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2nd Edition

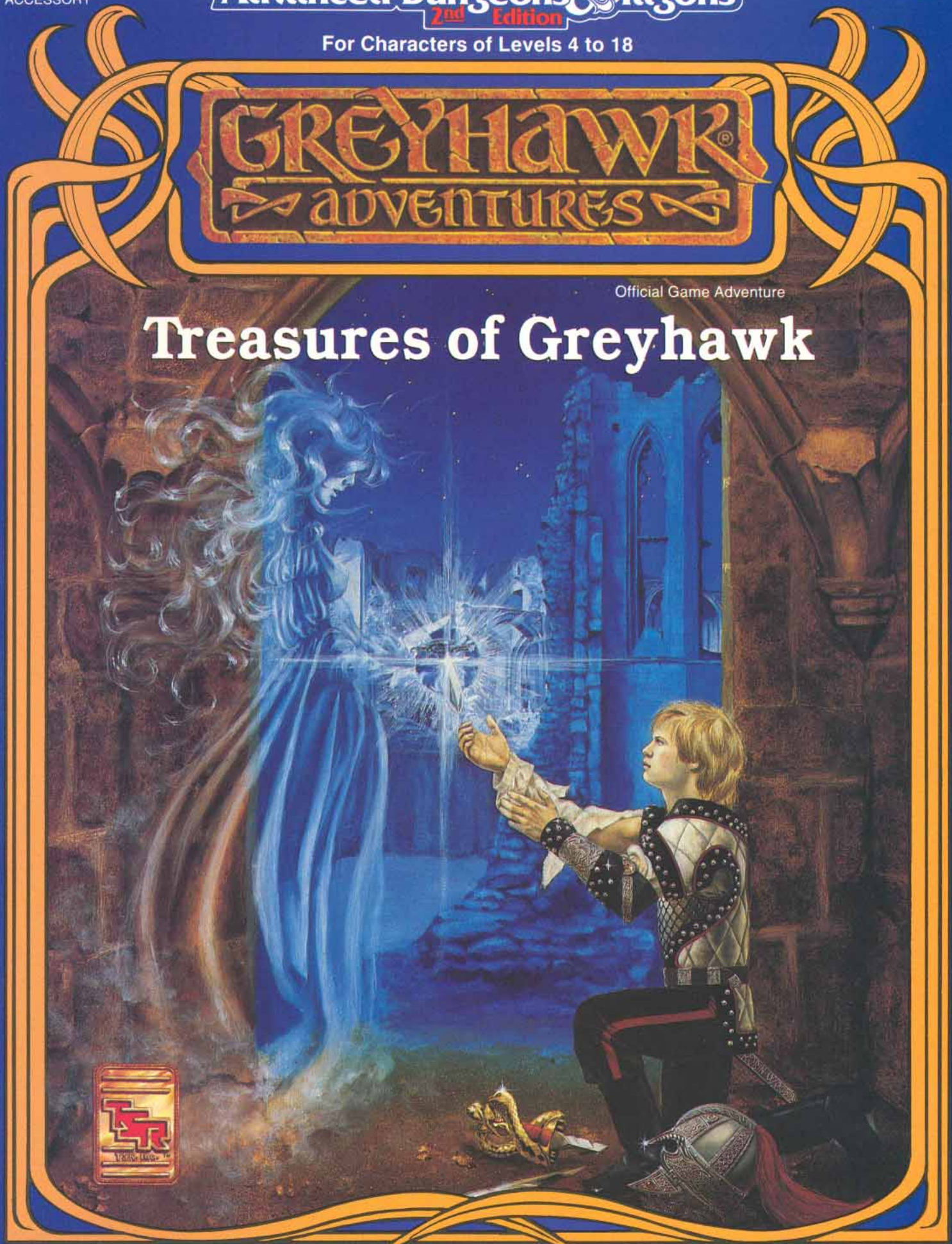
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For Characters of Levels 4 to 18

GREYHAWK® ADVENTURES

Official Game Adventure

Treasures of Greyhawk



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Treasures of Greyhawk

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ISBN 1-56076-366-3
9360XXX1401
\$10.95



How to Use This Book

Welcome reader! This book contains new game adventures, both short and long, puzzles, traps, deadly foes (and perhaps deadlier friends!). The individual adventures are designed for an evening's play, and many of them can lead to other adventures detailed in this book, if you desire.

Although these adventures are nominally set in the WORLD OF GREYHAWK® campaign world, most can be easily transferred to another campaign by changing a few place and character names.

If you are going to be a player in these adventures, knowing the DM's information will make them much less fun to play. Unless you are the DM, please **stop reading here** to avoid spoiling the surprises to come.

This book is organized by author, with the more complex and higher level adventures placed toward the back of the book. The table of contents page also identifies adventures by character level. Note that some adventures lead directly into a following adventure by the same author.

Encounter Format

Read the entire adventure thoroughly before running it for the players. Consider the major encounters and how the party is likely to respond to them. The title of the adventure is given at the top of the page. Each adventure is preceded by special DM information.

Terrain: This is the type of ground in which the adventure takes place.

Total Party Levels: This helps the referee to determine if the adventure is suitable for the party. If the party will be larger or smaller than the listed levels, then the DM should adjust the adventure accordingly.

Average Party Level: This is a generally recommended average level for the player characters in the adventuring party. The DM can calculate the average party level before the adventure begins. If the party average differs from the listing by more than one, the encounters should be adjusted accordingly.

Adventure XP: This is the number of experience points the party receives for attempting the adventure. The numbers are based on the

XP value of the monsters, and general story XP as per the 2nd Edition *Dungeon Master's Guide*. Three different numbers for experience are given. This total experience is divided among the player characters at the end of the adventure.

Full means that the party did well, meeting nearly all the adventure challenges, defeating most of the hostile monsters, finding most of the important treasure, and in general acting in character. Most parties should earn this.

Partial means that the party succeeded, barely, but missed or failed some major portion of the adventure. Perhaps they didn't find the major treasures, managed to negate most of their success, or consistently played out of character.

Retreat mean the party did not complete the adventure and gave up. They will learn something from the adventure anyway, and may try again if the DM permits it.

These numbers can be freely adjusted by the DM. They do not include individual experience awards or certain special awards connected with the adventure (as noted in the text of the adventure).

Set Up details the opening of the adventure, and includes the DM's background.

Aftermath concludes the adventure, and might suggestion future campaign developments.

Abbreviations

Int = intelligence	<i>Treasure</i>
AL = alignment	pp = platinum pieces
AC = armor class	gp = gold pieces
MV = movement rate	ep = electrum pieces
HD = hit dice	sp = silver pieces
hp = hit points	cp = copper pieces
#AT = number of attacks	
THACO = to hit armor class 0	<i>Ability Scores</i>
Dmg = damage	S = Strength
SA = special attacks	D = Dexterity
SD = special defenses	C = Constitution
SZ = size	I = Intelligence
MR = magic resistance	W = Wisdom
ML = morale	Ch = Charisma
XP = experience points	

Class Abbreviations

F = Fighter
C = Cleric
M = Magic-user (Wizard)
T = Thief



A Little Knowledge . . .

Terrain: Mountains
Total Party Levels: 24
Average Party Level: 4th
Adventure XP:
Full: 3,600
Partial: 2,700
Retreat: 900

Set Up

* The party is looking for one of the lost treasures in this book. They hear rumors about a lady in the mountains who can answer their questions. She is said to dwell in a tower on a mountain not far from the city the PCs are in. She is supposed to be wise, reclusive, and cranky. If the party wants to take a chance on disturbing her, she might have some clues.

* The party has visited a sage or wise man to get information about a specific treasure. He can't answer their questions, but he offers them the name of Gwendolyn, a wise being who lives in the Tower of Ramise. The tower is a day's travel away, at the base of a mountain to the north.

The Plot

The tower is located at the base of a mountain, which is a fairly short distance from the town in which the party is staying. The tower, unknown to them, is occupied by a gynosphinx and her servant, a stone-working gnome. The sphinx, Gwendolyn, has let the location of her lair become known, she wants to talk to adventurers who may have seen an androsphinx. She does not want to talk to commoners, so she and the gnome have worked out two tests to discourage those of weak will.

The exact location of the tower is up to the DM, but it should not be in an extremely remote location. Remember, the sphinx actually wants to talk to adventurers. On the other hand, it should not be located by the side of the road just outside of town. Make the party travel, but keep the sphinx accessible to anyone capable of facing her tests.

The Knight Errant

As the party travels towards the tower, they have an encounter on the trail. After traveling for a few hours, the trail is blocked by a human fighter. The fighter, Rowan Darkwood, has decided to test himself against all who pass this way. He blocks the road and challenges any and all to meet him in honorable single combat. Rowan's level is variable, one level higher than the level of the most experienced fighter.

Rowan carries a long sword and wears a set of field plate armor. His level is one higher than that of the highest level fighter in the party. If there is no fighter in the party, then his level is the same as the highest level cleric. If there is no cleric or fighter, he lets them pass. If this occurs, he is sure to harass them about traveling through the wilderness unprepared. Rowan has 5 hit points per level, up to ninth level. For each additional level he adds three hit points.

Rowan's challenge is simple. He wants to fight all of the fighters in the party. He offers 100 gp to any character who can defeat him. If he defeats the character, the latter must surrender the same amount or lose his or her principle weapon and armor. All combat is 'honorable', using the flat of blades, and so forth. One turn after the combat, the combatants get back three-fourths of the hit points they lost. Rowan fights bravely and honorably. He tries no tricks, and if his opponent should stumble or fall, he steps back and lets them recover. He considers any contest in which the opponent uses spells or other tricks as automatically forfeited.

When the characters have dealt with Rowan, they can proceed to the tower. If they attempt to ride or run right by, Rowan blocks them. They can ride over him if they wish, but he still shouts his challenge. Depending on the characters' classes and alignments, this may have severe consequences. Also, each word of unchivalrous behavior tends to spread.

Rowan Darkwood (human fighter): Int Ave; AL LN; AC 1; MV 6; Level as PC fighter + 1; hp 5 hp/HD + 3 hp/HD above 9th level; #AT varies; THACO varies; Dmg 1-8+2; SA long sword specialist (+1 hit, +2 dmg, attacks with next higher "attacks-per-round" sequence); SD *ring of protection +1*; XP variable.



The Tower of Ramise

The 60' tower is in good repair. It is made of marble, and has a single door and no windows. The tower is also surrounded by a moat. When the party arrives, the drawbridge is up. The moat is filled with sparkling clear water, in which the characters can see hundreds of small fish (piranhas). The moat and drawbridge are actually a *permanent illusion*.

There is no moat, and if the party successfully disbelieves, they can walk right up to the door.

If no one tries this, they must figure out another way to get across. Enough of the apparent drawbridge is visible to catch it with a grappling hook, or perhaps to lasso it. When they try, the hook or rope falls right through and lands in the water. This should make the party suspicious, and if that's not enough, the hook or rope passes right through a swarm of fish, apparently passing right through several of them. This should make the characters very suspicious. If they have a method of getting across (*folding boat* or a *ring of water-walking*, for instance), they have no trouble. This test is not difficult, what matters is the attempt to cross, not the safety of the method.

Once the party gets to the tower and either disbelieves or lowers the drawbridge, the characters see a small door at the base of the tower. It is unlocked, and opens to a set of stairs. The stairs are seven feet wide, and curve around the inner wall of the tower.

(There are no openings to the center of the tower, although if a magical means is used to breach the center, food storage is found on the lower level, the bedroom of a short person is found on the next level, and the sphinx's lair is found on the top level.)

The Stairway

As the party enters the tower, they come upon a very realistic statue. It is an elf, with an expression of horror on his features. He carries a broken longbow. This he holds up before himself as though to ward something off. The statue is apparently made of black marble, and the workmanship is as fine as the party has ever seen. If examined, no chisel marks or any other evidence of stonework can be found. It does not radiate magic. It looks exactly like an elf was transformed to stone.

If the party continues, after circling one-half of the tower there is another statue. The statue this time is of a tall beautiful human female. She is wearing plate mail, and carrying a broken two-handed sword. An expression of utter despair is etched onto her face. Again this statue looks like someone turned into stone, for the workmanship is perfect. The statue does not radiate magic.

Another half-turn up the tower another statue is found. This one is a gnome, wearing an ornately fashioned set of bracers and carrying a broken wand. There is an expression of hopelessness on his face. The statue is again very fine workmanship, and radiates no magic.

As they continue, they hear a loud, guttural snarl, suddenly cut off. A little ways farther on, they can see two things: an opening at the top of stairs, and a statue of a troll, anger on its face. Its claws are reaching for something.

The PCs may take whatever actions they desire, they have as much time as they wish. When they continue, near the top of the stairs they can hear scratching, as of claws on stone. If someone is brave enough to climb the stairs, they see a small room with dust all over the floor. There are no furnishings, except for a statue of a human fighter, carrying a battle axe. The human stares with open mouth open and bulging eyes, an expression of total terror on his face.

Then the brave character notices something else. There is a gnome standing by the statue. As the character watches, the gnome rubs the battle axe, which grows sharper and thinner. He notices many small flakes of stone laying at the feet of the statue, and more falling from the axe. The gnome looks over at the character and says; "My, my, persistent, aren't we? Very well, you may see Gwendolyn now."

Raynald Shortfellow (gnome illusionist and stone-carver): Int Exceptional; AL N; AC 6; MV 6; M6 (Illusionist); hp 16; THACO 19; #AT 1; Dmg 1-4 + 1 (*dagger + 1*); SA spells; SZ S; ML 14; XP 975. Raynald has *gloves of stone-shaping*, which allow him to make the statues. His memorized spells are: *audible glamer*, *cantrip*, *detect magic*, *phantasmal force*, *spook*, *ventriloquism*, *detect invisibility*, *imp. phantasmal force*, *invisibility*, *hold person*, *spectral force*, *wraithform*.

The Riddles of the Sphinx

Raynald ushers the party into the next chamber. The gnome is at once obsequious and deferential. As they find comfortable chairs, and Raynald asks them to be seated, and offers to bring them wine or other refreshment. He informs them that Gwendolyn does not offer her wisdom to just anyone. He smiles and remarks that he hopes that they are good at riddles. He then opens a door and a regal creature strides in. Gwendolyn is in the prime of sphinxhood, and any character should be impressed. Her face is beautiful, noble, and wise.

Gwendolyn greets the characters and asks why they have come. When she listens to their request, she replies that she can help them. But first, a condition. As payment for her help, the party must tell her the location of an androsphinx. If the party actually knows such a location, they can immediately get her help. If they don't know such a location, the sphinx suggests a compromise. If they can answer three riddles, she will help them. If not, they must forfeit some valuable magic or gems. She favors magical items that might help her locate an androsphinx, especially items with divination magic. If they have none, she will settle for any valuable (at least 500 gp) gem. Failing either of those, she will settle for any single magical item they have.

The Riddles:

1. A life longer than any man, it dies each year to be reborn. (answer—a tree)
2. In the eyes it causes blindness, in the nose just a sneeze, yet some suck this down and act as if pleased. (answer—smoke)
3. It stands alone, with no bone or solid form. Adamant, it prospers, never wrong, though hurt it may. Twistable, malleable, might it be, but always straight as an arrow. (answer—truth)

The characters are only given five minutes to answer each riddle. The DM should keep the pressure on. If they answer the riddles, the party can get Gwendolyn's help. If not, they must pay up to secure her help.

Gwendolyn has been traveling all over the continent for a number of years, and knows a lot about Oerth and the area in general. She

can be used to provide directions to nearly any of the treasures in this book, or to a place of the DM's design.

Gwendolyn (gynosphinx): Int Genius; AL N; AC -1; MV 15, Fl 24 (D); HD 8; hp 37; THACO 13; #AT 2; Dmg 2-8/2-8; SA Special; SZ L; ML 17; XP 3,000. Once per day she can cast *detect magic*, *read magic*, *read languages*, *detect invisibility*, *locate object*, *dispel magic*, *clairaudience*, *clairvoyance*, *remove curse*, and *legend lore*. She can also use each symbol once per week.

Notes on Gwendolyn

The sphinx is basically friendly to all adventurers. She keeps her treasure stashed in a remote place on the mountain, so a party that attacks her gets nothing for their trouble but Raynald's magical gloves. If attacked, she and Raynald will defend themselves to the best of their considerable abilities.

The sphinx answers the party's questions mostly with her *legend lore* spell. This can take 1d10 days if detailed information is known (a good description of the item in question, the name of a particular magical item, or of the last owner), and 2d6 weeks if only rumors are known. The party may have to wait awhile.

They will not be allowed to sleep in the tower, there just isn't room. Feel free to roll for a wandering monster once per day, or just ignore this check. The tower is in a fairly remote location, and Gwendolyn's presence keeps all of the more numerous, less powerful monsters away.

Gwendolyn can be visited again, but if so, the DM should come up with different challenges for the players. Nothing too drastic, perhaps have the entire tower under the effects of an *invisibility* spell, or the stairs greased. It should be something the party can handle, but it should require courage and willpower to overcome.

If the party comes back again, she drops the riddle games and begins charging higher rates for each visit. If the party begins to overuse her knowledge, she can hear about an androsphinx and leave, never to return.





Bladestar

Terrain: City of Greyhawk
Total Party Levels: 24
Average Party Level: 4th
Adventure XP:
Full: 12,600
Partial: 9,450
Retreat: 3,300

Set Up

* The PCs are asked by the City Guard to investigate the death of a Night Watchman who was killed on the previous evening. The death occurred near the burned out area, the Great Burn, in the Thieves' Quarter of the Old City of Greyhawk. The characters might have been pulled in for questioning and decided to stay and help out the City Guard.

* One of the PCs is a friend of a member of the Night Watchmen of the Free City of Greyhawk. The NPC contact is found dead one morning, strangled, with no apparent clues as to who or what might have killed him.

DM's Background

A new member of the Thieves' Guild, Farros, obtained an enchanted dagger from some merchants who brought it into the city. The dagger, which is an intelligent weapon named *Bladestar*, used to be the weapon of a high-level assassin named Aliar Daraan. Aliar was a long-time spy who worked for the Spurned Cult of Iuz. He was on his way to the City of Greyhawk to contact members of the cult, who have been quietly infiltrating many of the guilds of the city.

Before Daraan was able to get to the City of Greyhawk, he was caught up and killed in one of the many battles taking place all across the Flanaess between the forces of good and evil. When he died, his spirit became a haunt charged with delivering his message to a spy within the Thieves' Guild of Greyhawk.

The spirit of Daraan haunts the dagger *Bladestar*, but can only attack and take over those who bear the dagger itself, and can only do so after dark. The dagger is, in essence, the haunt's domain. The specifics concerning the

dagger are given in full in the special section at the end of this adventure, *Bladestar*.

After the battle in which Daraan was killed, the dagger was scavenged, along with many other remnants of the battle, and brought into the city by a band of traveling merchants. Unaware of its magical properties, they sold the dagger to a young thief, Farros, who lived in the Great Burn area of the Old City.

The night after Farros bought the dagger, the haunt of Aliar Daraan attacked and took over the young thief. The haunt's alignment conflicted with that of the thief, and the haunt quickly killed the thief. The thief's body was found the next morning by Hugh Scarflow (or substitute a party contact), a member of the Greyhawk City patrol force called the Night Watchmen. Hugh didn't report the incident; intending to investigate the matter privately, he kept the dagger. That evening, the haunt attacked and took over the Night Watchman, and eventually killed him as well. It is after the second murder that the PCs get involved in the adventure.

The Investigation

The PCs can begin the investigation of the Night Watchman's death by examining his body and possessions. A close examination of his body will reveal severe indentations on his neck. If any of the party examine the body this closely, make an Intelligence check for him. If the check is successful, the character notices that the markings also match the pattern on a ring worn by the Night Watchman. Any who notice both the markings and the ring can deduce that the Night Watchman must have strangled himself with his own hands. Since this is normally impossible, the PCs might realize that the Night Watchman must have been taken over by some supernatural force.

If a *Speak with Dead* spell is used on the Night Watchman's body, and he is asked how he was killed, he will tell the party that after dark, a dark spirit appeared and attacked him. It took him over, and immediately made him strangle himself. If asked about the dagger, the Night Watchman will tell the party that he found it on the body of a dead thief who had been strangled the night before he himself was killed. The Night Watchman does not realize the dagger is haunted.





The Dagger

Among the Night Watchman's belongings, the PCs will find Bladestar, the haunted dagger. The dagger is ornate, with several jewels (rubies and sapphires) encrusted in its hilt. The metal of the blade is black steel, inscribed with various runes. None of the Night Watchman's friends or companions had ever seen the dagger before, and have no idea as to how he might have acquired it. If a *detect magic* spell is cast on the dagger, it will reveal a powerful dweomer. A *detect evil* will reveal strong evil. For *know alignment*, see section on Research, below. Any attempt to use an *identify* spell on the dagger will fail due to the presence of the haunt. At this time, the PCs should begin to realize that the dagger is related in some way to the killings.

If the PCs leave the dagger with the Night Watch, it will be taken by a young guard who will be found dead in the morning. Among the guard's belongings will be the dagger, and examination of his body will reveal that he also strangled himself. This pattern will continue to repeat itself until the PCs take the dagger, or stand guard and observe it during the night. If they guard the dagger, they will see the haunt take form above the dagger shortly after dark. It will then attack and attempt to take over the closest person within its range (60 yard radius).

If a PC takes the dagger, then that night the haunt will attack and attempt to take over the PC who carries it. If the PCs engage the haunt in combat and reduce it to 0 hit points, it will dissipate, only to return in a week, at which time it will continue the pattern of taking over others until it finds one of compatible alignment (any non-good alignment). See Aliar Daraan below for game statistics and description of the haunt.

If the PCs try to turn the dagger over to an NPC cleric, they will be called back in to deal with the problem, learning the information in the Research section.

Research

By this time, the PCs should realize that in order to stop the killings, they need to do some research. If they seek out a sage or visit the city's library, after a day's search, they can

learn that the dagger contains a creature known as a *haunt*. They learn that this type of creature can be truly laid to rest if it fulfills some crucial task. The PCs also learn that only hosts of similar alignment can be taken over without the haunt inducing self-strangulation. The PCs must now determine the haunt's alignment, and its task.

The haunt's alignment can be determined through use of a *know alignment* spell. If cast successfully, the party learns not only the alignment of the haunt, but also which alignments can survive the haunt's attentions. The haunt is of chaotic evil alignment, thus its host can be of any non-good alignment. Characters with any good alignment who are taken over by the haunt will attempt to strangle themselves in the same manner as all the other victims.

The haunt's task can be determined by using a *speak with dead* spell. This method will only work if the PCs attempt it within three days of the start of their investigation. The spell needs to be cast at the haunt either just after it takes form (after dark), or while it is in the body of a suitable host. If the spell is successfully cast, Aliar Daraan will reveal that he was killed only two days before the dagger arrived in the City of Greyhawk. His task is to pass on information to a spy of the Cult of Iuz within the Thieves' Guild. The spy's name is Bey Wyvernthorn, and he can be found in a secret cave located in the sewers near the Thieves' Quarter of the City. Under no circumstances will the haunt reveal exactly what his information is (the DM chooses whatever best suits the campaign).

One way to lay the haunt to rest, is to find a suitable volunteer, and allow the haunt to complete its task (a volunteer might be found among the party, or among the close friends of any dead victim). Of course, by doing so, the party will also have the opportunity to flush out a spy of the Cult of Iuz who is currently within the Thieves' Guild of the City. If the PCs attempt to go to the Thieves' Guild with the name of the spy, they will not be believed at all. Even if they approach the City Guard or Night Watch, they will not be believed. They will be told that "all of Iuz's followers was flushed out of the city a few months ago. There aren't no more of them in this city at all."



The Cave

The cave which Bey Wyvernthorn is using as a base is located just off a secret tunnel connected to the sewer tunnels beneath the Thieves' Quarter. Once a suitable host for the haunt is found, the adventurers can find the cave because Aliar Daraan knew its location.

This part of the adventure takes place after dark. The PCs can either follow or accompany the volunteer to the cave. When the volunteer arrives, Wyvernthorn will be in the cave along with 5 hirelings, all members of the Cult of Iuz. Wyvernthorn knows that he is to be contacted by someone, but he does not know who his contact is. He was told only that the contact would carry a black metal dagger. As long as the volunteer carries the dagger, Wyvernthorn will not be suspicious. After the haunt has passed on its information to Wyvernthorn, its smoky form will coil forth from the volunteer. What the volunteer can do will then depend on whether the volunteer was a PC or an NPC.

In either case, the former host will be very dazed and confused, most likely mumbling and asking where he is and how he came to be there. A PC's actions should be role-played; an NPC will attempt to leave as he gathers sufficient wit, and tries to remember why he is in a cave in the city's sewers. At this point Wyvernthorn will order his hirelings kill the volunteer. They will most likely succeed unless the PCs enter the cave to save him.

Bey Wyvernthorn: Int Exceptional; AL LE; AC 3; MV 12; T7; hp 37; THACO 17; #AT 2; Dmg 1-8/1-6 +1; SZ M; S 13, D 15, C 10, I 15, W 12, Ch 15; XP 650. Items: *bracers of defense* AC 4, long sword, short sword, *ring of feather falling*, daggers (6), a key, 2 vials of poison (Class A, 15/0, with an onset time of 1-3 turns), 35 gp.

Bey Wyvernthorn is a spy working for the Cult of Iuz inside the City of Greyhawk. When the forces of Iuz need information or goods from the city, Wyvernthorn provides it for them. He has gathered a small group of hirelings, all also loyal to the Cult of Iuz. He has dreams of future power once Iuz takes over.

Hirelings (5): Int Ave; AL LE; AC 5; MV 12; T3; hp 12, 13, 14, 14, 15; THACO 19; #AT 1; Dmg 1-6; SZ M; XP 65. Items: leather armor, short sword, daggers (4 each), 9 gp each.

The secret cave that Wyvernthorn is using is comprised of three small rooms, all connected by short tunnels.

Main Room: The first room, which connects to the sewer tunnel, is roughly circular, with a diameter of approximately 25 feet. On the west side of the room sits a large table and several chairs. Here, Wyvernthorn and his hirelings meet to discuss their various operations in and around the City of Greyhawk.

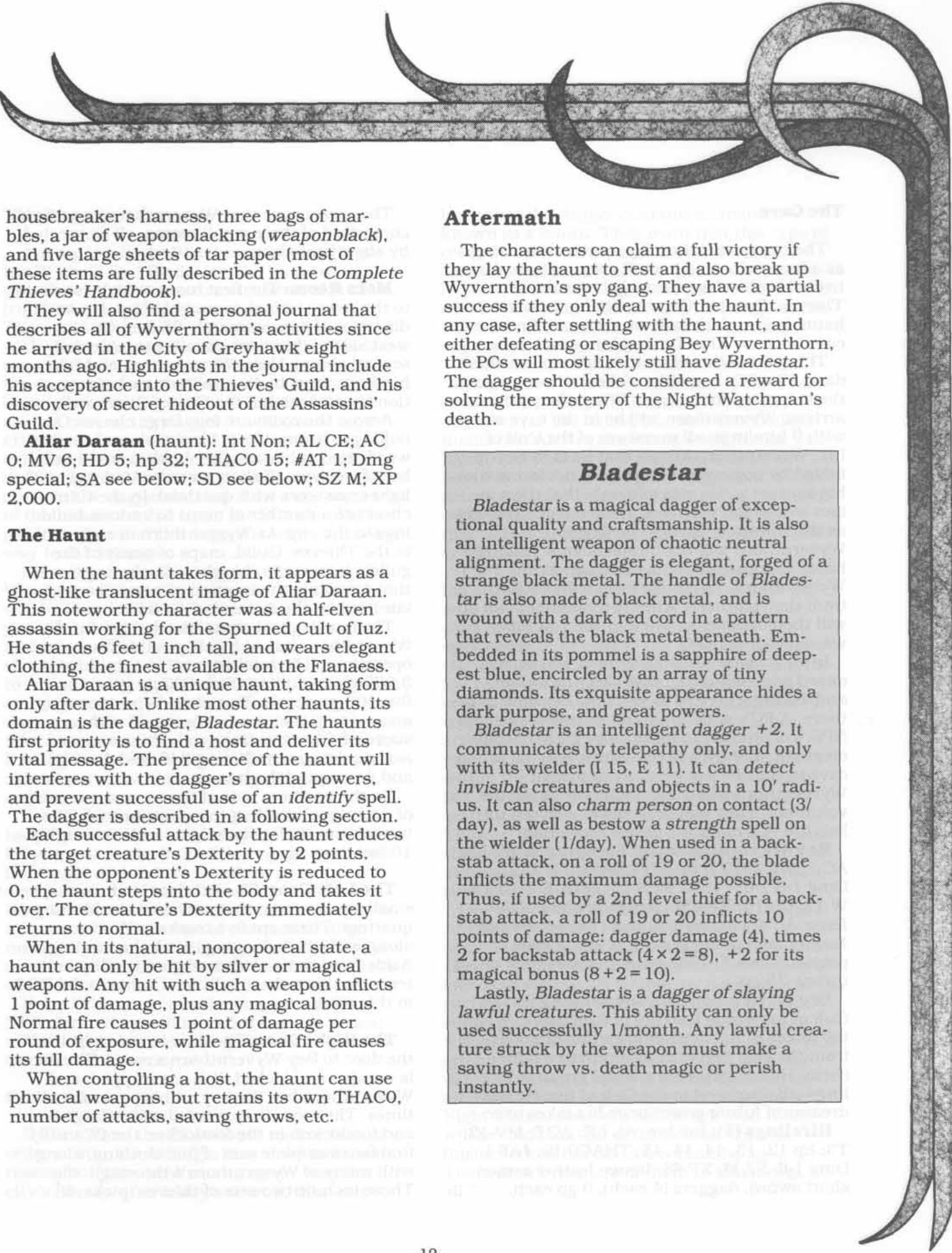
Across the room are four large chests. One holds provisions (food, blankets, torches, firewood, etc.), while another holds a small number of weapons (5 short swords, 10 daggers, 2 light crossbows with quarrels). In the third chest are a number of maps to various buildings in the city. As Wyvernthorn is a spy within the Thieves' Guild, maps of many of the guild's lairs are in this chest (including a map that pinpoints the location of a secret sewer lair used by the Assassins' Guild).

The fourth chest contains all of the funds Wyvernthorn has at his disposal to finance his operations. The total amount in this chest is 3,000 gp, including three 500 gp gems, and five 100 gp pearls. This chest is protected by an acid trap that can be disarmed with any successful remove traps roll. Failure means acid squirts out, inflicting 2d8 acid damage and destroying the treasure.

On the northern side of the room are a pair of doors, each leading to a short tunnel. The tunnels are six feet in height, and are roughly 10 feet long.

The Left Door: The left door leads to a small square room that serves as the hirelings' quarters. There are five bunks in this room, along with the belongings of all the hirelings. Aside from some clothes of good quality and ten wineskins, there is little of value to the PCs in this room.

The Right Door: The door to the right leads to the door to Bey Wyvernthorn's room. The door is wooden and locked. It is not trapped, and Wyvernthorn has the key on his person at all times. The room is appointed with a large bed and footlocker. In the footlocker, the PCs will find four complete sets of fine clothing, along with many of Wyvernthorn's thieving tools. These include two sets of thieves' picks, a



housebreaker's harness, three bags of marbles, a jar of weapon blacking (*weaponblack*), and five large sheets of tar paper (most of these items are fully described in the *Complete Thieves' Handbook*).

They will also find a personal journal that describes all of Wyvernthorn's activities since he arrived in the City of Greyhawk eight months ago. Highlights in the journal include his acceptance into the Thieves' Guild, and his discovery of secret hideout of the Assassins' Guild.

Aliar Daraan (haunt): Int Non; AL CE; AC 0; MV 6; HD 5; hp 32; THACO 15; #AT 1; Dmg special; SA see below; SD see below; SZ M; XP 2,000.

The Haunt

When the haunt takes form, it appears as a ghost-like translucent image of Aliar Daraan. This noteworthy character was a half-elven assassin working for the Spurned Cult of Iuz. He stands 6 feet 1 inch tall, and wears elegant clothing, the finest available on the Flanaess.

Aliar Daraan is a unique haunt, taking form only after dark. Unlike most other haunts, its domain is the dagger, *Bladestar*. The haunts first priority is to find a host and deliver its vital message. The presence of the haunt will interfere with the dagger's normal powers, and prevent successful use of an *identify* spell. The dagger is described in a following section.

Each successful attack by the haunt reduces the target creature's Dexterity by 2 points. When the opponent's Dexterity is reduced to 0, the haunt steps into the body and takes it over. The creature's Dexterity immediately returns to normal.

When in its natural, noncorporeal state, a haunt can only be hit by silver or magical weapons. Any hit with such a weapon inflicts 1 point of damage, plus any magical bonus. Normal fire causes 1 point of damage per round of exposure, while magical fire causes its full damage.

When controlling a host, the haunt can use physical weapons, but retains its own THACO, number of attacks, saving throws, etc.

Aftermath

The characters can claim a full victory if they lay the haunt to rest and also break up Wyvernthorn's spy gang. They have a partial success if they only deal with the haunt. In any case, after settling with the haunt, and either defeating or escaping Bey Wyvernthorn, the PCs will most likely still have *Bladestar*. The dagger should be considered a reward for solving the mystery of the Night Watchman's death.

Bladestar

Bladestar is a magical dagger of exceptional quality and craftsmanship. It is also an intelligent weapon of chaotic neutral alignment. The dagger is elegant, forged of a strange black metal. The handle of *Bladestar* is also made of black metal, and is wound with a dark red cord in a pattern that reveals the black metal beneath. Embedded in its pommel is a sapphire of deepest blue, encircled by an array of tiny diamonds. Its exquisite appearance hides a dark purpose, and great powers.

Bladestar is an intelligent *dagger +2*. It communicates by telepathy only, and only with its wielder (I 15, E 11). It can *detect invisible* creatures and objects in a 10' radius. It can also *charm person* on contact (3/day), as well as bestow a *strength* spell on the wielder (1/day). When used in a backstab attack, on a roll of 19 or 20, the blade inflicts the maximum damage possible. Thus, if used by a 2nd level thief for a backstab attack, a roll of 19 or 20 inflicts 10 points of damage: dagger damage (4), times 2 for backstab attack ($4 \times 2 = 8$), +2 for its magical bonus ($8 + 2 = 10$).

Lastly, *Bladestar* is a *dagger of slaying lawful creatures*. This ability can only be used successfully 1/month. Any lawful creature struck by the weapon must make a saving throw vs. death magic or perish instantly.



The Neogi Nest

Terrain: City of Greyhawk
Total Party Levels: 42
Average Party Level: 7th
Adventure XP:
Full: 42,000
Partial: 31,500
Retreat: 10,500

Note: Some familiarity with the details of the SPELLJAMMER™ Campaign Set, *Adventures in Space*, will be useful for DMs running this adventure.

Set Up

* The PCs are hired by a merchant in the River Quarter of the City of Greyhawk to investigate a man called Dorian Gallamar. The jealous merchant has heard rumors that Gallamar has items for sale that have never before been seen in any of the city's markets.

* As PCs wander the markets of the River Quarter, they encounter Dorian Gallamar, who selling items that none of them have ever seen before (such as an "Anti-Magic Egg," a "Battle Star," or a "Dead Box" from the module **SJR1**, *Lost Ships*). As they look over these items, Gallamar will hint at items of even more value and power. He asks them to meet with him after dark at his ship, the *Starfarer*, which is docked down at the Cargo gate of the city.

DM's Background

The hated neogi, with humanoid upper bodies and spider-like from the waist down, are an evil spacefaring race. They have established a base in a small cave near the City of Greyhawk. They plan to use this base to set up a slave-trading network throughout all of Greyspace. One of them has become a Great Old Master. When this bloated creature reaches maturity, it will spawn a new group of neogi ready to carry on with their scheme.

The neogi arrived three months ago, using a captured galleon as their spelljamming ship. Only they know that their ship is anything more than a large sailing vessel.

Zynthar: The neogi also have among them a renegade mind flyer named Zynthar. He

commands a human crew that operates the ship near the city, to keep up the illusion that it is a legitimate trading ship. Most of the original crew has already been fed to the Great Old Master.

Dorian Gallamar: The neogi also employ a thief named Dorian Gallamar, who poses as a traveling merchant. He sells trinkets and items from Oerth and the other planets in Greyspace. Enticing buyers with his unique items, Gallamar arranges to meet with his clients on his ship after dark. When they arrive, they are quickly subdued by several neogi, Zynthar, and Gallamar himself. The captives are taken to the cave and fed to the Great Old Master.

The player character party will most likely either go to the ship or follow Gallamar to see what he is up to.

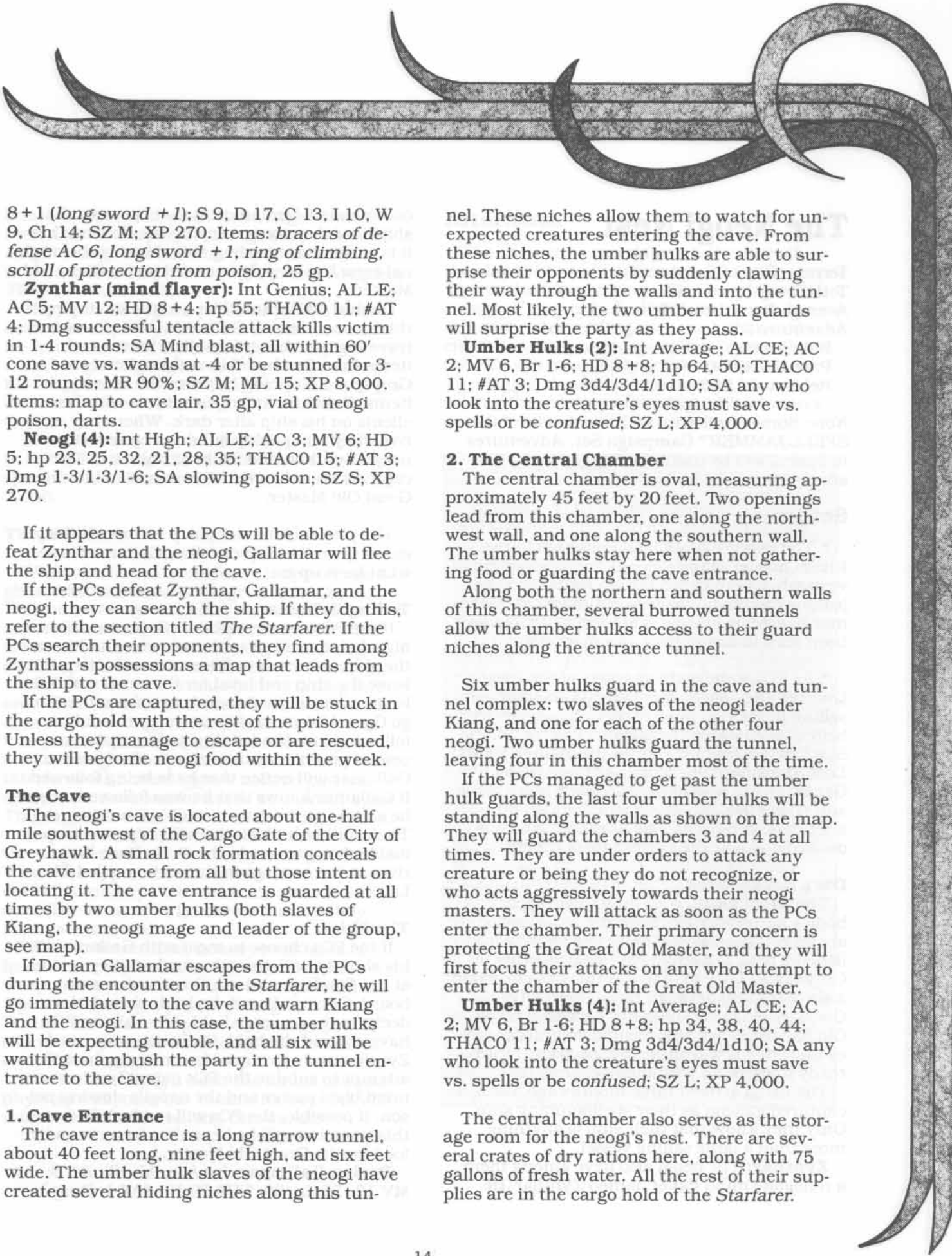
Tailing Gallamar

If the PCs choose to follow Gallamar, after nightfall, he will go to the wharves, and board the ship. After ten to fifteen minutes, he will leave the ship and head for the cave, which is located one half mile southwest from the Cargo Gate. Unless the PCs are very careful in following him (*invisibility*, *polymorph*, *successful proficiency use*, *hide in shadows*, etc.) Gallamar will notice that he is being followed. If Gallamar knows that he was followed, when he arrives at the cave he will inform the neogi. Their umber hulk slaves will prepare a trap inside the entrance to the cave. Once he arrives at the cave, go to the section titled *The Lair*.

The Ship

If the PCs choose to meet with Gallamar at his ship, he will greet them when they arrive at the *Starfarer* and ask them to come on board. Once on board, he leads them below decks to the steerage hold. After all the PCs have entered the hold, Gallamar will reveal Zynthar and a group of four neogi, who will attempt to subdue the PCs using Zynthar's mind blast power and the neogi's slowing poison. If possible, the PCs will not be killed at this time, but will be kept alive to serve as live food for the Great Old Master.

Dorian Gallamar: Int Ave; AL NE; AC 3; MV 12; T5; hp 20; THACO 18; #AT 1; Dmg 1-



8+1 (*long sword +1*); S 9, D 17, C 13, I 10, W 9, Ch 14; SZ M; XP 270. Items: *bracers of defense AC 6, long sword +1, ring of climbing, scroll of protection from poison, 25 gp.*

Zynthar (mind flayer): Int Genius; AL LE; AC 5; MV 12; HD 8+4; hp 55; THACO 11; #AT 4; Dmg successful tentacle attack kills victim in 1-4 rounds; SA Mind blast, all within 60' cone save vs. wands at -4 or be stunned for 3-12 rounds; MR 90%; SZ M; ML 15; XP 8,000. Items: map to cave lair, 35 gp, vial of neogi poison, darts.

Neogi (4): Int High; AL LE; AC 3; MV 6; HD 5; hp 23, 25, 32, 21, 28, 35; THACO 15; #AT 3; Dmg 1-3/1-3/1-6; SA slowing poison; SZ S; XP 270.

If it appears that the PCs will be able to defeat Zynthar and the neogi, Gallamar will flee the ship and head for the cave.

If the PCs defeat Zynthar, Gallamar, and the neogi, they can search the ship. If they do this, refer to the section titled *The Starfarer*. If the PCs search their opponents, they find among Zynthar's possessions a map that leads from the ship to the cave.

If the PCs are captured, they will be stuck in the cargo hold with the rest of the prisoners. Unless they manage to escape or are rescued, they will become neogi food within the week.

The Cave

The neogi's cave is located about one-half mile southwest of the Cargo Gate of the City of Greyhawk. A small rock formation conceals the cave entrance from all but those intent on locating it. The cave entrance is guarded at all times by two umber hulks (both slaves of Kiang, the neogi mage and leader of the group, see map).

If Dorian Gallamar escapes from the PCs during the encounter on the *Starfarer*, he will go immediately to the cave and warn Kiang and the neogi. In this case, the umber hulks will be expecting trouble, and all six will be waiting to ambush the party in the tunnel entrance to the cave.

1. Cave Entrance

The cave entrance is a long narrow tunnel, about 40 feet long, nine feet high, and six feet wide. The umber hulk slaves of the neogi have created several hiding niches along this tun-

nel. These niches allow them to watch for unexpected creatures entering the cave. From these niches, the umber hulks are able to surprise their opponents by suddenly clawing their way through the walls and into the tunnel. Most likely, the two umber hulk guards will surprise the party as they pass.

Umbur Hulks (2): Int Average; AL CE; AC 2; MV 6, Br 1-6; HD 8+8; hp 64, 50; THACO 11; #AT 3; Dmg 3d4/3d4/1d10; SA any who look into the creature's eyes must save vs. spells or be *confused*; SZ L; XP 4,000.

2. The Central Chamber

The central chamber is oval, measuring approximately 45 feet by 20 feet. Two openings lead from this chamber, one along the northwest wall, and one along the southern wall. The umber hulks stay here when not gathering food or guarding the cave entrance.

Along both the northern and southern walls of this chamber, several burrowed tunnels allow the umber hulks access to their guard niches along the entrance tunnel.

Six umber hulks guard in the cave and tunnel complex: two slaves of the neogi leader Kiang, and one for each of the other four neogi. Two umber hulks guard the tunnel, leaving four in this chamber most of the time.

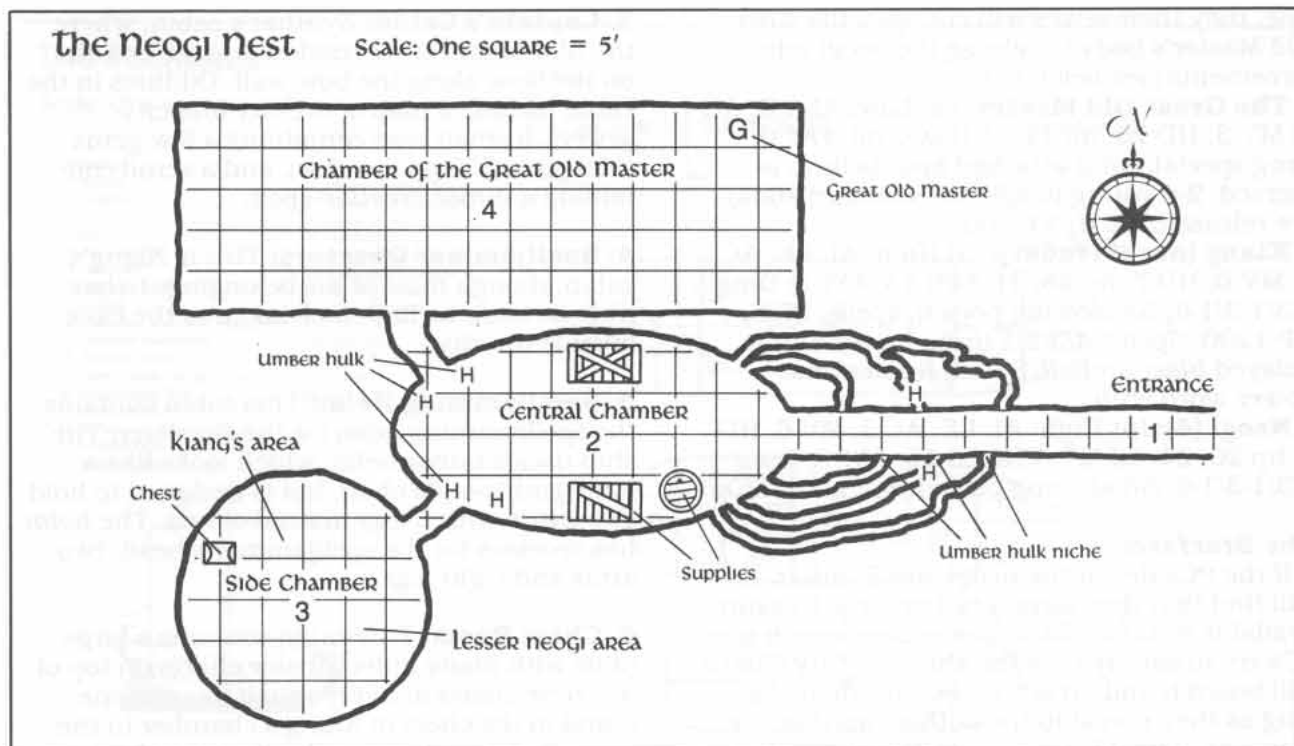
If the PCs managed to get past the umber hulk guards, the last four umber hulks will be standing along the walls as shown on the map. They will guard the chambers 3 and 4 at all times. They are under orders to attack any creature or being they do not recognize, or who acts aggressively towards their neogi masters. They will attack as soon as the PCs enter the chamber. Their primary concern is protecting the Great Old Master, and they will first focus their attacks on any who attempt to enter the chamber of the Great Old Master.

Umbur Hulks (4): Int Average; AL CE; AC 2; MV 6, Br 1-6; HD 8+8; hp 34, 38, 40, 44; THACO 11; #AT 3; Dmg 3d4/3d4/1d10; SA any who look into the creature's eyes must save vs. spells or be *confused*; SZ L; XP 4,000.

The central chamber also serves as the storage room for the neogi's nest. There are several crates of dry rations here, along with 75 gallons of fresh water. All the rest of their supplies are in the cargo hold of the *Starfarer*.

The Neogi Nest

Scale: One square = 5'



3. Kiang's Chamber

This chamber serves as the barracks for the neogi. The chamber is circular and 50 feet in diameter. Five neogi live in the cave: the leader Kiang and four others. The chamber is divided into Kiang's area, and the other neogis' area. Kiang's area contains a small locked chest. It holds 150 gp, two 500 gp gems, maps of the path to the cave from the ship, and spelljamming charts for Greyspace. The charts show diagrams of planetary orbits and star placements (a Navigation proficiency check will reveal that these are navigational charts for space travel). Concealed in the false bottom of the chest is Kiang's spell book.

Kiang's Spell Book

1st Level: *read magic, detect magic, magic missile, identify, shocking grasp*

2nd Level: *darkness 15' radius, knock, ray of enfeeblement, web, wizard lock*

3rd Level: *dispel magic, flame arrow, hold person, monster summoning I, vampiric touch*

4th Level: *charm monster, confusion, Evard's black tentacles, monster summoning II*

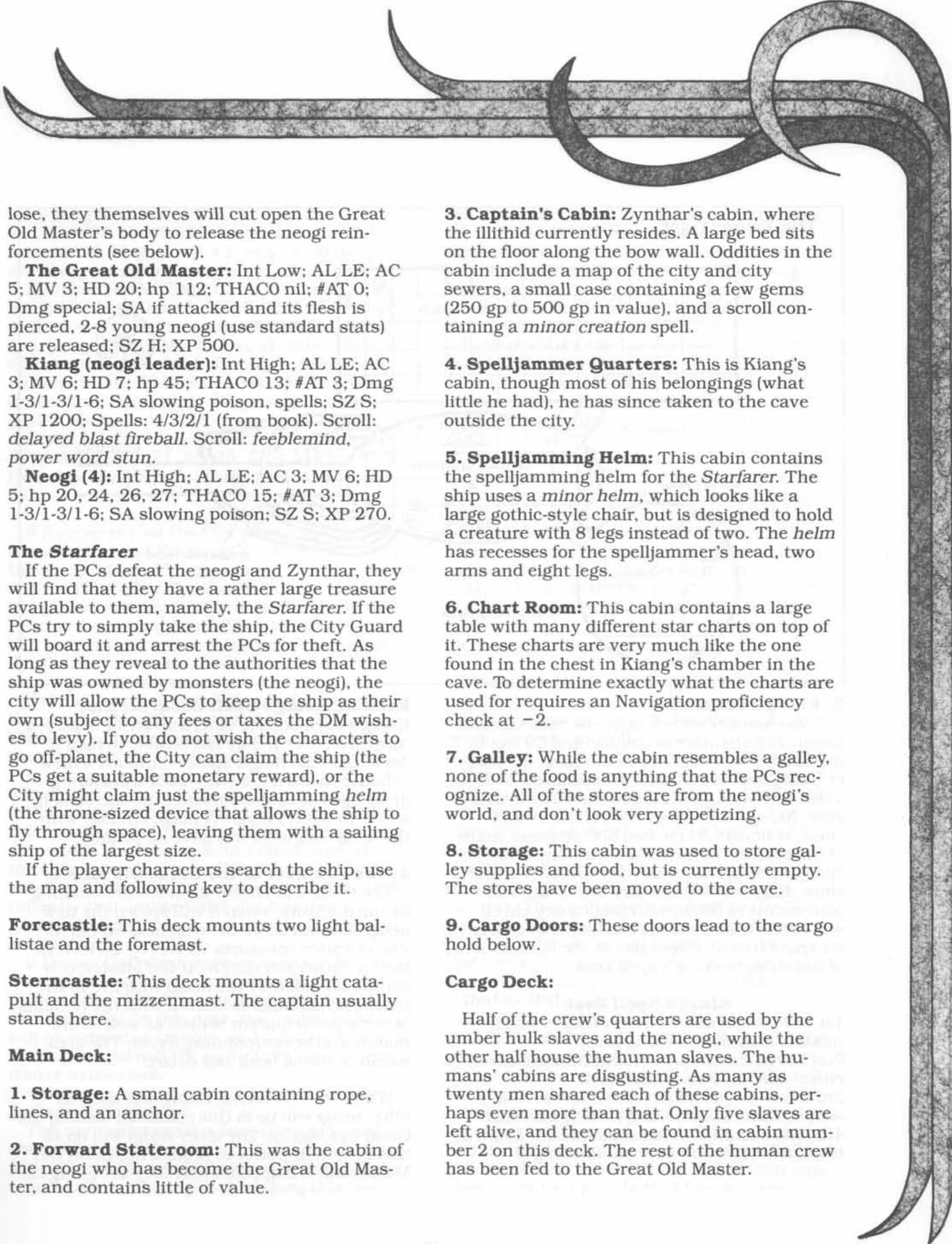
Reading Kiang's Spell Book:

Because Kiang's spell book is otherworldly in nature, a mage from Oerth may not be able to read it. An initial *read magic* spell, combined with a "chance to learn" roll at -20% will allow a given spell to be memorized from the book by an Oerth-bound mage. A mage familiar with the neogi language will have no penalty.

4. The Chamber of the Great Old Master

The Great Old Master dwells here, awaiting its full maturity, when it will spawn the new neogi that will serve the nest here on Oerth. The chamber measures 75 feet by 25 feet. In the far corner sits the Great Old Master, constantly attended by the neogi who live in the cave. The chamber is littered with the remains of perhaps 50 human bodies, as well as animals from the surrounding forest. The area smells of rotted flesh and decay.

When the PCs arrive, Kiang and the four other neogi will be in this chamber, feeding the Great Old Master. The other neogi will do all that is in their power to protect the Great Old Master, but if it appears that they are going to



lose, they themselves will cut open the Great Old Master's body to release the neogi reinforcements (see below).

The Great Old Master: Int Low; AL LE; AC 5; MV 3; HD 20; hp 112; THACO nil; #AT 0; Dmg special; SA if attacked and its flesh is pierced, 2-8 young neogi (use standard stats) are released; SZ H; XP 500.

Kiang (neogi leader): Int High; AL LE; AC 3; MV 6; HD 7; hp 45; THACO 13; #AT 3; Dmg 1-3/1-3/1-6; SA slowing poison, spells; SZ S; XP 1200; Spells: 4/3/2/1 (from book). Scroll: *delayed blast fireball*. Scroll: *feblemind*, *power word stun*.

Neogi (4): Int High; AL LE; AC 3; MV 6; HD 5; hp 20, 24, 26, 27; THACO 15; #AT 3; Dmg 1-3/1-3/1-6; SA slowing poison; SZ S; XP 270.

The Starfarer

If the PCs defeat the neogi and Zynthar, they will find that they have a rather large treasure available to them, namely, the *Starfarer*. If the PCs try to simply take the ship, the City Guard will board it and arrest the PCs for theft. As long as they reveal to the authorities that the ship was owned by monsters (the neogi), the city will allow the PCs to keep the ship as their own (subject to any fees or taxes the DM wishes to levy). If you do not wish the characters to go off-planet, the City can claim the ship (the PCs get a suitable monetary reward), or the City might claim just the spelljamming *helm* (the throne-sized device that allows the ship to fly through space), leaving them with a sailing ship of the largest size.

If the player characters search the ship, use the map and following key to describe it.

Forecastle: This deck mounts two light ballistae and the foremast.

Sterncastle: This deck mounts a light catapult and the mizzenmast. The captain usually stands here.

Main Deck:

1. Storage: A small cabin containing rope, lines, and an anchor.

2. Forward Stateroom: This was the cabin of the neogi who has become the Great Old Master, and contains little of value.

3. Captain's Cabin: Zynthar's cabin, where the illithid currently resides. A large bed sits on the floor along the bow wall. Oddities in the cabin include a map of the city and city sewers, a small case containing a few gems (250 gp to 500 gp in value), and a scroll containing a *minor creation* spell.

4. Spelljammer Quarters: This is Kiang's cabin, though most of his belongings (what little he had), he has since taken to the cave outside the city.

5. Spelljamming Helm: This cabin contains the spelljamming helm for the *Starfarer*. The ship uses a *minor helm*, which looks like a large gothic-style chair, but is designed to hold a creature with 8 legs instead of two. The *helm* has recesses for the spelljammer's head, two arms and eight legs.

6. Chart Room: This cabin contains a large table with many different star charts on top of it. These charts are very much like the one found in the chest in Kiang's chamber in the cave. To determine exactly what the charts are used for requires an Navigation proficiency check at -2.

7. Galley: While the cabin resembles a galley, none of the food is anything that the PCs recognize. All of the stores are from the neogi's world, and don't look very appetizing.

8. Storage: This cabin was used to store galley supplies and food, but is currently empty. The stores have been moved to the cave.

9. Cargo Doors: These doors lead to the cargo hold below.

Cargo Deck:

Half of the crew's quarters are used by the umber hulk slaves and the neogi, while the other half house the human slaves. The humans' cabins are disgusting. As many as twenty men shared each of these cabins, perhaps even more than that. Only five slaves are left alive, and they can be found in cabin number 2 on this deck. The rest of the human crew has been fed to the Great Old Master.



The Shroud of Karyne

Terrain: Hills/Underground
Total Party Levels: 40
Average Party Level: 6th
Adventure XP:
Full: 21,600
Partial: 16,200
Retreat: 5,400

Set Up

* While journeying to the City of Greyhawk, the PCs come upon an overturned wagon of a type commonly used by caravan merchants, lying by the side of the road. The wagon appears to have already been looted by thieves. Two bodies lie nearby, apparently a merchant and his servant.

Evidence found there suggests that the two men were not slain by the brigands who sacked the wagon. In fact, it seems that they killed each other. A thorough search of the wagon reveals a secret compartment that contains an ancient scroll case. Inside the scroll case rests a very ancient map.

The hand-scribed map, written in the Sul-oise language, shows a section of the shoreline of Nyr Dyv and several other features that do not appear on modern-day maps of the same area. Once the PCs have stated they are searching the wagon, they will find the case, and the DM should give the players a photocopy of Map #1. This is the map that the party has just found.

Gregor's Map

The map that the PCs have found leads to a secret tomb in the Cairn Hills, where long ago, a cruel lord forced his subjects to build a tomb for his wife. When she was laid to rest, the lady was covered with a shroud that was encrusted with a king's ransom in emeralds. It is easily worth 100,000 gp.

When the PCs return to the Free City of Greyhawk, the Great Library of Greyhawk will enable them to track down some of the names on the map. These are in the ancient records and legends of Greyhawk. If the characters spend a day or two searching through the Library's most ancient tomes, the PCs learn that

the castle of Marteen was once the home of Lord Gregor Eichyer, a powerful baron who lived long before even the gnomes came to the Cairn Hills.

Lord Gregor forced his subjects to build a secret tomb for his beloved wife, Karyne. He then killed all of the workers who participated in its construction so it could never be located and plundered. After his wife's death, Gregor lost all interest in governing his kingdom. He left on a journey across the Nyr Dyv river to Furyondy. He never returned, and no record of the location of his wife's tomb was ever found.

If the PCs spend a week researching, they will find an ancient scroll, written by Lord Gregor himself. The actual contents of the scroll are irrelevant, but the handwriting exactly matches the writing on the map. By comparing their map with maps of the time and of the present day, the PCs are able to pinpoint the location of the tomb.

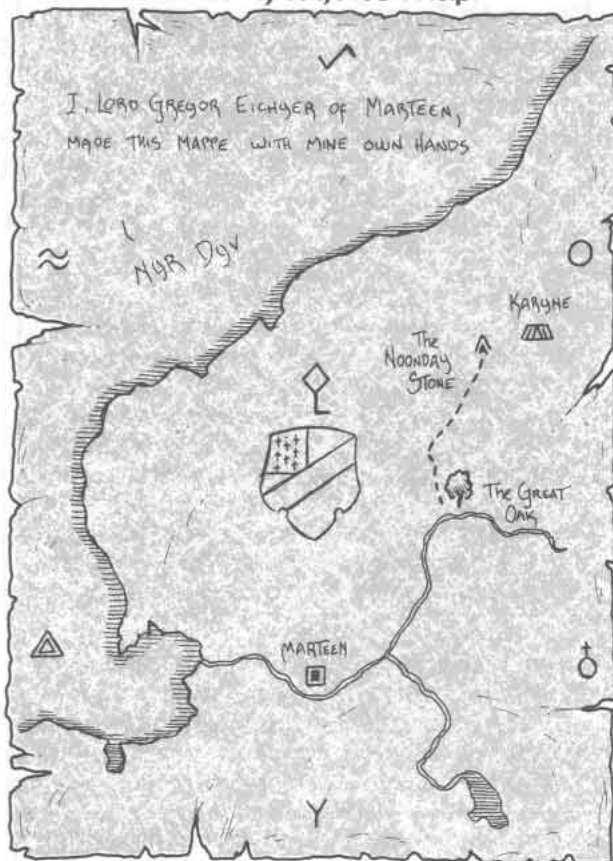
The Cairn Hills

The area shown on Gregor's map is located approximately forty miles directly due north from the Free City. If the PCs follow the stream towards Nyr Dyv in hopes of finding some trace of Marteen Castle, they are merely wasting their time, since the castle was destroyed centuries ago.

If they travel upstream, however, they eventually come to a bend in the stream which is blocked by the dead remains of an ages-old oak tree. From the way the tree's roots protrude from the ground, the party should be able to deduce that it was uprooted in a violent storm some years ago. There is no sign of the path that Lord Gregor drew on his map, but there are no particular obstructions preventing them from journeying north.

Roughly ten miles north of the dead oak, the PCs find a carved stone standing on top of a small knoll. The stone is black in color, harder than granite, and roughly conical in shape. If the party waits at the stone until noon, the shadow of the stone falls directly on a path at the bottom of the west side of the hill. The PCs have only a 5% chance of finding this path without waiting for the stone to show them the way. The path traces a curving course heading due west for a little over a mile, ending at the mouth of what appears to be a small cave.

LORD GREGOR'S Map



The Tomb

1. The Cave

This cave is little more than a big hole in the side of a rocky hill. Dull green moss clings to the rough walls and an animal smell fills the air. Piles of dead leaves lie around the cave, and a small pile of bones lies at its back.

A family of brown bears lives in the cave, and they do not take kindly to intruders. The bears, a mother and two cubs, enter the cave while the PCs are investigating. If the party does not post a lookout, the bears will have surprise during the first round of combat. The mother bear will be the only animal to make attacks against the PCs (although the cubs will fight back if attacked), and she will retreat if

her cubs are threatened. If the cubs are actually injured in any way, the mother will go berserk, trying to kill as many of the adventurers as she can.

Mother Brown Bear: Int Animal; AL N; AC 6; MV 12; HD 5+5; hp 28; #AT 3; THACO 15 (13 if enraged); Dmg 1-6/1-6/1-8 (3-8/3-8/3-10 if enraged); SA hug on claw roll of 18+ for 2d6 more damage; SD fight for 1-4 rounds after reaching 0 to -8 hp; SZ L; ML 10; XP 420.

Brown Bear Cubs (2): Int Animal; AL N; AC 7; MV 9; HD 3+3; hp 15, 18; #AT 3; THACO 17; Dmg 1-4/1-4/1-6; SZ M; ML 10; XP 120.

The bones in the back of the cave are clearly those of a gnome. The gnome stumbled upon the cave quite by accident a few years ago and apparently found something engraved on the wall that completely absorbed his interest. Thus, he didn't sense the approaching bears until it was far too late to escape.

If the PCs scrape away the moss on the wall near the gnome's remains, they find a smooth surface. Into this has been carved the same coat-of-arms found at the center of Lord Gregor's map. The coat-of-arms is surrounded by six runes (show the players the coat-of-arms diagram labeled "Hallway Door").

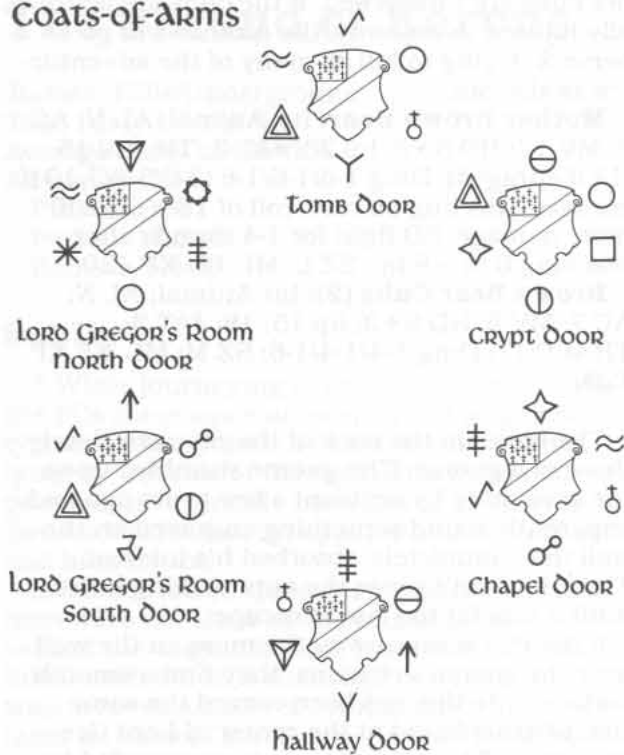
Further clearing of the moss reveals a vertical crack in the wall, which bisects the coat-of-arms and runs from the floor to the ceiling. This is the entrance to the tomb.

The door can be forced physically, or opened using a *knock* spell. However, there is an easier way. The runes on the edges of Lord Gregor's map are also a key for moving about the tomb safely.

Once inside, the PCs will find that each door leading from the center hallway also has a carving of the coat-of-arms, and a different set of six runes. These are shown on the Coat-Of-Arms diagram (see page 20). The runes on the players' map match the doors that lead from the hallway. By tracing the appropriate rune on the carving of the coat-of-arms, the PCs can open the doors and deactivate any traps within.

For example, to enter the tomb, the party would simply trace the "life" rune found at the bottom edge of Gregor's Map (which resembles the English letter Y) into the coat-of-arms on the door in the cave. When they finish, the door will open of its own accord.

Coats-of-Arms

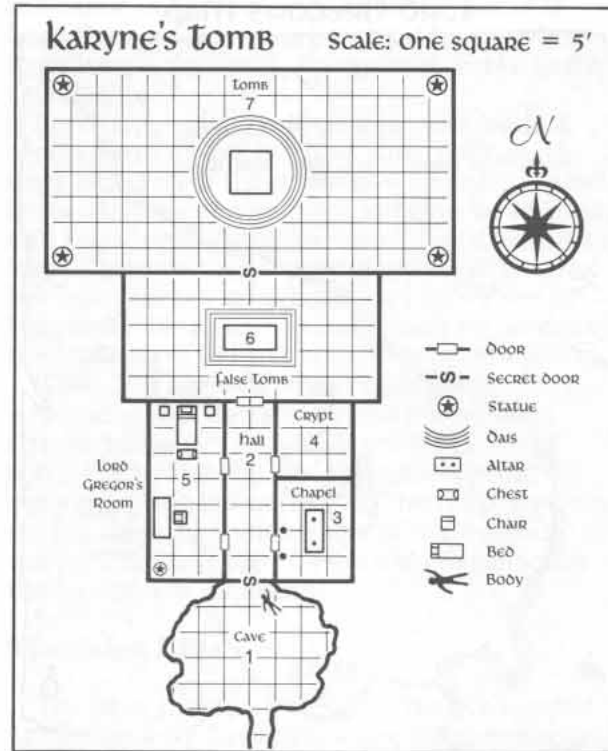


2. Hallway

As the ancient stone doorway creaks open, a breeze of stale air throws a cloud of dust into the air and assails your nostrils with a fetid stench. As the dust settles, you can see that the door has opened into a small stone hallway. There are two doors on each side of the hall, and a large set of double doors on the far end.

The entire tomb complex is guarded by a *protection from good* ward. This affects all good-aligned characters who enter. All good-aligned characters have a -2 penalty to their attack rolls and saving throws while they are anywhere in the complex.

Each of the five doors in the hallway has another carving of Lord Gregor's coat-of-arms, surrounded by runes. These are all shown on the coat-of-arms diagrams. In each case, the rune in the relative position of the door on the map will open the door. For instance, the "air" rune (a circle) opens the door to the crypt and prevents the skeletons from attacking.



3. Chapel

Small stone benches are scattered around this small room with no apparent pattern, save that they surround a small altar in the center. Carvings on the wall depict acts of random violence and natural disasters. On both sides of the door, statues stand on small pedestals. The statue to the right is of a tall man in chain mail with a long sword and a shield, which has Lord Gregor's coat-of-arms engraved on it. The other statue is of a young woman in a modest gown. Her carved features are very beautiful, but convey a feeling of great sadness and regret.

This room is a small chapel devoted to the worship of Ralishaz the Unlooked For, the deity of randomness and madness. The statues by the door are images of Lord Gregor and Lady Karyne, and in reality, are caryatid columns set to protect the chapel from being defiled. Three bone sticks lie on the altar, and should they be moved or even touched by the PCs, the two statues animate, take on the ap-



pearance of actual flesh, and attack.

Caryatid Columns (2): Int Non; AL N; AC 5; MV 6; HD 5; hp 22; #AT 1; Dmg 2-8; THACO 15; SD saving throws at +4, normal weapons do half damage, magical weapons do normal damage, 25% chance of weapon breakage (adjust for pluses); XP 650.

4. Crypt

The stench of death fills the air and a wave of nausea moves through you as you gaze upon a room filled with corpses. Bodies are piled upon bodies, lying in twisted heaps as though they were simply thrown on top of each other with total disregard. Rotting hunks of flesh still cling to some of the grotesque forms, while others have been reduced to nothing but bones. The forms lying on top of the pile seem to have rusted weapons still clutched in their hands.

Most of these bodies are the remains of the workers and craftsmen who built the tomb for Lord Gregor, and who were subsequently slaughtered by the lord's soldiers. Gregor himself then poisoned his men and threw their bodies into the crypt as well.

He then cast an *animate dead* spell from a scroll, which caused the bones of his soldiers to become undead skeletons. As soon as the crypt door has been opened, the skeletons of the soldiers animate and attack the PCs. It is up to the DM to determine just how many skeletons attack the party, depending on the number of players and the relative levels of the characters involved.

Skeletons: Int Non; AL N; AC 7; MV 12; HD 1; hp 7 each; #AT 1; THACO 19; Dmg 1-6; SD immune to *sleep*, *charm*, *fear*, and *hold* spells, edged and piercing weapons do half damage, holy water inflicts 2-8 damage.

5. Lord Gregor's Quarters

The walls of this room are covered with the tattered remains of what once must have been very beautiful and elaborate tapestries. All that can be made out now is a recurring image of a beautiful woman with long, flow-

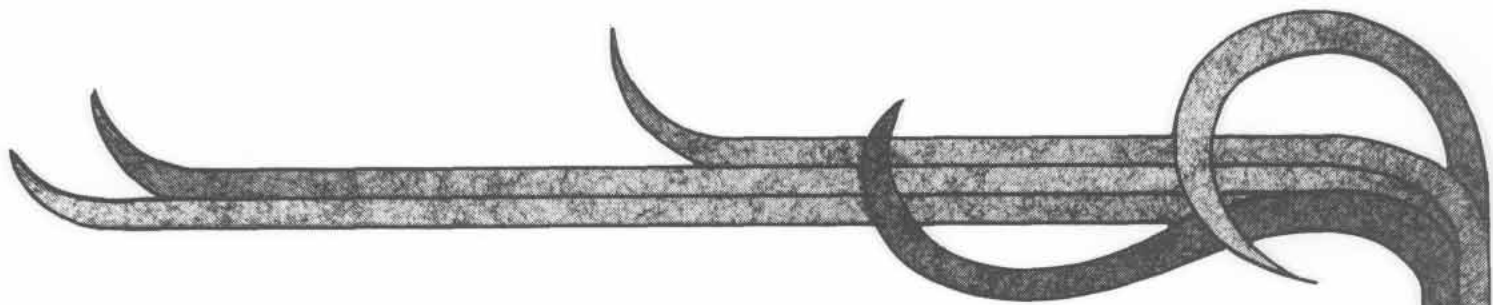
ing black hair and delicate features. There is also a small bust of the woman's head and shoulders standing on a pedestal in one corner. In all of these works, the artists seem to have infused her with a sense of regret and melancholy.

At the north end of the room, there is a large bed that appears to have a human figure still lying in it. A chest lies at the foot of the bed, and small bedside tables sit on either side of the head of the bed. Alongside the west wall, there is a dressing table and a chair.

The figure lying in the bed is a lifelike wooden statue of Lady Karyne that has been carved in the same likeness as the female statue in the chapel described above. Its only function is to serve as further evidence of Lord Gregor's obsession with his wife.

The chest is made of oak, bound with iron bands. It is fastened shut by a padlock that has Lord Gregor's coat-of-arms engraved upon it. A successful attempt to find traps reveals that the chest is rigged to throw a cloud of *dust of choking and sneezing* into the air if opened incorrectly. This trap is so sensitive that all attempts to remove traps are made at -5%. Failure to remove the trap automatically triggers it. All characters within 10' of the chest will be affected and must immediately make a saving throw vs. poison. Those who fail choke to death at once, while those who succeed will be unable to function for 5d4 rounds, due to the sneezing and choking the dust induces. The chest is full of coins of all types, including 100 gp, 110 ep, 225 sp, and 400 cp. With the coins are 2d4 assorted pieces of gold and silver jewelry: bracelets, rings, and tiaras. These range in value from 25 to 100 gp each (1d4 × 25). None of the jewelry is magical.

Each of the two bedside tables has a small drawer. In the drawer of table to the left of the bed (the same side that the wooden figure is lying on) lies the ivory handle of a hair brush (the bristles have long since rotted away), a small silver mirror, an empty glass vial, and a pearl necklace worth 600 gold pieces. The drawer of the table to the right contains a gold locket worth 25 gold pieces, in which there is a tiny portrait of Lady Karyne, a bejeweled hair



comb worth 50 gold pieces and a large signet ring worth 75 gold pieces. Careful examination of this table reveals a piece of parchment affixed to the underside of the drawer. On the previously-hidden side of the parchment is a number of runes that appear to be magical. A *read magic* spell is necessary to deduce that the parchment is a scroll with a *move earth* spell.

The dressing table is bare except for a few small glass containers that might once have held toiletries but are now just filled with dust. The chair retains some of its padding, but is very brittle and will break if any pressure is put upon it (such as a character sitting down).

6. False Tomb

The center of the inner tomb is dominated by an altar that sits atop a small dais. Reclining on the altar is a human form that is covered in a cloth that glimmers with a faint sheen of green. The far wall is covered by a huge fresco painting of Lord Gregor astride his horse, leading his troops into battle, his shield with the now-familiar coat-of-arms gleaming in the sun.

The west wall shows a domestic scene with Lord Gregor and Lady Karyne playing a game of quoits in a grassy castle courtyard. The painting on the east wall depicts Lord Gregor and Lady Karyne sitting on thrones, with noblemen and ladies bowing to them. The south wall consists entirely of mirrors.

As much as the PCs might like to hope that they have found the shroud, all they have managed to stumble across is a clay golem covered by a luminescent cloth. The golem attacks the group if they disturb the cloth or otherwise interfere with the tomb. If the PCs use the scroll that was hidden in Lord Gregor's quarters, the *move earth* spell will automatically inflict 36 hit points of damage and fling the golem back against the wall.

Clay Golem: Int Non; AL N; AC 7; MV 7; HD 11; hp 50; #AT 1; Dmg 3-30; THACO 9; SA after 1 round of combat, *hastes* itself for 3 rounds; SD struck only by magical blunt weapons, *move earth*, *disintegrate*, and *earthquake* spells do special damage.

If the PCs study the painting of Lord Gregor's battle closely, they notice that the coat-of-arms on the shield Lord Gregor is carrying is reversed from the way it has appeared everywhere else in the tomb. In order to open the secret door that leads into the real tomb, they must trace the rune found in the center of Lord Gregor's map just above the coat-of-arms, but they must trace it backwards, so that it seems forward in the mirror. Note that unlike the other rooms in this tomb, the correct action will *not* render the monster on the other side of the door inert.

7. Lady Karyne's Tomb

A glow of emerald green emanates from the top of an altar upon a large dais set in the center of this huge room. In each corner, statues of powerful-looking men seem to hold up the roof with their muscular arms. On every wall, frescoes depict the acts of the gods. In the center of the north wall is a particularly grim mural that illustrates the gods Nerull and Ulaa struggling over the fate of Oerth, while lesser deities like Pholtus, Fharlanghn, Incabulos, and Ralishaz battle around them.

The PCs have managed to find the true resting place of Lady Karyne, but unfortunately for them, she does not rest in peace. Her husband's evil has transformed her into a "crypt thing" and doomed her to guard her own tomb. She wears her emerald-encrusted burial shroud like a robe.

As soon as the party enters the tomb, Karyne attempts to teleport them completely out of the tomb, hopefully without them realizing that she was responsible for their disappearance. The PCs are allowed saving throws vs. spell at a -2 penalty to prevent themselves from being teleported. Note that all the PCs are not necessarily teleported to the same location, and that they are not teleported to any location that would be instantly fatal (such as over a ravine). If the PCs are not teleported or return to the tomb, Karyne arises from the altar and attacks them with her skeletal claws.

Lady Karyne of Marteen (crypt thing): Int Non; AL N; AC 3; MV 12; HD 6; hp 37;

#AT 1; THACO 15; Dmg 1-8; SA teleport; SD immune to *sleep*, *charm*, *fear*, and *hold* spells, cannot be turned, can be hit only by magical weapons, holy water inflicts 2-8 damage; SZ M; ML 17; XP 650.

In life, Lady Karyne was a truly good person. She grieved for those who fell victim to her husband's tyranny, but was unable to save any of them. As time went by, she became more and more despondent, but Lord Gregor was so single-minded in his obsession with her that he did not notice that she was falling into a deep despair. Finally, she could not go on any longer and simply gave up her life, willing herself into oblivion. But Lord Gregor's obsession and evil nature would not let her go into the peaceful afterlife, but captured her spirit and forced her to live on as the guardian of her own tomb.

The Ascension: If the PCs are able to destroy the crypt thing (all that remains of Karyne's physical body), her spirit will be freed and rise up from the twisted corpse like a being of light. The PCs see that hers is the face in all of the statues and paintings they have seen.

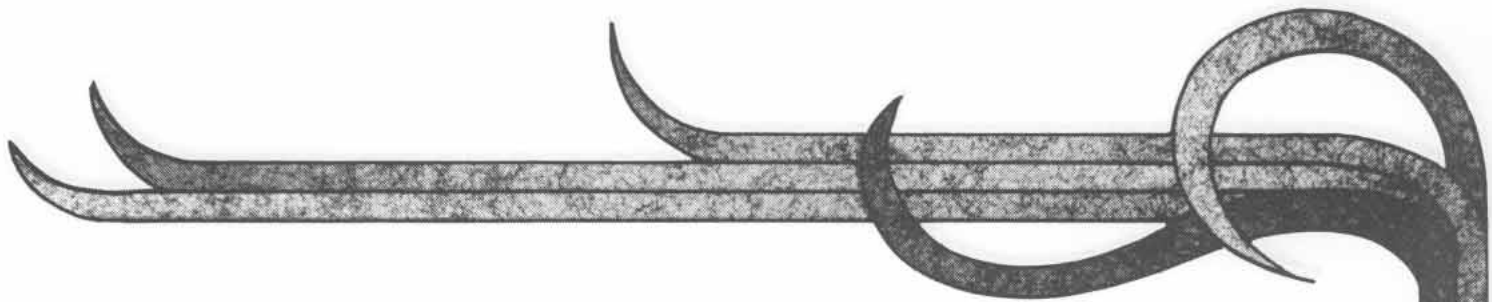
Now, however, she is free from the care and sadness that plagued her in life, and she is filled instead with joy and peacefulness. Her shimmering form lingers for a few moments, her radiance having the effect of a *cure serious wounds* spell on any injured characters who behold her, after which she will fade away.

Aftermath

It is up to the players to decide whether, in the face of what their characters have just experienced, it would be right to take the shroud. They will still get full experience for the adventure if they leave the shroud behind.

Otherwise the characters will be able to get a fair price for the shroud from a collector in any major town. The gynosphinx will certainly be interested, and may give the party information in exchange for it, without the usual rounds of riddling. If the party has left the shroud behind, then at some future time, Karyne might appear to them when they are in deadly peril; giving them a warning, an augury, or a clue that gives them a chance to prevail.





The Helm of Selnor

Terrain: Rural

Total Party Levels: 36

Average Party Level: 6th

Adventure XP:

Full*: 22,200

Partial: 16,800

Retreat: 5,400

*The PCs receive Full XP if they defeat Vestra's charmed victims without killing them.

Set Up

This adventure may take place around any small town that the DM chooses, based on the setting and location of his campaign.

Banditry is on the rise. Recently, travelers in the area have disappeared and caravans have been waylaid. Few bodies have been found, and the raiders have been suspiciously careless in their looting, sometimes leaving valuable objects behind after their attacks. Also, several outlying farmsteads have been raided by night; large hulking creatures have been seen and cattle have been stolen.

Recently, the local militia got a break when, after a drenching rain, large muddy tracks were found leading from a raided farm. A half dozen militiamen were sent to investigate, but they did not return. Unwilling to risk any more men, the head of the militia, Serjeant Kpuckett, has hired the PCs to follow their trail, find the cause of the disappearances, and put an end to it if possible.

The Helm of Selnor

This helmet can only be used by warriors with a Charisma greater than 15. It gives its wearer a +1 AC bonus and the ability to cast a special *charm* spell once per day. When this power is used, the victim receives a save vs. spells. Failure means the charm can be broken only by *dispel magic* or a *limited wish*. A charmed character can be recognized by his purple eyes, and his personality becomes that of a northern barbarian (living for battle, drinking heavily, bragging of past glorious victories, and generally behaving in an boisterous manner).

Charmed characters will follow the orders of

the *helm* wearer without question and with no thought of their former life. A charmed victim uses all of his abilities normally, and does not receive additional saving throws if forced to act against his or her previous alignment.

The *helm* is made of sculpted bronze, has a large amethyst set above the brow, and stag horns. The gem flashes purple when the charm is cast. The helm was forged long ago, before the Rain of Colorless Fire. It was worn by Selnor, a barbarian chieftain, during raids on civilized outposts. He used the helm to recruit new raiders to his cause and to unite the feuding barbarian leaders. When his raids became too troublesome, an army was raised to crush him. He was defeated at the Battle of Tremnos, and his barbarian horde was scattered. The *helm* was taken as a trophy and kept unused until the Invoked Devastation, when it was lost in the Sea of Dust.

NPCs

Vestra: Int Average; AL CN; AC 0 (plate, Helm of Selnor, Dex 16); MV 12; F9; hp 62; THACO 9 or 12; #AT 3/2; Dmg 1d6+3/1d8+3 (spear +3) or 1d10/3d6 (two-handed sword); SA *charm* once per day (see above); S 14, D 16, C 13, I 10, W 11, Ch 17. Items: *spear* +3, *helm of Selnor*.

Vestra is 28 years old, 6' 0" tall, and 290 lbs. She cuts an imposing figure, looking much like a Wagnerian valkyrie. Her sheer size belies her great skill as a warrior, and she has become quite adept at using her bulk to significant advantage against less massive foes. She is brash and bawdy, loving battle, wrestling, and drinking men under the table.

Vestra is a barbarian princess from the north. Banished from her clan for refusing to accept her role as a "weak woman," she surpassed her brothers in martial skill and threatened to take over leadership of the clan. Her father was finally forced to send her away to avoid embarrassment. She swore to return one day and claim the leadership of her clan.

Eight years have passed. Since then, she has met a young illusionist named Cudis, with whom she embarked on a daring adventure into the Sea of Dust. Together, they discovered the ruins of an ancient castle and uncovered the *helm of Selnor*. Upon returning to more hospitable lands, Vestra discovered how to use



the helm's unusual powers when she and Cudis were captured by a group of ogres. The helm brought the ogres under her control and, soon after, she began "recruiting" a group of followers to take control of her clan.

Fearing that she might be discovered before her force was strong enough to act, Vestra looked for a hideout. She found an orc warren. After a brief battle, in which most of the orcs were killed, Vestra managed to charm the orc chieftain and through him, brought the remaining orcs under her control.

Since then, she has begun raiding for warriors to impress into her service, killing only the weak or old. She is not really interested in looting, but allows her followers to take whatever spoils they desire.

The ogres are allowed to raid local farms for meat. So far, most of her army consists of fighters, but Cudis has suggested that she add some more magic-users to her arsenal. Thus, she will try to capture the PCs, rather than just kill them. If the party actually starts breaking up Vestra's operation, she will try to stop them at all costs.

Cudis: Int High; AL N; AC 3 (*ring of protection +2, cloak of displacement, Dex 17*); MV 12; M7 (illusionist); hp 23; THACO 18; #AT 1; Dmg 1d4/1d3 (dagger); S 9, D 17, C 11, I 13, W 15, Ch 10. Spells: 5/4/3/2. Items: *ring of protection +1, cloak of displacement, wand of paralysis*.

Cudis is 30 years old, 5' 10" tall, and 200 lbs. He is the handsome, rebellious son of a wealthy merchant. He has rejected the humdrum life offered to him by his family and embarked on a life of high adventure. When he met Vestra, he was instantly smitten by her boisterous personality ("she's not at all like those civilized southern women"). The two have adventured together ever since.

Cudis enjoys his status in the band as Vestra's companion, and often plays the part of the mysterious magician to spook the troops. Among Vestra's officers, he is more casual and easy-going. He uses his sleight-of-hand ability and minor magical tricks to win at cards and dice. If things start going badly for Vestra and her forces, Cudis will suggest that maybe it's time to set up shop elsewhere. He is practically the only person that Vestra will seriously listen to when such a suggestion is made.

Joran: Int Ave; AL N; AC 3 (chain, shield, Dex 15); MV 12; F5; hp 38; THACO 15; #AT 1; Dmg 1d8+1/1d12+1 (*long sword +1*); S 14, D 15, C 12, I 9, W 9, Ch 8. Items: *long sword +1*.

Joran is 26 years old, 5' 9" tall, and 190 lbs. He is an ex-mercenary and caravan guard, who decided that choosing to joining Vestra's band was better than being charmed into it. He is satisfied with his position and is well treated by Vestra, who respects his tactical sense. Joran is in charge of organizing the defense of Vestra's headquarters. If he is cornered or defeated, Joran will surrender rather than die fighting.

Christyne: Int High; AL CN; AC 6 (ring + shield); MV 12; C5; hp 32; THACO 18; #AT 1; Dmg 1d6+1/1d6 (mace); S 10, D 10, C 10, I 12, W 15, Ch 13. Spells: 5/4/1. Items: *pearl of wisdom*.

Christyne is 22 years old, 5' 5" tall, and 115 lbs. She became disgusted with the treatment of women in the Great Kingdom and left her home to find a place where women would be treated as equals. She has taken up with Vestra to strike a blow for oppressed women everywhere. Although she does not particularly agree with Vestra's methods, Christyne sympathizes with Vestra's banishment. She is in charge of the health and general well-being of Vestra's troops.

Ralpheo: Int Ave; AL NE; AC 6 (leather +1, Dex 15); MV 12; T6; hp 29; THACO 18; #AT 1; Dmg 1d4/1d3 (stiletto); S 13, D 15, C 8, I 10, W 11, Ch 7; SA triple damage from backstab. Thieving skills: PP 15, OL 10, FT 5, MS 10, HS 5, DN 15, CW 60, RL 0. Items: *iron bands of Bilarro, boots of varied tracks, leather +1*.

Ralpheo is 21 years old, 5' 8" tall, and 125 lbs. Not even Vestra is sure how he became a member of her troop, although his daring ambush plans have won him a position of authority. To Ralpheo, Vestra's plans to return to her people as a conqueror are just a big game, and he has no particular loyalty to her.

His main interests are getting into trouble and having fun. Being a member of Vestra's group offers plenty of chances for both. When the PCs enter Vestra's headquarters, Ralpheo will be leading the ambush. If it appears that Vestra will be defeated, Ralpheo will try to make a discreet exit.



The Adventure

The PCs have been hired (or perhaps pressed into service, at the DM's discretion) by the serjeant of the local militia force, a stern old soldier by the name of Kpuckett. Kpuckett will explain the situation to the party and give them their orders: their first priority is to find the troop of militiamen that was lost and return them to the town. If possible, they are to locate the source of the disturbances and put an end to the threat.

The serjeant will stress to the player characters that time is of the essence. A looming thunderstorm could break at any time, obscuring any tracks that the missing men may have left. The logical place for the PCs to begin is at the ravaged farmstead where the tracks were found.

Serjeant Kpuckett: Int Ave; AL LG; AC 7 (leather + shield); MV 12; F4; hp 25; THACO 17; #AT 1; Dmg 1d6/1d8 (short sword); SZ M; ML 13; XP 120; S 13, D 11, C 10, I 9, W 10, Ch 11. Items: short sword.

The raided farmstead lies three miles to the southwest of town. It is completely deserted when the PCs arrive, and the signs of the attack are clear. The front door to the house has been smashed in, several of the windows are broken, and bits of debris are scattered about. The barn is in similar condition, and all of the livestock are missing. A large set of humanoid tracks leads away from the farm in a generally western direction. Even the least skilled member of the adventuring party will have no trouble following them.

If any of the characters have encountered ogres in the past, they should make a Wisdom check to recognize the tracks as ogre footprints. If one of the PCs is a ranger, or has the Tracking proficiency, a successful proficiency check will also reveal the tracks of a half-dozen men paralleling the larger tracks, going in the same direction. These prints seem to be a day more recent than the larger trail. These are the tracks of the missing militiamen.

Just over six miles from the farm, it becomes obvious to the PCs that the trail is heading directly towards a large, stony hill about a mile distant. If the party does not take some steps to conceal their approach, they will be spotted by a concealed lookout atop the hill

and Vestra's troop will be alerted. The DM will determine if the means the party uses to hide their approach is effective.

An *invisibility* spell would work quite well, but it is unlikely that a *darkness* spell would provide adequate cover (the lookouts would see the blob of darkness approaching). If the party makes a quiet approach, go directly to the section Snuck In!

The Ambush

The entrance to the orc warren is set in the side of the hill. It is guarded by what appears to be a rusty old portcullis. In fact, the portcullis is brand new and very strong, but has been disguised by one of Cudis' illusions. The lookouts are posted in a blind at the top of the hill, which is hidden by another illusion, made to look like a large boulder.

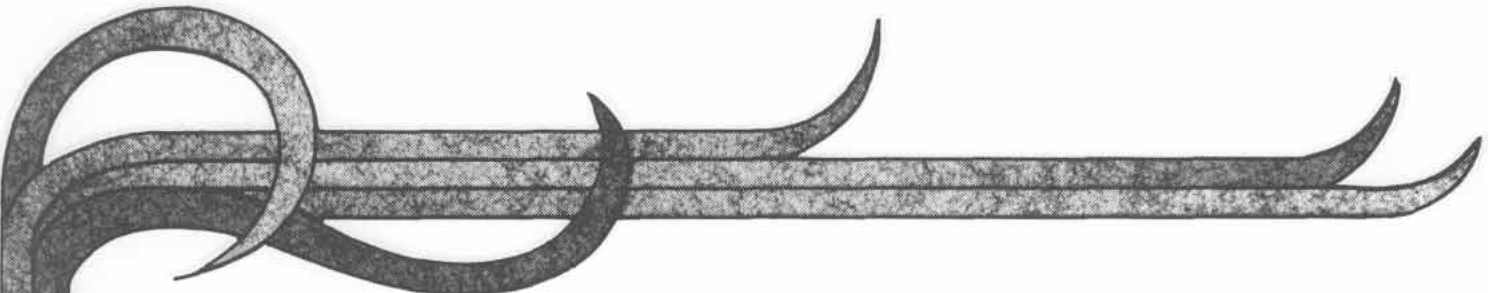
The portcullis is easy to raise; Vestra is all too willing to have strangers enter her lair. Inside is a passageway that leads into the hillside for about twenty-five yards. All seems quiet and deserted, with a thin layer of dust on the floor. The bandits, if alerted to the party's approach, wait until the adventurers reach a spot just short of the door at the end of the passage (marked with an "X" on the map of Vestra's Lair), then launch a surprise attack. An iron mesh net falls on the party from above and the portcullis crashes down and locks. Ten soldiers, led by Ralpheo, burst out of the secret door (undetectable from the characters' side), and two ogres lumber out of the doorway at the end of the passage.

Ogres (2): Int Low; AL LE; AC 5; MV 9; HD 4 + 1; hp 32, 30; #AT 1; THACO 17; Dmg 1-10; SA +2 to damage; ML special; XP special.

Vestra's Men-At-Arms (10): Int Ave; AL CN; AC 4 (chain + shield); MV 9; F3; hp 25; THACO 18; #AT 1; Dmg 1d6/1d8 (short sword); ML special; XP special.

During the melee, Ralpheo's forces will try to subdue the PCs. Use the rules for non-lethal combat in the *Dungeon Master's Guide* (p59-60) and the *Player's Handbook* (p97-98).

The ogres have the same orders, but their understanding is tenuous at best; if the fight goes on too long, the ogres might revert to their base nature and inflict deadly damage. If the fight lasts longer than five rounds, the DM should give one of the PCs (chosen at random)



a Wisdom check at -2 to notice that the ogres and most of the men the party is fighting have purple eyes.

If the fight swings strongly in the PCs' favor, Ralpheo will attempt to get things back under control by employing his *iron bands of Bilarro* against the PC who has done the most damage to the bandits. If the characters win, go to the section titled Victory!

Captured!

If the PCs are captured, they will be thrown into holding cells, after being stripped of all their weapons and armor. Ralpheo will search them himself, confiscating anything that he suspects might be a magical item. He will palm any particularly valuable-looking items for himself. The rest of the character's gear is thrown into a chest just out of reach.

In the holding cells are two of the militia who have not yet been "converted" to Vestra's cause. They fell into the same trap and were captured. They also describe Vestra and the strange power that her helmet gives her to take control of others.

As if on cue, Vestra enters the holding area to check out the prisoners. If the PCs are defiant, she will laugh and tell them her story, mocking any attempts by the PCs to threaten or intimidate her. She will boast of her plans to take over her clan and will try to get the PCs to join her willingly. Once she has finished her story, she uses the helm on the most powerful PC. All of the party members see the flash of the gem as the spell is cast. If the character fails his save, they see his eyes turn purple. A guard on duty then releases the character and gives him back his equipment, minus any items that Ralpheo pocketed.

If a PC has been charmed by Vestra, the DM has several options. He can run the character as an NPC until the charm is broken. He can privately explain the nature of the charm and allow the player to continue with the character. The player must agree to behave accordingly: the character should act like a barbarian, work on Vestra's behalf, and so on. If the player does not play forcefully enough, the DM should take over the character until the charm is broken. A final option is to let the player to play one of the captured militia men until his own character is restored.

Lorun & Rhary (captured militia men):

Int Ave; AL LG; AC 5 (chain); MV 9; F3; hp 27, 26; THACO 18; #AT 1; Dmg currently unarmed; S 12, D 12, C 10, I 10, W 9, Ch 11.

Victory!

Of course, the PCs might survive the ambush. In this case, they will have roughly thirty minutes to explore the warren before the alarm is raised. At that time, Joran will launch an attack against them, along with Christyne and twenty men-at-arms. Joran will try to lure them to the mess hall, so he can take advantage of the open space to surround the PCs, or use the tables and chairs there as barricades.

Of course, if the adventurers pick other fights along the way, the bandits will be alerted sooner; Joran's attack will be mounted five minutes after the commotion breaks out.

If the orcs are still around when the big battle starts, they will try to sneak up on the PCs in the mess hall and ambush them from behind. If the battle takes place elsewhere, the dimwitted orcs will still sneak up on the mess hall, and wait there for orders from Vestra.

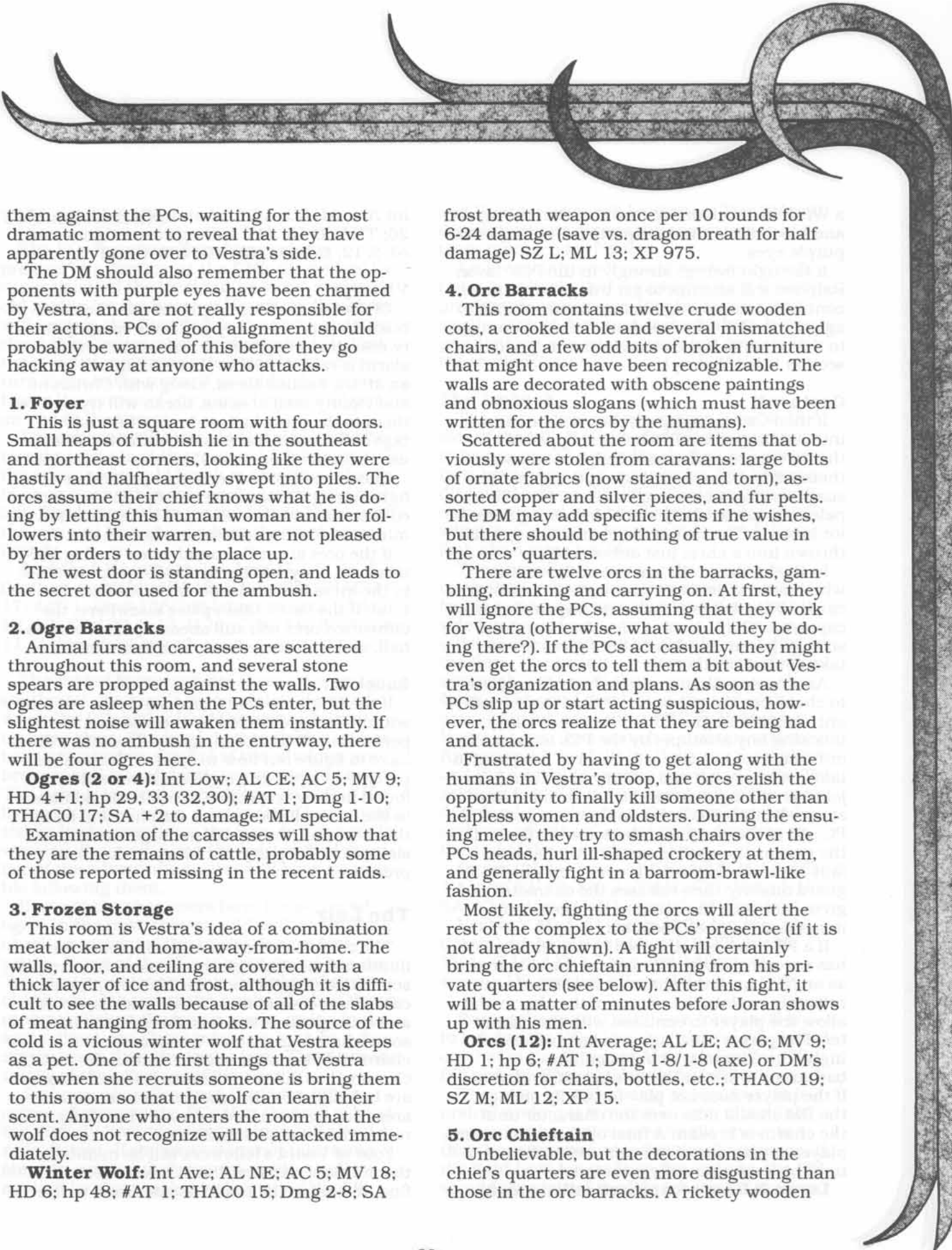
Snuck In!

If the PCs were able to approach the warren without being detected by the lookouts, the portcullis will be closed tightly. The PCs will have to figure out how to open it. The ambush party (two ogres and eight soldiers) will be found in their respective barracks (in addition to the others listed below). Ralpheo will be in the mess hall. Joran will not organize any resistance to the party until they make their presence known.

The Lair

The complex relies mostly on torches for illumination, although some rooms have more sophisticated light sources. The complex is carved out of solid rock, and the walls, floors, and ceilings all reflect this. Overall, the lair is somewhat cleaner since Vestra and her charmed followers moved in, but as the task of cleaning has fallen to the orcs (most of whom are befuddled by the whole situation), most areas can be described as somewhat filthy, rather than completely filthy.

Four of Vestra's followers will be members of the militia squad that the PCs were sent to find. It is up to the DM to decide when to use



them against the PCs, waiting for the most dramatic moment to reveal that they have apparently gone over to Vestra's side.

The DM should also remember that the opponents with purple eyes have been charmed by Vestra, and are not really responsible for their actions. PCs of good alignment should probably be warned of this before they go hacking away at anyone who attacks.

1. Foyer

This is just a square room with four doors. Small heaps of rubbish lie in the southeast and northeast corners, looking like they were hastily and halfheartedly swept into piles. The orcs assume their chief knows what he is doing by letting this human woman and her followers into their warren, but are not pleased by her orders to tidy the place up.

The west door is standing open, and leads to the secret door used for the ambush.

2. Ogre Barracks

Animal furs and carcasses are scattered throughout this room, and several stone spears are propped against the walls. Two ogres are asleep when the PCs enter, but the slightest noise will awaken them instantly. If there was no ambush in the entryway, there will be four ogres here.

Ogres (2 or 4): Int Low; AL CE; AC 5; MV 9; HD 4 + 1; hp 29, 33 (32,30); #AT 1; Dmg 1-10; THACO 17; SA +2 to damage; ML special.

Examination of the carcasses will show that they are the remains of cattle, probably some of those reported missing in the recent raids.

3. Frozen Storage

This room is Vestra's idea of a combination meat locker and home-away-from-home. The walls, floor, and ceiling are covered with a thick layer of ice and frost, although it is difficult to see the walls because of all of the slabs of meat hanging from hooks. The source of the cold is a vicious winter wolf that Vestra keeps as a pet. One of the first things that Vestra does when she recruits someone is bring them to this room so that the wolf can learn their scent. Anyone who enters the room that the wolf does not recognize will be attacked immediately.

Winter Wolf: Int Ave; AL NE; AC 5; MV 18; HD 6; hp 48; #AT 1; THACO 15; Dmg 2-8; SA

frost breath weapon once per 10 rounds for 6-24 damage (save vs. dragon breath for half damage) SZ L; ML 13; XP 975.

4. Orc Barracks

This room contains twelve crude wooden cots, a crooked table and several mismatched chairs, and a few odd bits of broken furniture that might once have been recognizable. The walls are decorated with obscene paintings and obnoxious slogans (which must have been written for the orcs by the humans).

Scattered about the room are items that obviously were stolen from caravans: large bolts of ornate fabrics (now stained and torn), assorted copper and silver pieces, and fur pelts. The DM may add specific items if he wishes, but there should be nothing of true value in the orcs' quarters.

There are twelve orcs in the barracks, gambling, drinking and carrying on. At first, they will ignore the PCs, assuming that they work for Vestra (otherwise, what would they be doing there?). If the PCs act casually, they might even get the orcs to tell them a bit about Vestra's organization and plans. As soon as the PCs slip up or start acting suspicious, however, the orcs realize that they are being had and attack.

Frustrated by having to get along with the humans in Vestra's troop, the orcs relish the opportunity to finally kill someone other than helpless women and oldsters. During the ensuing melee, they try to smash chairs over the PCs heads, hurl ill-shaped crockery at them, and generally fight in a barroom-brawl-like fashion.

Most likely, fighting the orcs will alert the rest of the complex to the PCs' presence (if it is not already known). A fight will certainly bring the orc chieftain running from his private quarters (see below). After this fight, it will be a matter of minutes before Joran shows up with his men.

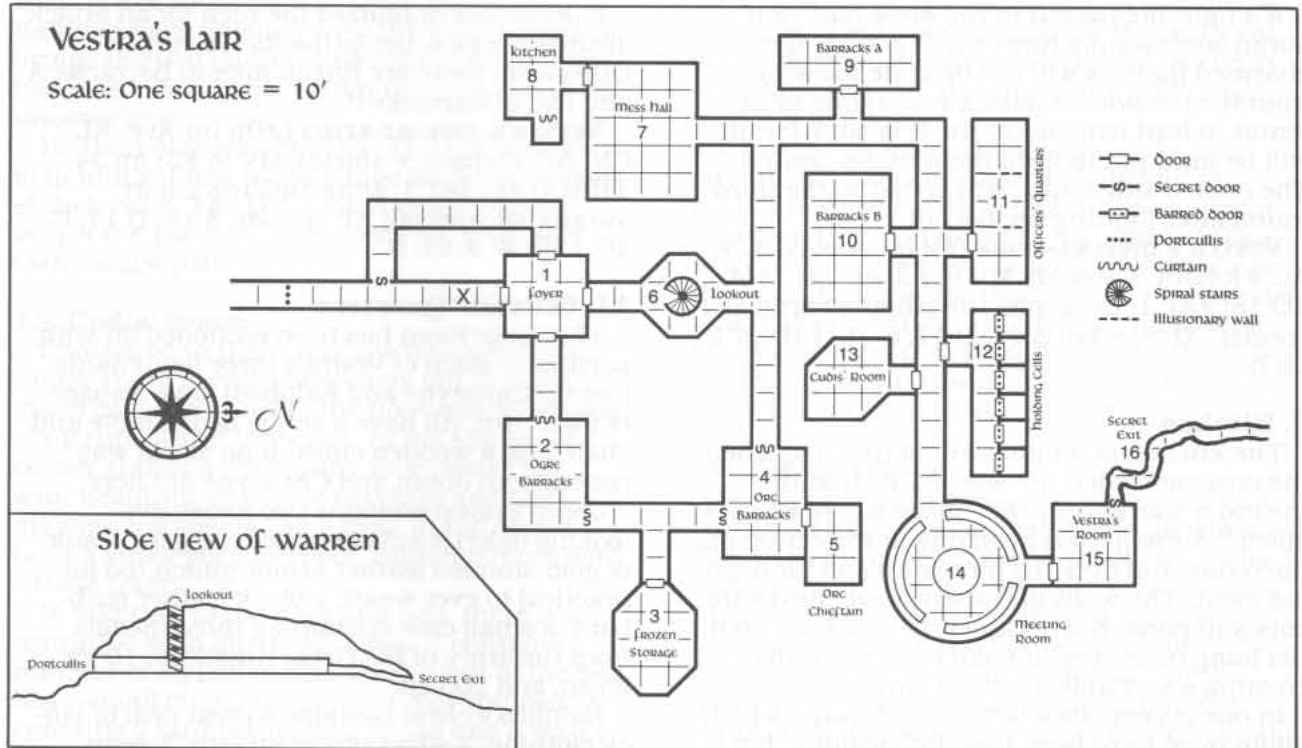
Orcs (12): Int Average; AL LE; AC 6; MV 9; HD 1; hp 6; #AT 1; Dmg 1-8/1-8 (axe) or DM's discretion for chairs, bottles, etc.; THACO 19; SZ M; ML 12; XP 15.

5. Orc Chieftain

Unbelievable, but the decorations in the chief's quarters are even more disgusting than those in the orc barracks. A rickety wooden

Vestra's Lair

Scale: One square = 10'



double bed dominates the room, covered with silk sheets that are now sweat-stained and wholly ruined. A wooden keg lies somewhat askew in one corner, and the amount of ale on the floor and in the air clearly indicates how the chieftain has been spending his free time.

In addition to the plundered keg, there are several other looted items lying around, such as an ornate teak box that has had the orc's initials cut into its lid, three gold pieces, and an ivory doll. Strangely enough, the doll is the only item in the room that is undamaged.

If the PCs somehow managed to avoid the orcs outside, the chieftain will be found passed out on his bed, an empty tankard still clutched in his left hand. Should he wake up or be awakened by the PCs, they easily notice that his eyes are purple.

Rauf Bagrog (orc chieftain): Int Ave; AL NE; AC 5; MV 9; HD 1; hp 8; #AT 1; Dmg 1-4 (tankard, first attack, breaks upon use) 2-8 (punch); THACO 19; SZ M; ML 13; XP 65.

6. Lookout

A crude set of spiral stairs leads upwards to the blind that the bandits use as a lookout.

The blind consists of a wooden bench, and an illusion spell that makes it look like a large boulder from the outside.

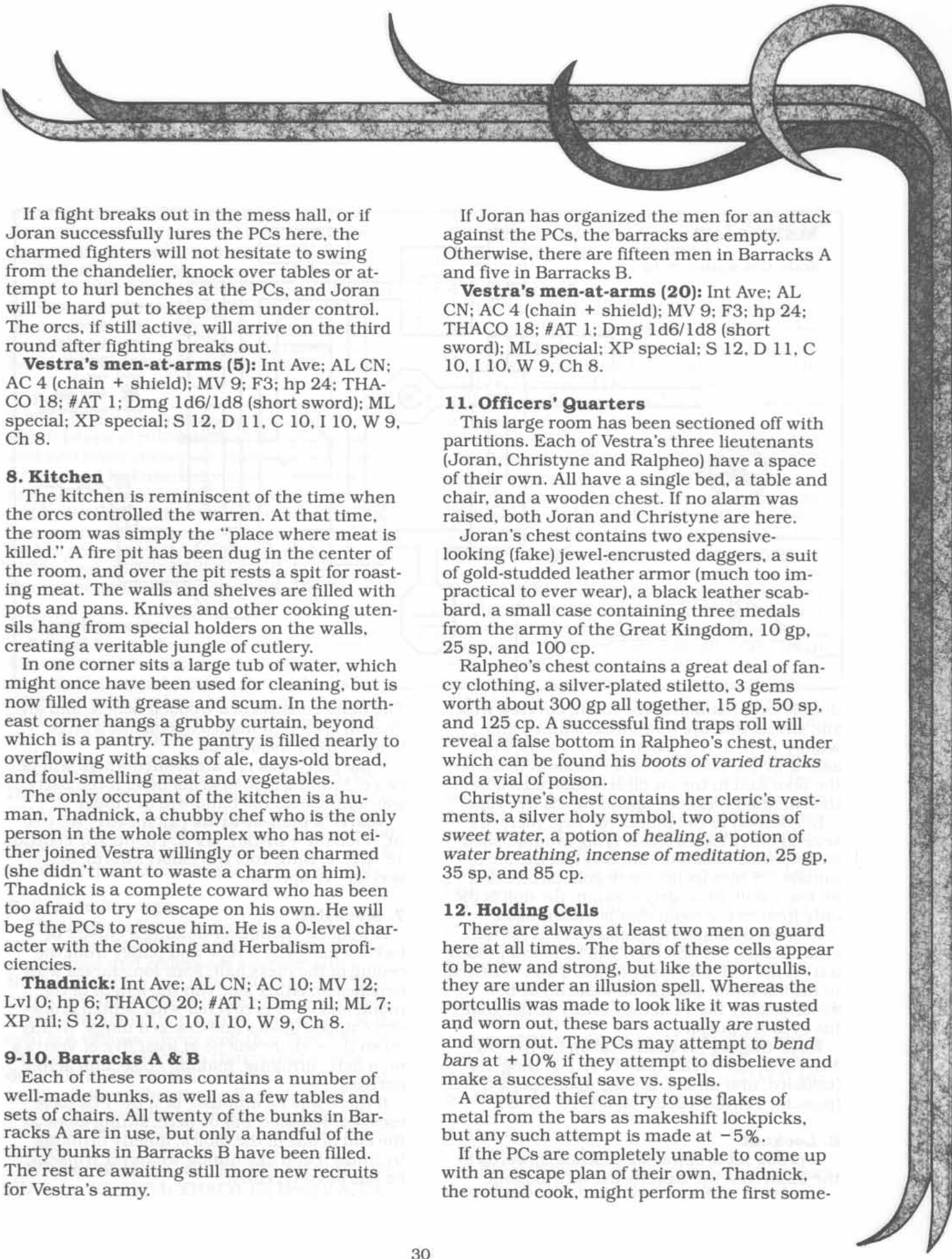
If the party was not ambushed, there will be two of Vestra's men-at-arms here. If the party was ambushed, the blind will be empty.

Vestra's men-at-arms (2): Int Ave; AL CN; AC 4 (chain + shield); MV 9; F3; hp 25; THACO 18; #AT 1; Dmg 1d6/1d8 (short sword); ML special; XP special.

7. Mess Hall

A wooden chandelier holding a cluster of torches hangs by a rope and pulley from the ceiling of the mess hall. Four long tables with benches on either side run the length of the room, and each is covered with dented crockery, chipped dishes and cracked mugs. At any given time, there will be at least five of Vestra's men here, drinking, making noise, and acting barbaric.

If there was no ambush, or if the PCs have escaped, Ralpheo will be here, sitting alone at the end of one of the tables, quietly drinking by himself and examining whatever trinkets he has lifted recently.



If a fight breaks out in the mess hall, or if Joran successfully lures the PCs here, the charmed fighters will not hesitate to swing from the chandelier, knock over tables or attempt to hurl benches at the PCs, and Joran will be hard put to keep them under control. The orcs, if still active, will arrive on the third round after fighting breaks out.

Vestra's men-at-arms (5): Int Ave; AL CN; AC 4 (chain + shield); MV 9; F3; hp 24; THACO 18; #AT 1; Dmg 1d6/1d8 (short sword); ML special; XP special; S 12, D 11, C 10, I 10, W 9, Ch 8.

8. Kitchen

The kitchen is reminiscent of the time when the orcs controlled the warren. At that time, the room was simply the "place where meat is killed." A fire pit has been dug in the center of the room, and over the pit rests a spit for roasting meat. The walls and shelves are filled with pots and pans. Knives and other cooking utensils hang from special holders on the walls, creating a veritable jungle of cutlery.

In one corner sits a large tub of water, which might once have been used for cleaning, but is now filled with grease and scum. In the northeast corner hangs a grubby curtain, beyond which is a pantry. The pantry is filled nearly to overflowing with casks of ale, days-old bread, and foul-smelling meat and vegetables.

The only occupant of the kitchen is a human, Thadnick, a chubby chef who is the only person in the whole complex who has not either joined Vestra willingly or been charmed (she didn't want to waste a charm on him). Thadnick is a complete coward who has been too afraid to try to escape on his own. He will beg the PCs to rescue him. He is a 0-level character with the Cooking and Herbalism proficiencies.

Thadnick: Int Ave; AL CN; AC 10; MV 12; Lvl 0; hp 6; THACO 20; #AT 1; Dmg nil; ML 7; XP nil; S 12, D 11, C 10, I 10, W 9, Ch 8.

9-10. Barracks A & B

Each of these rooms contains a number of well-made bunks, as well as a few tables and sets of chairs. All twenty of the bunks in Barracks A are in use, but only a handful of the thirty bunks in Barracks B have been filled. The rest are awaiting still more new recruits for Vestra's army.

If Joran has organized the men for an attack against the PCs, the barracks are empty. Otherwise, there are fifteen men in Barracks A and five in Barracks B.

Vestra's men-at-arms (20): Int Ave; AL CN; AC 4 (chain + shield); MV 9; F3; hp 24; THACO 18; #AT 1; Dmg 1d6/1d8 (short sword); ML special; XP special; S 12, D 11, C 10, I 10, W 9, Ch 8.

11. Officers' Quarters

This large room has been sectioned off with partitions. Each of Vestra's three lieutenants (Joran, Christyne and Ralpheo) have a space of their own. All have a single bed, a table and chair, and a wooden chest. If no alarm was raised, both Joran and Christyne are here.

Joran's chest contains two expensive-looking (fake) jewel-encrusted daggers, a suit of gold-studded leather armor (much too impractical to ever wear), a black leather scabbard, a small case containing three medals from the army of the Great Kingdom, 10 gp, 25 sp, and 100 cp.

Ralpheo's chest contains a great deal of fancy clothing, a silver-plated stiletto, 3 gems worth about 300 gp all together, 15 gp, 50 sp, and 125 cp. A successful find traps roll will reveal a false bottom in Ralpheo's chest, under which can be found his *boots of varied tracks* and a vial of poison.

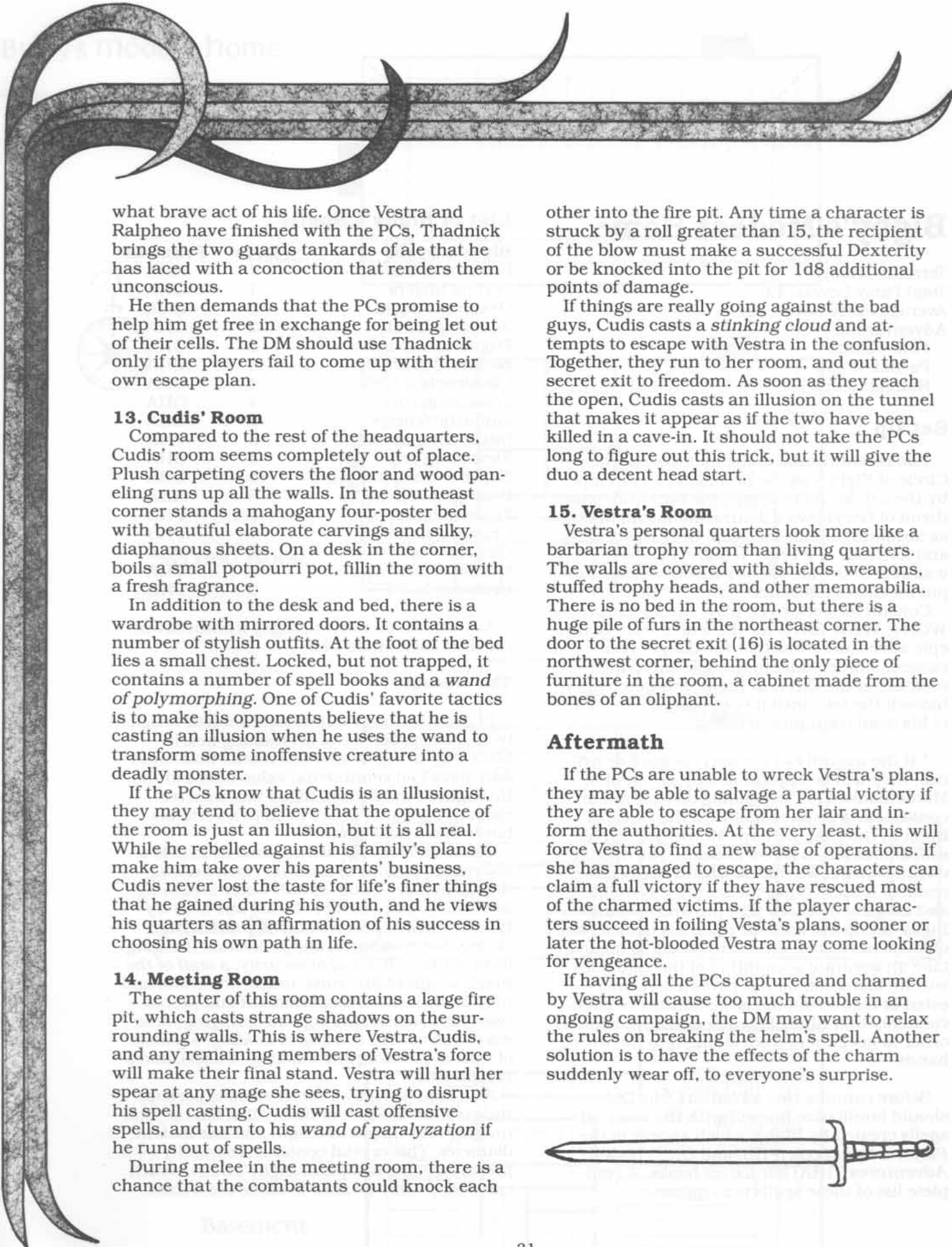
Christyne's chest contains her cleric's vestments, a silver holy symbol, two potions of *sweet water*, a potion of *healing*, a potion of *water breathing*, *incense of meditation*, 25 gp, 35 sp, and 85 cp.

12. Holding Cells

There are always at least two men on guard here at all times. The bars of these cells appear to be new and strong, but like the portcullis, they are under an illusion spell. Whereas the portcullis was made to look like it was rusted and worn out, these bars actually *are* rusted and worn out. The PCs may attempt to *bend bars* at +10% if they attempt to disbelieve and make a successful save vs. spells.

A captured thief can try to use flakes of metal from the bars as makeshift lockpicks, but any such attempt is made at -5%.

If the PCs are completely unable to come up with an escape plan of their own, Thadnick, the rotund cook, might perform the first some-

A large, ornate decorative flourish in the top left corner of the page, featuring a thick, dark, textured line that curves and loops, resembling a stylized letter 'C' or a similar calligraphic element.

what brave act of his life. Once Vestra and Ralpheo have finished with the PCs, Thadnick brings the two guards tankards of ale that he has laced with a concoction that renders them unconscious.

He then demands that the PCs promise to help him get free in exchange for being let out of their cells. The DM should use Thadnick only if the players fail to come up with their own escape plan.

13. Cudis' Room

Compared to the rest of the headquarters, Cudis' room seems completely out of place. Plush carpeting covers the floor and wood paneling runs up all the walls. In the southeast corner stands a mahogany four-poster bed with beautiful elaborate carvings and silky, diaphanous sheets. On a desk in the corner, boils a small potpourri pot, fillin the room with a fresh fragrance.

In addition to the desk and bed, there is a wardrobe with mirrored doors. It contains a number of stylish outfits. At the foot of the bed lies a small chest. Locked, but not trapped, it contains a number of spell books and a *wand of polymorphing*. One of Cudis' favorite tactics is to make his opponents believe that he is casting an illusion when he uses the wand to transform some inoffensive creature into a deadly monster.

If the PCs know that Cudis is an illusionist, they may tend to believe that the opulence of the room is just an illusion, but it is all real. While he rebelled against his family's plans to make him take over his parents' business, Cudis never lost the taste for life's finer things that he gained during his youth, and he views his quarters as an affirmation of his success in choosing his own path in life.

14. Meeting Room

The center of this room contains a large fire pit, which casts strange shadows on the surrounding walls. This is where Vestra, Cudis, and any remaining members of Vestra's force will make their final stand. Vestra will hurl her spear at any mage she sees, trying to disrupt his spell casting. Cudis will cast offensive spells, and turn to his *wand of paralyzation* if he runs out of spells.

During melee in the meeting room, there is a chance that the combatants could knock each

other into the fire pit. Any time a character is struck by a roll greater than 15, the recipient of the blow must make a successful Dexterity or be knocked into the pit for 1d8 additional points of damage.

If things are really going against the bad guys, Cudis casts a *stinking cloud* and attempts to escape with Vestra in the confusion. Together, they run to her room, and out the secret exit to freedom. As soon as they reach the open, Cudis casts an illusion on the tunnel that makes it appear as if the two have been killed in a cave-in. It should not take the PCs long to figure out this trick, but it will give the duo a decent head start.

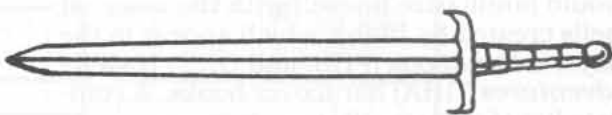
15. Vestra's Room

Vestra's personal quarters look more like a barbarian trophy room than living quarters. The walls are covered with shields, weapons, stuffed trophy heads, and other memorabilia. There is no bed in the room, but there is a huge pile of furs in the northeast corner. The door to the secret exit (16) is located in the northwest corner, behind the only piece of furniture in the room, a cabinet made from the bones of an oliphant.

Aftermath

If the PCs are unable to wreck Vestra's plans, they may be able to salvage a partial victory if they are able to escape from her lair and inform the authorities. At the very least, this will force Vestra to find a new base of operations. If she has managed to escape, the characters can claim a full victory if they have rescued most of the charmed victims. If the player characters succeed in foiling Vesta's plans, sooner or later the hot-blooded Vestra may come looking for vengeance.

If having all the PCs captured and charmed by Vestra will cause too much trouble in an ongoing campaign, the DM may want to relax the rules on breaking the helm's spell. Another solution is to have the effects of the charm suddenly wear off, to everyone's surprise.





Bigby's Modest Home

Terrain: Urban
Total Party Levels: 42
Average Party Level: 7th
Adventure XP:
 Full: 13,000
 Partial: 9,750
 Retreat: 3,250

Set Up

The recent deaths of the members of the Circle of Eight was the prelude to an attempt by the evil Vecna to overthrow the entire pantheon of Greyhawk's deities and install himself as absolute ruler of the gods. Only the bravery and fortitude of a brave handful of adventurers was able to thwart Vecna's machinations and put an end to his plans.

Consult (or better yet, play) the adventure *WGA4, Vecna Lives!* for the whole story of this epic adventure. Now that the danger has passed, Mordenkainen, the sole surviving member of the Circle of Eight, has taken upon himself the responsibility of putting the affairs of his dead comrades in order.

* If the majority of the party is good or neutral, they will be approached by an agent of Mordenkainen (or, depending on how much contact the PCs have had with the Circle of Eight in the past, perhaps Mordenkainen himself) and asked to travel to Scant, the coastal city in Onnwal where the wizard Bigby once resided. It seems that the security systems and magical defenses that the overly-cautious Bigby set up did not fade upon his demise, and officials have been unable to enter his home to take an accurate accounting of the valuables within. Mordenkainen is particularly interested in recovering the large number of magical items that Bigby is reputed to have kept, in order to keep them from falling into the wrong hands.

Before running this adventure, the DM should familiarize himself with the assorted spells created by Bigby, which appear in the *Player's Handbook* (PHB) and *GREYHAWK® Adventures* (GHA) hardcover books. A complete list of these spells is as follows:

List of Bigby's Spells

Bigby's Spell	Level	Found In
Bookworm bane	1	GHA
Feeling fingers	1	GHA
Dexterous digits	2	GHA
Silencing hand	2	GHA
Pugnacious pugilist	3	GHA
Battering gauntlet	4	GHA
Construction crew	4	GHA
Force sculpture	4	GHA
Fantastic fencers	5	GHA
Interposing hand	5	PHB
Strangling grip	5	GHA
Superior force sculpture	5	GHA
Besieging bolt	6	GHA
Forceful hand	6	PHB
Grasping hand	7	PHB
Clenched fist	8	PHB
Most exc. force structure	8	GHA
Crushing hand	9	PHB

Adventures en route to Bigby's home are at the discretion of the DM.

The Treasure

In addition to various antiques worth roughly 25,000 gp, objects of art totaling nearly 50,000 gp in value, and bric-a-brac that could only have had sentimental value (these found throughout the house), Bigby had a secret room in his home where he kept a veritable horde of magical items.

These include, but are not limited to (DM's discretion) potions of *healing*, *extra-healing*, *fire resistance*, *flying*, *speed*, *water breathing*, *invisibility*, and *vitality*; at least one of every type of *scroll of protection*; rings of *feather falling*, *fire resistance*, and *protection* (ranging from +1 to +3); a *rod of security*; a *staff of the magi*; wands of *fire*, *frost*, *magic detection*, and *negation*; cloaks of *displacement* and *protection +2*; *boots of striding and springing*; *bracers of defense AC 6*; a *bag of holding*; a *pouch of dust of sneezing and choking* (4 uses); and a *crystal ball*.

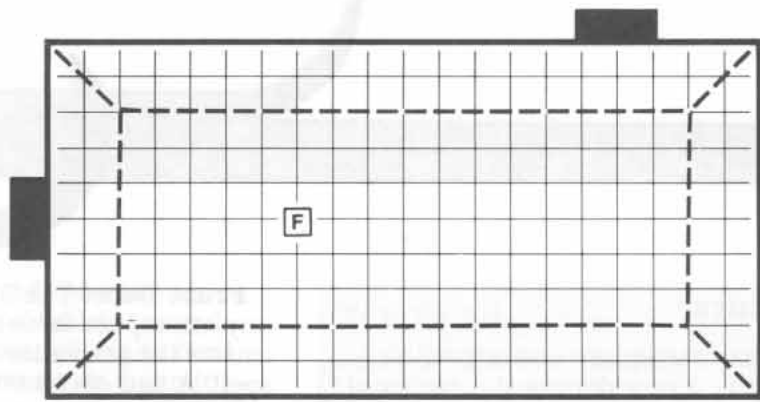
Also kept in Bigby's secret room is perhaps the greatest treasure of them all: a blue crystal roughly four inches in length and one inch in diameter. This crystal contains a carefully prepared living sample of Bigby's flesh, which can conceivably be used to clone the wizard.

Bigby's modest home

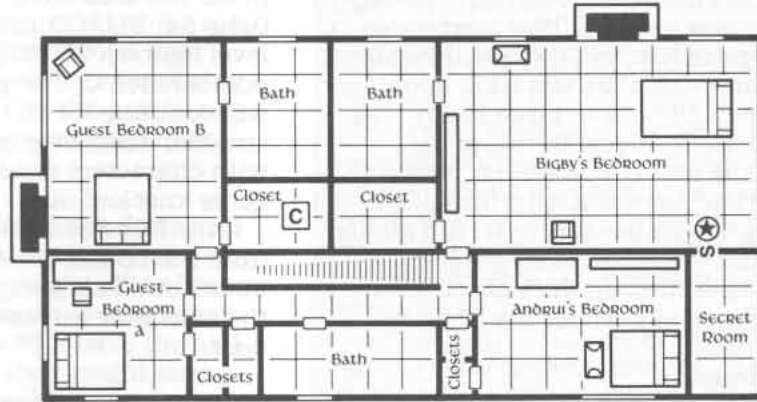
Scale: One square = 5'



Attic



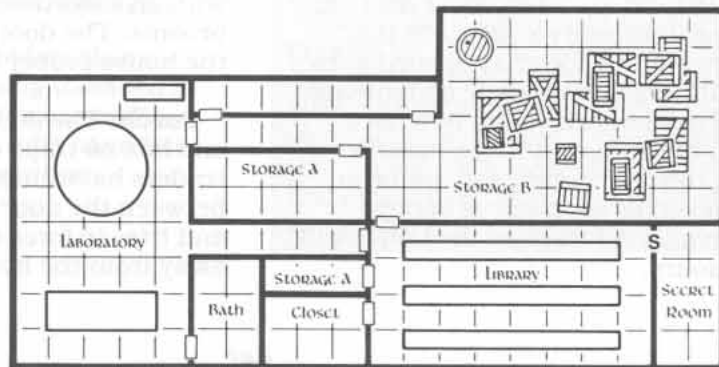
Second floor



Ground floor



Basement





The Adventure

This adventure takes place entirely within the home of Bigby, a now-deceased member of the Circle of Eight. It is located on the outskirts of Scant, at 68 Green Leaf Avenue, and is surrounded on either side by similar houses belonging to certain very wealthy merchants of the town. None of his neighbors will be able to tell the PCs any useful information about the house, as they all believed that Bigby was a merchant like themselves. In this area, Bigby went by the name of Fraznier. It has been rumored that there is a labyrinth of caverns under Bigby's house where he hid all his treasures, but once these rumors got back to Bigby himself, he sealed up the tunnels and devised a new place to keep for his treasure.

Outside the House

Bigby's house looks like every other one on its block: it is a two-story structure with chimneys on its west and north sides. There is an enclosed porch on the north side of the house, and an adjoining stable to the east. There are quite a few windows on both the ground floor and the upper floor, but looking in these windows will not help the PCs, since there are illusions cast on each of them. The illusions are designed to make it look as though there is a perfectly ordinary merchant family living in the house. The best the party can hope for is to catch a glimpse of a typical merchant family.

Any attempt to cast a spell within 100' of the house will be foiled by a previously-cast *silencing hand*, which will clamp onto the spell caster's mouth as soon as he attempts to begin his spell. Only spells with no verbal component or a casting time of less than 2 are immune to this effect.

The Doors: Behind all of the doors into the house, there are *illusionary wall* spells that make it appear as if the door has opened onto a brick wall. Although completely convincing, the illusion is visual only and the PCs need only to walk right through it to get into the house. Getting the doors open will not be an easy task, however, as each one is booby-trapped with magic. All traps in the house will reset after 24 hours.

Front Door: The front door is locked, and any attempt to force the door or pick the lock causes the activation of a *pugnacious pugilist* spell. A pair of clenched fists appears in the air and attempts to pummel the character who was trying to open the door into unconsciousness. The fists have the following abilities: AC 0; hp 54; THACO 12; S 18/50 (pummels as 9th level fighter); SD dispelled only when their hit points reach 0. The *pugnacious pugilist* spell will continue for 36 rounds or until it is destroyed, whichever comes first, picking fights with characters randomly after its initial target is knocked out.

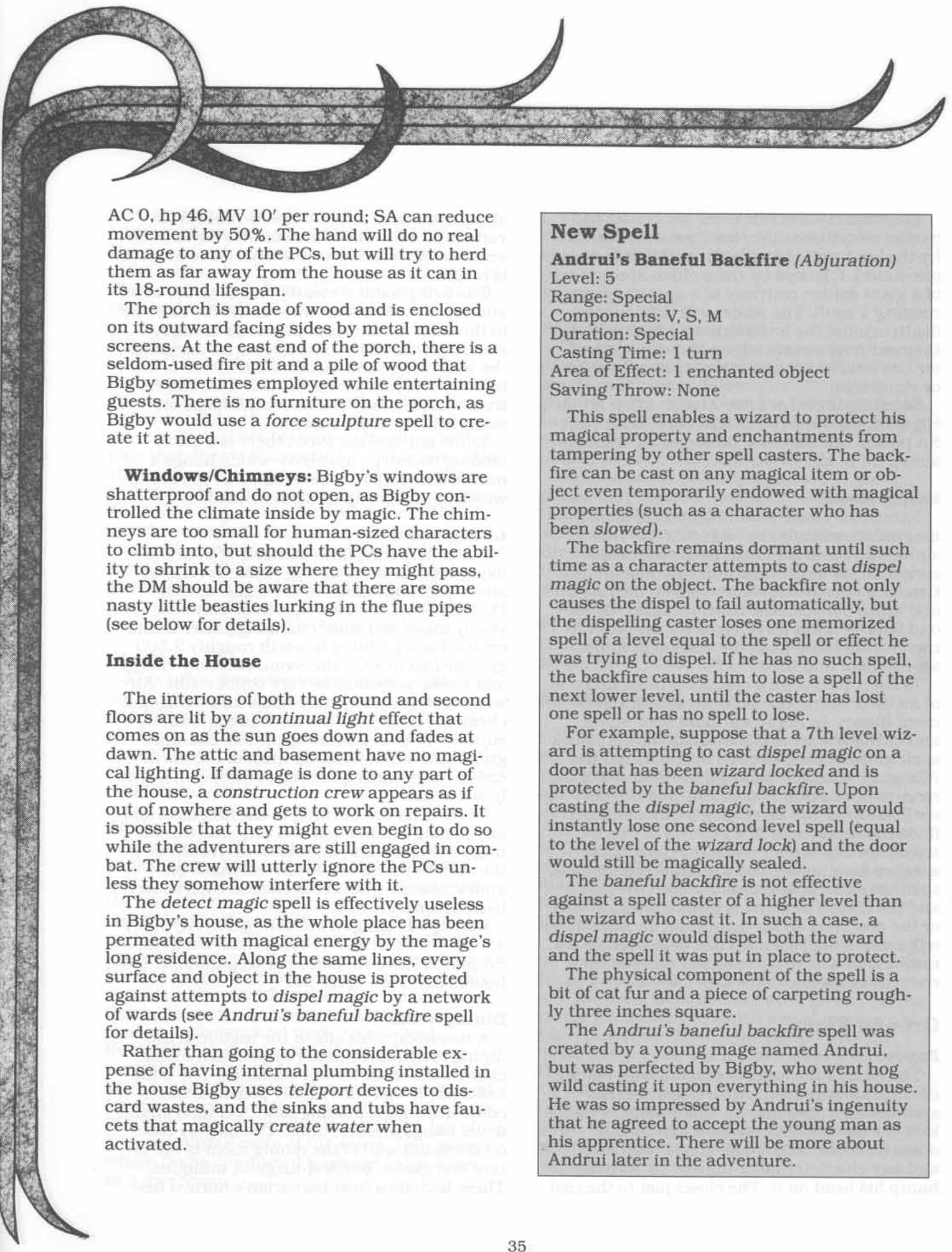
If the PCs flee to any spot more than 100' from the house, the fists will break off their attack and fade away, ready to return to action the next time anyone messes with the front door.

Stable Door (front): These large double doors are closed with a latch and secured with a large padlock. Attempts to break through or unlock this door cause the appearance of 6 *fantastic fencers*, disembodied hands wielding long swords. Each fencer has the following statistics: AC 2; hp 15; THACO 12; Dmg 1-8/1-12 (long sword); SA disarms opponent on a roll four greater than needed to hit. The fencers can be disarmed in the same fashion that they disarm opponents, upon which the individual fencer is dispelled. The fencers will otherwise last for up to 18 rounds.

Stable Door (back): The lock and latch on this door have a *shocking grasp* that attacks any character who touches them. It will do 1d8 + 18 hit points of damage to anyone foolish enough to try to get in this way.

If the PCs manage to get into the stable, they find a very ordinary looking barn interior, with two stalls and an overhead hayloft. Riding gear and tack are hung on the west wall, along with an assortment of pitchforks, shovels, and brooms. The door leading from the stable into the house proper has no traps or spells on it.

Porch: The door to the porch is unlocked and has no traps on it. However, once the intruders have entered, a *forceful hand* appears between the door to the house and the PCs and tries to force them out the porch door and away from the house. The hand's abilities are:



AC 0, hp 46, MV 10' per round; SA can reduce movement by 50%. The hand will do no real damage to any of the PCs, but will try to herd them as far away from the house as it can in its 18-round lifespan.

The porch is made of wood and is enclosed on its outward facing sides by metal mesh screens. At the east end of the porch, there is a seldom-used fire pit and a pile of wood that Bigby sometimes employed while entertaining guests. There is no furniture on the porch, as Bigby would use a *force sculpture* spell to create it at need.

Windows/Chimneys: Bigby's windows are shatterproof and do not open, as Bigby controlled the climate inside by magic. The chimneys are too small for human-sized characters to climb into, but should the PCs have the ability to shrink to a size where they might pass, the DM should be aware that there are some nasty little beasties lurking in the flue pipes (see below for details).

Inside the House

The interiors of both the ground and second floors are lit by a *continual light* effect that comes on as the sun goes down and fades at dawn. The attic and basement have no magical lighting. If damage is done to any part of the house, a *construction crew* appears as if out of nowhere and gets to work on repairs. It is possible that they might even begin to do so while the adventurers are still engaged in combat. The crew will utterly ignore the PCs unless they somehow interfere with it.

The *detect magic* spell is effectively useless in Bigby's house, as the whole place has been permeated with magical energy by the mage's long residence. Along the same lines, every surface and object in the house is protected against attempts to *dispel magic* by a network of wards (see *Andrui's baneful backfire* spell for details).

Rather than going to the considerable expense of having internal plumbing installed in the house Bigby uses *teleport* devices to discard wastes, and the sinks and tubs have faucets that magically *create water* when activated.

New Spell

Andrui's Baneful Backfire (*Abjuration*)

Level: 5

Range: Special

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: 1 enchanted object

Saving Throw: None

This spell enables a wizard to protect his magical property and enchantments from tampering by other spell casters. The backfire can be cast on any magical item or object even temporarily endowed with magical properties (such as a character who has been *slowed*).

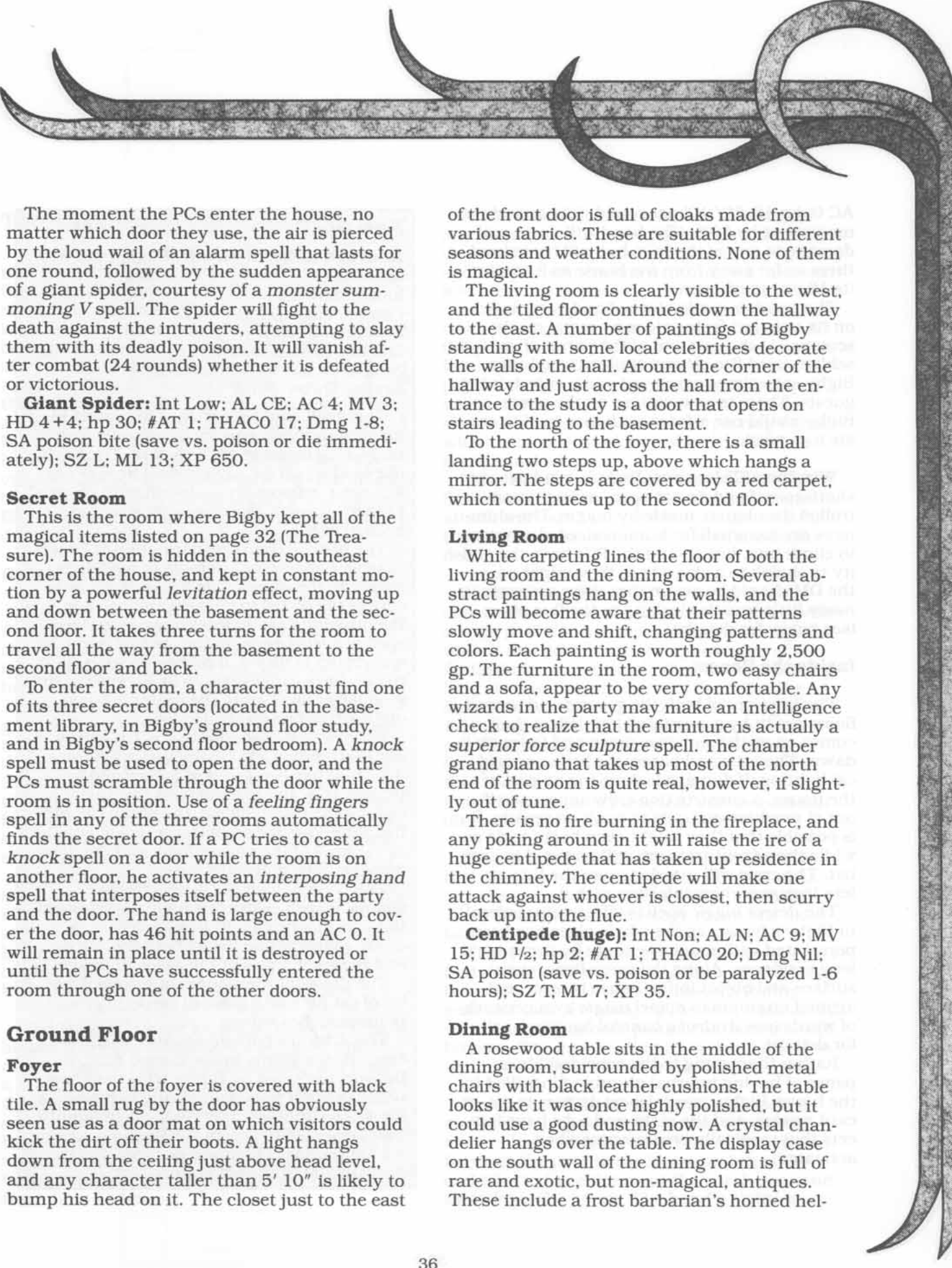
The backfire remains dormant until such time as a character attempts to cast *dispel magic* on the object. The backfire not only causes the dispel to fail automatically, but the dispelling caster loses one memorized spell of a level equal to the spell or effect he was trying to dispel. If he has no such spell, the backfire causes him to lose a spell of the next lower level, until the caster has lost one spell or has no spell to lose.

For example, suppose that a 7th level wizard is attempting to cast *dispel magic* on a door that has been *wizard locked* and is protected by the *baneful backfire*. Upon casting the *dispel magic*, the wizard would instantly lose one second level spell (equal to the level of the *wizard lock*) and the door would still be magically sealed.

The *baneful backfire* is not effective against a spell caster of a higher level than the wizard who cast it. In such a case, a *dispel magic* would dispel both the ward and the spell it was put in place to protect.

The physical component of the spell is a bit of cat fur and a piece of carpeting roughly three inches square.

The *Andrui's baneful backfire* spell was created by a young mage named Andrui, but was perfected by Bigby, who went hog wild casting it upon everything in his house. He was so impressed by Andrui's ingenuity that he agreed to accept the young man as his apprentice. There will be more about Andrui later in the adventure.



The moment the PCs enter the house, no matter which door they use, the air is pierced by the loud wail of an alarm spell that lasts for one round, followed by the sudden appearance of a giant spider, courtesy of a *monster summoning V* spell. The spider will fight to the death against the intruders, attempting to slay them with its deadly poison. It will vanish after combat (24 rounds) whether it is defeated or victorious.

Giant Spider: Int Low; AL CE; AC 4; MV 3; HD 4+4; hp 30; #AT 1; THACO 17; Dmg 1-8; SA poison bite (save vs. poison or die immediately); SZ L; ML 13; XP 650.

Secret Room

This is the room where Bigby kept all of the magical items listed on page 32 (The Treasure). The room is hidden in the southeast corner of the house, and kept in constant motion by a powerful *levitation* effect, moving up and down between the basement and the second floor. It takes three turns for the room to travel all the way from the basement to the second floor and back.

To enter the room, a character must find one of its three secret doors (located in the basement library, in Bigby's ground floor study, and in Bigby's second floor bedroom). A *knock* spell must be used to open the door, and the PCs must scramble through the door while the room is in position. Use of a *feeling fingers* spell in any of the three rooms automatically finds the secret door. If a PC tries to cast a *knock* spell on a door while the room is on another floor, he activates an *interposing hand* spell that interposes itself between the party and the door. The hand is large enough to cover the door, has 46 hit points and an AC 0. It will remain in place until it is destroyed or until the PCs have successfully entered the room through one of the other doors.

Ground Floor

Foyer

The floor of the foyer is covered with black tile. A small rug by the door has obviously seen use as a door mat on which visitors could kick the dirt off their boots. A light hangs down from the ceiling just above head level, and any character taller than 5' 10" is likely to bump his head on it. The closet just to the east

of the front door is full of cloaks made from various fabrics. These are suitable for different seasons and weather conditions. None of them is magical.

The living room is clearly visible to the west, and the tiled floor continues down the hallway to the east. A number of paintings of Bigby standing with some local celebrities decorate the walls of the hall. Around the corner of the hallway and just across the hall from the entrance to the study is a door that opens on stairs leading to the basement.

To the north of the foyer, there is a small landing two steps up, above which hangs a mirror. The steps are covered by a red carpet, which continues up to the second floor.

Living Room

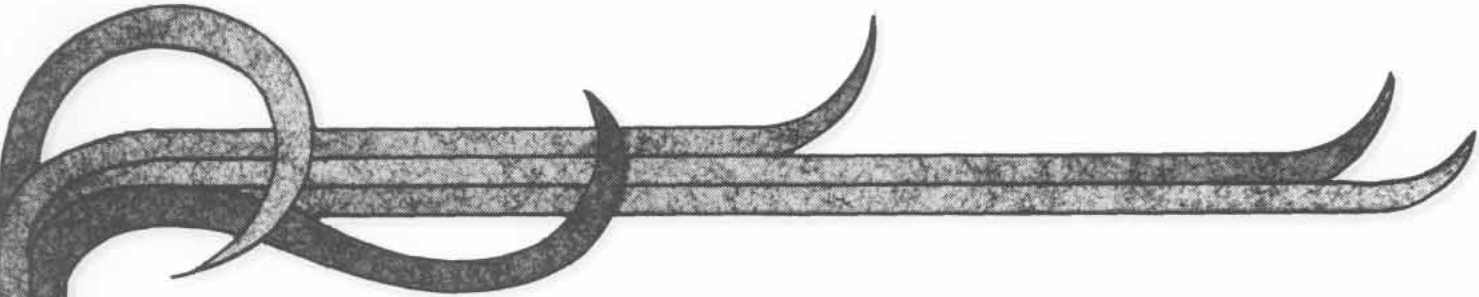
White carpeting lines the floor of both the living room and the dining room. Several abstract paintings hang on the walls, and the PCs will become aware that their patterns slowly move and shift, changing patterns and colors. Each painting is worth roughly 2,500 gp. The furniture in the room, two easy chairs and a sofa, appear to be very comfortable. Any wizards in the party may make an Intelligence check to realize that the furniture is actually a *superior force sculpture* spell. The chamber grand piano that takes up most of the north end of the room is quite real, however, if slightly out of tune.

There is no fire burning in the fireplace, and any poking around in it will raise the ire of a huge centipede that has taken up residence in the chimney. The centipede will make one attack against whoever is closest, then scurry back up into the flue.

Centipede (huge): Int Non; AL N; AC 9; MV 15; HD 1/2; hp 2; #AT 1; THACO 20; Dmg Nil; SA poison (save vs. poison or be paralyzed 1-6 hours); SZ T; ML 7; XP 35.

Dining Room

A rosewood table sits in the middle of the dining room, surrounded by polished metal chairs with black leather cushions. The table looks like it was once highly polished, but it could use a good dusting now. A crystal chandelier hangs over the table. The display case on the south wall of the dining room is full of rare and exotic, but non-magical, antiques. These include a frost barbarian's horned hel-



met, a gold necklace from Ekbir, a crystal goblet from Monmura, a native statuette from Hepmonaland, a necklace of tyrg teeth and a petrified monkey's paw. The potential prices of these items range from 25 to 100 gp, but their only real value is as curiosities.

Kitchen

The floor of the kitchen is wood, covered with a special non-stick coating of Bigby's creation. The hallway to the south leads to the basement door, the study and the foyer. The stove and oven are both wood-burning, with a pipe that directs the resulting smoke out to the chimney on the north side of the house. The sink uses the same system of water generation and waste disposal as the bathrooms. The closet across from the dining room door is magically cooled to a temperature of 34 degrees, to facilitate the storage of perishable goods. The closet is full of milk, eggs, cheese, butter, ale, and so on. The pantry is full of food, but all the bread has gone stale.

Dinette

This room was designed to allow in the maximum amount of morning sunlight. Windows line the entire north and east walls. The simple table and chairs, located in the center of the room, are made of maple. The closet next to the stable door is full of brooms, mops, and cleaning supplies.

Study

The north wall of this office is lined with bookshelves. These are filled to overflowing with books of all sizes. Closer examination of the books shows that they are all histories of Oerth, books of merchant law, travelers' journals, and so on. There are no spell books or any other volumes that are even remotely related to magic. The table in the center of the room is covered with maps of the countries of Oerth, showing the locations of mercantile centers, safe overland trade routes, and frequently-used sea lanes. On the desk are several neat piles of papers. Most of these are sales contracts, trade agreements, and general business correspondence directed to "Fraznier of Scant". The drawers of the desk are full of files containing more of the same. This room is where Bigby conducted business in his cover as a merchant.

The entrance to the secret room is a hidden panel behind a large potted palm that stands next to Bigby/Fraznier's desk.

Second Floor

Stairway and Upper Hall

The red carpeting on the stairs continues along the floor of the hallway that runs the length of the second floor. A metal railing, painted white, runs along the ledge that looks over the stairs, protecting anyone from falling downstairs by accident. The walls of the upstairs hall are beige with wood trim.

As soon as the PCs reach the top of the stairs, they are attacked again, this time by a flock of stirges that pop in courtesy of a *monster summoning I* spell. Like the giant spider, the stirges will attempt to snuff the life out of the intruders, then disappear back from whence they came in no more than two turns.

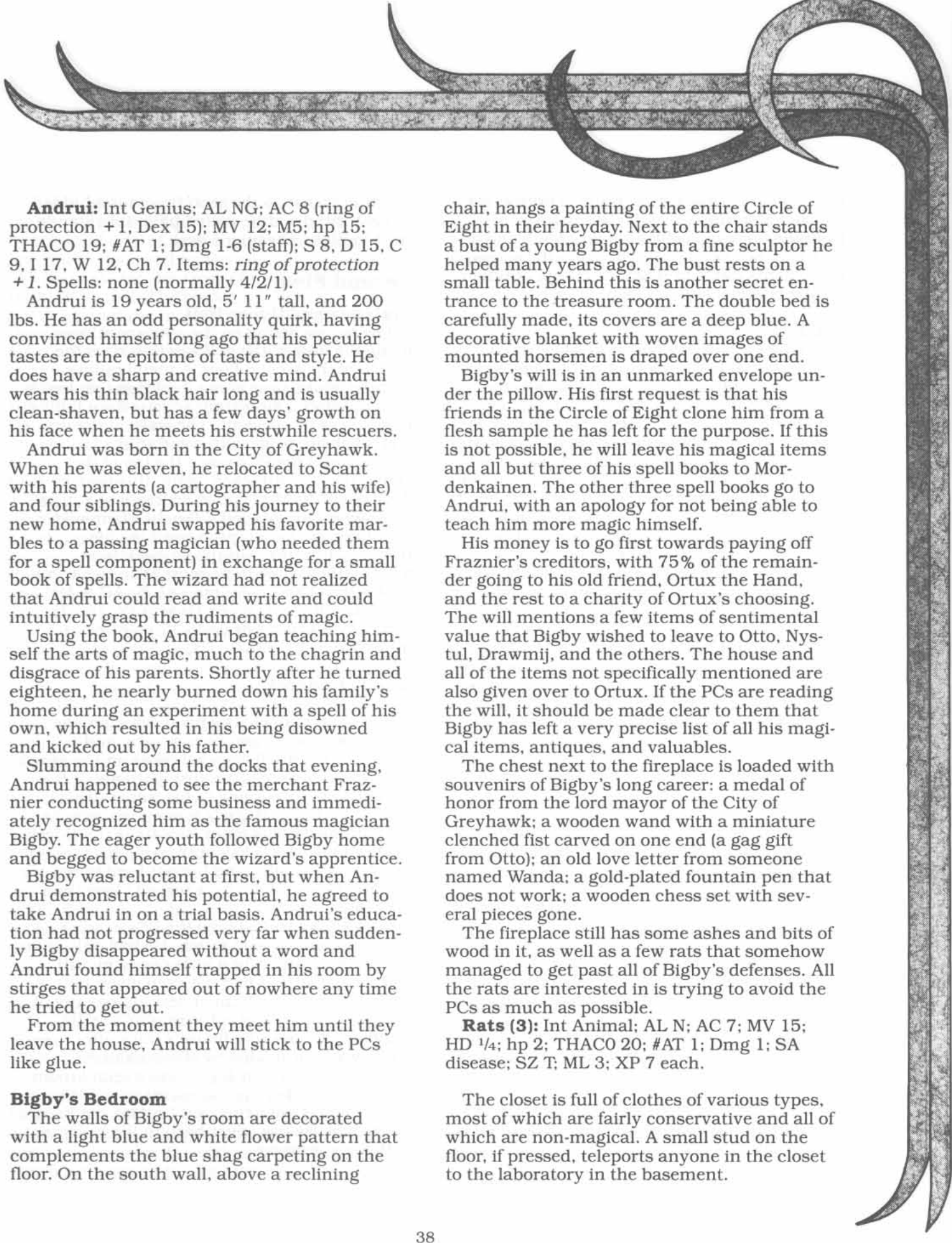
Stirges (15): Int Animal; AL N; AC 8; MV 3, Fl 18 (C); HD 1 + 1; hp 6; THACO 17; #AT 1; Dmg 1-3; SA blood drain to 12-point maximum; SZ S; ML 8; XP 175.

Meeting Andrui

When the stirges have been defeated, the door to Andrui's room bursts open, and a young man with disheveled robes and haggard appearance emerges, profusely thanking the adventurers for coming to his rescue. This is Andrui, formerly Bigby's apprentice, who has been trapped in his room ever since the elderly mage vanished. He has been using his meager magics to stay alive and finds it hard to believe that the PCs are here for a reason other than his rescue.

If asked, Andrui will tell the PCs everything he knows, which isn't much. He had only been Bigby's apprentice for a little over a month, and the old wizard had not even given him the run of the house yet, much less shared any of his real secrets. That is the reason why he could not get past the house's traps after Bigby was summoned by Mordenkainen.

Andrui knows that Bigby had a secret room in the house where he stored many of his most powerful magical items, but he does not know where it is. He has never been in the basement or Bigby's bedroom.



Andrui: Int Genius; AL NG; AC 8 (ring of protection +1, Dex 15); MV 12; M5; hp 15; THACO 19; #AT 1; Dmg 1-6 (staff); S 8, D 15, C 9, I 17, W 12, Ch 7. Items: *ring of protection +1*. Spells: none (normally 4/2/1).

Andrui is 19 years old, 5' 11" tall, and 200 lbs. He has an odd personality quirk, having convinced himself long ago that his peculiar tastes are the epitome of taste and style. He does have a sharp and creative mind. Andrui wears his thin black hair long and is usually clean-shaven, but has a few days' growth on his face when he meets his erstwhile rescuers.

Andrui was born in the City of Greyhawk. When he was eleven, he relocated to Scant with his parents (a cartographer and his wife) and four siblings. During his journey to their new home, Andrui swapped his favorite marbles to a passing magician (who needed them for a spell component) in exchange for a small book of spells. The wizard had not realized that Andrui could read and write and could intuitively grasp the rudiments of magic.

Using the book, Andrui began teaching himself the arts of magic, much to the chagrin and disgrace of his parents. Shortly after he turned eighteen, he nearly burned down his family's home during an experiment with a spell of his own, which resulted in his being disowned and kicked out by his father.

Slumming around the docks that evening, Andrui happened to see the merchant Fraznier conducting some business and immediately recognized him as the famous magician Bigby. The eager youth followed Bigby home and begged to become the wizard's apprentice.

Bigby was reluctant at first, but when Andrui demonstrated his potential, he agreed to take Andrui in on a trial basis. Andrui's education had not progressed very far when suddenly Bigby disappeared without a word and Andrui found himself trapped in his room by stirges that appeared out of nowhere any time he tried to get out.

From the moment they meet him until they leave the house, Andrui will stick to the PCs like glue.

Bigby's Bedroom

The walls of Bigby's room are decorated with a light blue and white flower pattern that complements the blue shag carpeting on the floor. On the south wall, above a reclining

chair, hangs a painting of the entire Circle of Eight in their heyday. Next to the chair stands a bust of a young Bigby from a fine sculptor he helped many years ago. The bust rests on a small table. Behind this is another secret entrance to the treasure room. The double bed is carefully made, its covers are a deep blue. A decorative blanket with woven images of mounted horsemen is draped over one end.

Bigby's will is in an unmarked envelope under the pillow. His first request is that his friends in the Circle of Eight clone him from a flesh sample he has left for the purpose. If this is not possible, he will leave his magical items and all but three of his spell books to Mordenkainen. The other three spell books go to Andrui, with an apology for not being able to teach him more magic himself.

His money is to go first towards paying off Fraznier's creditors, with 75% of the remainder going to his old friend, Ortux the Hand, and the rest to a charity of Ortux's choosing. The will mentions a few items of sentimental value that Bigby wished to leave to Otto, Nystul, Drawmij, and the others. The house and all of the items not specifically mentioned are also given over to Ortux. If the PCs are reading the will, it should be made clear to them that Bigby has left a very precise list of all his magical items, antiques, and valuables.

The chest next to the fireplace is loaded with souvenirs of Bigby's long career: a medal of honor from the lord mayor of the City of Greyhawk; a wooden wand with a miniature clenched fist carved on one end (a gag gift from Otto); an old love letter from someone named Wanda; a gold-plated fountain pen that does not work; a wooden chess set with several pieces gone.

The fireplace still has some ashes and bits of wood in it, as well as a few rats that somehow managed to get past all of Bigby's defenses. All the rats are interested in is trying to avoid the PCs as much as possible.

Rats (3): Int Animal; AL N; AC 7; MV 15; HD 1/4; hp 2; THACO 20; #AT 1; Dmg 1; SA disease; SZ T; ML 3; XP 7 each.

The closet is full of clothes of various types, most of which are fairly conservative and all of which are non-magical. A small stud on the floor, if pressed, teleports anyone in the closet to the laboratory in the basement.



Andrui's Bedroom

Andrui will not take very kindly to the PCs searching through his belongings, but is in no condition to prevent them from doing so. He has no qualms about searching through Bigby's stuff; he is probably more curious about what will turn up than the PCs.

The room is rather unkempt and even a bit smelly. The bed is unmade and a chest lies open with clothes spilling out of it. The books on the bookshelf are very disorganized from Andrui's frantic efforts to free himself. The desk is covered with papers and scribbled notes, none of which make much sense. There is nothing of note in the desk drawers or the closet. Andrui has not lived there long enough to accumulate many possessions.

Guest Bedroom A

This is the room that Bigby kept prepared for his paladin friend, Ortux, to use during his infrequent stays. The walls are white, as are the coverings on the bed. The floor is covered by a light gray rug that nicely complements the darker gray of a chair that stands against the wall. A carved wooden desk is totally bare, except for a few writing implements and sheets of paper in the top drawer. The overall feeling of the room is one of austere comfort.

Guest Bedroom B

In contrast to the other guest bedroom, the furnishings in this room are rather plush and suggest an air of opulence. The walls are painted a pale pink, with the floor covering just a shade darker. The bedspread on the king-sized bed is a lush red velvet matched by the soft easy chair and padded footrest. The most frequent users of this room were fellow members of the Circle of Eight, although Bigby would usually give his own quarters to Mordenkainen and sleep here himself when the great mage came to visit.

A hatch leading up to the attic can be found in the closet attached to this room. The closet is otherwise empty.

The Attic

The entire attic is empty save for large bundles of a bulky, pink, fibrous substance. The PCs have never seen its like before. The material is a leftover substance Bigby used as a material component for an experimental spell

he once developed to keep the house warm in the winter and cool in the summer. Handling the substance with unprotected hands causes *irritation*, as the wizard spell.

The Basement

All of the floors and exterior walls of the basement are stone, and the interior walls are plain gray brick. It is noticeably cooler here than upstairs, which is particularly noticeable due to the lack of lighting. Andrui knows that there are two lanterns kept in the cabinet in the northeast corner of the laboratory.

Yet another *monster summoning* spell goes into effect when the party first reaches the basement. This one materializes a hungry neotyugh that tries to eat the PCs. It will disappear if slain or after 26 rounds.

Neo-otyugh: Int Ave; AL N; AC 0; MV 6; HD 10; hp 67; #AT 3; Dmg 2-12/2-12/1-3; THACO 11; SA grab, disease; SD never surprised; SZ L; ML 17; XP 3,000.

Laboratory

The long, rectangular table by the south wall is covered with vials, beakers, bunsen burners and other bits of arcane research equipment. Hovering roughly a foot over this table are a pair of disembodied hands, one grasping a totally full test tube, and the other holding a beaker sideways just over it. These are a permanent form of Bigby's *dexterous digits* spell left behind by Bigby when Mordenkainen summoned him to deal with the Vecna crisis.

The other table is covered with reference material, having several open books lying on it, and various papers with hastily-scribbled, barely legible notes all over them. If the PCs spend a few turns trying to decipher the notes, they can deduce that the new spell Bigby was trying to create was intended to bring into existence a disembodied hand holding a pen. This idea was to create a "hand" spell that could take perfect dictation. Apparently, Bigby was having difficulty determining what kind of glove should be used as the spell's material component. The notes record at least half a dozen failed experiments.

A wooden cabinet with glass doors stands in the northeast corner. It has a number of clean beakers, bell jars, and the like, as well as a pair of lanterns on its bottom shelf.

Storage Room A

This storage room is under the staircase, making it cramped and awkward to move around in. The room is lined with shelves. These hold material components for nearly any imaginable spell. Some are fairly common, while others are downright exotic. The shelves seem to be organized by spell type.

Spellcasting PCs may want to replenish their spell components from the materials here. The likelihood of finding the component(s) for a specific spell depends on its level, as follows: 1st 95%, 2nd 90%, 3rd 80%, 4th 70%, 5th 50%, 6th 40%, 7th 20%, 8th 15%, 9th 10%. There is, however, a 100% chance of finding components for any "Bigby's—" spell.

The closet across the hall from the storage room is Bigby's modest wine cellar. It houses nearly fifty bottles of wine of various vintages, from as recent as three years ago to one bottle that is fifty years old.

Storage Room B

This whole area is stuffed to the ceiling with boxes, crates, and containers filled with non-magical junk. In fact, there is so much bric-a-brac that any attempt to inventory its contents here would be futile. If the players are determined to search, make up the contents as you go along, strongly hinting to the players that they are wasting their time.

Library

The east wall of the library is covered with wood paneling, the only wall in the basement that is not stone or brick. Three rows of bookshelves, stuffed with books, run nearly the entire length of the room. However, only one of the shelves contains spell books. The other two have volumes on magical history and theory, theology, astrology, science, and general scholastics. A disembodied hand roughly the size of a child's floats casually around the room, and nothing the PCs do affects it. It is a permanent *bookworm bane*, set to protect the library against bookworms.

The closet is lined with shelves that hold astrolabes, divining rods, tarot cards, crystals, miniature pyramids, drafting tools, ink pots, paper, and other essentials.

The entrance to the secret room is located on the east wall, behind a chart that shows acupuncture points of the human body.

Aftermath

Bigby's will is very specific in its listing of magical items stored in his hidden room, so the PCs will be well-advised to resist the temptation to appropriate some of it without permission. Even if they did not find the will, Mordenkainen certainly will, and he or his agents will come looking for the PCs to retrieve any stolen property. If the adventurers bring back an accurate accounting of what they found, Mordenkainen's agents will give each survivor 500 gp and an appropriate magical item of 500-750 XP value. If one or more of the characters ask for a specific item from Bigby's trove, the DM needs to decide whether or not Mordenkainen gives it to them.

If the PCs fail to find Bigby's treasure trove, or worse, fail even to get into the house, then Mordenkainen will do the job himself, giving the PCs only 50 cp each for the botched effort.

Of course, if the PCs don't care about the consequences, the DM may find himself with a group of characters who have just come into possession of a lot of new magical items. . . .





Terror in the Tropics

Terrain: Jungle

Total Party Levels: 54

Average Party Level: 9th

Adventure XP:

Full: 46,800

Partial: 35,100

Retreat: 11,700

This adventure is for five to seven characters of eighth to tenth level. Try to establish an air of mystery early in the adventure. The party's first contact with the principle monsters should be handled as an expedition into the unknown, against a mysterious and deadly foe. Try to keep the players off balance by physically describing the monsters they encounter instead of naming them outright. Also, picking out some small, but striking physical details creates this effect quite well.

Contacted

An emissary of the Sea Princes asks the party to undertake an urgent mission. He volunteers no information, other than the mission involves going to the jungle land of Amedio. If offered a bribe of at least 50 gp, he will also tell the party that the last ship to drop off supplies at some new settlements found the first village burnt to the ground. A second village was perfectly intact, but deserted. No survivors were found. The Sea Princes need a group of adventurers to find out what happened.

Initial expenses will be paid, should they accept. In addition, the job brings a special bonus (which is unknown to the emissary). The emissary will set up the fastest means of (normal) transportation available to take them to the Sea Princes (whether he has been bribed or not). The trip is without incident.

DM's Background

They moved along the shadows, testing the air with their tongues. Only shards of the moonlight fell to the jungle floor to touch their arms, their scales, their swords. Where they walked, the darkness clung to them, wrapping them in its concealing folds. The night's gossamer veil hid them as surely as if they were concealed behind a wall of trees.

They could hear the soft rasp of their Brothers' scales brushing the ground, whispering of the coming human deaths. They moved as quietly as the summer wind among the bushes. The leaves gently touched them, nearly soundless; a quiet sigh as the contact was broken. The air, still like a caught breath, became a heated sigh mourning the imminent deaths when it stirred.

The great cats carefully eased from the path of these hunters. Monkeys, already high overhead, sought the farthest heights of the trees. Insects stopped so as not to draw attention, or scurried away, and in doing, made nearly as much sound as the hunters. It seemed even the trees moved closer together to avoid their wrath.

At hunt's end, the predators carefully encircled their prey. Their scales, greens and browns and blacks, easily escaped the unwary eyes of the doomed. Each drew a sword, like so many hisses of steel, each ready to cool itself this heated night in the blood of humans. Then, as one, each lightly drew its sword across its hand in thanks to Sarthis, before kissing the naked blade to bind itself to the Cause.

This done, they advanced, low to the ground, in the void of a thousand shadows. At the first human wail of terror, all were up, rushing the last few feet to their chosen prey.

It seemed to human eyes as though the jungle had breathed life into the patches of darkness all around, a numberless horde without souls come to rid the world of life. The phantoms, ripples in the ebon stuff of night, engulfed the alien humanity.

As the first sword pulled an arc of blood, then for a moment did the moonlight throw back the darkness, revealing snake heads on human bodies, jaws spread in a blood-hungry frenzy . . .



Meeting the Sea Prince

If the party accepts, they will be taken to Jetsom Island (though this will be unknown to them). Here, in the middle of night, they will be led to the cellar of a run-down Docks' Quarter tavern. Only three candles illuminate the cellar, leaving most of the room in shadow.

The party will be seated directly before the candles, blind to the other occupants of the room. (If the characters listen carefully they will realize that there are at least fifteen people here. One of them, Frederick, seems to be a personal servant to one of the Sea Princes.)

Out of the darkness, a deep voice speaks: "Please forgive us our secrecy, but necessity demands this course from us, as I shall explain to you. Please, Frederick, drinks for our guests."

Immediately a tall, thin man, dressed in a silk shirt and black leather breeches, appears before the party, asking what each desires to drink. The drinks arrive as the voice continues.

"Your reputation for excellent work has reached us, and so we seek your aid. Recently, we have established two new settlements in Amedio. You see, these settlements will bring us trade with the local tribesmen as well as wealth from the gems to be found there. Some of my more powerful colleagues would simply plunder the land and people. I disagree, and have so far prevailed, as long as our trade there prospers.

"If lucrative trade continues, if I can establish and maintain trust and friendship with the natives, I will be able to sway enough support here to decisively defeat those who would pillage them for their wealth. In addition, with the wealth from successful trade, I could free those who are now oppressed in my own land. Both lands will benefit.

"The problem is that after only three months, our settlers have disappeared. Some blood was found at each settlement, but not enough to indicate a general massacre of the inhabitants. We want to know what happened. If the natives have killed our people, we must, unfortunately, seek retribution or our people here will lose faith in our ability to lead them.

"I believe native attacks are unlikely, as ne-

gotiations were going well between us.

"I will provide you with a ship, called the *Dragonspray*. Investigate each of the villages, observe the natives; do whatever you feel necessary, but you must bring word back to us within one month. Whatever food and water you will need will be placed on the ship. If you will but tell Frederick what additional supplies you desire, these too will be provided, within reason.

"If you bring back evidence of what has happened, within the allotted time, you will receive writs granting you permission to sail with any ship that hails from our ports. We grant you now 200 pieces of gold and an equal value of gems to use in preparation for your journey. You must sail within three days. Do you accept?"

(The party can now discuss, haggle, and ask questions. If they decide not to accept, the adventure ends here and they can leave freely. If they accept, the adventure continues.)

"This, then, concludes our business for now, gentlemen. When you return to port, seek the bartender at The Warship."

With this, the party is escorted from the building and to a respectable inn called The Captain. They can make any special plans for the upcoming adventure they desire. The *Dragonspray* will transport them. Its crusty old captain has absolute authority at sea, and is responsible for the safety of the ship and crew. The party can run the land expedition any way they choose, but the crew generally wants no part of land adventuring. The voyage passes without incident, if the DM wishes.

Arrival in Amedio

The party's first decision is whether to sail up to the native village make their own camp. If the latter, the ship's crew stay in the camp. The captain has general maps of the area, showing the native village. The PCs can draw rations and water from ship stores before leaving camp. Use the jungle description and random encounters to set the scene.

If they land at the village, they will meet an interpreter, Malabur, at once, and can use the village as a base camp.



The Jungle

The land in this area is filled with strange foliage. Most of the trees reach one hundred to one hundred fifty feet in height. Their broad leaves range in size from that of a man's palm to large enough to wrap around a man. One tree of this region has spikes along its trunk pointing upward, as if trying to protect the sweet fruit found in its high branches. Yet another collects moonlight, giving off a pale glow that dimly illuminates an area ten feet in diameter out from branches' ends.

Among the smaller foliage, giant mushrooms half the size of a man can be found. Also, a small bush reaching the height of a man's knees will be seen that gives off a very pale light at night.

Random Encounters: Random encounters will occur on a roll of 1-3 on a d10, with rolls occurring in the morning, mid-afternoon, and late evening. If an encounter is rolled, consult the table and the encounter description.

Random Encounter Table

1d20	Encounter
1	Couatl (Antrasz)
2-3	Giant Constrictor Snake
4-8	Malabur (local tribesman)
9-11	Poisonous Snake
12-13	Den Entrance
14	Wandering Survivor
15-18	Yuan-ti Halfbreeds
19-20	Yuan-ti Abomination (sunbathing)

Couatl: The couatl will appear as a bird with an injured wing. If the party makes an effort to try to help it, or discuss how to help it, it will slowly change into the form of a man. It will introduce itself as Antrasz and will enjoy the party's company, talking as long as the party desires. The only useful information it can offer is rumors of "snake-men". If attacked, the couatl will assume its natural form and flee. If the characters kill this creature, and mention this fact to the natives, they will be attacked. If the characters know of the yuan-ti, they may be able to persuade the couatl to aid them.

Couatl (Antrasz): Int Genius; AL LG; AC 5; MV 6 Fl 18 (A); HD 9; hp 52; #AT 2; THACO 11;

Dmg 1-3 + plus poison/2-8 (constriction); SA spells use, *detect good/evil*, *detect magic*, *invisibility*, *ESP* at will; SZ L; ML 13; XP 6,000. Casts clerical spells at 7th level: 3/3/2/1.

Giant Constrictor Snake: This snake will drop from the trees upon a random character and try to crush him. The yuan-ti use it to hunt down escaped members of the "herd".

Giant Snake: Int Animal; AL N; AC 5; MV 9; HD 6 + 1; hp 29; #AT 2; THACO 15; Dmg 1d4 (bite)/2d4 (constriction); SZ L; ML 9; XP 650.

Malabur (local tribesman): Armed only with two spears and a blow gun, this noble warrior will hail the party and seek to join their ranks. He will offer to guide them to the village and will tell them that they need to talk to the chieftain about the disappearance of the settlers.

He will reveal that he was the one chosen to be the "talker" for the two groups and has spent the last two months with them. They disappeared when he traveled back to his home to visit his newborn child.

Malabur will answer any questions about the jungle as best he can. If the party asks him about the snake men, he can say that he has seen brief glimpses of such creatures.

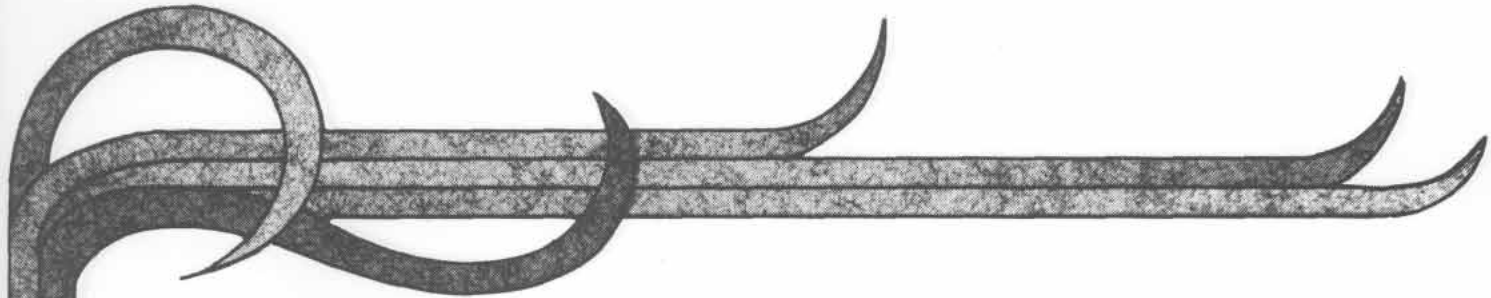
Malabur: Int High; AL NG; AC 6; MV 12; F8; hp 42; #AT 3/2; THACO 13; Dmg 1-6 or 1-3 + poison; SZ M; ML 15; XP 2,000. Items: spear, blowgun and ten poisoned needles (save vs. paralysis or paralyzed for 6 turns).

Poisonous Snake: This snake, also under orders from the yuan-ti, will confront the party for three rounds before it realizes that these are not escaped slaves. If allowed to flee, it will alert the yuan-ti to the party's presence.

Poisonous Snake: Int Animal; AL N; AC 6; MV 15; HD 2 + 1; hp 11; #AT 1; THACO 19; Dmg 1 + plus poison; SZ S; ML 8; XP 175.

Den Entrance: The party may choose to bypass this place. At first glance it seems nothing more than a creature's den. On closer inspection, however, it is obviously an opening to an underground passage. This passage leads into the city of the yuan-ti. If the party follows it, go to encounter 1 of the Undercity.

Wandering Survivor: One of the four living



settlers who escaped from the yuan-ti (if this encounter occurs more than four times, ignore it or reroll). Three of the four are male warriors. The fourth is a young mother with her child. All are clothed in dirty rags, the remnants of their clothing, and will beg the party to get them to safety. If questioned, all will tell of a city of snake-men who placed them in pens as if they were livestock.

Survivor: Int Ave; AL NG; AC 9; MV 12; Lvl 0; hp 6; #AT Nil; Dmg Nil; SZ M; ML 8; XP special.

Yuan-ti Halfbreeds: A group of three yuan-ti halfbreeds, humanoids with snake arms and heads. They will attack without hesitation. If two die, the third will attempt to flee to warn the other yuan-ti about the party. If captured, they will say nothing the party can understand. They do not speak common.

Yuan-ti Halfbreeds: Int Genius; AL CE; AC 4; MV 12; HD 7; hp 33, 30, 26; #AT 3; THACO 13; Dmg 1-6/1-6/1-10; MR 20%; SZ L; ML 15; XP 975. Items: none.

Yuan-ti Abomination (sunbathing): This yuan-ti, an abomination, has decided to enjoy a patch of sunlight. The fingers of his human hands are laced behind his snake head. He is asleep. If the party makes an attempt to be silent, they have a surprise round.

Yuan-ti Abomination: Int Genius; AL CE; AC 0; MV 9; HD 9; hp 41; #AT 1; THACO 11; Dmg 1-10; MR 20%; SZ L; ML 15; XP 3,000.

(Note: The yuan-ti speak a strange dialect of the local native language. Those speaking the native language can understand them with difficulty. The purebloods know the common tongue as well).

The Search

1. Burned Settlement

This village, obviously a settlement built by the Sea Princes, has been almost entirely burned to the ground. Blackened timbers stand a mournful watch over a scene of utter desolation.

There are no human bodies to be found. However, the party can find traces of combat if anyone takes the time to look. Several dead snakes can be found in the ruined homes as well as at the perimeter of the village.

If the party is diligent in their search (spending at least an hour), they can find two long swords of a strange make. The hilt has a serpent design inlaid in rubies (value 400 gp). If any character decides to keep one of these swords, make a note of it. If they go to the natives' village, it will be an important factor in their reception. If it is shown to Malabur, he will advise against taking it into the village. Nothing else of use is to be found.

2. Abandoned Village

This village is obviously one of the Sea Prince settlements. It appears to be abandoned, but intact.

Some foodstuffs can be found, a few simple tools, clothing, and even some weapons. Just as at the other village, a strange sword with the ruby markings can be found. Only through the most diligent of searches can traces of blood be found, the only sign that a battle took place. If the party searches beyond the perimeter of the village, they will find the body of a middle-aged man. The cause of death was a snakebite of unusually large size. (This is an escaped survivor, who got back to the village, but did not get away from a snake sent to hunt him down.) Only thirty feet away from the body is one of the entrances to the yuan-ti city. There is a one-in-six chance for any character to find it.

DM Note:

If the party encounters Malabur here, or if they decide to go to the native village, proceed to the native village description below.

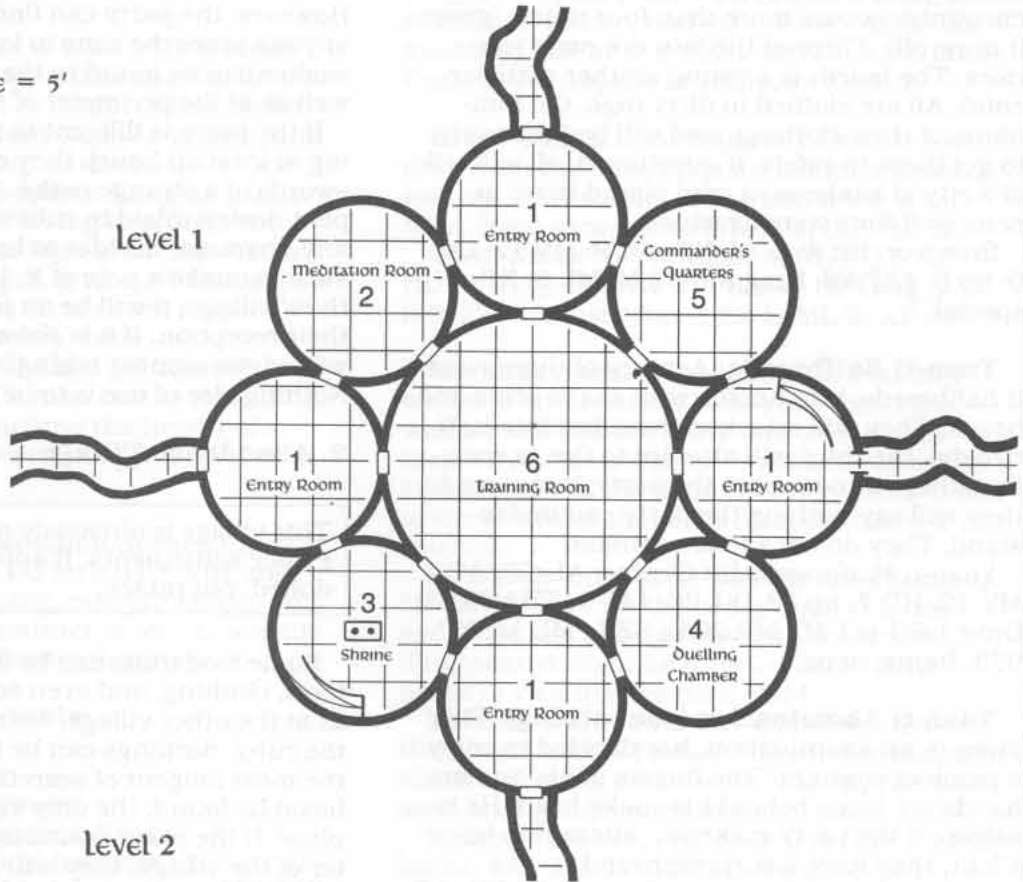
If not, let them wander around having random encounters while you introduce them to the jungle environment. When they are ready to move on, have them encounter Malabur, who will take them to the native village.

Yuan-ti Lair

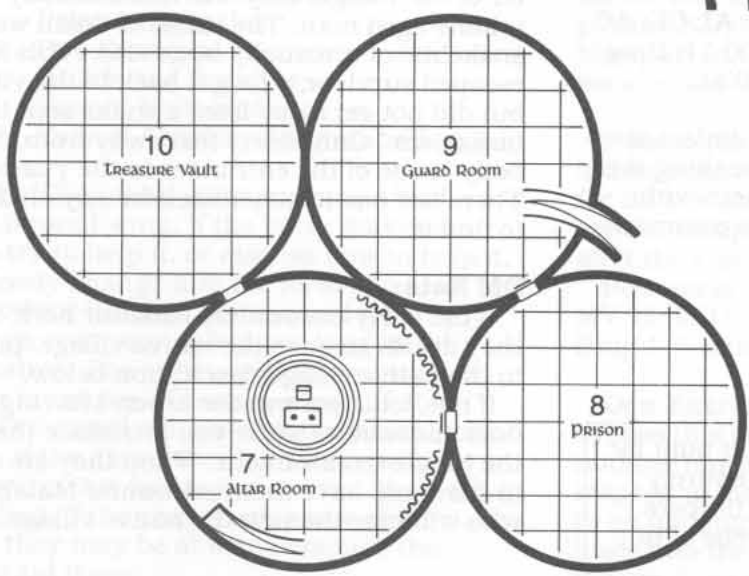
Scale: One Square = 5'












Level 1



Level 2



-  Door
-  Door (double bolted)
-  Arch
-  Altar
-  Tapestry
-  down Ramp
-  up Ramp
-  Chair
-  Dais



3. Native Village

A few dozen wooden huts, raised about a foot from ground level, fill this small clearing. The people of the tribe eye you carefully before going on about their business. This seeming unconcern could be explained by the fact that every person of the tribe, down to the youngest of children, carries at least a dagger.

While these people seem unconcerned with your arrival, they announce, through body language, that you are not to approach them.

If the party is not in the company of Malabur, he will now present himself to them as the translator for the settlers and his tribe.

As Malabur leads you deeper into the village, you begin to see that the village huts form three concentric rings around a central clearing. Just before you reach the area within the final ring of huts, a group of six men, armed with spears and blow guns, quickly arrive. They speak with Malabur in a completely foreign language, sharply at first, then in what is obviously a questioning manner, the entire time gesturing at you with their spears.

Any character in the party bearing one of the "strange swords" will be pointed at. The speaker will be obviously enraged and perhaps frightened. His words will draw a large crowd, including more hunters, who will surround the party. (You should try to give no clue as to why the character is receiving this man's anger so as to heighten the party's fear.) If this occurs the party will be "escorted" to the chieftain in the longhouse. Otherwise, the hunters will listen to Malabur and wave him on towards the longhouse. Either way, proceed with the adventure.

You enter the clearing to discover that the huts surround a longhouse. A large man, obviously the tribal chieftain, sits upon his throne listening to two people. He quickly

speaks after both are done, and both parties leave. After this, he takes notice of your presence and begins to direct questions to Malabur. Malabur will answer smoothly, and you can see the king beginning to relax.

If the party carried one of the swords here, one of the hunters will now come forth and shout at the king. The king will look at the accused member and begin shouting at Malabur. Malabur will translate that they carry a demon sword and must immediately surrender it. The party will have to talk fast (through Malabur) to win the king's trust.

If they patch things up, the king will tell them that forest demons killed the settlers. The settlers had been warned but had scoffed at the existence of the demons. The king does not know where these demons live. If asked to tell of them, he will describe them as man-like in form, but with some snake-like features: arms replaced by snakes, the head of a snake, a tail in place of legs, etc.

Unless the party blunders badly, they will be able to use the village as a base for their explorations. When they are done learning about the jungle setting, let them find an access tunnel to the Undercity of the yuan-ti.

Undercity: Level 1

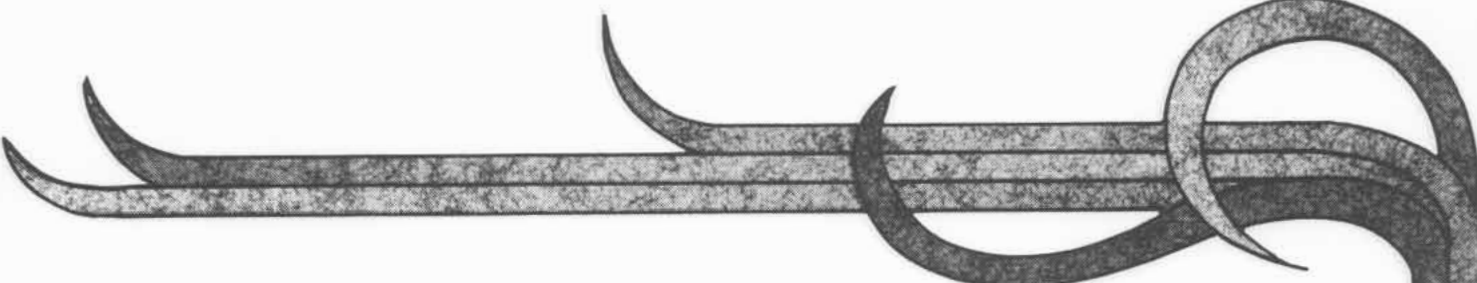
1. Access Tunnels

Any access tunnel through which the party comes will be guarded by a single yuan-ti pureblood, armed with a long sword, about hundred feet from room 1. The first time the party enters, the guard will automatically be surprised.

Yuan-ti pureblood: Int Genius; AL CE; AC 4; MV 12; HD 6; hp 30; #AT 2; THACO 15; Dmg 1-8; SA Spell ability; MR 20%; SZ M; ML 14; XP 1,400. This pureblood speaks the native language. Once per day he can use *cause fear*, *darkness 15' rad.*, *snake charm*, *sticks to snakes*, *neutralize poison*, *suggestion*, and *polymorph others*.

Room 1

If the party is approaching from east (only), an arch provides the entrance to the room. The east room has a ramp down to the second level (the main floor). It is otherwise identical



to the other entryways.

If the party approaches from the north, west, or south, they will find a closed door (unlocked) that opens into that room 1. All entry rooms have three interior doors. Each room has a rack for two long swords (of which one is missing), a statuette of a snake, and two pallets for sleeping. This room has a diameter of twenty feet, as does every room on this level other than room 6.

2. Meditation Room

This is the meditation room for the yuan-ti purebloods. Arranged along the walls is a collection of snakeskins, as well as a variety of giant snake skeletons. Near the northeast door stands a suit of leather armor made entirely from the skin of an enormous snake. It is a breathtaking blend of green and gold, nearly perfectly-sized for human use. The armor is only ceremonial and provides no protection.

3. Shrine

The door to this room is shut but not locked. Listening at the door gives no result. If the door is opened, the party will see a man kneeling before an altar with a sword resting upon it. His back is to the party and he will not turn at the sound of the door opening. He will not know the party is there until they are within five feet of him. He will then turn to face the party as he rises to his feet, pulling the sword from the altar. If he is captured and kept as a prisoner, no yuan-ti pureblood will willingly endanger him.

Yuan-ti pureblood priest: Int High; AL CE; AC 4; MV 12; C8; hp 44; #AT 1; Dmg 1-8 or spell; SA spells; SZ M; ML 14; XP 2,000. Inate spells (once/day): *cause fear, darkness 15' rad., snake charm, sticks to snakes, neutralize poison, suggestion, and polymorph others*. Clerical spells: *command* (×2), *cause light wounds, aid, charm person or mammal, cause blindness, feign death*. Items: long sword.

There is a ramp going down in the southwestern part of the room. If the characters go down, go to room 7 on level 2.

4. Duelling Chamber

If the party listens at the door of this room they hear an argument (Malabur can tell them it is over who is a better swordsman). Then there is a clash of metal for three rounds, then

silence for one round. On the fifth round, the door before the party opens, revealing a bloody yuan-ti exiting, as well as one further back in the room. Both still have swords in hand. They are, however, quite surprised to see humans here. After one round (surprise for the party), they will attack. They are so enraged that they will not seek aid.

Pureblood yuan-ti in doorway: Int Genius; AL CE; AC 4; MV 12; HD 6; hp 27; #AT 2; THACO 15; Dmg 1-8; SA Spell ability; MR 20%; SZ M; ML 14; XP 1,400. Once per day he can use *cause fear, darkness 15' rad., snake charm, sticks to snakes, neutralize poison, suggestion, and polymorph others*. Items: long sword.

Pureblood yuan-ti in room: Int Genius; AL CE; AC 4; MV 12; HD 6; hp 34; #AT 2; THACO 15; Dmg 1-8; SA Spell ability; MR 20%; SZ M; ML 14; XP 1,400. Once per day he can use *cause fear, darkness 15' rad., snake charm, sticks to snakes, neutralize poison, suggestion, and polymorph others*. Items: long sword.

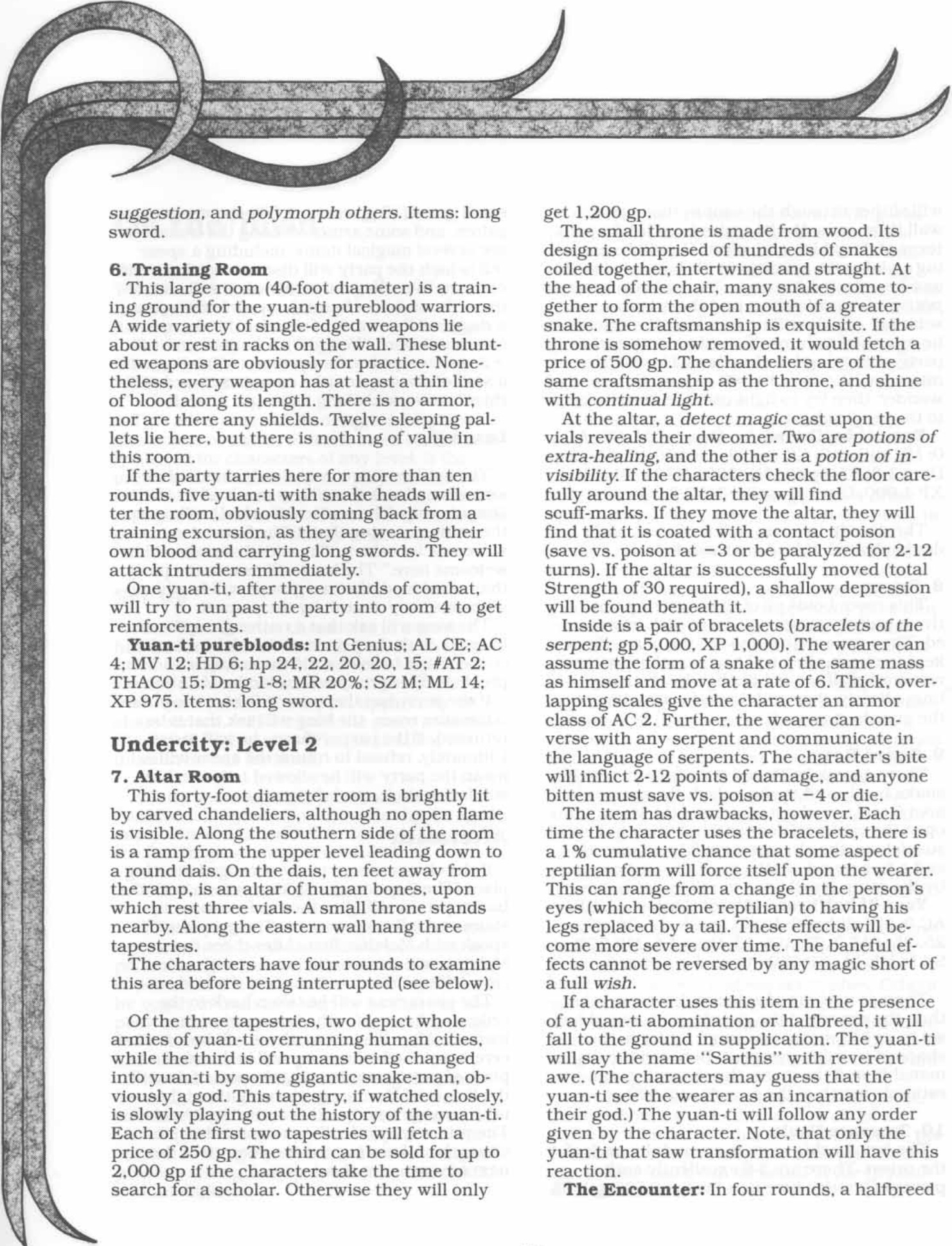
A scattering of gems can be found if the room is searched: three diamonds worth 1,000 gp each, two emeralds worth 500 gp each, and a black diamond worth 2,500 gp.

5. Commander's Quarters

This is the commander's quarters. If the party listens at the door they will hear one voice speaking about the human captives. All slaves have been fed and one has been chosen for tomorrow's celebration, when the Holy One returns with the others. Then two voices talk at length about trivialities (for hours if the party does not interrupt them). If the party dallies this long, you should warn them of the possibility of other yuan-ti finding them.

Yuan-ti commander, pureblood: Int Genius; AL CE; AC 4; MV 12; HD 6; hp 48; #AT 2; THACO 15; Dmg 1-8; SA Spell ability; MR 20%; SZ M; ML 14; XP 2,000. Once per day he can use *cause fear, darkness 15' rad., snake charm, sticks to snakes, neutralize poison, suggestion, and polymorph others*. Items: long sword.

Yuan-ti subcommander, pureblood: Int Genius; AL CE; AC 4; MV 12; HD 6; hp 40; #AT 2; THACO 15; Dmg 1-8; SA Spell ability; MR 20%; SZ M; ML 14; XP 1,400. Once per day he can use *cause fear, darkness 15' rad., snake charm, sticks to snakes, neutralize poison,*



suggestion, and *polymorph others*. Items: long sword.

6. Training Room

This large room (40-foot diameter) is a training ground for the yuan-ti pureblood warriors. A wide variety of single-edged weapons lie about or rest in racks on the wall. These blunted weapons are obviously for practice. Nonetheless, every weapon has at least a thin line of blood along its length. There is no armor, nor are there any shields. Twelve sleeping pallets lie here, but there is nothing of value in this room.

If the party tarries here for more than ten rounds, five yuan-ti with snake heads will enter the room, obviously coming back from a training excursion, as they are wearing their own blood and carrying long swords. They will attack intruders immediately.

One yuan-ti, after three rounds of combat, will try to run past the party into room 4 to get reinforcements.

Yuan-ti purebloods: Int Genius; AL CE; AC 4; MV 12; HD 6; hp 24, 22, 20, 20, 15; #AT 2; THACO 15; Dmg 1-8; MR 20%; SZ M; ML 14; XP 975. Items: long sword.

Undercity: Level 2

7. Altar Room

This forty-foot diameter room is brightly lit by carved chandeliers, although no open flame is visible. Along the southern side of the room is a ramp from the upper level leading down to a round dais. On the dais, ten feet away from the ramp, is an altar of human bones, upon which rest three vials. A small throne stands nearby. Along the eastern wall hang three tapestries.

The characters have four rounds to examine this area before being interrupted (see below).

Of the three tapestries, two depict whole armies of yuan-ti overrunning human cities, while the third is of humans being changed into yuan-ti by some gigantic snake-man, obviously a god. This tapestry, if watched closely, is slowly playing out the history of the yuan-ti. Each of the first two tapestries will fetch a price of 250 gp. The third can be sold for up to 2,000 gp if the characters take the time to search for a scholar. Otherwise they will only

get 1,200 gp.

The small throne is made from wood. Its design is comprised of hundreds of snakes coiled together, intertwined and straight. At the head of the chair, many snakes come together to form the open mouth of a greater snake. The craftsmanship is exquisite. If the throne is somehow removed, it would fetch a price of 500 gp. The chandeliers are of the same craftsmanship as the throne, and shine with *continual light*.

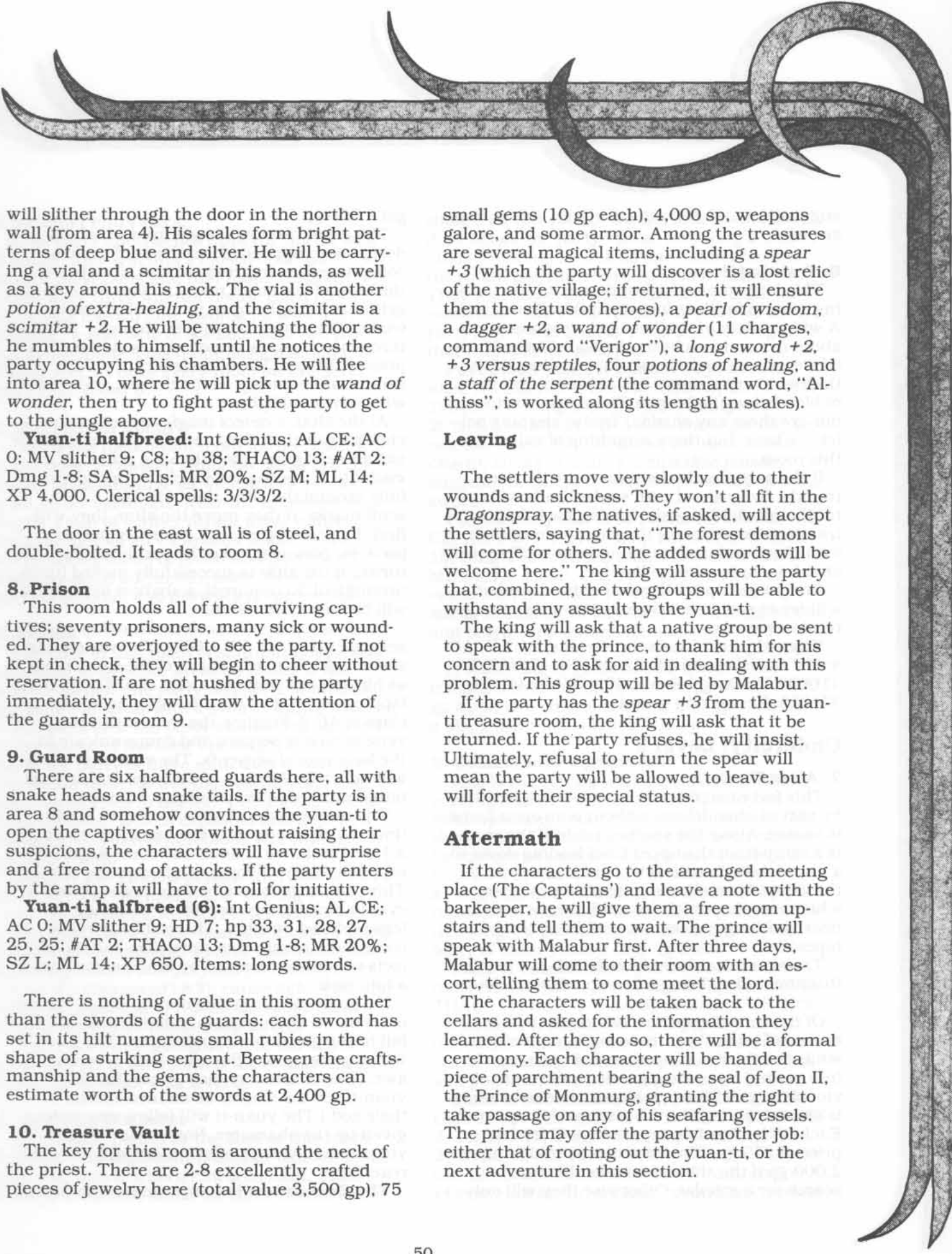
At the altar, a *detect magic* cast upon the vials reveals their dweomer. Two are *potions of extra-healing*, and the other is a *potion of invisibility*. If the characters check the floor carefully around the altar, they will find scuff-marks. If they move the altar, they will find that it is coated with a contact poison (save vs. poison at -3 or be paralyzed for 2-12 turns). If the altar is successfully moved (total Strength of 30 required), a shallow depression will be found beneath it.

Inside is a pair of bracelets (*bracelets of the serpent*; gp 5,000, XP 1,000). The wearer can assume the form of a snake of the same mass as himself and move at a rate of 6. Thick, overlapping scales give the character an armor class of AC 2. Further, the wearer can converse with any serpent and communicate in the language of serpents. The character's bite will inflict 2-12 points of damage, and anyone bitten must save vs. poison at -4 or die.

The item has drawbacks, however. Each time the character uses the bracelets, there is a 1% cumulative chance that some aspect of reptilian form will force itself upon the wearer. This can range from a change in the person's eyes (which become reptilian) to having his legs replaced by a tail. These effects will become more severe over time. The baneful effects cannot be reversed by any magic short of a full *wish*.

If a character uses this item in the presence of a yuan-ti abomination or halfbreed, it will fall to the ground in supplication. The yuan-ti will say the name "Sarthis" with reverent awe. (The characters may guess that the yuan-ti see the wearer as an incarnation of their god.) The yuan-ti will follow any order given by the character. Note, that only the yuan-ti that saw transformation will have this reaction.

The Encounter: In four rounds, a halfbreed



will slither through the door in the northern wall (from area 4). His scales form bright patterns of deep blue and silver. He will be carrying a vial and a scimitar in his hands, as well as a key around his neck. The vial is another *potion of extra-healing*, and the scimitar is a *scimitar* +2. He will be watching the floor as he mumbles to himself, until he notices the party occupying his chambers. He will flee into area 10, where he will pick up the *wand of wonder*, then try to fight past the party to get to the jungle above.

Yuan-ti halfbreed: Int Genius; AL CE; AC 0; MV slither 9; C8; hp 38; THACO 13; #AT 2; Dmg 1-8; SA Spells; MR 20%; SZ M; ML 14; XP 4,000. Clerical spells: 3/3/3/2.

The door in the east wall is of steel, and double-bolted. It leads to room 8.

8. Prison

This room holds all of the surviving captives; seventy prisoners, many sick or wounded. They are overjoyed to see the party. If not kept in check, they will begin to cheer without reservation. If are not hushed by the party immediately, they will draw the attention of the guards in room 9.

9. Guard Room

There are six halfbreed guards here, all with snake heads and snake tails. If the party is in area 8 and somehow convinces the yuan-ti to open the captives' door without raising their suspicions, the characters will have surprise and a free round of attacks. If the party enters by the ramp it will have to roll for initiative.

Yuan-ti halfbreed (6): Int Genius; AL CE; AC 0; MV slither 9; HD 7; hp 33, 31, 28, 27, 25, 25; #AT 2; THACO 13; Dmg 1-8; MR 20%; SZ L; ML 14; XP 650. Items: long swords.

There is nothing of value in this room other than the swords of the guards: each sword has set in its hilt numerous small rubies in the shape of a striking serpent. Between the craftsmanship and the gems, the characters can estimate worth of the swords at 2,400 gp.

10. Treasure Vault

The key for this room is around the neck of the priest. There are 2-8 excellently crafted pieces of jewelry here (total value 3,500 gp), 75

small gems (10 gp each), 4,000 sp, weapons galore, and some armor. Among the treasures are several magical items, including a *spear* +3 (which the party will discover is a lost relic of the native village; if returned, it will ensure them the status of heroes), a *pearl of wisdom*, a *dagger* +2, a *wand of wonder* (11 charges, command word "Verigor"), a *long sword* +2, +3 *versus reptiles*, four *potions of healing*, and a *staff of the serpent* (the command word, "Althiss", is worked along its length in scales).

Leaving

The settlers move very slowly due to their wounds and sickness. They won't all fit in the *Dragonspray*. The natives, if asked, will accept the settlers, saying that, "The forest demons will come for others. The added swords will be welcome here." The king will assure the party that, combined, the two groups will be able to withstand any assault by the yuan-ti.

The king will ask that a native group be sent to speak with the prince, to thank him for his concern and to ask for aid in dealing with this problem. This group will be led by Malabur.

If the party has the *spear* +3 from the yuan-ti treasure room, the king will ask that it be returned. If the party refuses, he will insist. Ultimately, refusal to return the spear will mean the party will be allowed to leave, but will forfeit their special status.

Aftermath

If the characters go to the arranged meeting place (The Captains') and leave a note with the barkeeper, he will give them a free room upstairs and tell them to wait. The prince will speak with Malabur first. After three days, Malabur will come to their room with an escort, telling them to come meet the lord.

The characters will be taken back to the cellars and asked for the information they learned. After they do so, there will be a formal ceremony. Each character will be handed a piece of parchment bearing the seal of Jeon II, the Prince of Monmurg, granting the right to take passage on any of his seafaring vessels. The prince may offer the party another job: either that of rooting out the yuan-ti, or the next adventure in this section.



On the Town

Terrain: City
Total Party Levels: 54
Average Party Level: 9th
Adventure XP:
Full: 31,200
Partial: 23,400
Retreat: 7,800

This adventure, while designed for player characters of eighth to tenth level, can be easily altered for characters of any level. If the previous adventure was not played, read its introduction to see how the characters can be brought to Jetsom Isle. If you run this after the previous adventure, simply begin where the characters left off.

Set Up

Jeon II invites the characters to dine with him in the cellar of The Warship, for they have much to discuss. All PCs select what they desire for dinner and drink. As they wait for the food, Jeon (whom Frederick, apparently his chamberlain, will demand the party refer to as His Royal Highness) will begin to tell of the mission he has for them.

"Many years ago, one of my ancestors founded a kingdom. As time went by, he aged and so his son inherited the land. In the, was it the fourth generation, Frederick? . . ."

"Yes, Your Royal Highness."

"Thank you. In the fourth generation, one of my ancestors, Derik Drakkonheart, chose the path of magic. He rose to tremendous heights of power. In the years before his father's death, he began to train as a warrior so that our people would be properly ruled. He paid homage to Kelanen, the Prince of Swords, whom we had chosen to be our protector.

"He was soon numbered among the most devout, and in fact was asked to lead the church. Many believed that Derik became the Chosen of Kelanen, an avatar if you will. He embodied the greatest traits a warrior might possess: strength, speed, wisdom, faith, skill, and intelligence.

"Soon he had children and everything was perfect, or so he thought. You see, his eldest son was the first of the line not to be . . . intellectually blessed . . . shall we say? Knowing that his son would be unable to effectively rule his kingdom, Derik had to find a way to insure the continued prosperity of his people. He gathered the best advisors, the most able generals, his most loyal friends, all so that what had taken so long to build would not crumble into ruins when he died.

"He realized, however, that these people would not be there to aid his descendants. He decided to craft a weapon, a sword, to advise his line. For a year, he entrusted his son to rule his kingdom, under the guidance of his closest friend and general, Karl Mathersson. In this time, he hunted for all the materials he would need to complete his work. He called in favors from friends from all over the world.

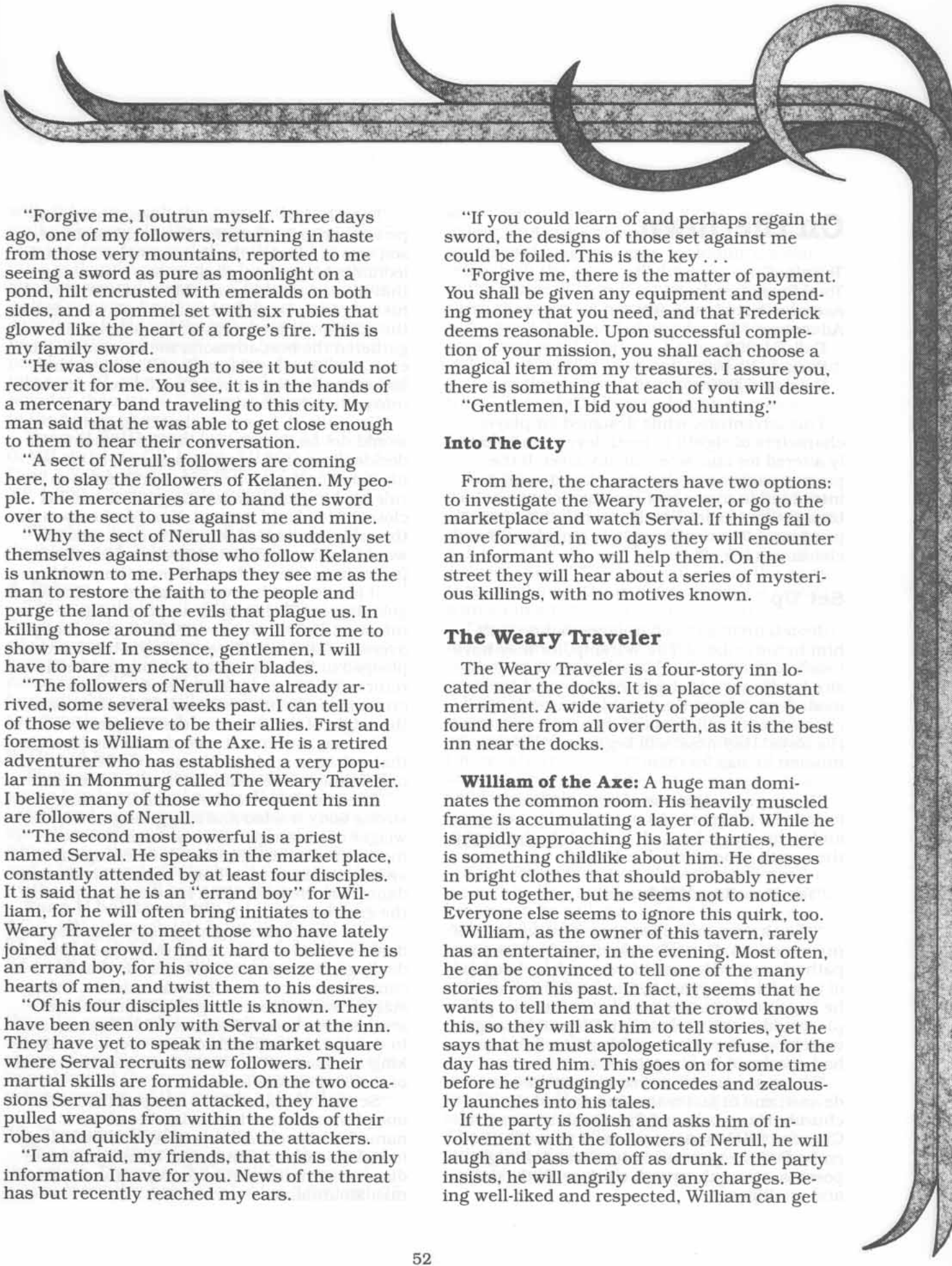
"It is said that he even sought the aid of a gold dragon. The dragon supposedly gave him rarest mithril for the sword. Derik personally oversaw the sword's creation by a blacksmith pledged to Kelanen. After the forging, Derik returned to the dragon and let it whisper secret knowledge to the sword. This, then, was the origin of the *Sword of the Dragon*.

"As I say, never is it recorded in the histories that a dragon spoke to the sword, these are only family rumors of what might have been.

"One year later Derik returned, his once-strong body wasted and staggering under the weight of the single blade he bore. For two more years he ruled his land, teaching the sword all it needed to know to help his descendants rule the land. With his death, so passed the greatest of our line.

"Over the next two generations, his descendants seemed to grow more reckless in their dealings. Some seized buffer lands that became the source of endless skirmishes. Others started wars of such magnitude that whole armies were doomed to inevitable destruction. In the end, at the Battle of Lost Hope, the then-king . . . Marcus? . . . was killed and the *Sword of the Dragon* was lost.

"Several of his brothers escaped the battle, one of whom came to this land to claim a name for himself. All this time, that sword, the foundation of my family, has been lost. I have discovered that it can be found in the Crystalmist Mountains.



"Forgive me, I outrun myself. Three days ago, one of my followers, returning in haste from those very mountains, reported to me seeing a sword as pure as moonlight on a pond, hilt encrusted with emeralds on both sides, and a pommel set with six rubies that glowed like the heart of a forge's fire. This is my family sword.

"He was close enough to see it but could not recover it for me. You see, it is in the hands of a mercenary band traveling to this city. My man said that he was able to get close enough to them to hear their conversation.

"A sect of Nerull's followers are coming here, to slay the followers of Kelanen. My people. The mercenaries are to hand the sword over to the sect to use against me and mine.

"Why the sect of Nerull has so suddenly set themselves against those who follow Kelanen is unknown to me. Perhaps they see me as the man to restore the faith to the people and purge the land of the evils that plague us. In killing those around me they will force me to show myself. In essence, gentlemen, I will have to bare my neck to their blades.

"The followers of Nerull have already arrived, some several weeks past. I can tell you of those we believe to be their allies. First and foremost is William of the Axe. He is a retired adventurer who has established a very popular inn in Monmurg called The Weary Traveler. I believe many of those who frequent his inn are followers of Nerull.

"The second most powerful is a priest named Serval. He speaks in the market place, constantly attended by at least four disciples. It is said that he is an "errand boy" for William, for he will often bring initiates to the Weary Traveler to meet those who have lately joined that crowd. I find it hard to believe he is an errand boy, for his voice can seize the very hearts of men, and twist them to his desires.

"Of his four disciples little is known. They have been seen only with Serval or at the inn. They have yet to speak in the market square where Serval recruits new followers. Their martial skills are formidable. On the two occasions Serval has been attacked, they have pulled weapons from within the folds of their robes and quickly eliminated the attackers.

"I am afraid, my friends, that this is the only information I have for you. News of the threat has but recently reached my ears.

"If you could learn of and perhaps regain the sword, the designs of those set against me could be foiled. This is the key . . .

"Forgive me, there is the matter of payment. You shall be given any equipment and spending money that you need, and that Frederick deems reasonable. Upon successful completion of your mission, you shall each choose a magical item from my treasures. I assure you, there is something that each of you will desire.

"Gentlemen, I bid you good hunting."

Into The City

From here, the characters have two options: to investigate the Weary Traveler, or go to the marketplace and watch Serval. If things fail to move forward, in two days they will encounter an informant who will help them. On the street they will hear about a series of mysterious killings, with no motives known.

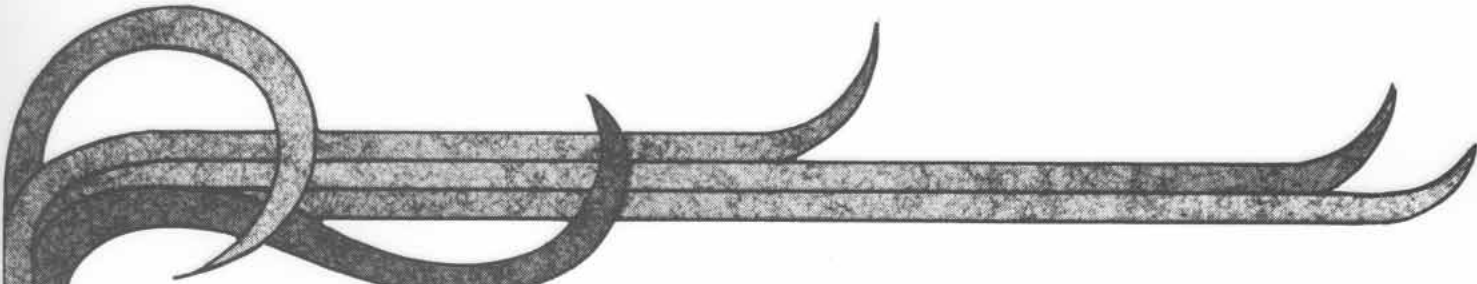
The Weary Traveler

The Weary Traveler is a four-story inn located near the docks. It is a place of constant merriment. A wide variety of people can be found here from all over Oerth, as it is the best inn near the docks.

William of the Axe: A huge man dominates the common room. His heavily muscled frame is accumulating a layer of flab. While he is rapidly approaching his later thirties, there is something childlike about him. He dresses in bright clothes that should probably never be put together, but he seems not to notice. Everyone else seems to ignore this quirk, too.

William, as the owner of this tavern, rarely has an entertainer, in the evening. Most often, he can be convinced to tell one of the many stories from his past. In fact, it seems that he wants to tell them and that the crowd knows this, so they will ask him to tell stories, yet he says that he must apologetically refuse, for the day has tired him. This goes on for some time before he "grudgingly" concedes and zealously launches into his tales.

If the party is foolish and asks him of involvement with the followers of Nerull, he will laugh and pass them off as drunk. If the party insists, he will angrily deny any charges. Being well-liked and respected, William can get



most any patron of the bar to help throw out the party merely by nodding his head. At this point, it is certain that William will send a group six thugs to kill the party wherever they might go that night.

Thugs (6): Int Ave; AL NE; AC 7; MV 9; F2; hp 12; #AT 1; THACO 19; Dmg 1-8; SZ M; ML 12; XP 35. Items: long sword, leather armor, small metal shield.

William of the Axe: Int High; AL CE; AC 6; MV 12; F12; hp 87; #AT 3/2; THACO 9; Dmg 1-4 or 1-8 + 4; SZ M; ML 16; S 18/87, I 13, W 10, C 17, D 13, Ch 17. Items: *ring of protection +3*, *battle axe +4*.

Patrons of the Weary Traveler

Group One: This group of five warriors is looking for jobs as mercenaries. If the characters ask the other patrons, they will find that this group has been here for nearly two months. They have not looked for a job in several weeks, though several caravans needing guards recently left.

The mercenaries have a job: they were hired by William to "convince" any undesired watchers that another place might be better suited for them. If the characters try to speak with this group, they will meet with hard-nosed defiance. The mercenaries will look for any excuse to brawl with the party.

Warriors (5): Int Ave; AL CE; AC 4; MV 9; F6; hp 37, 32, 30, 29, 27; #AT 1; Dmg 1-8; SZ M; ML 14; Items: chain mail, large metal shield, long sword.

Group Two: This motley group of people is comprised of seven men and two women. They alternate between hushed whispers and bellowing tales of adventure. Three of the men are obviously brothers, one of the women their sister. The two oldest brothers seem to be the leaders of the group, since they dominate the conversations. The youngest brother says little, only agreeing with his brothers whenever they say something. The sister, youngest of the four, seems upset at being excluded from everything, and especially mad when being teased. At these times she will abandon the group to sit by herself for a while.

If any character, especially another woman, tries to befriend her, she will readily accept them. After careful conversation, if the charac-

ters do nothing to break her trust, she will talk of her problem.

Her brothers have been talked into joining Serval's group; Serval was so convincing that her brothers could not resist. What is more, they have been offered leadership of the group. This, more than anything, has clouded their minds. She will ask, even beg, the party to help her convince her brothers to forego the teachings of Serval. While they have done nothing as of yet, she fears that Serval and his four followers are working some evil.

Group Three: These four men, all wrapped in dark clothes and voluminous robes, are found here only at twilight and for several hours thereafter. They are the four disciples of Serval. All are devout worshipers of Nerull. Within the folds of their robes, each carries a small sickle (Dmg 1-3). These are used to defend Serval, and at night when they hunt.

During the day they can be found in the marketplace with Serval and a legion of other street priests.

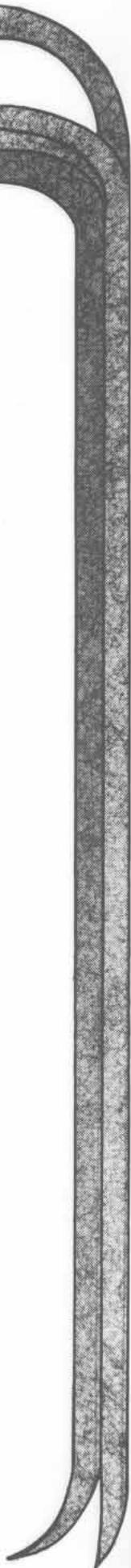
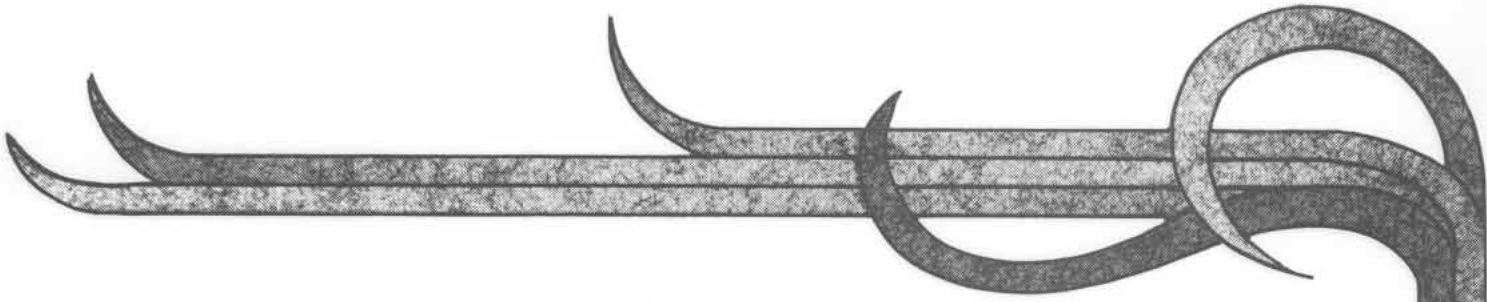
Each night, about two hours past midnight, they leave their rooms, to hunt and kill humanoid prey as an offering to Nerull. They are the source of the growing number of dead found each day. If a PC is on the street during this time, he may very well be attacked by this group. They will not retreat, no matter the losses they suffer.

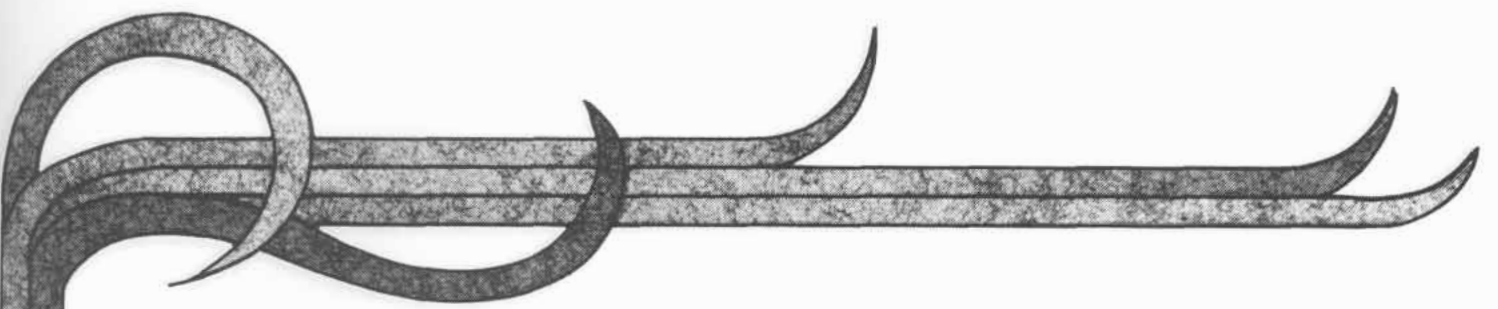
Disciples (4): Int Ave; AL CE; AC 5 (leather armor + Dexterity); MV 12; F/C 5/4; hp 33, 31, 30, 28, 25; #AT 1; THACO 16; Dmg 1-3; SZ M; ML 20; XP 650. Spells: 3/2. Items: leather armor, sickle.

The Drunk: Jaryd Talphos can be found here every night, as well as most of the day. He draws attention to himself with crazy antics. People at the inn will often buy him a drink if he amuses them.

He will drift around the bar, stumbling over anything that gets in his way. If a character is mean to him, the other patrons of the bar will become upset. A fight may ensue, for everyone likes Jaryd. Even William laughs at his foolery and gives him free drinks.

If the characters choose to befriend him, he will come to sit with them, ordering another round for everyone at the table (on his new friends). The first time, William will laugh and





tell the party the drinks are on the house—this time.

If asked about the dead people found in the streets Nerull's followers, he is equally likely to say that he knows nothing (though he will wink knowingly as he does), or he may relate all or part (1-6 pieces of information) of the following information, which he believes to be absolutely true, in a hazy sort of way.

Jaryd's Information

1. After relieving himself of some disagreeable spirits, he heard someone say that the Dragon's sword would be here in a few days. (T)

2. He saw a group of men catch a companion of his, and many crescent blades reflecting the moonlight. (He hasn't connected this with Serval's disciples.) (T)

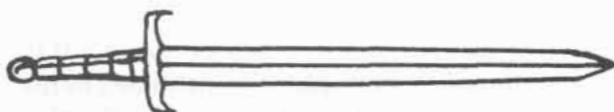
3. He saw a man commanding a group of skeletons to bring him some victims with which to play. (F)

4. A swordsman chanting the name of Kelanen charged past him to kill a man carrying some strange weapon. After dispatching the man, the swordsman dragged the body away into the night. (F)

5. He overheard William speaking with a man about killing a prince. William said that the sword was coming soon, so efforts would have to be redoubled. The other man said that death came for all, and that death was ready to reap this harvest. (T)

6. While staggering home, he heard two men agree that the best way to solve the problem was to kill Serval, to stop the deaths of Kelanen's followers. (T)

Statements marked "T" are actually true; statements marked "F" are false.



Random encounters

1d10	Roll
1	Adventurer
2-5	Commoner
6	Entertainer
7	Follower of Kelanen
8-10	Sailor

Adventurer: An adventurer recently back in town wants to trade stories, and perhaps magical items. The adventurers who come here are almost exclusively warriors; William's reputation draws them here.

Commoner: A commoner comes to trade tall tales with his friends or relax from a long day's work. If the characters are stumped, these folk could let slip some gossip (one of Jaryd Talphos's rumors).

Entertainer: An entertainer has arrived to ply his trade for the night's lodging and food. The quality of the performer is up to you, but if asked of the recent happenings, he may ask the party to buy him dinner (for information which he will, in fact, make up).

Follower of Kelanen: A follower of Kelanen enters. The party doesn't know why he is here; he is watching William. However, he knows who the party is and why they're here. He can either provide aid or become the next victim.

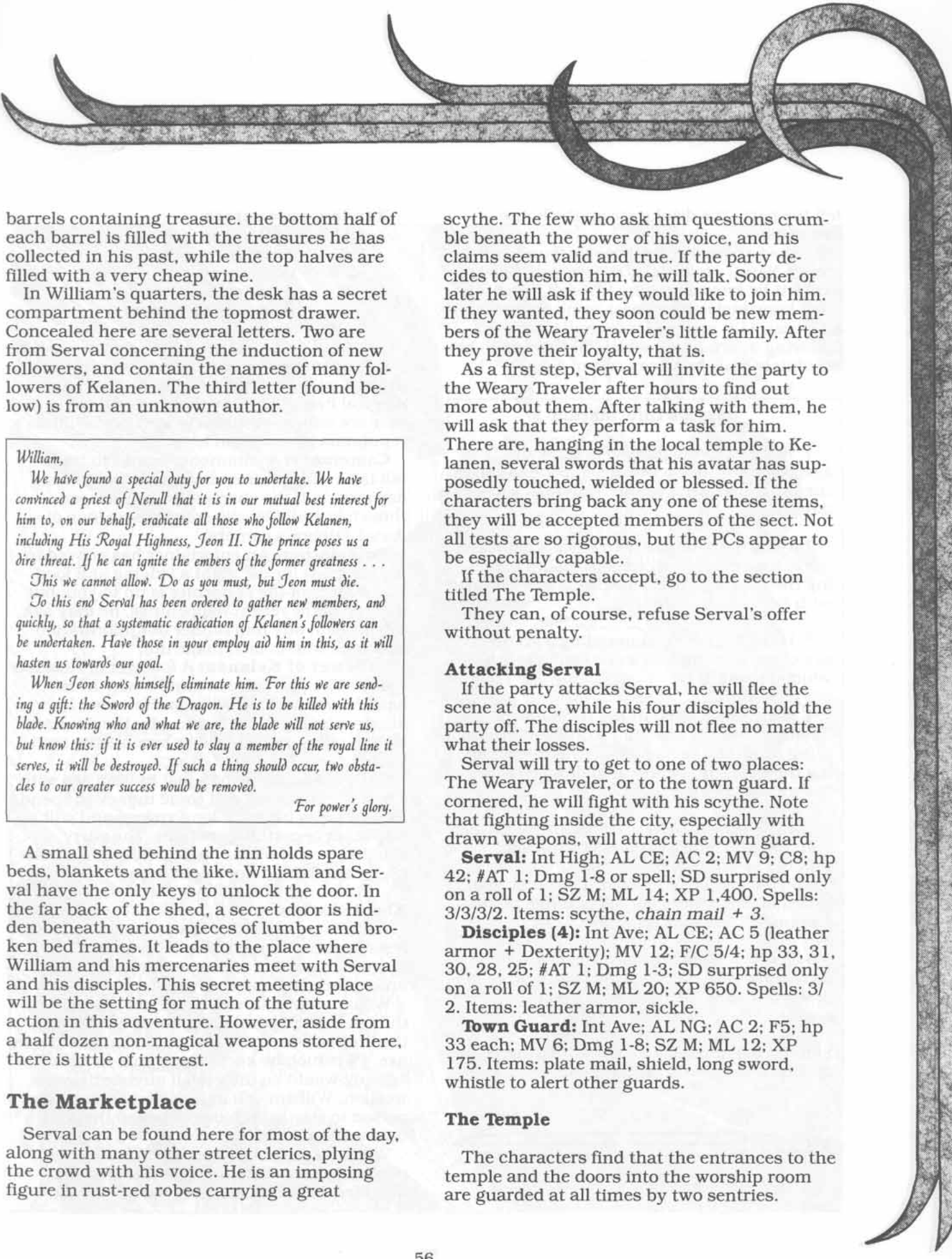
Sailor: A sailor arrives just in from sea with a few days to waste and some money to spend. He is restless from the long voyage and will leap at an opportunity to fight. The party should be careful that his buddies aren't nearby, for a full-scale riot might occur.

About the Inn

William is not fond of rowdy guests and will resort to use his mercenaries accordingly. The city watch doesn't bother with brawls here, unless they spill out into the street.

William never carries a weapon openly, though beneath the bar he keeps a club (for the drunks who try to get tough) and his *battle axe +4* (which he keeps there only to discourage any would-be thieves). If anyone draws a weapon, William will immediately yell at the person to stop and charge between the combatants with his axe.

William keeps no money upon his person, nor is a substantial sum to be found in his quarters. In the cellar, however, he has six



barrels containing treasure. the bottom half of each barrel is filled with the treasures he has collected in his past, while the top halves are filled with a very cheap wine.

In William's quarters, the desk has a secret compartment behind the topmost drawer. Concealed here are several letters. Two are from Serval concerning the induction of new followers, and contain the names of many followers of Kelanen. The third letter (found below) is from an unknown author.

William,

We have found a special duty for you to undertake. We have convinced a priest of Nerull that it is in our mutual best interest for him to, on our behalf, eradicate all those who follow Kelanen, including His Royal Highness, Jeon II. The prince poses us a dire threat. If he can ignite the embers of the former greatness . . .

This we cannot allow. Do as you must, but Jeon must die.

To this end Serval has been ordered to gather new members, and quickly, so that a systematic eradication of Kelanen's followers can be undertaken. Have those in your employ aid him in this, as it will hasten us towards our goal.

When Jeon shows himself, eliminate him. For this we are sending a gift: the Sword of the Dragon. He is to be killed with this blade. Knowing who and what we are, the blade will not serve us, but know this: if it is ever used to slay a member of the royal line it serves, it will be destroyed. If such a thing should occur, two obstacles to our greater success would be removed.

For power's glory.

A small shed behind the inn holds spare beds, blankets and the like. William and Serval have the only keys to unlock the door. In the far back of the shed, a secret door is hidden beneath various pieces of lumber and broken bed frames. It leads to the place where William and his mercenaries meet with Serval and his disciples. This secret meeting place will be the setting for much of the future action in this adventure. However, aside from a half dozen non-magical weapons stored here, there is little of interest.

The Marketplace

Serval can be found here for most of the day, along with many other street clerics, plying the crowd with his voice. He is an imposing figure in rust-red robes carrying a great

scythe. The few who ask him questions crumble beneath the power of his voice, and his claims seem valid and true. If the party decides to question him, he will talk. Sooner or later he will ask if they would like to join him. If they wanted, they soon could be new members of the Weary Traveler's little family. After they prove their loyalty, that is.

As a first step, Serval will invite the party to the Weary Traveler after hours to find out more about them. After talking with them, he will ask that they perform a task for him. There are, hanging in the local temple to Kelanen, several swords that his avatar has supposedly touched, wielded or blessed. If the characters bring back any one of these items, they will be accepted members of the sect. Not all tests are so rigorous, but the PCs appear to be especially capable.

If the characters accept, go to the section titled The Temple.

They can, of course, refuse Serval's offer without penalty.

Attacking Serval

If the party attacks Serval, he will flee the scene at once, while his four disciples hold the party off. The disciples will not flee no matter what their losses.

Serval will try to get to one of two places: The Weary Traveler, or to the town guard. If cornered, he will fight with his scythe. Note that fighting inside the city, especially with drawn weapons, will attract the town guard.

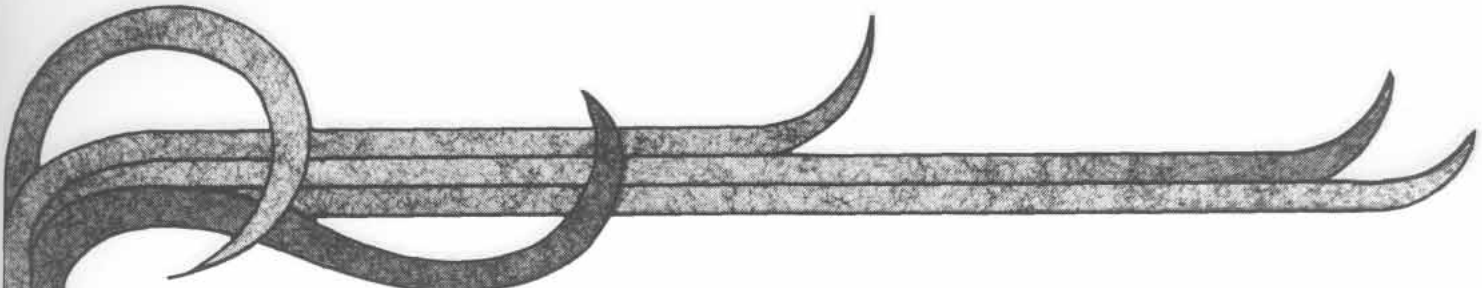
Serval: Int High; AL CE; AC 2; MV 9; C8; hp 42; #AT 1; Dmg 1-8 or spell; SD surprised only on a roll of 1; SZ M; ML 14; XP 1,400. Spells: 3/3/3/2. Items: scythe, chain mail + 3.

Disciples (4): Int Ave; AL CE; AC 5 (leather armor + Dexterity); MV 12; F/C 5/4; hp 33, 31, 30, 28, 25; #AT 1; Dmg 1-3; SD surprised only on a roll of 1; SZ M; ML 20; XP 650. Spells: 3/2. Items: leather armor, sickle.

Town Guard: Int Ave; AL NG; AC 2; F5; hp 33 each; MV 6; Dmg 1-8; SZ M; ML 12; XP 175. Items: plate mail, shield, long sword, whistle to alert other guards.

The Temple

The characters find that the entrances to the temple and the doors into the worship room are guarded at all times by two sentries.



Sentries: Int High; AL LG; AC 5; MV 9; F7; hp 55; #AT 3/2; Dmg 1-10+3; SZ M; ML 17; XP 650. Items: *two-handed sword* +3, chain mail).

Access into these areas are easily gained, and weapons are permitted in the worship room, as Kelanen is a patron of warriors. During the day many warriors can be found here in prayer. From the entrance, the temple swords can be seen hanging on a wall behind a ten-foot statue of Kelanen, and any number of worshipers will be present as well.

A member of the clergy will soon find the party and ask if he can help them. He will readily counsel them about any problems they have, and he will just as easily leave them to themselves if they but ask. If the party tells the cleric what they are going to do, they shall be thrown from the church.

If they ask to speak to a higher member of the church, they will be ushered into the presence of the patriarch. If the party confides in him, he will arrange for them to carry out an exact replica of one of the swords. He will also spread the rumor that an unknown band broke into the temple, killed some guards, and fled into the night with one of the holy swords of Kelanen. Serval will believe that the party has succeeded in its mission and will order them to destroy the sword (trusting them to carry out the order).

If, however, the characters decide that they can steal one of the swords, they will discover that the temple is never without a worshiper or sentry. During the day there are always at least ten worshipers and four sentries. At night there are never more than five worshipers, nor less than two. In addition, there are two sentries.

Worshiper (varies): Int Ave; AL NG; AC 5; MV 9; F5; hp 29 each; #AT 1; Dmg 1-8; SZ M; ML 12; XP 175. Items: chain mail, long sword.

Sentries (4 or 2): Int High; AL LG; AC 5; MV 9; F7; hp 55; #AT 3/2; Dmg 1-10+3; SZ M; ML 17; XP 650. Items: *two-handed sword* +3, chain mail).

If the party tries to steal the holy swords by magical means (teleporting, invisibility, etc.), the main statue animates and begins to move toward the swords, without deviation. The

statue wields a two-handed sword in one hand and will attack anyone trying to steal one of the temple's holy swords.

Guardian statue: Int Non; AL N; AC 0; MV 12; HD 20; hp 95; #AT 1; Dmg 1-10; SD: immune to fire, cold, electricity; SZ L; ML special; XP 12,000. Item: two-handed sword.

The statue will stop only if it is destroyed, or if the offending characters abandon the swords. It can follow the swords to any place in the city because it always knows exactly where they are. (This might actually help the party achieve its goal. If the party gives the stolen swords to Serval, the statue will follow them to him.)

If the party has suffered great wounds and failed to get the swords, Serval will still accept them (but he will in no way let them know this before they make the attempt).

The Dragon Sword

A few days after the temple raid, the characters learn that the *Sword of the Dragon* will be shown to them that very night in the secret meeting-place. Each of the initiates are to come forward and hold the sword to rededicate themselves to the success of their plans. The party might escape with the sword at this time if they act quickly enough.

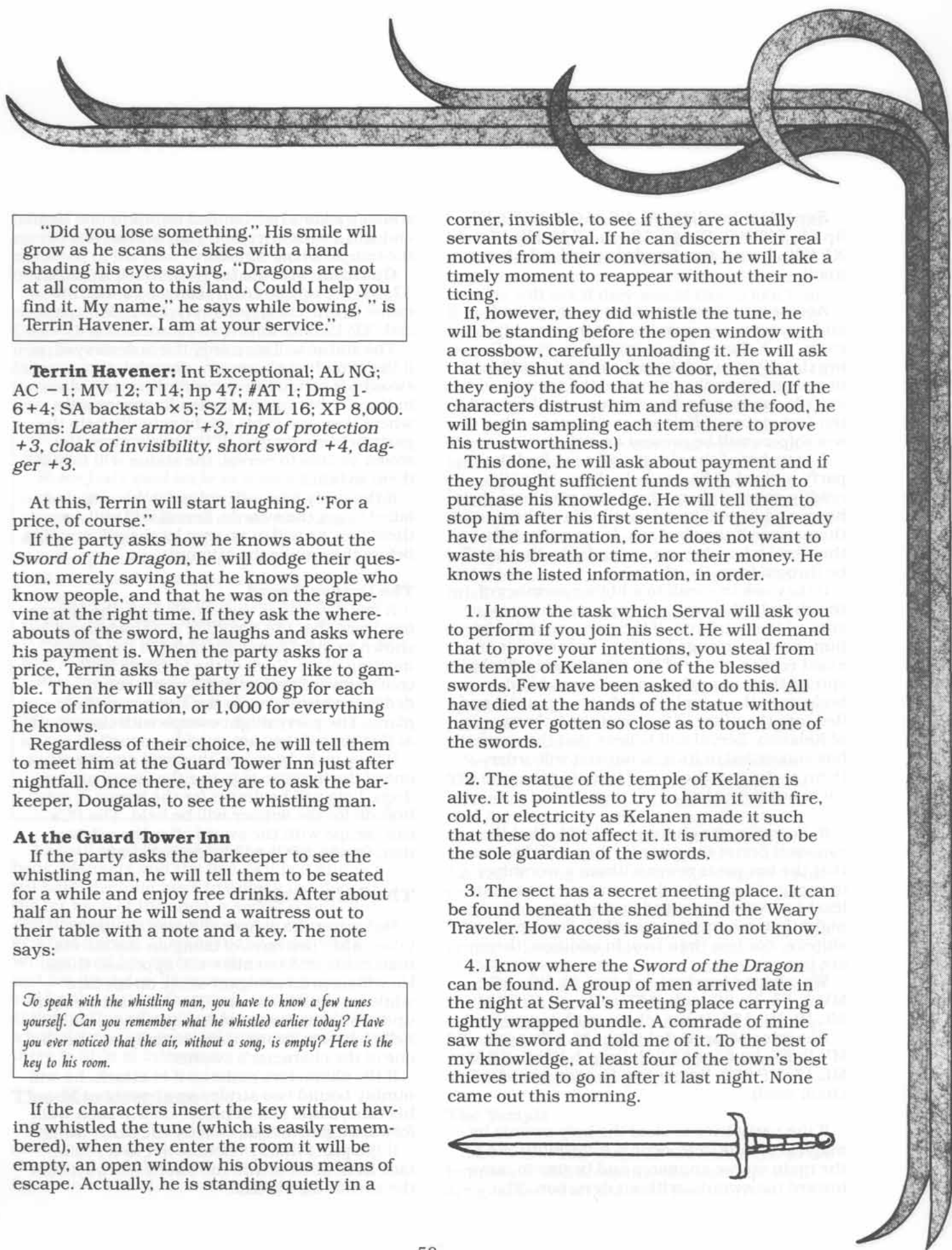
If they wait, however, they will discover that one of the initiates is to use the sword against Jeon. Lots will be drawn for the honor. A celebration for the winner will be held. The PCs can escape with the sword after the celebration, for the NPCs will be quite drunk.

The Informant

No matter the course of action the party takes, after two days of being on the streets, a man in his mid-twenties will approach them. He will have an arrogant smile on his face while he whistles a tune. He will walk straight up to the characters, with a quickly mumbled hello between tunes, then casually reaches for one of the character's swords.

If the characters make as if to attack, he will nimbly bound two strides away without losing his tune, smile still in place. He will then walk forward again and do exactly the same thing.

If the party finally chooses not to try to attack him, as he draws the sword halfway from the sheath he will ask:



“Did you lose something.” His smile will grow as he scans the skies with a hand shading his eyes saying, “Dragons are not at all common to this land. Could I help you find it. My name,” he says while bowing, “ is Terrin Havener. I am at your service.”

Terrin Havener: Int Exceptional; AL NG; AC -1; MV 12; T14; hp 47; #AT 1; Dmg 1-6+4; SA backstab ×5; SZ M; ML 16; XP 8,000. Items: *Leather armor +3, ring of protection +3, cloak of invisibility, short sword +4, dagger +3.*

At this, Terrin will start laughing. “For a price, of course.”

If the party asks how he knows about the *Sword of the Dragon*, he will dodge their question, merely saying that he knows people who know people, and that he was on the grapevine at the right time. If they ask the whereabouts of the sword, he laughs and asks where his payment is. When the party asks for a price, Terrin asks the party if they like to gamble. Then he will say either 200 gp for each piece of information, or 1,000 for everything he knows.

Regardless of their choice, he will tell them to meet him at the Guard Tower Inn just after nightfall. Once there, they are to ask the barkeeper, Dougalas, to see the whistling man.

At the Guard Tower Inn

If the party asks the barkeeper to see the whistling man, he will tell them to be seated for a while and enjoy free drinks. After about half an hour he will send a waitress out to their table with a note and a key. The note says:

To speak with the whistling man, you have to know a few tunes yourself. Can you remember what he whistled earlier today? Have you ever noticed that the air, without a song, is empty? Here is the key to his room.

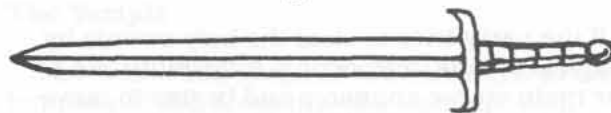
If the characters insert the key without having whistled the tune (which is easily remembered), when they enter the room it will be empty, an open window his obvious means of escape. Actually, he is standing quietly in a

corner, invisible, to see if they are actually servants of Serval. If he can discern their real motives from their conversation, he will take a timely moment to reappear without their noticing.

If, however, they did whistle the tune, he will be standing before the open window with a crossbow, carefully unloading it. He will ask that they shut and lock the door, then that they enjoy the food that he has ordered. (If the characters distrust him and refuse the food, he will begin sampling each item there to prove his trustworthiness.)

This done, he will ask about payment and if they brought sufficient funds with which to purchase his knowledge. He will tell them to stop him after his first sentence if they already have the information, for he does not want to waste his breath or time, nor their money. He knows the listed information, in order.

1. I know the task which Serval will ask you to perform if you join his sect. He will demand that to prove your intentions, you steal from the temple of Kelanen one of the blessed swords. Few have been asked to do this. All have died at the hands of the statue without having ever gotten so close as to touch one of the swords.
2. The statue of the temple of Kelanen is alive. It is pointless to try to harm it with fire, cold, or electricity as Kelanen made it such that these do not affect it. It is rumored to be the sole guardian of the swords.
3. The sect has a secret meeting place. It can be found beneath the shed behind the Weary Traveler. How access is gained I do not know.
4. I know where the *Sword of the Dragon* can be found. A group of men arrived late in the night at Serval's meeting place carrying a tightly wrapped bundle. A comrade of mine saw the sword and told me of it. To the best of my knowledge, at least four of the town's best thieves tried to go in after it last night. None came out this morning.





Conclusion

By the time the party has gotten all the information from Terrin, they will be close to a solution, if they haven't resolved the matter already. If they have infiltrated the evil group, they will be in a position to take the sword almost any time after the final celebration.

If they have not infiltrated the group, they will still know the location of the secret meeting place, and have learned from Terrin that the sword is in the hands of the priest. In this case, they can arrange to burst in on the plotters and take the blade by force. In this case, the DM should have all the survivors on hand: William, Serval, the disciples, Group One (and perhaps Group Two) from the inn. As the group has been growing rapidly, the DM can add any number of new recruits, including spell casters and other adventuring types. This will be especially useful if the party is of higher level characters. Remember, as the party makes their approach, that priests of Nerull will be surprised only on a roll of 1.

Aftermath

Both William and Serval have taken pains to set up connections with the local authorities (mostly by making sure that certain individual watch members owe them favors). If they are captured and turned over to the city watch, they will use these connections to escape.

If the party returns the *Sword of the Dragon* to Jeon, his hospitality will be lavish (and he might offer the party further employment, for there is still much to be done). He will most certainly throw a celebration to honor the return of the sword. At the party, the player characters might find themselves on the track of another adventure.

Regardless of whether the party accepts more work or not, Jeon will grant each party member two magical items, instead of the one originally offered, from a collection that he has acquired. No magic greater than +3 will be found here (although, if the adventure has been altered for higher level characters, Jeon might have knowledge of the locations of such treasures). The prince will extend the generous hospitality of his castle to the party whenever they need it. Should they ever need a friend, transport, or nearly anything else, while in these lands, Jeon will provide it for them, if it is within his power.

If William is killed, Jeon will offer the inn and its contents to the party as a bonus. The prince will not care about the treasure in the basement of William's, nor any other treasure that the party might have chanced upon, other than his sword, of course. If the player characters do not want the inn, Jeon will turn it over to Frederick for disposal.

If the party has killed any of the followers of Nerull, they may well have made a powerful enemy in the sect of Nerull (encourage them to believe so). The followers of Nerull are not accustomed to being "harvested" themselves, and some will be outraged by the party's actions. In fact, any worshiper of Nerull in this adventure who was not killed will tell other members of the sect what the characters have done. This can lead to many future adventures, at the DM's discretion.



Crossing Into Steel

Terrain: Any
Total Party Levels: 48
Average Party Level: 8th
Adventure XP:
Full: 25,800
Partial: 19,350
Retreat: 6,450

Set Up

* As the characters travel through the rain-soaked countryside, a small hawk swoops down and drops a rolled piece of parchment at their feet. The parchment is from a local monastery dedicated to Heironeous. The message inquires if they would perform a special mission. If so, they should tell none in the valley, but come at once to the local monastery. They are to go to the first stone farm house they can see from the road.

Note: The Church of Heironeous is lawful and good; this is common knowledge.

DM's Background

Asanther, a former paladin, now a priestess of Heironeous has lived a long and full life . . . but she is not ready to die. Too many quests have been left unfulfilled. She has contacted the player characters in order to help her continue to complete good works. The paladin/priestess wants to visit a devoted former love, the arch-mage Ilkif. She wants her spirit placed into her *holy avenger* sword so she may continue to fight evil as long as it threatens the land and people she so dearly loves. Long ago, Ilkif, in a moment of passion, agreed to perform this for Asanther when they were both old and gray. Asanther does not know that the casting of the spell will use the last of Ilkif's life energies.

Junus Jakkar, the local burgomaster, has heard that Asanther has plans to leave the area (but nothing else). She has been useful in caring for the peasants, healing them when they have been sick or injured. Jakkar feels that her leaving would cause an uprising. Thus, he has ordered his men to keep an eye on any strangers who travel to the monastery. He will use any means at his disposal to keep Asanther from leaving this area.

The Monastery of Heironeous

The muddy dirt road crests a low rise, revealing a small valley. In the center of the valley, under leaden skies, lies a small hamlet, through which the road passes. Halfway down the valley a single winding path leads from the right side of the road to a small group of buildings nestled in a secluded dell. Surely this small group of building must be the monastery of Heironeous.

If the party takes the path:

The path seems seldom used. Sodden grain fields lie to either side of the path. In the distance you see what looks like a small three-story stone farm house and the tops of two smaller outlying buildings. A 10' stone fence surrounds the structures.

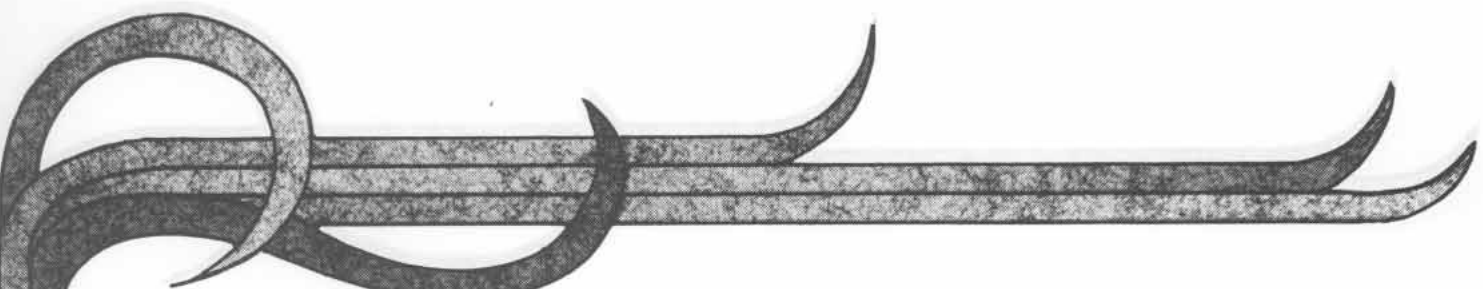
The grain is wheat used for the making of bread; its height depends upon the current season. The fields are very soft and muddy. Traveling off the path through them is at half the normal rate; furthermore, a Strength check must be made once per turn to keep from becoming stuck in the mire. The monastery was constructed by the earliest settlers to this region, and its walls still look defensible.

As the characters walk through the front gates, the sound and smell of barnyard animals emanates from both of the two outlying buildings.

A small, robust young woman casually carrying a pitchfork walks out of one of the two smaller structures. She looks at you for a split second, pulls the long hair from over her eyes, smiles and says, "Greetings travelers, I am Tythis." Now, what brings you to the shrine of Heironeous?"

After listening to the PCs explanation, Tythis will lead them into the main house.

Tythis is sixteen years old. She has lived at the shrine all her life. She never knew her mother or father. This is her life and home.



Soon after Ansanther arrived two other priests of Heironeous moved away. Now only she and Asanther (who has been like a mother to her) live here.

Tythis: Int Exceptional; AL LG; AC 10; C1; hp 7; MV 12; #AT 1; THACO 20; Dmg 2-8 (pitchfork); SZ M; ML 12; S 14, D 14, C 15, I 16, W 14, Ch 13. Spells: *purify food & water*, *locate animals or plants*, *cure light wounds*.

The shrine is comprised of one large main building and two smaller outbuildings. One of the smaller buildings houses pigs and goats. The other is an empty stable. Inside are four stalls for riding animals. An old set of riding tack hangs from the wall. The stable looks like it hasn't been used in over twenty years.

The main building is the living area. The building has seven rooms: a front sitting room, two bedrooms, a small infirmary (4 patients maximum), a bath room, a kitchen, and a small prayer room. Ansanther and Tythis share one of the bedrooms. The other is a guest room for visiting clergy. Each bedroom contains two beds, a chamber pot, and a small armoire (wardrobe cabinet) for belongings. None of the interior doors have locks.

The Main House

Tythis leads you to a small, sparsely furnished, sitting room. Tastefully arrayed in the room are a small padded sofa, a covered chair, and three wooden benches. An ancient oak table holds a single three-forked candelabrum. An empty fireplace is framed by a large flagstone hearth.

Tythis motions to the seats and says, "Please make yourselves comfortable, I will return with the lady you seek very shortly."

Give the PCs a few minutes to collect themselves and explore their surroundings. There are no secret doors or hidden areas in the room.

The Priestess Ansanther

A few minutes later, the door opens. A elderly woman enters, a woman whose right arm is missing at the shoulder. Her face is

framed by a luxurious cascade of black and silver hair that falls to the small of her back. She wears a deep blue robe trimmed in silver. She smiles gravely, a brilliant smile that radiates an aura of trust and understanding. Her movements, however, are weary. She nods, and moves slowly toward the covered chair.

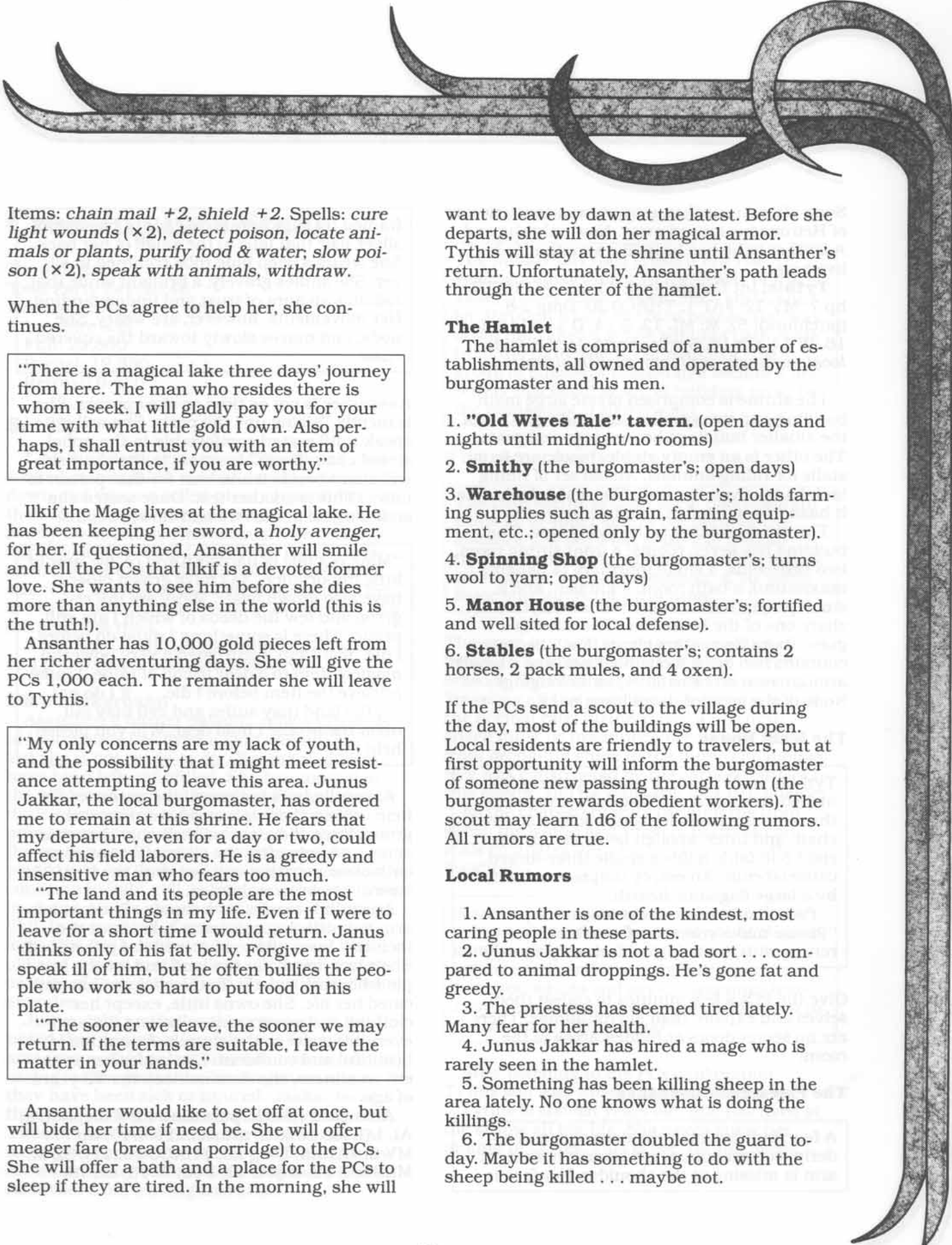
Ansanther is not as tired as she appears. She is merely "sizing up" the party. She will not speak until seated comfortably in the upholstered chair. If a PC is sitting in the chair she will stand beside it and wait for that person to move. This is another test. Once seated she smiles again at the PCs and slowly begins:

"Mine is a tale of hardship and of joy; now of little importance. As I have grown older I have also grown wiser. Many are my regrets, and few the deeds of which I am still proud. There is something I must do before I die. Years ago, I entrusted a very powerful magical item to a dear friend of mine. I must retrieve the item before I die . . . if I do not . . . the land may suffer and evil may fall upon the people I hold dear. Will you please help me?"

Ansanther will not reveal the nature of the item, unless there is a paladin amongst the group. Even then, she will tell only that character, and only after the character swears an oath of secrecy that will last until the item (the sword) has been reclaimed.

Ansanther carries no weapons. She lost her arm in battle, but refuses to talk about the incident. Soon after, she joined the priesthood. She cares deeply for the land and for the people who work it daily. To this end she has dedicated her life. She owns little, except her clothing and some monies, having donated everything else to the church. Ansanther is beautiful and confident. Except for her apparent weariness, she does not look her 73 years of age.

Asanther (cleric/paladin): Int Exceptional; AL LG; AC 10 (0 in armor); C/P 4/10; hp 77; MV 6; #AT nil; Dmg nil; THACO 18 (11); SZ M; ML 16; S 12, D 9, C 11, I 16, W 18, Ch 18.



Items: *chain mail +2, shield +2*. Spells: *cure light wounds (×2), detect poison, locate animals or plants, purify food & water, slow poison (×2), speak with animals, withdraw*.

When the PCs agree to help her, she continues.

“There is a magical lake three days’ journey from here. The man who resides there is whom I seek. I will gladly pay you for your time with what little gold I own. Also perhaps, I shall entrust you with an item of great importance, if you are worthy.”

Ilkif the Mage lives at the magical lake. He has been keeping her sword, a *holy avenger*, for her. If questioned, Ansanther will smile and tell the PCs that Ilkif is a devoted former love. She wants to see him before she dies more than anything else in the world (this is the truth!).

Ansanther has 10,000 gold pieces left from her richer adventuring days. She will give the PCs 1,000 each. The remainder she will leave to Tythis.

“My only concerns are my lack of youth, and the possibility that I might meet resistance attempting to leave this area. Junus Jakkar, the local burgomaster, has ordered me to remain at this shrine. He fears that my departure, even for a day or two, could affect his field laborers. He is a greedy and insensitive man who fears too much.

“The land and its people are the most important things in my life. Even if I were to leave for a short time I would return. Janus thinks only of his fat belly. Forgive me if I speak ill of him, but he often bullies the people who work so hard to put food on his plate.

“The sooner we leave, the sooner we may return. If the terms are suitable, I leave the matter in your hands.”

Ansanther would like to set off at once, but will bide her time if need be. She will offer meager fare (bread and porridge) to the PCs. She will offer a bath and a place for the PCs to sleep if they are tired. In the morning, she will

want to leave by dawn at the latest. Before she departs, she will don her magical armor. Tythis will stay at the shrine until Ansanther’s return. Unfortunately, Ansanther’s path leads through the center of the hamlet.

The Hamlet

The hamlet is comprised of a number of establishments, all owned and operated by the burgomaster and his men.

1. **“Old Wives Tale” tavern.** (open days and nights until midnight/no rooms)
2. **Smithy** (the burgomaster’s; open days)
3. **Warehouse** (the burgomaster’s; holds farming supplies such as grain, farming equipment, etc.; opened only by the burgomaster).
4. **Spinning Shop** (the burgomaster’s; turns wool to yarn; open days)
5. **Manor House** (the burgomaster’s; fortified and well sited for local defense).
6. **Stables** (the burgomaster’s; contains 2 horses, 2 pack mules, and 4 oxen).

If the PCs send a scout to the village during the day, most of the buildings will be open. Local residents are friendly to travelers, but at first opportunity will inform the burgomaster of someone new passing through town (the burgomaster rewards obedient workers). The scout may learn 1d6 of the following rumors. All rumors are true.

Local Rumors

1. Ansanther is one of the kindest, most caring people in these parts.
2. Junus Jakkar is not a bad sort . . . compared to animal droppings. He’s gone fat and greedy.
3. The priestess has seemed tired lately. Many fear for her health.
4. Junus Jakkar has hired a mage who is rarely seen in the hamlet.
5. Something has been killing sheep in the area lately. No one knows what is doing the killings.
6. The burgomaster doubled the guard today. Maybe it has something to do with the sheep being killed . . . maybe not.



The Burgomaster's Guards

When the player characters and Asanther leave the shrine they are confronted by a group of the burgomaster's men. Depending on the PCs actions, the time it takes the guards to intercept the PC will vary. If the PCs travel through the hamlet, the encounter occurs there. If the PC's take to the fields, the guards will travel along the road, keeping an eye on them until they attempt to get back on the road. The guards are wearing chain mail armor, and carrying spears and long swords. They ultimately attempt to bar the party's way.

Your way is blocked by a group of official-looking armored men carrying spears and short swords.

Give the PCs a round to prepare. One of the guards addresses the PCs.

"Halt in the name of the burgomaster, Junus Jakkar. You are trespassing on his lands. Leave the good priestess with us, go quietly and no one will get hurt. Otherwise we will take her from you by force."

The guard(s) have been ordered to return Asanther to the shrine. Their purpose is set and they are prepared to fight. Ansanther's purpose is also set; she won't turn back.

Guards (10): Int Ave; AL LN; AC 4 (chain); F2; hp 13 each; MV 12; #AT 1; Dmg 1-6 (spear, short sword); THACO 19; SZ M; ML special; XP 15. The baron's guards are afraid of the peasants' reaction when they find Asanther gone. Hence, the guards will fight to keep her, even against her will. Any guardsman who is injured will withdraw from the fight. When half or more of the group is out of action, the remainder will scatter.

Reinforcements

From the safety of his own home, the burgomaster is watching these developments (either from the upper stories or via the *crystal ball* of Mercres the Mage). If Jakkar sees that his troops are losing, he will demand that Mercres to "do something". The mage complies by reading a magical scroll, summoning an *invisible stalker*. The mage commands the creature

to return Asanther to the shrine unharmed. If the invisible stalker is defeated, Mercres will simply shrug at the burgomaster and return to his work.

Invisible Stalker: Int High; AL N; AC 3; HD 8; hp 34; MV 12, Fl 12 (A); #AT 1; THACO 13; Dmg 4-16 (4d4); SZ L (8' tall); SA Surprise (-6 penalty against victim); SD Invisibility (foes attack at -2); SZ L; ML 13; XP 5,000.

Junus Jakkar, the Burgomaster: Int Exceptional; AL N; AC 5 (*studded leather* + 2); F4; hp 24; MV 9; #AT 1; THACO 17; Dmg 1d4 (dagger); SZ M; ML 14; XP 120; S 13, D 9, C 17, I 15, W 10, Ch 13. The portly burgomaster is a selfish, petty man. All he cares about is the prosperity of his valley and himself. He cares little for those who toil in his fields. He spends most days eating and drinking, since there is little else to do in the valley.

Mercres the Mage: Int High; AL N; AC 6 (*Dexterity, ring of protection* + 2); M7; hp 16; #AT 1; THACO 18; Dmg 1-4; SZ M; ML 12; XP 975; S 9, D 16, C 12, I 14, W 14, Ch 12. Spells: 4/3/2/1. Mercres is currently involved in personal spell research and hates to be disturbed. In a couple of years he expects to be powerful enough to turn the burgomaster into a slug on a whim. He just has to put up with the fat fellow a little longer.

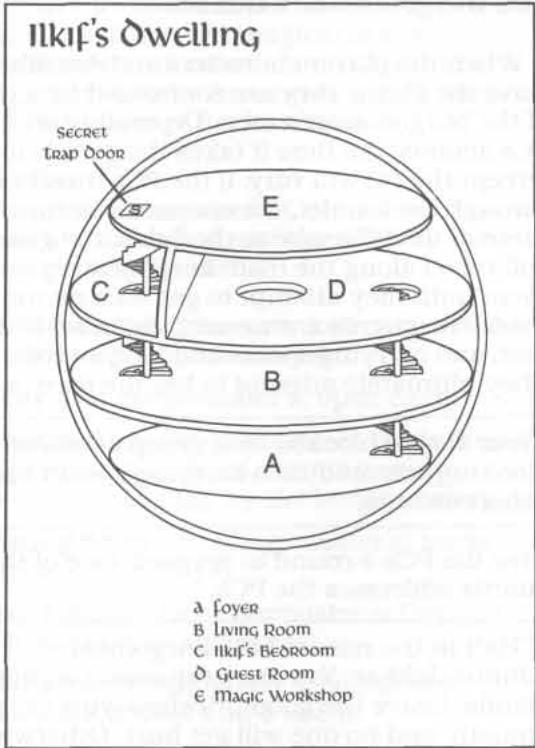
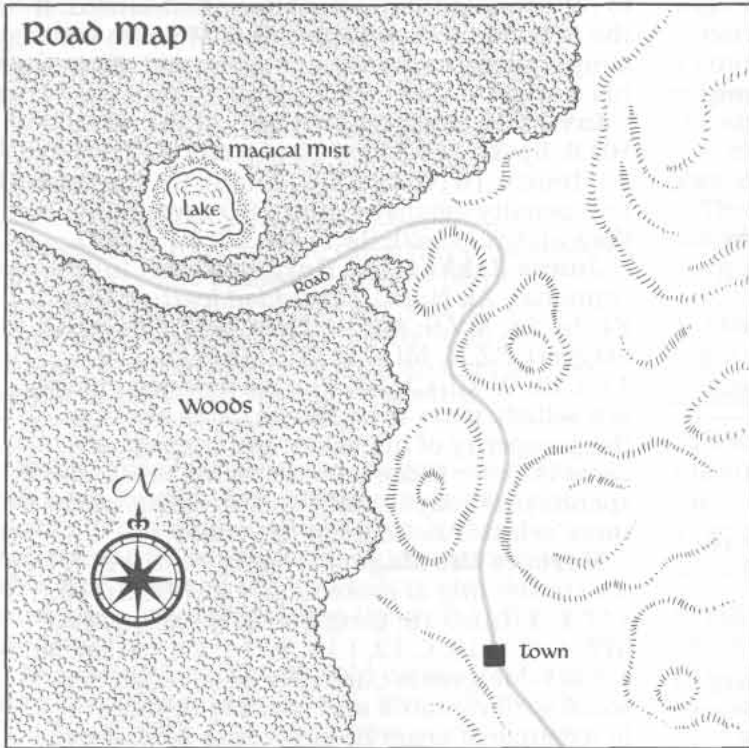
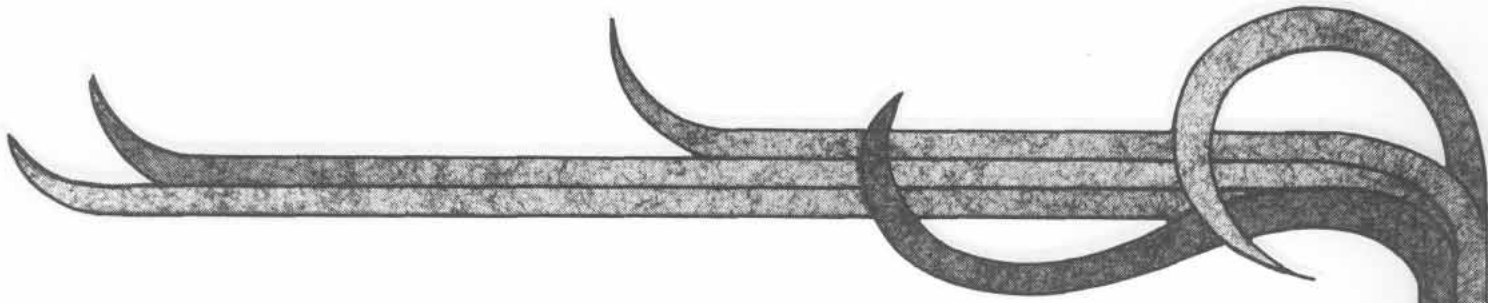
When the forces of the burgomaster are defeated the party may continue. The rest of that day's travel passes uneventfully. Progress is slow, because of Ansanther's infirmity. After a short day of travel, the next encounter will occur when the party stops to sleep.

A Stop on the Road

Long before the party is used to stopping, Ansanther tells them that she must rest. She has not traveled in a number of years and is "not as young as she was once".

About an hour after the PCs have made camp they will be attacked by a pack of hungry wolves. Any wolf falling below half its total hit points will flee. After 5 or more wolves are seriously injured or killed the remainder of the pack will attempt to flee. Ansanther will not participate, but will cure any wounded characters.

Wolves (10): Int Semi; AL N; AC 7; MV 18; HD 2+2; hp 12 each; THACO 19; #AT 1; Dmg 2-5; SZ S; ML 10; XP 65 each.



The wolf pack has met with great success preying on area sheep herds. Since they have not met any resistance from the locals they have become confident enough to attack the camping PCs.

The rest of the night and entire second day pass uneventfully. The PCs and Ansanther continue to travel until Ansanther believes they are close to the lake.

The Lake of Mist

You have traveled another short day. Again you stop by the roadside so that Ansanther may rest. As sunset approaches Ansanther beckons you to sit near her.

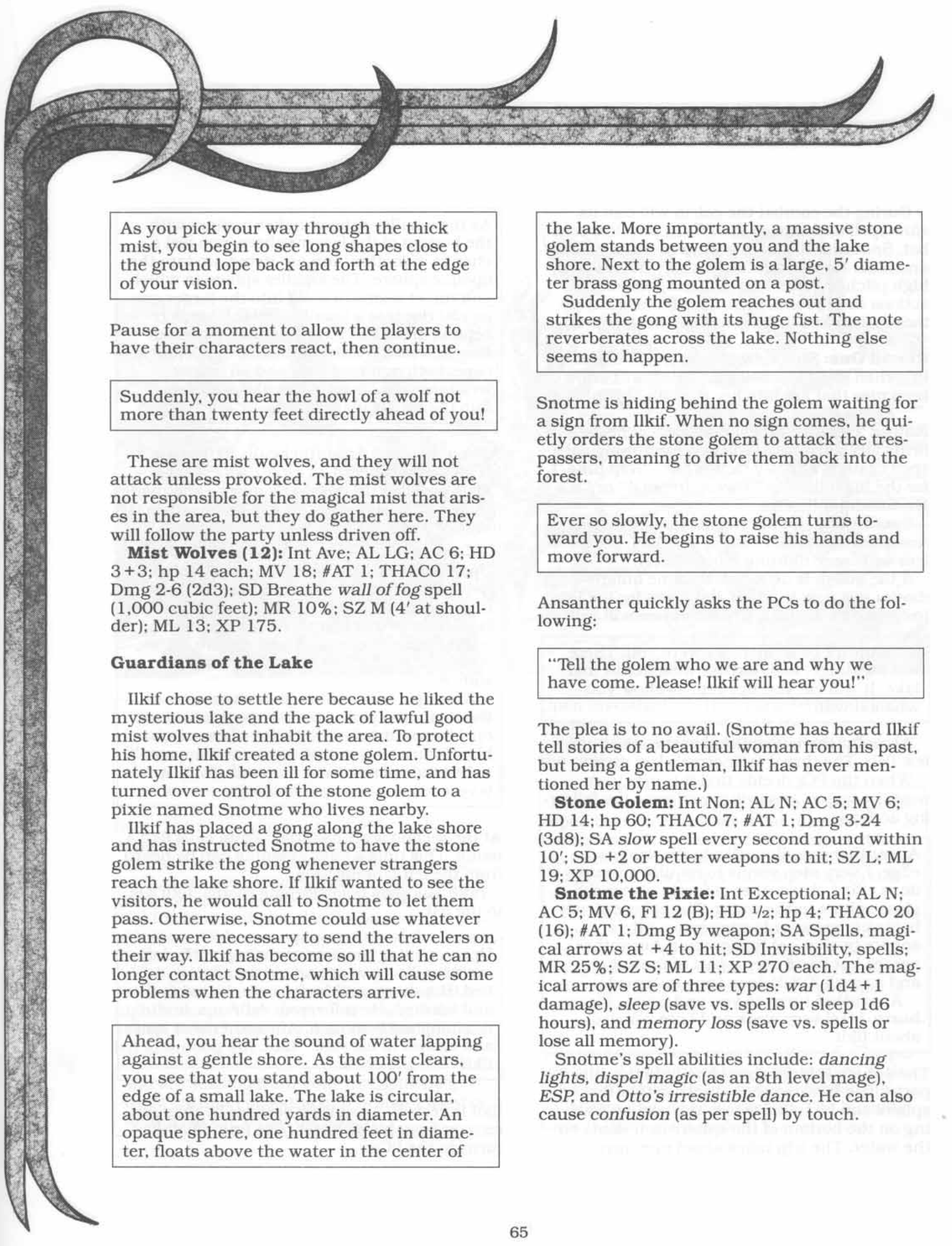
"The time has come," Ansanther speaks in a voice little above a whisper, "to tell you of the wonders of the Lake of Mist. The lake is small but protected but powerful magics and surrounded by a thick mist. It can not be found on any map, But can be found with this . . ."

So saying, Ansanther reveals a small, clear glass ball that is half filled with water.

She continues, "Ilkif the mage once gave me this device. It will lead us to the lake through the magical mist." As she holds the item in her hand the water defies gravity and slides up the inside of the sphere.

Smiling, Ansanther says, "Ilkif was always so clever. The water shows us the direction in which the lake lies. Beware though, for the mist is thick, and we must pass through it quickly, as fell things are known to live within. Lastly, beyond the mist at the edge of the lake stands the guardian. Fear not, it has never stopped me in the past."

In the morning, the road enters thickly wooded terrain. Shortly afterwards, Ansanther leads the party from the trail into the woods. A turn after they enter the woods, the magical mist begins to rise. If the characters do not stay in a group they could easily become separated. The mist limits all vision (magical or otherwise) to ten feet or less. After another turn of walking, shapes can be seen moving through the mist.



As you pick your way through the thick mist, you begin to see long shapes close to the ground lope back and forth at the edge of your vision.

Pause for a moment to allow the players to have their characters react, then continue.

Suddenly, you hear the howl of a wolf not more than twenty feet directly ahead of you!

These are mist wolves, and they will not attack unless provoked. The mist wolves are not responsible for the magical mist that arises in the area, but they do gather here. They will follow the party unless driven off.

Mist Wolves (12): Int Ave; AL LG; AC 6; HD 3+3; hp 14 each; MV 18; #AT 1; THACO 17; Dmg 2-6 (2d3); SD Breathe *wall of fog* spell (1,000 cubic feet); MR 10%; SZ M (4' at shoulder); ML 13; XP 175.

Guardians of the Lake

Ilkif chose to settle here because he liked the mysterious lake and the pack of lawful good mist wolves that inhabit the area. To protect his home, Ilkif created a stone golem. Unfortunately Ilkif has been ill for some time, and has turned over control of the stone golem to a pixie named Snotme who lives nearby.

Ilkif has placed a gong along the lake shore and has instructed Snotme to have the stone golem strike the gong whenever strangers reach the lake shore. If Ilkif wanted to see the visitors, he would call to Snotme to let them pass. Otherwise, Snotme could use whatever means were necessary to send the travelers on their way. Ilkif has become so ill that he can no longer contact Snotme, which will cause some problems when the characters arrive.

Ahead, you hear the sound of water lapping against a gentle shore. As the mist clears, you see that you stand about 100' from the edge of a small lake. The lake is circular, about one hundred yards in diameter. An opaque sphere, one hundred feet in diameter, floats above the water in the center of

the lake. More importantly, a massive stone golem stands between you and the lake shore. Next to the golem is a large, 5' diameter brass gong mounted on a post.

Suddenly the golem reaches out and strikes the gong with its huge fist. The note reverberates across the lake. Nothing else seems to happen.

Snotme is hiding behind the golem waiting for a sign from Ilkif. When no sign comes, he quietly orders the stone golem to attack the trespassers, meaning to drive them back into the forest.

Ever so slowly, the stone golem turns toward you. He begins to raise his hands and move forward.

Ansanother quickly asks the PCs to do the following:

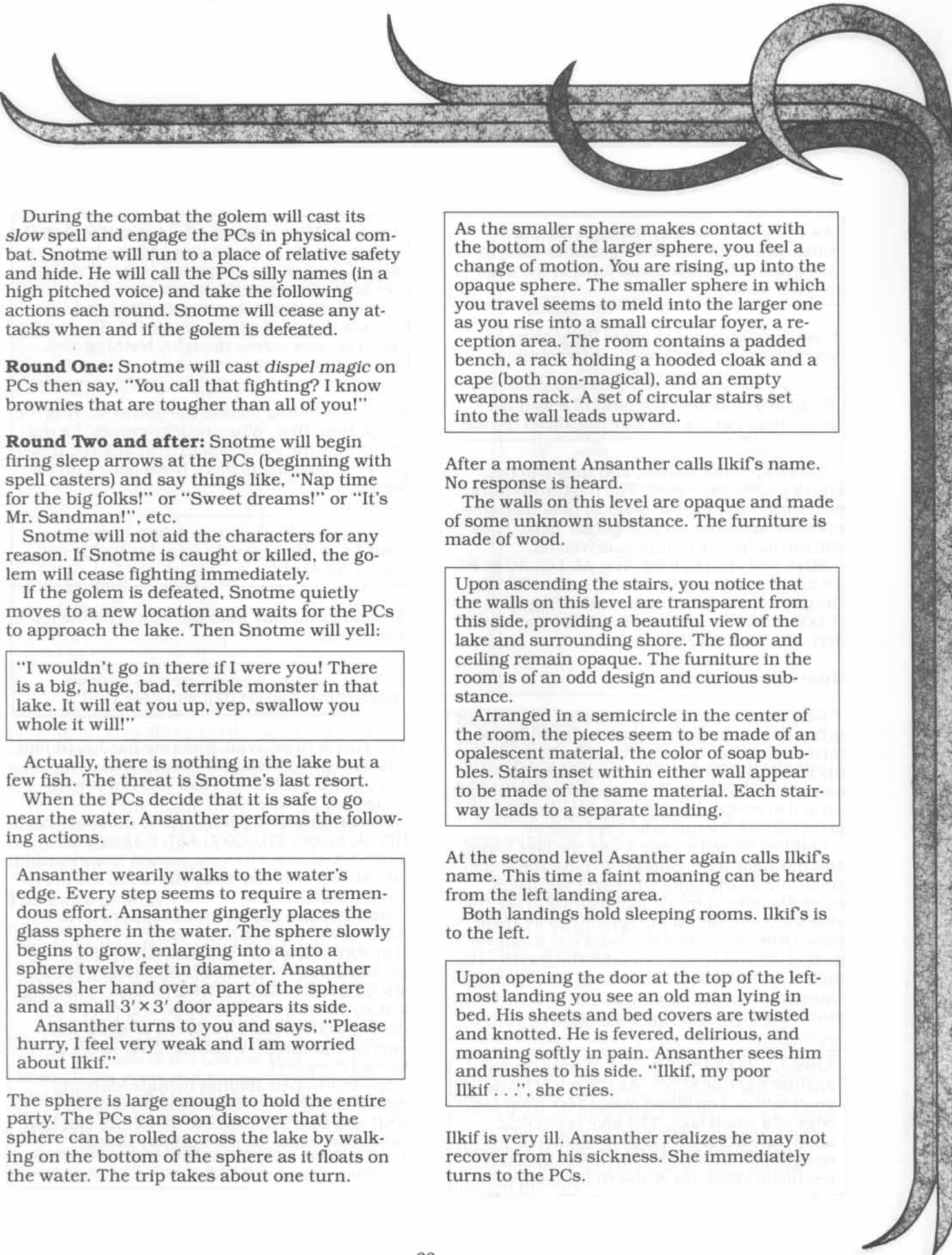
"Tell the golem who we are and why we have come. Please! Ilkif will hear you!"

The plea is to no avail. (Snotme has heard Ilkif tell stories of a beautiful woman from his past, but being a gentleman, Ilkif has never mentioned her by name.)

Stone Golem: Int Non; AL N; AC 5; MV 6; HD 14; hp 60; THACO 7; #AT 1; Dmg 3-24 (3d8); SA *slow* spell every second round within 10'; SD +2 or better weapons to hit; SZ L; ML 19; XP 10,000.

Snotme the Pixie: Int Exceptional; AL N; AC 5; MV 6, Fl 12 (B); HD 1/2; hp 4; THACO 20 (16); #AT 1; Dmg By weapon; SA Spells, magical arrows at +4 to hit; SD Invisibility, spells; MR 25%; SZ S; ML 11; XP 270 each. The magical arrows are of three types: *war* (1d4 + 1 damage), *sleep* (save vs. spells or sleep 1d6 hours), and *memory loss* (save vs. spells or lose all memory).

Snotme's spell abilities include: *dancing lights*, *dispel magic* (as an 8th level mage), *ESP*, and *Otto's irresistible dance*. He can also cause *confusion* (as per spell) by touch.



During the combat the golem will cast its *slow* spell and engage the PCs in physical combat. Snotme will run to a place of relative safety and hide. He will call the PCs silly names (in a high pitched voice) and take the following actions each round. Snotme will cease any attacks when and if the golem is defeated.

Round One: Snotme will cast *dispel magic* on PCs then say, "You call that fighting? I know brownies that are tougher than all of you!"

Round Two and after: Snotme will begin firing sleep arrows at the PCs (beginning with spell casters) and say things like, "Nap time for the big folks!" or "Sweet dreams!" or "It's Mr. Sandman!", etc.

Snotme will not aid the characters for any reason. If Snotme is caught or killed, the golem will cease fighting immediately.

If the golem is defeated, Snotme quietly moves to a new location and waits for the PCs to approach the lake. Then Snotme will yell:

"I wouldn't go in there if I were you! There is a big, huge, bad, terrible monster in that lake. It will eat you up, yep, swallow you whole it will!"

Actually, there is nothing in the lake but a few fish. The threat is Snotme's last resort.

When the PCs decide that it is safe to go near the water, Ansanther performs the following actions.

Ansanther wearily walks to the water's edge. Every step seems to require a tremendous effort. Ansanther gingerly places the glass sphere in the water. The sphere slowly begins to grow, enlarging into a into a sphere twelve feet in diameter. Ansanther passes her hand over a part of the sphere and a small 3' x 3' door appears its side.

Ansanther turns to you and says, "Please hurry, I feel very weak and I am worried about Ilkif."

The sphere is large enough to hold the entire party. The PCs can soon discover that the sphere can be rolled across the lake by walking on the bottom of the sphere as it floats on the water. The trip takes about one turn.

As the smaller sphere makes contact with the bottom of the larger sphere, you feel a change of motion. You are rising, up into the opaque sphere. The smaller sphere in which you travel seems to meld into the larger one as you rise into a small circular foyer, a reception area. The room contains a padded bench, a rack holding a hooded cloak and a cape (both non-magical), and an empty weapons rack. A set of circular stairs set into the wall leads upward.

After a moment Ansanther calls Ilkif's name. No response is heard.

The walls on this level are opaque and made of some unknown substance. The furniture is made of wood.

Upon ascending the stairs, you notice that the walls on this level are transparent from this side, providing a beautiful view of the lake and surrounding shore. The floor and ceiling remain opaque. The furniture in the room is of an odd design and curious substance.

Arranged in a semicircle in the center of the room, the pieces seem to be made of an opalescent material, the color of soap bubbles. Stairs inset within either wall appear to be made of the same material. Each stairway leads to a separate landing.

At the second level Ansanther again calls Ilkif's name. This time a faint moaning can be heard from the left landing area.

Both landings hold sleeping rooms. Ilkif's is to the left.

Upon opening the door at the top of the leftmost landing you see an old man lying in bed. His sheets and bed covers are twisted and knotted. He is fevered, delirious, and moaning softly in pain. Ansanther sees him and rushes to his side. "Ilkif, my poor Ilkif . . .", she cries.

Ilkif is very ill. Ansanther realizes he may not recover from his sickness. She immediately turns to the PCs.



"Please leave us alone for a time. I will do all in my power to help or comfort him as I can. Please, our time together may be short. I also suggest that you rest, since we all know that we are safe here."

Note that a *cure disease* spell will not have a major effect; Ilkif's main malady is age. However, any curing or life-strengthening magic (such as a *cure disease* spell or a potion of *longevity* or *vitality*) will strengthen Ilkif for the trial to come and give the characters who provide it an XP bonus equal to that of the item at the conclusion of the adventure.

The party is left to their own devices at this point. Ansanther suggests they get a good night's sleep. After most of the party falls asleep, or an hour after Ansanther and Ilkif are left alone . . .

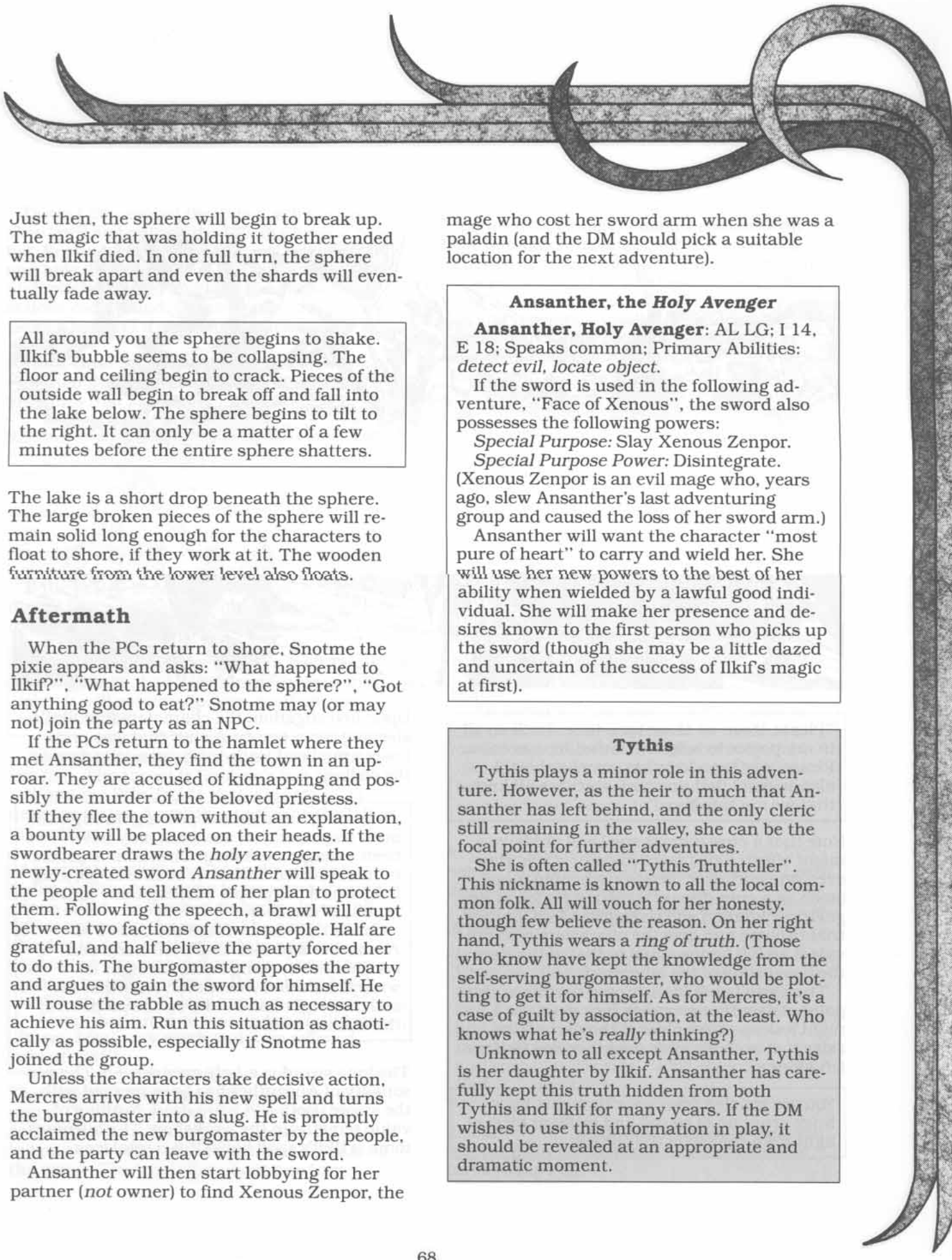
You are startled from your thoughts by a huge eruption of sound and brilliant blast of light from the top of the sphere.

Upon investigation, the characters find Ilkif's sleeping room empty. A stair that was previously unnoticed leads to an open trap door in the ceiling.

Ascending the stair and peering through the open trap door, you see what may have been a magic workshop. The room is ablaze in multicolored flames. A beautiful, glowing long sword lies atop a burning tome in the middle of the floor.

To the right and left are the bodies of Ansanther and Ilkif. Ilkif's left hand still rests on the burning book, his right is wrapped around Ansanther. Ansanther lies still. Her right hand rests on the pommel of the shining sword.

The long sword is a *holy avenger* +5. The personality of Ansanther has been merged with the sword. Both NPCs are dead. Nothing of value remains in the workshop. The burning tome is Ilkif's spell book; it is a total loss.



Just then, the sphere will begin to break up. The magic that was holding it together ended when Ilkif died. In one full turn, the sphere will break apart and even the shards will eventually fade away.

All around you the sphere begins to shake. Ilkif's bubble seems to be collapsing. The floor and ceiling begin to crack. Pieces of the outside wall begin to break off and fall into the lake below. The sphere begins to tilt to the right. It can only be a matter of a few minutes before the entire sphere shatters.

The lake is a short drop beneath the sphere. The large broken pieces of the sphere will remain solid long enough for the characters to float to shore, if they work at it. The wooden furniture from the lower level also floats.

Aftermath

When the PCs return to shore, Snotme the pixie appears and asks: "What happened to Ilkif?", "What happened to the sphere?", "Got anything good to eat?" Snotme may (or may not) join the party as an NPC.

If the PCs return to the hamlet where they met Ansanther, they find the town in an uproar. They are accused of kidnapping and possibly the murder of the beloved priestess.

If they flee the town without an explanation, a bounty will be placed on their heads. If the swordbearer draws the *holy avenger*, the newly-created sword *Ansanther* will speak to the people and tell them of her plan to protect them. Following the speech, a brawl will erupt between two factions of townspeople. Half are grateful, and half believe the party forced her to do this. The burgomaster opposes the party and argues to gain the sword for himself. He will rouse the rabble as much as necessary to achieve his aim. Run this situation as chaotically as possible, especially if Snotme has joined the group.

Unless the characters take decisive action, Mercres arrives with his new spell and turns the burgomaster into a slug. He is promptly acclaimed the new burgomaster by the people, and the party can leave with the sword.

Ansanther will then start lobbying for her partner (*not* owner) to find Xenous Zenpor, the

mage who cost her sword arm when she was a paladin (and the DM should pick a suitable location for the next adventure).

Ansanther, the Holy Avenger

Ansanther, Holy Avenger: AL LG; I 14, E 18; Speaks common; Primary Abilities: *detect evil, locate object*.

If the sword is used in the following adventure, "Face of Xenous", the sword also possesses the following powers:

Special Purpose: Slay Xenous Zenpor.

Special Purpose Power: Disintegrate.

(Xenous Zenpor is an evil mage who, years ago, slew Ansanther's last adventuring group and caused the loss of her sword arm.)

Ansanther will want the character "most pure of heart" to carry and wield her. She will use her new powers to the best of her ability when wielded by a lawful good individual. She will make her presence and desires known to the first person who picks up the sword (though she may be a little dazed and uncertain of the success of Ilkif's magic at first).

Tythis

Tythis plays a minor role in this adventure. However, as the heir to much that Ansanther has left behind, and the only cleric still remaining in the valley, she can be the focal point for further adventures.

She is often called "Tythis Truthteller". This nickname is known to all the local common folk. All will vouch for her honesty, though few believe the reason. On her right hand, Tythis wears a *ring of truth*. (Those who know have kept the knowledge from the self-serving burgomaster, who would be plotting to get it for himself. As for Mercres, it's a case of guilt by association, at the least. Who knows what he's *really* thinking?)

Unknown to all except Ansanther, Tythis is her daughter by Ilkif. Ansanther has carefully kept this truth hidden from both Tythis and Ilkif for many years. If the DM wishes to use this information in play, it should be revealed at an appropriate and dramatic moment.



Face of Xenous

Terrain: Any
Total Party Levels: 54
Average Party Level: 9th
Adventure XP:
Full: 54,200
Partial: 40,650
Retreat: 13,550

Set Up

* If the party is in possession of the *holy avenger* sword, *Ansanther*, they are on a quest for her arch enemy, Xenous Zenpor. The trail has led to leads them to a major city, and ends. The hated Xenous Zenpor cannot be found on the Prime Material plane. At last, *Ansanther* suggests going to the temple of Zagyg for help.

* "Is you travelers new to these parts?" rasps an old man called Phlem, who is missing one ear and most of his teeth. He continues, "Fer a pocket of silvers I've cans tell ya where there's some real weird stuff going on if ye promise to keep it's quiet-like . . ." (waits for the coins) ". . . thank ye. There's this here place (gives street location) that not the same number of people go in as come out. Some don't come out at all."

The City

If the characters don't know where to go and try an *augury* or *divination*, it will say: "Seek to be amazed". If the players want their characters to just walk up and down the streets, have them pass the temple of Zagyg and describe it as "amazing".

Regardless of how the PCs arrive, the first significant encounter begins with the young abbot at the House of Zagyg.

Without a doubt this is the most unusual building you have ever seen. The roof curves and bends. None of the windowless walls are straight. The door is tilted far to the right. And the colors . . . purple, yellow, red, and pink. As you survey this architectural motley a smiling young priest stands proudly by the open front door.

The young priest speaks quickly and with much enthusiasm. He speaks so quickly that he never seems to finish a sentence before starting a new one. He flits from topic to topic like a mad butterfly.

"Please come in, come in, welcome to the House of Zagyg, let me take your cloaks, come in and have a seat, I am Abbot Kormath Burrsten, at your service, please tell me who you are and what I can do for you?"

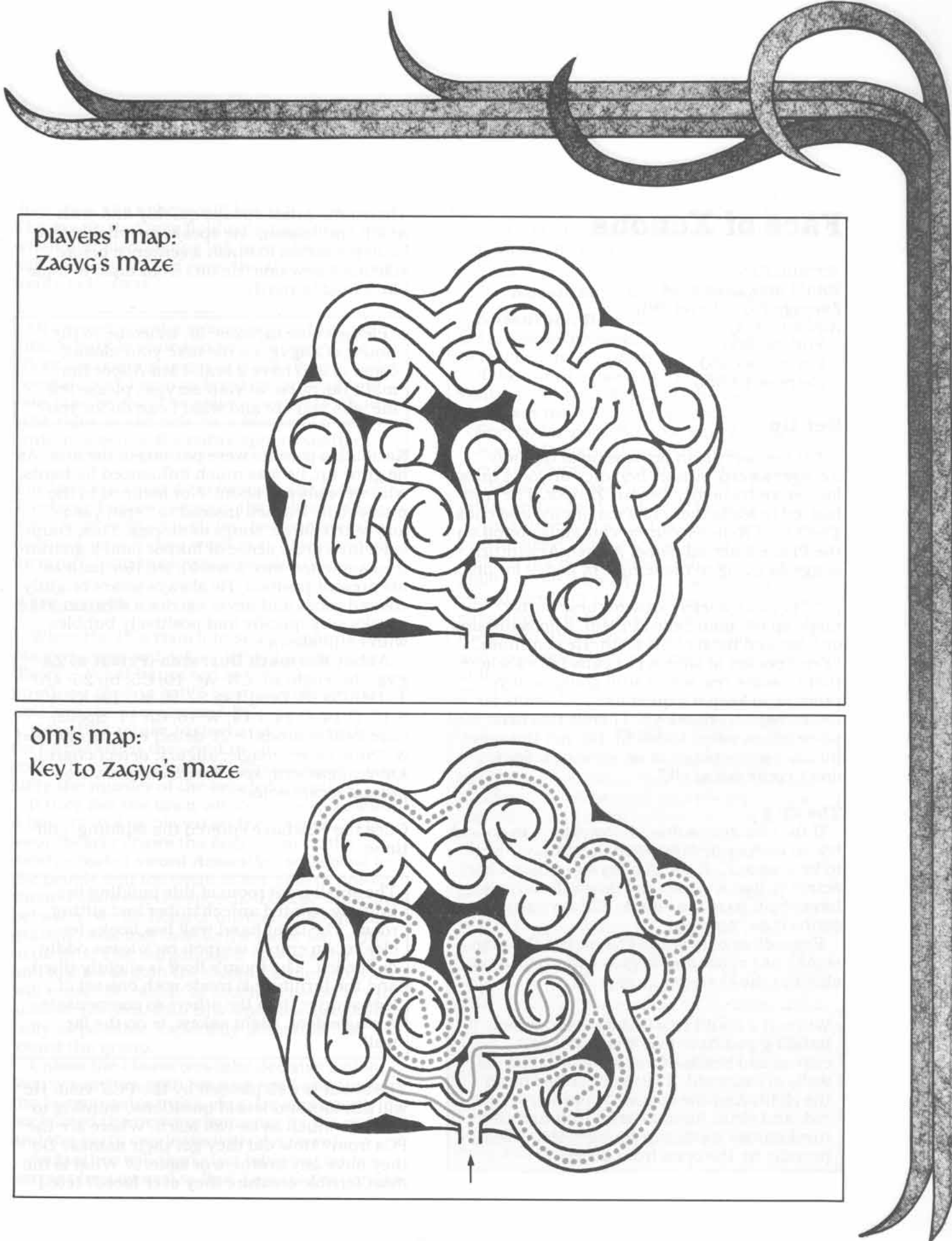
Kormath's parents were patrons of the arts. As he grew up, he was much influenced by bards, who were always about. Not inclined to the musical, he learned instead to "spin yarns" and re-tell bardic songs as stories. This, coupled with a great sense of humor (and a guaranteed audience once a week), led Kormath to his present position. He always wears brightly colored robes and never carries a weapon. He speaks very quickly and positively bubbles with enthusiasm.

Abbot Kormath Burrsten (Priest of Zagyg): Int High; AL CN; AC 10; C5; hp 26; #AT 1; THAC0 18; Dmg 1-6; SZ M; ML 12; XP 420; S 15, D 14, C 14, I 14, W 16, Ch 17. Spells: *cure light wounds* (×2), *detect evil*, *purify food & drink*, *detect magic*; *augury*, *detect charm*, *know alignment*, *speak with animals*, *slow poison*; *locate object*.

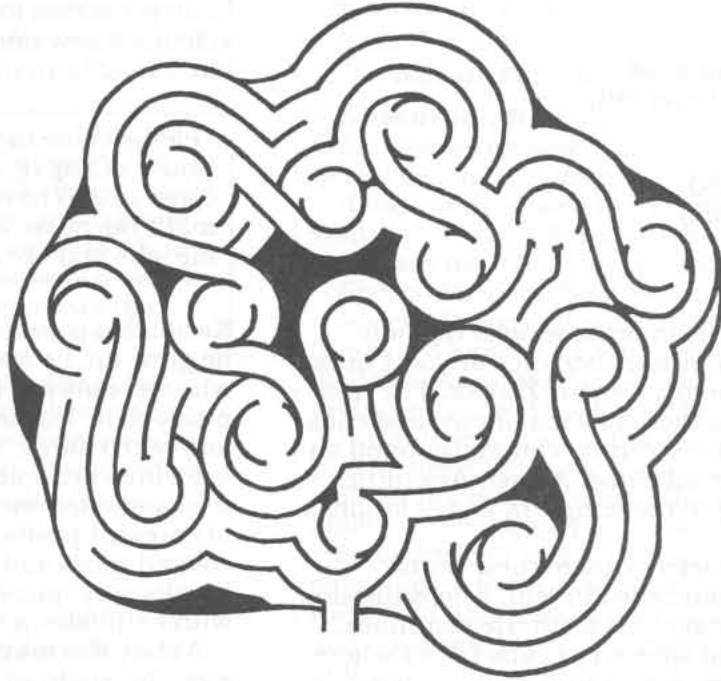
Once the PCs have entered the building, continue.

The small front room of this building is a brightly painted antechamber and sitting room. The right hand wall has hooks for cloaks. An empty weapon rack leans oddly on the left. The room's floor is slightly tilted, and the furniture is made with one set of legs shorter than the others to compensate. A single door, slight askew, is on the far wall.

The abbot is well pleased by the PCs' visit. He will ask lots and lots of questions, wanting to know as much as he can learn: Where are the PCs from? How did they get their names? Do they have any brothers or sisters? What is the most terrible creature they ever faced? (etc.)

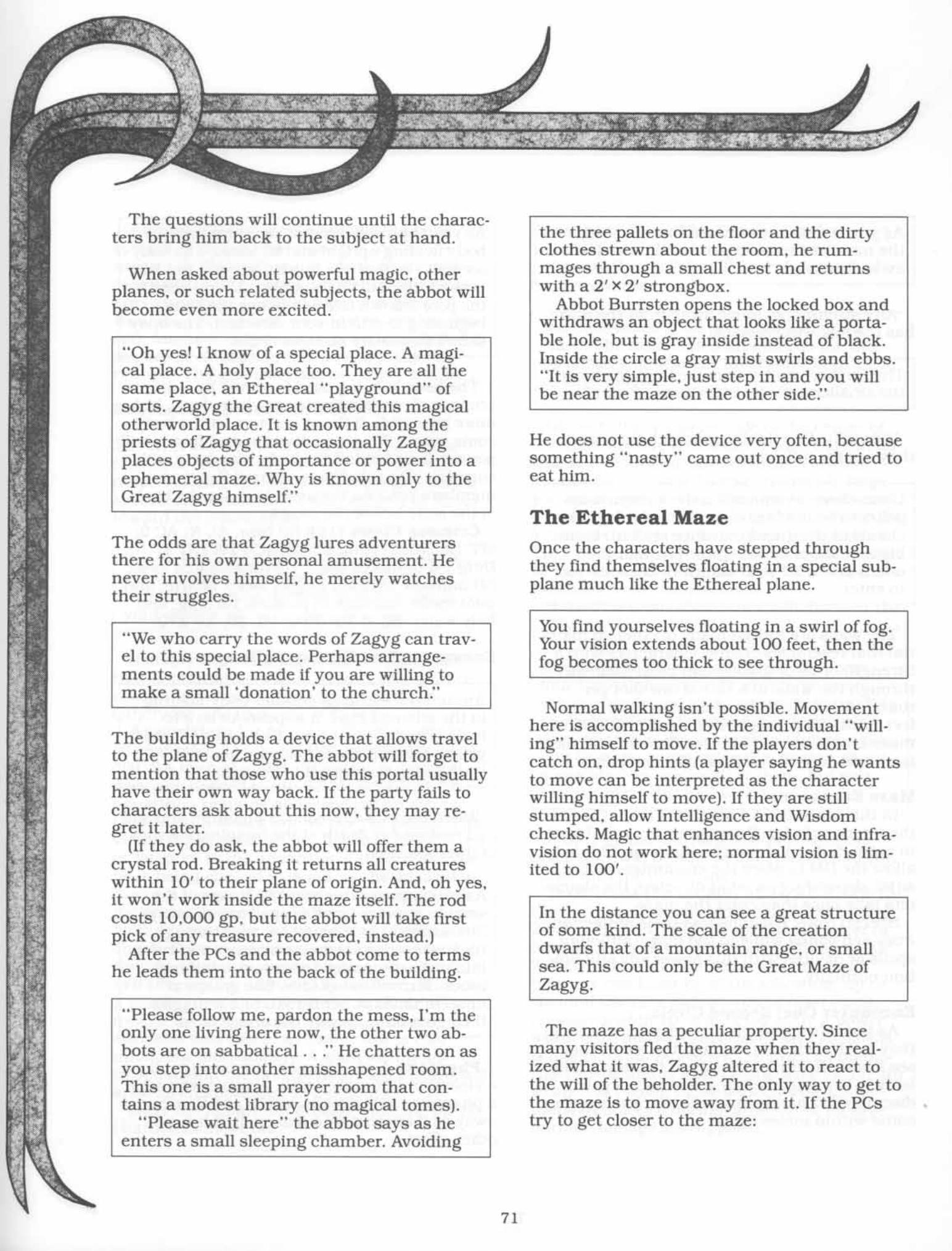


players' map:
ZagyG's Maze



Dm's map:
Key to ZagyG's Maze





The questions will continue until the characters bring him back to the subject at hand.

When asked about powerful magic, other planes, or such related subjects, the abbot will become even more excited.

“Oh yes! I know of a special place. A magical place. A holy place too. They are all the same place, an Ethereal “playground” of sorts. Zagyg the Great created this magical otherworld place. It is known among the priests of Zagyg that occasionally Zagyg places objects of importance or power into a ephemeral maze. Why is known only to the Great Zagyg himself.”

The odds are that Zagyg lures adventurers there for his own personal amusement. He never involves himself, he merely watches their struggles.

“We who carry the words of Zagyg can travel to this special place. Perhaps arrangements could be made if you are willing to make a small ‘donation’ to the church.”

The building holds a device that allows travel to the plane of Zagyg. The abbot will forget to mention that those who use this portal usually have their own way back. If the party fails to characters ask about this now, they may regret it later.

(If they do ask, the abbot will offer them a crystal rod. Breaking it returns all creatures within 10' to their plane of origin. And, oh yes, it won't work inside the maze itself. The rod costs 10,000 gp, but the abbot will take first pick of any treasure recovered, instead.)

After the PCs and the abbot come to terms he leads them into the back of the building.

“Please follow me, pardon the mess, I'm the only one living here now, the other two abbots are on sabbatical . . .” He chatters on as you step into another misshapened room. This one is a small prayer room that contains a modest library (no magical tomes).

“Please wait here” the abbot says as he enters a small sleeping chamber. Avoiding

the three pallets on the floor and the dirty clothes strewn about the room, he rummages through a small chest and returns with a 2' x 2' strongbox.

Abbot Burrsten opens the locked box and withdraws an object that looks like a portable hole, but is gray inside instead of black. Inside the circle a gray mist swirls and ebbs. “It is very simple, just step in and you will be near the maze on the other side.”

He does not use the device very often, because something “nasty” came out once and tried to eat him.

The Ethereal Maze

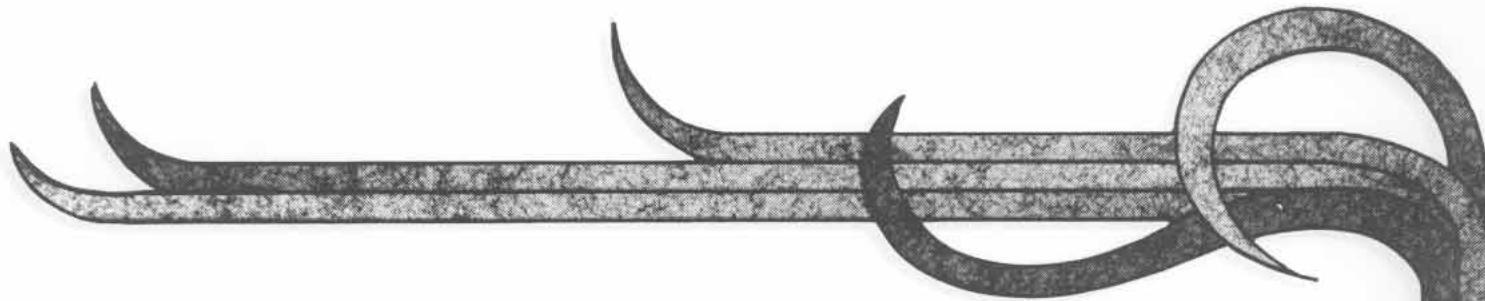
Once the characters have stepped through they find themselves floating in a special sub-plane much like the Ethereal plane.

You find yourselves floating in a swirl of fog. Your vision extends about 100 feet, then the fog becomes too thick to see through.

Normal walking isn't possible. Movement here is accomplished by the individual “willing” himself to move. If the players don't catch on, drop hints (a player saying he wants to move can be interpreted as the character willing himself to move). If they are still stumped, allow Intelligence and Wisdom checks. Magic that enhances vision and infra-vision do not work here; normal vision is limited to 100'.

In the distance you can see a great structure of some kind. The scale of the creation dwarfs that of a mountain range, or small sea. This could only be the Great Maze of Zagyg.

The maze has a peculiar property. Since many visitors fled the maze when they realized what it was, Zagyg altered it to react to the will of the beholder. The only way to get to the maze is to move away from it. If the PCs try to get closer to the maze:



As you try to move toward the structure, the maze seems to expand and move further away from you.

Any attempts to move away from the maze has the following results.

The further you try to move from the maze the smaller and closer it seems to come.

When the PCs finally approach the maze they see the following.

Upon closer examination the structure appears to be made of clouds or solid fog. The clouds at the grand entrance shift to resemble the face of a harlequin. The mouth opens and a 20' x 20' archway beckons you to enter.

The walls are indeed made of ethereal material that resembles clouds. Characters with a Strength of 18 or greater can push their way through the walls at a rate of one foot per round. All of the walls of the maze are three feet thick. All passageways are 20' x 20'. The maze is constructed in three dimensions; there is up and down as well as right and left.

Maze Encounters

In this maze most encounters take place in the interior circles. Encounters are numbered in order, but not shown on the map. This is to allow the DM to place the encounters as desired, depending on what direction the characters take once they enter the maze.

Special Note: Paladins lose their *protection from evil* bonus while in the maze, although spells or devices with this power will still function normally.

Encounter One: Second Circle

As the PCs approach the second circle (or as they push their way through the walls) they see a body floating lifelessly in the maze. The body is being pushed by a dozen concealed, disembodied hands that will attack when they come within melee range.

As you approach a round chamber, you see a body floating upright and lifelessly. The body seems to be that of a human warrior, but has been stripped of all valuables. As you ponder the poor fellow's fate you notice the body beginning to drift in your direction. The body shows absolutely no signs of life.

The body is being used for cover by a dozen crimson claws (similar to crawling claws, but more powerful). If the characters let the body come within 20', these disembodied hands will pounce from behind the body, attacking with surprise. The surprise is negated if any party members position themselves to see the back of the body before the attack.

Crimson Claws (12): Int Non; AL N; AC 2; MV 12; HD 2+1; hp 12; THACO 19; #AT 1; Dmg 1-4 (armored foes), 1-6 (unarmored foes); SD immune to death magic, *sleep*, *charm*, and *hold* spells, immune to poisons, turning, and holy water; SZ T; MR 30%; ML 20; XP 270.

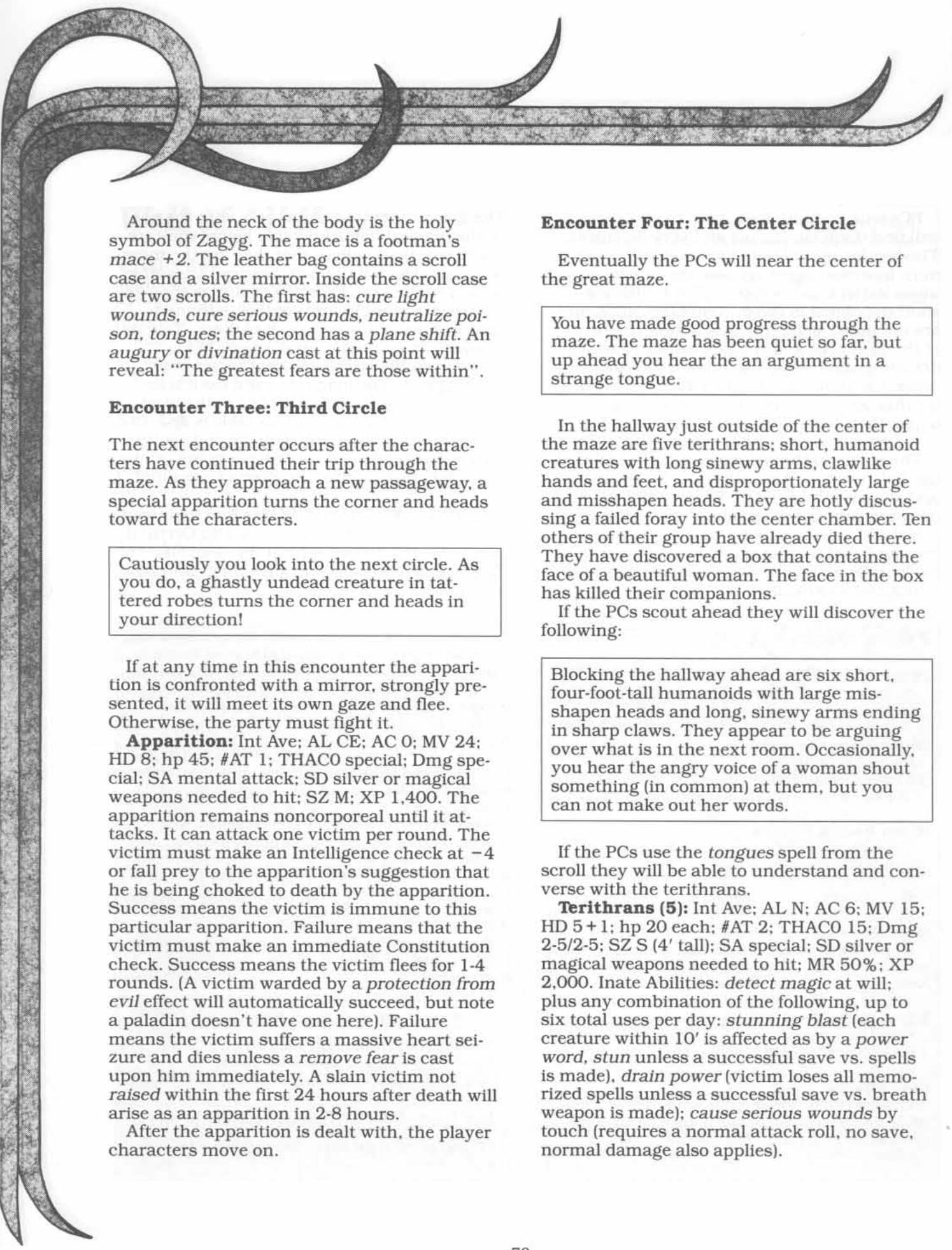
Encounter Two: Nearby Hallway

Around the corner is another body floating in the ethereal mist. It appears to be a female priest of some type. She wears bright yellow robes. A mace floats by her side. A leather bag is strapped to her waist.

When the PCs approach, a phantom appears and replays her death at the imaginary hands of the apparition.

As you approach a ghost-like image of the woman appears (save vs spell or run away). She seems to be making her way through the maze when she turns a corner and runs into a ghastly undead creature in tattered robes. Terror fills her face. She grasps at unseen hands at her throat. She struggles then goes limp. Slowly the image fades.

Phantom: A phantom continuously replays a violent or untimely death. Anyone who sees a phantom must save vs. spells at -2 or run away as if affected by a *fear* spell. It has no other effect.



Around the neck of the body is the holy symbol of Zagyg. The mace is a footman's mace +2. The leather bag contains a scroll case and a silver mirror. Inside the scroll case are two scrolls. The first has: *cure light wounds*, *cure serious wounds*, *neutralize poison*, *tongues*; the second has a *plane shift*. An *augury* or *divination* cast at this point will reveal: "The greatest fears are those within".

Encounter Three: Third Circle

The next encounter occurs after the characters have continued their trip through the maze. As they approach a new passageway, a special apparition turns the corner and heads toward the characters.

Cautiously you look into the next circle. As you do, a ghastly undead creature in tattered robes turns the corner and heads in your direction!

If at any time in this encounter the apparition is confronted with a mirror, strongly presented, it will meet its own gaze and flee. Otherwise, the party must fight it.

Apparition: Int Ave; AL CE; AC 0; MV 24; HD 8; hp 45; #AT 1; THACO special; Dmg special; SA mental attack; SD silver or magical weapons needed to hit; SZ M; XP 1,400. The apparition remains noncorporeal until it attacks. It can attack one victim per round. The victim must make an Intelligence check at -4 or fall prey to the apparition's suggestion that he is being choked to death by the apparition. Success means the victim is immune to this particular apparition. Failure means that the victim must make an immediate Constitution check. Success means the victim flees for 1-4 rounds. (A victim warded by a *protection from evil* effect will automatically succeed, but note a paladin doesn't have one here). Failure means the victim suffers a massive heart seizure and dies unless a *remove fear* is cast upon him immediately. A slain victim not *raised* within the first 24 hours after death will arise as an apparition in 2-8 hours.

After the apparition is dealt with, the player characters move on.

Encounter Four: The Center Circle

Eventually the PCs will near the center of the great maze.

You have made good progress through the maze. The maze has been quiet so far, but up ahead you hear the an argument in a strange tongue.

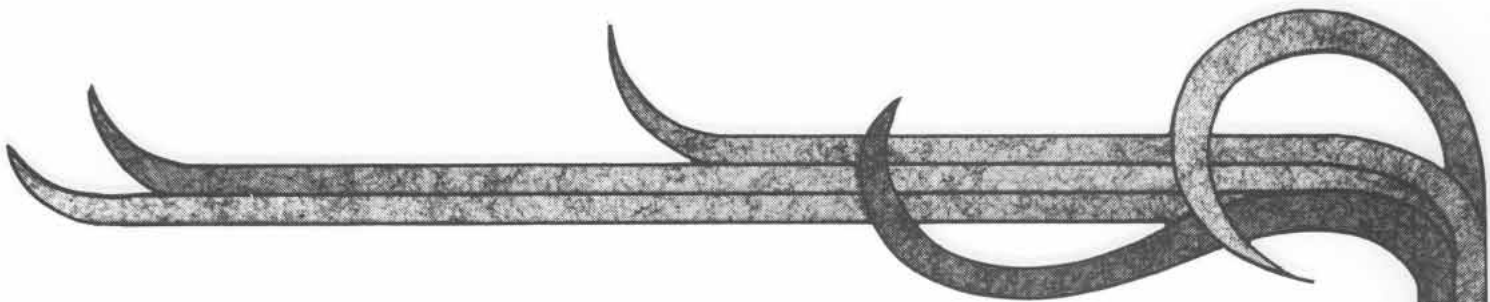
In the hallway just outside of the center of the maze are five terithrans; short, humanoid creatures with long sinewy arms, clawlike hands and feet, and disproportionately large and misshapen heads. They are hotly discussing a failed foray into the center chamber. Ten others of their group have already died there. They have discovered a box that contains the face of a beautiful woman. The face in the box has killed their companions.

If the PCs scout ahead they will discover the following:

Blocking the hallway ahead are six short, four-foot-tall humanoids with large misshapen heads and long, sinewy arms ending in sharp claws. They appear to be arguing over what is in the next room. Occasionally, you hear the angry voice of a woman shout something (in common) at them, but you can not make out her words.

If the PCs use the *tongues* spell from the scroll they will be able to understand and converse with the terithrans.

Terithrans (5): Int Ave; AL N; AC 6; MV 15; HD 5+1; hp 20 each; #AT 2; THACO 15; Dmg 2-5/2-5; SZ S (4' tall); SA special; SD silver or magical weapons needed to hit; MR 50%; XP 2,000. Inate Abilities: *detect magic* at will; plus any combination of the following, up to six total uses per day: *stunning blast* (each creature within 10' is affected as by a *power word, stun* unless a successful save vs. spells is made), *drain power* (victim loses all memorized spells unless a successful save vs. breath weapon is made); *cause serious wounds* by touch (requires a normal attack roll, no save, normal damage also applies).



PCs who communicate with the terithrans will find them suspicious and very defensive. The terithrans will not ally with the PCs. They may, however, agree to allow the PCs to pass unmolested into the room. (The terithrans want the object in the center of the maze, and are not above using the PCs to take the brunt of the next attack. If the PCs are successful at defeating the "thing" in the center of the maze, the terithrans might attack the PCs after they are weakened, if necessary to get the object they seek; they're sure it's in the box).

The object in the room is a living artifact. (If the *holy avenger* Ansanther is with the party and she sees the *Face Of Xenous*, she will attempt to command her wielder to attack, if possible). Xenous is not pleased with her present location. She would much prefer to be back on Oerth where she can cause pain, suffering and loss of life.

The Encounter: If Ansanther is with the party, the magical items may talk before they are destroyed. Both believe that they are the more powerful object. If the *holy avenger* Ansanther is used against the *Face of Xenous*, as soon as the two are brought into contact, a tremendous explosion destroys both of them. Xenous becomes an empty box and Ansanther is forced from the sword and sent to her final resting place. The magical sword itself is destroyed. Everyone within 40 feet of the blast rolls for special damage. (This table is designed to inflict crippling damage and set up the next adventure. If you are not going to run that adventure, reduce the effects accordingly.)

All that is left is for the PCs to find their way back to the Prime Material plane and Oerth. If they collected the scroll from the dead cleric of Zagyg, and a priest is still alive they can *plane shift* home.

Face of Xenous — Artifact

Prime Power:

Summon one of each type of elemental, 16 hit dice, no control needed, once a week.

Major Benign Powers:

- Cone of cold* (10 dice, 2/day)
- Flesh to stone* (1/day)
- Telekinetic gaze* (1,000 pounds, 2/day)

Minor Benign Powers:

- Color spray* (3/day)
- Comprehend languages* (when held)
- Darkness 15' radius* (3/day)
- Web* (1/day)

Major Malevolent Effect:

Owner suffers a capricious alignment change each time the prime power is used (this affects Xenous if she is using her powers)

Minor Malevolent Effect:

Small fires are extinguished in a 60' radius when a major power is used (torches, etc.)

Side Effects:

Whenever a major or prime power is used, temperature within a 60' radius is lowered 20-60 degrees F. for 2-12 turns. The cold moves with the artifact.

From the outside, this exquisitely carved rosewood box with copper trim is a thing of beauty. Inside is a thing of terror; the living face of the evil, mad archmage Xenous Zenpor. Unwilling to die or become an undead thing, she made a deal with the evil god, Nerull the Reaper. Using two separate wishes, Zenpor wished: 1) to be able to live long enough to see the enslavement of Oerth and 2) that her face would always remain beautiful. The wicked Nerull granted her requests. The god ripped away Zenpor's face and placed it in a specially created box. She has slowly gone mad over the years following the granting of her wishes.

Although she has lost her spell abilities, Xenous is still a formidable opponent. When the lid to the box is opened she can use any of the arcane abilities granted to her by Nerull. Any non-evil creature that touches the box takes 4-24 points of damage and ages 1-4 years. Xenous can open the box using her *telekinesis* ability, but will not telekinetically move herself.

Explosion Table

01-04	Permanently blinded
05-08	Sword arm lost in blast*
09-12	Shield arm lost in blast*
13-16	Leg lost in blast*
17-20	Half of remaining hit points lost (permanent).

* 1/4 total original hit points damage from loss of limb.

Well of All Heals

Terrain: Any
Total Party Levels: Any
Average Party Level: Any
Adventure XP:
Full: Special
Partial: Special
Retreat: Special

Set Up

The *Well of All Heals* is an ancient and, some believe, mythical place; a tale told to sick children to give them hope and to speed them to recovery. It is a place rumored to be guarded by good, surrounded by evil, and protected by a dragon. Many seek the healing powers of the waters within, but few find its treasures. The location of the Well changes each time it is found.

If one or more party members have ailments otherwise beyond remedy, from damage, an incurable disease, a curse, or perhaps one or more reincarnated characters who want their original form back. They will hear that this fabled *Well of All Heals* might heal them. The search has led to one Landis, a mage of the Free City of Greyhawk.

After spending many days and a lot of gold, a voiceless rogue has brought you to a location deep with the old part of the city. Two great iron gates block your way. Before you have time to wonder what's beyond, the right gate creaks open and a huge, cloaked man stands before you.

"I am Brigg, the gatekeeper. Please enter. Landis does not like to be kept waiting." Behind you, the voiceless rogue disappears into the night.

Brigg: Int Genius; AL LG; AC 2; MV 12; F/M 7/8; hp 87; #AT 3/2 at +3; THACO 14; Dmg 1-8 + 5; SZ M; ML 15; XP 3,000; S 18/90, D 14, C 16, I 17, W 16, Ch 14. Spells: 4/4/3/2. Items: *cloak of protection* +4, *ring of protection* +4.

As the last of you enters, the gates shut. You walk through a short courtyard and through the open front door of a large but squarish

house. Landis . . . some have suggested that he is an evil mage. Some say more enter his house than leave. Could it be that someone evil holds the key to your . . . future? You walk down a long hall, and then turn left into a dimly-lit room. Eight chairs form a semi-circle in front of a great oak desk. Brigg moves to the side of the desk and stands beside a large draped object. All is quiet.

Wait a few seconds to see what the player characters do. If they make any noise, Brigg "Shhh's" them. Wait until at least one PC is seated. Landis will then enter and beckon everyone to be seated.

After moments of uneasy silence, a hooded figure in a dark blue robe with stars upon it glides into the room and moves behind the great desk. With a wave of his hand, the draping comes away from the object to reveal a mirror. But, instead of a reflection of yourselves, you see a peaceful valley. When your gaze returns to the figure you now know to be Landis, his hood has been thrown back to reveal the features of a drow.

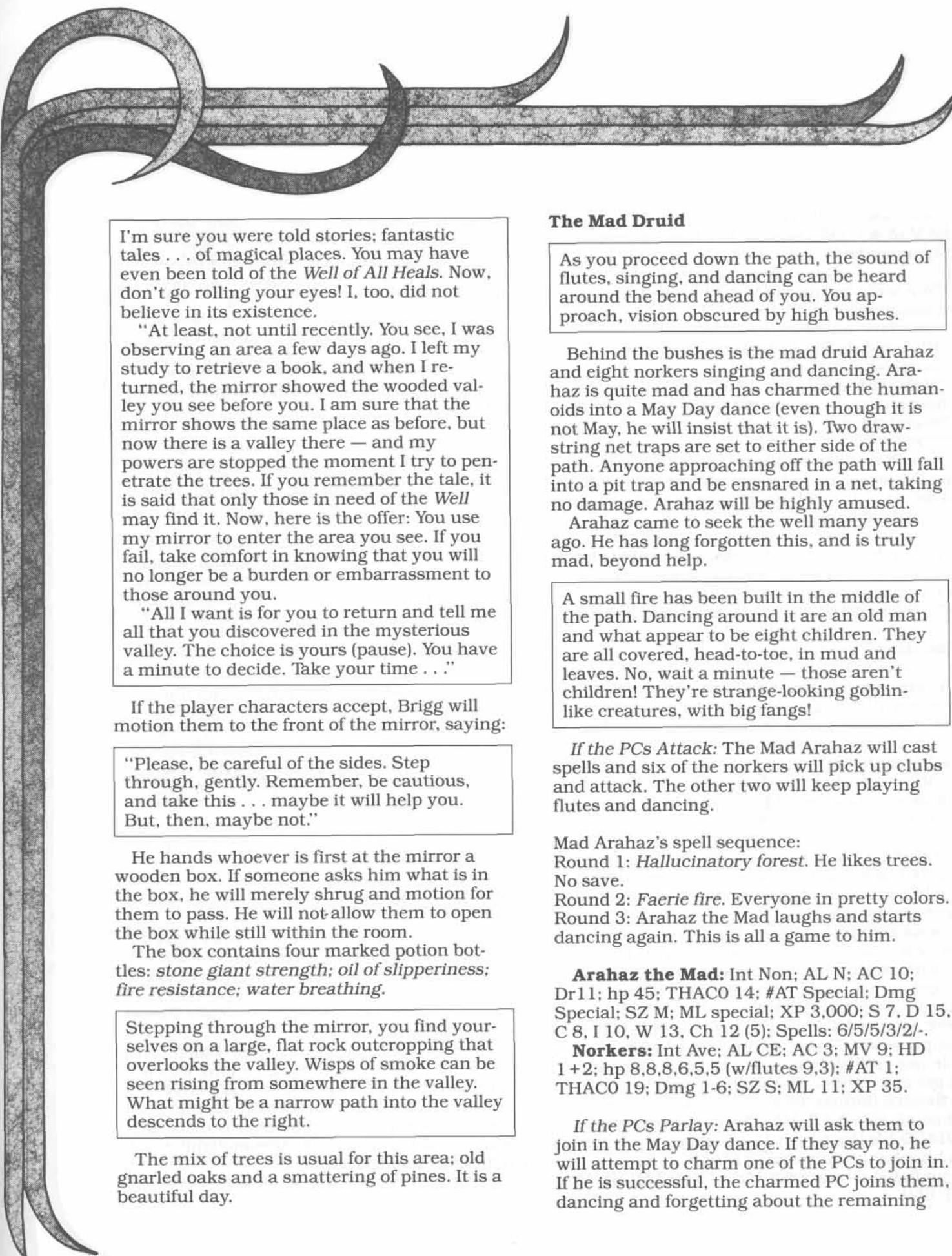
Landis Bree, male dark elf: Int Genius; AL N; AC 1; M12; hp 27; hp 27; #AT 1; THACO 17; Dmg special; SZ M; ML 15; XP 5,000; S 15, D 19, C 12, I 17, W 15, Ch 12. Items: *bracers* AC 5. Spells: 4/4/4/4/1.

Before entering the room, Landis has cast *protection from normal missiles* and *globe of invulnerability*. He is wearing a *robe of stars*, and at the first sign of violence he will go "astral," take ten steps backward, and reappear in the adjoining room (which the PCs cannot see). He will not reenter until Brigg assures him that the PCs will behave.

"Silence — I know what you are thinking. I haven't lived in the light for 20 years without learning what the fair-skinned races think of those from below. Regardless, you have come to me for aid. Tell me of your needs."

Let the PCs tell of their woes, then continue.

"Unfortunately, however, I cannot help you — directly. There is a place. As young ones



I'm sure you were told stories; fantastic tales . . . of magical places. You may have even been told of the *Well of All Heals*. Now, don't go rolling your eyes! I, too, did not believe in its existence.

"At least, not until recently. You see, I was observing an area a few days ago. I left my study to retrieve a book, and when I returned, the mirror showed the wooded valley you see before you. I am sure that the mirror shows the same place as before, but now there is a valley there — and my powers are stopped the moment I try to penetrate the trees. If you remember the tale, it is said that only those in need of the *Well* may find it. Now, here is the offer: You use my mirror to enter the area you see. If you fail, take comfort in knowing that you will no longer be a burden or embarrassment to those around you.

"All I want is for you to return and tell me all that you discovered in the mysterious valley. The choice is yours (pause). You have a minute to decide. Take your time . . ."

If the player characters accept, Brigg will motion them to the front of the mirror, saying:

"Please, be careful of the sides. Step through, gently. Remember, be cautious, and take this . . . maybe it will help you. But, then, maybe not."

He hands whoever is first at the mirror a wooden box. If someone asks him what is in the box, he will merely shrug and motion for them to pass. He will not allow them to open the box while still within the room.

The box contains four marked potion bottles: *stone giant strength*; *oil of slipperiness*; *fire resistance*; *water breathing*.

Stepping through the mirror, you find yourselves on a large, flat rock outcropping that overlooks the valley. Wisps of smoke can be seen rising from somewhere in the valley. What might be a narrow path into the valley descends to the right.

The mix of trees is usual for this area; old gnarled oaks and a smattering of pines. It is a beautiful day.

The Mad Druid

As you proceed down the path, the sound of flutes, singing, and dancing can be heard around the bend ahead of you. You approach, vision obscured by high bushes.

Behind the bushes is the mad druid Arahaz and eight norkers singing and dancing. Arahaz is quite mad and has charmed the humanoid into a May Day dance (even though it is not May, he will insist that it is). Two drawstring net traps are set to either side of the path. Anyone approaching off the path will fall into a pit trap and be ensnared in a net, taking no damage. Arahaz will be highly amused.

Arahaz came to seek the well many years ago. He has long forgotten this, and is truly mad, beyond help.

A small fire has been built in the middle of the path. Dancing around it are an old man and what appear to be eight children. They are all covered, head-to-toe, in mud and leaves. No, wait a minute — those aren't children! They're strange-looking goblin-like creatures, with big fangs!

If the PCs Attack: The Mad Arahaz will cast spells and six of the norkers will pick up clubs and attack. The other two will keep playing flutes and dancing.

Mad Arahaz's spell sequence:

Round 1: *Hallucinatory forest*. He likes trees. No save.

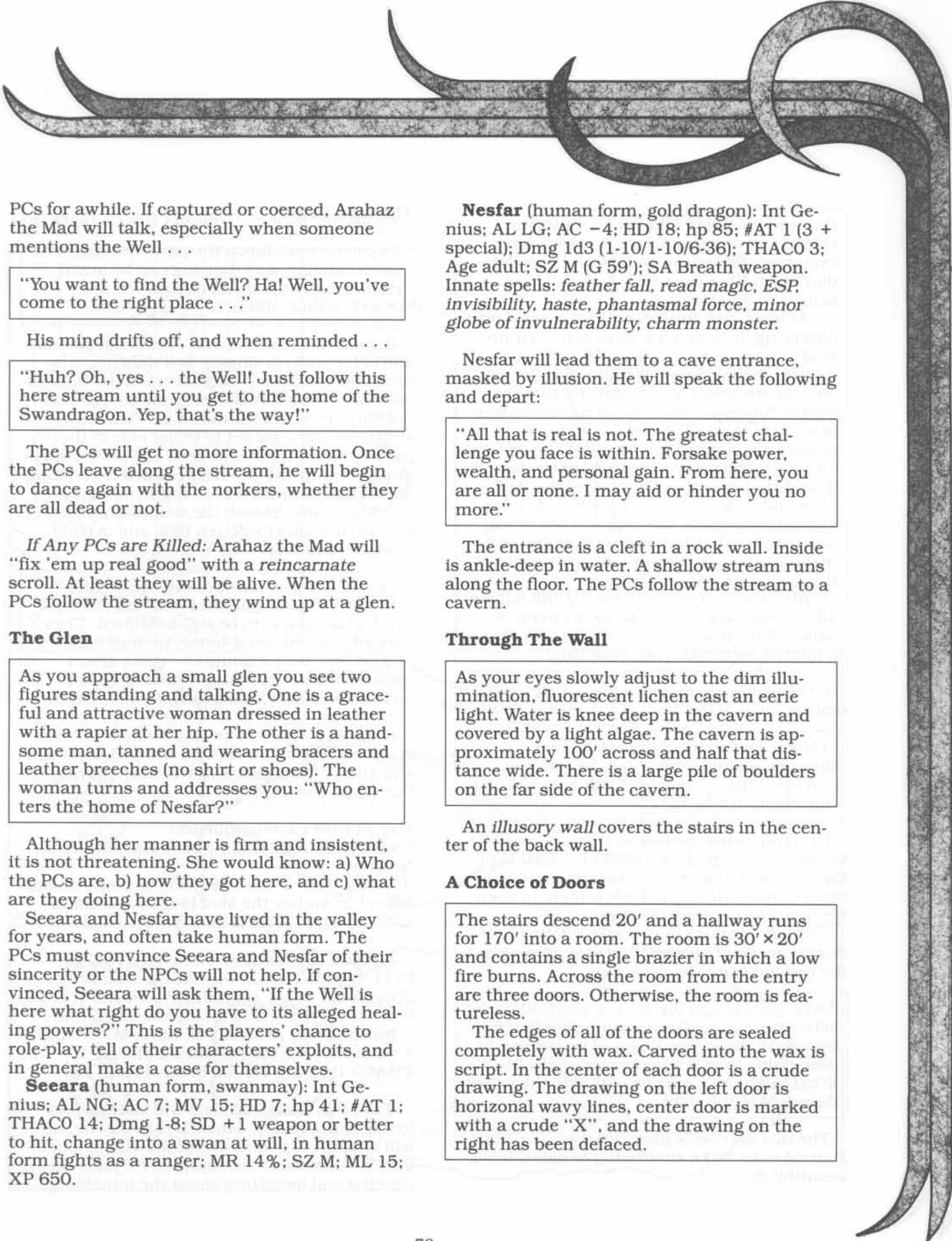
Round 2: *Faerie fire*. Everyone in pretty colors.

Round 3: Arahaz the Mad laughs and starts dancing again. This is all a game to him.

Arahaz the Mad: Int Non; AL N; AC 10; Dr 11; hp 45; THACO 14; #AT Special; Dmg Special; SZ M; ML special; XP 3,000; S 7, D 15, C 8, I 10, W 13, Ch 12 (5); Spells: 6/5/5/3/2/-.

Norkers: Int Ave; AL CE; AC 3; MV 9; HD 1 + 2; hp 8,8,8,6,5,5 (w/flutes 9,3); #AT 1; THACO 19; Dmg 1-6; SZ S; ML 11; XP 35.

If the PCs Parlay: Arahaz will ask them to join in the May Day dance. If they say no, he will attempt to charm one of the PCs to join in. If he is successful, the charmed PC joins them, dancing and forgetting about the remaining



PCs for awhile. If captured or coerced, Arahaz the Mad will talk, especially when someone mentions the Well . . .

"You want to find the Well? Ha! Well, you've come to the right place . . ."

His mind drifts off, and when reminded . . .

"Huh? Oh, yes . . . the Well! Just follow this here stream until you get to the home of the Swandragon. Yep, that's the way!"

The PCs will get no more information. Once the PCs leave along the stream, he will begin to dance again with the norkers, whether they are all dead or not.

If Any PCs are Killed: Arahaz the Mad will "fix 'em up real good" with a *reincarnate* scroll. At least they will be alive. When the PCs follow the stream, they wind up at a glen.

The Glen

As you approach a small glen you see two figures standing and talking. One is a graceful and attractive woman dressed in leather with a rapier at her hip. The other is a handsome man, tanned and wearing bracers and leather breeches (no shirt or shoes). The woman turns and addresses you: "Who enters the home of Nesfar?"

Although her manner is firm and insistent, it is not threatening. She would know: a) Who the PCs are, b) how they got here, and c) what are they doing here.

Seeara and Nesfar have lived in the valley for years, and often take human form. The PCs must convince Seeara and Nesfar of their sincerity or the NPCs will not help. If convinced, Seeara will ask them, "If the Well is here what right do you have to its alleged healing powers?" This is the players' chance to role-play, tell of their characters' exploits, and in general make a case for themselves.

Seeara (human form, swanmay): Int Genius; AL NG; AC 7; MV 15; HD 7; hp 41; #AT 1; THACO 14; Dmg 1-8; SD +1 weapon or better to hit, change into a swan at will, in human form fights as a ranger; MR 14%; SZ M; ML 15; XP 650.

Nesfar (human form, gold dragon): Int Genius; AL LG; AC -4; HD 18; hp 85; #AT 1 (3 + special); Dmg 1d3 (1-10/1-10/6-36); THACO 3; Age adult; SZ M (G 59'); SA Breath weapon. Innate spells: *feather fall*, *read magic*, *ESP*, *invisibility*, *haste*, *phantasmal force*, *minor globe of invulnerability*, *charm monster*.

Nesfar will lead them to a cave entrance, masked by illusion. He will speak the following and depart:

"All that is real is not. The greatest challenge you face is within. Forsake power, wealth, and personal gain. From here, you are all or none. I may aid or hinder you no more."

The entrance is a cleft in a rock wall. Inside is ankle-deep in water. A shallow stream runs along the floor. The PCs follow the stream to a cavern.

Through The Wall

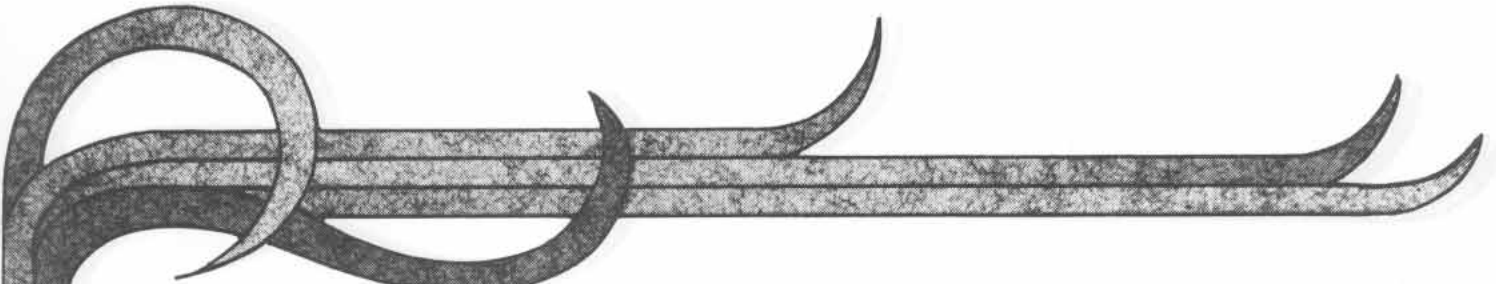
As your eyes slowly adjust to the dim illumination, fluorescent lichen cast an eerie light. Water is knee deep in the cavern and covered by a light algae. The cavern is approximately 100' across and half that distance wide. There is a large pile of boulders on the far side of the cavern.

An *illusory wall* covers the stairs in the center of the back wall.

A Choice of Doors

The stairs descend 20' and a hallway runs for 170' into a room. The room is 30' x 20' and contains a single brazier in which a low fire burns. Across the room from the entry are three doors. Otherwise, the room is featureless.

The edges of all of the doors are sealed completely with wax. Carved into the wax is script. In the center of each door is a crude drawing. The drawing on the left door is horizontal wavy lines, center door is marked with a crude "X", and the drawing on the right has been defaced.



The script is clerical. Any cleric can read these runes; thieves have a penalty of -25% to their read language ability. The writing in the wax explains what is behind each door.

Left door script:

"A river lies beyond this door. If ye seek water as a source of life ye will find death."

Center door script:

"Undead guard the way — old shall ye be if she looks on thee."

Right door script:

"Horror! Deadly mists! All died quickly. Horror, such horror."

The Left Door

The door is damp to the touch and leads to what was an underground river; a change in the flow flooded the cavern behind the door. The swollen door and wax sealing are all that have kept this place from flooding.

If opened, a tremendous (6d6) rush of water will pour into the room. The room will fill to waist level immediately and the water will continue rising at a rate of 1' per turn, until the room is filled (8 turns). Closing the door and wedging it shut will stabilize the water level, and the water will eventually drain away.

If the PCs force their way through the door against the current, they find a wet 10' x 10' x 40' rough-hewn cavern. Water gushes from the left cave wall (the underground river). Normally, the water flows out through another natural opening in the right cave wall. Both watery openings extend several miles underground, nothing more.

The Center Door

This is the way to the *Well*. When the wax is removed and the door is opened a dark 20' x 20' x 10' room is revealed.

Upon opening the middle door, you see a rotting, skeletal creature attacking something invisible in the room. A disembodied female voice says "Please, won't you come

in, I am a ghost but I will not harm you! Beware the undead creature, it has been acting a little erratically as of late."

Then the undead creature turns and pleads, "Help me kill her, she killed our entire party! . . ." Looking around you notice a silver circle etched into the floor, encompassing the entire room. Bones and decomposing bodies are piled in a corner. Directly across the room is a door.

The room contains a ghost and a revenant. The ghost killed the adventurer, whose revenant now exists with the sole purpose to kill the ghost (which it can't harm!).

The revenant will attempt to convince the party to help it kill the ghost in order to find eternal rest. The revenant's party attacked the ghost and paid the ultimate price.

If questioned, the ghost will say that it guards the way to the *Well of All Heals* (the first time the PCs know that they are in the right place). What the ghost will not say is that it is there to keep the creature in the next room from escaping. The ghost will only fight if attacked.

The PCs can cross this room in complete safety by ignoring both undead.

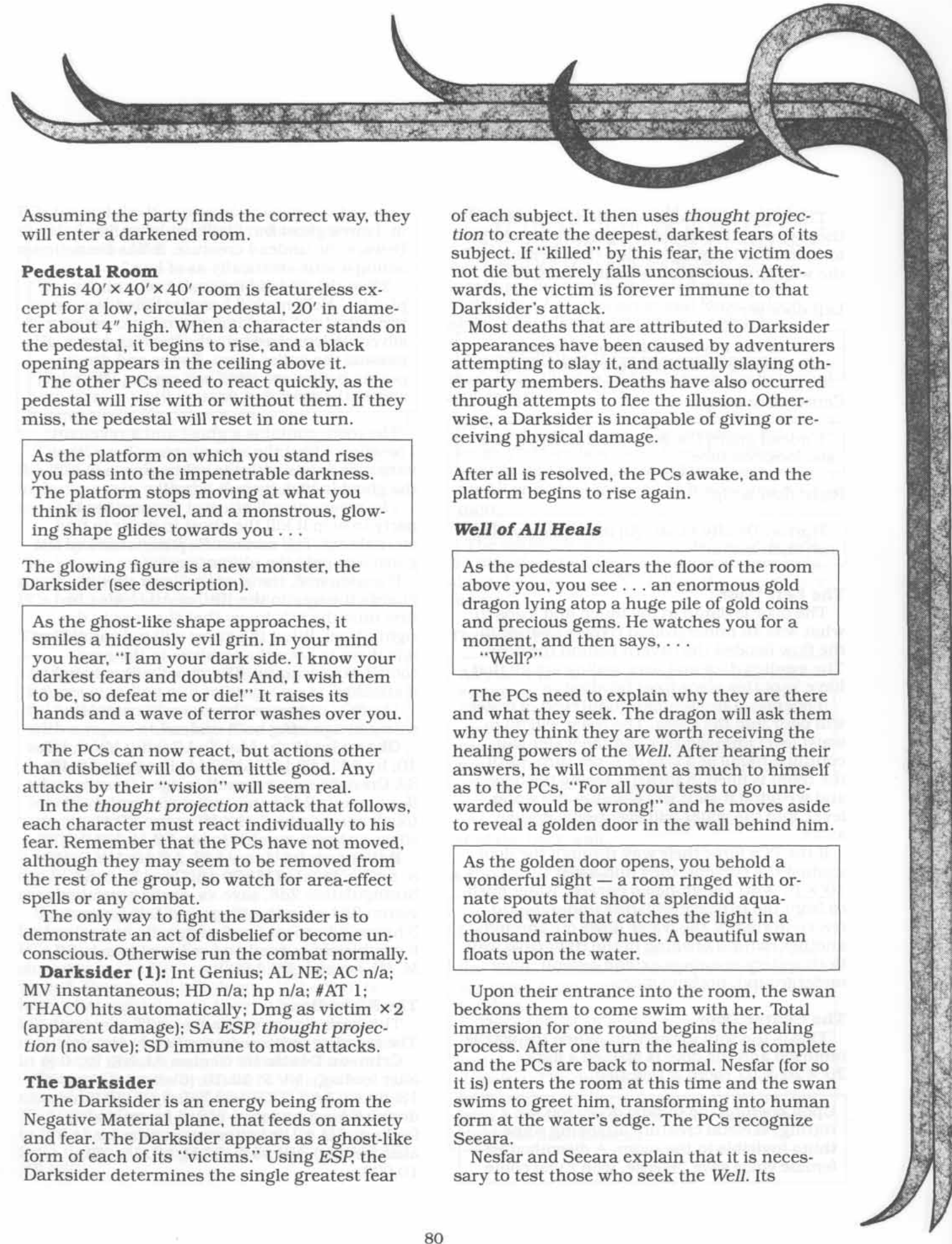
Ghost: Int High; AL LE; AC 0 (8); MV 9; HD 10; hp 61; #AT 1; THACO 11; Dmg age 10-40; SA On sight save vs. spell or age 10 years and flee in panic 2d6 turns, magic jar within 60', touch ages victim 1d4 x 10 years; SD Magic or silver weapons needed to hit; SZ M; XP 7,000.

Revenant: Int Ave; AL N; AC 10; MV 9; HD 8; hp 27; #AT 1; THACO 13; Dmg 2-16; SA Strangulation 2d8, save vs. spell or paralyzes victim 2d4 rounds with gaze; SD regeneration 3 hp/round except fire damage, destroyed only if completely burned and reduced to ash; SZ M; ML special; XP 4,000.

The Right Door

This sealed room contains a crimson death. The starving creature immediately attacks.

Crimson Death: Int Genius; AL NE; AC 0 (4 after feeding); MV Fl 12 (B), (6 after feeding); HD 13; hp 42; #AT 1; THACO 7; Dmg 3d10 (fluid drain); SA -4 initiative bonus (normal after feeding); SD +2 or better weapons to hit (+1 after feeding); MR 95%; SZ M; ML 15; XP 10,000.



Assuming the party finds the correct way, they will enter a darkened room.

Pedestal Room

This 40' × 40' × 40' room is featureless except for a low, circular pedestal, 20' in diameter about 4" high. When a character stands on the pedestal, it begins to rise, and a black opening appears in the ceiling above it.

The other PCs need to react quickly, as the pedestal will rise with or without them. If they miss, the pedestal will reset in one turn.

As the platform on which you stand rises you pass into the impenetrable darkness. The platform stops moving at what you think is floor level, and a monstrous, glowing shape glides towards you . . .

The glowing figure is a new monster, the Darksider (see description).

As the ghost-like shape approaches, it smiles a hideously evil grin. In your mind you hear, "I am your dark side. I know your darkest fears and doubts! And, I wish them to be, so defeat me or die!" It raises its hands and a wave of terror washes over you.

The PCs can now react, but actions other than disbelief will do them little good. Any attacks by their "vision" will seem real.

In the *thought projection* attack that follows, each character must react individually to his fear. Remember that the PCs have not moved, although they may seem to be removed from the rest of the group, so watch for area-effect spells or any combat.

The only way to fight the Darksider is to demonstrate an act of disbelief or become unconscious. Otherwise run the combat normally.

Darksider (1): Int Genius; AL NE; AC n/a; MV instantaneous; HD n/a; hp n/a; #AT 1; THACO hits automatically; Dmg as victim × 2 (apparent damage); SA *ESP*, *thought projection* (no save); SD immune to most attacks.

The Darksider

The Darksider is an energy being from the Negative Material plane, that feeds on anxiety and fear. The Darksider appears as a ghost-like form of each of its "victims." Using *ESP*, the Darksider determines the single greatest fear

of each subject. It then uses *thought projection* to create the deepest, darkest fears of its subject. If "killed" by this fear, the victim does not die but merely falls unconscious. Afterwards, the victim is forever immune to that Darksider's attack.

Most deaths that are attributed to Darksider appearances have been caused by adventurers attempting to slay it, and actually slaying other party members. Deaths have also occurred through attempts to flee the illusion. Otherwise, a Darksider is incapable of giving or receiving physical damage.

After all is resolved, the PCs awake, and the platform begins to rise again.

Well of All Heals

As the pedestal clears the floor of the room above you, you see . . . an enormous gold dragon lying atop a huge pile of gold coins and precious gems. He watches you for a moment, and then says, . . .
"Well?"

The PCs need to explain why they are there and what they seek. The dragon will ask them why they think they are worth receiving the healing powers of the *Well*. After hearing their answers, he will comment as much to himself as to the PCs, "For all your tests to go unrewarded would be wrong!" and he moves aside to reveal a golden door in the wall behind him.

As the golden door opens, you behold a wonderful sight — a room ringed with ornate spouts that shoot a splendid aqua-colored water that catches the light in a thousand rainbow hues. A beautiful swan floats upon the water.

Upon their entrance into the room, the swan beckons them to come swim with her. Total immersion for one round begins the healing process. After one turn the healing is complete and the PCs are back to normal. Nesfar (for so it is) enters the room at this time and the swan swims to greet him, transforming into human form at the water's edge. The PCs recognize Seeara.

Nesfar and Seeara explain that it is necessary to test those who seek the *Well*. Its

powers are strong, as even the dead can be brought back to life (even those who have been *reincarnated* return to their original form). The PCs are not told that the side effect of the magic is total amnesia of the past 24 hours (the time taken by their quest).

The healing and soothing powers of the *Well* lull the PCs to sleep at its edge. Nesfar and Seeara will take them back to the rock outcropping overlooking the valley where they began their quest, leaving them to awaken and puzzle over their "dreams". The Valley of the Well then moves randomly to another loca-

tion on Oerth, where the swan and the dragon wait for others who may also come in search of the *Well of All Heals*.

Aftermath

Surviving characters should receive an experience point award for each encounter they had along the way. Suggested totals are 200 to 1,000 experience points each per encounter, depending on ingenuity and cleverness shown by the players. Those healed by the Well receive a bonus 1,000 XP.





The Wizard Isn't Home

Terrain: Mountains
Total Party Levels: 40
Average Party Level: 6th
Adventure XP:
Full: 13,320
Partial: 9,990
Retreat: 3,330

This adventure is designed for a party of six to eight adventurers of levels five through seven. A character who can read the elvish language, or who can cast a *comprehend languages*, is required. A balanced party, as always, will have the best chance of success.

Set Up

* An old wizard wants to hire a group of adventurers to recover some treasure for him. He is just too busy to go fetch it himself, he says. He will provide the party with a map to get them to the lair, and warns them that the lair is probably guarded by several dangerous traps and guardians. He wants them to find a large black pearl and return it to him. The party may keep any other treasure they find.

* The party has heard of a magnificent jewel called the *Eye of the Nyr Dyv*. It is rumored to have been in the possession of a wizard named Ramael the Reader. Ramael disappeared years ago, and the 'Eye' has never been found. The party has some indication, either through a map or old book, of where Ramael's hideaway may be found, on the banks of the Nyr Dyv. Introduce this information into play several sessions before the adventure is to be played.

DM Background

The party must travel to the southern shore of the Nyr Dyv, only a few days from the city of Greyhawk. A small cave leads to what was once the hideout of Ramael the Reader. He was a wizard of great renown, whose name is mostly lost to time. The lair has five rooms and three guardians/traps. The traps were deadly, but have faded somewhat with time (it has been over two hundred years since Ramael used his hideout).

A. The Room of Seven Doors

The party discovers a small cave that is supposed to lead to the hideout of Ramael. At the back of the cave a large boulder blocks the way. Moving this boulder requires a combined strength of 35, and only three characters can fit to make the attempt. Once the boulder is moved, a five foot wide tunnel is revealed, winding down into the darkness. The tunnel is not steep, but it is dark and damp. After following the tunnel for about 500', and descending about 50', the party comes to a large brass-bound door.

The brass is green with age, and the wood of the door is very dry. The door is locked, and the lock is rusted shut. There is a penalty of -10% to any lockpicking attempts. The lock can be shattered by a blow from a blunt weapon doing at least 5 points of damage, however.

Opening the door, the party sees a room lit with a blue glow. There are seven more doors in the room, and each of them has elvish writing on it. The writing glows with a faint blue glow, and the glow is matched by that of writing on the floor. The room is dust free and empty. The writing on the floor reads, in elvish:

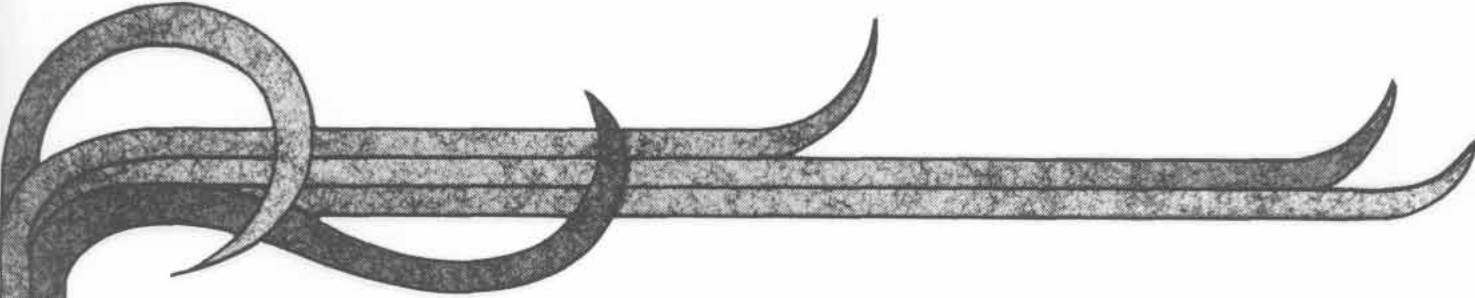
"One true way be there only, so be it with the writings of Moonglow." It is signed with the elvish rune for 'M'.

The seven doors bear elvish writing and a number. The doors are listed in order from the left around the room.

1. "Door #1 is true and door #2 is true."
2. "Certain death lies beyond all the doors."
3. "Door #4 is true, or door #2 is true."
4. "No harm lies beyond any of these doors."
5. "An elf may pass freely through this door."
6. "Door #7 is true."
7. "Door #6 is true."

Explanation of the Doors: The challenge for the players is to find the door with the true inscription, which leads to Ramael's hideaway.

Since only one door is true, simple logic can be used to figure out the true saying, and the correct door. A sample of the logic used might run as follows: Door #1 is a false statement,



since two doors can not be true. Door #2 is false because of the statement of door #1, and because certain death does not lie beyond all of the doors. Door #3 says 'or', so if either statement is true, the whole thing is true. If door #4 is true, then door #3 is also true, therefore, doors #3 and #4 are both false. Doors #6 and #7 are mutually exclusive. If one is true, both are, so both are false. By process of elimination, door #5 must be true. (Note that just because it says an elf may pass freely through this door does not forbid others to pass freely also.)

When players think they have figured out the door, and are ready to have their characters open it, find out which character is touching which door. If any door but #5 is touched, the character touching it takes 2d6 points of electrical damage. The shock used to be much more powerful, but the magic has lost some of its power in the last 200 years. A simple push on door #5 causes it to swing open, revealing a narrow hallway penetrating deeper into the darkness.

B. Underwater Tunnel

The tunnel leads further down into the darkness. After about 150', the slope gets much steeper. There are moss and lichen growing down here, and the characters may slip. Anyone who does not state that they are stepping carefully and watching where they place their feet must roll less than their Dexterity on a D20 or slip and slide. Slipping characters slide down the tunnel for another 30', where they hit the water with a loud splash.

The tunnel dips under the water here, and then rises after 30'. The tunnel dips very steeply; the middle 20' section of the tunnel is completely submerged. The water is still and scummy. The characters may choose to walk or swim through, since anyone should be able to hold their breath long enough to make it 20'. Of course the party has no way of knowing that the tunnel rises again, and may even assume that they selected the wrong door in the last room. Do nothing to discourage this. If someone is brave enough to check it out, they find that the tunnel slopes even more steeply upward on the opposite side.

Furthermore, a lot of slippery lichen on the other side makes climbing up the slope diffi-

cult; a Dexterity check with a -5 penalty is required unless the characters devise a way to deal with the slope.

After 50' of a steep, slippery slope, the tunnel again levels out. It continues for about 100', twisting and turning. It finally ends in an old wooden door, bound with tarnished brass. There is a rusted padlock on the door. The padlock can not be picked, and if a thief makes a find traps roll at a -10%, he can tell that the lock was damaged, and the padlock just won't open. It must be smashed open (this requires 15 points of damage to AC 4). Once the padlock is broken, the door can be forced open with a normal open doors roll. A *knock* spell will also work.

C. Ramael's Sitting Room

The door opens to reveal a small apartment. There are *continual light* globes all around, although the light has faded just a bit with time. Only those who can cast a *continual light* spell realize that the light has faded at all, since the lights have dimmed only a very little bit. The party is in what was once a sitting room. There are bookshelves of rotted books, ramshackle furniture, and two exits from the room. Also present is the main guardian of the lair, a scarecrow.

The scarecrow is actually an attacker sent by a powerful priestess who was an enemy of Ramael's. Her command was to "kill anyone in Ramael's dwelling." This command has kept the scarecrow here, waiting to kill any who enters the living quarters.

Scarecrow (1): Int Non; AL CE; AC 6; MV 6; HD 5; hp 34; THACO 15; #AT 1 + gaze; Dmg 1d6 + charm; SA gaze attack, save vs. spell or charmed; SD immune to cold, *sleep*, *charm*, *hold*, or *suggestion*, +1 dmg from fire-based attacks; SZ M; ML 13; XP 1,400.

The scarecrow attacks one character at a time, striking the first character it charmed until that character is dead. While slaying its first victim, the scarecrow uses its gaze attack to charm as many other opponents as it can. The scarecrow attacks until it is destroyed. Its *charm* is one of fascination, rather than obedience. This means that the victim just stands still and takes no actions while under the scarecrow's influence.

D. Ramael's Dwelling

After defeating the scarecrow, the party has time to look around. The bookshelves contain books on many subjects, including history of the surrounding lands (excluding events of the last 200 years), flora and fauna of Oerth, golem creation, and a wide variety of other subjects. Unfortunately, time and dampness have ruined almost all of the books.

Someone searching for at least an hour can find two books that are still mostly intact. One is a notebook about creation of golems. The methods it gives are entirely wrong, and if followed require the mage to spend over 10,000 gp, with no chance of success. The other book gives a complete description of the various types of dragons, some of their more well-known powers, and the few weaknesses they do have. The two other exits in this room lead to Ramael's study and kitchen, respectively.

Kitchen: The kitchen was obviously magically powered, as there is no storage space and no stove. There is some old food on plates, almost all turned to dust. Nothing of value can be found here.

Study: The study has an old rotted sofa, an armchair, and many bookshelves. All of the books in this room are ruined. The only thing of value to be found here is a *knife +1*, lodged in a secret compartment in one of the arms of the armchair. This secret compartment is very easily found, since the covering of the armchair falls away if touched, revealing the location of the compartment. The study also contains the entrance to Ramael's bedroom and a secret door to the treasure room.

Secret Door: If the bookshelves in the study are searched by a character specifically looking for a secret door (or for something behind the bookshelves) the chance of finding the door is 3 in 6 for non-elves, 4 in 6 for elves or half-elves. If the bookshelves are just searched, the chances to find the secret door to the treasure room are normal.

Bedroom: The bedroom has a rotted four-poster bed, and a termite-eaten chest of drawers. The drawers contain rotted clothing. Again, nothing of value can be found here.

Treasure Room: This room contains what treasure Ramael left behind. There are three chests and a workbench in this room. A set of six potion bottles rest on the bench, all clearly labeled. Three of them are labelled *healing*, two are *speed*, and the last is *fire-breath*. All but the *fire-breath* potion are rancid and bitter. Drinking any of the rancid potions, in addition to the normal effect, requires the imbiber to make a saving throw vs. poison or become very nauseous for 2d6 hours.

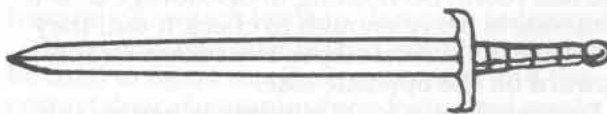
Two of the chests are unlocked and empty. The third has a *fire trap* cast on the lock. Anyone who touches this lock takes 8d4 points of fire damage, with no saving throw allowed. Anyone within five feet of the lock is allowed a saving throw vs. spell for half damage. Inside the chest are 1,500 gp, 201 pp, a scroll of wizard spells (*dispel magic* and *spectral hand*, enchanted at 16th level), a *wand of lightning* with 12 charges remaining (very brittle due to age, -4 on any save vs. crushing blow), a *ring of protection +1*, and a very large black pearl.

The pearl is, of course, the *Eye of the Nyr Dyv*, and is worth over 25,000 gp.

Aftermath

The pearl is worth much more than the rest of the treasure combined. If the party was working for the wizard and decides to get greedy, the wizard who commissioned them will eventually find out and come after them. The wizard will be very angry, and he will try to force the party to hand over the pearl. The wizard should be at least 12th level, and may be more powerful if that is what it takes to seriously challenge the party.

If the party has not been commissioned by the wizard, they might have trouble disposing of the pearl. Very few buyers have the full value of such a valuable gem in cash, so the party may have to make long trips to interesting places. Also, thieves will almost certainly hear of such a valuable item. Recovering the pearl can be a springboard to a whole series of adventures.





All for a Hat

Terrain: Ruins
Total Party Levels: 80
Average Party Level: 11th
Adventure XP:
Full: 73,600
Partial: 55,200
Retreat: 18,400

Set Up

The temple of St. Cuthbert is looking for a powerful party to recover a lost relic, a treasure of their faith. The party may become involved by answering a posted notice; they may be fairly well-known and summoned by the high priest.

If they recently returned from an adventure after which they required powerful healing spells, this quest can be considered as payment for the help they received.

The Interview

The party is summoned to, the local temple, and is conducted into the presence of Bidrow, Grand High Priest of the Order of the Chapeaux. He is a handsome man, a bit portly, with graying hair at the temples. He greets the party, and asks them to introduce themselves, and recount a few of their more difficult exploits. (Bidrow has previously cast a *detect lie*, and is secretly judging the PCs.)

He asks leading questions, trying to determine just how powerful and competent they really are. He also wants to know about the magical items owned by the party. He does not press them to reveal anything they might not want to reveal, but he *is* interested in obtaining the services of a powerful party.

The temple is searching for a great relic of the faith, the original chapeaux worn by Herkluth, a priest who originally spread the word of St. Cuthbert to the Duchy of Urnst. It lies on an altar, in the ruins of a temple where Herkluth was buried.

The location of the temple is known, but some evil lurks within. Two parties of priests and warriors sent to retrieve the relic have not returned, and the temple must have it soon.

Bidrow will not reveal anything about the chapeaux, save for a description: it is a crum-

pled hat of a brown and green tartan pattern, with the Cuthbert starburst symbol of beaten copper pinned to it. Since this is what all the priests of the Order of the Chapeaux wear, it isn't much help. Bidrow assures them that the relic must still be on the altar, and offers directions to the ruined temple. If the party is only moderately powerful, or perhaps not as well balanced as Bidrow thinks it should be, he might offer them a guide.

Sarane of the Chapeaux: Int High; AL LN; AC 2; MV 9; C10; hp 60; #AT 1; THACO 12; Dmg 1-6 +3/1-6 +2 (staff +2); SA *shillelagh* (1/day); SZ M; ML 15; XP 4,000; S 14, D 12, C 15, I 13, W 17, Ch 14. Saranee wears *chain mail* +3, and carries a *quarterstaff* +2. She wears a *ring of fire resistance*, and a *brooch of shielding* (27 charges remaining). Her preferred spell list is as follows: *cure light wounds* (×3), *command*, *detect magic*, *remove fear*, *aid*, *find traps*, *hold person* (×2), *slow poison*, *spiritual hammer*, *create food and water*, *cure disease*, *dispel magic*, *prayer*, *cure serious wounds*, *free action*, *neutralize poison*, *cure critical wounds*, *true seeing*.

Sarane might be run by the players or the DM. If the DM plays her, remember that she does not know any more than the characters about what's going on. She knows how to get to the ruins, but has no idea what is inside.

Sarane wants very badly to recover the *Chapeaux of Herkluth*, and will tolerate no straying from that path. As long as the party pursues that course, she is content to follow the PCs' lead.

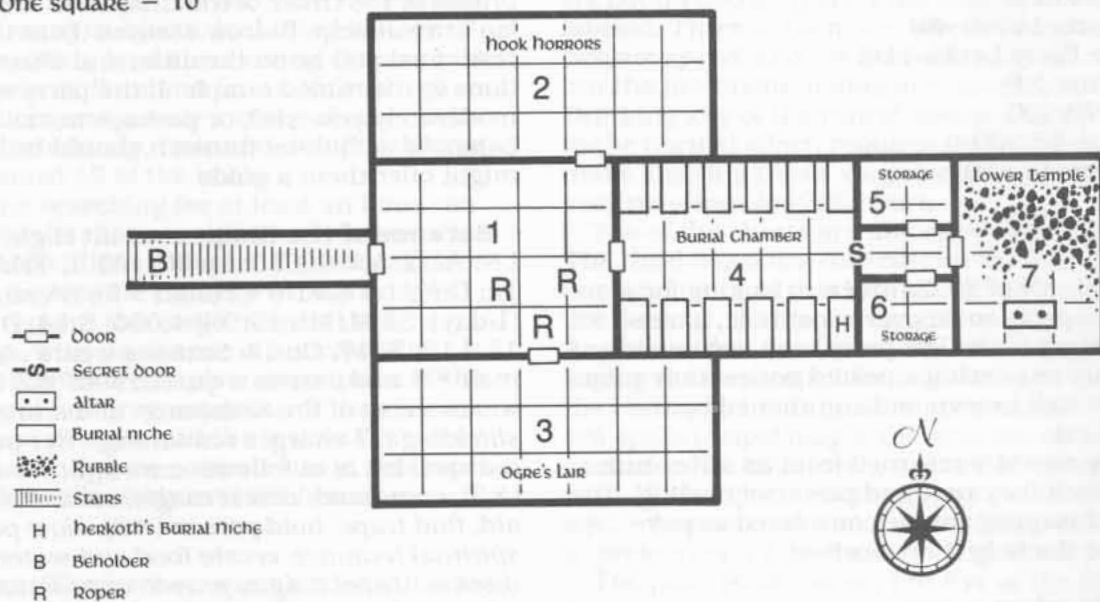
Bidrow is willing to promise that any characters hurt or slain on the mission will be healed, or even raised. He also offers 2,000 gp and a *potion of extra-healing*, each. He wants no looting of the ancient temple, but realizes that if monsters inhabit it, they may have treasure. He requests that the effects of the parties of the priests who met their doom in the ruins be returned, if found. He will give the PCs the potions immediately, as a sign of good faith, and because they may need them.

The Ruins

Zomitol is a large beholder who inhabits the ruins of the temple of St. Cuthbert. He has penetrated the inner sanctum and is deter-

Ruined Temple

Scale: One square = 10'



mined to strip the temple completely. He has acquired several slaves, victims of his *charm monster eye*. He learned of the temple from the first party sent. They encountered the beholder, and he succeeded in charming one of them, while destroying the rest. The survivor led him to the temple, died there.

Zomitil's *anti-magic* eye allowed him to pass the magical wards protecting the temple, and he has been looting it for the past few months. He has managed to charm five ogres in the ruins, and has put them to work clearing rubble. Further, he has collected five hook horrors and three ropers. These are of little use in collecting treasure, so he has put them to work as guards. He is systematically looting the temple, and will use the treasure to further some nefarious plan of his own.

The Entrance

The temple of St. Cuthbert fell into ruins over 300 years ago, and Herkluth himself was buried here over 500 years ago, on a level below the actual temple. The temple itself is in ruins, with crumbled walls and the roof fallen in. The party does not have to search very

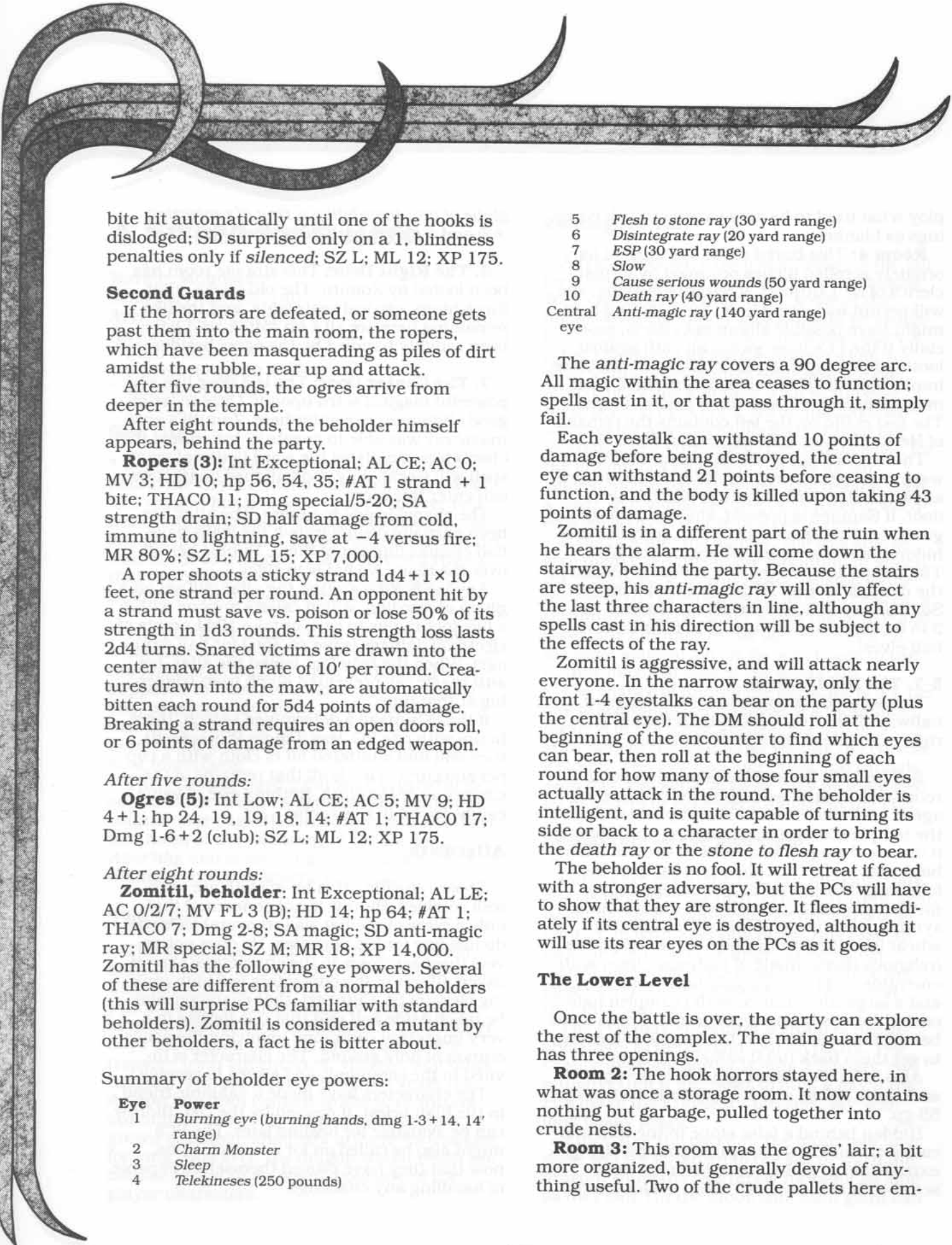
hard to find a way in. Much of the debris seems to be picked over, and some of the larger rubble has been moved.

Near the back of the ruins is a stairway to the level below. It is relatively clean. Looking successfully tracks reveals large, ogre-sized footprints and an odd three-toed print. The stairs are both high and narrow; movement down them must be in single file. Thirty stairs lead down. At their base is the first line of the beholder's guards.

1. First Guards

Two hook horrors stand guard along each wall on either side of the stairs. They wait until at least the first two characters have entered the room before attacking. They try to keep the party bottled up on the stairs. They also let out a loud clicking, which alerts the last hook horror, skulking in the next room. It rings a gong, rousing the ogres, the ropers, and the beholder. Then it joins the melee, entering at the beginning of the third round.

Hook Horrors (5): Int Low; AL N; AC 3; MV 9; HD 5; hp 36, 30, 28, 28, 24; #AT 3; THACO 15; Dmg 1-8/1-8/2-12. SA if both hooks hit,



bite hit automatically until one of the hooks is dislodged; SD surprised only on a 1, blindness penalties only if *silenced*; SZ L; ML 12; XP 175.

Second Guards

If the horrors are defeated, or someone gets past them into the main room, the ropers, which have been masquerading as piles of dirt amidst the rubble, rear up and attack.

After five rounds, the ogres arrive from deeper in the temple.

After eight rounds, the beholder himself appears, behind the party.

Ropers (3): Int Exceptional; AL CE; AC 0; MV 3; HD 10; hp 56, 54, 35; #AT 1 strand + 1 bite; THACO 11; Dmg special/5-20; SA strength drain; SD half damage from cold, immune to lightning, save at -4 versus fire; MR 80%; SZ L; ML 15; XP 7,000.

A roper shoots a sticky strand 1d4 + 1 × 10 feet, one strand per round. An opponent hit by a strand must save vs. poison or lose 50% of its strength in 1d3 rounds. This strength loss lasts 2d4 turns. Snared victims are drawn into the center maw at the rate of 10' per round. Creatures drawn into the maw, are automatically bitten each round for 5d4 points of damage. Breaking a strand requires an open doors roll, or 6 points of damage from an edged weapon.

After five rounds:

Ogres (5): Int Low; AL CE; AC 5; MV 9; HD 4 + 1; hp 24, 19, 19, 18, 14; #AT 1; THACO 17; Dmg 1-6 + 2 (club); SZ L; ML 12; XP 175.

After eight rounds:

Zomitil, beholder: Int Exceptional; AL LE; AC 0/2/7; MV FL 3 (B); HD 14; hp 64; #AT 1; THACO 7; Dmg 2-8; SA magic; SD anti-magic ray; MR special; SZ M; MR 18; XP 14,000. Zomitil has the following eye powers. Several of these are different from a normal beholders (this will surprise PCs familiar with standard beholders). Zomitil is considered a mutant by other beholders, a fact he is bitter about.

Summary of beholder eye powers:

Eye	Power
1	Burning eye (burning hands, dmg 1-3 + 14, 14' range)
2	Charm Monster
3	Sleep
4	Telekinesis (250 pounds)

5	Flesh to stone ray (30 yard range)
6	Disintegrate ray (20 yard range)
7	ESP (30 yard range)
8	Slow
9	Cause serious wounds (50 yard range)
10	Death ray (40 yard range)
Central eye	Anti-magic ray (140 yard range)

The *anti-magic ray* covers a 90 degree arc. All magic within the area ceases to function; spells cast in it, or that pass through it, simply fail.

Each eyestalk can withstand 10 points of damage before being destroyed, the central eye can withstand 21 points before ceasing to function, and the body is killed upon taking 43 points of damage.

Zomitil is in a different part of the ruin when he hears the alarm. He will come down the stairway, behind the party. Because the stairs are steep, his *anti-magic ray* will only affect the last three characters in line, although any spells cast in his direction will be subject to the effects of the ray.

Zomitil is aggressive, and will attack nearly everyone. In the narrow stairway, only the front 1-4 eyestalks can bear on the party (plus the central eye). The DM should roll at the beginning of the encounter to find which eyes can bear, then roll at the beginning of each round for how many of those four small eyes actually attack in the round. The beholder is intelligent, and is quite capable of turning its side or back to a character in order to bring the *death ray* or the *stone to flesh ray* to bear.

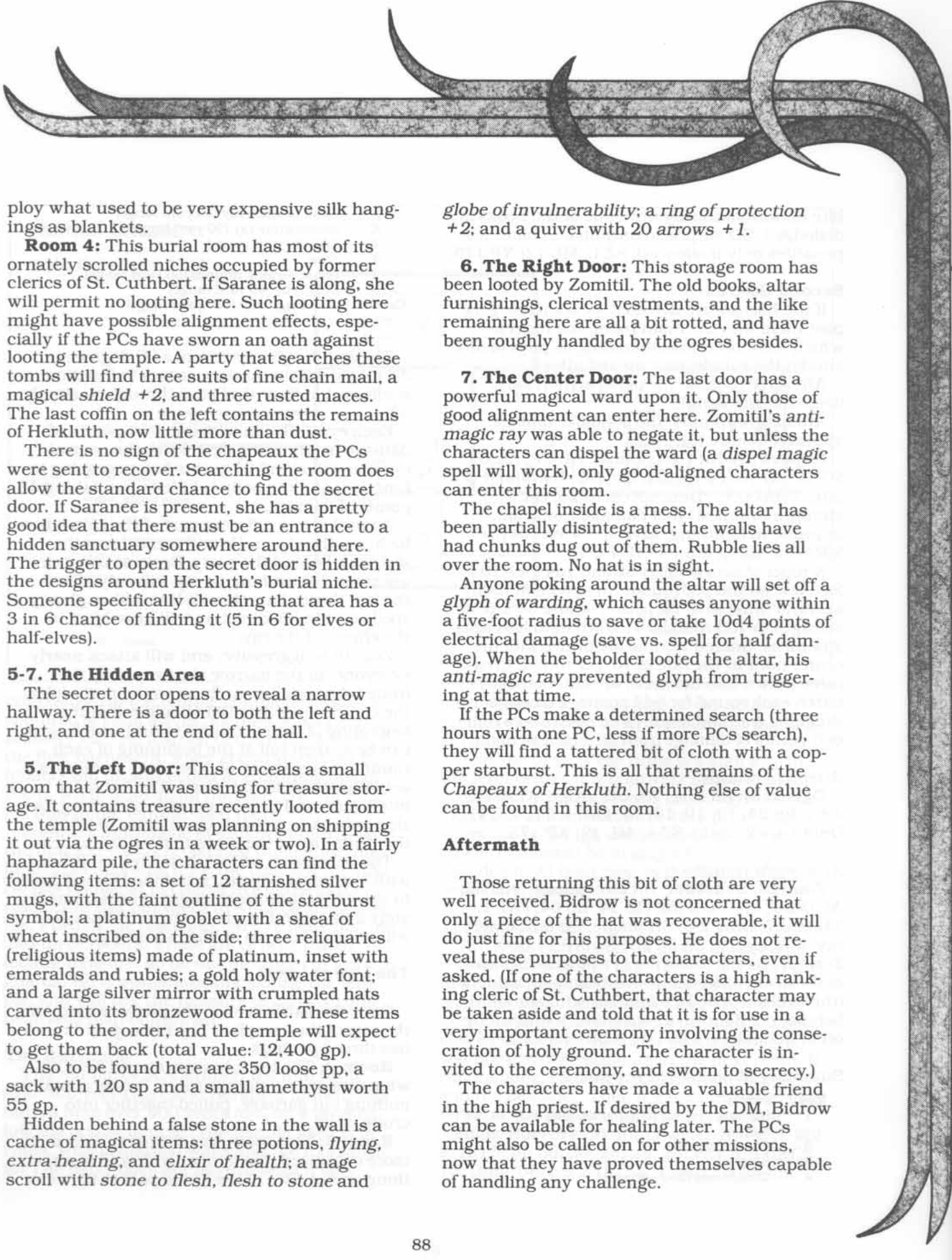
The beholder is no fool. It will retreat if faced with a stronger adversary, but the PCs will have to show that they are stronger. It flees immediately if its central eye is destroyed, although it will use its rear eyes on the PCs as it goes.

The Lower Level

Once the battle is over, the party can explore the rest of the complex. The main guard room has three openings.

Room 2: The hook horrors stayed here, in what was once a storage room. It now contains nothing but garbage, pulled together into crude nests.

Room 3: This room was the ogres' lair; a bit more organized, but generally devoid of anything useful. Two of the crude pallets here em-



ploy what used to be very expensive silk hangings as blankets.

Room 4: This burial room has most of its ornately scrolled niches occupied by former clerics of St. Cuthbert. If Saranee is along, she will permit no looting here. Such looting here might have possible alignment effects, especially if the PCs have sworn an oath against looting the temple. A party that searches these tombs will find three suits of fine chain mail, a magical *shield* +2, and three rusted maces. The last coffin on the left contains the remains of Herkluth, now little more than dust.

There is no sign of the chapeaux the PCs were sent to recover. Searching the room does allow the standard chance to find the secret door. If Saranee is present, she has a pretty good idea that there must be an entrance to a hidden sanctuary somewhere around here. The trigger to open the secret door is hidden in the designs around Herkluth's burial niche. Someone specifically checking that area has a 3 in 6 chance of finding it (5 in 6 for elves or half-elves).

5-7. The Hidden Area

The secret door opens to reveal a narrow hallway. There is a door to both the left and right, and one at the end of the hall.

5. The Left Door: This conceals a small room that Zomitol was using for treasure storage. It contains treasure recently looted from the temple (Zomitol was planning on shipping it out via the ogres in a week or two). In a fairly haphazard pile, the characters can find the following items: a set of 12 tarnished silver mugs, with the faint outline of the starburst symbol; a platinum goblet with a sheaf of wheat inscribed on the side; three reliquaries (religious items) made of platinum, inset with emeralds and rubies; a gold holy water font; and a large silver mirror with crumpled hats carved into its bronzewood frame. These items belong to the order, and the temple will expect to get them back (total value: 12,400 gp).

Also to be found here are 350 loose pp, a sack with 120 sp and a small amethyst worth 55 gp.

Hidden behind a false stone in the wall is a cache of magical items: three potions, *flying*, *extra-healing*, and *elixir of health*; a mage scroll with *stone to flesh*, *flesh to stone* and

globe of invulnerability; a *ring of protection* +2; and a quiver with 20 arrows +1.

6. The Right Door: This storage room has been looted by Zomitol. The old books, altar furnishings, clerical vestments, and the like remaining here are all a bit rotted, and have been roughly handled by the ogres besides.

7. The Center Door: The last door has a powerful magical ward upon it. Only those of good alignment can enter here. Zomitol's *anti-magic ray* was able to negate it, but unless the characters can dispel the ward (a *dispel magic* spell will work), only good-aligned characters can enter this room.

The chapel inside is a mess. The altar has been partially disintegrated; the walls have had chunks dug out of them. Rubble lies all over the room. No hat is in sight.

Anyone poking around the altar will set off a *glyph of warding*, which causes anyone within a five-foot radius to save or take 10d4 points of electrical damage (save vs. spell for half damage). When the beholder looted the altar, his *anti-magic ray* prevented glyph from triggering at that time.

If the PCs make a determined search (three hours with one PC, less if more PCs search), they will find a tattered bit of cloth with a copper starburst. This is all that remains of the *Chapeaux of Herkluth*. Nothing else of value can be found in this room.

Aftermath

Those returning this bit of cloth are very well received. Bidrow is not concerned that only a piece of the hat was recoverable, it will do just fine for his purposes. He does not reveal these purposes to the characters, even if asked. (If one of the characters is a high ranking cleric of St. Cuthbert, that character may be taken aside and told that it is for use in a very important ceremony involving the consecration of holy ground. The character is invited to the ceremony, and sworn to secrecy.)

The characters have made a valuable friend in the high priest. If desired by the DM, Bidrow can be available for healing later. The PCs might also be called on for other missions, now that they have proved themselves capable of handling any challenge.



A Sword for a Hero

Terrain: Mountains
Total Party Levels: 140
Average Party Level: 18th
Adventure XP:
Full: 230,000
Partial: 172,500
Retreat: 57,500

Set Up

* Legends tell of a great red wyrm that inhabits the Crystallist mountains to the west. The dragon has not been spotted in over two hundred years, and is thought to be dead. Its lair was never found. It is certain to have had a vast horde of treasure. There is even a rumor that the fabled *Sword of Azor'alq* might be located in the dragon's hoard.

* The PCs have obtained an old book detailing a fantastic sword, said to have been created for the famous elf warrior Lerel Lethariel. He is supposed to have defeated tanar'ri and dragons, beholders and undead. The book says that the sword was lost to civilization when Lerel fell to an old red wyrm, in the Crystallist mountains.

The PCs may have obtained the general location of the dragon's lair from the sphinx encounter (see page 4). The sphinx will also have told them of the existence of the *Sword of Azor'alq*, and something of its history. They do not have exact directions to the lair.

The Lair

The dragon lairs in a cave deep in a mountain. The dragon, Sulphacitezus (Sulf-ah-seh-TEE-zus), has lived there for hundreds of years. Its lair is surrounded by traps, guardians, and is not very accessible. In its younger days the dragon traveled much, acquiring treasure from adventurers, villages, and other dragons. For the last few hundred years the dragon has been content to sleep, venturing out only occasionally for food. Also, it has grown paranoid, and fears to leave its treasure for long. However, the dragon would relish the chance to add to its hoard, courtesy of the player characters.

Finding the Lair

Adventurers have been searching for the lair for a long time. The PCs have several choices. With characters of their level, some of the higher level divination spells should be available to them. Only *find the path* and *contact other planes* can locate the dragon's lair. A *wish* would provide them with nearly exact directions, while a *limited wish* would give them general directions. No divination spell will provide any more information than the location of the entrance to the dragon's lair, for the dragon has magically hidden its lair against all divination magic. The dragon used a *wish*, so it would require two properly worded wishes to overcome this protection.

If the PCs met the sphinx, she was able to give them the name of the mountain in which the dragon lairs, Mount Sessa, located in the middle of the Crystallists. Once in the area, a *commune with nature* or a *find the path* could reveal the entrance to the lair. If the PCs do not have magical aid, or do not choose to use it, they may just search the mountain.

The chance of finding the entrance is 5% per day of searching, cumulative. If a mountain dwarf is in the party, add 2% per day of searching to the chance for finding the correct location. The PCs find 1d2 caves and tunnels each day, and some of these may be inhabited by monsters or pose some danger to the PCs.

Encounters on the Mountain

Details are left to the DM, but no really dangerous monsters (to 18th level characters, that is) should be encountered; the dragon would not put up with a serious threat this close to its hoard. A cave bear, angry at being disturbed, or perhaps an unsafe cave which collapses on the PCs is the only kind of threat that they will meet.

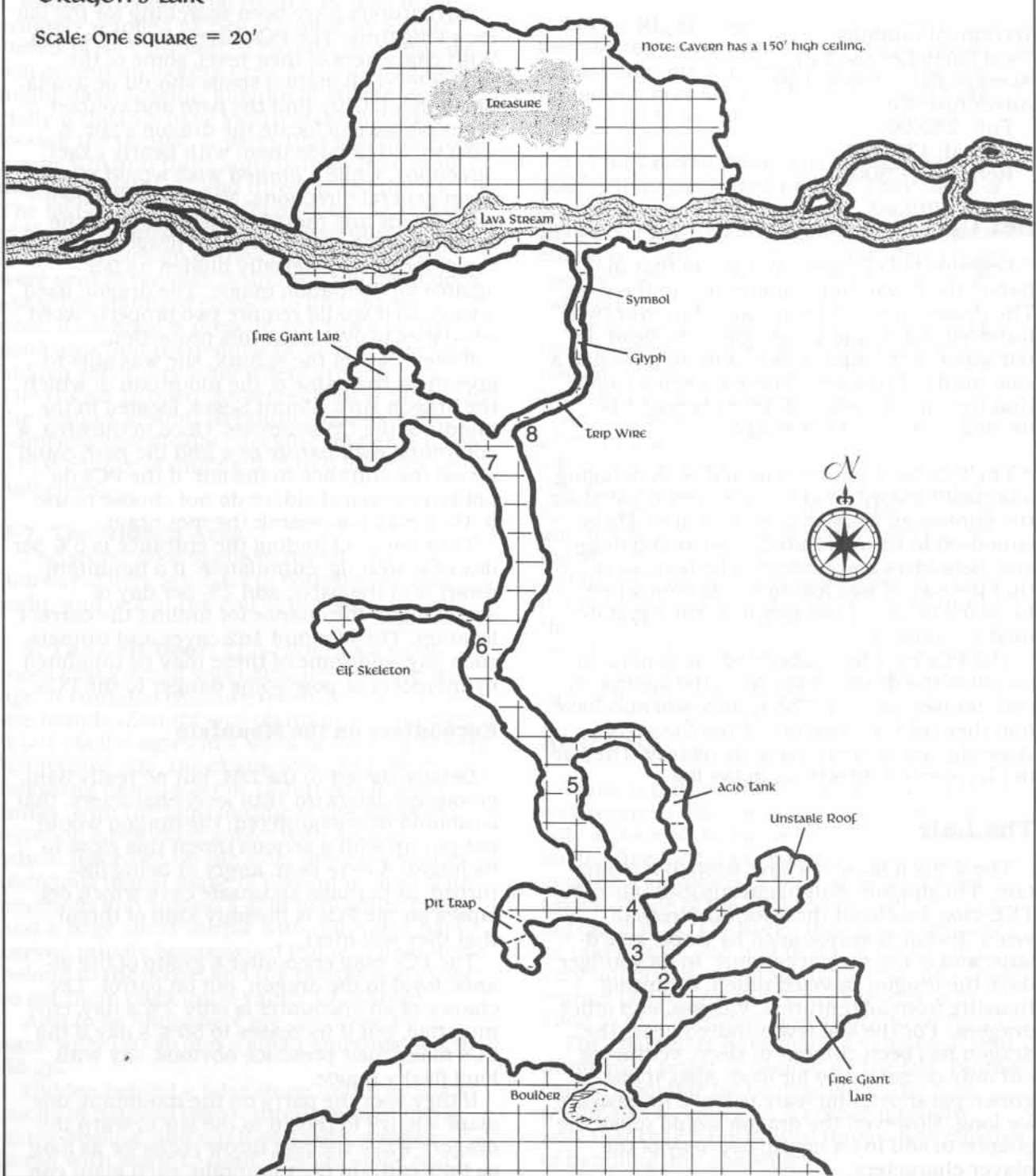
The PCs may encounter a group of fire giants, loyal to the dragon, out on patrol. The chance of an encounter is only 2% a day, cumulative, but it increases to 50% a day if the PCs make their presence obvious, say with loud flashy magic.

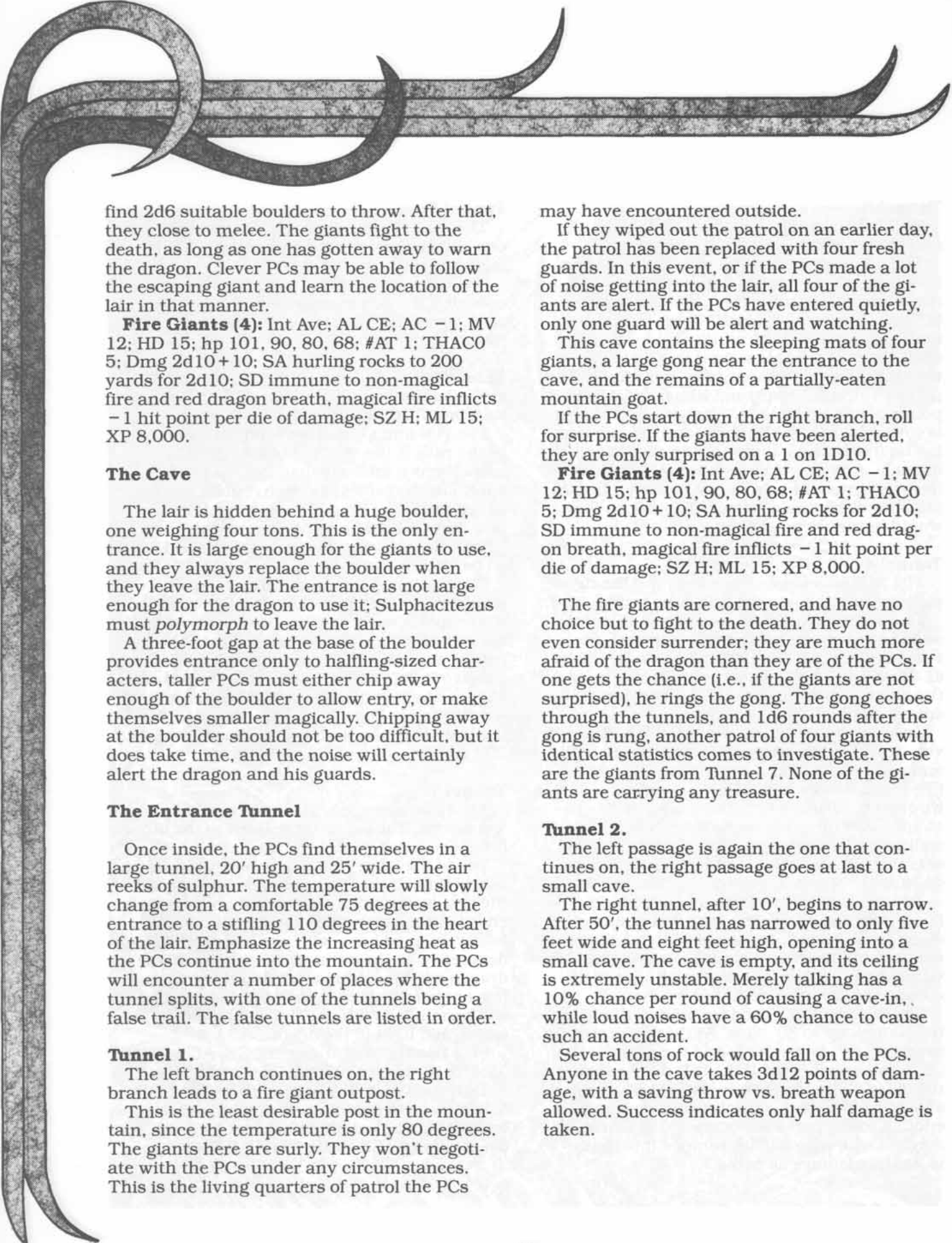
If they spot the party on the mountain, one giant will try to return to the lair to warn the dragon, while the rest throw rocks for as long as they can. On the mountain, each giant can

DRAGON'S LAIR

Scale: One square = 20'

Note: Cavern has a 150' high ceiling.





find 2d6 suitable boulders to throw. After that, they close to melee. The giants fight to the death, as long as one has gotten away to warn the dragon. Clever PCs may be able to follow the escaping giant and learn the location of the lair in that manner.

Fire Giants (4): Int Ave; AL CE; AC -1; MV 12; HD 15; hp 101, 90, 80, 68; #AT 1; THACO 5; Dmg 2d10+10; SA hurling rocks to 200 yards for 2d10; SD immune to non-magical fire and red dragon breath, magical fire inflicts -1 hit point per die of damage; SZ H; ML 15; XP 8,000.

The Cave

The lair is hidden behind a huge boulder, one weighing four tons. This is the only entrance. It is large enough for the giants to use, and they always replace the boulder when they leave the lair. The entrance is not large enough for the dragon to use it; Sulphacitezus must *polymorph* to leave the lair.

A three-foot gap at the base of the boulder provides entrance only to halfling-sized characters, taller PCs must either chip away enough of the boulder to allow entry, or make themselves smaller magically. Chipping away at the boulder should not be too difficult, but it does take time, and the noise will certainly alert the dragon and his guards.

The Entrance Tunnel

Once inside, the PCs find themselves in a large tunnel, 20' high and 25' wide. The air reeks of sulphur. The temperature will slowly change from a comfortable 75 degrees at the entrance to a stifling 110 degrees in the heart of the lair. Emphasize the increasing heat as the PCs continue into the mountain. The PCs will encounter a number of places where the tunnel splits, with one of the tunnels being a false trail. The false tunnels are listed in order.

Tunnel 1.

The left branch continues on, the right branch leads to a fire giant outpost.

This is the least desirable post in the mountain, since the temperature is only 80 degrees. The giants here are surly. They won't negotiate with the PCs under any circumstances. This is the living quarters of patrol the PCs

may have encountered outside.

If they wiped out the patrol on an earlier day, the patrol has been replaced with four fresh guards. In this event, or if the PCs made a lot of noise getting into the lair, all four of the giants are alert. If the PCs have entered quietly, only one guard will be alert and watching.

This cave contains the sleeping mats of four giants, a large gong near the entrance to the cave, and the remains of a partially-eaten mountain goat.

If the PCs start down the right branch, roll for surprise. If the giants have been alerted, they are only surprised on a 1 on 1D10.

Fire Giants (4): Int Ave; AL CE; AC -1; MV 12; HD 15; hp 101, 90, 80, 68; #AT 1; THACO 5; Dmg 2d10+10; SA hurling rocks for 2d10; SD immune to non-magical fire and red dragon breath, magical fire inflicts -1 hit point per die of damage; SZ H; ML 15; XP 8,000.

The fire giants are cornered, and have no choice but to fight to the death. They do not even consider surrender; they are much more afraid of the dragon than they are of the PCs. If one gets the chance (i.e., if the giants are not surprised), he rings the gong. The gong echoes through the tunnels, and 1d6 rounds after the gong is rung, another patrol of four giants with identical statistics comes to investigate. These are the giants from Tunnel 7. None of the giants are carrying any treasure.

Tunnel 2.

The left passage is again the one that continues on, the right passage goes at last to a small cave.

The right tunnel, after 10', begins to narrow. After 50', the tunnel has narrowed to only five feet wide and eight feet high, opening into a small cave. The cave is empty, and its ceiling is extremely unstable. Merely talking has a 10% chance per round of causing a cave-in, while loud noises have a 60% chance to cause such an accident.

Several tons of rock would fall on the PCs. Anyone in the cave takes 3d12 points of damage, with a saving throw vs. breath weapon allowed. Success indicates only half damage is taken.



Tunnel 3.

The right passage continues on this time, and the left passage leads to a trap.

The left passage continues for 40' and then turns sharply left. It dead-ends right around the corner. The area of the tunnel floor 10' before the curve is trapped. There is a pit trap in the floor, covered by an *illusionary wall* spell. Anyone who steps on it simply falls through, in effect disappearing from sight. The pit is 30' deep, and anyone who falls takes 6d6 points of falling damage. The bottom of the pit is covered with broken glass, and anyone landing on it takes an additional 3d6 of cutting damage. Any magical cloth items, like cloaks or robes, must make a saving throw vs. crushing blow or be rendered non-magical, as they would be cut up pretty badly.

Tunnel 4.

The left passage continues on, and the right passage turns to join the fifth false tunnel.

The (right) tunnel first narrows to 15' wide, and then comes to a dead end, although the stone is obviously painted balsa wood. It looks as though the wood was painted long ago, and the paint is starting to peel. The PCs can easily smash through the balsa wood.

One inch behind the balsa wood is a glass vat. The glass structure is 15' wide by 6' high, and completely blocks the tunnel. The vat is filled with deadly acid. If a PC punches through the balsa wood, there is an 80% chance that he shatters the glass behind the wall as well, releasing a flood of acid. The acid eats through the balsa wood in only a few seconds, and then washes over the characters.

Anyone within 30' of the acid is hit by the flood. Affected characters take 3d4 points of damage per round. Any magical items that are exposed to the acid must make saving throws vs. acid or dissolve. The acid continues to do damage each round, until it is washed off.

The flood leaves a good six inches of acid in the tunnel, up to 30' back. At that point the tunnel rises a foot or two, and the acid does not wash any further. If the PCs do not shatter the glass, there is a 9' opening in the tunnel, above the glass vat. The glass is *not* strong enough to support someone walking across it. Anyone who tries will be dumped into the acid, taking damage as noted.

Tunnel 5.

The left passage continues on, and the right one curves back around and joins the fourth false tunnel.

The balsa wood trap is repeated here, although if the PCs have already released the acid, shattering the glass only lets two or three inches of acid run out.

Tunnel 6.

The left passage is man-sized, the right passage is still 20' by 25'.

The PCs find a small cave, only 15' across. In the cave is the skeleton of a half-elf. The half-elf was a thief who had located the treasure. The dragon caught him, but he managed to flee here. The dragon considered flaming him, but decided he wanted to eat this thief whole. He put some giants on guard, and waited for the thief to come out.

The thief tried a couple of times, but the giants were always waiting. Finally, wounded too seriously to escape, he died in this cave. If his spirit is contacted, he can tell the PCs the correct tunnel at the next branch, and to watch out for giants. A rusty short sword and dagger, along with some rotted leather armor, are still on his body. If the PCs search under the body they can find a small emerald worth 200 gp.

Tunnel 7.

The right passage is man-sized, only four feet across. The left passage leads to the other fire giant guard post in the lair.

Two of the 8 fire giants here will be on watch at any time. If the PCs made a lot of noise at the first tunnel, four of them may have gone to check out the disturbance. The other four have remained here, with weapons and boulders ready. In the event of a disturbance, the dragon will have been alerted. If the dragon has not been alerted, a prolonged melee here will certainly do it now. The giants are cornered, and fight to the death.

Fire Giants (4): Int Ave; AL CE; AC -1; MV 12; HD 15; hp 111, 95, 84, 78; #AT 1; THACO 5; Dmg 2d10+10; SA hurling rocks for 2d10; SD immune to non-magical fire and red dragon breath, magical fire inflicts -1 hit point per die of damage; SZ H; ML 15; XP 8,000.



Tunnel 8 (to the lair).

The last tunnel is small, the dragon does not want the fire giants in his treasure. He always polymorphs when he wants to leave the lair.

This tunnel has three traps. After 40' there is a tripwire; triggering it causes three poisoned spears to shoot out of the wall. The spears hit with a THACO of 5, and do 1d6 points of damage. The poison is virulent spider poison, a saving throw vs. poison is required or death follows within a round. A successful save means the affected character's Strength is reduced by 2 for 2d4 hours.

At 100', a *glyph of warding* is placed in the floor. The glyph is electrical, and anyone stepping on it (15% chance for each character, in order), takes 10d4 points of damage (no save). All characters immediately in front and behind of the character who triggered the glyph are allowed to save vs. spell for only half damage.

After 130', only 10' from the entrance to the lair itself, a *symbol* has been inscribed on the floor. It is a permanent *symbol of pain*, and can potentially affect all characters passing over it. Affected characters have a -4 penalty to attack rolls, damage, and saving throws, and a -2 to Dexterity. These effects last for 2d10 turns.

The Dragon's Lair

If all of this hasn't been enough to warn the dragon, there is a *magic mouth* cast upon the roof of the entrance to the lair. It screams "Death to the intruders!" six times before stopping. The PCs see a huge cavern, 300' by 150', with a ceiling arching up out of sight (100' above). The room is lit by a red glow, which comes from the open stream of lava that cuts through the granite floor. The stream of lava runs in front of the entrance, and cuts off the rest of the room.

The room is stifling, and the temperature is over 110 degrees. Across the stream the characters can see a large mound of silver, gold, gems, and jewels.

What they do not see is the dragon, unless the party has managed to avoid setting off any of the traps, and has not alerted the giants. If they manage to surprise the dragon, they find it laying across the treasure, running its claws through some gems.

Assuming that they have not surprised the dragon, all they see is the treasure. They must make their way across the 10' wide lava stream to reach it.

If the dragon has had some warning, he took time to prepare. He used his *clairvoyance* to watch the party against the fire giants, and realizes that this is a tough bunch of adventurers. He will have cast an *improved invisibility* and *levitated* to the ceiling. There he waits for the PCs. When they are occupied by crossing the lava stream, he strikes!

Sulphacitezus: Int Exceptional; AL CE; Age 11; AC -10; MV 9, fly 30 (C), jump 3; HD 20; hp 128; #AT 3 + special; THACO -4; Dmg 1d10+10/1d10+10/3-30+10; SA breathe fire in a 90' by 30' cone for 22d10+11; spells + special; SD immune to fire; MR 60%; SZ G; ML 18; XP 19,000. Innate spell abilities include: *affect normal fires* (3/day), *pyrotechnics* (3/day), *heat metal* (1/day), *suggestion* (1/day), *hypnotism* (1/day), *detect gems, kind and number in a 100' radius* (3/day), *radiate fear* (with a -3 penalty to the saving throw in a 45-yard radius).

Sulphacitezus has the following spells memorized, which he casts at 19th level:

Mage spells:

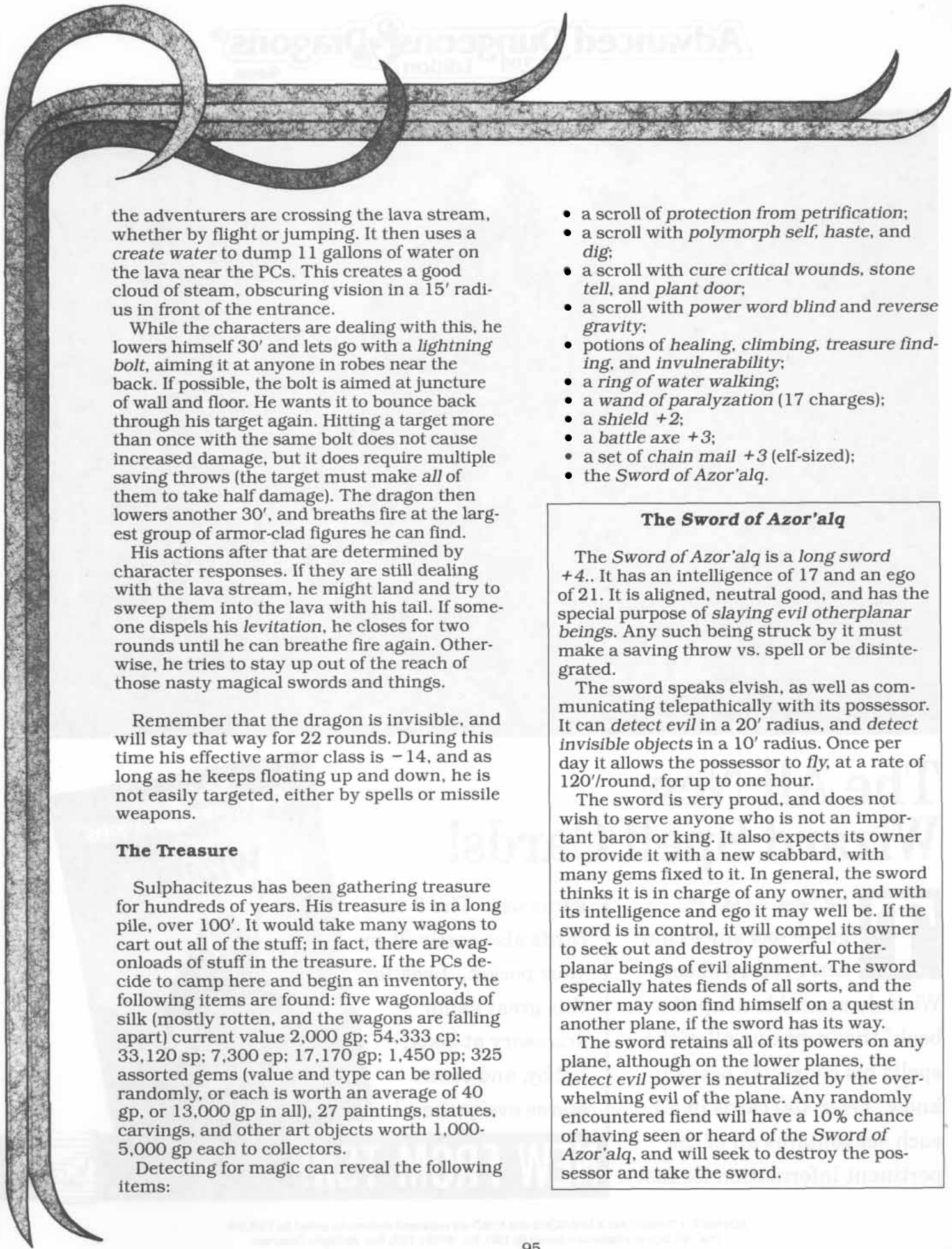
<i>burning hands</i>	<i>magic missile,</i>
<i>magic mouth</i>	<i>levitate,</i>
<i>lightning bolt</i>	<i>vampiric touch,</i>
<i>improved invisibility</i>	<i>polymorph self;</i>

Priest spells:

<i>command</i>	<i>create water.</i>
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The dragon is over three hundred feet long. It can attack with its tail, doing 2d10+10 points of damage, and affecting up to 11 creatures. Creatures affected must make saving throws vs. petrification or be stunned for 2-5 (d4+1) rounds. The dragon can also employ its wings in combat. These can be used on opponents to the side, and do 1d10+10 points of damage. Creatures struck must roll their Dexterity or less on a d20 or be knocked prone. In this relatively small cave, the dragon can not maneuver well enough to try a snatch.

Although the dragon would like to strip the bodies of the adventurers, it didn't get to be 1100 years old by being stupid. It waits until



the adventurers are crossing the lava stream, whether by flight or jumping. It then uses a *create water* to dump 11 gallons of water on the lava near the PCs. This creates a good cloud of steam, obscuring vision in a 15' radius in front of the entrance.

While the characters are dealing with this, he lowers himself 30' and lets go with a *lightning bolt*, aiming it at anyone in robes near the back. If possible, the bolt is aimed at juncture of wall and floor. He wants it to bounce back through his target again. Hitting a target more than once with the same bolt does not cause increased damage, but it does require multiple saving throws (the target must make *all* of them to take half damage). The dragon then lowers another 30', and breaths fire at the largest group of armor-clad figures he can find.

His actions after that are determined by character responses. If they are still dealing with the lava stream, he might land and try to sweep them into the lava with his tail. If someone dispels his *levitation*, he closes for two rounds until he can breathe fire again. Otherwise, he tries to stay up out of the reach of those nasty magical swords and things.

Remember that the dragon is invisible, and will stay that way for 22 rounds. During this time his effective armor class is -14, and as long as he keeps floating up and down, he is not easily targeted, either by spells or missile weapons.

The Treasure

Sulphacitezus has been gathering treasure for hundreds of years. His treasure is in a long pile, over 100'. It would take many wagons to cart out all of the stuff; in fact, there are wagonloads of stuff in the treasure. If the PCs decide to camp here and begin an inventory, the following items are found: five wagonloads of silk (mostly rotten, and the wagons are falling apart) current value 2,000 gp; 54,333 cp; 33,120 sp; 7,300 ep; 17,170 gp; 1,450 pp; 325 assorted gems (value and type can be rolled randomly, or each is worth an average of 40 gp, or 13,000 gp in all), 27 paintings, statues, carvings, and other art objects worth 1,000-5,000 gp each to collectors.

Detecting for magic can reveal the following items:

- a scroll of *protection from petrification*;
- a scroll with *polymorph self*, *haste*, and *dig*;
- a scroll with *cure critical wounds*, *stone tell*, and *plant door*;
- a scroll with *power word blind* and *reverse gravity*;
- potions of *healing*, *climbing*, *treasure finding*, and *invulnerability*;
- a *ring of water walking*;
- a *wand of paralyzation* (17 charges);
- a *shield +2*;
- a *battle axe +3*;
- a set of *chain mail +3* (elf-sized);
- the *Sword of Azor'alq*.

The Sword of Azor'alq

The *Sword of Azor'alq* is a *long sword +4*. It has an intelligence of 17 and an ego of 21. It is aligned, neutral good, and has the special purpose of *slaying evil otherplanar beings*. Any such being struck by it must make a saving throw vs. spell or be disintegrated.

The sword speaks elvish, as well as communicating telepathically with its possessor. It can *detect evil* in a 20' radius, and *detect invisible objects* in a 10' radius. Once per day it allows the possessor to *fly*, at a rate of 120'/round, for up to one hour.

The sword is very proud, and does not wish to serve anyone who is not an important baron or king. It also expects its owner to provide it with a new scabbard, with many gems fixed to it. In general, the sword thinks it is in charge of any owner, and with its intelligence and ego it may well be. If the sword is in control, it will compel its owner to seek out and destroy powerful otherplanar beings of evil alignment. The sword especially hates fiends of all sorts, and the owner may soon find himself on a quest in another plane, if the sword has its way.

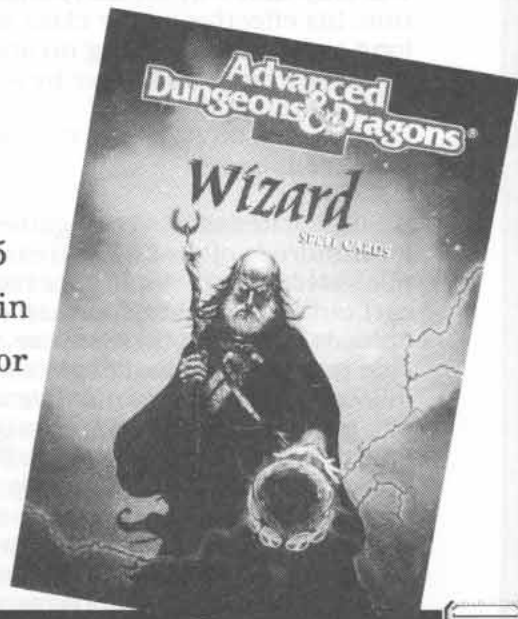
The sword retains all of its powers on any plane, although on the lower planes, the *detect evil* power is neutralized by the overwhelming evil of the plane. Any randomly encountered fiend will have a 10% chance of having seen or heard of the *Sword of Azor'alq*, and will seek to destroy the possessor and take the sword.



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ISBN 1-56076-366-3

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\$10.95 U.S.
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