelligence (no saving throw is possible, but the character is safe if she left the seat during that round and never sits there again).

If anyone else tries to sit in that seat after the initial contact is made, Doomgrinder's intelligence asks for name, race and rank, and then attacks as previously described.

Doomgrinder off-course: If the characters didn't stop Doomgrinder, but instead negotiated with Elanal or commanded it to head north or south, they have averted any immediate threats to the City of Greyhawk. However, Doomgrinder may come back to haunt them yet.

If pointed north, Iuz is far from pleased when the massive juggernaut filled with dead derro (for they all either drown or suffocate as Doomgrinder makes its way across the bottom of the Nyr Dyv) plows a furrow through his empire. He is angry enough to renew hostilities against the Free City and its allies. Eventually, Flanaess-wide war may break out again.

If pointed south, the juggernaut vanishes beneath the waters of the Azure Sea and is never seen again. Probably.

What will the future bring? In this, as in every adventure in the GREYHAWK setting, it lies always in the hands of the DMs and the players.

NEVER THE END



APPENDIX

NEW MAGICAL ITEMS

Deck of doom: This pack of painted parchment cards appears to be a *deck of illusions* (described in the *DMG*). Like its more useful counterpart, it is frequently found in an ivory, leather or wood box. A full deck consists of 34 cards of four suits. When a card is drawn at random and thrown to the ground, an effect that functions like the *monster summoning* spell creates the individual or group depicted on the card. Characters and monsters are magical constructs but are quite real; they do not disappear when their card is picked up again, instead remaining in existence for 22 rounds or until slain. (This is also true of any items or weapons an individual possesses.) Once a card has been used, it loses its magical properties, though it retains its image — a giveaway for the knowledgeable that it is not the *deck of illusions* it appears to be. When a deck is found, the DM may determine how many cards have already been used.

The summoned individuals perform normal routines and possess the skills and abilities that would be expected from someone of their class or monster type. Spellcasters have whatever spells seem most appropriate for the situation into which they have been summoned.

While the deck of doom may appear to be superior to the deck of illusion, it has its drawbacks. Whenever a card is used, the DM rolls 1d100. If the roll is 65 or higher, the summoned creature or character attacks the deck's possessor and anyone who tries to defend her. The creature fights until it or the deck owner is slain. Then it disappears along with all its belongings. The deck remains.

The cards in a deck of doom are as follows:

Deck of Doom Cards

Hearts

A: Young gold dragon
K: 5th-level hm fighter

Q: 8th-level hf wizard
J: Banshee
10: Frost giant
9: Ettin
8: Bugbear
2: Hobgoblin

Spades

A: Lich
K: 7th-level hm priest
Q: Medusa

Diamonds

A: Beholder
K: 5th-level hm wizard and 3 1st-level hm&f apprentice wizards

Q: Night hag
J: Harpy
10: Fire giant
9: Ogre mage
8: Gnoll
2: Orc

Clubs

A: Clay golem
K: 7th-level hm thief and 3 1st-level hm&f fighters
Q: Dryad

J: 7th-level hf paladin
10: Stone giant
9: Troll
8: Ghast
2: Hobgoblin

J: 7th-level hf bard
10: Hill giant
9: Ogre
8: Ghoul
2: Orc

Jokers (2): Exact copy of the person who drew from the deck.

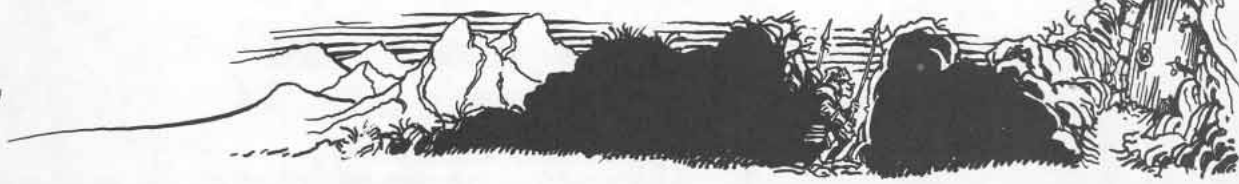
Doomgrinder Weapons

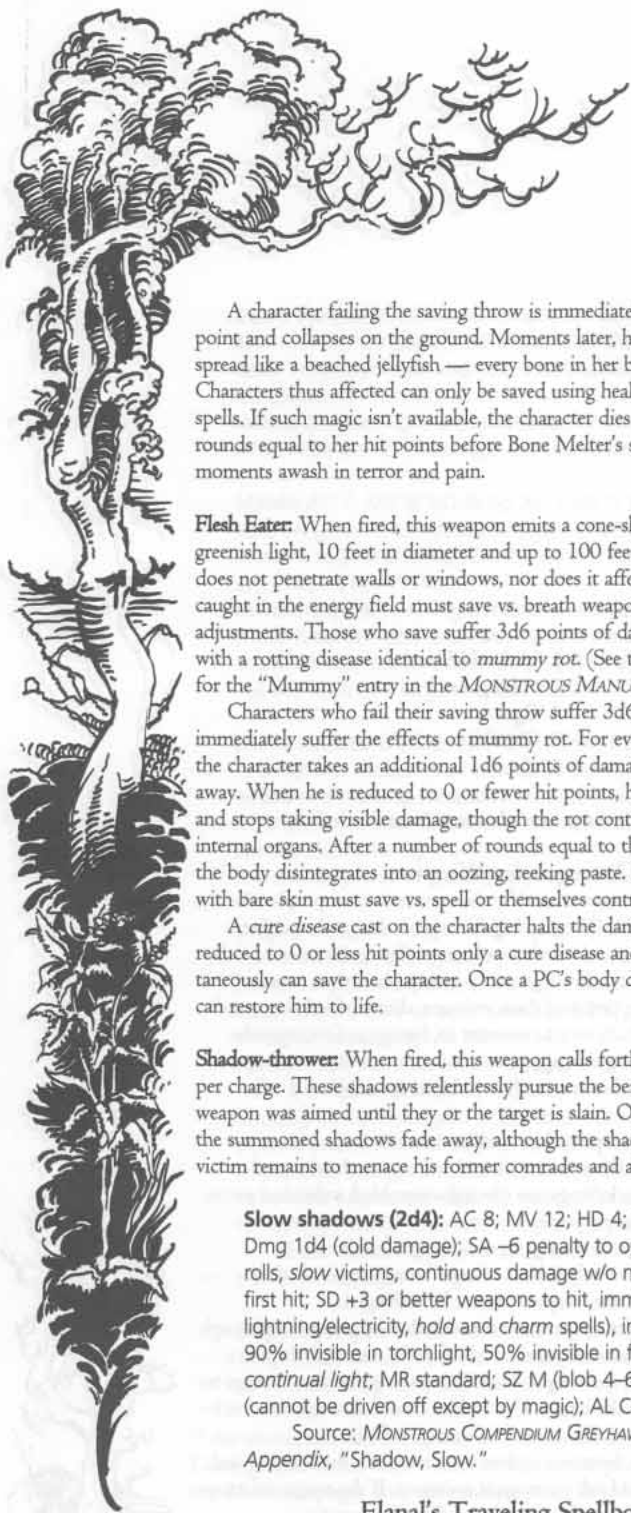
These horrible weapons were created by the same unknown people who constructed Doomgrinder. They are highly magical, designed to inflict a maximum number of casualties with maximum suffering. Hundreds of the weapons were mounted on the juggernaut's exterior, but when it was defeated, the victors stripped it of these weapons, disassembled them, and scattered their parts (which were as resistant to damage as Doomgrinder itself). The derro repairing the juggernaut tried to locate the weapon parts, but they had only limited success and were able to assemble only a few Doomgrinder weapons.

The Doomgrinder weapons share certain common traits:

- They break into three pieces: a barrel, a firing mechanism and a magical powerpack/magazine. Even disassembled, individual pieces may have magical properties.
- They are immune to damage from all magical sources.
- The weapons have only 1d4+1 charges remaining. Once the charges are gone, the weapons cannot be recharged.
- The Doomgrinder weapons were intended to be controlled through the juggernaut's control panels; when fired by a mortal, there is a 10% chance that the weapon backfires, causing the same damage to the wielder as to the target. The wielder cannot save against a backfire, but takes the full brunt of the damage rolled.
- Magic resistance functions against these weapons. Both targets and the wielder should roll for magical resistance. If the magic resistance takes effect, the character is not harmed by the weapon.
- These weapons are so horrible that a paladin using one automatically loses his status, and good-aligned priests doing so find that they draw their god's wrath. Atonement and perhaps even a quest may be required to return their status.

Bone Melter: When fired, this weapon emits a cone-shaped blast of white light, 10 feet in diameter and up to 100 feet in length. The beam does not penetrate walls or even windows, nor does it affect plant life. All beings caught in the energy field must save vs. dragon breath, applying Dexterity adjustments. Those who save take 4d4+10 points of damage; survivors suffer severe cramps and spasms for a number of rounds equal to their Constitution subtracted from 20.





A character failing the saving throw is immediately reduced to 1 hit point and collapses on the ground. Moments later, her body starts to spread like a beached jellyfish — every bone in her body has been liquefied. Characters thus affected can only be saved using heal, limited wish, or wish spells. If such magic isn't available, the character dies with a number of rounds equal to her hit points before Bone Melter's strike, her final moments awash in terror and pain.

Flesh Eater: When fired, this weapon emits a cone-shaped blast of sickly greenish light, 10 feet in diameter and up to 100 feet in length. The beam does not penetrate walls or windows, nor does it affect plant life. All beings caught in the energy field must save vs. breath weapon, applying Dexterity adjustments. Those who save suffer 3d6 points of damage and are afflicted with a rotting disease identical to *mummy rot*. (See the "Combat" section for the "Mummy" entry in the *MONSTROUS MANUAL* tome.)

Characters who fail their saving throw suffer 3d6 points of damage and immediately suffer the effects of *mummy rot*. For every round thereafter the character takes an additional 1d6 points of damage as his flesh rots away. When he is reduced to 0 or fewer hit points, he falls unconscious and stops taking visible damage, though the rot continues to attack his internal organs. After a number of rounds equal to the PC's Constitution, the body disintegrates into an oozing, reeking paste. Anyone touching it with bare skin must save vs. spell or themselves contract *mummy rot*.

A cure disease cast on the character halts the damage, but once he is reduced to 0 or less hit points only a cure disease and raise dead cast simultaneously can save the character. Once a PC's body dissolves, only a wish can restore him to life.

Shadow-thrower: When fired, this weapon calls forth 2d4 slow shadows per charge. These shadows relentlessly pursue the being at whom the weapon was aimed until they or the target is slain. Once the target is dead, the summoned shadows fade away, although the shadow created from their victim remains to menace his former comrades and allies.

Slow shadows (2d4): AC 8; MV 12; HD 4; THACO 17; ; #AT 1; Dmg 1d4 (cold damage); SA -6 penalty to opponents' surprise rolls, *slow* victims, continuous damage w/o new attack roll after first hit; SD +3 or better weapons to hit, immunities (cold, lightning/electricity, *hold* and *charm* spells), invisible in darkness, 90% invisible in torchlight, 50% invisible in full daylight or *continual light*; MR standard; SZ M (blob 4-6' across); ML 20 (cannot be driven off except by magic); AL CE; XP 650.

Source: *MONSTROUS COMPENDIUM GREYHAWK ADVENTURES Appendix, "Shadow, Slow."*

Elanal's Traveling Spellbook

This book is bound between night-black leather covers. The pages are very light, almost translucent, so that it appears as though the magical runes float on thick spider webs. The magical script is drow in nature, and it has been further modified by Elanal's personal way of scribing spells. Unless a wizard is intimately familiar with drow magic, he must make Intelligence checks with a -1 penalty per spell level whenever he attempts to learn a spell. (This check is made before the chance to learn percentage is checked.)

Spells in the book:

1st = *burning hands, charm person, chill touch, detect magic, gaze reflection, magic missile, read magic, shield*;

2nd = *blur, flaming sphere, forget, invisibility, irritation, Melf's acid arrow, spectral hand*;

3rd = *blink, hold person, hold undead, lightning bolt, slow, suggestion, vampiric touch, wraithform*;

4th = *charm monster, confusion, contagion, emotion, enervation, phantasmal killer, polymorph other, stoneskin*;

5th = *animate dead, chaos, cloudkill, cone of cold, domination, magic jar, shadow door, shadow magic, summon shadow, teleport*;

6th = *chain lightning, death fog, disintegrate, invisible stalker, true seeing*.

The Clanbooks of the Doomgrinder Derro

This is a set of three volumes with covers of slate and pages that look disturbingly like human or demihuman skin. They contain the most impressive magical discoveries made by the clan's savants over the centuries. The books are the primary source of spells for the savants and their students.

As with all spellbooks, read magic is necessary in order to comprehend its content. However, due to the strange nature of derro magic, wizards must also make a -1 Intelligence check for each spell attempt to read.

Spells in Book I: *affect normal fires, blur, burning hands, charm person, chill touch, cloudkill, detect magic, forget, gaze reflection, invisibility, irritation, ice storm, light, Melf's acid arrow, Otto's irresistible dance, paralysis, read magic, repulsion, shield, spectral hand, sepia snake sigil*.

Spells in Book II: *anti-magic shell, blink, charm monster, confusion, contagion, emotion, enervation, ESP, firetrap, hold person, hold undead, hypnotic pattern, levitate, lightning bolt, polymorph other, power word: stun, sleep, slow, suggestion, vampiric touch, wish, wraithform*.

Spells in Book III: *animate dead, chain lightning, chaos, cone of cold, death fog, disintegrate, domination, invisible stalker, minor creation, repulsion, shadow door, shadow magic, summon shadow, Tasha's hideous uncontrollable laughter, teleport, true seeing, ventriloquism, wall of fog*.

NEW SPELLS

Mere's Conjure Sandlings

(Conjuration/Summoning, Elemental Earth)

Level: 5
Duration: 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

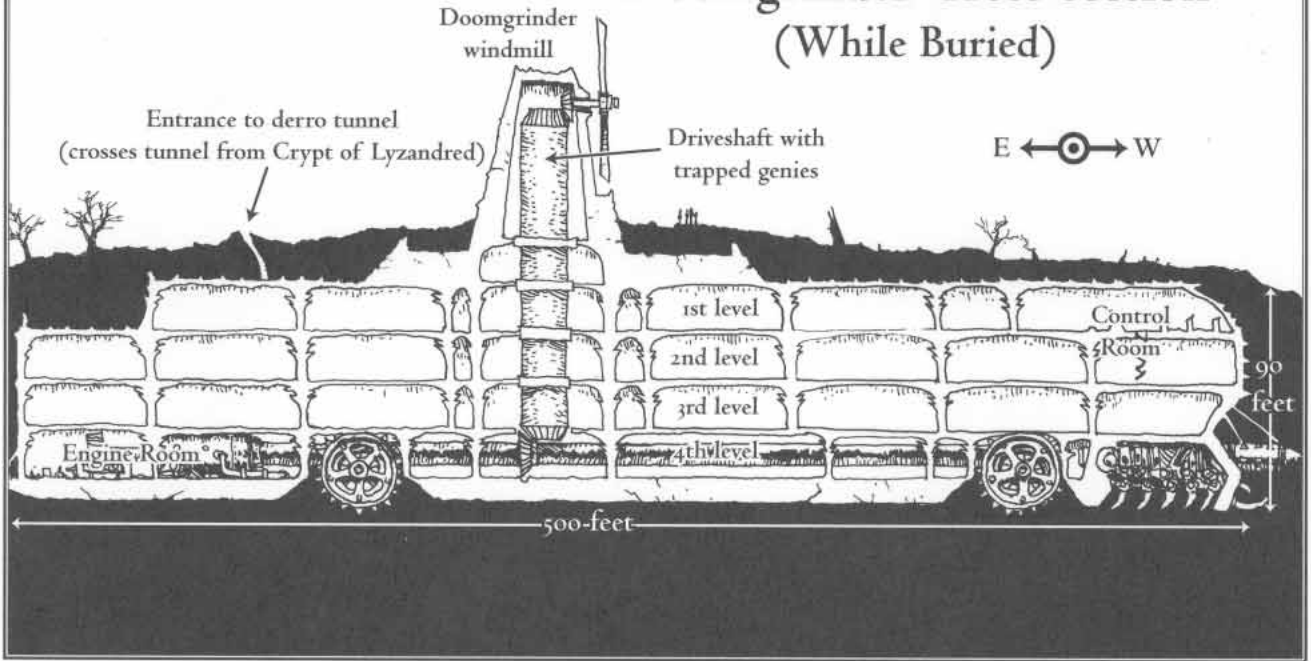
This spell functions in a fashion similar to the *conjure elemental* spell in that it summons creatures from the elemental plane of earth to the Prime Material plane.

Sandlings can only be conjured in a location where there is a good amount of their native element at hand. In addition, the wizard must possess a ruby of at least 1500 gp value, the spell's material component.

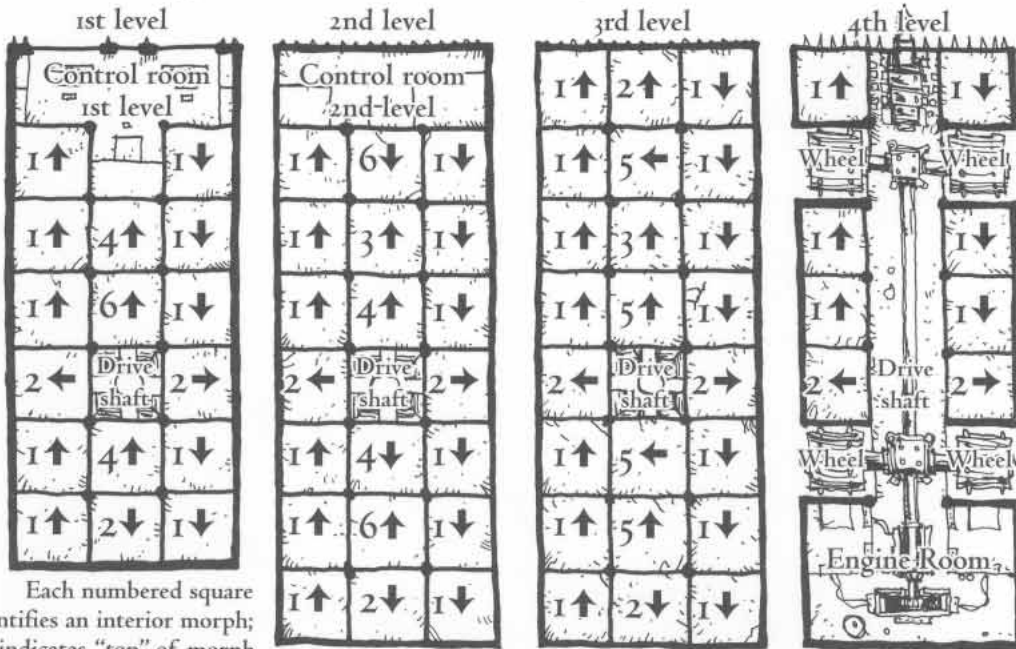
A number of sandlings equal to the caster's level plus 1d6 additional are summoned when this spell is cast. The sandlings are compelled to obey the caster, but only for as long as the caster concentrates on what actions she wants the creatures to perform. Should the caster's concentration be broken, the majority of the sandlings flee back to the elemental plane of earth. However, 1d6 of the creatures are so enraged by their forced servitude that they remain behind and attack the caster. As soon as the remaining sandlings are attacked in response, they must make morale checks; if they fail their morale rolls, they flee back to their home plane.

Sandlings are described on page 19 of this adventure, and in detail in the *MONSTROUS MANUAL* tome under the heading **Elemental**.

Map 1: Doomgrinder Cross-section (While Buried)



Map 2: Doomgrinder Interior Layout



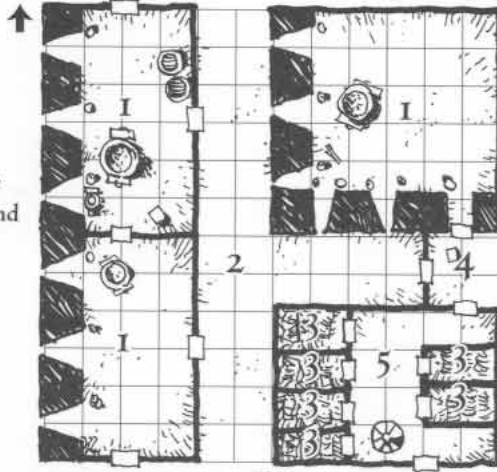
Interior Geomorphs

One square equals 5 feet

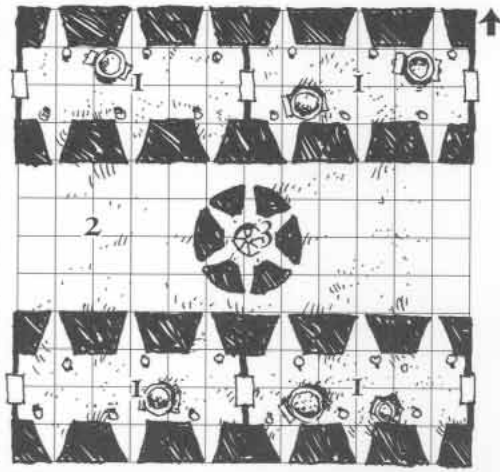
See page 30 for instructions.

Arrow indicates "top" of morph.

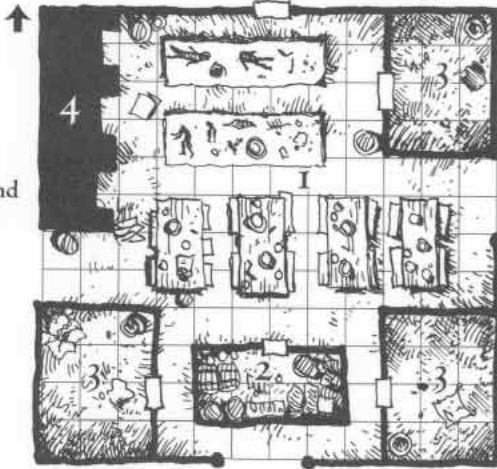
1.
Defensive
positions and
barracks



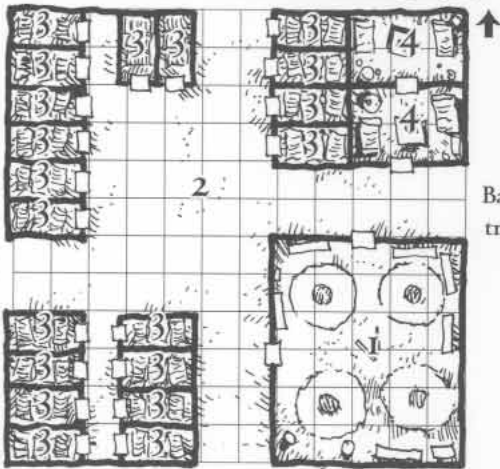
2.
Defensive
positions



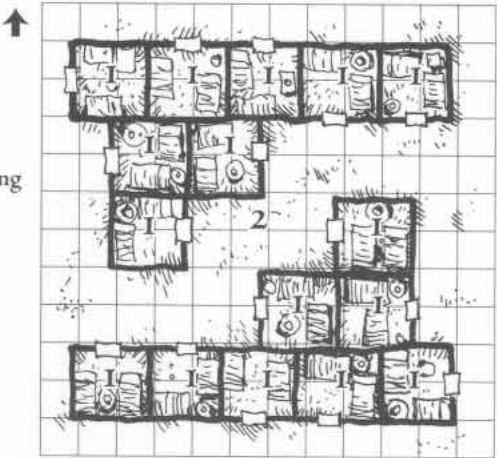
3.
Kitchen and
prisons



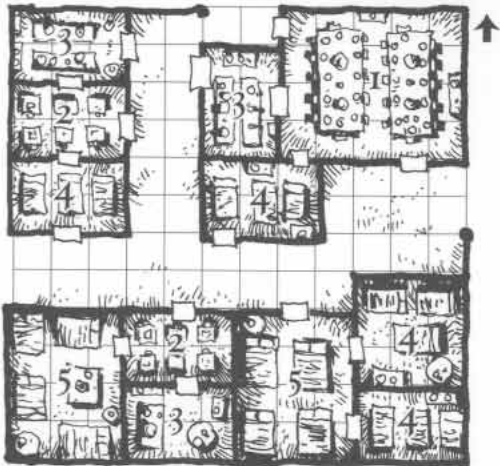
4.
Barracks and
training hall



5.
Civilian living
quarters



6.
Savant
quarters





GREYHAWK®

ADVENTURE

The Doomgrinder

The Lost Tombs, Volume 3

By Steve Miller

The Doomgrinder, a mysterious stone windmill many leagues east of the City of Greyhawk, has for centuries been the source of rumors, frustration and fear. The rumors say that vast treasures are stored inside—all cursed. The frustration belongs to hundreds of adventurers who over the years have attempted to enter the windmill and failed. The fear is felt by those who believe the world will end when the stone sails of the Doomgrinder turn again. In the City of Greyhawk, powerful spellcasters read bad omens for the future, and the Doomgrinder is part of them. Some see no future at all, good or bad.

In this GREYHAWK® adventure, a group of brave heroes may finally learn the truth about the Doomgrinder. Designed for characters of level 4 through 8 but adaptable to any level, the adventure can be played on its own or as the climax of the Lost Tombs adventure series. It also offers countless opportunities for spin-off adventures, potentially providing the foundation for entirely new campaign directions, and months of exciting game sessions.

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