

GREYHAWK[®] ADVENTURES

Official Game Adventure

Falconmaster

by Richard W. and Anne Brown

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Mystery!



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Falconmaster

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Introduction

Notes for the Dungeon Master

Falconmaster is the second in a trilogy of modules that take place in the Free City of Greyhawk. The modules are designed to flow together smoothly. However, each module is also equipped with an appropriate alternate ending which brings the module to a satisfactory conclusion for DMs who do not wish to play the entire trilogy. Thus, any of the modules will be equally enjoyable regardless of whether the others are played.

If possible, the DM should determine whether he plans to use more than one module at the beginning of the adventure. However, the modules are designed so the alternate endings only affect the last few pages of the module. If the DM changes his mind near the conclusion of the adventure, he will have little difficulty "changing gears" to accommodate either ending.

Should the DM decide to end the adventure with the first module and later decide that he wishes to proceed with subsequent modules, advice is offered for circumventing the earlier decision in order to keep the story going.

How The Module is Laid Out

The events of this adventure are presented chronologically. Certain events must happen in a specified order. Other events may occur as the Player Characters (PCs) choose. The DM should read the adventure thoroughly before play to help ensure that the adventure will run smoothly. The DM is encouraged to add to the events listed here to enhance the atmos-

phere of the adventure and to adapt it to his own campaign and his players' styles.

The contents of this module are meant for the DM's eyes only. The DM is free to give portions of the text or maps to the players to ease play, but for the most part, the information is directed to the DM.

Any text that appears in a box is meant to be read aloud (or summarized) to the players.

The Setting

The City of Greyhawk boxed set is recommended but not required to play this adventure. The adventure is designed to take place in Greyhawk, but it would work nearly as well in another large city with some additional work from the DM.

Most of the locations are described in detail in this adventure; the DM would need only to locate them somewhere in his own city. Other locations are referred to in the box description, but are accompanied by staging notes so a DM may generate an appropriate setting. For example, when the DM is referred to in *The City of Greyhawk* boxed set for the dungeons beneath the Grand Citadel, the DM who is not using the boxed set is advised to create an appropriate setting for a small section of the dungeon of a large city. The sections that a DM might need to generate are usually generic settings (such as a jail cell) that should be easy to design.

If the DM is using a city other than Greyhawk, he should make certain that the city has the following features:

Burned section
Sewer system

Wealthy neighborhood
Marketplace
Slums
Large temple
Several city gates

Locating References

When information from another **ADVANCED DUNGEONS & DRAGONS**® game accessory is required, the page number of the reference is given along with an abbreviation of the book in which it is found. *PH* refers to the AD&D® 2nd Edition *Player's Handbook*. *DMG* refers to the AD&D 2nd Edition *Dungeon Master's Guide*. *GA* refers to the *GREYHAWK*® *Adventures* hardbound book. Two references are from *The City of Greyhawk* boxed set: *GoF*, indicating the "Gem of the Flanaess" booklet, and *FFF*, indicating the "Folk, Feuds, and Factions" booklet.

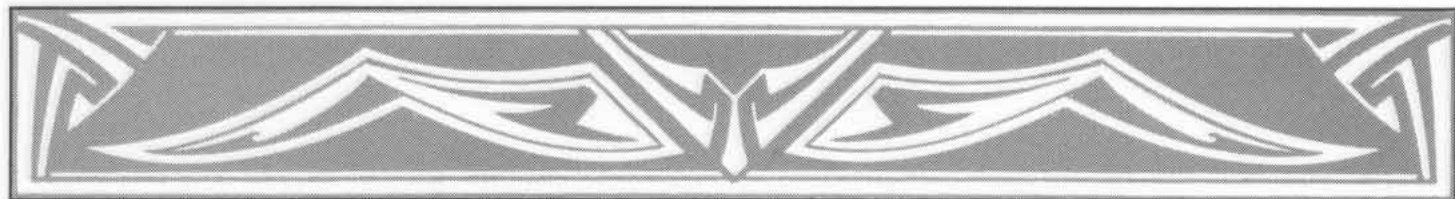
Overview

To assist the DM, the following is a brief summary of the events of this module.

Many years ago, the City of Greyhawk was infiltrated by an evil cult whose members desired to destroy the government and drive away the citizens. They hoped to establish Greyhawk as a city of evil life, devoted to the cult.

The followers of St. Cuthbert discovered the secret, and war was declared against the cult members. A specially chosen force of four—a cleric, a paladin, and two mages—fought to save their city.

The forces of good eventually overcame the forces of evil. Rather than put the evil cult leader to death, the heroes decided to imprison her, alone, for all eternity. A



special dimension was opened for her, and she was cast inside. The portal was finally sealed, and the citizens of Greyhawk were able to go about their normal lives, never realizing the evil that threatened them.

Most of the cult members were killed. The youthful members, however, were spared. They became determined to bring their cult to power. They have been careful over the years to keep their plot a secret. Recently (in the previous module, *Falcon's Revenge*), the cult performed the magic that freed their imprisoned leader. Cult members have infiltrated many levels of the city government in order to keep their secret from the higher officials.

The PCs stumbled onto this plot in the last adventure. Now they must locate the cult's leader and put an end to the cult activities. The leader has disappeared, however, and the PCs are watched at every turn by spies of the cult.

Using the Rumors Table

Page 8 of this module lists rumors that the Player Characters will encounter at some time during this adventure. At certain points throughout the module, the number of a rumor will be listed. Read the players the indicated rumor at that time. At other points in the module, random rumors are indicated. Roll 1d10 and read the appropriate rumor from the table. Check off the rumors as they are used.

Some rumors are true; others are not. Only the rumors that are designated "confirmed as true" are true; the rest are only tall tales. When rolling for random rumors, read the false rumors *only once*. If the number of a false rumor is rolled a second time, ignore that roll and reroll for another rumor. Rumors that are true may be read any number of times. Following these guidelines should help to keep the PCs on track and avoid

"wild goose chases."

If the PCs are confused or need a push in the right direction, feel free to read rumors as necessary. These can provide helpful hints in times of need without spoiling the plot for the players.

Ability Checks

Throughout the adventure, there will be times when the players are asked to make Ability Checks. The DM should roll 1d20 and compare the result with the appropriate ability score (Strength, Dexterity, Intelligence, etc.) for the character in question. If the roll is equal to or less than the character's ability score, the action succeeds. If the roll is greater than the ability score, the action fails.

General Advice

If the PCs begin to stray off course, there are several ways to nudge them back on track.

1. Provide them with one or more appropriate rumors from the rumors table at the end of this adventure. This may give them the clue they need to get back on track.

2. Use Talasek (a NPC whom the DM will meet shortly) to offer suggestions for finding information. For example, if the PCs are able to find clues in Greyhawk's marketplace, but none of the players think to investigate the market, let Talasek suggest it. He can be used very effectively to guide the players in the right direction.

3. Ask the PCs to make an intelligence check. PCs who make the check have a sudden burst of inspiration that never occurred to the *players*. Simply inform the players of the idea the character has. For example, using the market example above, the PC who makes an intelligence check might suggest a trip to the market rather than Talasek.

Use caution not to give out *too*

much information. Overexplaining can spoil the fun and reduce the sense of suspense and mystery that is so important to this adventure. It can also give players a sense that the adventure will unfold as planned regardless of their actions and decisions. A good DM can ration the clues he gives so the players maintain a sense of control, discovery, progress, and ultimate success.

A Note About AD&D® 2nd Edition Rules

This adventure is written using the terminology and rules of the ADVANCED DUNGEONS & DRAGONS® 2nd Edition game, but is still easily playable by those who are using the original game materials.

Some of the more obvious differences are changes in name only. The term "magic-user" has been replaced by "mage" (or, in a few places, the more general designation of "wizard"). The "cleric" character class is now the "priest" class, although members of that class are still usually referred to as "clerics." "Fighters" are now called "warriors" and "thieves" are now called "rogues."

Another significant change is the presentation of monsters. The descriptions of the new monsters designed for this adventure are identical in format to those presented in the new *Monstrous Compendium* series. Although the information is organized differently and has been somewhat expanded, nothing from the original format has been omitted; everything that "Original Edition" DMs are accustomed to seeing will be found in the new descriptive format. The pages on which the new monsters for this adventure appear can be photocopied and inserted in a *Monstrous Compendium* binder if the DM so desires.



Chapter 1: The Game is Afoot

Getting Started

This adventure will begin differently depending on whether the DM used *Falcon's Revenge*, the first module in this trilogy. The DM should choose the appropriate start-up listed below.

Continuing the Adventure

If the party completed the first adventure in this trilogy, they will have learned about the cult and the Falcon in that adventure. They will also know that the cult was able to free its imprisoned leader and that she is now at large somewhere in the city. They should be allowed to search the city and ask questions for up to one week before they feel that they are at a dead end. They will find no sign of the cult or the Falcon.

When the adventurers have exhausted themselves and their leads, they will be called to a meeting at the Temple of St. Cuthbert. Begin the adventure with the meeting at the temple.

Starting Fresh

If the party did not play the first adventure in this trilogy, begin with their arrival in the City of Greyhawk. They should arrive in the city with no immediate plans, perhaps passing through the area on their way home from an adventure, or perhaps on a holiday with nothing more than plans for fun and sightseeing.

When the party approaches any of the city gates, they will be asked to sign the roster. This is customary for all persons entering Greyhawk. Those carrying swords will also be asked to pay the

Freesword Tax of three gp. (See page 44, GoF, for more detail on these customs.) If the adventure is not taking place in Greyhawk, these activities may be omitted or enhanced at the DM's discretion.

The Hook

As the adventurers prepare to pass through the city gate, they will be handed a notice by one of the gatekeepers. These notices are given only to persons who look like adventurers, not to merchants, farmers, or ordinary citizens.

Read the following aloud to the players:

The parchment that was thrust into your hand bears a brief, handwritten message. It is a plea for help.

"Derider Fanshen, Constable of Greyhawk, seeks the assistance of any able-bodied men and women who would endanger themselves in return for the safety of our city and a handsome reward. Appear at the Citadel at your earliest convenience, bearing this notice, for an immediate audience with the Constable."

If the PCs ask the guards at the city gate about the notice, they know nothing except that the Constable herself distributed the papers to the gates with orders for the guards to offer them to anyone who appeared to be an adventurer. The guards can provide directions to the Citadel.

Allow the PCs to decide their own course of action. They may wish to find lodging before heading for the Citadel, or they may proceed directly there. Regardless

of the time of day, the PCs will have audience with Derider almost as soon as they arrive.

Strange Secrets

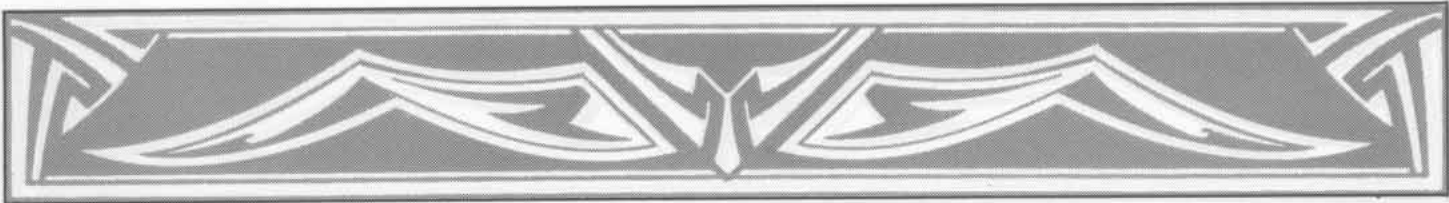
When the PCs approach the Citadel, read the following:

You follow the directions provided by the guards at the gate and find yourselves following a long road through town. Eventually, you arrive at the Battle Gate. The guards there are reluctant to open the gate, for it is not opened unless on the regular schedule. When they see the notice calling for adventurers, however, they open the gate immediately. One of the guards will escort your party inside the Citadel and through the Entry Hall to the Office of the Chief Constable.

The DM should consult the description and map on pages 48 and 56, GoF, or devise an appropriate setting if not using *The City of Greyhawk* boxed set.

If the PCs arrive at the Citadel during daylight hours, Derider is present and will speak to the PCs in a matter of minutes. If the PCs arrive after dark, she will have left for the day, and the Citadel will dispatch a messenger to her home to summon her. The guard on duty will politely request that the PCs wait for her arrival so this matter may be addressed as quickly as possible.

When Derider is ready to speak to the PCs, she will invite them into her office and ask that they make themselves comfortable. Then she will begin to explain the situation to the PCs.



"You must first understand that this is a situation that needs the utmost secrecy. We could face widespread panic if news of this problem reaches our citizens. Greyhawk has not faced a problem of this magnitude in several decades. That is the reason that our notice did not offer much information.

You may know that evil cults and religions are strictly forbidden in this city. This has not stopped some followers of Iuz from forming a cult and plotting against the city.

"Approximately one week ago, these cult members were successful in resurrecting their former leader. She had been imprisoned many years ago by an elite, secret force of four men. They battled the cult and trapped her in a magical prison rather than put her to death. Everyone involved had thought the prison impenetrable and permanent, but the cult found a way to break it.

"Their leader is now on the loose, and we cannot find her, nor can we find any of the cult members. They all seem to have vanished into thin air.

"The underground complex that was formerly their home and temple was thoroughly searched and then destroyed. We spent a good deal of money paying the mages to cave in those underground rooms in such a way that they could never be penetrated again.

"We are now concerned that we have not actually stopped the cult, but that they are hiding somewhere, waiting to strike. We must find them before they have a chance to strike us. We have run out of leads and have no information as to their whereabouts.

"Therefore, we are hoping to

hire a group of adventurers like yourselves to track down this cult and its leader and bring them to justice. We will pay handsomely, of course: a portion of the money will be paid now to cover your expenses, and the rest will be paid when you return the perpetrators to us."

The DM should offer his players a sum that is attractive but fits into the scheme of his campaign. Derider will be willing to pay approximately 20 percent of this fee "up front."

When the financial arrangements have been made, Derider will instruct the PCs to visit the Temple of St. Cuthbert in order to speak with Talasek Thraydin, a paladin who was involved in the unsuccessful attempt to stop the cult's resurrection of their leader. She cites him as the expert in matters involving the cult of Iuz.

Derider knows little of the details regarding the cult. She explains that Talasek has followed the cult's activities for a long time, and that the City Watch is cooperating with the clerics of St. Cuthbert in this matter. The collective effort is necessary due to the limited amount of information that is available regarding this cult. Derider oversees the case but allows the clerics great freedom in resolving the matter. Since the clerics pursued the cult with great zeal, she felt that their enthusiasm might provide a quicker solution than her own men.

If the PCs ask further questions regarding the cult, Derider will instruct them to inquire at the Temple. She admits that her knowledge of the cult is limited and that the clerics know far more.

The DM should proceed with the next section when the adventurers are ready.

The Temple Meeting

If the PCs are familiar with the Temple of St. Cuthbert through the previous adventure, the DM may omit the following section, which describes the temple, or he may use it to reacquaint the PCs with their surroundings.

Located in one of the wealthiest quarters of the city, this is the busiest temple in Greyhawk. St. Cuthbert boasts more followers than any other deity worshipped in this area. The temple is large and beautiful and is never at a loss for monetary support. The many clerics of this temple are strong and unified.

The temple is built of white marble and is topped by a roof of polished copper, whose gleam can be nearly blinding on sunny days. The combination of the shine from the roof and the white marble give the temple a visage of holy power and strength. It is an awesome sight even for non-believers.

Read the following section aloud to the players.

A wide courtyard spreads in front of the temple. Paths of white tile lead through well-kept gardens of roses, exotic flowering plants, and evergreen shrubbery. Mistletoe and holly grow profusely.

The paths lead to a circular fountain. In the center of the fountain, on a pedestal high above the water, stands an eight-foot statue of St. Cuthbert, carved of white marble. The entire garden is one of the loveliest you have ever seen.

Several clerics dressed in reddish-brown robes tend the plants, pruning and watering them. Two clerics stand in front of a rose bush, discussing which blossoms should be cut to make up an arrangement for the



shrine for the next Godsdays.

The white tile paths eventually lead to the enormous double doors of the shrine. The doors are built of a pale, dense wood and are bound with brass scrollwork. The doors are open and lead directly into an enormous worship room capable of seating 600 persons. Many rows of straight-backed benches face the front of the rectangular room. Huge white marble columns support the 50'-high ceiling throughout the room. Paintings of scenes from St. Cuthbert's life line the side walls. The ceiling is painted to represent a heavenly blue sky filled with white clouds and a blazing sun. Underfoot, the floor is built of polished tiles of deep green marble.

It should be obvious to the PCs that this temple was constructed at great expense. Despite this show of wealth, there are no temple guards visible.

After the PCs have looked about the shrine for a few moments, a brown-robed cleric approaches. In a soft voice, he asks if he may help them. When the PCs respond that they are looking for Talasek, he says, "And who may I say is inquiring?" Once the PCs introduce themselves and show the notice from Derider, he replies, "One moment, please. I shall learn if Talasek is accepting visitors." With that, he exits through the double doors.

The PCs are again left alone. They have some time to examine the temple further before the cleric returns.

As they look around, the PCs will learn that no expense has been spared in decorating or outfitting the church. Every candlestick and scone is made of gold and decorated with silver. The pulpit appears to have been hand-carved

from one solid block of a rare wood. It is accented with gold and silver. The chairs used by the priests at the front of the shrine are carved of the same rare wood and bear white velvet cushions. Fine tapestries as high as the ceiling and ten feet wide decorate the front of the shrine, depicting various scenes from nature. One of the tapestries depicts the courtyard in front of the shrine. Every inch of the shrine is tastefully decorated, using only the finest materials.

The cleric will return shortly, saying "Master Thraydin will see you. Please follow me."

He leads you out the double doors and around the side of the shrine. From your observations inside, and now outside, the building, you guess that it holds only the shrine and no additional rooms.

You follow another white tile path around the shrine. Ahead, you see white marble building that lies at a right angle to the Temple. This building is also rectangular, but appears to have three floors. You notice double doors on the front and side of the building. The windows are small but numerous. The cleric leads you through the doors in the narrow front of the building. These doors appear identical to those at the front of the temple.

You enter through these doors and find yourselves in a large foyer. The floor is pink marble, and the room is furnished comfortably. An enormous staircase of pink marble rises to the second floor. The cleric leads you down a pink marble corridor to a meeting room. You enter the large meeting room, which holds a long, oval table. The cleric who led you here introduces you to Talasek Thraydin, who is seated at the table read-

ing a small, green book. The cleric says, "I will let the others know that you are here. They will be along momentarily."

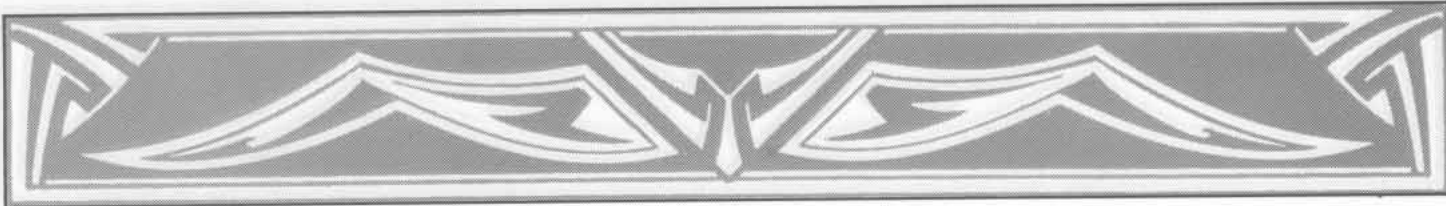
Talasek shakes hands warmly with each member of the party. He is instantly likeable and nothing less than sincere and honest. He asks that you make yourselves comfortable while you await the arrival of the Temple's leaders. He will chat pleasantly until the others arrive.

The furnishings and draperies in this room are simple but of excellent quality. Two ornate holy symbols hang on the walls at opposite ends of the room. The most striking features here, however, are the twelve life-size paintings which fill the long walls of the room. Each portrait hangs in its own intricately carved frame.

Of the twelve portraits, five can be recognized as paladins and seven as clerics. The men are attired in their best costumes: the paladins in plate armor, bearing sword and shield, and the clerics in fine velvet robes.

Talasek notices you observing the paintings, and begins to explain. "These are men who devoted their lives to St. Cuthbert and performed noble deeds in his name. The priests you see are the former heads of this temple. The paladins, each in their own way, performed some outstanding service that required bravery and selflessness in the superlative."

"The man you see here"—Talasek approaches one of the paintings—"is my grandfather, Talamar Thraydin. I never knew him, but the legends say that he fought and defeated an evil cult in the city. It somehow seems appropriate that we are here today to discuss a similar evil."



The painting of Talamar Thraydin portrays a tall man wearing beautiful plate armor. You can see the resemblance to Talasek in his strong features and green eyes. He cradles a small, green book in one arm; his other hand rests on the hilt of his sword, which stands on end, the tip pointing into the ground. His shield stands propped up next to his feet. A gold holy symbol of St. Cuthbert hangs from a woven silver and gold chain around his neck.

"This is the book that Grandfather holds in the painting," Talasek tells you. "It was his personal journal describing his many adventures and adversaries. I've been studying it in hopes of finding more clues to this cult, but so far, I've found nothing. I guess I should tell you that my Grandfather was in the original party of men who imprisoned the cult's leader so many years ago. It was this diary that led to the discovery of the cult several weeks ago, and I'm hoping that it can help now."

Talasek pauses as the door opens. Four clerics enter the room: two men, followed by a woman, followed by a scribe. The scribe wears the reddish-brown robes you have seen the other clerics wear, but the woman and two men are garbed in green. They greet Talasek warmly, then Talasek introduces you to Eritai Kaan-Ipzirel, head of the Temple, and her assistants, Latmin Doru and Figril Himman. They all seem genuinely pleased to meet you.

Eritai walks to the far end of the great oval table and takes her seat. The other men take seats to the left and right of her. Talasek sits next to Latmin and motions for you to take seats

nearby. The scribe then pulls a high stool and a tall, narrow writing table from against the wall over to a position behind Eritai's left elbow. From his perch, he can see and hear everyone at the table and he immediately begins to write.

Still Waters Run Deep

Eritai begins the meeting with some formal notations for the record regarding the purpose of the meeting. She then asks Talasek to tell his story.

"No doubt Derider has told you that we are concerned about a cult of Iuz that threatens our city. Until a few weeks ago, we were not aware of the cult's existence, although we were suspicious for a long time. They have freed their leader and have disappeared. This concerns us, for we know nothing of their intentions. The city has been searched thoroughly and not a shred of the cult remains. We must find their leader before she has a chance to rally her followers.

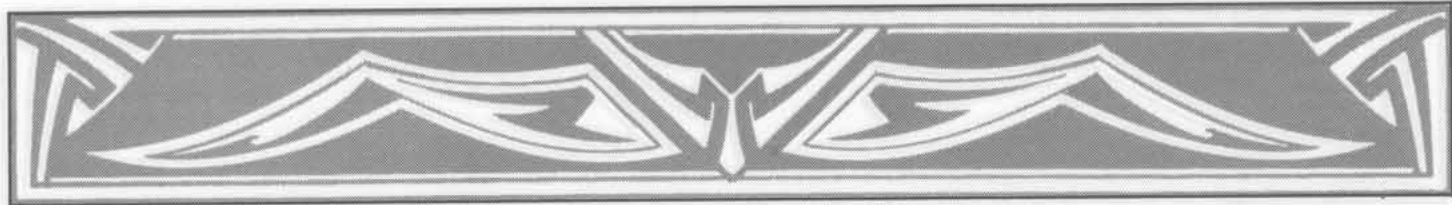
"We have had long discussions about their leader, the Falcon. We have concluded that, after such a long imprisonment, she must be in need of rest and recuperation in order to regain her strength. We can only hope that this will take many weeks and that we can locate her in the meantime.

"We know that she is dangerous and that she has many spies. This will be a dangerous undertaking for all involved. We at the temple consider ourselves to be at risk because she knows of our opposition to her. We ask for your help, but we will understand if you turn down our plea."

Talasek and the clerics will discuss the matter with the PCs as long as necessary. They will answer any questions the PCs may have and will make themselves available for future discussions.

Following is a list of information that is available about the cult. This may be provided to the PCs through the meeting with the clerics or through Talasek. It is also provided to condense this information for the players' and DM's convenience.

- This cult, which worships Iuz, was founded approximately 60 years ago by a woman known only as the Falcon.
- Iuz and St. Cuthbert have had a long-standing rivalry which predates the cult.
- Talasek's grandfather, along with two mages, Mizaab Zalen and Quevell Maxem, and a cleric, Elliman, defeated the cult many years ago and trapped the Falcon in a magical prison which was believed to have been permanent and impenetrable.
- The surviving members of the old cult banded together to reestablish the cult, free their leader, and win the favor of Iuz.
- In the years since the cult was believed to have been destroyed, the new cult kept their activities a secret, infiltrated high city offices, and searched for ways to free their leader. They also built an extensive underground headquarters.
- During the last few weeks, the cult performed the rituals which broke the magical prison holding the Falcon. She was freed but quickly disappeared and she and the cult have not been seen since that night.
- The cult's headquarters were located under the burned section of Greyhawk. They have since been destroyed by the order of the city officials.
- Talasek's grandfather kept a journal of his adventures which



provided key information in defeating the cult. Talasek discovered the journal only recently after noticing the journal in the painting in the meeting room of the temple.

The PCs should be advised of all this information. Talasek knows and can answer all information about the cult that has been revealed up to this point. However, from this point on, Talasek will be learning about the cult right along with the PCs.

Once the PCs have been advised of all information and have settled into the city, their adventures will begin.

For the DM

If the party completed *Falcon's Revenge* and kept their lodgings at the Whistling Fish, they may continue to room there. Otherwise, the DM may choose another appro-

priate inn from *The City of Greyhawk* boxed set or invent an original inn.

Talasek can show the PCs any pertinent locations in the city. Since the potential danger of the cult has become so great, Talasek has given up his room at the boarding house and moved into the Temple lodgings. He now occupies a room on the third floor of the rear building. His concern was not for his personal safety, but for the safety of the clerics. He also wanted ready access to the library of the temple which he hoped would hold some answers to the problem of the cult.

Talasek can show the PCs the underground tunnels and sewers that led to the cult's lair, but they have been completely caved in and are inaccessible. The tunnels are now patrolled by members of the City Watch who stroll by approximately once per hour. There is no possible way that the PCs could

burrow into the destroyed lair. If the PCs are intent on trying to infiltrate the tunnels, the result should be serious injury and possibly death to at least one PC. The area is extremely unstable and dangerous. Even the use of spells (such as *dig*) should result in disaster.

If the PCs feel the need to explore the city and ask questions of local residents, allow them to do so, but provide them with no clues. None of the citizens were aware of the cult when it was active, and none are aware of it now. Of those who were in the cult or had relatives in the cult, none will provide any information, though they might provide a false rumor from the Rumors Table.

Proceed to the next chapter when the PCs have exhausted all leads, are sufficiently settled into the city, and are knowledgeable of the available information regarding the cult.

RUMORS TABLE

The following rumors are indicated as to their truth or verification. If no indication is given, the rumor is only a rumor—no evidence can be found to support it.

1. The City of Greyhawk has strict laws forbidding the existence of evil cults in the city. Cults that are discovered are dealt with swiftly and mercilessly; leaders are put to death and followers are banished from the city forever. (Easily confirmed as true.)
2. The northern hills are home to a race of magical creatures who steal children and teach them magical spells.
3. If a person stands in the center of the Stone Ring outside the Druid's Gate, he can think, speak, and act without being observed by any magical means. (The PCs can test this themselves; it is true!)
4. The city is home to at least one magical dragon that masquerades as a human. (Everyone believes this rumor but no one has been able to prove it.)
5. The Sacred Temple of St. Cuthbert cannot be infiltrated. Those who have tried have found scores of clerics waiting for them as they attempted to enter the premises. (Can be confirmed as true.)
6. The hills surrounding the city are filled with mines, lairs, and castle ruins filled with treasure, just waiting to be discovered.
7. The people of Old City are so superstitious that they are afraid of their own shadows.
8. Within the past few months, several parties of adventurers left the city in search of wealth in the hills, but none have returned.
9. Iuz has always held a deep hatred for Greyhawk and would like nothing better than to destroy the city and claim it for his own. (True)
10. Members of evil cults never leave their homes during daylight; they only come out at night.



Chapter 2: An Ancient Mystery

When the party has run out of leads as to the whereabouts of the Falcon and the cult, they are ready to begin this section.

A great portion of this adventure will involve the PCs leaving the city and exploring the Falcon's lair. The following information about the diary will start the PCs on the quest to locate the lair.

The PCs may have the following discussion at any convenient location: Talasek's room, the meeting room at the temple, or their own lodgings. When they are ready to investigate, allow the adventure to follow its natural course through the city until they have learned everything necessary to leave in search of the lair. The DM should provide the PCs with as many as five rumors as they conduct their investigations.

Clues From the Past

Talasek has been pondering a strange passage in his grandfather's diary. From its place in the diary, it appears to have been written approximately one year after the Falcon was imprisoned.

We had always suspected that the Falcon had a secret lair somewhere outside the city walls. We had frequently seen a falcon leaving the site of the cult's temple, but were never able to track it. We were also suspicious when the raid on the cult's underground rooms yielded few personal belongings. With the Falcon gone, we were left without a trail to follow. Quevell and Mizaab have flown many missions (using their spells) searching for her lair. I fear that, if such a lair ex-

ists, we may go to our graves without ever finding it. Only St. Cuthbert knows what horrors may exist in such a place.

The mages have proposed a journey into the wilds to explore an area that they feel may yield some clues. We set out tomorrow on a journey whose mission may put our fears—or our souls—to rest.

The next entry in the diary is written in a feeble hand, possibly by a man who was exhausted.

Seven days we trekked and hunted in the wilds, but to no avail. Despite the best efforts of the mages and their pets at searching from every possible angle, we still found nothing. Mizaab is convinced that her lair must exist and has vowed to find it if it requires the rest of his days. And that could be a long quest, since I expect that Mizaab will outlive all of us. The rest of us—Quevell, Elliman Neshir, and myself—have sworn to assist him if we can, although our faith in the lair's existence is less than firm.

The diary contains similar entries discussing numerous trips into the wilds that yielded nothing. The diary continually cites Mizaab's unwavering desire to find the lair.

In an entry that appears to have been written approximately 15 years after the Falcon's imprisonment, Talamar records the death of Quevell. He describes it as the peaceful passing of a man who spent many good days on Oerth. Quevell had grown very old, and

his time had come. Talamar, Mizaab, and Elliman were all at his side when he passed on. Talamar also records that Quevell bequeathed all his money to the temple of St. Cuthbert and all his worldly possessions to Mizaab.


Several years later, the diary records the installation of Elliman as head of the Temple of St. Cuthbert. Talamar noted that Elliman's position was likely to be short-lived, since Elliman had gotten on in years and was nearly eighty years old.

This entry also notes that Elliman, who had remained a bachelor, had found a "family" (of sorts) to comfort him in his advanced years. A young girl, only about ten years old, had arrived at the temple one day in search of shelter. She was an orphan and offered her services as a cleaning girl in exchange for a home and a future with the church. She and Elliman were drawn to one another almost immediately and became their own small family.

The young girl's name was Eritai. (If the PCs investigate this point, they will learn that she is indeed the current head of the temple.) She and Elliman remained close until Elliman's death eight years later.

An Heir to Carry On

Throughout the years documented by the diary, several more outings into the wilds were made in search of the suspected lair, but nothing was ever found. These outings continued even after the deaths of Quevell and Elliman. Finally, Talamar, in his late sixties, admits in his diary that he no longer has the endurance necessary for such excursions and must



decline Mizaab's journeys. But his son, Edgar, had taken up the quest with Mizaab and continued the search for the lair.

The diary records a happy event in Talamar's life: the birth of Talasek, his grandson. At this point, thirty years had passed since the Falcon's imprisonment. Also recorded are more attempts by Mizaab and Edgar to find the lair. Mizaab is described as using every type of spell known to him to locate the lair; again, to no avail.

Finally, thirty-four years after the Falcon was imprisoned, Mizaab uncovered a clue. He would not tell Talamar the meaning of the clue until he and Edgar had returned from a mission into the wilds. Mizaab wanted to be certain before sharing the entire story with Talamar.

Although Talamar's health was in decline, he helped Mizaab and Edgar make preparations for their journey. They had agreed only to authenticate the lair as belonging to the Falcon, and would later return with additional men to explore it. They felt it important to return and document the find before risking their lives in its exploration.

The Quest of a Lifetime

The final entry in the journal follows soon after Mizaab's discovery.

My excitement is so great that I can hardly write! Mizaab and Edgar have returned from the wilds and have located, after all these years, the former lair of the Falcon. Mizaab has headed for home in order to rest and begin work on the map which will show the route to the lair. We have decided to make only one map and that Mizaab will guard it for the rest of his days. We hope that we will never have need for it, but feel that this is a

necessary step to ensure safety to Greyhawk.

Mizaab and Edgar will set out in three days to explore the lair. They both agreed that it looked small and simple, and they do not expect any problems, but will go prepared for the worst.

As for me, I feel that my time is drawing near. I am an old man and have seen much in my days. I can now rest easy, knowing that the last trace of that menace which we have called the Falcon has been discovered and will be rendered safe.

Mizaab will visit tomorrow to show the work he has done on the map. I am eager to see what he has described, and I am especially eager to learn what he meant when he said that we had been hunting from the wrong point of view for all these years. He said today that we were all thinking like birds when we should have been thinking like snakes. I have a suspicion that I understand his meaning, but I will wait until tomorrow before I set forth my own guesses.

The time draws late and today has held more than enough excitement for an old man. I will rest now, eager for the news that tomorrow will bring.

The diary contains no more entries. The PCs and Talasek are now on their own to discover Mizaab and his mysterious map.

A New Quarry

The next section will list all the possible sources of information that may yield clues for the PCs. Allow them to investigate these in any order they choose.

It is important that the DM allow the PCs to feel that they are in control of the investigation. If information comes to them too easily, or the events unfold of their own ac-

cord without the PCs intervention, they will feel that the adventure will follow its course regardless of their actions. Therefore, dispense clues carefully and only when the PCs have earned them. If they hit a dead end, allow them an Intelligence check or have Talasek suggest a new course of action that will lead them back on track. The DM may also select (or invent) appropriate rumors to "inspire" the PCs.

Eritai

If none of the PCs think to question Eritai, allow them an Intelligence check or have Talasek suggest it. They should question her at some time to learn whether she has any useful information about Elliman.

Eritai is almost always available to assist the PCs. If they question her about Elliman, she will tell them the following information.

"I first met Elliman when I arrived at the Temple over 40 years ago. I was completely alone, and he had never had a family. I think his grandfatherly nature and my loneliness destined us to become close. We both became the family that neither of us had.

"We remained close until the day he died, about eight years later. Although I still miss him, he gave me wisdom and courage, and that has made all the difference in my life.

"I did hear him speak of Mizaab from time to time. Although I never met his friend until after Elliman's death, I knew that this was a man who had shared a great many experiences with Elliman. Mizaab was away on a journey when Elliman died, or I'm certain that we would have met at Elliman's fu-



neral. When I asked the elder clerics about notifying Mizaab, they told me that Talamar had volunteered to convey the news to Mizaab upon his return.

"Elliman always said that Mizaab was a friend who could be trusted, someone who could be turned to in time of need. He told me that he had mentioned me to Mizaab and that any time I needed him, all I had to do was ask. But he also warned me that Mizaab had an occasional tendency to be reclusive. Elliman told me not to be intimidated by Mizaab's desire for privacy. Among his close friends, Mizaab was open and relaxed, but was secretive among strangers.

"I haven't heard his name spoken in a great number of years. I wonder what ever became of the mage who called himself Mizaab . . .

"I do recall that he lived in the city, but I have no idea where that might have been. Elliman visited him on occasion, but Mizaab was frequently off on adventures.

"I wish I could tell you how to find Mizaab, but I don't know what happened to him myself. I'll look into it and ask the elders and anyone else who might have an idea what became of him."

Eritai knows little of Mizaab's appearance, age, preferred dress, or habits. She can recall that he preferred grey clothing and enjoyed smoking a great meerschaum pipe that was carved in the shape of a dragon. The pipe was carved in such a way that the tobacco smoke rolled out of the dragon's mouth. She will also tell the PCs that Elliman told her to locate Mizaab through the Guildhall if she needed him, and that he would be able to prove his identity to her.

The Library

If you are using *The City of Greyhawk* boxed set, refer to Chapter 8, GoF, for a complete description of the library. A partial description is provided here to assist the DM and for those playing in a city other than Greyhawk.

When the PCs enter the library, they will find themselves in a great entry hall. Just inside the door, they will find Gratius Saghast, the head librarian, seated at his desk. He is an extremely old sage and shares his knowledge only reluctantly. However, he weakens quickly to the flattery of pretty women. He will provide information and directions to the contents of the library, but little else. If he knows anything about Mizaab, he will not reveal it.

The entry hall opens onto six wings. Each is accessed through a wide arch, and each arch bears the name of the category of books found within: History, Geography, Artistic Studies, Poetry, Science, and General. There are 3d6 x 1000 books in each wing. Listed below (see "Needles in a Haystack" section) is the information about Mizaab that can be found in each wing.

Behind Gratius' desk is an iron door that leads to a long hallway. This hallway leads to the library's three vaults that hold valuable special collections. Only Contributing Members are allowed access to these vaults; none of the contents ever leave the vaults.

The vaults are well-protected, and several scribes serve as sentries to monitor the comings and goings of library members. The scribes can send word (via homing pigeon) to the Wizards' School and the Guildhall at a moment's notice in the event of trouble. This sending will result in the teleportation of an accomplished mage in no more than eight rounds. The mage who appears will be prepared to

support the scribes in defending the vaults.

Each vault holds a different type of valuable. One vault contains only rare artworks. The second vault is home to rare magical tomes and spellbooks. The third contains the official records of the city, including financial and military records, property deeds and treaties, and the rosters from the past five years.

There are no clues about Mizaab in any of the three vaults. The PCs will have no way of even entering the vaults unless they strike upon the idea of becoming Contributing Members—at a cost of 100 gp each. They will not be allowed into the vaults even if accompanied by Derider or Eritai. If the PCs are insistent upon researching the materials in the vaults, Eritai will consent to assigning one of her assistants to do the research. Regardless of the amount of effort the PCs may invest in accessing these materials, no clues will be found in any of the vaults.

With the exception of the three vaults, the library is open to anyone who cares to use it. Researchers may come and go as they please in any of the six wings. Borrowing of books, however, is restricted to Contributing Members, who are allowed to borrow up to three books at one time. The PCs should be able to acquire the information they need within the library; however, should they feel it necessary to borrow a book, Eritai will arrange for them to borrow books using her membership.

Needles in a Haystack

In searching for books, the PCs will be forced to scan the shelves and thumb through volumes to find clues. The library has no cataloging system other than Gratius and the library's other assistants. Since the PCs will have no specific book titles, the assistants will be

able to direct them to general areas and make suggestions for topics. But, beyond narrowing down the field, the assistants will not be able to offer much help.

When the PCs begin searching in the library, the DM should roll secretly for each wing to determine the number of books in that wing and, thus, the length of time required to locate clues about Mizaab. In sections without any information regarding Mizaab, the PCs can search as long as they wish, but will not find a single clue. The DM is free to give hints to the PCs that a section may not hold any clues (if the PCs persist in perusing every volume in a clueless wing).

One PC will need to search one hour for every 1,000 books per wing. If more PCs search a single wing simultaneously, this time is reduced accordingly (i.e., a wing holding 6,000 books can be completely searched in one hour by six

PCs). The DM should carefully keep track of the time PCs spend searching each wing to determine how quickly they locate the clues about Mizaab.

The PCs have a 5% cumulative chance per turn of finding the clues about Mizaab. The DM should roll secretly for each turn that the PCs search. If the entire wing is searched and the DM has not rolled successfully, the PCs have simply overlooked the clues and will need to backtrack (continue searching until the DM makes a successful die roll). If the PCs search an entire wing that holds no clues, the DM might consider telling the PCs that they are quite certain that nothing was missed. This will prevent the PCs from wasting time searching in a place where no clue exists.

- **History Wing:** Mizaab's name is mentioned in several books discussing the history of magic in

Greyhawk: *Magic in the Flanaess*, *Mages of Greyhawk*, and *Greyhawk's Contributions to the World of Magic*. The authors seem to agree that he was not regarded to be as powerful or famous as some of the better-known mages such as Tenser or Zagyg, but he is listed as an expert on magical flight. The books report him to be slightly reclusive and erratic, factors which may have impaired his credibility. The books agree that his theories and experiments with flight were remarkable and may have been better received among his peers had he been a more reliable individual.

One of the books identifies him as a resident of the city, while the rest give no clues as to his residency.

- **Geography Wing:** A few maps can be found in this wing that are credited to being drawn by Mizaab. The maps are completely ordinary and give no indication that they are maps to the lair. In a volume entitled *Cartography in the Flanaess*, Mizaab is credited as being extremely accurate because his maps were drawn based on air reconnaissance.


Nothing in the geography wing offers any personal information about Mizaab. The maps are accompanied by notes praising his work for its accuracy and citing Mizaab's maps as valuable contributions to Greyhawk's body of knowledge.

- **Artistic Studies Wing:** No information is found in this wing with regard to Mizaab.

- **Poetry Wing:** No information about Mizaab can be found in this wing.

- **Science Wing:** Mizaab's name can be found in several books dealing with flight, including *Wonderful Flying Inventions*, *Wings for*





Mankind, and *Greyhawk's Inventors*. Listed are many of his inventions, both magical and non-magical. Some of the non-magical items could be reproduced from the plans in the books, but nothing is said regarding the construction of the magical items.

Mizaab's inventions included various sorts of wings, flying carpets, mechanical birds large enough to carry two men, rings, and potions. The scientific books scoff at many of these inventions as being simply absurd and add that "those who believe in magical properties will no doubt attempt to prove these things to be viable."

Wonderful Flying Inventions is a chronological history of flying devices invented in and around Greyhawk. It lists the inventors and their gadgets without passing judgement as to the viability or practicality of the inventions. It is a somewhat whimsical look at the various methods employed by man to allow him to take to the sky. Mizaab's inventions occupy roughly one-quarter of the volume, and Mizaab is praised as being a most imaginative inventor.

The books in the science section impart that Mizaab's ideas were "interesting notions," but ones that would never see daylight.

- **General Wing:** This wing contains works of fiction, religion, heraldry, archaeology, foreign studies, biographies, and miscellaneous subjects that do not fall under the categories of the other wings. This wing will require twice the amount of time to search (5% cumulative chance of finding a clue every other round) as the other wings due to the diversity of subjects.

Information about Mizaab is scattered and skimpy. Most of what the PCs find here will appear in biographies about the important mages in Greyhawk. While not recognized as one of the city's major wizards, Mizaab was impor-

tant enough to warrant a few paragraphs or as much as one page in some of the volumes.

A volume entitled *Luminary Wizards of Greyhawk*, written about 10 years earlier by an apprentice of the Wizards' School, contains the most complete entry about Mizaab.

Mizaab Zalen was a reclusive mage of uncertain reputation who lived in or around Greyhawk for approximately 40 years. He made significant contributions to the study of magical flight, mapmaking, and the anatomy of dragons. At one time, he produced drawings of dragons based on what he had claimed were actual observations of live dragons. Although the drawings appeared to be authentic (no flaws, obvious or minute, were ever detected in the drawings), their authenticity has never been acknowledged due to Mizaab's eccentric habits and lifestyle which cast a shadow upon his reliability and dependability. Nevertheless, his sketches revealed previously unknown details of dragon anatomy, such as scale patterns, wing construction, and details about talons, horns, and spiny plates.

Mizaab's origin is unknown, but those who knew him guessed that he was from somewhere near Greyhawk, based on his familiarity with both the city and the surrounding countryside. He was acquainted with every nook and cranny, a surprising ability for someone so eccentric.

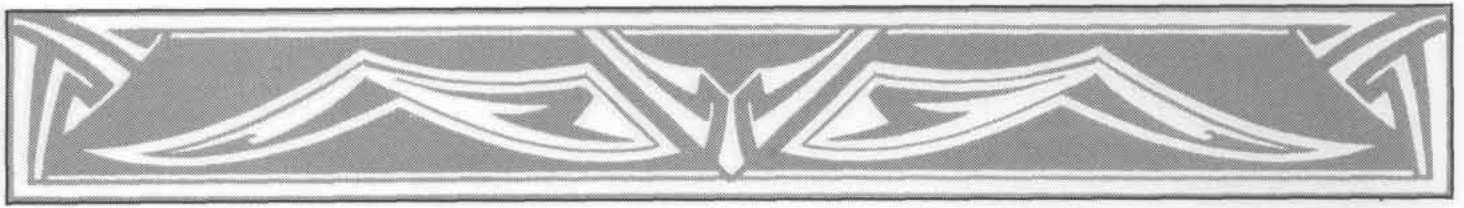
Mizaab's wizardly training is also a mystery, since the Wizards' School has no record of him studying there at any level. He frequented the Guildhall, however, and became a fixture in its library for days and weeks

at a time. He was known to follow these extended studies with extended disappearances, lasting up to a month. He always vanished without warning or word to anyone, and more than once he was given up for dead, only to return to the Guildhall as suddenly as he departed. His returns were always marked by good health, and he appeared as a man invigorated and rested, not the victim of foul play or illness as was sometimes speculated.

His sudden, lengthy, and unexplained disappearances account for his unreliable reputation. When queried about such disappearances, his answer was always the same: magical research. He never provided details of his journeys to anyone, nor did he share details of his research until he was quite certain that his methods were on the right course.

Among Mizaab's achievements are improvements to the various flying spells that are known around Greyhawk, enabling better stability and maneuverability, and enabling greater heights to be reached; various magical rings and potions that enabled flight; and various articles of clothing that also allowed either flight or levitation. He was also known as an expert mapper and made many excellent contributions to the available information about the countryside surrounding Greyhawk. He designed his maps from the air, allowing them to be rendered accurately and in great detail. Mizaab even devised his own extremely practical system for identifying the variations in slope on different types of terrain.

Apparently Mizaab also had a great passion for the study of dragons. He was known to have



For the DM

If the DM is not familiar with the Greyhawk dragons, he should refer to GA, page 26, and FFF, page 75. Briefly, the Greyhawk dragons are highly magical beasts who love the company of humans. They have an innate polymorph ability that allows them to live as humans. Typically, the dragons live as wealthy persons, and are frequently fond of the arts. They are often benefactors of theatres and museums.

Greyhawk dragons have one life-threatening concern: their human form does not allow them to consume enough nutrition to support their great bulk. Consequently, they must make frequent trips to the wilds in order to feed. Greyhawk dragons will disappear about once per month (feigning a business trip or holiday) in order to nourish themselves.

The entry on Mizaab continues:

Mizaab's credibility was further harmed when he began speaking of a new magic that allowed a mage to permanently imprison another being in an invisible, dimensional void. He brought up this question in a discussion at the Guildhall, but most mages agreed that the logistics of such a spell were simply too difficult. Many felt that such a spell would be impossible without some sort of device in which to trap a victim. Others felt that, even if such a spell were devised, the chances of failure would be simply too high to warrant its casting if it meant the mage would be leaving himself open to attack.

Mizaab, on the other hand, believed that such a spell was possible if two mages worked in conjunction. He felt that their combined powers would be ca-

pable of overpowering and trapping another being. Since combined spellcasting has rarely been attempted (and has never been successful), the idea was dismissed as folly by the mages of the Guild. Unfortunately for Mizaab, this "flight of fancy" only served to further damage his reputation.

Mizaab's last appearance in Greyhawk, as of the time of this writing, was approximately 10 years ago. Those who knew him have speculated that he either suffered a fatal accident while flying, or fulfilled his lifelong dream of encountering a dragon, thus precipitating his demise.

Despite his eccentricities, Mizaab made significant contributions to the magical world. He is presumed dead, but no one would be surprised if he were to one day appear in the streets of Greyhawk, none the worse for his lengthy absence.

The passages in the remaining books echo the same information. Mizaab's eccentricity is frequently illustrated by his belief in seeing the Greyhawk dragons and the spell that he believed could trap another being in an invisible void. PCs should realize that this was not idle chatter on Mizaab's part; after all, it was *his* magic that entrapped the Falcon!

Astute PCs may deduce that if Mizaab's spell was genuine and simply disbelieved by the other mages of Greyhawk, perhaps some of his other claims and ideas were not as outlandish as some of the books suggest.

No other clues are available in the library, and none of the librarians will be able to provide further information.

lengthy discussions at the Guildhall with anyone who would discuss the great wyrms. He was as interested in legends and myths about dragons as he was in facts. He seemed to enjoy listening to old yarns about dragons, and encouraged the telling of even the crustiest ancient stories. His dream was to get close enough to a dragon in order to study it, and, toward the end of his last days in Greyhawk, Mizaab claimed that he had done just that. He produced drawings and sketches of the wyrm he had observed, and although the sketches were never accepted as authentic renderings, as of the time of this writing, they have never been proven as counterfeit.

The legends and rumors of Greyhawk dragons have long permeated this community, and, while learned men believe in their existence, wise men discount claims of recognizing the dragons in their human forms as hysterical. Mizaab, on the other hand, professed to recognize these highly magical creatures of fantasy. Persons who claimed knowledge of Greyhawk dragons in the past had a strange tendency to disappear. Naturally, Mizaab had no proof of who these beasts were. He nonetheless claimed that he could pick out the dragons who masqueraded as humans, lived in community with the commonfolk, and walked the streets of this great city. For all Mizaab's talents, his unusual behavior and insistent beliefs about the Greyhawk dragons only harmed his credibility and reputation. He might have become one of the great mages of Greyhawk had it not been for his conspicuous eccentricities.



The University of Magical Arts

The University is inaccessible to outsiders (see its description in Chapter 8, GoF). Its pyramid-shaped building has no windows or doors, and is entered magically by its students and teachers. Attempts to approach the building, shout to its inhabitants, or search the exterior will produce no results (unless the PCs become too aggressive, which may result in a warning or a spell tossed by an irritated mage).

The building is impenetrable except by magical means. Anyone successfully entering the pyramid will find himself confronted by numerous mages of varying levels and will then most likely find himself dumped out on the street before having a chance to get very far.

The Wizards' Guildhall

This four-sided pyramid is nearly as inaccessible as its cousin, the University of Magical Arts. Unlike the University, however, it does have a gate which allows entry by normal means. For a detailed description, see Chapter 3, FFF.

Entry is prohibited to all but guildmembers and persons with previously arranged appointments. The guildhall is maintained by the dwarven porters, who serve as gatekeepers and custodians. These dwarves keep long lists of guildmembers and maintain the appointment schedule; anyone without an appointment is not admitted. The dwarves cannot be bribed or magically induced into admitting trespassers, but will admit those who wish to sell magical items. Such persons are escorted directly to the Mage of Exchange by two porters. The dwarves are unwavering in their strict observation of these rules.

Audiences are generally not granted to outsiders. Those coming to the guildhall to meet with a member are almost always invited guests. Therefore, PCs who wish to question the guildmembers about Mizaab will not be able to simply appear at the door and gain admittance. They will have to find a more clever way to meet one of the mages and strike up a conversation at a local pub or make some valuable offer to the guild.

The DM can devise any suitable encounter for the PCs to meet one of the mages around town. This should involve considerably more than merely bumping into a mage while ordering ale; perhaps a high-speed chase of a mage on a *flying carpet* would be more appropriate or entertaining.

If the PCs fall completely flat in meeting a mage, use Eritai or Derider to intervene. Either of these women should be able to contact the guild and request an audience for the PCs via a letter of introduction.

The DM may set up an encounter with any mage of his choosing. If the DM has no personal favorite, he may opt to use Connery, described later in this section. Once the initial introductions and formalities have been made, any mage can provide or obtain the necessary information that the PCs seek.

The mage who meets with the PCs should not immediately divulge to them everything he knows of Mizaab. Rather, he should be somewhat elusive, answering only the questions put to him and volunteering very little. The PCs should be forced to ask many probing questions, often restating their queries in order to get what they want.

When the PCs arrive for their hard-earned appointment, two dwarven porters will show them to a conference room on the first floor of the Guildhall. The dwarves will

wait there until the mage arrives and dismisses them.

The conference room is large, but stuffy and musty-smelling. A few small windows at the top of the room appear to have been closed for years, judging from the amount of dust and cobwebs on them. Some of the older mages will maintain that there are more important things in a mage's life than letting fresh air into a conference room.

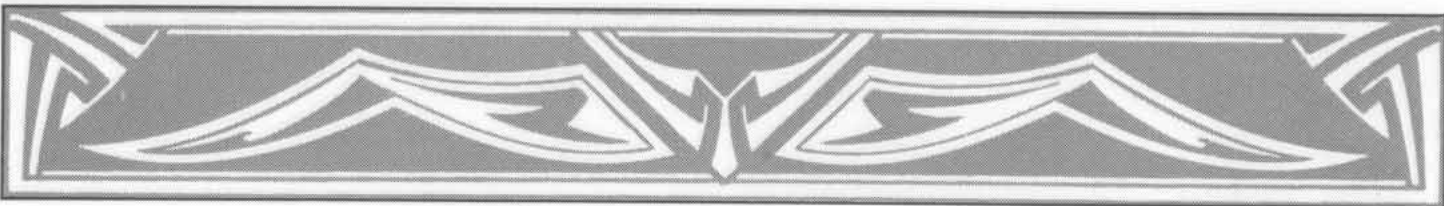
The rest of the room is reasonably clean, cared for by the porters. The dwarves are not overly concerned about air quality, either. But the furniture is dusted and the floor is swept clean of debris and dirt, with the exception of some dribbled candle wax under the wall sconces.

An unusual, S-shaped table occupies the center of the room. Tall, straight-backed chairs, whose backs echo the shape of the table, line the walls of the room.

The chamber walls are painted a deep blue, and the room is rather dim as a result of the dark color and lack of natural lighting. Bookshelves line one of the shorter walls, but no books of value will be found here. Most of these volumes are records of the Guild's members, finances, meetings, and interactions with other guilds.

Nothing of value is kept in this room. The conference room is intentionally bare to eliminate distraction and to avoid possible loss in the event that some less-than-honest persons made their way into the Hall (something that has not happened in more than 30 years, but the mages are cautious, nevertheless).

The walls of this chamber are also bare (except for a dozen wall sconces) since the room is sometimes used for spell demonstrations; artwork would not survive long. The only element of ornamentation in this room is this handpainted message that circles



the walls of the room just below the ceiling: "We who enter this room have dedicated ourselves to the pursuit of magic. Let no man enter who desires only personal gain, for we seek only the brethren of our cause. Woe to he who deceives us, for the spirits of a thousand mages, both living and dead, will pursue his soul."

A few moments after the PCs arrive, a mage will arrive to answer their questions. If the DM does not have a favorite mage to conduct the meeting, use Connery.

Connery, 9th level Wizard: AC - 1 (*bracers of defense* AC 2, Dex 17); MV 12; hp 30; Str 12, Dex 17, Con 13, Int 19, Wis 12, Cha 18; #AT 1; Dmg dagger or spell; AL NG; THACO 18.

Spells: *Burning hands, charm person, magic missile, phantasmal force; bind, ESP, levitate; dispel magic, hold person, lightning bolt; minor globe of invulnerability, polymorph self; telekinesis.*

Connery is a handsome man in his early sixties. He keeps his silver hair cut short and wears a neatly trimmed grey beard. From his powerful gait, one can easily tell that he is in excellent physical condition. Connery wears indigo trousers, a flowing shirt, and wire-rimmed spectacles. His speech clearly illustrates his high intelligence, but he has a twinkle in his eyes that suggests a mischievous and youthful nature.

Connery will greet each PC with a strong handshake and will offer information about joining the Wizards' Guild to the mages in the party. He will encourage them to join if they have the resources (100 gp per year) to do so. He will claim that the camaraderie and lively discussions of magic are well worth the membership fee.

After dismissing the dwarves, Connery will take a seat at the table and invite the PCs to be seated.

"You have worked long and hard to arrange this meeting. To what do you attribute this motivation and determination?" Connery will listen attentively while the PCs state their case. If the PCs try to lie or deceive him in any way, Connery will raise his eyebrows in an intelligent gaze of disbelief and ask the PCs, "Are you sure that's the right story?" Connery is nearly impossible to deceive thanks to his high intelligence and many years of human interaction.

More Answers—More Questions

Connery will tell the PCs what he knew of Mizaab, answering their questions truthfully, but volunteering nothing.

- Mizaab name appears on the books as a member of the guild.

- Mizaab's last appearance at the guildhall was over 20 years ago.

- No one knew Mizaab's exact age, but he is remembered as wearing a short, graying beard. His reddish-brown hair was also turning gray. Estimates are that he was at least 50 years old, but no one can furnish a more precise estimate.

- Mizaab was very fond of spells and magical items dealing with flight. He was constantly researching such items; this was always his favorite topic of conversation around the guildhall. He often experimented with spells and items and was an expert at talking the apprentices into testing his inventions.

- Mizaab was *always* seen in grey clothing. He sometimes wore items of other colors, but was never seen without wearing some article of grey clothing.

- Mizaab had a habit of disappearing for stretches of several weeks. He never took anyone with him and was always vague answering questions put to him

about his disappearances. His trips were never announced; he would frequent the guildhall for weeks without missing a day, then, suddenly, would not appear for two or more weeks. He was given up for dead more than once.

- Mizaab also had a fascination with legends and stories about dragons. He probably read every volume about dragons in the Guildhall's library at least three times.

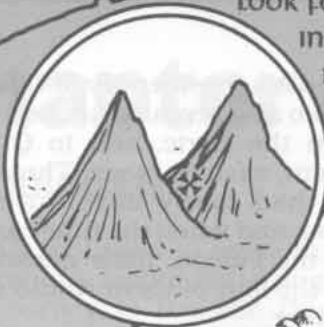
If the PCs have missed any interesting clues up to this point, the DM may opt to have Connery slip in a few vital facts. However, he will not admit to offering the information—if the PCs question him about something he may have let slip, Connery will smile and say, "Did I say that? I'm sorry, I was mistaken. I must have been thinking of someone else." The PCs will then be forced to draw their own conclusions about Connery's information. Although none of his "slips" will be untruths, the PCs will have no way of knowing this.

When the PCs have exhausted their questions about Mizaab and his whereabouts, Connery will bid them a pleasant farewell, wishing them luck in their endeavors. He will escort them to the front door, where the porters will sign them out in the ledger. If any PC mages have not yet joined the Guild, Connery will cheerfully inform them that this would be an excellent time to do so. He will not, however, be rude or pushy about encouraging the PCs to join.

A Dead End?

When the PCs have exhausted all possible sources of information about Mizaab, Eritai will call them to a meeting at the Temple. She will have new information for them regarding Mizaab. After settling everyone into the conference room, she will hand the party an

Look for crevice up the mountain,
in the dead shadow of the
mountain's twin



Lair of the Evil One

Dragonback hills

Small, clear
stream

Twin Mountain Pass
(the only route to stay on course)

Gorge

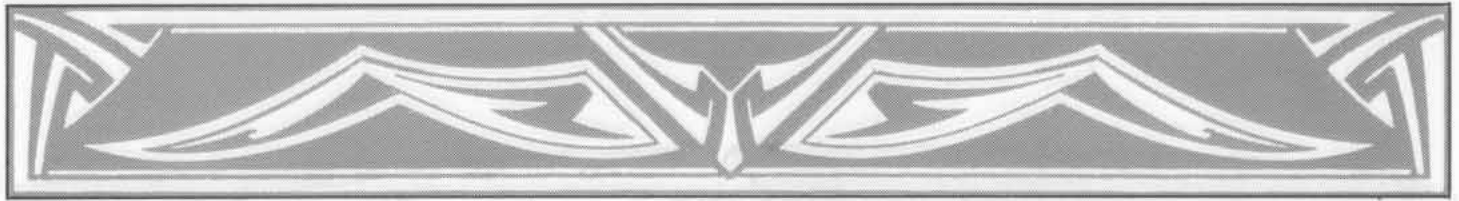
Cairn hills



Selintan river



Greyhawk



aged map drawn on a large piece of vellum.

"The vaultmaster and his assistants have been combing the vaults for days, and the librarians have searched every volume in the library. Finally, a plain scroll tube was turned up, holding the map before you. I'm certain that it's the map to the Falcon's lair. You may keep it for your journey. I've had one of the scribes draw a detailed and accurate copy so we will have a record of your mission."

The map is hand-drawn and depicts the territory to the north of the city of Greyhawk. From what the party has learned of Mizaab's mapping ability, they can be confident in its accuracy.

If the PCs ask Eritai how she located the map, her only response will be, "I only had to ask the right person. After that, the map was easy to locate." She will not be specific about *who* the "right person" was, but the PCs should assume that she means the librarian or the vaultmaster. They will have no reason to suspect otherwise.

For the DM

The PCs should not learn the information in this passage until the very end of this adventure. It is presented here to assist the DM in role-playing. **DO NOT REVEAL THE FOLLOWING INFORMATION** until it is presented to the PCs at the end of this adventure!

The PCs have a very powerful and very anonymous benefactor. This individual has been watching their progress at a discreet distance in order to maintain his anonymity. Assuming that the PCs have been reasonably successful, he has seen no need to reveal himself or to otherwise assist the PCs.

Their mysterious benefactor is a

Greyhawk dragon. These creatures of legend indeed exist and live undetected in the city thanks to their superior ability to *polymorph self* five times per day.

A Friend in High Places

The Greyhawk dragon assumes a variety of disguises in order to hide his identity. He chooses these identities as necessary to interact within the city and to have some fun. What no one knows is that Mizaab was one of the dragon's identities!

The dragon invented Mizaab as a way to mingle with the magical community. Having natural magical abilities, he was curious about the development of magic among humans. He loved to observe human thinking, research, and invention. Sometimes he presented problems to his fellow mages merely to observe the heated discussions that would arise.

Mizaab was a favorite identity of the dragon's. He created numerous personality traits for Mizaab simply for enjoyment. The dragon enjoyed Mizaab as an identity and continued to develop this character for many years.

After more than 40 years of masquerading as Mizaab, the dragon realized that he would be forced to give up the identity of the mage. Because of the relatively short lifespans of humans, the dragon's foray as Mizaab would have to end after a reasonable time. Since the dragon would not be able to have witnesses to Mizaab's "death," and because he did not care for so final an ending to Mizaab's life, the dragon simply decided to discontinue his masquerade as Mizaab and let the community draw their own conclusions.

During the course of his career as a mage, Mizaab made the acquaintance of Talamar, Talasek's grandfather. They became good friends, and eventually Mizaab re-

vealed his true identity to Talamar. Mizaab also revealed himself to Eiliman the cleric, and to Quevell Maxem, a fellow mage. These four men had many adventures together, and when the time came to face the Falcon, none questioned that the four of them would stand together.

Thus, Mizaab's magic was partly responsible for the Falcon's demise. The magical void he spoke of at the Guildhall was not idle chatter, but very real and very powerful. Mizaab's reputation as an eccentric simply made his claim unbelievable, a fact that greatly amused the dragon.

Eritai knows how to contact the dragon, but will not reveal this to the PCs. She will try not to lie about what she knows, but will be intentionally vague about her information ("I don't know what happened to the mage known as Mizaab" does not qualify as a lie, only an evasion of the issue). Eritai needs only to inform the dragon of the need for the map and he will locate it for her quickly.

A description of the Greyhawk dragon appears in the NPC appendix that follows this adventure. The DM must NOT reveal the dragon's identity to the PCs until the end of this adventure, but should refer to this description as an aid to role-playing.

Once the PCs have the map, they will be able to begin making plans for their journey to the Falcon's lair. Chapter 3 provides the information the PCs need to begin that journey and arrive at the lair.



Chapter 3: Into the Wilderness

Shopping List

The PCs will need to make many preparations before departing on their journey to the lair. One of their first decisions should be whether to proceed on foot or on horseback.

The PCs may estimate that the journey on foot will take at least three days, based on walking ten hours per day, and not including any encounters, ambushes, or unforeseeable delays. The terrain in the Cairn Hills is rocky, and there is no trail or path to take the party to their destination. They will need to forge their own trail and depend on their outdoor skills to find the lair.

If the PCs choose to go on horseback, they should be aware that the horses will not be able to travel at maximum speed. The terrain will slow the horses to a walk in most locations along the way. Travelling on horseback will, however, cut their travel time by 25%.

If the PCs travel on foot but take a donkey or mule to carry gear, they will increase their travel time only slightly from their time on foot since they will not exhaust themselves as quickly.

Finally, the party should also realize that, since the lair is underground, their animals will need to be left out in the open while they explore. The animals will be subject to the dangers of weather, wild animals, and thieves.

All these factors should influence the decision of the PCs, but the DM should allow them to make their own choice.

If the PCs choose to go on horseback, Talasek will pick up his horse from the Temple's stables and arrange mounts for the PCs, if necessary. The priests will not even think

twice about loaning him the animals; he is trusted implicitly. But he will advise the PCs that, should something happen to the animals, they should be prepared to make some offer of at least partial reimbursement to the church as a simple matter of goodwill.

Health Insurance

Before their departure, Eritai will present each PC and Talasek with one vial. Each vial contains two doses of *potion of extra healing*. Eritai will wish the party good luck and offer prayers to St. Cuthbert in their behalf.

Packed and Ready?

When the PCs have purchased all necessary supplies and are ready to leave, they should begin by crossing the Selintan river with the help of the Rhennee barges or another suitable transport at the wharf (see Chapter 4, GoF, and Chapter 3, FFF). If not using *The City of Greyhawk* boxed set, find a suitable method of transport to get the party and their gear across the river.

Down by the Riverside

Once across the river, the journey will be easy. Following the map, they will need to travel along the river until they reach the first tributary that enters the Selintan River from the north. They then must follow this stream to its end and strike out into the wilderness.

A well-marked trail follows the Selintan river until it forks. On this path, the party may encounter other groups of travellers, including bands of gnomes. The trail is

wide enough for horses to travel two abreast, and, although there is evidence that wagons and carts have come this way, the ruts are not deep enough to create problems or to cause a horse to stumble.

Those passing the party on the trail (approximately one group every two hours) will be mostly farmers or merchants, or an occasional family comprising a mother and father and 2d4 children. The DM is free to create encounters with any of these NPCs, but the party is on a mission that requires a speedy conclusion. They should not be ambushed or distracted in such a way that will require a great deal of time.

Once the north fork is reached, the path will deteriorate severely. Where the tributary enters the river, a ferry barge is set up to traverse the two branches of the river. It is run by a man named Sorgil.

Ferry, Anyone?

The barge operates on a simple system of pulleys and ropes, and can accommodate two large animals and four human-size creatures or eight humans. The barge operator, a middle-aged man with thick grey hair, will greet the PCs cheerfully, expecting them to need his services. He will be most surprised that the party is planning to travel away from civilization and into the wilderness. He will warn them that they "best be careful" because of the "beasties, lotsa beasties" that stalk the woods. If asked for details of what type of "beasties" he means, he will have no knowledge of any specific animals or monsters, but has heard innumerable stories of the "critters that stalk the woods."

Should the PCs ask Sorgil about



their destination, he will have no information for them. He lives up the river, about one mile to the north, and never ventures farther than this part of the river or to the nearest town. Sorgil is very superstitious and set in his ways.

Sorgil will wish the PCs luck, and as they travel off, they will be able to hear him muttering to himself about the "critters and beasties" and how "no sane person would ever wander that far from civilization."

"No One Goes That Way"

The path that follows the northern tributary is rough and obviously not well-travelled. It is wide enough for only one horse and rider or two men on foot. In many places, trees overhang the trail in such a way that the PCs must dismount in order to pass.

An assortment of wildlife can be seen along this trail, including a variety of small birds, great water birds such as herons, squirrels, rabbits, mice, and typical forest creatures. Also present are the grey hawks from which the region derives its name. These small but fierce hawks can be seen only from a distance or flying high overhead. A breed of small deer also inhabits this area; if the PCs wish to make a meal of such an animal, they will have little trouble snaring one or shooting it with bows and arrows.

DM Notes: Begin checking for random encounters after the PCs have begun travelling north alongside the stream. Checks should be made four times per day, but the DM needs to check only twice after the PCs turn to the north until they make camp for that evening. A roll of 5 or 6 on 1d6 indicates an encounter. Following are statistics for an encounter with orcs; once this encounter has been used, the DM should refer to the table that follows.

Orcs (10): AC 6; MV 9; HD 1; hp 8, 8, 7, 7, 6, 6, 5, 5, 5, 4; #AT 1; Dmg by weapon type; AL LE; THACO 19.

Four of the orcs are armed with halberds (Dmg 1d10), three carry axes (Dmg 1d8) and three fight with short swords (Dmg 1d6).

The orcs will be discovered in the brush arguing over some nearly worthless trinket. Their shouting and commotion will be sufficiently loud for them to miss hearing the approach of the PCs. If the PCs choose to attack them, and win the fight, they will find nothing of value on the orcs except for 12 silver pieces. Their studded leather armor is smelly and crumbling, and their weapons are rusty and nicked, but could serve as emergency replacements in a pinch.

Random Encounters

D8 roll	Encounter
1	1d3 Hill Giants
2	1d8 Trolls
3	1 Manticore
4	2d8 Bandits
5	2d6 Gnome Miners
6	1-2 Rocs
7	1d4 Human Hunters
8	3d6 Dwarves (surveying)

The narrow path will continue to wind northward along the river. As the PCs travel farther, they will be forced to dismount more and more often because of the heavy tree cover.

Wildlife will also become more plentiful farther to the north. The PCs will notice more birds and small mammals along their path. If they get close to the river, they will also observe a great number of large fish. The forest in this area is unspoiled and unaffected by any encroachment of civilization.

If the PCs are on foot, the journey north to the head of the stream

will take approximately three hours. If they are on horseback, they will require two hours due to the need to dismount frequently.

When the PCs reach the head of the stream, they will notice that the trees will begin to thin out as they travel farther from the water. (If the PCs ventured away from the water at any time earlier, they would have noticed this at that time.)

If the PCs keep up a steady pace, they should arrive at this point by the end of the first day (assuming 10 hours of travelling). If they took time to explore or had more encounters than are detailed here, they will fall short of this point before nightfall. The DM should pace the journey accordingly.

During the night, there is a 50% chance of a random encounter. If the die roll indicates an encounter, the DM should first use the following encounter in which the PCs will be attacked by a band of hobgoblins. If subsequent evenings indicate random encounters, the DM may refer to the random encounters table above.

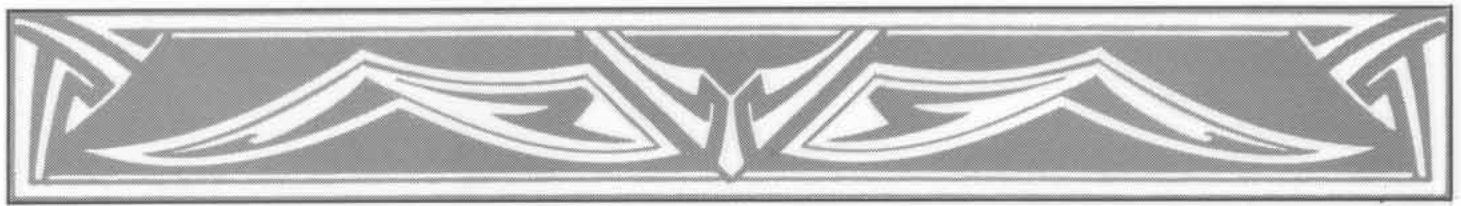
Hobgoblins (8): AC 5; MV 9; HD 1+1; hp 9, 9, 8, 7, 7, 6, 6, 5; #AT 1; Dmg by weapon type; AL LE; THACO 19.

Five hobgoblins are armed with morningstars (Dmg 2d4), and the other three are armed with long swords (Dmg 1d8). Their weapons are in excellent condition. Each hobgoblin carries 2-6 gp and 1-2 10-gp gems. They carry nothing else of value.

After the hobgoblin attack, the night will pass uneventfully.

Are We There Yet?

The party can get underway in the morning without incident. They will need to pay close attention to the map to avoid getting lost. The DM should check the PCs' success at following the map after each



landmark they pass; there is a 15% chance that the party will lose its way each time it passes a landmark. The DM should roll percentile dice each time the PCs set out from a landmark to determine whether they will find the next landmark without becoming lost.

If the adventurers have the capability for flight or *levitation* and take advantage of these abilities to gain a bird's-eye view of the countryside, they have a 75% chance of correctly reorienting themselves. They may attempt this as many times as they have the capability to take to the air. If they attempt this before becoming lost or use a wizard's familiar to guide them, their chances of losing their way are simply a 10% chance per day.

If the PCs are unable to get off the ground, they must wander until they find a landmark on the map or a point they had been previously. Only then can they pick up their trail. The DM should roll

secretly every turn to determine whether the PCs pick up their own trail. There is a 5% cumulative chance per turn that the PCs find their way again. If the PCs left any sort of trail markers (broken tree branches, slashes in tree bark, painted signs reading 'We were here'), their chances of reorienting themselves correctly are doubled.

The Gorge

After five hours of travel (assuming that the PCs do not get lost), the party finds the first landmark on the map. It is a gorge about 50 yards across and 40 feet deep. It looks as if a river wound through here many years ago, but has been dry for many years since that time.

The sides of the gorge are very steep and are impossible to climb down without the correct tools. Even if a character reached the bottom safely, the problem of scaling the other side would still re-

main. The rocks appear to be loose in many places, making a climb that much more dangerous.

The bottom of the gorge is muddy and littered with rounded boulders and stones. Shallow puddles of water are visible from the top of the gorge. It would appear to collect a great deal of water during heavy rains, accounting for the large amount of mud. At the bottom of the gorge walls, the ground is littered with jagged rocks that have fallen from the walls.

Fortunately for the PCs, a stone bridge spans the gorge. It appears to be old, but also appears to be of sturdy dwarven construction. All examinations reveal nothing suspicious or unsafe about the bridge. It is built of huge blocks of rock taken from the surrounding area, and is wide enough for three human-size creatures to walk abreast. The sides of the bridge are approximately 30" high. The PCs should have no doubt that the





bridge can support all their weight at once.

The DM should be cautious not to arouse suspicion in the PCs with respect to the bridge. The bridge is completely ordinary in all respects.

"They're Only Rocks"

Once the PCs have started across the bridge, however, they will quickly change their minds about its safety.

The DM should wait until the greatest number of PCs are on the bridge. If one character is sent across as a scout and the rest of the party follows, wait until as many characters as possible are on the bridge. If the PCs will cross the bridge in smaller groups, the DM should roll randomly to determine which group of PCs is on the bridge *when it dissolves!*

The bridge is the work of two galeb duhr that live in the gorge below. They have devised this trick as a means to scare off miners and others who might defile their gorge. Galeb duhr feel, by nature, a sense of responsibility toward the safety of the rocks, boulders, and earth that make up their habitat. When miners and treasure seekers began coming to this area and disturbing the gorge, the galeb duhr struck upon this plan to preserve their home. They have lived here for many decades and have no intention of moving or losing their home to humanoids.

The galeb duhr will not make themselves vulnerable to attack. They will keep themselves camouflaged as rocks in order to avoid confrontation. Alert PCs might detect motion or change in the rocks in which the galeb duhr hide, but they will have difficulty explaining it. This encounter is not intended to bring the PCs into battle with the galeb duhr; it is simply to make their journey more "interesting."

Galeb duhr (2): AC -2; MV 6; HD 9, 10; hp 70, 79; #AT 2; Dmg 3-18, or 4-24 with boulder; SA spell, animate boulders as treants animate trees (AC 0; MV 3; HD 9; Dmg 4d6); SD disappears into ground, MR 20%, immune to lightning and normal fire; AL N; THACO 11.

Spells: (as 20th-level mages, once per day) *move earth*, *passwall*, *transmute rock to mud*, and *wall of stone*. They can cast *stone shape* at will.

The galeb duhr will wait until the optimum number of PCs are on the bridge, then will cast *transmute rock to mud* on the bridge. The PCs will fall 30' to the muddy bottom of the gorge. The DM should roll 4d6 to determine falling damage, but should assign only *half* this number as damage to the PCs, thanks to the relatively soft landing in the mud.

The DM should remember to roll falling damage for any animals that accompany the party. They will suffer from the fall, but will not be attacked in any other way.

Once the PCs have landed, the galeb duhr will each animate two boulders and send them hurling toward the PCs. The intention is not to kill the PCs, but to scare them away from the gorge.

The PCs will have no way of determining where the boulders are originating. They will see no one at the top of the gorge, but there will be no logical explanation why the boulders are suddenly heading straight for the PCs and sometimes striking them.

The pair of galeb duhr will also use their spells, especially *move earth*, to inconvenience the PCs. They will not allow themselves to be placed in the danger of hand-to-hand combat, but instead will disappear into the ground.

The galeb duhr will cease their attacks if the PCs look for a way out of the gorge. If they explore the gorge, the galeb duhr will resume their attacks. As long as the PCs

are trying to get out, the galeb duhr will cease attacking. Any other activity will cause the attacks to resume.

If the party has no means to scale the gorge walls, they will be forced to walk out of the gorge, following the path that the river once made. It will require a minimum of two hours to walk the three miles out of the gorge, regardless of the direction of travel. The journey out of the gorge will be difficult due to the rough terrain and the mud. All characters will be slowed to 50% of their normal movement rate.

If the PCs travel toward the galeb duhr, the creatures will immediately hide in their surroundings, watching the activities of the PCs.

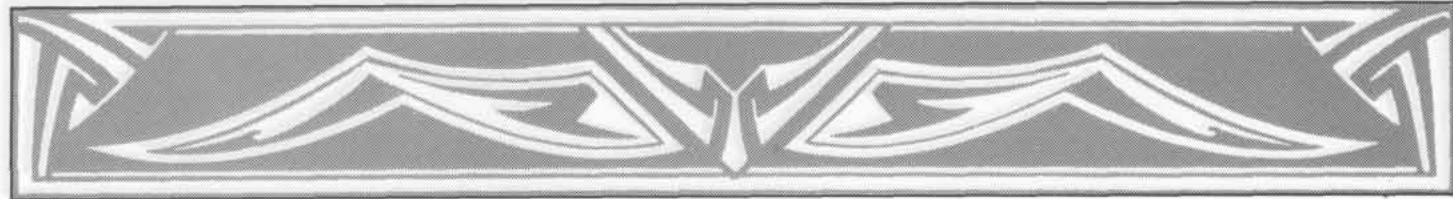
Once the PCs have made their way out of the gorge, it will be easy to resume their journey simply by travelling to the other side of the gorge at the place where the bridge once stood.

Once the PCs are ready to proceed beyond the gorge, the DM should roll percentile dice to determine whether the PCs will become lost on their way to the next landmark (10% chance).

These encounters are likely to cause enough delay to prevent the party from locating the lair by the end of the third day of travel. Unless they are moving very quickly or travel more than ten hours per day, the PCs will be forced to camp out an additional night or two (possibly more) before reaching the lair. The DM should roll for a random encounter as outlined previously for each night that the PCs spend in the wilderness.

Stone Faces

The second landmark on the map is a mountain pass marked by rocks that form two faces. Judging from the map, the PCs may estimate that it lies about two hours from the galeb duhrs' gorge. If the PCs pass between the correct two



mountains, they will travel into a steep gorge marked by numerous rock formations. These formations are the result of natural erosion on the exposed rock, thanks in part to the tremendous winds that whip through the gorge.

If the PCs are on horseback, they will be forced to dismount and guide their animals over the rough, rocky ground. Movement will be slowed 50% due to the slow progress of the horses. If the PCs are on foot or are accompanied by mules, donkeys, or burros, their movement will be slowed only 25%.

This rocky gorge is approximately one mile long. The DM should keep careful track of the PCs' movement rate and progress in order to correctly calculate their travel time.

The PCs will have no encounters in the gorge other than sighting large birds nesting high in the rocks or an occasional snake or lizard at the PCs feet. The PCs may be forced to deal with a horse spooked by a snake, if the DM desires. The DM should make the area as spooky and forbidding as possible. The gorge walls will provide a terrific echo, so the DM should use this to his advantage. Allow the PCs to deduce the following facts about the gorge:

1. The PCs' voices will carry far down the gorge, possibly alerting unfriendly natives to the PCs' presence.

2. The noise caused by their own feet on the rocks might prevent them from hearing an ambush.

3. If attacked from both ends, the PCs will have no means of escape; the walls are far too dangerous to try to scale.

4. Excessive noise could cause enough vibration to start a rock slide. The PCs may wish to observe silence until they are out of the gorge. (A rock slide is actually quite unlikely due to the nature of

this type of rock, but the PCs may make this assumption nonetheless.)

Despite the danger of the gorge, it is a breathtaking sight. Ragged quartzite walls 100' high rise on both sides of the PCs. The deep-purplish colored rock juts out at incredible angles in some places, while it looks worn down by the rain and windblown particles in others. Several places are marked by enormous balancing slabs of quartzite that look as if they could be knocked down by the slightest breeze, but have actually survived in these positions for centuries.

An erratic, vicious wind torments this gorge. At times, the air will be completely still, while at others, the wind may rush down the gorge at 20-30 miles per hour, with gusts up to 60 m.p.h. The wind will always be in the PCs' faces (at their backs on the return trip), and when the wind is especially strong (more than 40 m.p.h.), the PCs will hear its eerie roar a few moments before it descends upon them. The DM should play up the difficulty of travelling in this gorge so the PCs feel extremely lucky when they emerge.

As the PCs pass through the rock formations, they will detect various shapes and images in the rocks, including pyramids, giant hands, animal shapes, and lone runes. All of these shapes formed naturally as a result of erosion by the wind. The DM may liken this to seeing images in cumulus clouds, except that most of the shapes in this gorge will be jagged and angular rather than soft and rounded.

The most striking formation in this gorge appears at its center. The rocks seem to converge to block the pass, but as you approach, you realize that you can wind between the formations single file.

From a distance of about 50 yards, the rock formations appear to be two gargantuan faces turned toward each other, scowling. They look like two giants involved in some serious argument, and the nearer giant, at the right side of the passage, is situated next to a smaller rock that looks like a fist raised in anger. Were it not for the eerie silence of this scene, the weak of heart might be forced to turn and flee in fright.

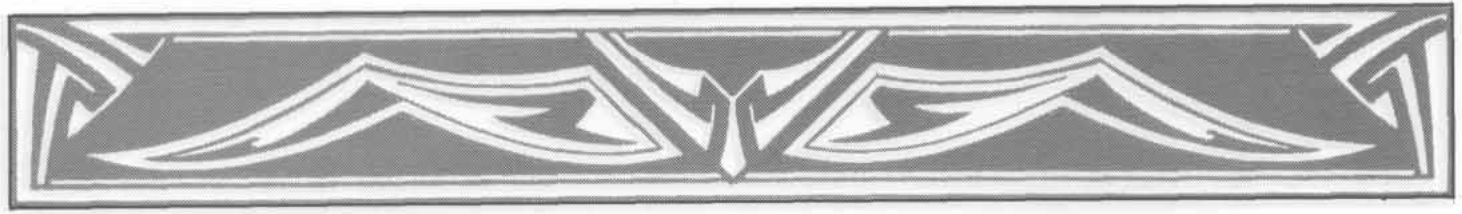
Both giant faces have broad, sloping bald heads and deep eyes. The striations in the rock are perfectly situated to provide mammoth wrinkles to the angry faces. The face on the right wears his mouth set in a sneer, while the face on the left holds his mouth open in a shout, revealing broken, snagged teeth. Both have large, bumpy noses that have been smoothed slightly by the eolian erosion.

The image is completed by the coloring of the purplish rock. The giants' faces appear flushed in anger as if this argument had gone on for centuries and will continue long after the PCs have departed this Oerth.

The PCs can pass between the giant heads one by one. Mules or donkeys will have little trouble rounding the curves, but the horses will need coaxing at the very least—they simply won't care for squeezing through such a tight spot without seeing the other side. Talasek's horse (if present) will be the easiest to persuade through the crevice.

Blast From the Past

Nothing will happen to the PCs or the animals as they pass between the giant stones. But when Talasek passes through, the "giant" on the left will suddenly animate, the an-



gry look on its face softening, and it will deliver a message to the paladin. The deep, vibrating voice, which makes the earth and rocks rumble in the wake of the bass words, will shake the PCs off their feet and upset the animals, seeming.

"Mizaab sends you who have travelled long and hard a message. All the animals of the woods and streams, of the forests and hills know this advice: Never follow a snake into her lair, for only she knows the twists and turns that it takes; and only she knows where a trap may be laid and sprung. Travel safely and wisely, my friend, and heed this advice on your journey to conquer evil."

When the message has concluded, the giant face will return to the expression it wore before its

booming message and return to its hard, stony composition.

The message was indeed left by Mizaab via a *magic mouth* spell designed to speak only for a paladin of St. Cuthbert. Mizaab had guessed that if the Falcon's lair was sought, a paladin would be among the adventurers. He also made the message general enough so as not to arouse suspicion if a paladin passed through who knew nothing of the Falcon.

The message works only if a paladin of St. Cuthbert passes through the gorge travelling from south to north. If Talasek walks back through the heads, nothing will happen. But if he walks through again in a northerly direction, the message will be repeated.

If Talasek is not with the party for some reason, the DM should invent a suitable reason for the *magic mouth* to be activated. While the message is not integral to the location of the lair, it is

sound advice and should be an interesting moment for the PCs.

The rest of the journey through the gorge will pass uneventfully. When the PCs emerge on the other side of the mountains, the DM should again roll for the PCs chances of getting lost.

PCs take a Swim

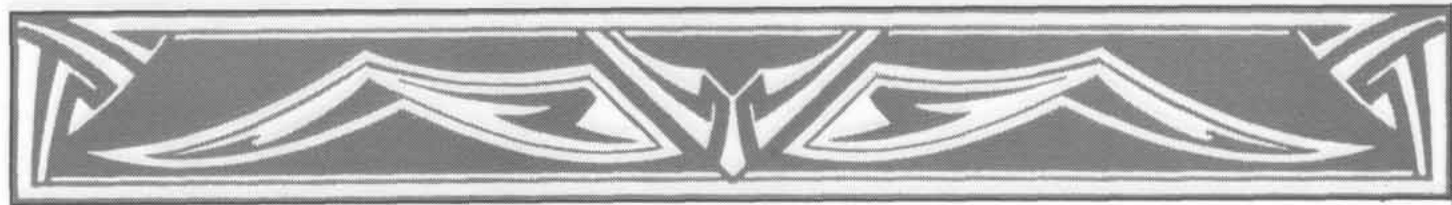
The third landmark the PCs will need to find is a small creek that eventually joins a river that leads to Lake Nyr Dyv. The DM should continue to roll for random encounters as the PCs try to locate the creek.

What looks like a creek on the map has had 60-odd years to grow into a rushing stream. The banks are about 20' high and the water varies in width between 30 and 50 yards. The PCs will need to find some way to get themselves and any animals across the strong current.

If the PCs walk up or down the stream more than 100 yards, they can find a place where the water is more calm and less dangerous. They will still need to take precautions against being swept downstream. If they are careful enough to lash themselves together and secure their gear, they should have little trouble. However, if they forge carelessly into the water, the DM should cause losses in supplies or damage to PCs or animals appropriate to their actions.

At the calmer parts of the river, PCs will need to make two Dexterity checks in order to cross the stream without falling. At the faster sections of the stream, four Dexterity checks will be needed. A failed Dexterity check means that a character has fallen into the water and will be swept downstream unless tied to another PC or an animal. If a PC falls, the next PC tied to that character must make an additional Dexterity check to avoid being dragged down. If all





PCs fail their checks, it is possible for the entire party to be washed downstream!

If a PC falls in the water but is tied to an animal, the animal is considered to be anchor enough to keep the PC from being washed away. As soon as the PC makes a subsequent Dexterity check (one attempt per round), he is back on his feet thanks to the animal's stability.

When they are about halfway across the stream, the PCs will encounter a swarm of water beetles.

Water Beetles (1-12): AC 3; MV 3 Sw 9; HD 4; #AT 1; Dmg 3-18; AL Nil; THACO 17.

These six-foot-long insects hunt food by scent and vibration and will appear in hopes of an easy meal. They will show no preference for the PCs over any animals that may be present.

If a horse or mule is bitten, it will immediately bolt for the opposite shore. If Talasek's horse is present, it will be the only animal with a chance of being controlled (35% chance if Talasek attempts to calm it, but only a 5% chance if one of the PCs tries to calm it). An animal that bolts will drag any PCs who are roped to it through the water with them. A successful Dexterity check will allow a dragged PC to maintain a grasp on his possessions and avoid losing them in the current. PCs cannot attack while tied to a bolting animal.

If two PCs are roped to a horse, the horse will move at its normal rate less the water resistance. If three PCs are roped to a horse, the horse will be slowed 50%. If four or more PCs are tied to a horse, the horse will feel the pull of this weight and rear repeatedly in an attempt to flee and fight the weight.

PCs who make it to shore will have escaped the beetles. Due to

their slow movement rate on land, the beetles will not pursue the PCs.

So Close, Yet So Far

Once the PCs have made their way across the stream, they will need to find the next landmark in order to orient themselves correctly with the map. Since the terrain has changed significantly in the years since Mizaab drew the map, the PCs will need to spend some time determining where Mizaab intended them to emerge from the stream.

The map indicates a ridge of low hills which, according to Mizaab, resemble the scales on a dragon's back. These hills will be visible to any PC who makes an Intelligence check to combine creative thinking with visual acuity. The hills lie to the north and east of the stream. The map indicates that the PCs must travel past the other side of these hills, then wind through three more mountains before arriving at a valley between a desolate mountain and a high hill.

The DM should continue to roll for random encounters until the PCs reach the lair. The party will have no other specific encounters until they reach the mountain valley.

Dragonback Hills

As the PCs head north, they will need to turn east on the other side of this string of hills, then continue northeast along the base of their slope. Travelling through here will be relatively easy thanks to the level, grassy ground and the lack of heavy woods. Large stands of birch and aspen trees are scattered up the hillsides and across the valley, but are not thick enough to impede movement. The PCs can easily navigate around the wooded areas. The woods will make good cover, however, should the PCs

wish to make camp.

All varieties of wildflowers and animals can be found on the hills and in the meadow beneath them. Wild blueberries and raspberries grow in thickets in the woods and at the base of the hills.

Once past the hills, the PCs need only wind past three more mountains before reaching the valley that holds the Falcon's lair. The terrain through the mountains is nearly identical to the terrain past the Dragonback Hills. Large stands of aspen and some pine trees give way to wide, open meadows, allowing for easy travel.

The Last Leg

Read the following aloud to the players:

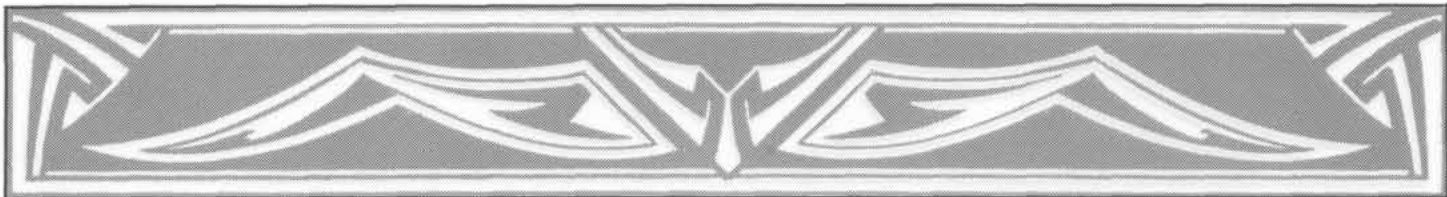
You enter a quiet, wooded valley tucked between a mountain and a high hill. It almost seems too peaceful and beautiful to be home to a vile creature like the Falcon.

As you wind through the valley, you observe many birds and small mammals, as well as a few deer and elk. Wildflowers and blueberry bushes grow thickly at the base of the slopes and up the sides.

The map indicates that the lair entrance is on the northwest side of the hill. As you round the hill, the scenery changes drastically.

The fertile, colorful scenery gives way to a dreary, desolate landscape. The ground is damp and soggy, and the wildflowers are replaced by mosses and lichens. You realize that that the sun never touches this part of the hill, due to its own movement and the shadow cast by the neighboring mountain.

At the top of the hill, trees and



brush cover the slope where the mountain's shadow cannot reach. But below this, all is a wasteland. Water trickles down the slope, forming ruts and gullies. Puddles and pools form under rocks and boulders and anywhere the ground is level enough to catch moisture. Frogs, toads, and salamanders hop and slither from puddle to puddle. Clouds of gnats and mosquitos can be seen rising from some of the larger puddles.

The PCs will need to search for the lair entrance for one hour plus 1d6 turns. The DM should make this effort as uncomfortable as possible, including encounters with various small reptiles and amphibians, and Dexterity checks from the PCs to avoid slipping on the soggy ground or sinking ankle-deep into the mud.

A Nice Place to Visit?

Once the PCs have completed their search and are sufficiently miserable, read them the following passage:

You suddenly notice a large crevice in the side of the hill. At first, it appears to be another gully caused by the running water. But as you investigate, you realize that the crevice cuts deep into the hillside.

The opening is overgrown with mosses and trailing vines. Footprints from a variety of animals can be detected in the mud in front of the opening. It appears that a certain amount of animal traffic passes through here on a regular basis. However, the fast-growing mosses manage to replenish themselves quickly despite the disruption.

The DM should allow the PCs time to decide what their strategy will be. If they examine the footprints, they will find the tracks of rats and moles, and a variety of prints that they cannot identify.

If the PCs search for other entrances, they will find none except for a few rat holes and animal burrows that litter the entire side of the hill. The PCs should surmise that most of these are unlikely to connect with the lair, especially those farthest away.

No clues or other indications of the types of life in the lair will be found. The PCs must venture in and discover this for themselves.

Once the PCs are ready to enter the lair, the DM should proceed with Chapter 4.





Chapter 4: Anybody Home?

For the DM

In order to be aware of the activities that take place in the city while the PCs are away, the DM should read Chapter 5 before guiding the PCs through the Falcon's lair. He should reread Chapter 5 when the PCs return to the city in order to have a thorough understanding of the Falcon's scheme and in order to most effectively role-play the situation.

The Falcon has two secret entrances to the lair that the PCs will not discover. These were her personal escape routes and were also used in situations when she was weak or unable to change form (i.e., she had used up her ability to shapechange for the day) but needed to enter her lair.

Both these entrances are far up the hillside, out of the desolate areas. They are on the part of the hill that grows as a normal hardwood forest, out of the shadow of the mountain.

One of the Falcon's first tasks upon returning to her lair will be to check and repair these secret entrances. She is careful to give herself an escape route, even though she cannot imagine anyone finding her out here. Her paranoia sometimes gets the better of her.

The first entrance is a huge, hollow oak tree farther up the mountain from the main crevice. Beneath the oak, a long tunnel winds through the earth and into her private quarters. This entrance allowed her to enter the lair in her falcon form without arousing suspicion.

The second entrance is a large hole in the midst of a briar patch. This allowed the Falcon to enter the lair in her natural naga form.

She rarely used the main crev-

ice, preferring to use the secret entrances. When she established this lair originally, she carved out the main entrance as a decoy, realizing that an assortment of monsters would probably move in. This suited her plans well, knowing that the monsters would serve as excellent sentries for keeping out intruders. She periodically used this entrance to terrorize the monsters, but only to let them know who was boss and to ensure her own safe passage when it was needed.

This also worked to her advantage during her imprisonment, since the monsters who had moved in effectively served as guards while she was gone. Her personal areas of the lair have been untouched throughout her absence.

The lair is divided into two layers. The top layer is the decoy, and the bottom layer contains the Falcon's personal rooms. The entrances to these rooms are so well-concealed that they have not been disturbed. The PCs' adventures will begin at the tunnel entrance.

1. Tunnel Entrance: Read the following to the PCs when they are ready to enter the crevice:

You part the vines and tear down some mosses to reveal a five-foot-high opening in the hillside. Roots trail down from the top of the opening, and slimy grey mushrooms grow on the sides and floor of the gaping hole.

You step into a tunnel entrance that smells like a fetid swamp. Even the sewers of Greyhawk smelled better than this place!

The floor and walls of the tunnel are packed earth, but the floor is muddy and quite slippery. Mosses and fungi cling to the walls and ceiling in some places. Some spots are noticeably bare as a result of someone or something tearing the fungus from the walls.

The tunnel winds inward for about 60'. About every ten feet, small holes appear in the tunnel wall, varying in height between six and fourteen inches. All the holes are dirty and some are covered with cobwebs; they appear to be rat holes that burrow farther into the hillside.

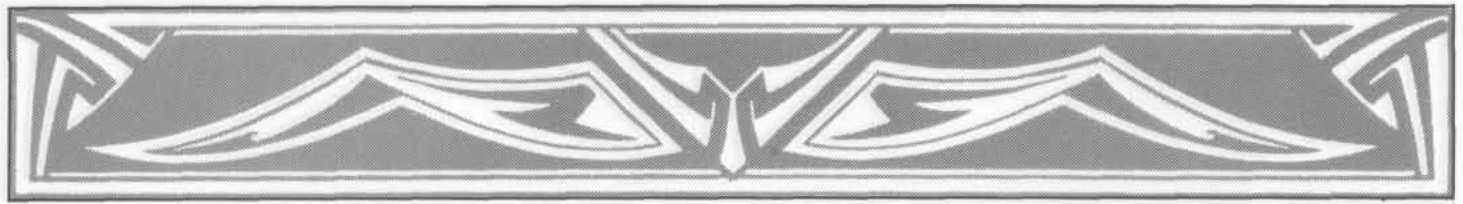
2 The Foyer: The tunnel finally opens into a rocky chamber. The walls and ceiling are slimy and slippery-looking, and the floor is nothing more than a sea of mud with a few rank puddles. There are no detectable footprints in the slimy mud.

The cave is roughly 60' across, 30' high, and 50' wide, forming a fat oval. Two openings are visible on the opposite wall across the cave: one leading to the right and another to the left. Eight more of the small "rat holes" are visible around the perimeter of the cave.

Welcoming Committee

Before the PCs have a chance to traverse the sea of mud and choose the right or left tunnel, two otyughs will lumber out of the left tunnel to attack the PCs.

Otyughs (2): AC 3; MV 6; HD 8; hp 60, 56; #AT 3; Dmg 1-8/1-8/2-5; SA grab, disease; SD never surprised; AL N; THACO 13.



The otyughs live here as part of an arrangement with a large clan of jermlaine that also live in a portion of this cave system. The intelligent jermlaine have struck a deal with the otyughs in which the otyughs get all the trash and dung they can consume in exchange for not harming the jermlaine. The jermlaine see this as an excellent business deal: free garbage disposal and two large monsters to serve as defense for their home.

PCs may notice that the tunnel they entered is too small for the otyughs to use as an exit. The jermlaine have not bothered to widen the tunnel as the otyughs grew in size; after all, they do not want to lose their "garbage men." The otyughs seem reasonably content to the jermlaine, so they have seen no reason to allow the otyughs access to the outside world.

Miniature Menaces

The otyughs have the natural ability to sense prey, so when the PCs entered the cave, the otyughs were almost immediately aware of their presence. As the otyughs move to attack, the PCs will hear some shrill squeaking and shrieking as the jermlaine appear in some of the holes to watch the battle. The jermlaine are so well-camouflaged, however, that the PCs will not detect their presence in the holes unless they shine a light source directly at a hole. There is a 50% chance that a jermlaine will be able to duck out of the path of the light before the PCs see it.

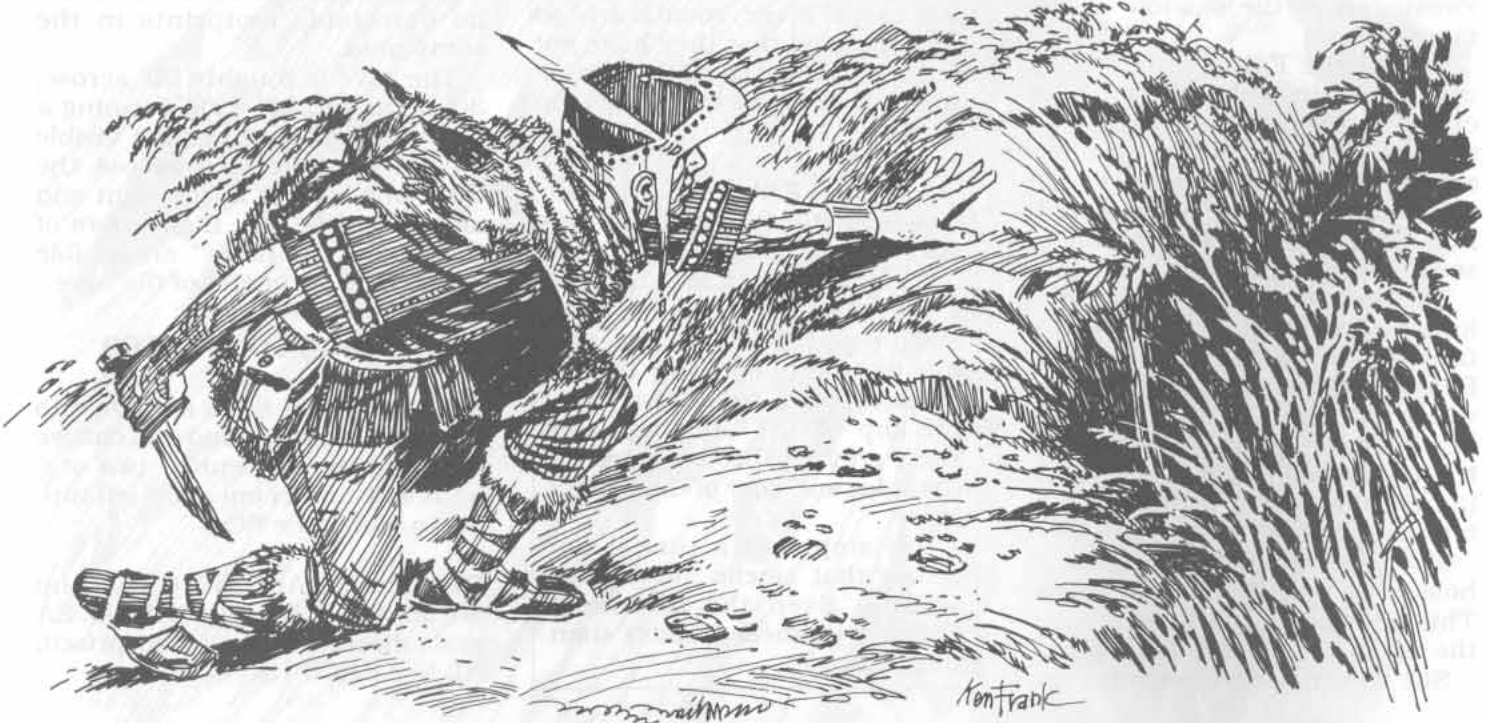
As the PCs begin to battle against the otyughs, the jermlaine will begin hurling darts at the PCs from their positions inside the holes. Each jermlaine can fire one dart per round, and eight jermlaine will be able to throw darts,

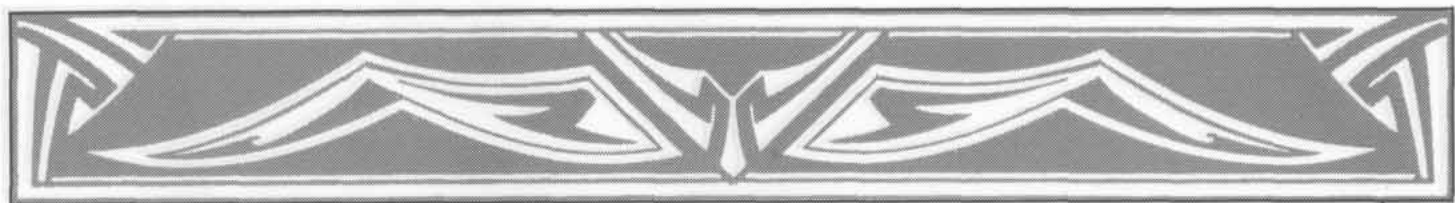
one from each of the eight holes around the cave.

Jermlaine (88): AC 7; MV 15; HD 1-4 hp; #AT 1; Dmg by weapon type (dart 1-2 or miniature pike 1-4); SA victims suffer -5 to surprise roll; SD treated as 4HD monsters for saving throws and magical attacks, escape all damage from spells which save for half-damage; AL NE; THACO 20.

(Only half this number of jermlaine—44—will be present to attack at any time; this accounts for females, children, and those who are outside the lair gathering or hunting for food.)

The jermlaine also have a net cleverly concealed on the ceiling of the cave. The net is slimy and wet to blend in with the ceiling, and a rope runs across the ceiling and inside a groove down the wall next to the small hole nearest the oty-





ugh's entrance. Any jermlaine in that hole can yank the rope and send the net crashing down on two PCs (THACO 10).

If any PCs are successfully netted, 12+1d6 jermlaine will rush out of the holes and begin pummeling and tying up the netted victims. The pummeling attacks have a 2% cumulative chance per blow of causing the victim to lapse into unconsciousness; 25% of the attacking jermlaine will work on tying up the fallen PCs while the remaining 75% will pummel their victims. Victims wearing banded, plate, or splint mail are immune to these pummeling attacks.

Any PC who falls has a 50% chance of being tied up by more jermlaine. Since jermlaine consider human flesh a delicacy, they will attempt to "store" their victims for later consumption.

Crafty Traps

The jermlaine have yet another trap set in this room that the PCs will not detect until it is too late. The jermlaine have concealed two large logs in long holes near the ceiling on opposite sides of the cave. Connected to a pull-rope similar to the net, a jermlaine need only yank on the rope to send the two logs crashing end-first into the battle. The logs are embedded with metal spikes around their perimeters and on both ends. PCs struck by the end of a log suffer 1d8 points of damage from the force of the log and an additional 1d4 points from the spikes.

Characters who miss their Dexterity checks take damage as described above. If a character rolls his Dexterity check successfully, that character suffers 1d6 grazing damage from the spikes on the logs slashing past him.

Any character in the path of a log (the DM should select a 20-foot band across the width of the cave as the paths of the two logs) must

make a Dexterity check to avoid being struck. He must also make a *second* successful check at one-half his normal ability to avoid rushing into the path of the other log. As the logs rush past each other, they will swing up toward the ceiling, then will swing down again purely from the force of momentum. Characters in the paths of the logs' second pass must make Dexterity checks again in the same manner. This time the checks are made at +3 due to the slower motion of the logs and the PCs' awareness of them.

After a few more swings, the logs will slow to a stop in the center of the room. If the battle continues, it will have to happen around the logs. Clever PCs may be able to use the logs to their advantage, forcing an opponent to impale himself on the spikes. (The jermlaine have thought of this and will use it to their advantage.)

If more than 20% of the jermlaine in the cave are killed, the entire lot of them will flee into their holes, attempting to drag their fallen brethren with them. The jermlaine will then await a later opportunity to seek their revenge on the PCs.

Another Fine Mess

If all the PCs fall to the attack of the jermlaine, this will present an interesting role-playing opportunity. The jermlaine will strip the PCs of all possessions and bind and gag them, leaving them until they can be consumed at a later time. The PCs will have no more than 2d4 turns in which to escape their bonds before the jermlaine will return to select a PC for their next meal. The PCs will also be faced with the problem of entering the jermlaine's foot-high lair in order to retrieve their possessions. Any food that the PCs may have carried will not be found.

Elder jermlaine have a magical ability to drain the magic from many types of magical items. The DM should secretly roll for every magical item carried by the party. This does not include potions, scrolls, or articles of clothing. Artifacts and relics also cannot be drained.

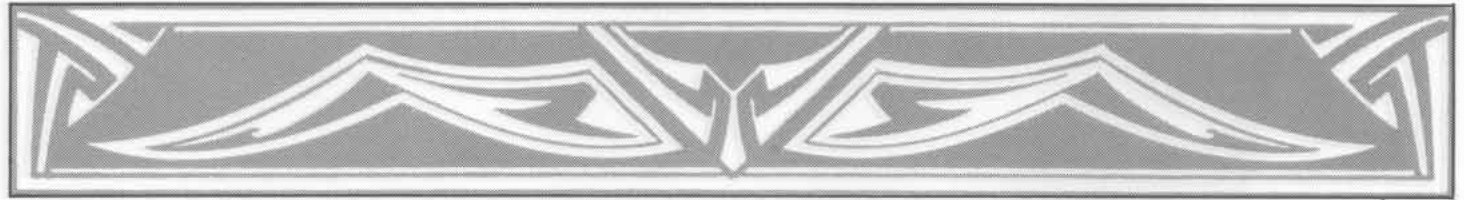
There is a 25% chance that the elder jermlaine will attempt to drain the item. This requires 1-4 rounds per item. Beginning 3 turns after the PCs' items have been confiscated, the elder jermlaine will begin examining these items. The DM should determine in what order the items will be examined, then allow one turn per item being drained. If the PCs save their items before or during the round in which the elder jermlaine begins to handle them, they will not lose their powers.

Tiny Tunnels

The PCs' major concern will be finding a way to enter the tunnels that lead to the jermlaine's living areas. These tunnels are never more than 18" high and are never less than 12" high. They are a uniform 14" wide to allow the jermlaine to travel two abreast. Based on each PC's size, the DM should consider his chances of getting stuck in the tunnels.

The jermlaine's tunnels are quite complex and twisting. Many of the tunnels double back or turn numerous corners, connecting to other tunnels before reaching any sort of living area. The PCs will need to remember that, if they penetrate the tunnel network, not only will they run the risk of getting lost, but they will be forced to fight lying on their stomachs unless they have some way of reducing their size.

The jermlaine have also devised a clever concealment for their tunnels. In each tunnel leading from the main caves, the jermlaine have



hung a heavy curtain to look like a dead end to confuse observers. These curtains hang about ten feet from the mouths of tunnels opening onto caves 1, 2, and 22.

These curtains are constructed of heavy fabric "borrowed" from previous victims. The curtains are smeared with mud in order for them to match the surrounding stone walls. The jermlaine have sewn a strip of cloth along the bottom edge of each curtain to form a casing, and have filled these with sand or dirt. This helps to ensure that the curtains will not blow in a breeze and aids in the camouflage effort.

Pets

The jermlaine share their miniature tunnels with 3d6 giant rats that they cooperate with in all purposes: hunting, defense, carrying goods, and daily life-sustaining needs.

The jermlaine will always begin their battles by hurling darts at their victims from the safety of the tunnels, but if needed, the jermlaine will release the rats into the battle. Since they are dependent on each other for survival, both the rats and the jermlaine will do their best to defend each other and pull the wounded from the fray.

Giant Rats (3d6): AC 7; MV 12 Sw 6; HD 1-4 hp; #AT 1; Dmg 1-3; SA Disease; SD Nil; AL N; THACO 20.

Jermlaine Manor

3. Staging Area: This area is where the jermlaine gather prior to hunting and gathering trips. They are extremely organized, and a chief or elder will lead each expedition. It is here that they check weapons before going out and take a head count of the party. The jermlaine have prevented many losses

by observing this precaution.

This is also the area where food and game are delivered following a hunting trip. Food is divided, animals are butchered, and the refuse is separated in this room. From here, everything is carried off to its appropriate destination; some food goes to the rats and the jermlaine, and the trash is delivered to the otyughs.

This cave is almost always occupied in the early morning and evening, while it is usually empty during the middle of the day. It is always empty at night.

4. Rats' Stable: This cave serves as a stable for the rats that live with the jermlaine. Piles of weeds, rags, dung, and other filth lie about the cave to serve as beds (of a sort) for the rats. The area probably would never be cleaned were it not for the need to feed the otyughs. If the jermlaine need refuse for the otyughs, or if the cave becomes too crowded to house the rats, the stables are cleaned.

No treasure will be found in the stable; the jermlaine cleverly sort this out when they clean the cave.

If anyone other than a "normal" resident of this tunnel system enters the entry tunnel, the rats will be instantly aware of their presence. They will begin to squeak faintly in order to alert or awaken the jermlaine, but will do so quietly enough so as not to alert the intruders. The otyughs' limited telepathic abilities will also allow them to sense the squeaking and prepare for an attack.

5. Gathering Area: The jermlaine use this cave for meetings to discuss hunting, battles, and the lair. It is also used for food preparation and various other daily activities. This cave is occupied at all hours of the day, but is empty at night.

6. Hallway and Gathering

Area: This area functions as a passage to the personal sections of each jermlaine and also as another area for work or socializing. It is always occupied during the day, but is only occupied 10% of the evening hours.

7-17. Jermlaine dwellings:

These are the personal living quarters of jermlaine. Each family has its own chamber where its members sleep and store personal items.

The living quarters are cluttered and filthy. Dirty, baggy jermlaine clothing is strewn about, and remnants of recent meals and dung are not uncommon in these areas.

Each family will have its treasure stashed somewhere in the cave, generally hidden in a crack in the wall or floor, in a concealed hole in the floor, under a heap of rubbish, or some other inconspicuous place. Jermlaine family treasure will consist of 1-3 gems of 150 gp value, 1d4x10 cp, and 1d3x10 sp.

Nothing else of value will be found in these family chambers. The crude jermlaine furniture and clothing have no value due to their small size and poor condition.

At night, there are always jermlaine in their dwellings. During the day, there is a 75% chance of encountering jermlaine in these chambers.

18. Storage Area: This cave holds all kinds of tools, junk, and foodstuffs. Anything that a jermlaine could consider useful may be found here: old bones, rusty weapons taken from victims but too large for the jermlaine to wield, rusty and battered armor, various tools taken from victims, backpacks, sacks, torn clothing, animal pelts, feathers, teeth (both animal and humanoid), and a small quantity of dried meats and harvested mushrooms and fungi.

The PCs will find nothing of value here. This cave is never occupied at night and is used only 10% of daylight hours.

19. Treasure Vault: The clan of jermlaine keep this well-guarded cave to protect a variety of money and treasure. A large portion of the spoils from a battle are stored here, since the jermlaine sometimes need to barter for items with the outside world.

The twists, turns, and tight squeezes that lead to this vault are unlikely to be penetrated by humanoids. Only the smallest of the adult jermlaine are able to navigate this passage; sometimes the younger jermlaine are required to wriggle down the tunnel to the treasure room.

The elders keep a written record of every item that is added to or taken from the vault. The record is generally accurate, but will be un-

intelligible to humans due to the jermlaine language and poor penmanship. This record will look like nothing more than a page of organized doodles to anyone other than a jermlaine.

The contents of the vault are as follows:

1,500 cp
800 sp
50 pp
18 gems (gp values: 500 (x2), 400 (x4), 300 (x2), 250 (x3), 200 (x2), 100 (x 5))

Three scrolls bearing the following spells:

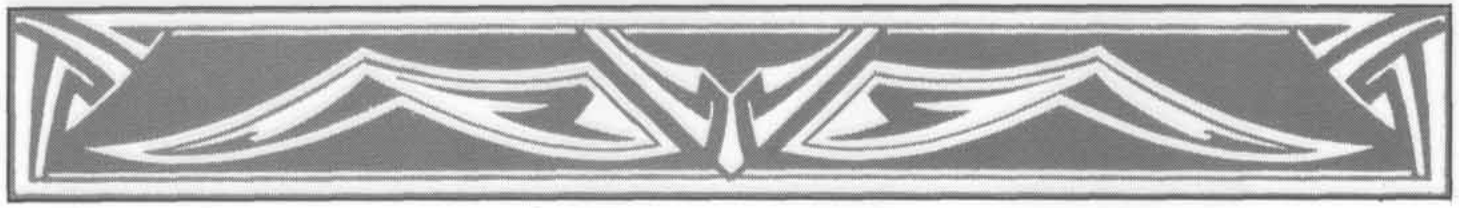
1. *invisibility, whispering wind, haste*
2. *water breathing, mass-morph, polymorph self, remove curse*
3. *aid, cure disease, cure serious wounds, neutralize poison*

Five vials containing the following:

potion of fire resistance; potion of invisibility; oil of slipperiness; potion of speed; potion of rainbow hues.

Three wands, two rings (gp value 500 each), and one staff that are drained of all magical energy can also be found here. From their design, a mage might guess that they held magical properties at one time, but no longer. Since many magical items are destroyed when all charges are used, the mage might infer that some other event drained the magic from these items. Some jermlaine possess the natural ability to drain the magical energy from magical items, and this is what has happened to these items.





20. Detention Cave: When the jermlaine capture prisoners, whether inside or outside the lair, the captives are always brought to this cave to await further "disposal." Captives are trussed and tossed into this room for safekeeping while the jermlaine decide what to do with them.

A man-size secret door in the wall leading to Area 2 provides access. Although the jermlaine certainly don't need a door this large, they realize that their prisoners are large, and therefore constructed the door and the cave for this purpose.

The holding cell is actually quite clean, as the jermlaine are in the habit of allowing the otyughs into the cell after disposing of all prisoners. Since large carcasses can remain here for many weeks, the room can become filthy (especially if large animals are brought here unconscious and are kept alive for a time).

If the PCs are dragged into this area, they will find nothing useful to assist them in freeing themselves from their bonds. At best, they might find a jagged piece of rock. The jermlaine will have taken all possessions, leaving, at most, a few skimpy articles of clothing. The jermlaines' bonds will be difficult to break despite the small ropes (1/4") used by these small folk.

If the PCs free themselves, they may exit via the secret door to Area 2, or they may find the secret door that leads to the tunnels into Area 2 (see map). The PCs would not be wise to attempt to leave the holding cell while still bound because the otyughs will return in 1d4 rounds for another chance at a free meal.

If the PCs exit into the miniature tunnels, there is a 35% chance that they will find a small, rusty dagger that was dropped by a jermlaine. Although it will not be very sharp, it will cut through the

ropes in 6 rounds.

If the DM feels that his players need a helping hand, he is free to improvise other methods of allowing PCs to free themselves.

On to Bigger Things

21. Otyughs: This large, empty cave is "home" to the otyughs. It is free of organic debris (the otyughs have eaten it all), but a few objects of non-digestible material such as daggers, spikes, and armor fragments lie about. None of these items will have any function or value since they are rusted and damaged.

The location of the otyughs will depend on the outcome of the battle with the PCs. If the otyughs retreat, they will come here. If the otyughs were killed, naturally they will have no more need for their cave and it will be empty.

There are no jermlaine holes in this area since the jermlaine prefer to deposit the otyughs' food closer to their own lair to reduce the problem of hauling it.

The otyughs have been content to live in two caves of this cavern system for many years. Since they are motivated by little other than food (and the jermlaine keep them well-fed), the otyughs have not ventured outside this area for a long time.

Note: If the PCs killed the otyughs but did not explore the jermlaines' lair, the jermlaine will do their best to destroy the PCs. They have a natural animosity for large creatures and will seek revenge on the PCs for killing their "garbage disposals."

Two tunnels lead out of the otyughs' cave. Both are about three feet high and three feet wide. These tunnel entrances are detailed in the descriptions of the rooms to which they lead.

Trollin' Along

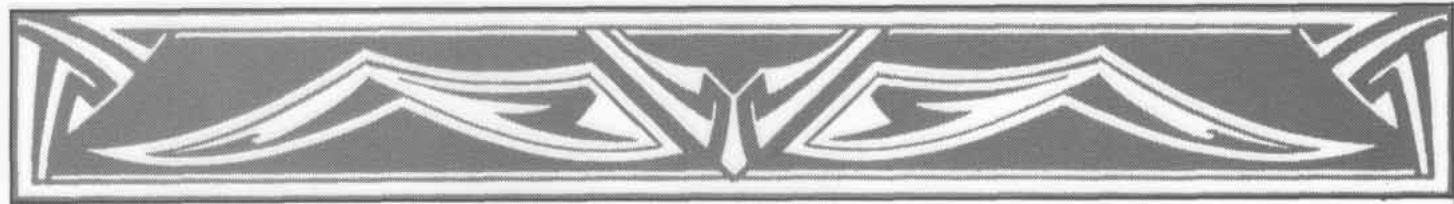
The caves in this system also serve as home to a clan of trolls. The jermlaine have been careful to keep clear of them, for their own safety, and also to keep control of their own portions of the caves. Fortunately for the jermlaine, the trolls are too slow, too large, and too stupid to bother with their smaller, smarter neighbors. The trolls are aware of the jermlaines' presence, but if the trolls are annoyed by the smaller creatures, they have never done anything to indicate displeasure.

When the PCs enter the caves and suffer the jermlaine's ambush, the trolls will either be asleep (during the daylight hours) or out hunting (during the dark hours). If it is daytime, the jermlaine will be able to implement their entire attack plan before the trolls are even aware of the intruders. The trolls' sense of smell will be their primary alert system, though any noises caused by the PCs will also wake them. The jermlaine have used their attack for many years and have perfected it to the point of carrying it out in relative silence.

The otyughs have also struck a deal with the trolls, promising not to attack them in return for some of the trolls' scraps and trash. This relationship has been effective for many years.

Trolls (10): AC 4; MV 12; HD 6 +6; hp 49, 47, 46, 45, 44, 40, 38, 38, 36, 36; #AT 3; Dmg 5-8/5-8/ 5-12; SA +5 if attacking with weapon, able to attack multiple targets; SD regeneration; MR nil; AL CE; THACO 13.

Two-headed giant troll: AC 4; MV 12; HD 10; hp 72; #AT 4; Dmg 5-8/5-8/1-12/1-12; SA +6 if attacking with weapon, able to attack multiple opponents; SD regeneration; AL CE; THACO 11.



22. Gathering Area: This cave serves as an area to divide recently captured food among the trolls and to organize hunters for outdoor expeditions. This cave carries a horrible stench of rotted meat and filth, and a large number of bones are scattered about. When the cave becomes too crowded to move through, the trolls carry some of their garbage out to the otyughs, dumping it into room 2. The jermlaine sometimes pick through this trash for anything they might perceive as useful.

Any treasure that the jermlaine may have scavenged from the trolls appears in the description of the jermlaine's lair. Treasure belonging to the trolls is listed in the descriptions of the following areas.

If PCs choose to pick through the trash in search of treasure, they will find nothing more than rusty tools and weapons, filthy, worn-out clothing, bones, and rotting garbage.

23A-E. Troll Quarters: These caves serve as general living quarters for the trolls. Stacks of rags, weeds, and straw are piled about the caves, serving as beds. Other filth that has not been moved into area 22 or given to the otyughs lies everywhere.

All these areas smell as bad as #22, thanks to the lack of fresh air, damp, dripping walls, and the large amounts of garbage. Fortunately, there are no rats in these caves; the trolls keep the rodent population down with their frequent meals.

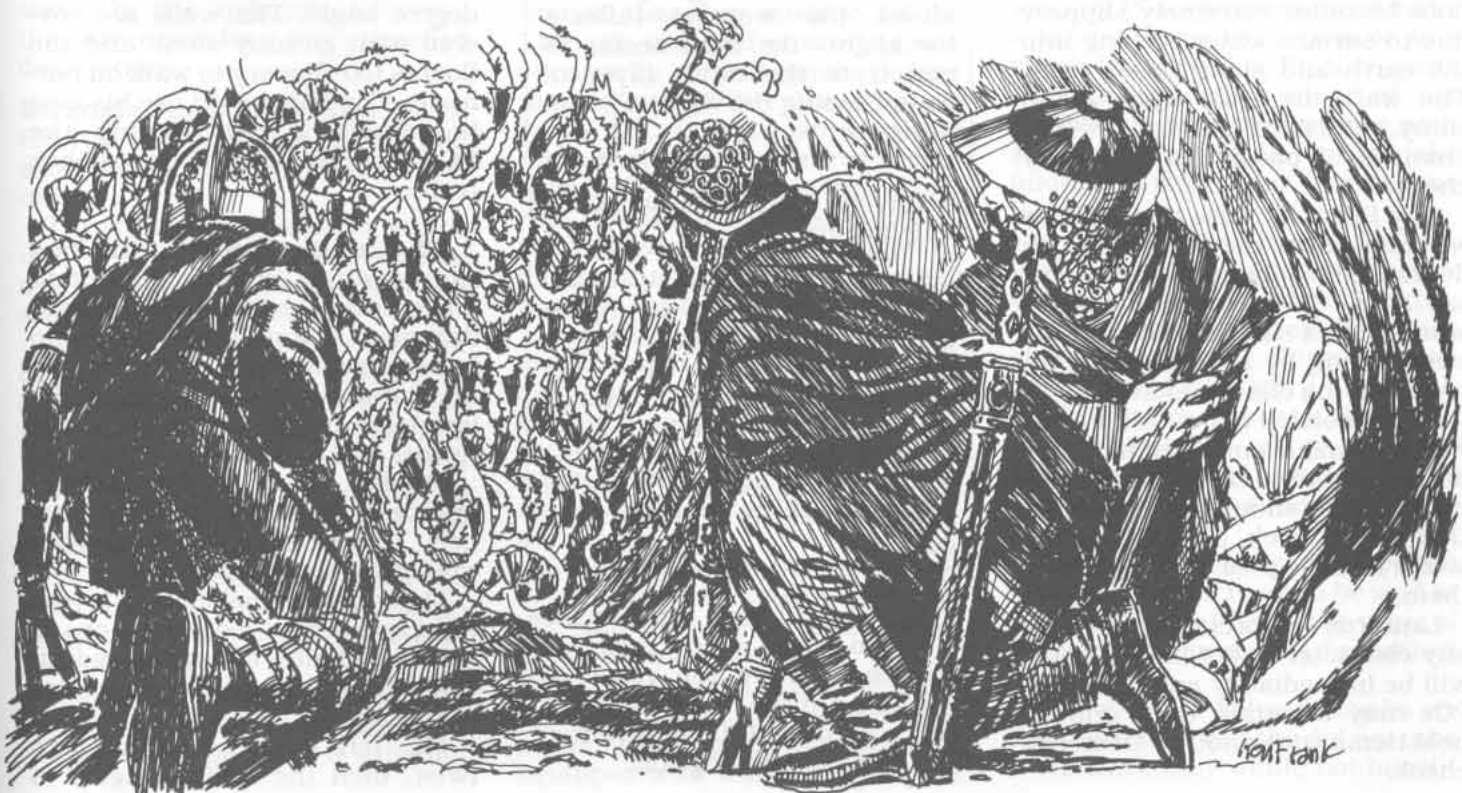
Throughout these caves is scattered the trolls' treasure. PCs will need to search all of the caves in order to find the treasures described here. If they do not, the DM should reduce the amounts proportionately to reflect the PCs' efforts in searching for treasure.


Troll Treasure:

- 100 cp
- 150 sp
- 400 gp
- 4 gems
(gp value 200,150,100,25)
- long sword +1
- ring of protection +2

Yet Another Ambush

When the trolls become aware of the PCs' presence, they will wait until the PCs enter their caves. Although trolls are not very intelligent, they have worked out a plan for dealing with trespassers in their lair. Any trolls in area E will hide in the farthest corner until the PCs approach. When the PCs reach the point between caves D and E, the trolls in caves A, B, and C will rush toward the PCs' backs so that they are trapped between two groups of trolls. If no trolls are in cave E, the remaining trolls will





still rush at the PCs' backs, cutting off their escape route.

If the PCs should travel toward cave C before room E, the same basic plan will take place, but the PCs will be ambushed in the center of cave C.

The jermlaine have several tunnels connecting to these caves, but take care not to be discovered when snooping in the trolls' belongings. If the PCs did not investigate the jermlaine lair, the jermlaine will try to attack the PCs throughout the lair. If the DM desires, he can surprise the PCs at any time with an attack of the jermlaine through their miniature tunnels.

24. "Unwanted Bath": The entrance to the tunnel leading to this area is wet and muddy, but appears passable. PCs will be forced to make a Dexterity Check (at half normal ability) about ten feet into the tunnel at the first hairpin turn (see map). At this point, the tunnel floor becomes extremely slippery due to surface water seeping into the earth and along these walls. The walls are also slippery and slimy, contributing to the lowered chances of passing a Dexterity check.

Any PCs who miss their checks will slip down the tunnel, which descends steeply into the cave below. Any PC who is in front of a PC who misses the check will be swept along by the character behind him (no chance to avoid).

At the bottom of the "slide," the PCs will find themselves in a wet, dripping, slimy cave. As PCs hit bottom, they should make another Dexterity check to avoid being swept into the pool of water before them.

Lanterns or torches carried by any character swept into the pool will be immediately extinguished. PCs may maintain their grip on held items with another Dexterity check.

Read the following to the players.

You've splashed into a strange underground cave. The walls, ceiling, and floors are all wet due to water seeping from the surface.

Some of you have landed in a pool of putrid water. The pool is roughly 30' across, 35' wide, and is at least 40' deep. (PCs will not know the exact depth unless they swim or sink to the bottom.) You can hear the water dripping occasionally into the pool, but the cave is otherwise silent.

It may be silent, but it is not without odor. The smell of stagnant, putrid water assaults your nostrils. You don't think you've ever smelled anything worse.

The walls of the cave look strange. You can see that this is a natural cave cut into the same rock as in other parts of the cave. But something is peculiar about the way it reflects torchlight—the light seems to penetrate the outer layer of rock, causing the walls to virtually glow.

If anyone touches the walls, read the following.

The walls feel strangely gummy, almost rubbery. You've never seen rock like this before—but the gumminess isn't part of the rock. It's a layer of dried goo that covers all the walls in this cave. It can be scraped off easily with only a fingernail.

The PCs will have three rounds to try to learn about their surroundings before the yphoz attack. Consult the "New Monsters" section at the end of this adventure for a complete description.

Yphoz, (30): AC 9; MV 6 Sw 12; HD 2; #AT 1; Dmg 1-6; SA poison; AL NE; THACO 20.

The yphoz will attack only those PCs who are in the water. Since their movement is slowed on land, these creatures only attack if provoked while they are on land.

The yphoz will cease their attacks on any creatures who are pulled from the water. Any yphoz that are attached to a PC, however, will continue to attack until pried from their victim.

Anyone who landed in the water will need help to crawl over the slippery side of the pool and onto "dry" land. The DM should consider the encumbrance of armor carefully; any characters wearing plate mail or plate armor will need the help of at least two persons and may need to remove some armor in order to escape the pool.

Escaping this room is another matter. The tunnel sloping into the room runs at approximately a 45 degree angle. The walls are covered with gummy slime and the floor is too slippery to walk on normally. The DM should use his best judgement at determining the PCs' success at escaping the yphoz room.

25. Jungle Tunnel: This long tunnel winds into the mountain and seems to go on forever into the darkness. The air is cool and damp in here, but the walls are relatively dry. Small tunnels belonging to the jermlaine pepper the sides of the tunnel wall.

Finally, the main tunnel branches into two identical tunnels. There is no indication which route the PCs should take.

The right tunnel twists to the right into a tight loop and stops in a dead end after about eighty feet. The PCs will find nothing in this tunnel.

The left tunnel continues to twist, then the ceiling begins to



slope downward. The tunnel that was formerly 15' high gradually loses height until PCs will be forced to crawl on their hands and knees. The ceiling reaches a height of only four feet and then levels off.

About 20 feet ahead, the PCs can see that their path is blocked by foliage. Black, twisting vines hang in the tunnel ahead of them. The PCs will not be able to see more than five feet into the vines.

While the vines appear ordinary (though their odor is repulsive), the floor throughout this low tunnel is littered with the bones of animals, humanoids, and jermlaine. The vines hang limply overhead, growing strangely despite the lack of natural light here.

If the PCs decide to enter the vine-filled cave, the first person into the tunnel will be attacked by the strangleweed (see "New Monsters" in the appendix following this adventure for a more detailed description).

Strangleweed: AC Special; MV 0; HD 1; #AT 1; Dmg Special; SA poison, grapple; AL N; THACO special.

The strangleweed will not attack until a PC is five feet into the tunnel. It will then begin to thrash and attempt to grapple the PC.

Other adventurers who attempt to pull the trapped PC to freedom also run the risk of being pulled into the strangleweed. Two PCs working together have a 50% chance of pulling a character to freedom, but take damage themselves in the process.

If the PCs attempt to burn the weed out of the tunnel, they can ignite it in 1d6 rounds. They will be driven out of the tunnel for 1d6 turns until the acrid, stinging smoke clears. Although the weed will appear to be dead, it will only

be in a dormant state. The weed will begin to regenerate after six rounds, and will grow to its former size and strength after about two weeks.

The weed fills about a fifty foot length of the tunnel. If the PCs pass through the tunnel, they will become covered with soot from the burned plants and will choke on the smoky air unless they breathe through a scrap of cloth or cover their heads with a cloak or other wrap.

This tunnel slopes downward, although the PCs may not notice the slope due to the change in ceiling height. It slopes down a total of 40 feet to the Falcon's lower level.

Which Way?

Beyond the tunnel that is home to the strangleweed, the ceiling again rises to 15 feet. After 120 feet, the tunnel branches into five passages.

Allow the PCs to choose the branch that they wish to follow. Through trial and error, they will eventually find branch B (see map). None of the other tunnels here—A, C, D, & E—are anything more than tunnels that will confuse the PCs or hinder their progress (though the DM is invited to make these areas more dangerous if the PCs appear to be "breezing" through the adventure).

Approximately 50 feet into tunnel B, the PCs will find a pair of swinging doors. The doors are mounted on opposite sides of the tunnel and swing both forward and backward. The doors are ordinary and offer the PCs no resistance.

Every ten feet down this tunnel is another pair of doors. The first five pairs are ordinary and present no problem for the PCs.

The five remaining pairs of doors will provide the PCs with a surprise: each pair of doors is equipped with a *fire trap*, placed

on them by the Falcon.

The jermlaine came to these tunnels to investigate before the strangleweed blocked the tunnels, and discovered the doors (and with them, the *fire traps*). After five doors and numerous injuries, however, the jermlaine gave up trying to open the doors in favor of their safety.

Once the PCs pass the swinging doors, they reach a dead end. A secret door is concealed at the end of the tunnel.

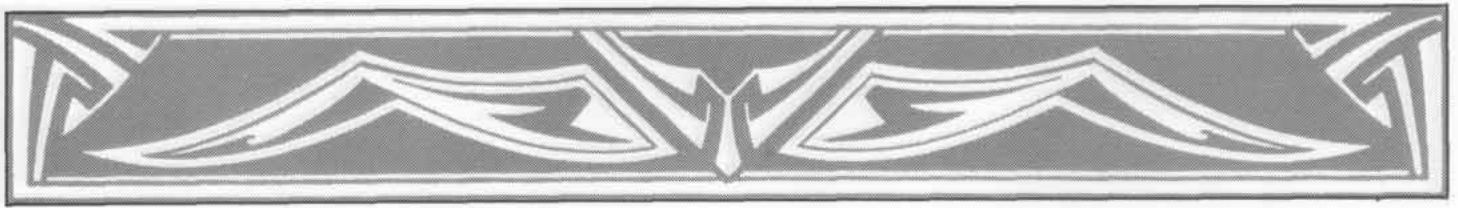
Beyond the secret door is another long tunnel that travels in opposite directions. The tunnel to the right contains two more swinging doors (both with *fire trap* spells) and leads to the Falcon's laboratory.

26. Laboratory: The Falcon constructed this laboratory for magical research and work on poisons, as well as experimentation on her victims. The stench in this room is potent and nauseating, and any PCs who enter must make a saving throw vs. poison or succumb to nausea. A PC who exits the lab and stays clear of the stench will recover from the nausea in 1d4 rounds, but must make another saving throw to enter the lab again.

A *wizard-locked* door leads to a lab containing an amazing variety of beakers, bottles, tubes, pipettes, burners, and elaborate stills on iron stands. At one time, this must have been a busy laboratory filled with bubbling experiments. Now the glassware stands empty, with the dried and crusted remains of its former work lining the bottoms of the containers.

All the glassware is in usable but filthy condition. It could be sold at a price equal to 75% of the value of similar new equipment if scrubbed thoroughly.

A few of the Falcon's books remained intact, but she did not take them since they would not benefit



her in the battle with the priests at the temple of St. Cuthbert. Once she learned of the general condition of her lair, and realized that she was in control of it (no monsters had taken over her private quarters), she decided to leave some things behind and return later to put things in order and salvage the remainder of her belongings.

The four remaining books describe spell components, herbs, incantations, and laboratory techniques. They are musty, but still serviceable. Although they would not demand top values for resale, any mage in the party should find use for them.

All spell components and potion ingredients have deteriorated and are useless. A row of small cages along one wall contains the carcasses and remains of small animals that the Falcon had captured for her experiments.

A large cabinet on one wall holds

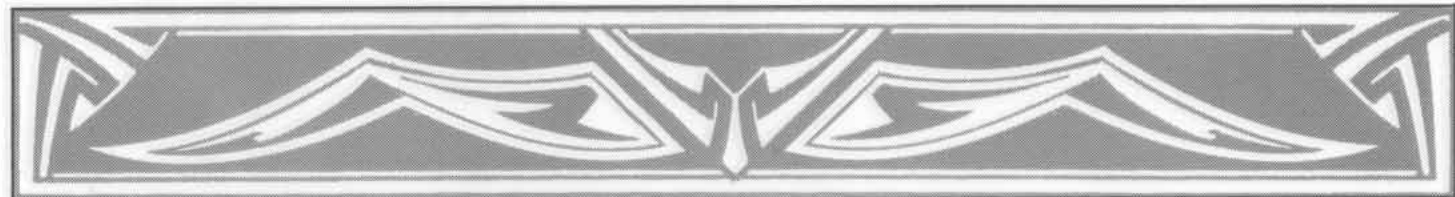
50 small drawers containing feathers, candles, dried flower buds, dried insects, animal teeth, and an assortment of tiny vials that once held liquids of some sort that have now dried to the color of old blood. Nothing useful or valuable can be found in any of these drawers except for a single gold ring, stored in the only drawer protected by a *fire trap*. The ring is fashioned to resemble a snake biting its tail, and its eyes are set with two tiny black stones. It is not magical, but is worth 1,000 gp. A successful intelligence check by any mage will suggest that the ring was intended to be enchanted at some future date, based on its high quality.

Nothing in this room detects as magical. The Falcon was not successful at creating more than a few potions and scrolls, and she has already removed those. She lacked the patience to maintain her research for very long. Coupled with her inexperience, she was never

successful at creating any major magical items.

Opposite the tunnel to the laboratory, the tunnel to the left extends 45 feet and branches into three tunnels. Two of these, tunnels F and H, are dead ends, intended to confuse any would-be intruders. Tunnel H contains six more of the swinging doors with *fire traps*. When the PCs choose branch G, it will appear to be a dead end as well. However, it has a secret door leading to the Falcon's private quarters.

Through the secret door is yet another tunnel that travels in opposing directions. The branch to the right goes through two more trapped (*fire trap*) doors to the Nest Room (see description below). The tunnel to the left leads to another dead end, to the Naga Room, and to the Falcon's favorite private chamber (where she resides when in human form).



When the PCs begin to explore these rooms, they will become aware that someone has already been here. The Falcon has been at the lair for over a week by the time the PCs reach this point. She has had time to rest, regain her spells, and gather some belongings that survived her absence. Her spellbooks also survived intact, as well as a few other minor items.

She has been aware of the PCs' presence, but has not concerned herself with chasing them from the lair or attacking them. She knew that the monsters on the higher level of the lair would keep the PCs busy, and, if threatened, she could rely on her escape routes to ensure her safety.

The Falcon's Chambers

The Falcon has designed three separate private quarters for herself—one for each of her favorite forms. Each is designed down to the last detail for her maximum comfort and convenience.

27. The Nest: The first of the Falcon's rooms is a circular, 10' wide, 30' tall chamber containing a giant bird's nest. The room and its doorway are sufficiently large to admit a human, but the nest is constructed to accommodate a large falcon. It sits about ten feet off the floor, atop a cylindrical pedestal the same width as the nest, in the center of the room. The cylinder appears to have been hewn directly from the stone that makes up the entire cavern.

The domed ceiling above is flecked with white spots, which the PCs may correctly assume are meant to represent stars. Although the Falcon is far from romantic, she enjoys the sense of power she gains from her shape-changing abilities and seeks ways to enjoy those powers whenever possible. This room allowed her to fully experience her falcon form.

Examination of the nest reveals nothing out of the ordinary. It is constructed of twigs, sticks, weeds, and grasses in the manner of a typical falcon's nest. The inside is lined with brittle, crumbling feathers.

The nest is in poor condition. The PCs may notice that even the weight of the intended occupant would probably crush the brittle twigs and cause the nest to collapse.

The entire room is filthy and has obviously not been entered in many years. Cobwebs cover most of the walls and ceiling, and some large spiderwebs weave along the floor and up the walls and the side of the pedestal.

The PCs will notice, however, that a portion of the ceiling has been wiped clean of webs and dirt, revealing the star field. The Falcon has indeed been here and wiped away some of the dirt to see the condition of the paint. Eventually, she plans to bring slaves or cult members to the lair to tend to her chambers.

The PCs will also notice a hole in the ceiling that leads to a long tunnel. Inside the tunnel is a small ledge, so placed to allow the Falcon to fly up to the ledge, then take flight (or shapechange into her naga form and slither) up to the tunnel and through the hollow oak escape route described earlier in this chapter.

Nothing of value will be found in this room. In her avian form, the Falcon had little use for possessions and consequently kept nothing nearby.

28. The Naga Room: This chamber is where the Falcon lives in her natural naga form. A narrow, 3' wide passage is the only entry to this room, twisting and turning through the rock. The walls in this passage have been chiseled nearly smooth. At the end of the passage leading to this

chamber, a *wizard locked* door opens into a 40' wide, expansive room that is shaped like a long, stretched "S."

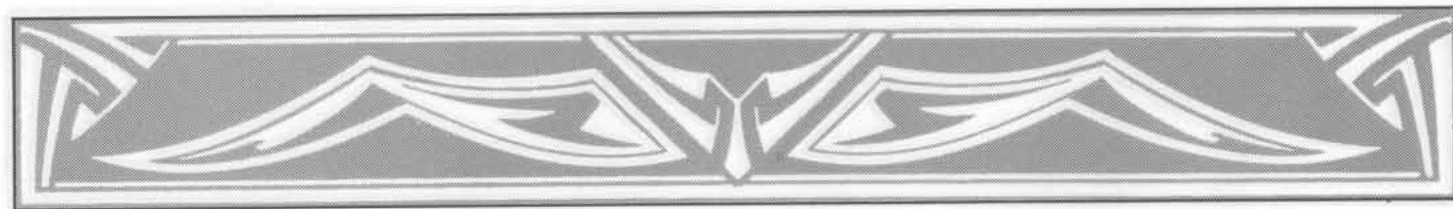
The Falcon uses this room the least, preferring her other forms over her natural form. Nonetheless, it is furnished and appointed to the last detail.

The front portion of this chamber is something of a sitting room. The ceilings here are 15' high, and the floors are polished to a glass-like smoothness. The walls are chiseled in a randomly faceted pattern that reflects light, causing it to sparkle about the room. Five ornate but damaged tapestries hang from the walls. At one time, they would have been worth thousands of gold pieces. Now, they are damaged and rotted by years of dampness and dripping walls.

If the PCs examine the tapestries, they will notice that they depict scenes involving snakes. In all the images, the snakes are conquering or in control of humans; in one, a snake holds court surrounded by human slaves; in another, an army of snakes takes over a village of terrified humans and elves; in a third, a giant snake winds through a village, jaws open, devouring anyone in his path. The fourth tapestry depicts a court of human-size snakes passing judgement on a party of human adventurers. In the fifth tapestry, a giant snake oversees thousands of human slaves who work at building an enormous palace.

The Falcon took great delight in these tapestries; in her mind, these depicted the way life *should* be. She often used this room for comfort and motivation in times of frustration.

At the middle of this room, about 30' from the passageway entry, stands a large stone table. Eight normal chairs surround the table. At one end of the oval table is a low platform topped with a wide, black leather pillow. This is the Falcon's personal seat, designed for her



naga form. The top of the pillow rises only eight inches off the floor. The table is in good condition due to its stone construction, but the chairs are rickety and will collapse under the weight of anyone who sits on them. The pillow is crumbling and mildewed, but the platform beneath it, a stone cylinder, is in excellent condition.

Although the Falcon rarely (if ever) had visitors to her lair, she nonetheless created rooms such as this in the event of secret meetings or visitors she needed to impress with her powers and her "empire."

Beyond the table, around the curve in the room, a black curtain divides the chamber into two sections. The rear portion holds the Falcon's sleeping chamber. The dividing curtain is also mildewed and crumbling, now more a row of hanging shreds of cloth than a satin curtain.

Behind the curtain lie the Falcon's bed and some personal belongings. Nothing in these rooms has been touched in almost 60 years, since the Falcon never expected to be imprisoned. All her possessions are exactly as she left them on her last visit except for any items she may have taken before the PCs' arrival at the lair.

The sleeping quarters of the naga are spacious, and one can easily guess that the owner of this room craved opulence, although her taste in decor was questionable. The bed, a fifteen-foot diameter black satin pillow, lies next to the opposite wall. A ceiling-high mirror hangs on the wall behind the round bed, matching the bed's width. Another mirror, its ornate frame carved like twisting snakes, hangs just inside the dividing curtain. This mirror measures 4' wide and 10' high. Both mirrors are intact but are dirty and covered with cobwebs. The mirrors are both ordinary and should give the PCs some idea of the extent of the Falcon's vanity.

Next to the smaller mirror is a long dresser with six drawers. Although the Falcon had no need for clothing in her naga form, she still kept an assortment of robes, nightgowns, scarves, and shawls. All these are made of silk, satin, and linen, but have no value and cannot even be worn due to the deterioration they have suffered. Across the top of the dresser are a dozen bottles of perfumes and aromatic oils. The contents have gone rancid or evaporated, but the bottles are intact and six of them are fine crystal (worth about 100 gp each). The others are ordinary glass, perfectly functional, and worth only 5 gp altogether.

Also on the dresser are an assortment of combs, brushes, hand mirrors, cosmetics, and hair pins. These are of a variety of materials ranging from fine silver to tortoise shell and wood. Only one set (mirror, comb, and brush) is in saleable condition, and might bring about 75 gp.

On the wall opposite the dresser is a curved sofa made of black leather and measuring 20' in length. The sofa is so large that the entire party of PCs will be able to sit on it at one time if they desire. There is nothing unusual about the sofa, nothing is hidden or lost in its cushions, and it is in poor condition like most of the other items in these rooms. If all the PCs decide to sit on the sofa at one time, it will promptly collapse beneath them.

Next to the sofa is a stone table bearing a metal tray and six crystal goblets. The tray has rusted and is worthless, but the goblets are in good condition (despite a heavy layer of grime) and are worth 25 gp each.

Everything in these rooms is covered in the grime of 60 years of neglect, and all fabrics have mildewed or rotted to the point of uselessness. The only things that have retained their quality are

those not subject to the effects of decay or moisture—stone, glass and the like.

Nothing else of value will be found in this room. The Falcon never stored money or treasure here since her naga form did not allow her to easily use such items.

Escape Route

If the PCs move the giant pillow that serves as the naga's bed, they will discover a round slab of stone beneath the bed. The stone, about one inch in thickness, conceals a secret tunnel that winds through the earth and exits onto the hillside. This served as an escape route in the event the Falcon ever needed a quick exit. It also served as a secret entrance when the Falcon did not (or could not) shapechange and enter the caves normally.

The tunnel is no more than 18 inches in diameter, sufficient for the naga to easily crawl into or out of the lair in either direction. The tunnel is remarkably clean for its many years of disuse; one of the Falcon's first tasks upon her return was to cast a *fireball* spell down the tunnel to clean it out in case she needed to escape. By dropping the stone cover over the hole after casting the spell, she prevented flames from shooting back into her chamber.

If the PCs attempt to enter this hole, they will be forced to crawl on their stomachs and will risk a 50% chance of getting stuck for each round that they attempt to traverse the tunnel. The DM should adjust this percentage for the sizes of PCs larger or smaller than an average human.

The tunnel, with all its twists and turns, is roughly 100 yards long and opens onto the hillside far to the north of the main entrance and high up the mountain (see description earlier in this chapter).



Fit For a Queen

These are the rooms used by the Falcon when in her human form. It is the largest and most elaborate of her three personal chambers.

This area of the Falcon's lair is divided into rooms resembling a small apartment. The entrance to this area is a secret door protected by a *wizard lock* spell.

These four rooms are constructed similarly to the naga's den, with smooth floors and chiseled, reflective walls. Some of these caverns were formed naturally, but were excavated and finished by the Falcon's slaves.

29A. Living Area: The first room beyond the door is a comfortably furnished (but sorely deteriorated) living room. It contains a sofa similar to the one in the naga's room as well as four stuffed chairs and an assortment of large pillows stacked against the walls. A 15' snake carved of wood hangs on the wall over the sofa. Everything in this room is mildewed and rotted beyond use.

29B. Gathering Area: Behind the living room is an area that could double as a dining room and meeting room. It contains a long table constructed of a wooden framework of legs topped with a thin, black stone slab. Ten chairs surround the table. The slightest jostle will cause the rotted table legs to collapse under the weight of the tabletop, sending everything crashing to the floor and cracking the stone top. The chairs are also fragile and will not support the weight of anyone who sits on them.

Two wooden snakes similar to that in the living room hang on opposite walls of this room, and a carved wooden statue of a cobra, poised to strike with its hood spread, occupies the center of the large table. All of the snake statues

will crumble from rot if moved.

A wide wooden door separates these two rooms from the rear portion of the Falcon's apartment. This door is also *wizard locked*, but it is in poor condition like everything in these caves. The door will splinter and crumble easily due to its rotted condition.

29C. Private Study: This is the Falcon's personal work room. It contains a desk, a long table, a bookcase with locked glass doors (the glass is protected by a *glassteel* spell; she stole the panes of glass from another wizard), two chairs, and a variety of scientific equipment. Like the other rooms, this one is grimy and musty.

The most interesting items in this room are the books inside the glass case. The PCs will notice that the grime on the glass and the lock have been disturbed recently, and they may correctly surmise that the Falcon has been here.

The Falcon has placed another *firetrap* on the bookcase. The lock on the bookcase is functional, but slightly rusted, reducing the chance to pick the lock by 15%. The keys to the lock are nowhere in the room.

The books are all ordinary and range in subject from the history of the City of Greyhawk to scientific manuals about snakes, reptiles, and plants. One tome is a collection of essays about dragons. Several books describe the worship of Iuz, and another is propaganda about the "evil" of St. Cuthbert.

An obvious bare space in the bookcase will tip off the PCs that something is missing. Any mages in the party may correctly guess, judging from the size of the space, the Falcon's spellbooks were probably stored here. It is impossible to tell, however, how many books were once stored here.

The DM should allow the PCs an intelligence check to notice that the books in this case have *not* de-

teriorated or succumbed to the effects of moisture and dampness. Upon examination, the PCs will find that the bookcase is lined with hammered metal panels to keep out moisture.

The desk in this room has three drawers containing moldy paper and parchment, some dried-up inkwells, and some crumbling quill pens. Some faded black candles and a tinderbox and flint can also be found in one of the drawers.

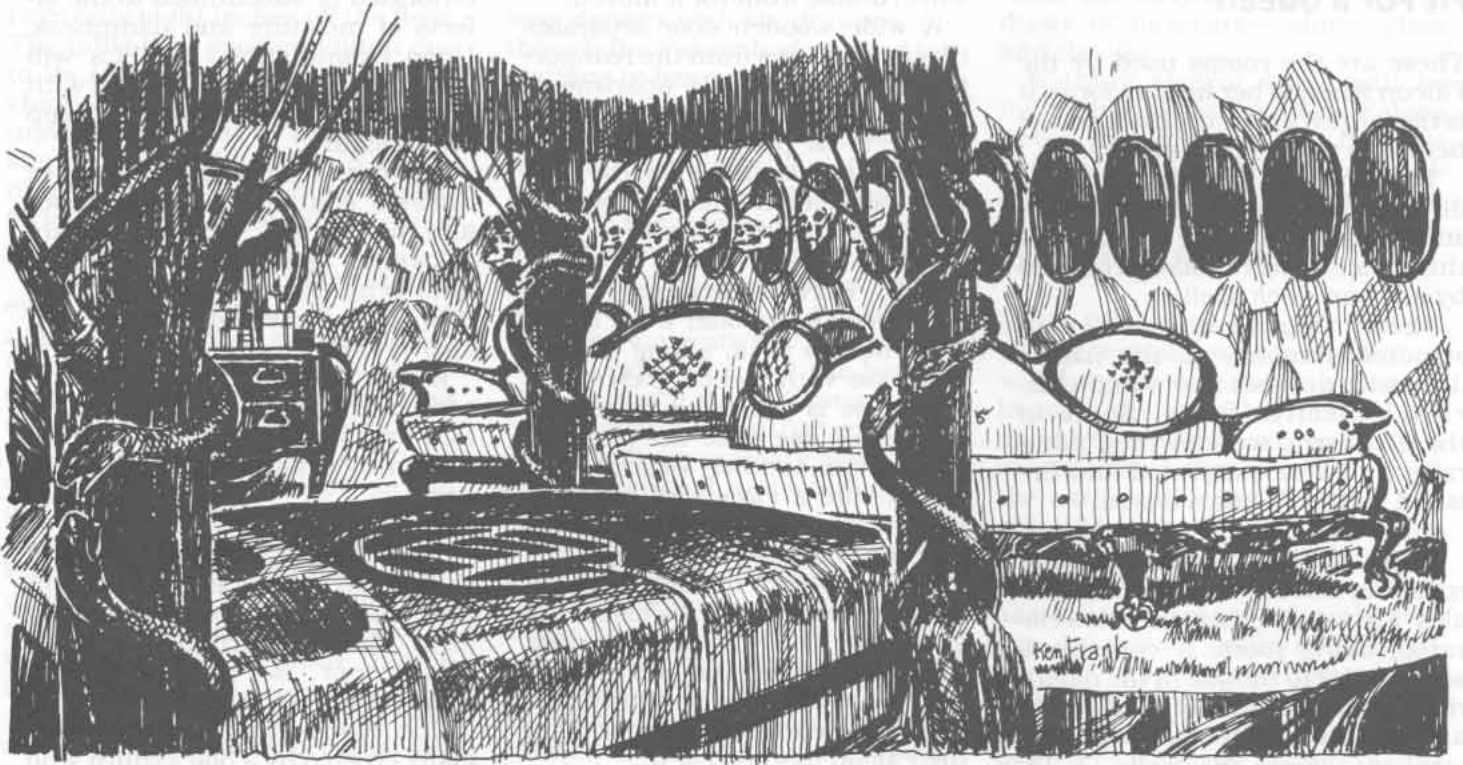
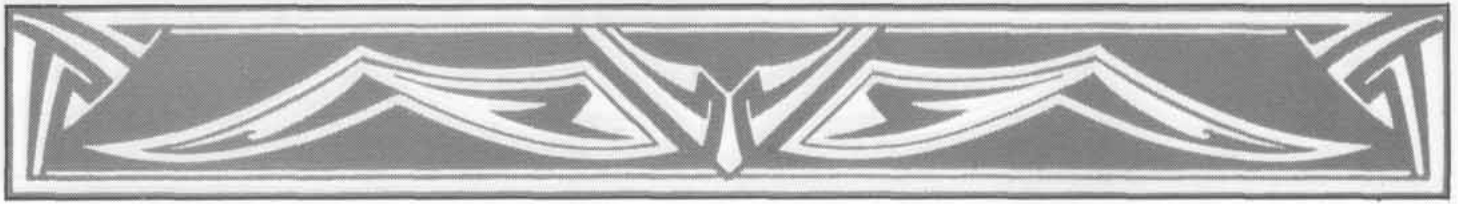
If any notes, journals, or research work were in the desk, the PCs may correctly guess that the Falcon took all these things with her.

29D. Bed Chamber: Beyond the Falcon's study is the bedroom that she used when in human form. The most striking feature in this room is the enormous wrought iron four-poster bed.

The Falcon had this bed specially created by a blacksmith who was a member of the cult. The posts resemble long, slender tree branches and are circled with two snakes entwined about each branch. The bed is large enough for four humans to sleep comfortably. The stuffed mattress is crumbling, its contents spilling onto the floor.

An eight-foot-long dresser sits against one wall of this room. Above the dresser, hanging on the wall, is a mirror, eight feet long and five feet high. The mirror is ordinary and is covered with grime, but it has been wiped clean in a large area (presumably by the Falcon).

An assortment of bottles and grooming aids clutter the top of the dresser. In human form, the Falcon chooses to wear black hair that hangs down to her waist. A variety of brushes (mostly deteriorated) and hair pins and combs cover more of the dresser top. Twenty bottles that once held perfumes and scented oils are also on the



dresser. The contents have either evaporated or gone rancid, but the bottles would be useful if cleaned. All the bottles are ordinary glass except for seven of them that are made of fine crystal and are worth about 30 gp.

Inside the dresser's nine drawers are an assortment of dresses, slips, nightgowns, underclothes, and "adventuring" garb. The Falcon naturally needed clothing in her human form and spared no expense in outfitting herself. The dresses are trimmed with fine lace and beadwork, the undergarments are made of silks and satins, and even the outdoor wear is made of fine wools and linens. Most of the clothing is in shades of black and grey, and a few garments are red and deep purple. They are all mildewed beyond use, crumbling with age and dry rot.

The dresser itself is also in poor condition; if the PCs attempt to search the drawers, the dresser's

legs will collapse, dropping the dresser onto the floor and cracking the framework.

Trophies

Like her clerics, the Falcon has her own collection of "trophy" — skulls of her victims that now serve as decoration for her walls. DMs who played *Falcon's Revenge* will recall that the three cult leaders each had similar collections in their private quarters. For DMs who did not use *Falcon's Revenge*, Talasek will explain to the PCs that this is a custom among the priests of Iuz. They mount the skulls of their victims as a display of force, talent, and success.

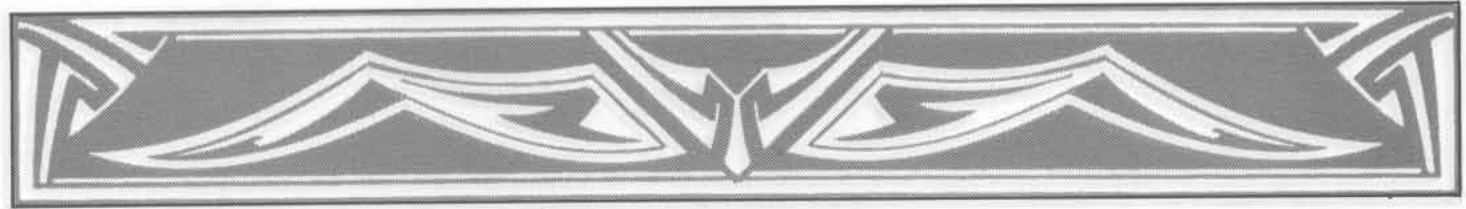
The Falcon has collected and mounted a total of 15 skulls. These are all preserved on a wooden plaque, with each victim's name carved below his skull. Of this collection, four skulls appear to be elven, three are dwarven, one

appears to be giantish, and the remaining seven are human. Five blank plaques also hang on the wall below the "occupied" plaques, awaiting tenants.

All the plaques have suffered from the effects of moisture and are cracked and rotted. The skulls are in fair condition, some displaying the wounds that caused them to be here.

This bedroom also contains three stuffed chairs, a small writing table and wooden chair, and a night table. All these are in poor condition. An oil lamp stands on the night table, its oil long ago evaporated.

In addition to the skulls, the walls in this room are decorated with a large tapestry depicting a snake kingdom ruled by a giant snake, and a life-size portrait of the Falcon in human form. She wears robes, a cloak, and a tiara that portray her as royalty; she stands in an arrogant, triumphant pose.



Since the Falcon has already been through these rooms, she has taken anything she regards as important, including notes, papers, her spellbooks, and information about her cult and the other cults of Iuz.

Return to Greyhawk

When the PCs have nearly finished exploring the Falcon's lair, the DM should alert them to the presence of another creature. The Falcon will have finished her preparations, and, having loaded her possessions into a *bag of holding*, she will depart in falcon form.

The PCs should hear fluttering or scuffling in the hallways between her chambers. Anyone investigating will see a falcon grasping a sack in its talons flying toward the nest room. The first PC to pursue will arrive at the nest

room in time to see the falcon disappear up into the tunnel. If the PCs blocked the tunnel in any way, the DM should choose an alternate exit, first using the tunnel in the naga room and then a side tunnel into these rooms. The DM can also conveniently add a tunnel that the PCs simply did not notice earlier.

Regardless of which tunnel the Falcon uses for her escape, it will be too small for the PCs to navigate. Their only hope is to exit the lair by the same route they entered. By the time they make their way to the surface, they will be in time to spot a falcon far in the distance, clutching a sack in its talons, heading in the general direction of Greyhawk.

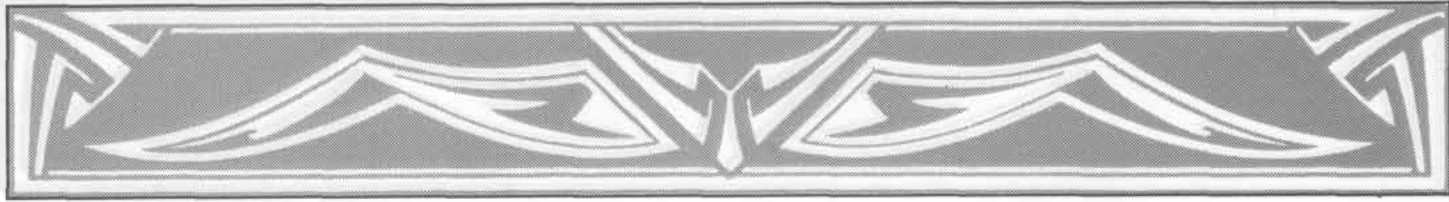
This ought to give the PCs the idea that they should return to the city as quickly as possible. Talasek will urge them to return immediately, once they have had a chance to gather their belongings. If they

follow Mizaab's map carefully, they will be able to retrace their steps without getting lost as well as bypass some of the problems they encountered on the way to the lair. They can return to Greyhawk in three days if traveling on foot and less than two days if on horseback (provided any of the animals survived the trip).

Exodus

When the PCs reach the Selintan River on their return trip, they will begin to notice families and groups of people traveling away from the city. This would not be unusual ordinarily, but these folks are accompanied by animals and wagons and are loaded down with all their worldly possessions. Some of them will call to the PCs, telling them to stay away from "the evil in the city." Many of these people will refuse to stop to talk, but a few





scared souls will pause long enough to whisper warnings to the PCs.

The DM should parcel information to the PCs from one out of every six persons that they try to question. From these terrified refugees, the PCs will learn the following.

- An evil cult is trying to recruit members from the general population of the city. Some of the people who have refused to join or have told the authorities about the cult have met with dire consequences, some being killed, some losing a family member, and some having their homes burned.

- Strange, horrifying apparitions have been appearing in the city for nearly a week. These started as small incidents, but they have grown in size and strength. Buildings have appeared to burn only to stop suddenly, with no apparent damage; monsters have been seen in the streets only to disappear; and people have awoken to the sounds of threats being issued by an evil voice in the darkness, only to find no one nearby.

- Public notices have been posted around town by some unknown cult claiming that residents will learn that they can either join the new Master of Greyhawk, leave the city, or they will be forced out or killed.

All the people the PCs speak to will be genuinely terrified. Talasek will recognize some of the refu-

gees, and will confirm that some of these are sturdy people who have lived in Greyhawk all their lives. The situation would have to be serious for them to abandon their homes.

Trouble in the City

When the PCs reach the city gates, they will encounter a backlog of people trying to sign the rosters and check out of the city. The guards will be trying to maintain order but with little success. They will also be trying to convince people not to leave, claiming that the City Watch will apprehend the terrorists soon. However, the guards do not even sound convinced of this themselves.

Once inside the city walls, Talasek will insist that the party go directly to the temple to learn more about the situation.

The Temple's Worries

Upon their arrival at the temple, the PCs will witness a bustling whirl of activity. From the outside, everything appears normal, but inside, preparations are being made for the expected attack.

Eritai will make herself available to meet with the PCs within moments of their arrival. She will explain that their connections in the city indicate an impending attack. The temple is trying to prepare while maintaining the appearance of calm. Eritai emphasizes her be-

lief that the enemy must not become aware of their preparations.

Eritai will confirm that the rumors the PCs heard on their way into Greyhawk are unfortunately true. The numbers of people leaving the city have grown daily, and city officials fear that the cult's campaign of terror will soon leave no one to oppose the cult. Eritai is anxious to end this cult activity soon.

Although disappointed that the party was not able to capture the Falcon, Eritai will wisely predict that the anticipated onslaught will happen quickly. The Falcon's knowledge that she is being pursued will be likely to spur her to quick action.

Eritai will also advise the PCs of her battle plan and all preparations that are underway. She will welcome their assistance, but will also recommend that the PCs see to any wounds and get some rest after their journey. She anticipates that the attack could come at any moment and wishes the PCs to be rested and prepared for battle.

Battle Cry

On the first evening of the PCs' return to Greyhawk, the Falcon will strike. The DM should read Chapters 5, 6, and 7 carefully and launch the attack as described therein.



Chapter 5: "Master" Falcon?

Planning the Outcome

The outcome of the assault on the temple will be the decision of the DM and depends upon whether he plans to play the final module in this series. He should keep this in mind as the battle unfolds, giving either the PCs or the cult the advantage, but without giving the players the impression that the adventure will end as planned regardless of their actions or decisions. The result of this battle will either finish the cult forever or will open the door to further confrontation, which will carry the PCs into the next adventure in this trilogy.

This chapter is designed to assist the DM in role-playing and planning for the Falcon's actions. Read this chapter carefully before entering the final battle with the PCs.

The Falcon's Scheme

The Falcon is a woman who knows what she wants—revenge on the City of Greyhawk. Her cult was destroyed and she was imprisoned all those years ago, and she has had plenty of time to sit and brood. She has also had plenty of time to plot against the city. Her most elaborate plans cannot be put into action, however, until she has a chance to assess the current situation. During all the years she plotted, she never knew *if* or *when* she would be freed. But when released, she knew she would exact full vengeance upon the city.

Although she would like to tear into the city immediately, the Falcon realizes that much about the city has changed in the sixty-odd years she has been gone. She will

need time to be apprised of the situation as well as learn about her followers and what kind of forces she can muster. She realized that she might have had no followers left at all, but hoped that those who freed her had established a power-base of some sort.

Reviving Old Powers

The Falcon's first tasks were to rest, regain her strength, and attempt to retrieve her spellbooks and other possessions that were left in her lair. After a few days of meetings with her rescuers, she left the city to return to her old home. Cult clerics, meanwhile, collected the scattered cult members and set up a communication network in order to keep the cult unified. The cult members are prepared to wreak vengeance on those who destroyed their temple and dispersed their community.

Secrecy is a priority for the cult. They will attempt to keep all their activities and communications secret. They will not hesitate to kill former cult members who choose not to join their plan, because these dissenters pose a potential security risk.

First Strike

One of the targets of the Falcon's wrath will be the Temple of St. Cuthbert. She recognized those who imprisoned her as members of the Temple, and she plans to make it the victim of her first assault. Although she assumes that the four men who trapped her are dead, she nonetheless wants to destroy those who sponsored the assault. Iuz, whom the Falcon worships, has a long-standing enmity with St. Cuthbert, making

the desire to destroy the temple that much greater.

One of her first priorities, therefore, is to obtain information about the temple and its residents. The Falcon's clerics will be gathering information for her while she is at her lair. They will be able to provide her with a floor plan of the temple property and some accurate estimates of the numbers and strengths of its residents. They will also provide the names and descriptions of the temple's leaders and most powerful members.

The War

The Falcon's ultimate goal is to take over the entire city of Greyhawk. She plans to convert its citizens to followers of Iuz or drive out or kill those who won't convert. She expects to force great numbers of citizens out of their homes and away from Greyhawk.

The Falcon views the assault on the temple as a method to drive people away from the city. As the largest and most powerful temple in the city, she feels that its downfall will demonstrate her power and cause more citizens to either convert or flee.

The Falcon and her cult could easily stage a series of assassinations on the Temple's leaders and clerics, systematically wiping out the church. But the Falcon sees this as an opportunity to demonstrate her power and make it clear to Greyhawk's residents that she means business.

While the Falcon is at her lair, her clerics will be laying the groundwork for her assault. They will be assembling an arsenal and various supplies as well as creating a stockpile of magic items (especially items of healing). When

she returns to the city, she will need only a few days to review her plans and mobilize her assault.

At the Lair

The Falcon and the PCs cross paths at the lair, but the Falcon will make her escape before the PCs have a chance to attack her. Her lead time at the lair will allow her to finish her business and escape before the PCs are aware of her presence. When the PCs witness her escape, however, they will be tipped off to her return to the city and will be aware of the need to return to Greyhawk immediately.

By the time the PCs return from the wilderness, the Falcon will have prepared her assault. She will try to take advantage of their absence from the city to implement her plans. The PCs should return to the city just hours before the battle gets underway.

The Cult at Work

During the Falcon's trip to her lair, the cult will have one other task: they will begin manipulating events within Greyhawk designed to garner support for the Falcon's cause, drive the citizens out of town, or affect them mentally to reduce their opposition.

The cult will begin a series of bizarre incidents around town; mysterious fires, apparitions, disappearances, threats, and rumors will surface. All this will be done in utmost secrecy, but the incidents will begin gradually—small fires at first, then larger ones or minor phantasms in isolated incidents becoming large ones witnessed by hundreds of people—growing to horrific proportions.

A Growing Threat

The cult will also begin using *charm* and *mass charm* as much as possible to turn the population toward submission. By the time the Falcon returns, the assault will be ready.

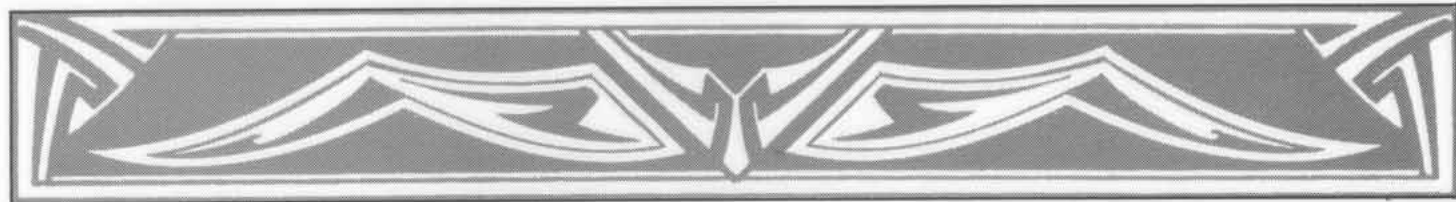
When the PCs have finished their investigation of the lair and have discovered the Falcon's escape, the DM should begin them on their journey home. The battle will begin the night they return to the city.

The Falcon's Flaws

All fanatical leaders have their outstanding character flaws, and the Falcon is no exception. These weaknesses should be used to the DM's advantage in role-playing. The DM may even allow the PCs or the clerics to discover some of these flaws to advance the plot.

The Falcon's major flaw is her





feeling of infallibility. She was trapped once and should have learned a lesson from this. However, her arrogance allows her to believe that she can never again be conquered. The only "lesson" she learned from her imprisonment is simple: destroy anyone who might be a potential enemy. Thus, she will destroy with alacrity anyone who appears to pose a threat to her.

As a result of this flaw, the Falcon also suffers from feelings of paranoia. She finds it difficult to trust anyone, even her closest aides. She will probably destroy some of her own people (whether guilty of plotting against her or not) simply because of these feelings of insecurity.

Falcon has grown to prefer the company of women. When faced with a difficult decision, she will almost always take the advice of a woman over the advice of a man. She is more trusting of women ever since her imprisonment by four men.

The Falcon's arrogance will be her downfall. Even if a battle is going badly, she will refuse to back down or retreat, preferring to believe that her side will rally and win. She will never compromise; she will fight to get her way regardless of the risks.

The Oldest Enemy

One reaction of the Falcon that no one will be able to predict is her reaction to seeing Talasek. Talasek's resemblance to his grandfather is so strong that the Falcon will be caught off guard and visibly shaken by his presence. She had assumed that Talamar would be dead by this time (as, indeed, he is), but the appearance of Talasek will be too much for her. If she is at the lair when she sees Talasek for the first time, she will flee immediately. If she is in the battle at the temple, she will be struck dumb

for 1d3 rounds, then will direct all of her magical attacks at him. Eventually, she will realize that this is not Talamar, but she will continue her assault. (After all, if she can't get at Talamar, his heir will have to suffice).

The Battle Plan

When the Falcon returns from her lair, she will begin mobilizing her followers. The DM should initiate the battle at a time appropriate to the PCs' return to Greyhawk. Refer to Chapter 7 for notes on the timing of the assault.

The Falcon will assemble many of her followers at a hidden location in Old City. Others will be notified by the secret communication network. Approximately three turns will be required to send forth the secret battle cry and have all the cult members in position. At a signal from the Falcon, all cult members will pour forth to assault the temple, arriving for the most part, via the sewers and underground tunnels, as well as the city streets. They will divide themselves equally, according to a preset plan. When the call to stations is given, each attacking cult member will head for his or her designated point of entry into the temple grounds. At the signal, all cult members will storm the temple and begin the attack.

Divide, then Conquer

The Falcon will approach the Temple from the Garden Gate, followed by one-quarter of her followers. The City Guards who would normally monitor this gate will have been replaced by the guards who are members of the cult (see the description that follows). This will ensure easy passage through the gate.

The Falcon's three leaders will each lead a portion of the remain-

ing members from the following positions: Mara Zonin will lead her troops from the sewer entrance that opens onto Garden Road; Zembak Narsa will lead a patrol from the Cargo Gate after immobilizing the gate's guards; and Embar Dessid's unit will approach from a secret tunnel entrance (dug especially for this purpose) that opens onto the grassy bluff to the northwest of the Temple.

These assaults will surround the Temple on all sides. The Falcon has created an excellent battle plan, but her plan will suffer as a result of the secret preparations made by the Temple (described in Chapter 6).

While They Sleep

The attack should take place after midnight or in the wee hours of the morning. The Falcon will assume that this will offer her the best chance of surprise. She would be correct, were it not for the Temple's early warning systems.

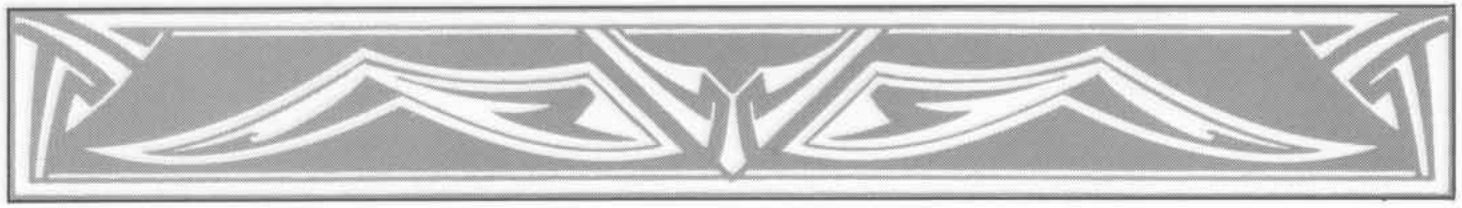
The DM should announce the assault as he sees fit. The Temple will be aware of the impending assault one turn before the cult members are ready to attack.

The cult members will surround the temple and use any means of assault available. Fighters will charge the doorways of the temple and the dormitory, while the spellcasters will remain at a distance just within spellcasting range.

The DM should refer to Chapter 7 to determine the outcome of the battle. The Falcon's force is large and powerful, and they will prove to be a formidable enemy.

Reinforcements

Several of Falcon's choicest minions will be involved in the assault on the temple. If the PCs killed any of these cult members in the previous adventure, new members, priests, and acolytes have been re-



cruited to take their places. If any of the three cult leaders were killed in the previous adventure, the DM may explain their re-appearance in the same manner. If the cult leaders were assassinated by the city officials, the DM may explain their return as follows:

The cult leaders have always had an escape planned for themselves for almost any circumstance. In this case, the leaders had arranged to trade places with three of the acolytes who most closely resembled them. These acolytes were *charmed* to follow this plan to ensure their cooperation. The leaders wanted to assure that the acolytes would not turn on them in circumstances of distress. If the PCs witnessed the deaths of the leaders, the DM can explain that these were merely stand-ins for the cult's real leaders.

Zembak Narsa, Human Priest, Level 8: AC 2; MV 12; HD 8; hp 54; Str 15, Int 14, Wis 18, Dex 15, Con 13, Cha 16; Dmg 1d8 + 1; AL CE; THACO 16; age 44.

Equipment: mace, shield, *chain mail +1*, *scimitar +1*, *staff of withering*, *necklace of adaptation*, *potion of flying*, *oil of slipperiness*.

Zembak is level-headed and cautious (for someone who is chaotic evil). He believes in preparation to give himself the best possible advantages. He loves to lure his victims into traps and watch them struggle, although the need for secrecy of the cult has prevented this for a long time. He will take great delight in dealing with the PCs when the time comes. His caution sometimes leads him to indecision, however, and he often has a difficult time with choices (should we roast the intruders, or let them battle skeletons until they're all dead—hmmmm, tough choice).

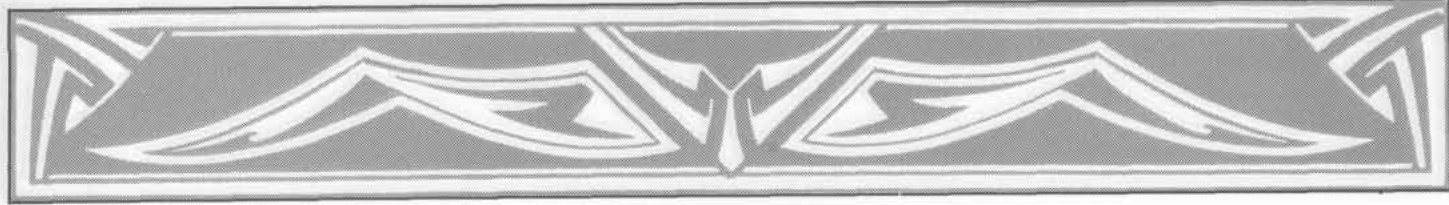
Zembak is 5' 10" tall and of aver-

age build. He has grey hair that flows halfway down his back. His eyes are grey and calculating. Although only 44 years old, his face is deeply lined with wrinkles, making him appear older than he is. His voice is gravelly and singsong with an almost hypnotic effect.

Mara Zonin, Human Priestess, Level 7: AC 1; MV 12; HD 7; hp 48; Str 18, Int 15, Wis 17, Dex 16, Con 11, Cha 9; Dmg 1d8; AL CE; THACO 15; age 36. Equipment: scimitar, flail, bronze shield bearing unholy symbol of Iuz, *chain mail +1*, *staff of Kitsyrral*, *ring of earth elemental command*, *potion of healing*, *potion of invisibility*.

Mara is intelligent, intense, and has a bad temper (this partially accounts for her low charisma). She believes in dealing the worst possible blow to any follower who commits even a minor infraction (some of the skulls in her room could have testified to this).





However, she is intensely loyal and dedicated to the cause of the cult. She works and studies deep into the night and has seemingly unlimited energy.

Mara harbors a secret hope that, being a woman, she will be able to get closer to the Falcon than the men. She plans to make herself available to assist the Falcon in any way possible.

Mara is 5' 6" tall. She is much too thin for her height (90 lbs.), and her face appears tight and drawn in an expression of irritation. She looks frail, but has incredible strength and energy. Her dark brown eyes seem to sparkle with inner energy and excitement, and seem out of place with the rest of her body. Her mousy brown hair is long and straight, and droops over her shoulders and down her back.

Embar Dessid, Human Priest, Level 7: AC 1; MV 12; HD 7; hp 56; Str 16, Int 12, Wis 17, Dex 17, Con 16, Cha 9; Dmg 1d6 + 2; AL CE; THACO 16; age 33. Equipment: chain mail, whip, wooden shield, *mace +1*, *dagger +3* (see below), *rod of terror*, *potion of flying*, *in-cense of meditation* (2).

Embar exemplifies chaotic tendencies. He has a difficult time thinking through decisions, and usually opts for whatever answer strikes his fancy first. He is highly creative and is constantly thinking of ways to build the cult and weaken Greyhawk (although some ideas are farfetched). The combination of Embar's creativity and the decision-making skills of Mara and Zembak makes the trio unbelievably dangerous.

Embar's appearance is a dead giveaway to his chaotic nature. He is tall (6' 2") and thin, and looks underfed. His black hair seems to have a mind of its own and stands nearly straight off his head. (It probably hasn't been combed in years, and Embar takes random

chops at it with a scissors when it gets in the way.)

Embar's eyes are a startling shade of bright blue, and he always seems to be grinning about something. Mara and Zembak have grown accustomed to this, but most people find it unnerving. The *dagger +3* that Embar carries has a hollow blade and a reservoir in the handle. He keeps this filled with class L poison (after 2d4 rounds, take 10 points of poison damage; save for no damage). By means of a tiny lever near the hilt, Embar can release the poison when he chooses. He chose this type of poison over a stronger type because he enjoys battles and likes to see his opponents suffer.

Priests

All the cult's priests and acolytes are extremely loyal and will die before revealing secrets about the cult. They all live in the city, keeping their identities a secret, but this does not prohibit them from wandering freely through Greyhawk. They are cautious, however, not to draw attention to themselves or get into trouble.

Aldon, Human Priest, Level 6: AC 0; MV 12; HD 6; hp 38; Str 14, Int 13, Wis 16, Dex 16, Con 12, Cha 8; Dmg 1d6 + 2; AL CE; THACO 17; age 32.

Equipment: chain mail, shield, *mace +1*, *dagger*, *boots of speed*.

Bessia, Human Priestess, Level 5: AC 4; MV 12; HD 5; hp 31; Str 9, Int 15, Wis 17, Dex 12, Con 11, Cha 15; Dmg 1d6 + 1; AL CE; THACO 18; age 30.

Equipment: chain mail, flail, *ring of protection +1*.

Dwinnam, Human Priest, Level 4: AC 7; MV 12; HD 4; hp 28; Str 13, Int 14, Wis 17, Dex 11, Con 12, Cha 16; Dmg 1d6; AL CE; THACO 18; age 30.

Equipment: studded leather armor, club, *ring of fire resistance*.

Martin, Human Priest, Level 4: AC 6; MV 12; HD 4; hp 32; Str 16, Int 12, Wis 16, Dex 15, Con 15, Cha 8; Dmg 1d4 + 2; AL CE; THACO 18; age 29.

Equipment: leather armor, shield, sickle, *ring of feather falling*.

Acolytes

Moltar and Fassin, Human Priests, Level 3 (2): AC 6; MV 12; HD 3; hp 17,15; Str 13, Int 14, Wis 16, Dex 15, Con 12, Cha 11; Dmg 1d6 + 1; AL CE; THACO 20; age 27.

Equipment: studded leather armor, mace.

Sealin, Parpin, Frallow, Human Priests, Level 2 (3): AC 7; MV 12; HD 2; hp 14,12,10; Str 13, Int 12, Wis 16, Dex 14, Con 15, Cha 11; Dmg 1d6 + 1; AL CE; THACO 20; age 25.

Equipment: padded armor and shield, flail.

Gardin, Korba, Celbar, Human Priests, Level 1 (3): AC 8; MV 12; HD 1; hp 7,5,4; Str 14, Int 13, Wis 14, Dex 12, Con 11, Cha 10; Dmg 2d4; AL CE; THACO 20; age 22.

Equipment: padded armor, morning star.

Cult Members

The DM can introduce as many cult members as necessary to fight the battle, depending on the intended outcome of the assault. These members can range from farmers and shopkeepers (treat as 1st-level fighters dealing only 1d3 damage with clubs, pitchforks, or other appropriate weapons) to housewives (causing distraction and confusion but dealing no damage). The DM may choose to add

other, more skilled cult infantry as he sees fit.

The Real Weight

Raffel, Human 8th-level Mage: AC 2; MV 12; hp 20; Str 12, Int 17, Wis 13, Dex 16; Con 8, Cha 10; #AT 1; Dmg by weapon type (staff, *dagger +1*); SA spell; SD none; AL CE; THACO 18.

Spells: *burning hands*, *magic missile(x2)*, *shocking grasp*; *blur*, *spectral hand*, *stinking cloud*; *hold person*, *lightning bolt*, *vampiric touch*; *confusion*, *minor globe of invulnerability*.

Equipment: *bracers of defense AC 4*; *wand of paralyzation (42 charges)*; *potion of healing (1 dose)*; *ring of invisibility*.

Raffel wears a dark blue robe with the hood pulled up and soft boots.

Barsin and Romar, Human 7th-level Fighters: AC 1, -1; MV 12; hp 63,52; Str 18,16, Int 11,14, Wis 10,13, Dex 13,15, Con 16,13, Cha 10,16; #AT 3/2; Dmg by weapon type (*bastard sword +2*, *long sword +3*); AL NE; THACO 12,11.

Equipment: *chain mail +2*, *chain mail +3*; *shield +1 (each)*.

Barsin and Romar have been partners for many years. Barsin is the huge, brawny member of the duo while Romar is the more intelligent, agile member. Romar normally plans their attacks and Barsin carries them out to the letter.

Jaffee, Mendel, Sorum, Smykal, Torval, Human 5th-level Fighters: AC 3, 3, 4, 4, 4; MV 12; hp 42, 40, 37, 35, 30; Str 15, 15, 17, 13, 14; Int 10, Wis 9, Dex 14, Con 14, Cha 8, 9, 10, 11, 12; #AT 1;

Dmg by weapon type (long sword, long sword, *battle axe +1*, *mace +1*, long sword); SA none; SD none; AL NE; THACO 16.

Equipment: *chain mail +1* and shield; chain mail and *shield +1*; chain mail and shield; chain mail and shield; chain mail and shield.

3rd-level Fighters (4): AC 6; MV 12; hp 22 (x4); #AT 1; Dmg 1d8; SA none; SD none; AL NE; THACO 18.

Equipment: studded leather armor and shield; long sword.

2nd-level Fighters (3): AC 7; MV 12; hp 15 (x3); #AT 1; Dmg 1d6; SA none; SD none; AL NE; THACO 19.

Equipment: leather armor and shield; short sword.

Nimbell and Slick, Human 4th-level Rogues: AC 5; MV 12; hp 16, 15; Str 12, 13, Int 15, 14, Wis 9, 10, Dex 16, 17, Con 13, 12, Cha 8, 12; #AT 1; Dmg by weapon type (*dagger +1*, *dagger +2*); SA backstab; SD none; AL NE; THACO 18, 17.

Equipment: leather armor and *ring of protection +1*; leather armor and *ring of jumping*.

Secret Allies

Nestor Morden is secretly a member of the cult and will work against his own watchmen in favor of the Falcon.

Nestor Morden, Deputy Constable: AC 2; MV 12; F5; hp 38; #AT 1; Dmg 1d8+4; Str 18/60; Int 12; Wis 10; Dex 16; Con 17; Cha 14; AL CE; THACO 13.

Equipment: *chain mail +1*, *ring of mind-shielding*, long sword +1.

Nestor is a tall (6'3"), gangly man. He has black hair and dark, intense, beady eyes. He wears

black trousers and a red shirt with a black half-cloak over all. Black boots rise up to his knees. He walks with a barely noticeable limp. If the PCs played *Falcon's Revenge*, they will recognize him from their previous adventure.

Scarm Jenns, Dwenn Hyer, and Finx Klimm, Members of the City Watch: AC4; MV 9; F1; hp 7 (x3); #AT 1; Dmg 2d4; AL NE; THACO 20.

Equipment: chain mail, shield, broad sword.

These men are city guards who Nestor relies on heavily. They report to him of anything unusual in the ranks of the guards or any rumors about the cult.

Guildmembers

If the DM needs more manpower for the cult, he can create extra NPCs from the ranks of the guildmembers who are also cult members.

The cult has members in each of the guilds in Greyhawk. There are three members each in the Assassins', Sewermens', and Thieves' Guilds, two cult members in the Gravediggers' Guild, and one member in each of the other Guilds in Greyhawk.



Chapter 6: The Counterattack

Note to the DM

When all events leading up to the battle have taken place, the DM may initiate the battle at any time.

The fold-up buildings provided with this adventure represent the Temple of St. Cuthbert. The DM should assemble these for use in playing the assault against the Temple. The use of miniatures or markers is highly recommended as an aid to keeping track of the large number of people involved in the battle.

The Temple's Resources

As the most powerful temple in the city, the Temple of St. Cuthbert is not without some very sophisticated defenses. Due to their strong faith in their powerful god of truth, the temple priests are always alert to any plot hatched against them in the city. Therefore, they will be preparing their defenses and will not be taken by surprise when the assault comes. Eritai will have notified Derider personally about her suspicions, and Derider will be able to send guards to the cleric's aid on short notice.

The Temple has its own informants throughout the city who will be on constant watch for the mobilization of the Falcon and her followers. Although they will discover little about the cult's location and their battle plan, they will provide the early warning that will save the Temple from a surprise attack.

Even before the PCs depart for the lair, Eritai will be mobilizing the temple's residents to gather medical supplies, holy water, and items of healing. Wizards who wor-

ship St. Cuthbert will be called upon to magically fortify the temple's buildings, first placing *wizard locks* on all windows (which are already protected with *glass-steel* spells). The wizards will also gather to discuss defense strategy so that when the battle begins, they will be prepared with an arsenal of spells that will work to their best advantage.

Eritai will also arrange for a guard to be posted at the temple around the clock; she will post guards on the roofs of both buildings as well. All of the preparatory activities at the temple will be held in the utmost secrecy; Eritai does not wish to alarm the citizens of Greyhawk, and she certainly does not wish her enemies to be aware of her preparations.

The Temple's Defenses

At the first sign of the assault, Eritai will set in motion a chain of events that prepares the temple for battle. The guards that have been posted around the temple buildings and the temple's allies in the city will provide an alarm system that will give the temple's defenders enough notice (one turn + 1d10 rounds) to mobilize their defense systems.

Call To Arms

When word of the attack reaches Eritai, all defenders will prepare themselves and rush to their appointed posts. Most will hide in the shadows of the Temple's cross-shaped walls. All have been instructed to take care not to reveal their positions; Eritai does not want the Falcon to discover the Temple's preparations until it is too late.

Eritai has instructed all her troops to keep the battle outdoors. She does not want to put the temple at risk, and she needs to keep the temple safe for the infirmary. She also feels that, by keeping the battle outdoors, the enemy troops will be more scattered and less effective at holding ground.

The City Watch

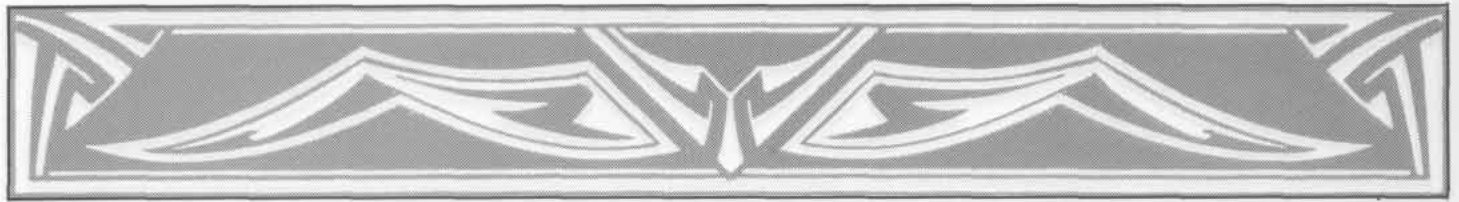
First, Eritai will dispatch two *invisible* messengers to the Citadel to alert Derider Fanshen. The messengers both take different routes to the Citadel to insure that one of them will arrive safely.

Derider has provided a password to the messengers that will instantly alert her to the situation by the simple mention of the word. She has not told her guards the meaning of the message, but has given them strict orders to relay the message to her immediately upon hearing it. This leaves the messengers free to return to the Temple.

Derider will sound the alarm at the Citadel, raising her troops to arms. They can be ready for battle and will appear at the Temple one turn after receiving the message.

Combat Infirmary

At the same time as these messengers depart from the temple, two more *invisible* messengers will depart for Shacktown to escort Nicholi Nortoi back to the temple. He has been recruited to oversee the wounded and will be ready to operate a full-scale infirmary in the temple itself. Cots, blankets, fresh water, bandages, and other supplies have been placed in the temple to be ready when needed. Four 1st-level clerics will begin setting



up cots and preparing supplies when the alarm is sounded. They will assist Nicholi with the wounded and will not enter the battle except to retrieve their fallen comrades.

In addition to other supplies, the clerics have gathered seven *potions of healing* and three *potions of extra healing* to be reserved as back-up healing sources.

Nicholi Nortoi, Human Priest, 3rd-level: AC 10; MV 12; HD 3; hp 13; #AT 1; Dmg by weapon type; Str 13, Int 16, Wis 18, Dex 12, Con 12, Cha 13; AL LG; THACO 20.

Spells: *cure light wounds* (x4); *aid* (x3). Nicholi will bring 8d4 *goodberries* that he has been enchanting over a period of several days. He will arrive at the Temple within one turn of the messengers arriving at his home.

Nicholi's assistants: Aleta, Bwain, Drianna, Sampson, Human Priests, 1st-level: AC 8; MV 12; HD 1; hp 7, 5, 4; Str 14, Int 13, Wis 16, Dex 12, Con 11, Cha 10; AL LG; THACO 20.

Equipment: padded armor, mace.

Spells: *cure light wounds* (x3).

For the DM: Note that Nicholi and his assistants all receive bonus spells for their high wisdom scores. These bonus spells have been figured into the spell lists given here.

Wizardly Assistance

The temple will have the services of four wizards to assist them in battle. Their statistics are given here; their battle plan follows.

Aurora, 9th-level Human Female Mage: AC -1; MV 12; HD 9; hp 47; #AT 1; Dmg by weapon type (staff, dagger) or spell; Str 13, Dex 17, Con 16, Int 19, Wis 13, Cha 9; AL NG; THACO 18.

Spells: *magic missile* (x4); *Melf's acid arrow*, *levitate*, *web*; *lightning bolt* (x2), *fireball*; *polymorph other*, *ice storm*; *cone of cold*.

Equipment: *wand of frost* (38 charges), *ring of air elemental command*, *rod of paralyzation* (21 charges), *potion of healing*, *bracers of defense AC 3*, *ring of protection +1*.

Leonardo, 7th-level Human Male Mage: AC 2; MV 12; HD 7; hp 22; #AT 1; Dmg by weapon type (dagger) or spell; Str 15, Dex 17, Con 14, Int 18, Wis 14, Cha 16; AL CG; THACO 18.

Spells: *armor*, *charm person*, *magic missile*, *wall of fog*; *invisibility*, *ray of enfeeblement*, *strength*; *clairvoyance*, *slow*; *Evard's black tentacles*.

Equipment: *bracers of defense AC 5*, *wand of lightning* (51 charges), *ring of invisibility*, *boots of elvenkind*, *potion of healing*.

Weston, 7th-level Human Male Mage: AC 5; MV 12; HD 7; hp 28; #AT 1; Dmg by weapon type (staff) or spell; Str 15, Dex 14, Con 15, Int 17, Wis 15, Cha 16; AL LG; THACO 18.

Spells: *armor*, *enlarge*, *phantasmal force*, *sleep*; *detect invisibility*, *fog cloud*, *stinking cloud*; *fireball*, *monster summoning I*; *stoneskin*.

Equipment: *ring of spell turning*, *wand of magic missiles* (27 charges), *boots of speed*, *ring of protection +3*, *cloak of protection +2*.

Barwick, 5th-level Human Male Mage: AC 6; MV 12; HD 5; hp 17; #AT 1; Dmg by weapon type (*dagger +1*) or spell; Str 16, Dex 16, Con 14, Int 16, Wis 16, Cha 13; AL NG; THACO 19.

Spells: *armor*, *charm person*, *magic missile*, *message*; *improved phantasmal force*, *invisibility*; *protection from normal missiles 10' radius*.

Equipment: *cloak of elvenkind*, *wand of lightning* (30 charges).

gloves of missile snaring, *ring of protection +3*, *dagger +1*.

The mages have worked on their strategy for several weeks. Aurora will serve as the heavy artillery, firing powerful spells at the attackers. The other mages will first use their spells to assist the fighters, casting various protection spells. Once the attackers begin to arrive, the mages will use various obscurement spells to confuse and hinder the enemy.

The mages will keep their distance from the fray, preferring to fire from long range, if possible. Naturally, they will move closer if they are out of spell range. The wizards will also try to maintain visual contact at all times. If one of them is endangered, the others will come to the rescue.

The wizards have all agreed to take up residence at the temple due to the impending battle. They realize the importance of quick action and being able to prepare their comrades for battle. The time needed to summon them from other parts of the city could mean the difference between victory and defeat.

When the mages have exhausted their spells, they will enter the temple to help Nicholi care for the wounded. Without their spells, the wizards will not be of much value on the battlefield due to their poor fighting ability.

If any of the mages drop to only a few hit points, they will head into the temple to be cured by Nicholi. The services of the mages are too valuable to lose, and they know that they must save themselves and keep fighting rather than die in the effort. Nicholi will be prepared to care for them immediately.

The Temple's Forces

Following is a list of all other persons who will join in defending the Temple. The DM may add additional personnel as needed to shift



the outcome of the adventure in the direction he chooses it to take.

Eritai, Human Priestess, 11th-level: AC 2; MV 12; HD 11; hp 70; Str 10, Dex 13, Con 15, Int 16, Wis 18, Cha 16; #AT 1; Dmg 1d6+1; AL LN; THACO 14.

Equipment: *chain mail +1*, *ring of protection +2*, mace, warhammer, *ring of air elemental command*, *rod of resurrection (28 charges)*.

Spells: *bles*s, *command*, *cure light wounds (x2)*, *protection from evil (x2)*, *shillelagh*; *heat metal*, *hold person (x2)*, *obscurement*, *slow poison*, *spiritual hammer*; *cure disease*, *dispel magic*, *magical vestment*, *prayer*, *spike growth*; *cloak of bravery*, *cure serious wounds (x2)*, *neutralize poison*; *cure critical wounds*, *true seeing*; *blade barrier*.

Latmin Doru and Figril Himman, Human Priests 6th-level: AC

2; MV 12; HD 6; hp 38, 35; Str 14, Int 13, Wis 16, Dex 16, Con 12, Cha 8; #AT 1; Dmg 1d6+2; AL LG; THACO 18.

Equipment: chain mail, shield, mace +1 (each); wand of fear (24 charges) (Latmin), ring of spell turning (Figril).

Spells: *command (x2)*, *cure light wounds*, *entangle*, *sanctuary*; *barkskin*, *chant*, *heat metal*, *hold person*, *trip*; *call lightning*, *magical vestment*.

1st-level Priests (8): AC 8; MV 12; HD 1; hp 8, 7, 7, 6, 6, 5, 5, 4; #AT 1; Dmg 2d4; AL LG; THACO 20; age 22.

Equipment: padded armor, morning star.

Temple Congregation

The DM can introduce as many temple members as necessary to fight the battle, depending on the intended outcome of the assault. These members can range from

farmers and shopkeepers (treat as 1st-level fighters dealing only 1d3 damage with clubs, pitchforks, or other appropriate weapons) to housewives (causing distraction and confusion but dealing no damage). The DM may choose to add other, more skilled infantry as he sees fit.

Elite Forces

When the Temple became aware of the Falcon's plot against it, Eritai immediately sent word to all churches of St. Cuthbert, asking for reinforcements. Many of the paladins were far afield, but Eritai was fortunate to have one of her strongest fighters, Torval Mishkar, and his traveling companion, Bartholomew, arrive in time to be prepared for the battle.

Torval Mishkar, Human Paladin 9th-level: AC -6; MV 12; HD 9;

hp 102; Str 18/94, Dex 15, Con 18, Int 16, Wis 17, Cha 17; #AT 3/2; Dmg by weapon type: AL LG; THACO 10.

Equipment: *full plate armor +2, shield +3, ring of sustenance, potion of invulnerability (x2), helm of comprehending languages and reading magic, obsidian steed, holy avenger +5 (1d8+5/1d8+10 against CE creatures).*

Spell: *command.*

Bartholomew, Human Paladin, 5th-level: AC -4; MV 12; HD 5; hp 45; Str 17, Dex 17, Con 16, Int 14, Wis 14, Cha 17; #AT 1; Dmg by weapon type: AL LG; THACO 14.

Equipment: *long sword +1 (+3 versus undead); shield +2, plate mail, boots of striding and springing.*

Torval and Bartholomew have been partners for many years. They consider themselves to be hunters of undead, traveling the countryside searching for clues so they can wipe out these unholy and unnatural menaces.

Both men are polite, but are not overly friendly. They are extremely serious about their business and prefer to concentrate on the job at hand. After the battle, the men will begin to relax and will become more open and friendly until departing for their next mission.

Note to DM: As is apparent, these two characters are virtual "supermen" by comparison to most members of Falcon's band. By wielding his holy sword, for example, Torval is immune to *any* spells Falcon's wizards could possibly cast because of the circle of power he then generates. Just the AC on these two makes them "tanks," (though not *entirely* unstoppable). Use these paladins judiciously (or maybe not at all, depending on the strength of the Falcon's assault).

City Guards

Derider Fanshen, Constable (12th-level cleric): AC 3; MV 6; HD 12; hp 58; Str 13, Dex 4, Con 16, Int 10, Wis 17, Cha 16; #AT 1; Dmg by weapon type: AL NG; THACO 13.

Equipment: *flail, mace, staff of striking (9 charges), staff sling, lasso, full plate armor, shield.*

Spells: *bless, command, cure light wounds (x2), protection from evil (x2), shillelagh (x2); good-berry, heat metal (x2), obscurement, slow poison (x2), spiritual hammer; cure disease, dispel magic, magical vestment, prayer, remove paralysis, spike growth; cloak of bravery, cure serious wounds, neutralize poison; cure critical wounds, true seeing; blade barrier, heal.*

The numbers of the following guards that will appear is solely the decision of the DM. Statistics are given here; the DM may multiply the statistics to reflect the desired number of guards.

Sergeant-at-arms: AC 3 or 2 (*chain mail +1* and Dex, sometimes shield); MV 12; F3; HD 3; hp 20; Str 17, Dex 15, Con 15, Int 10, Wis 10, Cha 10; #AT 1; Dmg by weapon type +1 (long sword 1d8, halberd 1d10, dagger 1d4, composite bow 1d8); AL any Good or Neutral; THACO 17.

Junior Sergeant: AC 4 or 3 (*chain mail* and Dex 15, sometimes shield); MV 9; F2; HD 2; hp 13; Str 17, Dex 15, Con 15, Int 10, Wis 10, Cha 12; #AT 1; Dmg by weapon type +1 (long sword 1d8, halberd 1d10, light crossbow 1d4; AL any Good or Neutral; THACO 18.

City Watch Guards: AC4; MV 9; F1; hp 7; #AT 1; Dmg 1d8; AL NE; THACO 20.

Equipment: *chain mail, shield, broad sword.*

Last, but Not Least

The Temple has one other defense mechanism that has not been discussed previously. It is one of the Temple's secret weapons that will take the Falcon's troops by complete surprise.

The DM may introduce the presence of these animals to the PCs at any time. However, the PCs should not witness the dogs in action until the battle.

The Temple has always kept many "pets": large, white, shaggy dogs. The dogs are incredibly friendly and seem to have three pursuits in life: eating, sleeping, and begging for affection from their human keepers. The dogs have the run of the temple and can be found snoozing in any corner that suits them. They appear to be completely harmless, since they rarely even bark at strangers.

These dogs are a special breed raised by Temples of St. Cuthbert. They have been bred as guard dogs and were specially chosen because their docile, puppy-like nature belies their actual talents.

When threatened or commanded, these animals grow in size to that of a large tiger. They are excellent attackers, and their skin and fur provide them with AC 4. The DM should refer to the description of these animals in the "New Monsters" appendix of this booklet. The DM may choose an appropriate number depending on the outcome of the adventure, but 10-12 dogs is a recommended number.

The clerics prize and value these animals highly; if they are injured, the clerics will care for them and heal them as they would any of their fellows.



Chapter 7: Finale

Staging the Battle— Final Notes

When the PCs have finished exploring the Falcon's lair and have witnessed her escape, they should become aware of the need to return to Greyhawk to warn the Temple of her return and to help apprehend her. If the PCs see no urgency in returning to the city, the DM should use Talasek to provide the necessary persuasion.

The Falcon will begin to mobilize her forces immediately upon her return to the city. She will require a few days to make certain that everything is ready and to memorize her own spells. The assault will come just as the PCs reach the city, or on the first evening after the PCs' return.

The onset of the cult's attack is detailed in Chapter 5. The DM should alert the PCs to the cult's movement one turn before the Falcon's troops will arrive at the temple. This will give the temple time to initiate the preparations described in Chapter 6. The PCs may also use this time to make preparations of their own.

Eritai has given her troops orders to meet the attackers outdoors. The entire battle should take place outside and around the Temple. As long as the Falcon's troops are kept busy, none will be free long enough to attempt to enter the Temple.

Guiding the Forces

Both sides of the war will have a specific number of participants and a certain number of *potential* participants. The latter are provided to be used at the DM's discretion to even the sides or weight one

of the sides depending on the desired outcome. Following is a list of the ways that the DM may use these NPCs to his advantage.

Falcon's Army

The Falcon's army will include herself, her three cult leaders (Mara, Embar, and Zembak), and the priests and acolytes. Also included will be the fighters, mage, and thieves described in detail in Chapter 5.

The DM should use his discretion in deciding how many cult members will join the fight. If the Falcon is to escape, she should have a large number of members arrive at the fight. Although low level, they can provide a considerable force in sufficient numbers.

The Temple's Army

The Temple's army will include the PCs, all the priests of the Temple, the mages and paladins described in Chapter 6, and as many members of the City Watch as the DM deems necessary. The DM may also introduce other members of the Temple who can arrive to assist. The DM should provide as few or as many guards and church members as necessary to weight the battle in favor of his desired outcome.

Playing the Battle

The DM should treat any skirmishes involving the PCs as normal combat. He need not roll hits and damage for every NPC involved in this conflict; there are simply too many NPCs involved and this would take far too long to implement. Instead, the DM

should describe other scenes of battle to the PCs each round: which skirmishes are being won by which side. As they defeat their foes, they will be able to assist other parts of the battle.

The DM should describe how many people are fighting in the various areas around the Temple, and how these fights are proceeding as the battle progresses. He should also describe the wounded, and other aspects of the struggle to make it exciting and interesting. As the battle takes its twists and turns, the DM should describe all events leading to the desired end of the battle.

Once the dust has settled, the DM may proceed with the meetings described below to wrap up this adventure or jettison his players into the next adventure.

Determining the Victor

By now the DM will have decided whether his players will use the third adventure in this trilogy, *Flame of the Falcon*. This decision will certainly affect the outcome of the battle at the Temple. Should the DM end the series here but later decide that he wishes to play the third adventure, just use the guidelines given in the "Continuing the Story" section below.

Ending the Adventure

If the PCs will not continue to the next module, the DM should end the adventure by allowing the Temple and the PCs to be victorious and defeat the Falcon and her minions. This is easily accomplished by ensuring that enough of the Temple's allies are on hand to

defeat the Falcon's troops. The DM should allow the PCs to attack the Falcon, leaving the NPCs on both sides to battle each other. After an exciting, raging battle, the PCs should be successful in destroying the Falcon and destroying or routing her troops. With this accomplished, the PCs will have a glorious victory and will be certain of their rewards.

Rewards

The day after the battle, Eritai will summon the PCs to the Temple for a private meeting. The PCs will be shown to the same meeting room that they have seen before (see Chapter 1).

Everything in the room is the same as it has been for other meetings, but the table, chairs, and all furniture have been

pushed to one end of the room. The draperies have been drawn and the windows completely covered. Eritai and a grey-cloaked man stand before the painting of Talasek's grandfather, Talamar. They look up as you enter the room. You do not recognize the man, but you feel that somehow you should know who he is.

The stranger is dressed in black trousers, a pale grey shirt, and a charcoal grey cloak. He looks to be around 50 years old, with streaks of grey in his reddish-brown hair and a short, greying beard. His eyes are a deep golden color. A large meerscham pipe in the shape of a dragon is clenched in his teeth.

Eritai turns to you, smiling. "There's someone here who would like to meet you. Meet Mizaab Zalen. I don't think I need

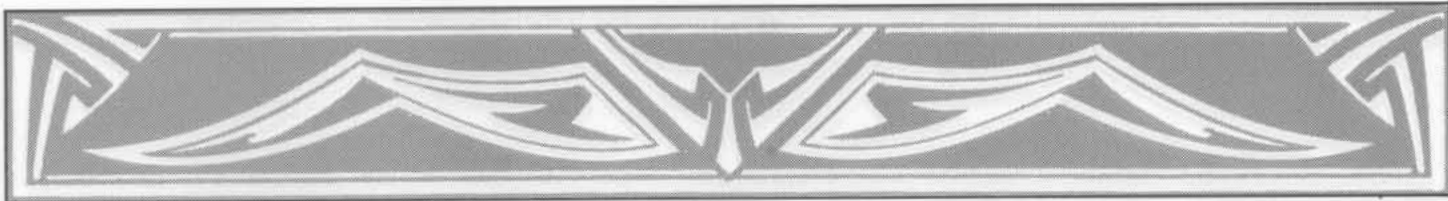
to tell you much about him—you already know him, in a way."

The man steps forward and greets all of you warmly, shaking hands with an iron grip. Although on the surface he appears somewhat giddy, you sense an inner strength about this unusual man.

The DM should expect a barrage of questions from shocked PCs. Mizaab will answer these questions in one fell swoop.

Mizaab tells you that he will make everything clear in just a moment. He goes to each window, checking that the drapes are drawn closely. Eritai leads your party to one of the far ends of the room, then latches the door and stands before it.





If you thought you were shocked a moment ago, you are now more surprised than ever in your lives. The grey mage before you stands in the center of the room and begins to change—from a human to . . . what?

The "human" mage slowly vanishes as his form begins to grow . . . and grow, and grow. His body is soon 55 feet long, and you realize that he is changing into a great, steely-scaled dragon!

Eritai doubles over, laughing at the surprised looks on your faces. "You see," she gasps through the giggles, "Mizaab was simply the alter-ego used by this fellow—a Greyhawk dragon! We weren't sure how to explain this to you, so we thought we'd let you see him for yourselves!"

The DM can now allow the PCs to interact with the dragon, who will answer any questions the PCs may have. The dragon is quite friendly, answering their queries in the deepest, smoothest voice the PCs have ever heard.

When the questions have all been answered, the dragon will present each player with a personal reward. This can take the form of an important magic item or money, as the DM sees fit to suit his campaign or reasonable, legitimate PC needs. The dragon will also warn the players that they must never reveal his identity to anyone.

When the meeting has concluded, the dragon will transform into the likeness of Mizaab once again. He will bid a warm farewell to everyone and will take leave of the temple.

Continuing the Story

If the PCs will continue with the third adventure in this series, the Falcon will manage to slip through their fingers—again. Despite a valiant effort and a bloody battle, the PCs simply will be unable to finish the Falcon. The DM should provide a strong army for the Falcon that the Temple's forces will be unable to defeat conclusively (see notes above).

After a few successful hits on the Falcon, the DM should allow her to escape, changing form if necessary. She will show no regard for her followers, preferring to save her own skin. Although she will fight to the death in some cases, this time she will make an escape. The DM may use her shock at seeing Talasek to assist in explaining her departure.

The Falcon's escape will initiate a general route among her minions, beginning with the lowest level characters. As more and more NPCs make their escapes, the higher level NPCs will also "turn tail" and run.

Eventually, all of the Falcon's troops will retreat from the conflict. Although the PCs will have won this battle, the war will be far from over; the Falcon and many of her followers will still be at large.

The DM should describe the battle scene to the PCs; damage to the Temple, wounded and dead bodies scattered about, chaos in the city around them. The PCs and all the Temple personnel will begin "cleaning up" the battlefield as soon as the attackers have left the scene.

Once all the wounded have been delivered to Nicholi and the bodies of the fallen moved indoors, Eritai will post guards around the Temple and invite everyone indoors to rest and recover.

The next day (the assault came in the middle of the night), Eritai will summon the PCs to a meeting. The DM should stage the same meeting described in the "Rewards" section above; however, instead of a happy occasion, it will be a meeting to discuss a way in which the Falcon can be stopped. The dragon will wait to reward the PCs until the end of the next adventure.

If the PCs question why the dragon did not assist them in battle, he will explain that he was in the wilderness when the attack came. He had been confident that the Temple's forces could overcome the Falcon, but had underestimated her strength. He is now prepared to join the fight against her, but he *must* take care not to reveal his identity. The DM may end the adventure here, picking up again with the dragon's plans in *Flame of the Falcon*.

Restarting the Adventure

If the DM has allowed the PCs to defeat the Falcon and later decides to continue the trilogy, he need only inform the PCs that their victory was not complete. The DM is free to use any explanation he sees fit; if the PCs appeared to kill the Falcon, she may have remained alive or been resurrected. The Falcon also may have changed places with a look-alike to make the players think that they had actually killed her. The DM can use whatever device is necessary to rationalize the presence and the threat of the Falcon in Greyhawk.

Non-Player Characters



This section provides information and statistics about the major NPCs who appear throughout this trilogy. Their intervention and guidance is essential to the advancement of the plot.

TALASEK THRAYDIN Human Paladin, Level 7

Str 17
Int 14
Wis 15
Dex 11
Con 16
Cha 18
hp 60
Alignment: Lawful Good
Worships: St. Cuthbert
Armor Class: -3
Equipment: *Plate armor + 3* (an inheritance from his grandfather and father), great helm, large

shield, long sword, lance, morning star (he has weapon specialization in each of these).

Talasek is a tall (6'3"), solid man who takes great care in maintaining his physical condition. He practices and exercises daily, working out with friends and instructing some local youths.

Talasek's wavy brown hair falls just below his shoulders, where it gradually ends in a peak. He has bluish-grey eyes and sharply defined facial features. He never seems to notice the heads that turn his way or the girls who gaze at him dreamily.

Talasek is a third-generation paladin who was raised by his mother after his father was killed in a fire, attempting a rescue. Talasek was six years old at the time, and therefore has faded but heroic memories of his father. His childhood was filled with stories of battles, noble deeds, and holy causes.

Talasek was instilled with a desire to live his life as a champion of good and combatant of evil and its vices.

His lineage, however, is a mixed blessing. Talasek is obsessed with proving himself in the manner of his father and grandfather. He will take on almost any cause, and sometimes acts without considering the consequences of his actions. The result is Talasek's greatest weakness; he might easily be duped into misguided activities because, in his eagerness to prove himself, he might accept a mission without fully considering or comprehending it. Talasek is too trusting of others and must learn to be more cautious.

Talasek's good looks and charm instill instant trust in those he meets. He seems to attract people

in need of help, whom he usually escorts to the temple (the priests have convinced him to bring the needy to the temple, since he has a tendency to run out of money by giving it away).

As a trusted servant of St. Cuthbert, Talasek has the same privileges and access to the temple that the priests are allowed. Although not allowed access to areas such as the vault and the private quarters of the temple leaders, he is allowed to come and go as he pleases. He keeps his valuables in the temple's vault, and may request them whenever he chooses.

Talasek lived in a boardinghouse in Clerksburg, near the wall that separates the High Quarter from New City. He was an ideal tenant, but a somewhat disorganized housekeeper. With the recent uprising of the cult of Iuz, Talasek's knowledge of the cult put him (and those around him) in danger. He now resides in relative safety at the Temple of St. Cuthbert.

As a paladin, Talasek owns few possessions. He buys only what he needs, and donates the rest of his money to the Temple or to Nicholi.

The few valuables that Talasek does own are his armor and weapons, a ring that belonged to his mother, and a portrait of his parents. He keeps the ring and portrait in his room, but his armor and weapons are stored in the vault in the temple. The armor, shield, and long sword are family heirlooms; Talasek inherited them from his father and grandfather.

Talasek's shield bears his family crest. The shield is divided into three wedges, each depicting a different goal. Where the three lines that divide the shield come together, a symbol of St. Cuthbert (the starburst) unites them.



The top wedge on the shield depicts a dove perched atop the symbol of the City of Greyhawk. This represents the desire for peace in the city and a life free from evil. The right wedge is an image of the initials of Talasek's grandfather, Talamar Thraydin. The green letters against a white field represent Talamar's desire to raise sons who would fight for the causes of St. Cuthbert. The left wedge is an image of an open book, symbolic of knowledge and history. Talamar had strong beliefs in the power of knowledge and the lessons that could be taught by history.

After surviving the previous adventure in this trilogy, Talasek is Greyhawk's resident expert on the cult of Iuz that threatens the city. The DM may use Talasek to disseminate any information the PCs may need.

FALCON

Spirit Naga (Real name: Iysix Ssoll)

- Str 16
- Int 14
- Wis 13
- Dex 12
- Con 16
- Cha 7
- hp 63

Alignment: Chaotic Evil
 Worships: Iuz
 AC 4; MV 12; HD 9; #AT 1; Dmg 1-3; SA spell; THACO 11.
 Equipment: *Collar of Shapechanging* (all other possessions were lost when she was trapped). She also owns an *opal of olfactory illusion*, which was left in the lair when she was trapped. The Falcon will regain her spellcasting ability after she retrieves her spellbooks from her lair.

A creature of ultimate evil, greed, and vice, the Falcon is exceptionally dangerous due to her cleverness and persistence. Her motivation in life is power, and she

will follow any means to gain power or remove those who stand in her way of more power.

As a creature of limited magical abilities, Iysix correctly guessed that she could improve her magic if she could transform into a human. She searched for way to transform herself, and located a mage who was working on a magical shapechanging ring. Iysix stole the ring and learned that it worked; she could change into a human and use all the spell abilities of a human. (The ring functions under the same rules as the druid's shapechanging ability described on p. 37 of the DMG, except that it does *not* bestow the healing property. The mage wasn't finished with the ring when it was stolen.)

Iysix tricked another mage into bestowing the ring with an *enlarge* and a *permanency* spell. This enables her to wear the ring as a collar and benefit from its effects.

Iysix functions as a 9th-level mage when she is in human form. While in any other form, she may only use verbal spells, due to the limitations caused by lack of hands. She may memorize spells while in any form as long as she is able to manipulate her spellbook.

Iysix may appear in almost any form she desires, but her favorites are the forms of a human female and a falcon. When in human form, she always wears a great amount of heavy perfume to mask the foul odor of her naga form.

The Falcon also functions as a 4th-level cleric of Iuz. Falcon's loyalty to Iuz evolved because she viewed Iuz as a means to gain power. At first, her loyalty was insincere, and Falcon worshipped Iuz only for selfish reasons. Gradually, she came to appreciate the forces Iuz was able to command, and she found herself growing in admiration for Iuz and wishing to gain his favor. She began to focus her attention on ways to attract Iuz's attention.

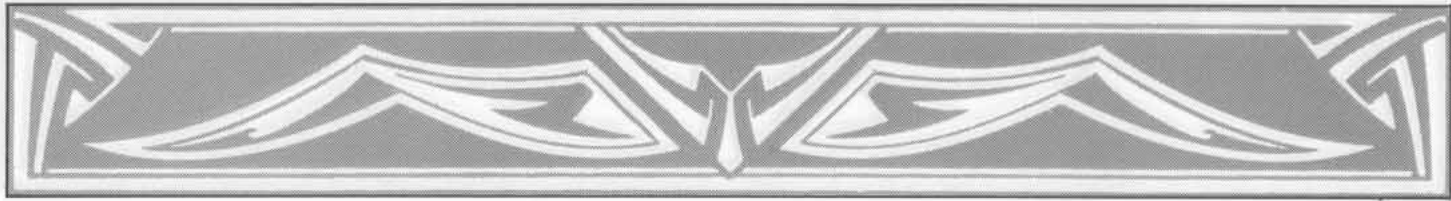


Iuz had long had designs on Greyhawk. It had always been his wish to take over Greyhawk and convert it to a city of evil. When the Falcon learned of this, she devised a plot to take over Greyhawk. In the process, she hoped to become a favorite of Iuz.

In her impatience, she made several mistakes in establishing a cult in Greyhawk. Her cult was destroyed and she was placed in a magical prison. Surviving cult members made plans to free her and reestablish their position in Greyhawk.

When freed, the Falcon has one thing in mind: revenge.

One of her first activities will be to return to her former lair in the hope of retrieving her spellbooks. After leaving instructions with her clerics for making attack preparations against the Temple of St. Cuthbert, she will depart for her lair. While there, she will rest, retrieve some possessions, and memorize spells. The PCs' arrival



will be a surprise, but when the PCs get too close, the Falcon will escape before allowing herself to become endangered.

Falcon's Spellbooks

The Falcon has collected (or stolen, to be precise) three spellbooks that she left in her lair when she was trapped. Upon their recovery, she will have access to the following spells.

Book 1

Level 1: *chill touch, color spray, detect magic, enlarge, magic missile, read magic, shocking grasp, unseen servant, wall of fog.*

Level 2: *blindness, blur, darkness 15' radius, detect invisibility, fog cloud, invisibility, Melf's acid arrow, stinking cloud, strength, wizard lock.*

Book 2

Level 3: *clairaudience, delude, dispel magic, explosive runes, fireball, lightning bolt, sepia snake sigil.*

Level 4: *dimension door, Evard's black tentacles, firetrap, ice storm, magic mirror, minor globe of invulnerability.*

Book 3

Level 5: *animate dead, cloudkill, conjure elemental, summon shadow, wall of iron.*

The DM should select an appropriate assortment of spells for the battle at the Temple. The Falcon will also be prepared with the foll wing priest spells.

Priest Spells: *command, cure light wounds, entangle, shillelagh; barkskin, heat metal.*

MIZAAB ZALEN

Str 11
Dex 16
Con 13
Int 19
Wis 15
Cha 13

Alignment: Lawful Neutral
Armor Class: 0 (71 charges)
Equipment: *wand of paralyzation, ring of air elemental command, broom of flying, carpet of flying, winged boots, gem of seeing, bracers of defense AC 4, ring of protection +2.*

Mizaab appears as an eccentric, middle-aged wizard. He looks to be about 55 years old, with a short, greying beard and reddish brown hair. He is in good health for a man of his age, appearing sturdy, though not very strong.

Mizaab's favorite color is grey (any shade from dove to charcoal), and he has never been seen without wearing some article of grey clothing.

Mizaab gained a reputation as an intelligent but eccentric mage. His habit of disappearing frequently for several weeks always caused rumors to surface, and some of his proposals about magic, while admittedly intriguing to other mages, were viewed as absurd and simply impossible. Those who wrote about Mizaab theorized that Mizaab could have been one of the great mages of Greyhawk had it not been for his eccentric tendencies.

Mizaab is actually only a disguise for a very cunning Greyhawk dragon. *Note: The statistics given previously are the statistics that the dragon adheres to when masquerading as Mizaab. His actual statistics are given later in this description.*

The dragon used Mizaab as a means to freely interact in the city for many years. Eventually, the dragon felt that Mizaab's time had come, and stopped masquerading in that manner.

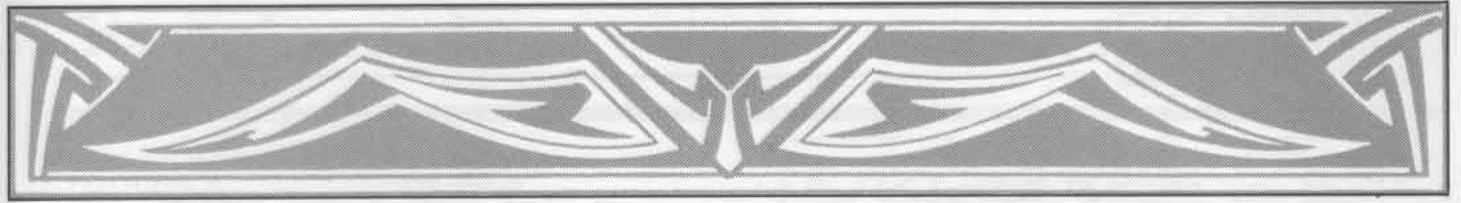
The dragon, as Mizaab, was one of the persons involved in trapping the Falcon. The success in trapping her was due in part to the magic of the dragon. The spell that trapped her has never been suc-

cessfully duplicated.

The dragon has kept his distance from the PCs throughout these adventures, but has remained apprised of the situation through Eritai. The dragon has also passed along suggestions to Eritai to help the PCs. Eritai also received the map to the Falcon's lair from the dragon.

Roleplaying the dragon: The Greyhawk dragon may be eccentric when playing a mage, but his real nature is quite serious and highly intelligent. He leans toward good alignment, and is usually willing to help a worthy cause. His current identity for the general population of Greyhawk is that of a wealthy, retired merchant who is a patron of the libraries and art museums. The dragon is suave, sophisticated, charming, and wise. People who encounter him (in his human form only) find him fascinating and compelling. When the PCs meet him in dragon form, they





will find themselves hanging on his every word.

The Greyhawk dragon lives in a mansion in the High Quarter near the city wall. It is heavily fortified with magical defenses, and it is exquisitely decorated inside. No one knows that the occupant of this mansion is a dragon; the obvious occupant changes from time to time, but this is merely part of the dragon's masquerade.

The dragon's long lifespan has allowed him to amass an amazing collection of artworks and cultural artifacts. His home resembles more a museum than a humble abode.

In this adventure, the Greyhawk dragon will not become involved with the PCs until after the battle at the Temple has been fought. The dragon will attempt to preserve his identity at all costs.

After the battle, the dragon will reward the party for their efforts if they are successful, and will join forces with them if the Falcon has not been defeated, setting the stage for the next adventure in this trilogy.

The dragon has access to a great amount of treasure and magical items. If desired, the DM can introduce magical items into a campaign through the dragon—but the dragon will not give up more than one item per PC, and then only as a reward for heroic efforts. If the resources at the temple are not sufficient to heal or restore wounded PCs, the dragon may be generous enough to see to these needs.

When the PCs meet the dragon, he will be aware of all the PCs' ac-

tivities and all information about the cult. However, he will not have any new information that Talasek is not yet aware of.

Dragon Abilities

The statistics given previously are those that the dragon uses while in the facade of Mizaab. His actual abilities are given here. He has an intelligence score of 20 and Wisdom score of 22.

Greyhawk Dragon: AC-5; MV 9 Fl30 (D); HD 16; hp 145; #AT 3; Dmg 1-10/1-10/3-30; SA breath, spell; SD spell immunity; MR 65%; AL LN; THACO 5.

Greyhawk dragons have the natural ability to *polymorph self* five times per day with unlimited duration. They are immune to all mage spells of levels 1-4, and have magic resistance of 65% against all other magical effects.

The dragon's age gives him four spells per day from each level up to level 6. He prefers spells which allow him to gather information (*ESP, know alignment, etc.*), but if preparing for battle, he will stock up on offensive spells.

The Greyhawk dragon is able to use its breath weapon three times per day. It exhales a highly toxic gas that requires victims to make a saving throw vs. poison at -2 or die. The gas affects any creature who inhales it or contacts the gas with exposed skin (it absorbs quickly through the skin). The gas lingers only two rounds, after which time it becomes inert. The dragon can precisely meter the amount of gas it expels to a maximum area of a cube 55 feet on each side.

In combat, the dragon prefers to use its spells or breath weapon, fighting with its claws and bite only if necessary. When masquerading as Mizaab, the dragon will fight as a mage as long as possible in order to preserve his identity. In mage form (or any other disguise) the dragon maintains his natural number of hit points. If close to death while in disguise, the dragon will not hesitate to change form in order to escape, but will reveal his true form only if necessary.

Dragon Allies

The dragon has revealed his identity to only a few persons in his lifetime. Talasek's grandfather, Elliman Neshir, and Quevell Maxem, his colleagues in trapping the Falcon, knew his true identity. Eritai was introduced to the dragon through Elliman, at the dragon's suggestion. Strangers who have learned of the dragon's identity have met with unusual circumstances: some have suffered amnesia due to *forget* spells, some have disappeared (Greyhawk dragons will sometimes capture these people and "trade" them to other Greyhawk dragons, who *charm* them and use them as servants), and some (usually unsavory characters of evil alignments) have been mysteriously killed. The Greyhawk dragon is not malicious, and will usually seek a simple, gentle solution to deal with this problem, but must preserve his identity at all costs.



New Magic

Staff of Kitsyrral

XP value: 3500

This staff enables a priest to store spell levels in the staff. The staff can hold 10 charges: each charge is equal to one spell level.

By casting his spells on the staff, he imbues it with spell energy. This charges it and later allows the priest to draw upon the stored energy. Any level of spells may be cast on the staff, but the total levels stored will never exceed ten. Excess spell levels are lost.

The priest may cast any spells on the staff. Since they are stored as energy and not as spells, he may later cast any spell from the staff, regardless of whether it was stored originally.

Spell levels may be stored or cast in any combination.

The priest may expend charges at will, using them in any combination (i.e., he may cast any four 2nd- and two 1st-level spells, or ten 1st-level spells, or any combination totalling 10 charges). He may not cast spells that are above his level of spell ability.

Spells cast from the staff take effect in half the time of normal casting.

Collar of Change

XP Value: 4,000

The collar that the Falcon uses to perform her shapechanging is a rare, possibly unique magical item. It was created as a ring by an unknown mage and was stolen by the Falcon before its enchantment was completed. Whether the mage created another such ring (the Falcon had the ring *enlarged* to fit her neck) is unknown.

The collar allows the Falcon to change shape three times per day.

She may choose any form, whether humanoid, monster, or a form she creates herself. She is able to combine any elements to create new appearances at will, including bizarre creatures such as feathered frogs or giant furry earthworms.

The complete transformation requires one round and the Falcon may not perform any action while the transformation is in progress. Once the transformation is complete, the Falcon receives all the natural abilities of the creature she resembles, but none of the magical abilities. For example, in the form of a dragon, the Falcon would receive the claw and bite attacks of a dragon as well as the abilities for flight, but she would not have the spell abilities or breath weapon of a dragon.

If the Falcon is rendered unconscious or is killed while in an alternate form, she immediately reverts to her natural spirit naga form.

The collar may be used only by members of the wizard and priest classes.

Opal of Olfactory Illusion

XP Value: 1,000

The Falcon maintains an illusion through magical means, fooling her followers by *polymorphing* herself out of her spirit naga form. However, her ruse would not be complete without masking another of her characteristics: the smell of rotting flesh that follows her everywhere.

The Falcon uses perfumes and exotic oils to keep her aroma under control, but she determined that these were not sufficient. She desired some magical means to cover her nauseating odor. The Falcon

managed to purchase an item plundered from the "Mad Archmage's" castle northeast of Greyhawk, discovered by a thief and offered for sale by his executor.

The *opal of olfactory illusion* was another of Zagy's experiments, a magical item of limited utility. It forms an orb of 40' diameter around its user. All odors within that sphere are completely under the control of the user. She may edit, alter, or eliminate any odors within the sphere instantaneously.

The Falcon uses the opal to remove her own stench from the area of effect, but leaves all other odors in their places. When moving, however, her smell trails behind her. Once her odors pass out of the area of effect, they are again noticeable. This tends to confuse those in her wake, but never leads to her discovery.

The opal can also be used to create illusory odors that may deter enemies due to nausea. When she exudes a scent that is repulsive to an enemy, the creature must save vs. poison or be incapacitated due to nausea for 1-4 rounds. Those who save successfully suffer no ill effect.

The opal is an unobtrusive gem of high quality, which is indistinguishable from similar ordinary stones. The Falcon has her opal set into an anklet that can double as a bracelet.

CLIMATE/TERRAIN:	Temperate
FREQUENCY:	Uncommon
ORGANIZATION:	Clusters, Patches, Groves
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	12-7
ARMOR CLASS:	Special
MOVEMENT:	0
HIT DICE:	1
THAC0:	Special
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (15'-20' long)
MORALE:	Nil
XP VALUE:	175 per 10' square

Strangleweed appears as a long, clinging vine, usually growing inside caves. The vine is black and covered with short, fine spines, and the triangular leaves and thorns are usually shiny black. The edges of the leaves are razor-sharp, and the spines easily catch in clothing, fur, and skin. The spines cause no damage, but there is a 50% chance that a creature touching the vines (even brushing past them counts as touching) will suffer from spines embedded in skin. Only exposed skin is subject to the spines; fur, armor, and clothing prevent the spines from contacting the skin and subsequently embedding.

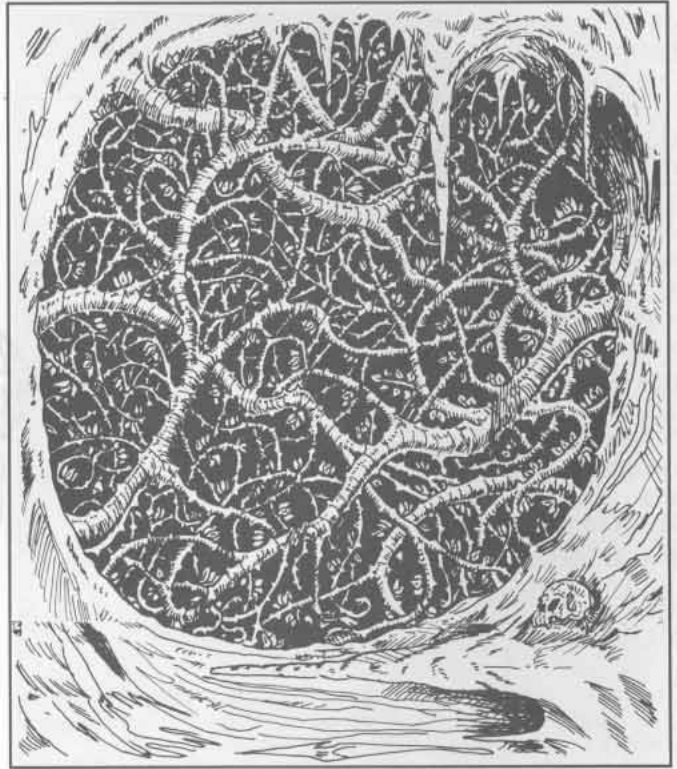
When spines embed in skin, there is a 25% chance that a victim will develop a red, itchy rash. If the spines are removed (a delicate procedure since they are no thicker than a human hair), the rash will clear in 24 hours, with the symptoms gradually lessening. If the spines cannot be removed, *cure disease* will remove all ill-effects. *Cure* spells will do nothing for the symptoms.

Combat: Strangleweed behaves like many carnivorous plants, sensing motion as a signal that a "meal" may be present. Any creature that disturbs the strangleweed vines will trigger an attack. If the vines are disturbed by breezes, they will not attack; a solid object must contact the vines in order to initiate the attacks.

Strangleweed spends much of its time "waiting" for prey. When a victim brushes against the vines, the strangleweed ripples, brushing into adjacent vines and sending a signal that food is near. On the round following the initial contact, the vine begins to entangle its prey, wrapping around its limbs and neck in an attempt to prevent the escape of the victim. Once the vines have a firm hold of the victim, they begin to tighten, choking the victim into unconsciousness and eventual death.

Any creature who ventures more than two feet into a patch of strangleweed will automatically be grappled by the weed. If a character has less than two feet of weed on any side of him (tunnel walls do not count for this purpose) and can attempt to leap to safety can make a Dexterity check on the initial round of attack to avoid being grappled. After the first round, a character has no chance to escape the weed unless he kills enough to clear his path or is pulled to safety by his comrades. Rescuers suffer attacks similar to the person they are trying to save.

As the vines entangle the victim, the leaves cut into the skin or clothing of the unfortunate prey. The leaves do not affect any articles of metal, including armor, and merely scratch leather and wood. Fur-bearing creatures or creatures wearing fur clothing



will escape the first 10 points of damage caused by the leaves; the leaves will cut through the fur before reaching the skin. Normal clothing will suffer 6 points of damage before it is torn to shreds and the skin is exposed.

When the leaves and thorns contact skin, they impart 1-8 points of damage per round. The DM should adjust this damage based on the clothing of the victim. The weed will tighten its grip on its victim in an attempt to strangle, and if the victim becomes still, the strangleweed will drop the victim in 1-6 rounds, "storing" it for later consumption.

Victims tangled in this weed must make a Dexterity check to maintain their holds on held items. Entangled victims may not cast spells and their chances to hit an enemy (including the weed) are made at -4.

Strangleweed is immune to the effects of blunt weapons. Hits made by edged weapons are made at -3 due to the swaying of the weed, but normal damage is caused. Each individual vine has 1 HD and AC 9, and when a vine takes its maximum amount of damage, it is severed and can no longer attack. Severed vines will eventually replant themselves and continue to grow.

Strangleweed is affected normally by all magical effects. Setting the weeds on fire requires 1-6 rounds unless lighted by a *fireball* or first doused with oil or other flammable liquid. Once in flames, the weed creates acrid, stinging smoke that will drive PCs at least 100 feet from the flames. The smoke will settle in 1-3 turns.

Strangleweed has no treasure of its own except for any items dropped by its victims. When encountering this weed, adventurers will always find an assortment of skeletons and items on the ground below the weeds.

Ecology: This noxious weed is capable of growing almost anywhere damp conditions exist. It requires no light to live or grow, which has caused heated debate among sages to its classification as plant or fungus. Strangleweed contains no chlorophyll, adding to the confusion of the status of this growth.

Weisshund

WGA2



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING:	Variable
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	4+8
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3-8/3-8/3-12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Variable (see below)
MORALE:	Champion (15-16)
XP VALUE:	650

These rare creatures are encountered only in temples and shrines of St. Cuthbert. They are the result of centuries of breeding and training by specialized clerics of St. Cuthbert.

Weisshund appear as beautiful dogs with thick white fur. They have heavy, loose skin which provides protection and agility. Even when grappled by an opponent or by another animal's jaws, their loose skin allows them to twist and turn toward an opponent in order to continue the attack. Their thick fur makes it difficult for other animals to hold them with their jaws.

Weisshund stand approximately 2' high at the shoulder. They are agile, lean, and strong, although their appearance belies this. Their thick skin and fur makes them appear chubby and harmless. They sleep most of the time, enhancing their facade of harmlessness. Weisshund appear to be completely docile lapdogs until they are provoked into a fight.

Combat: Weisshund have a limited empathic sense that allows them to recognize evil and hostility. They can sense these elements at a range of 60'. A sleeping weisshund will awaken if an evil or hostile creature comes within 60' of it. When a weisshund senses evil or hostility, it becomes extremely agitated, growls at its suspect, and will attempt to alert one of its masters. It will not allow the suspect out of its sight. If a master is not within range (if the weisshund would be forced to leave its suspect in order to locate a master) it will always opt to guard its prey rather than find a master. It will bark until a master arrives or will attack if necessary.

A weisshund is always cautious about whom it attacks. It will not attack merely because it senses evil or hostility, but will guard such persons, maintaining a distance of roughly 20', while growling at its captive. As long as its captive does not threaten or attack the weisshund, its masters, or persons whom it has been trained to protect, the weisshund will not attack. As soon as the suspect makes an aggressive move, however, the weisshund will begin its transformation into temple guardian.

Upon viewing an act of aggression by a suspect or upon command by a recognized master, a weisshund will grow in size until it is approximately 4' high at the shoulder and 6' long. Its skin and fur maintain their thickness and protective qualities, and an enlarged weisshund looks exactly the same as it did in its smaller form.

This transformation requires five segments, after which the weisshund may attack with full force. The weisshund may not attack during the transformation, and those attacking it must roll a



7 or greater on 1d10 to avoid being surprised by the transformation. Those who are surprised may not attack during that round. The weisshund is not any easier or more difficult to hit during its transformation.

A weisshund attacks with its front paws and its bite. Its paws have dull claws, but damage from the paws is due to the size and force that the paws exert. This damage compares to a victim being struck by a 10-pound rock: the sheer force and impact cause the injury.

A weisshund's bite is similar to that of any other large dog, but it will attempt to knock its opponent to the ground and hold the victim's neck in its jaws, pinning him to the ground. It may also sit on its victim in order to subdue him. If the victim ceases its struggle, it will simply hold him, but if the victim attempts to continue his attack, the weisshund will attack in whatever manner is necessary to hold or subdue him. The weisshund is so finely trained that if a pinned victim offers no struggle, it can hold the victim without so much as a toothmark.

If more than one target is encountered, a weisshund will alternate between victims in an attempt to scare them into submission. The weisshund will not attempt to pin a victim if more than one attacker is present. Weisshund work well in teams and understand their own fighting techniques so well that even two unfamiliar weisshund can work together as a well-orchestrated team. **Habitat/Society:** Weisshund are found only in temples of St. Cuthbert. They are bred by the clerics in a secret location. Most weisshund that are encountered in temples are males, although females are encountered 5% of the time. Females are generally kept for breeding purposes, and pregnant females are especially protected. Females that become pregnant outside the sanctuary are immediately sent to the sanctuary for their protection and care.

Females are able to become pregnant only twice per year, and litters are never larger than two puppies.

Ecology: Weisshund live as any normal house dog. When a puppy becomes six months old, it enters training for its future as a temple guardian.

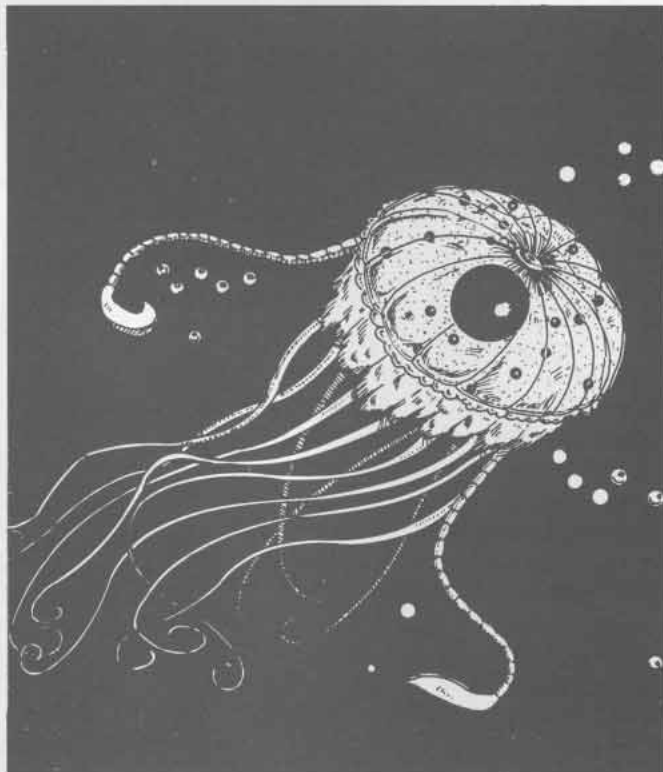
CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Scavenger
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil
<hr/>	
NO. APPEARING:	4-32
ARMOR CLASS:	9
MOVEMENT:	6, Sw 12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1'-2' long)
MORALE:	Unreliable (2-4)
XP VALUE:	65

Yphoz appear in a variety of shapes and sizes. Old adult yphoz may reach a length of 2'. Newborn young are typically 2-3" in diameter. They are composed of a gelatinous substance that matches the color of the water in which they live, ranging from black to varying shades of brown to varying shades of green or yellow. They may even be colorless. This feature makes them almost impossible to detect in their home pool (PCs in yphoz-infested water rolling 4 or less on 1d6 are surprised).

A yphoz is typically shaped like a short, broad cone with a low dorsal fin, but its gelatinous composition allows it to vary this as necessary. They are not amorphous, but their bodies can change shape to allow for movement over almost any kind of surface, including traveling on land, up cave walls, and across ceilings. They also possess two long, whip-like tentacles. Their bodies excrete a sticky slime that helps them adhere to walls and ceilings. This slime will dry to a gummy substance on walls, floors, and ceilings, and a cave inhabited by a large number of yphoz will acquire a build-up of this elastic, gummy substance over time.

Combat: When a yphoz is in water and another creature swims within 20', the disturbance of the water will alert the yphoz to the presence of a potential meal. It will swim toward its victim and use its tentacles as "feelers" to locate its prey. Once it contacts something solid, it will swim in that direction and begin wrapping its tentacles around the victim. Should the victim start to swim in another direction, the yphoz can follow, towing itself on its unsuspecting meal.

The yphoz have no teeth, but are able to suck blood directly through a victim's skin, draining a victim of hit points. The gummy substance excreted by the yphoz will adhere to a victim even underwater, and contains a numbing contact poison. While the poison will not kill a victim, the numbness can cause a victim to lose muscle control, and if swimming, the victim could potentially drown. One yphoz can cause one limb or torso to become numb and useless in 3 rounds. Three yphoz can cause one limb to become numb and useless in one round. A victim may make a saving throw vs. poison to avoid these effects. The victim must save once per round for each yphoz it contacts. Once all yphoz are removed from the victim, the poison will wear off and the limb will function normally after 4-6 turns. If a victim's head is touched by a yphoz, the victim will fall unconscious after six unsuccessful saves (e.g. six yphoz contact it in one round, or one yphoz contacts it for six rounds, etc.).



When a yphoz hits a victim, the DM should roll 1d6 to determine which part of the victim's body was hit: 1-head, 2-right arm, 3-left arm, 4-torso, 5-right leg, 5-left leg.

Habitat/Society: A yphoz will never venture farther than 100 yards from its water source unless fleeing an attack or seeking a new habitat. It can survive no longer than 24 hours if isolated from water under damp conditions, and will die sooner if conditions are dry. A yphoz would probably survive no more than one hour in a desert setting.

Yphozs feed by absorbing organic matter, insects, and small worms. They also feed in the manner of a leech, attaching themselves to a victim and sucking blood directly through the victim's skin. If a potential meal is too large to be absorbed, the yphoz will feed in this manner. A yphoz will feed on cold- and warm-blooded creatures alike, but cannot attach to animals with fur thicker than that of a rabbit. The yphoz also cannot feed on animals with hard scales (fish and snakes are in the yphoz's diet, but turtles are not).

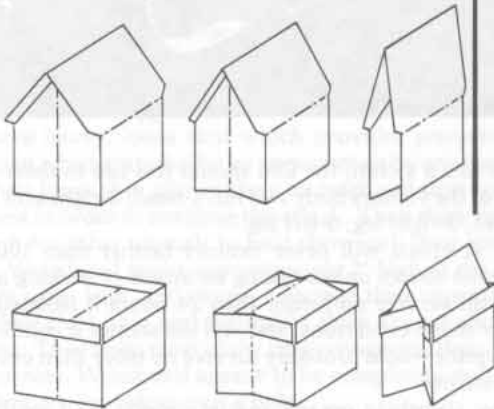
Ecology: These slimy, filthy creatures make their homes in wet caves and pools of stagnant water. Their survival depends on a source of water, whether fresh or putrid.

Assembly Instructions

The fold-up buildings in this product have been die-cut and scored for your convenience. On the white side of each building piece is a number from 17 to 25; these help you locate the pieces that fit together. Carefully punch out the building pieces and organize them by their numbers.

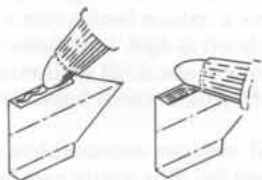
Scored Folds

Certain pieces are pre-scored to help you fold them. Some folds create two tabs for gluing. Fold these tabs *before* you apply the glue. Other folds are used to collapse the buildings *after* they have been constructed. This collapsing feature makes for easier storage in minimal space. All these buildings should fit inside a 9" x 12" manila envelope.

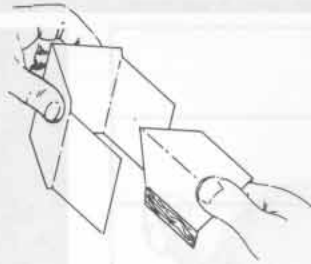


Glue

A bottle of white glue and a pencil are all you need to assemble these buildings. White glue works best and dries quickly when you use only a thin layer. Apply the glue to a tab, using the bottle cap to spread it into a thin layer and to brush off any extra glue. There should be enough glue on the tab to make it shiny; if there are globs of glue, wipe them off.



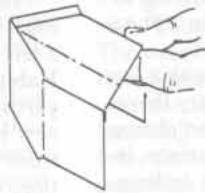
Glue both tabs before assembling.



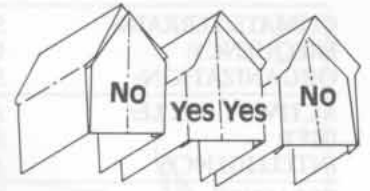
Match up the corners at the bottom of the buildings.



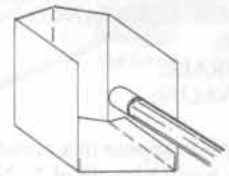
Pinch the corners together for a moment.



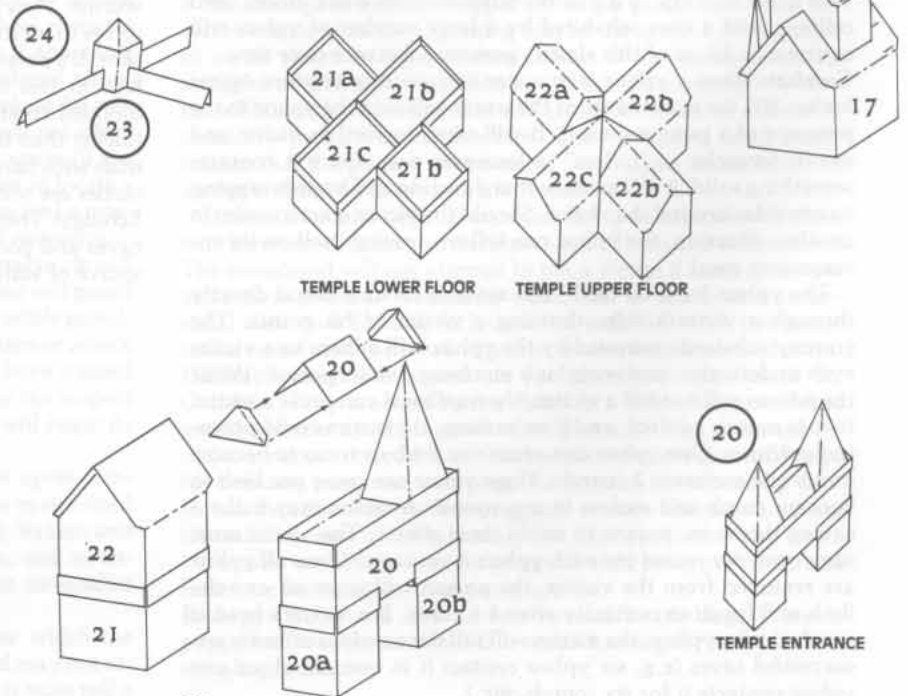
Make sure the pieces align at the edges.



Put the building on a table and use the pencil to press down on the inside of the tab. Watch the aligned edges, being careful not to let them slip out of place. If you used only a thin layer of glue, the pieces should stick quickly, and with light pressure they should bond and not separate.

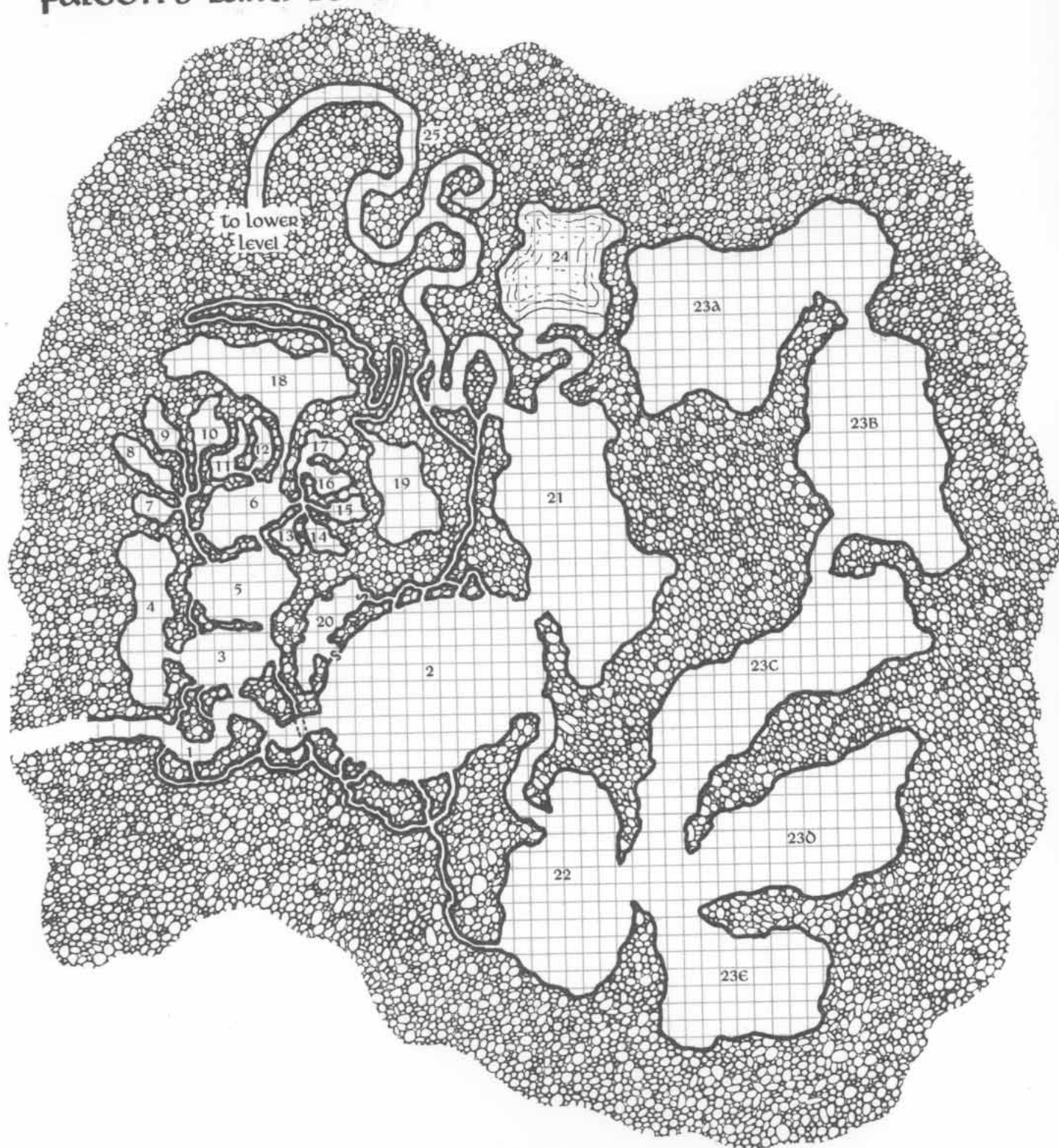


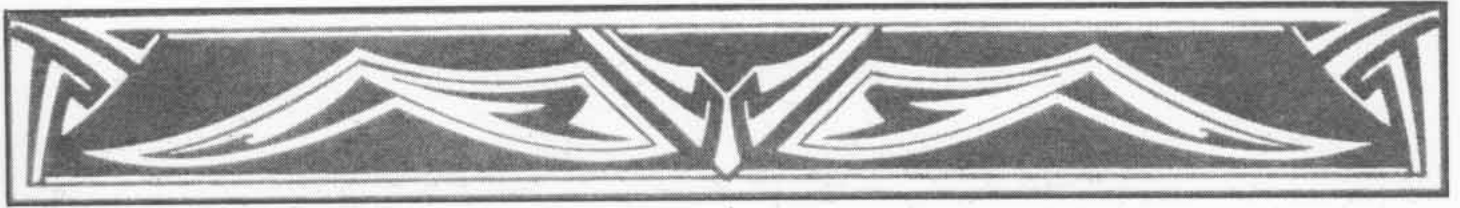
The mausoleums can be joined.





Falcon's Lair: Level 1

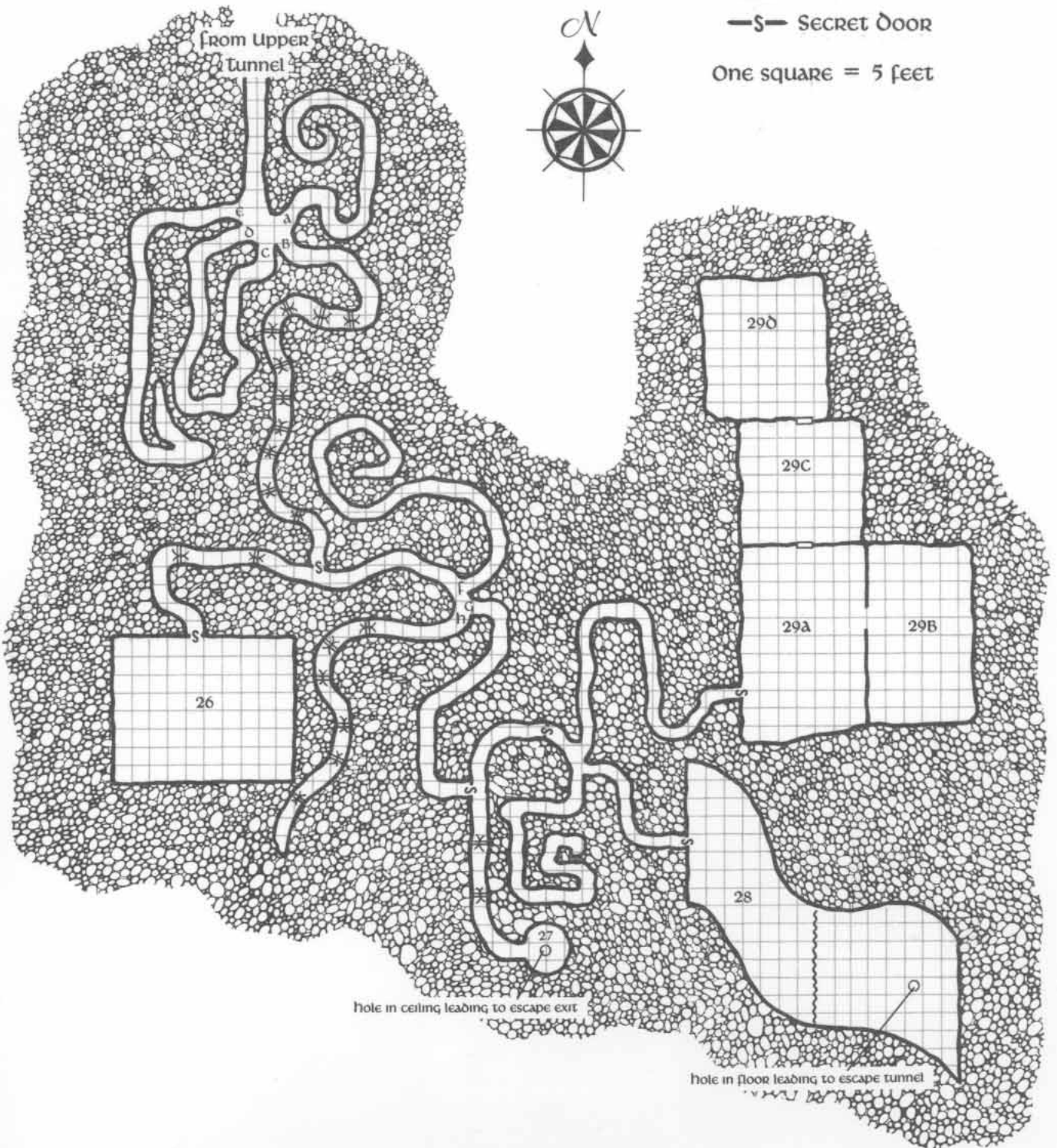


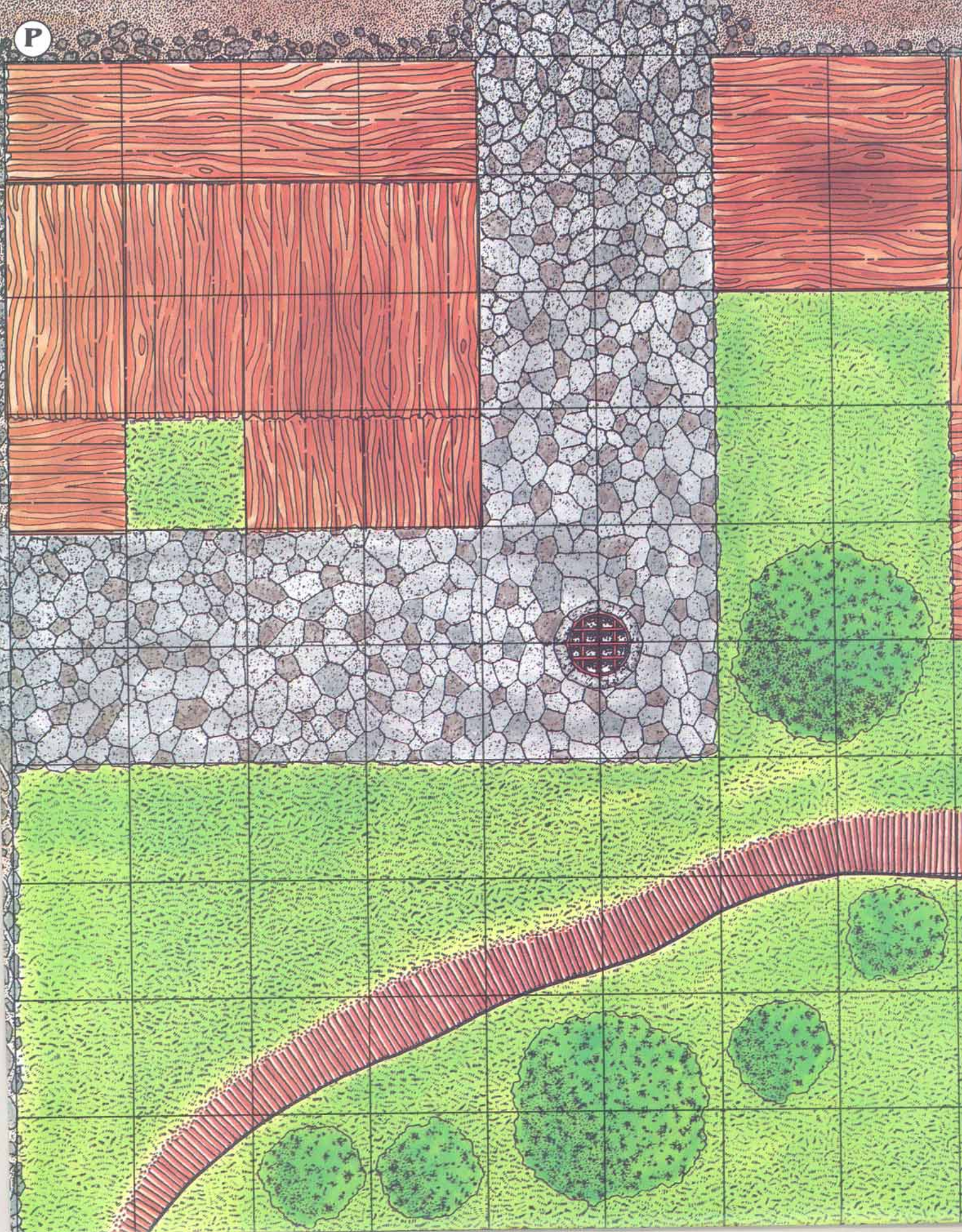


falcon's lair: Level 2

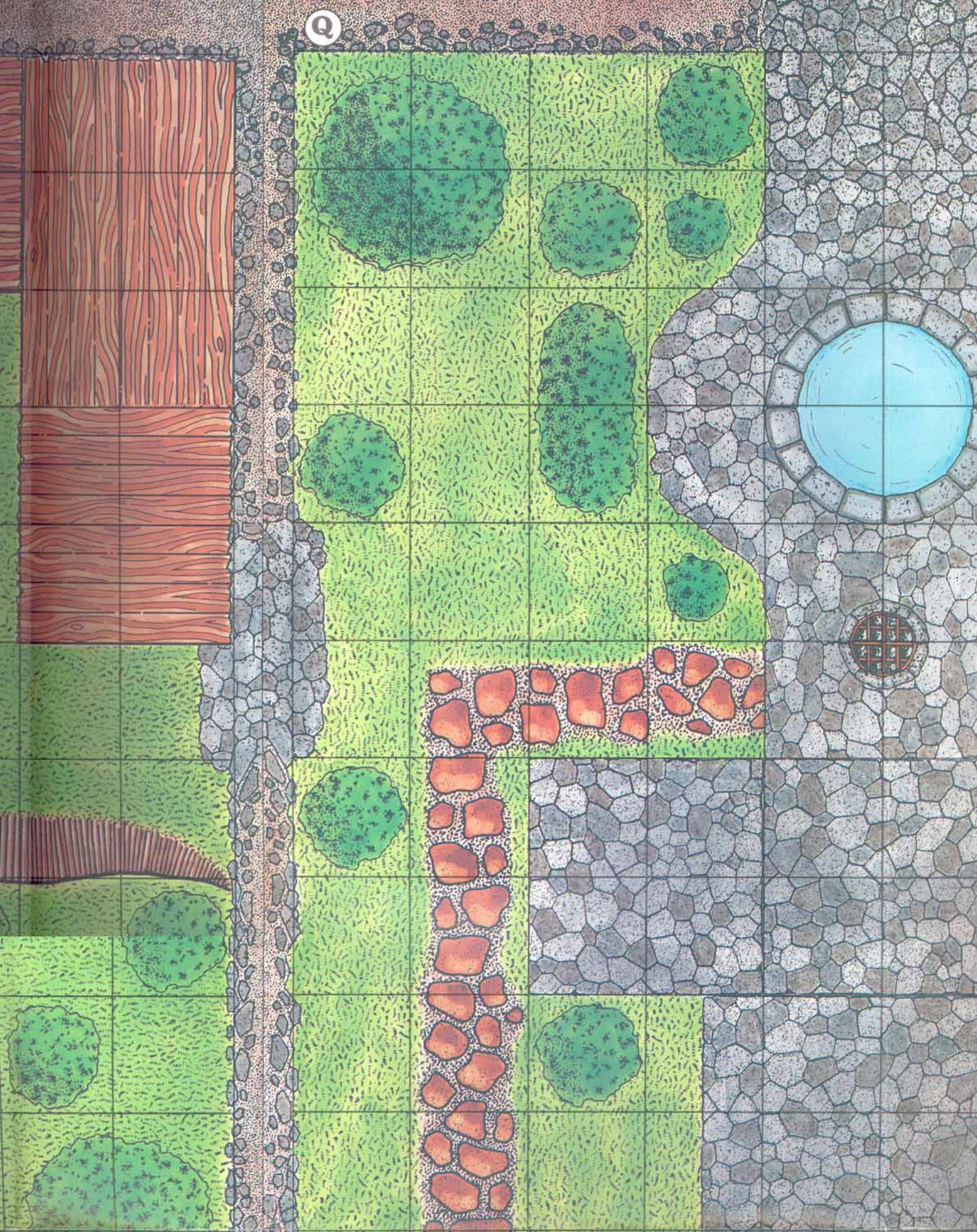
- DOOR
- SWINGING DOORS
- SECRET DOOR

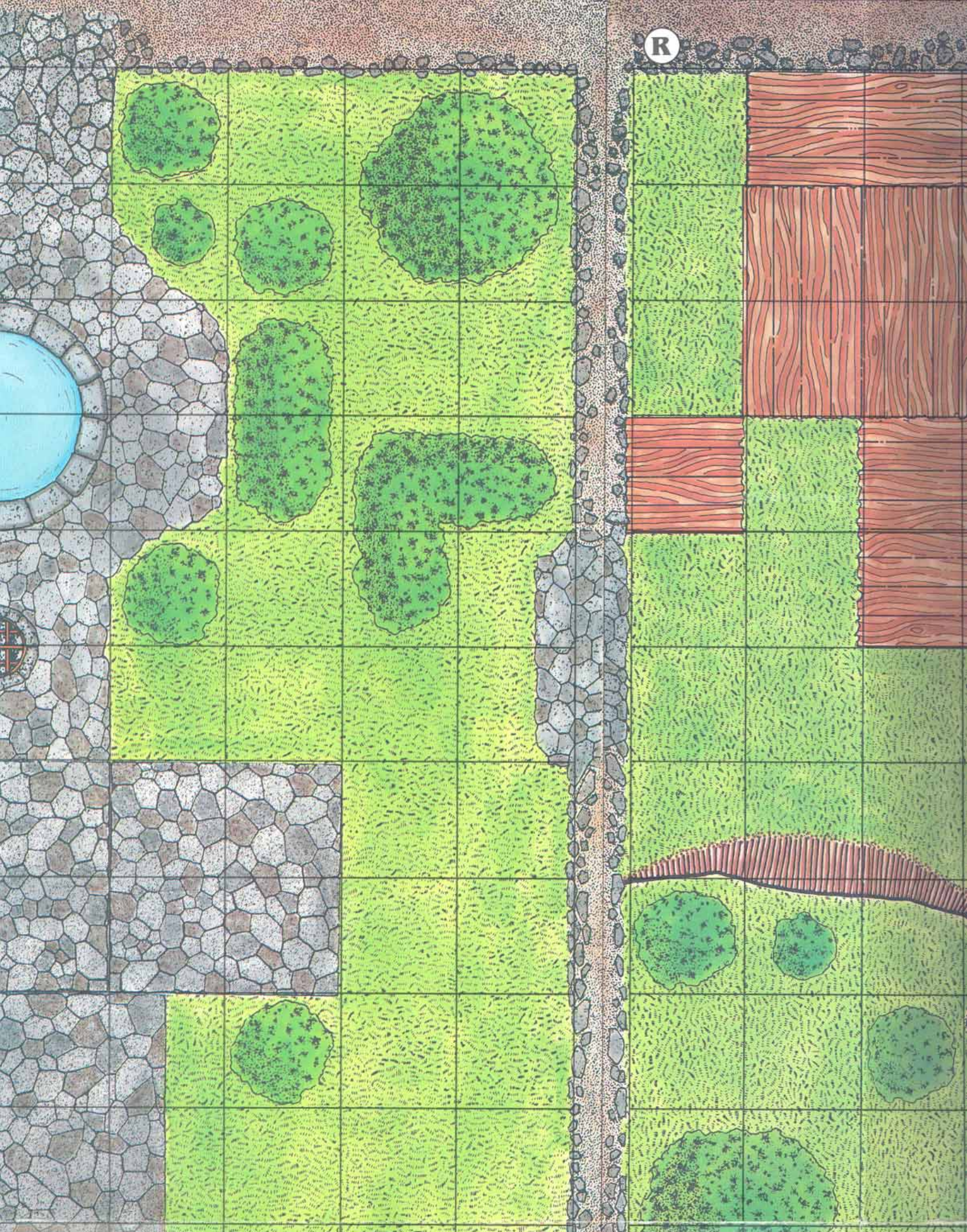
One square = 5 feet





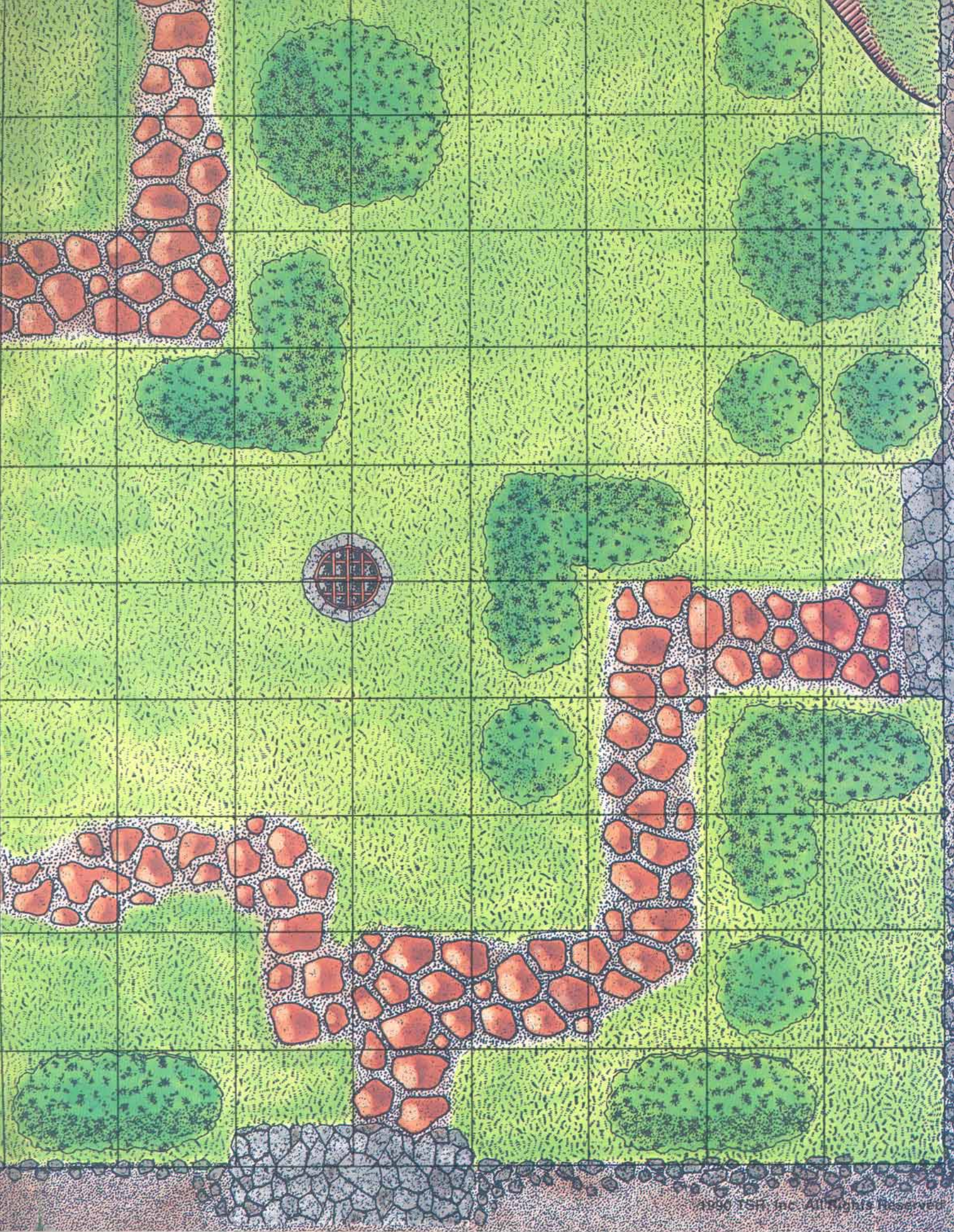
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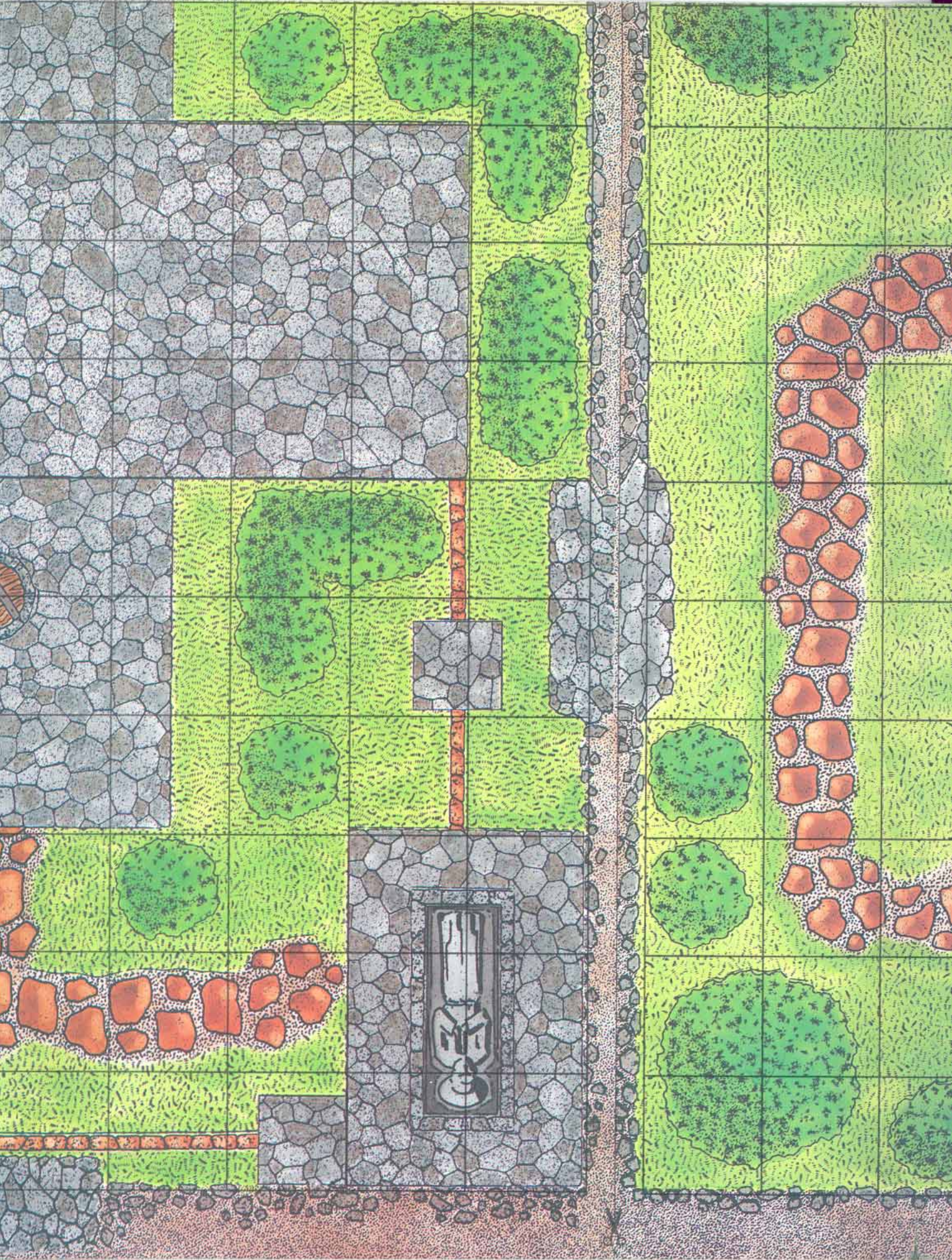


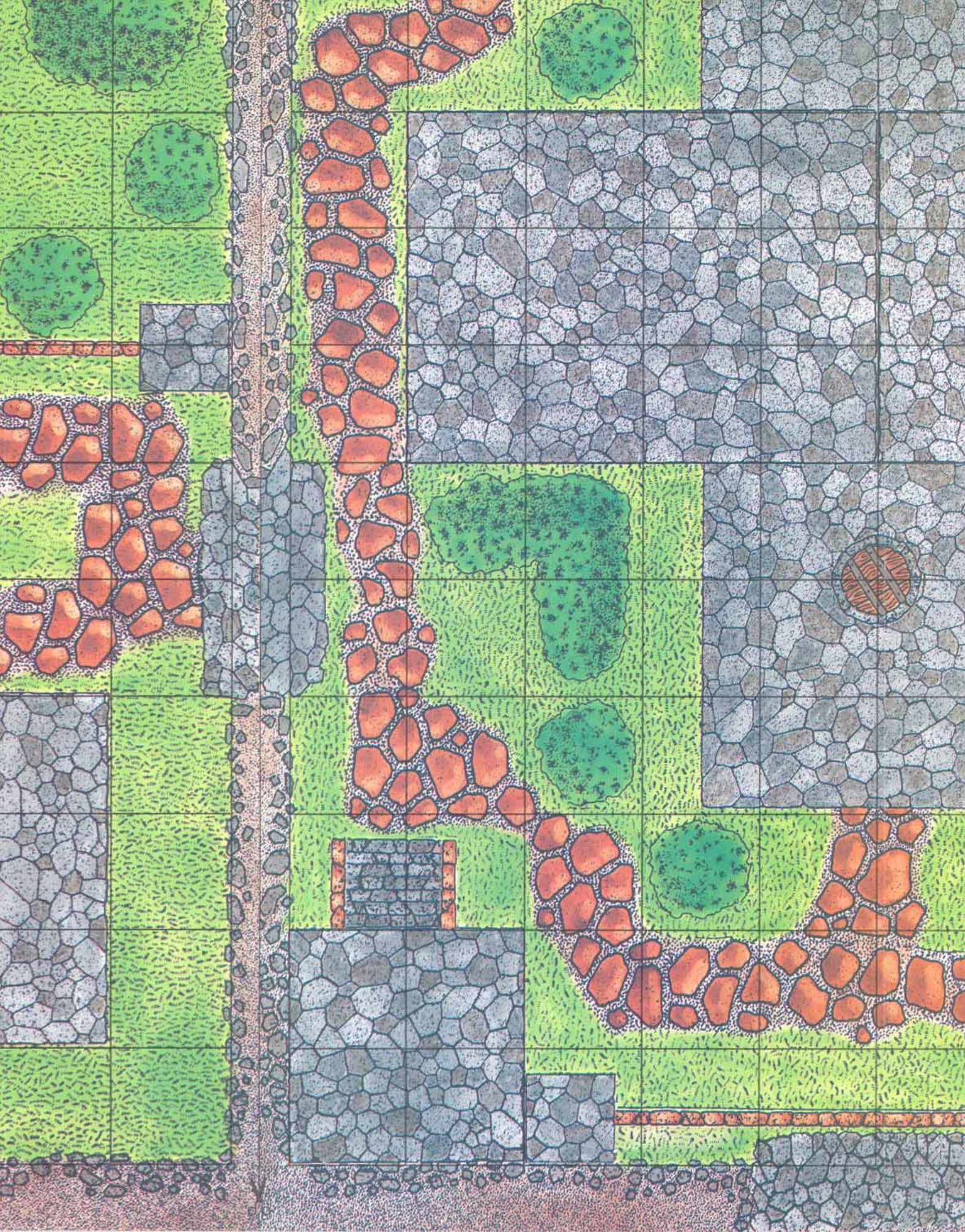


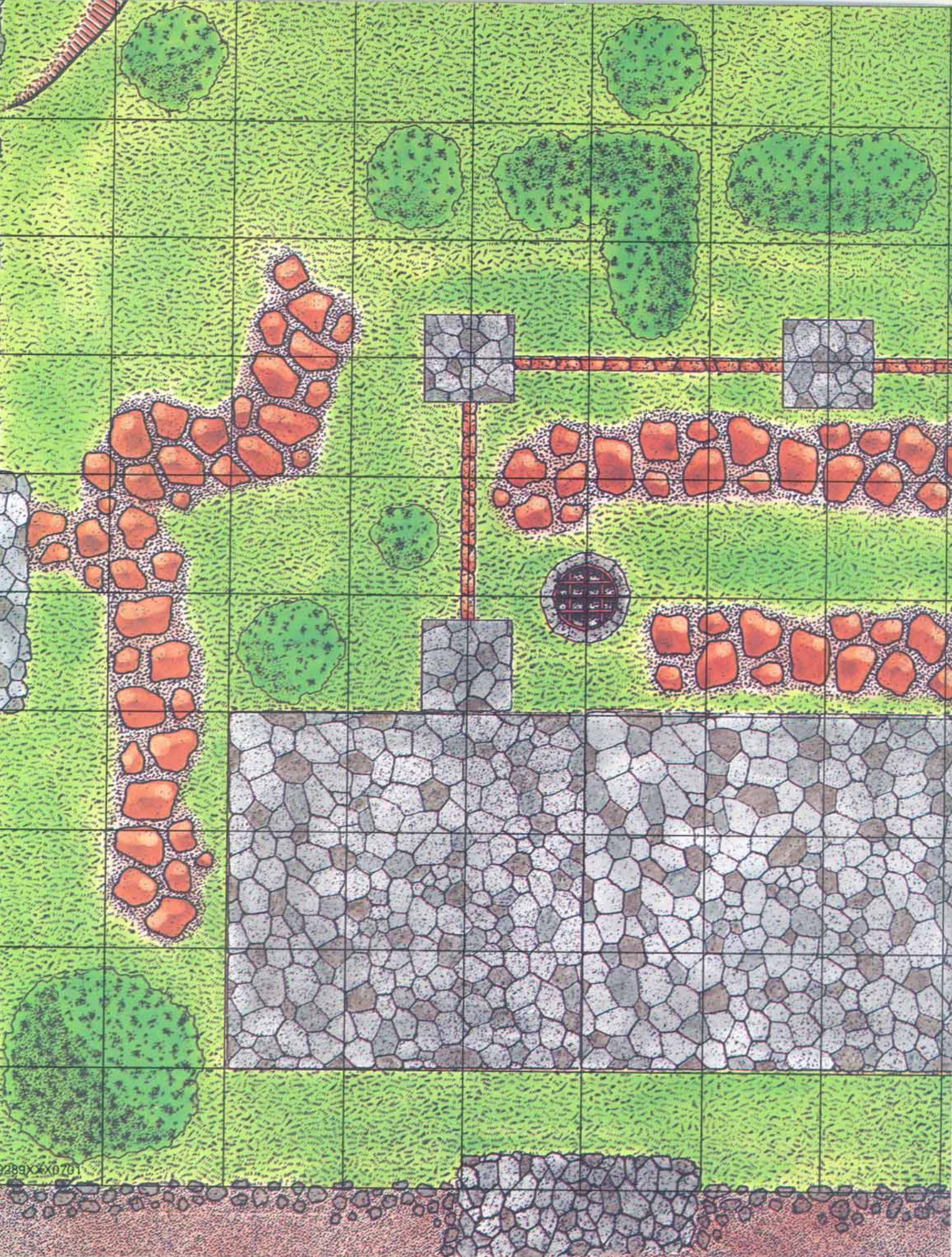
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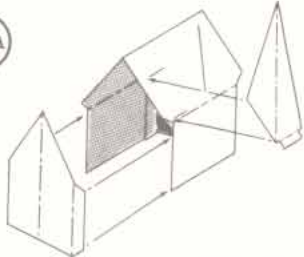


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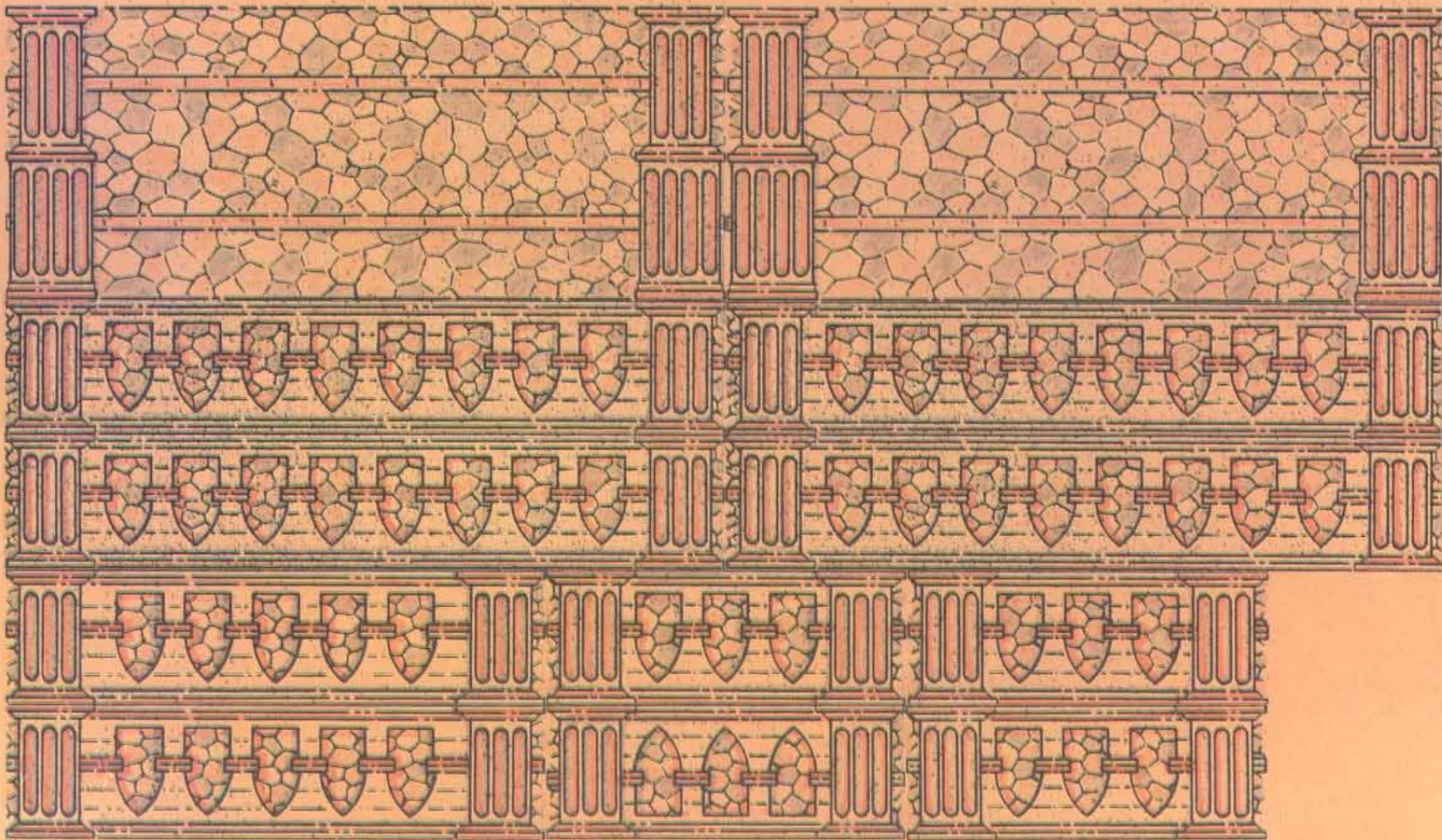
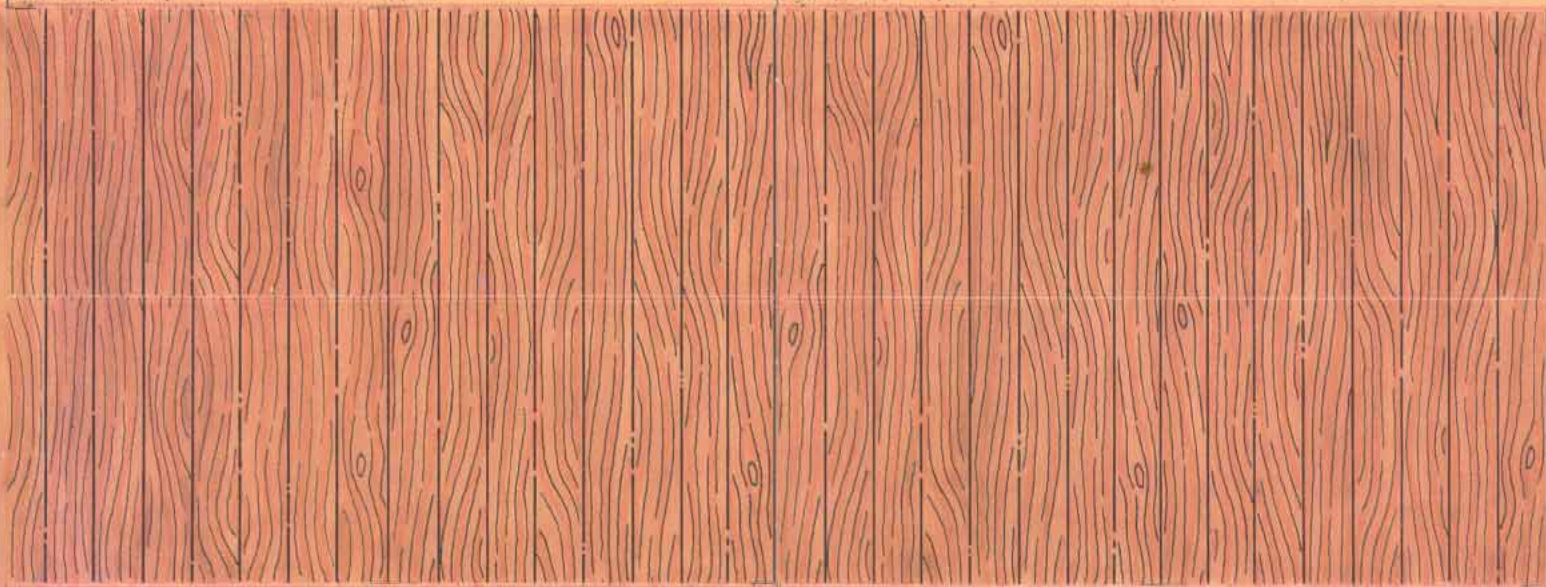
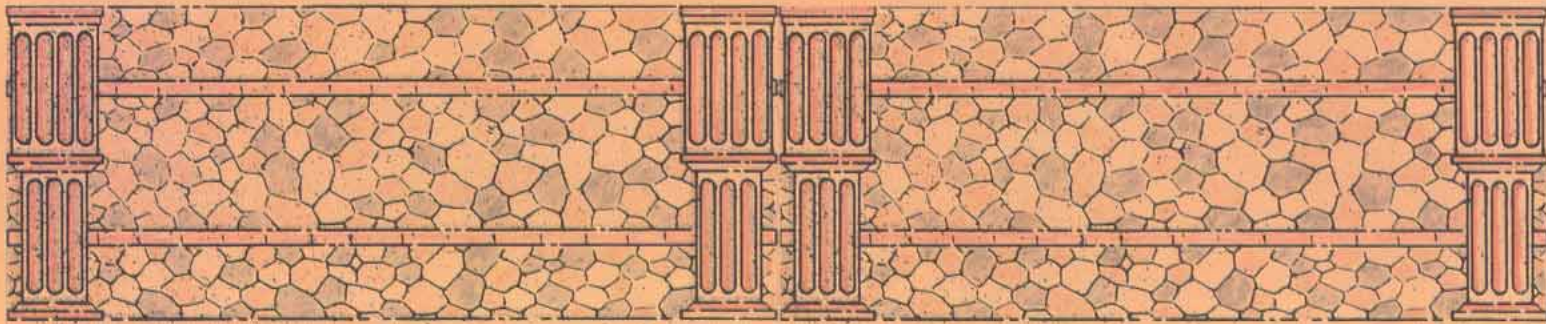
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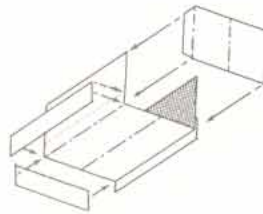




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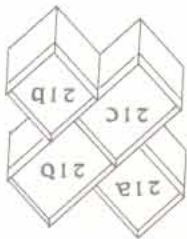
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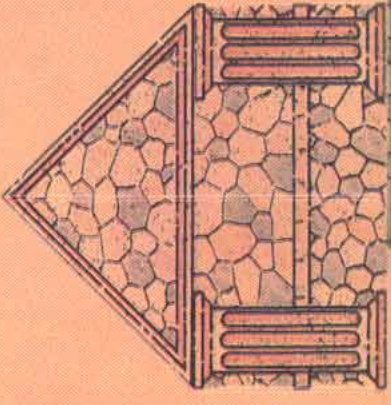
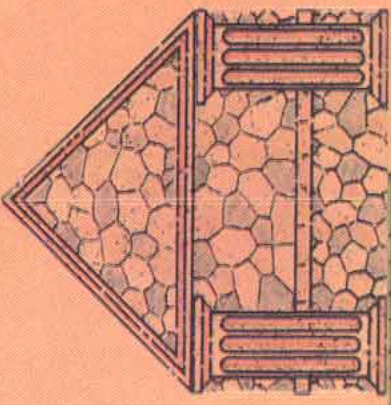
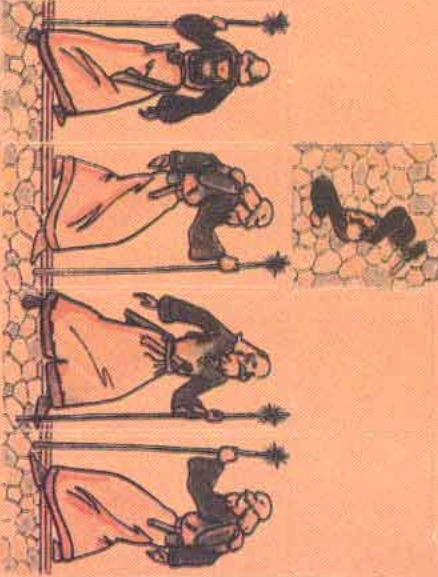
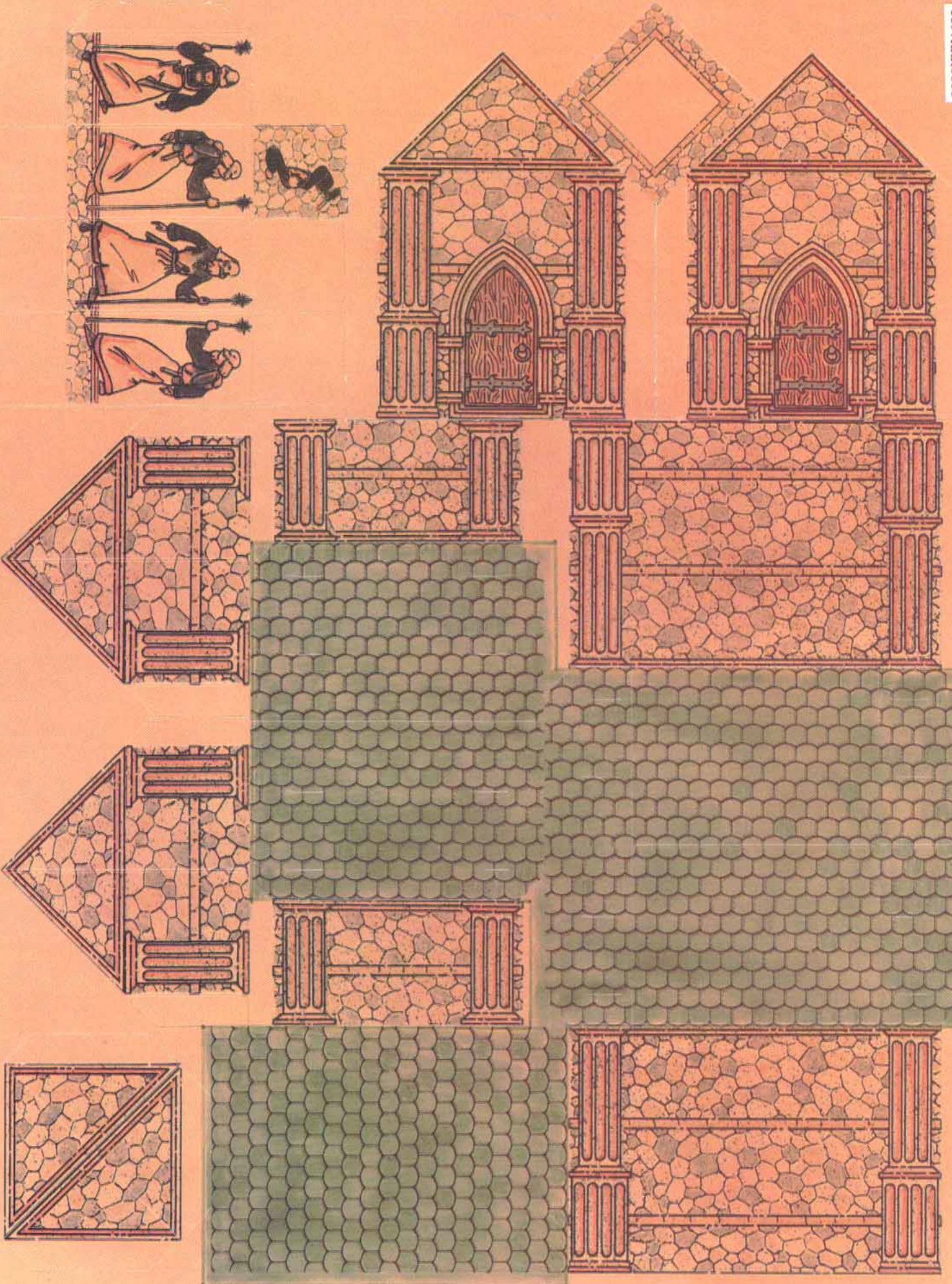
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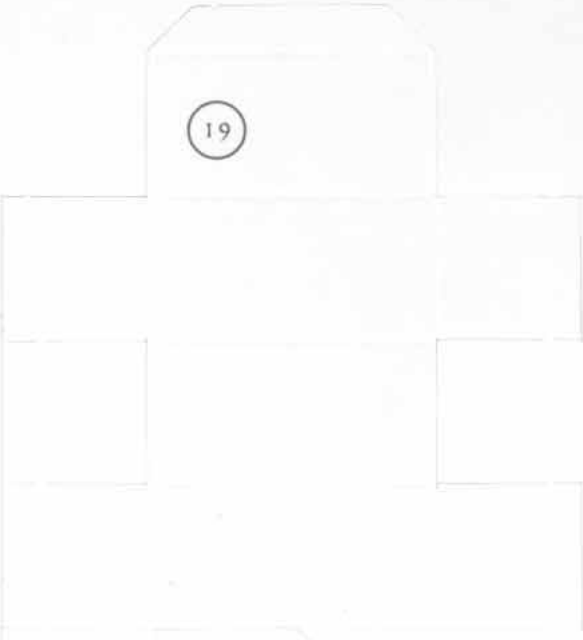
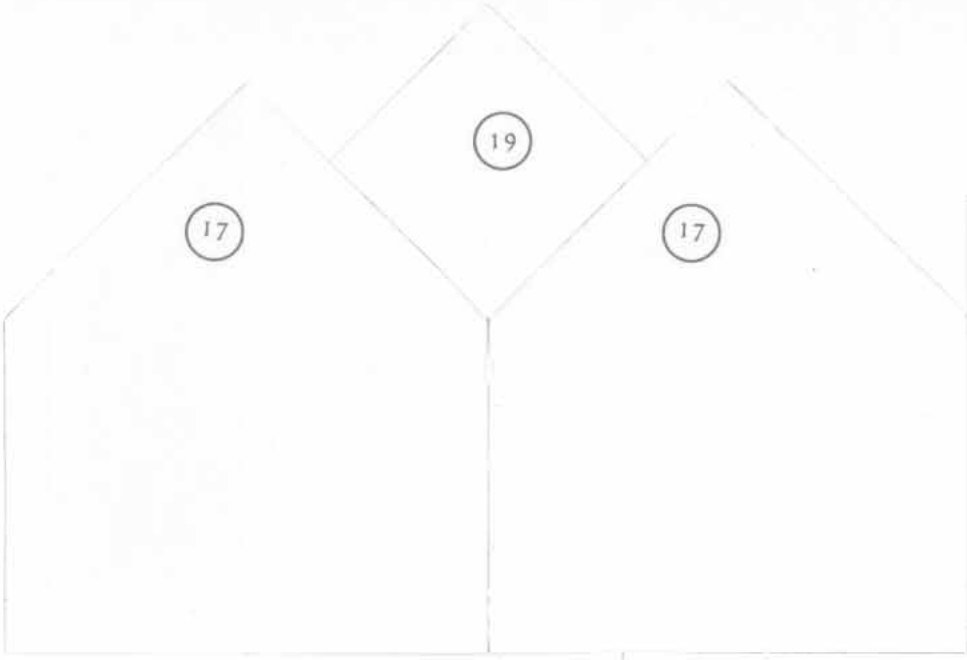
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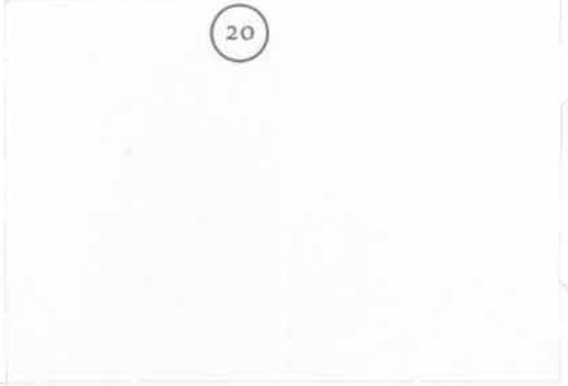
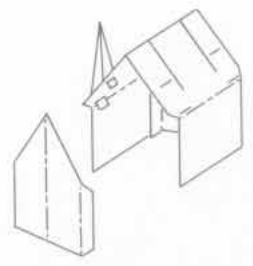
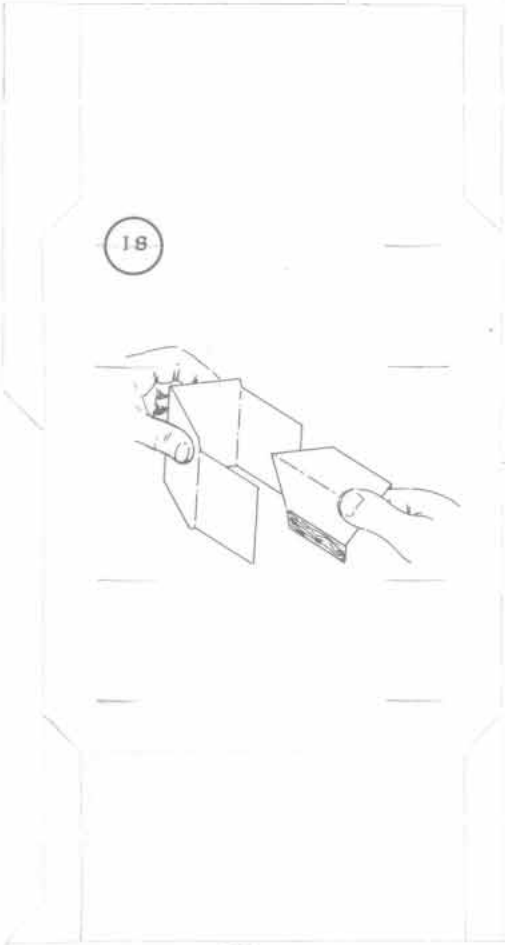
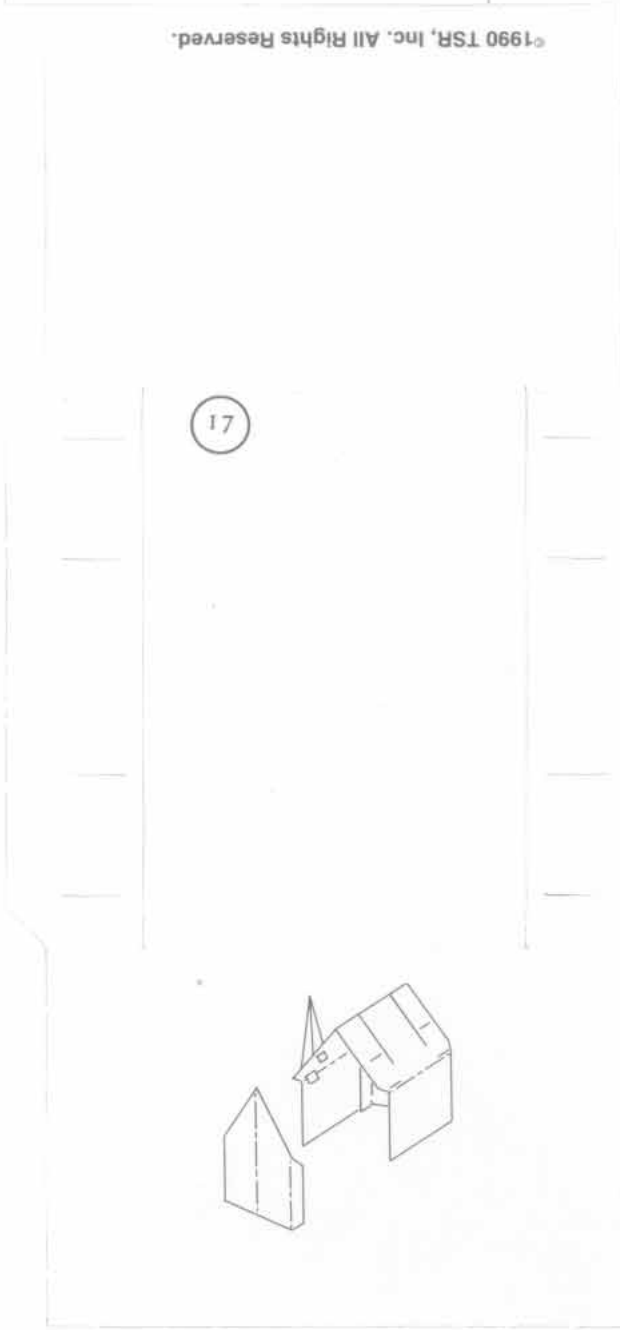
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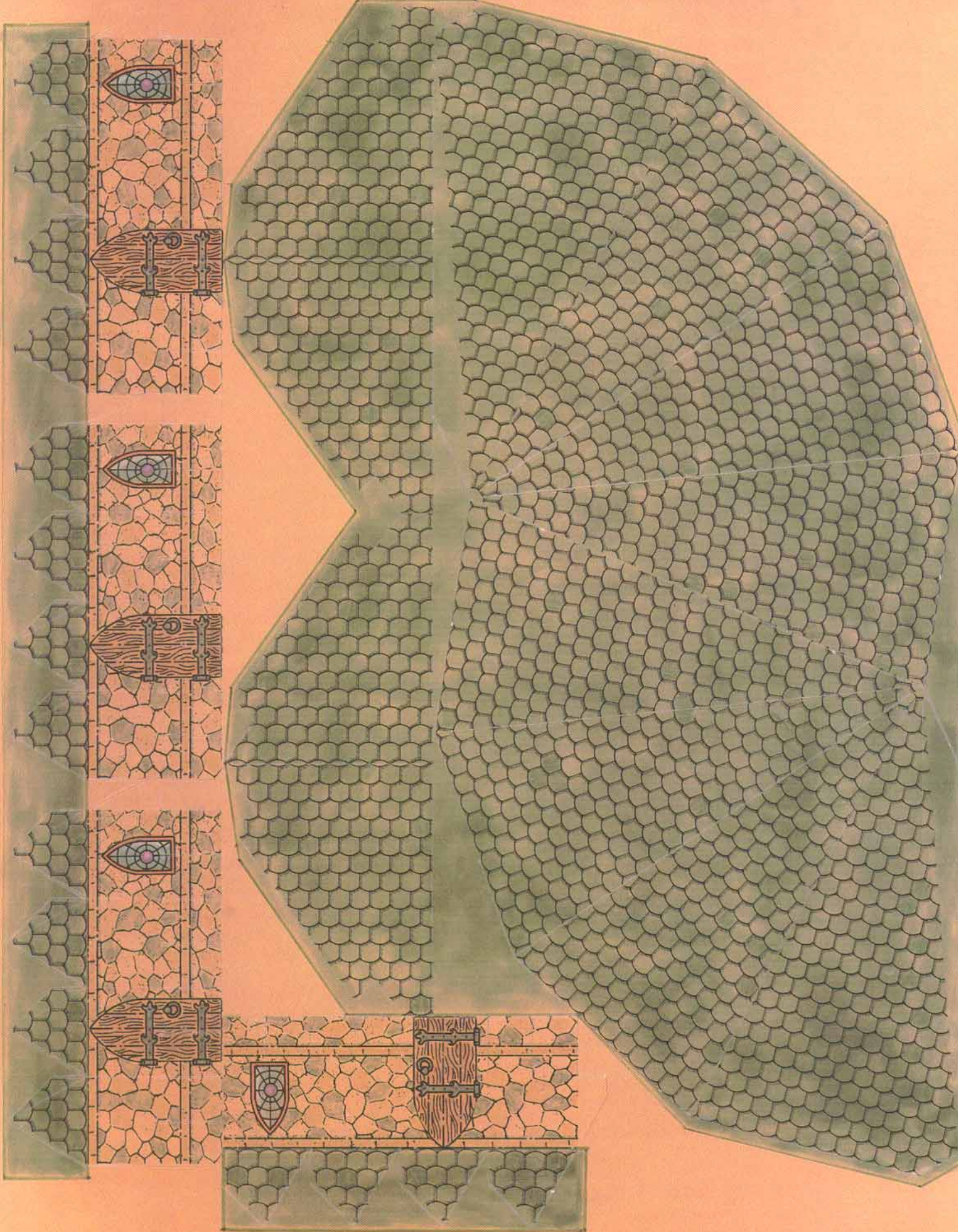
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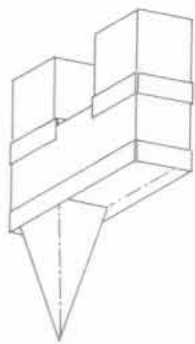
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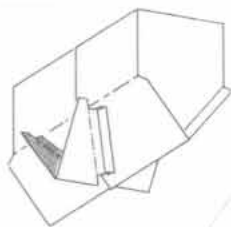
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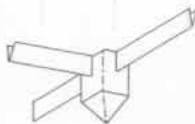


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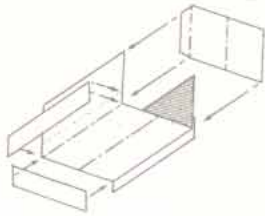




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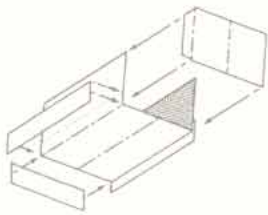
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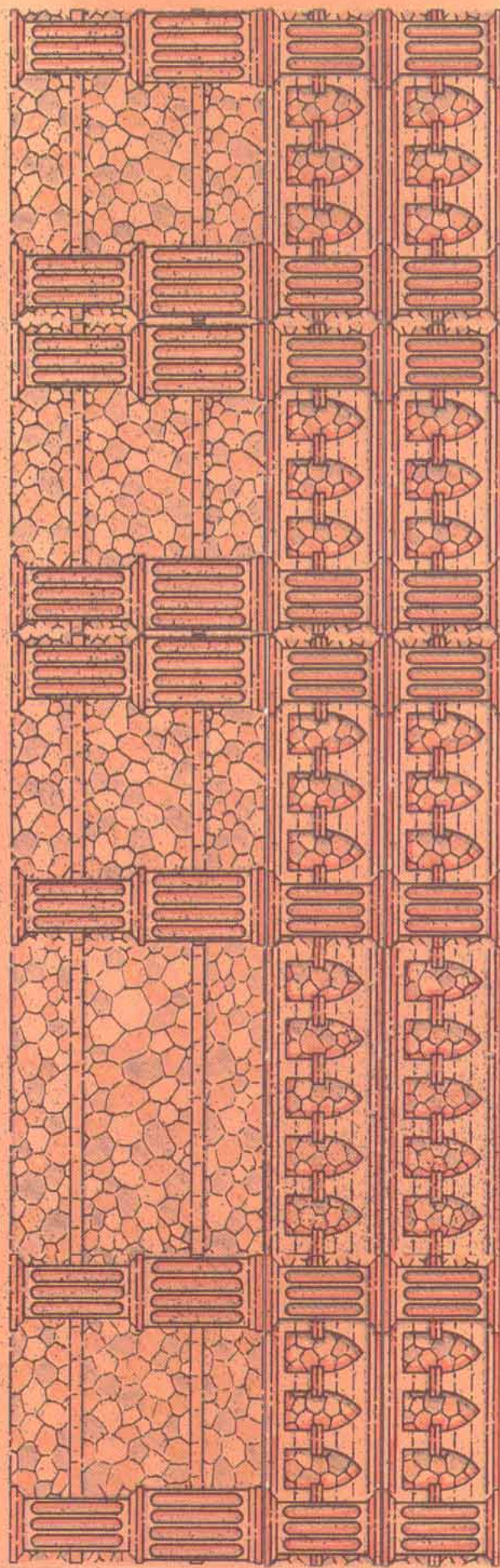
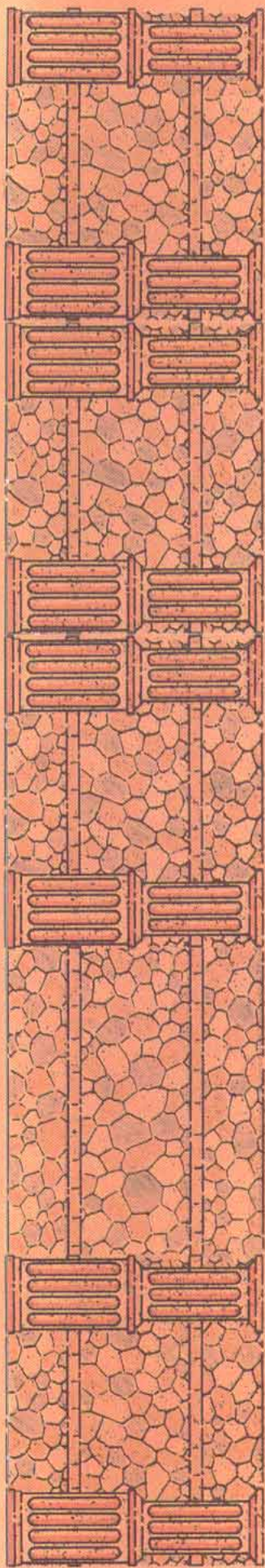
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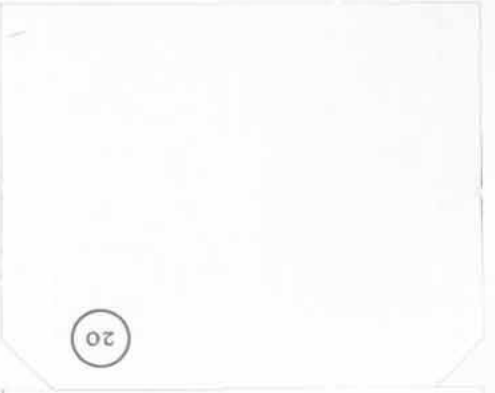




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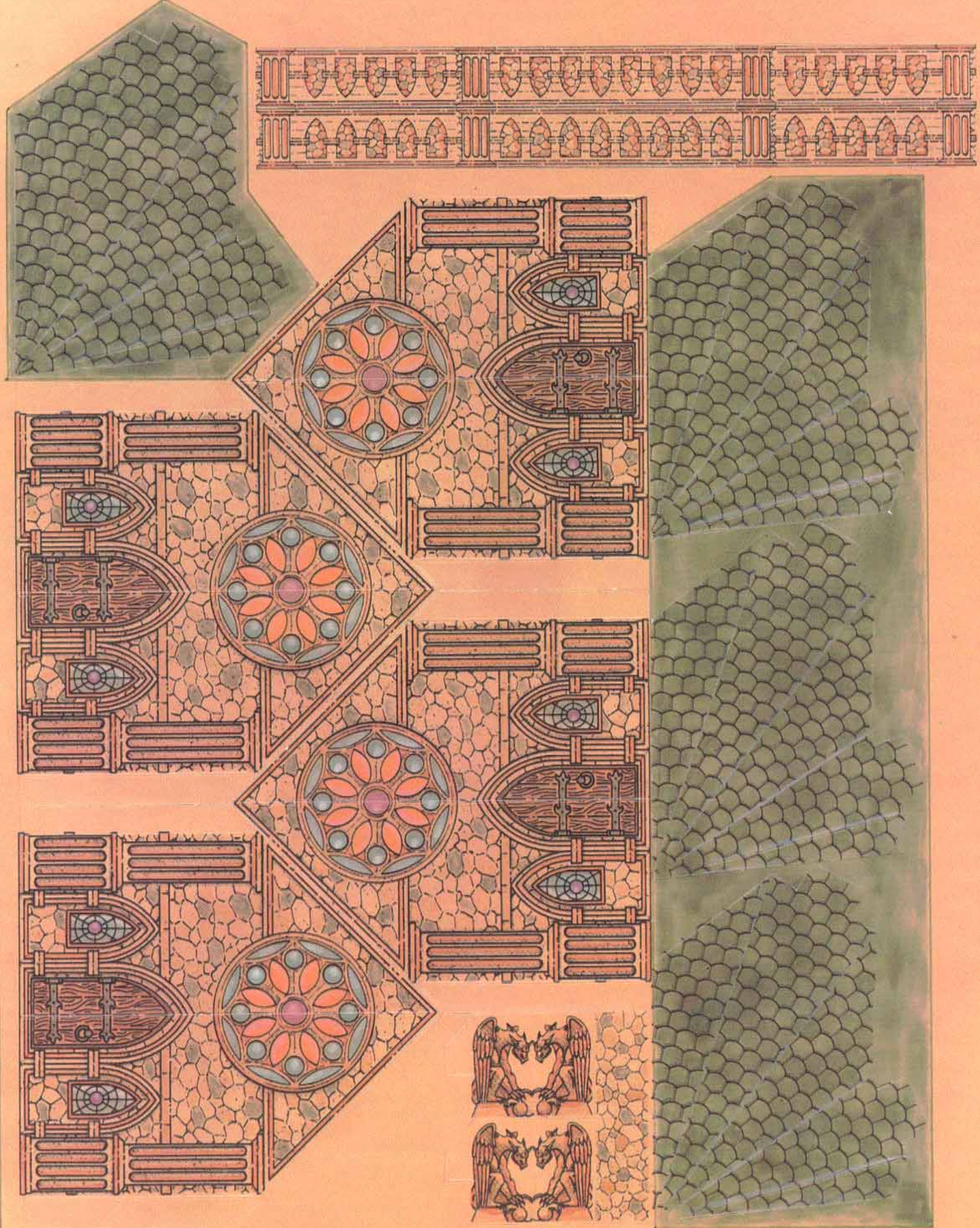
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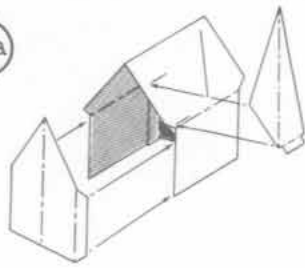


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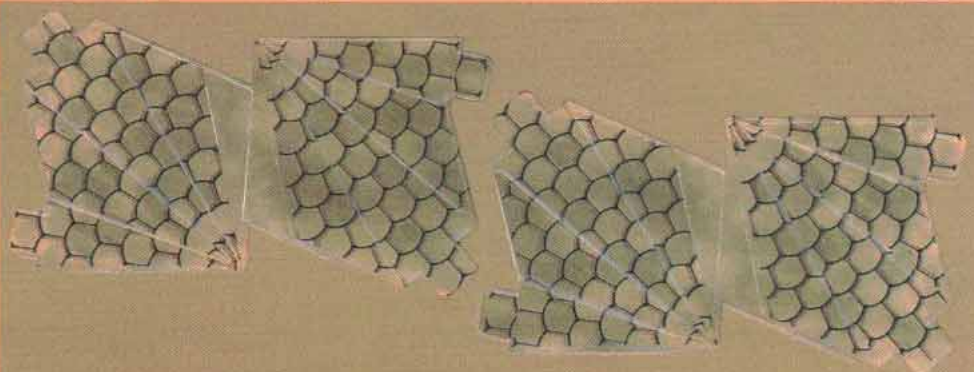
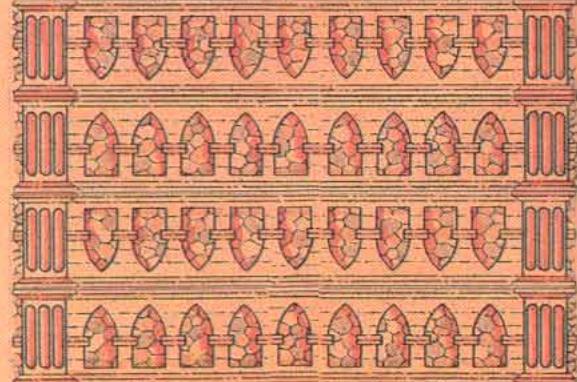
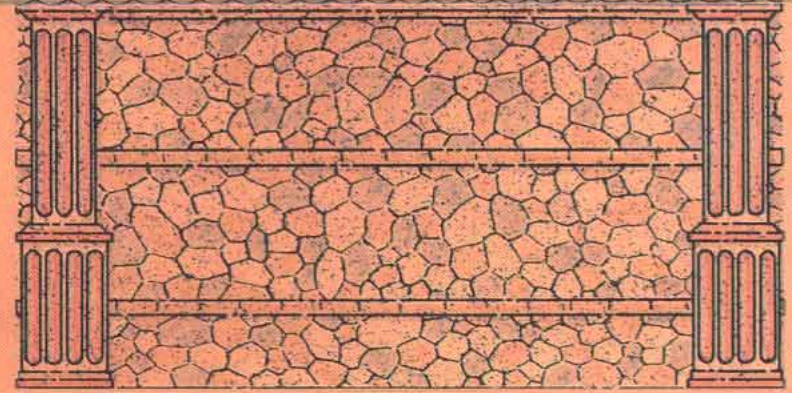
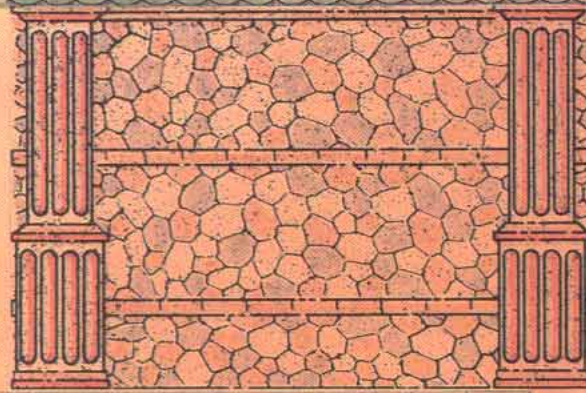
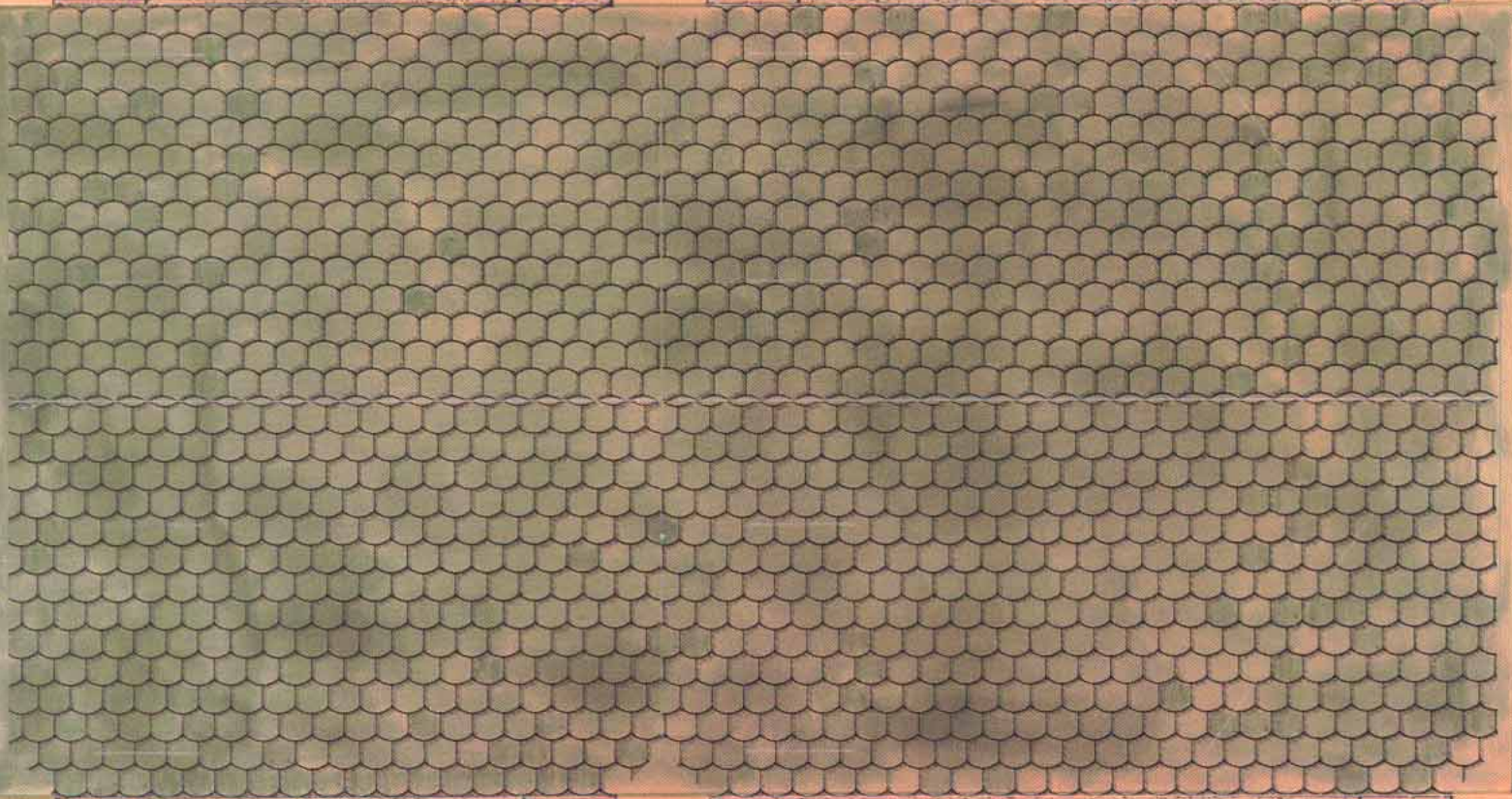
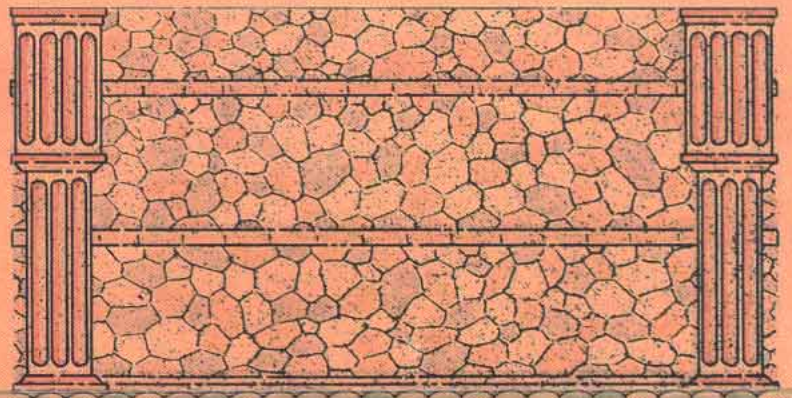
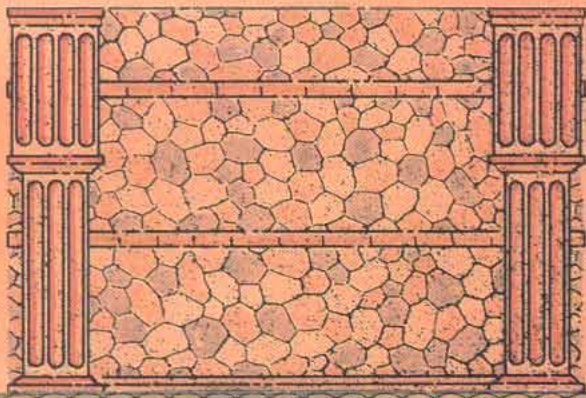
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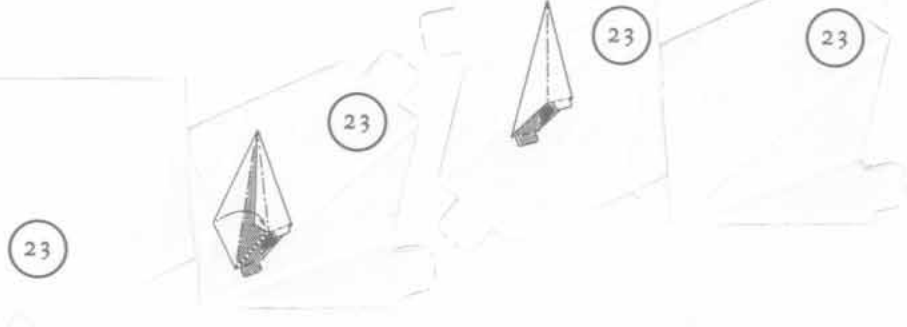
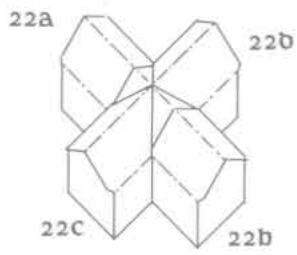
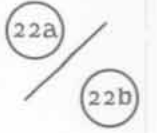
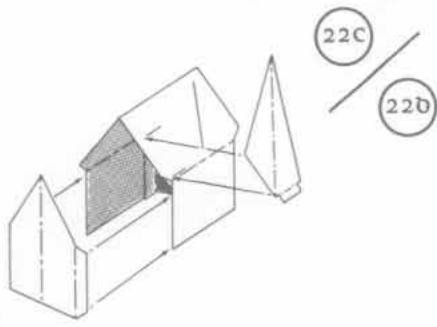
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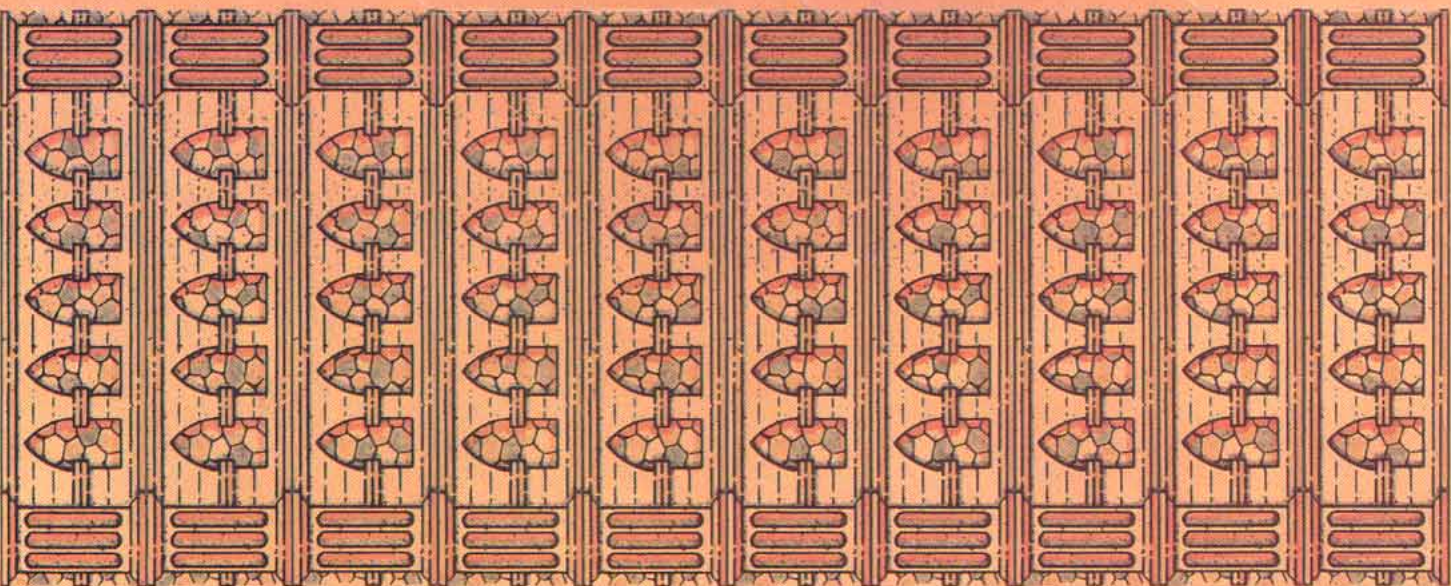
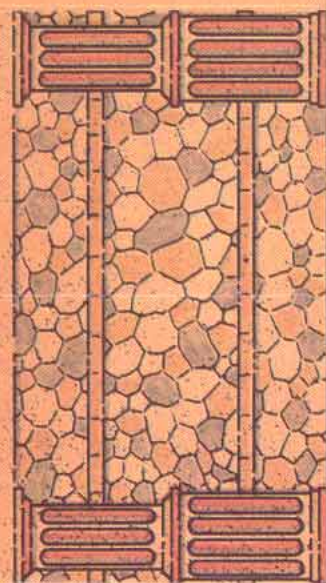
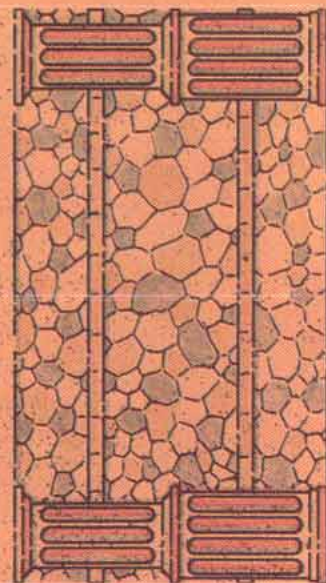
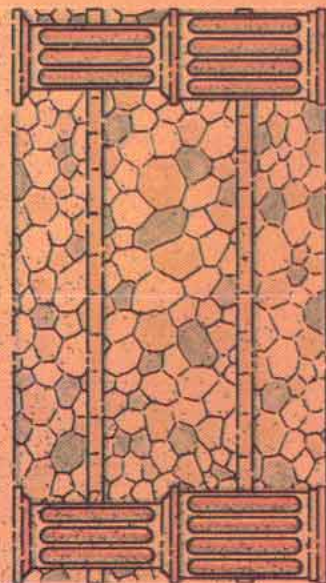
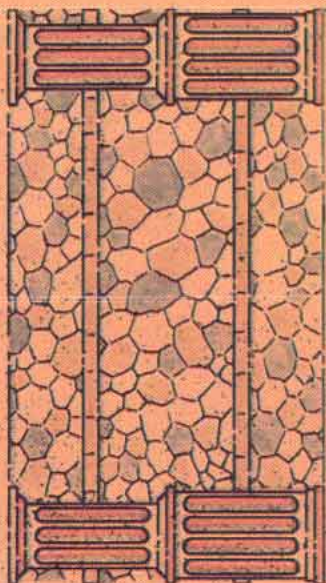
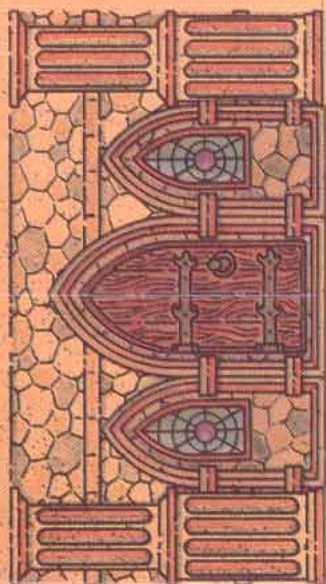
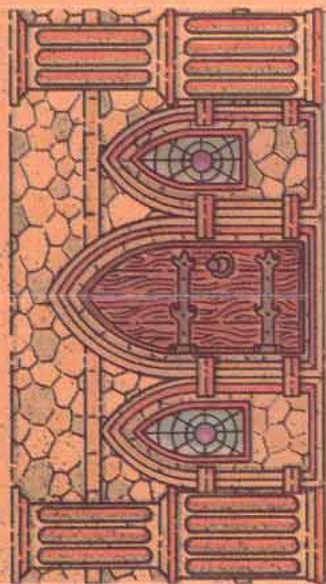
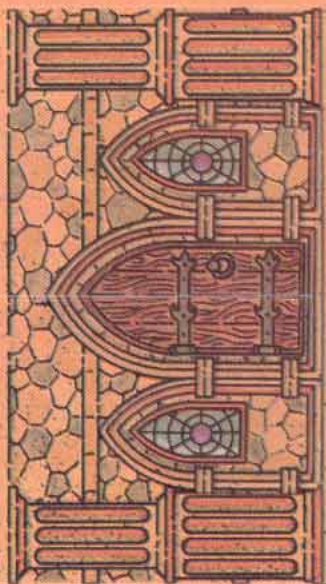
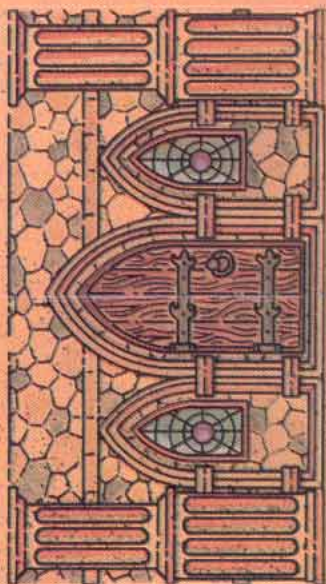
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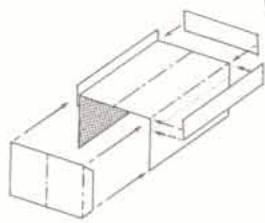


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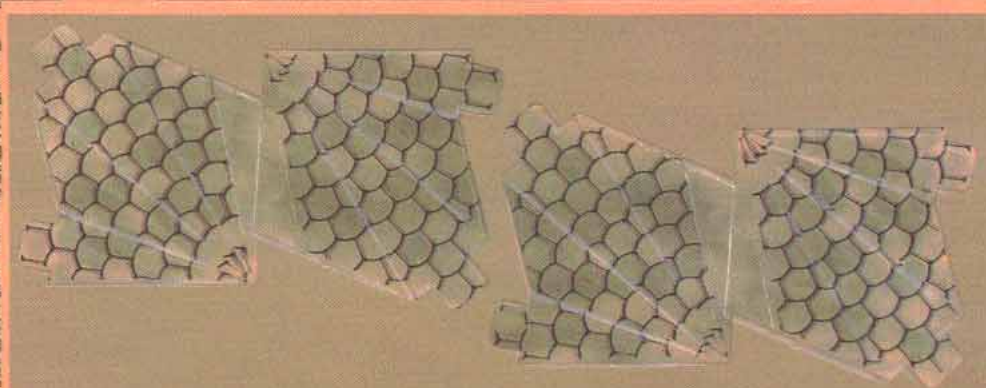
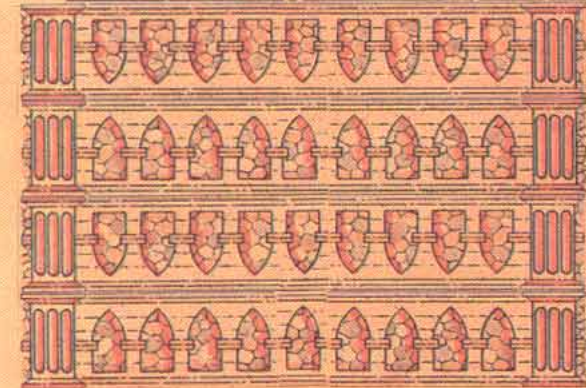
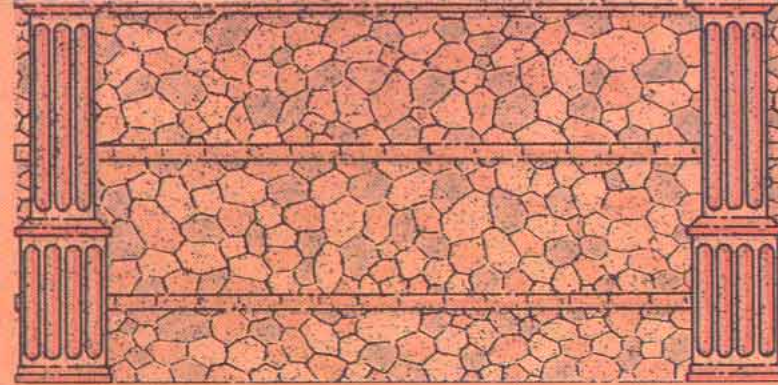
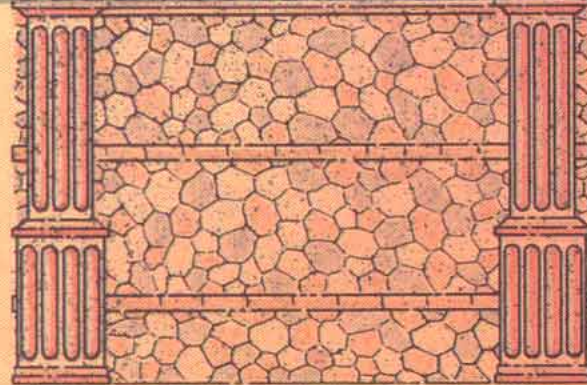
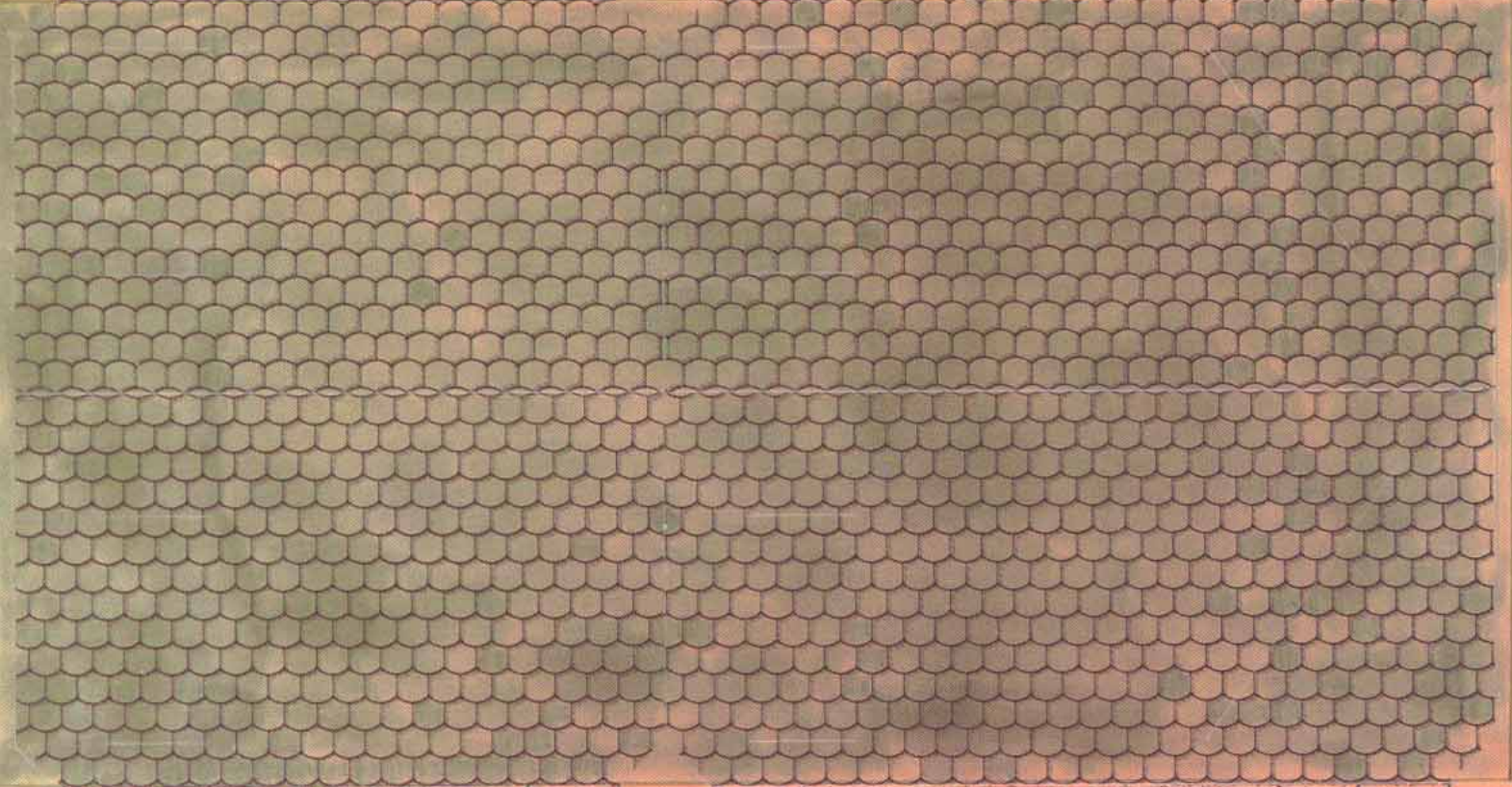
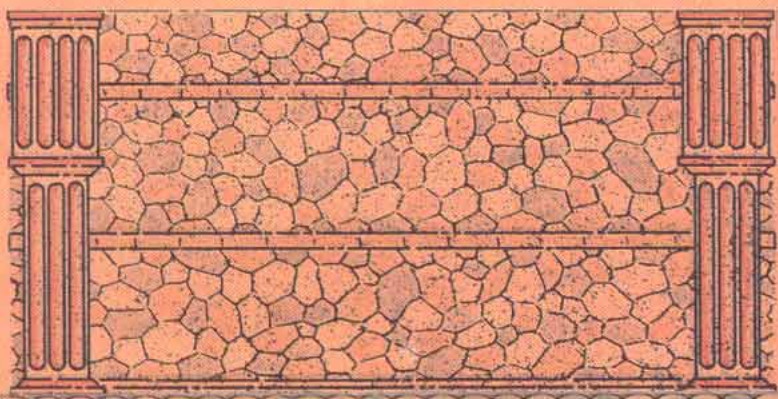
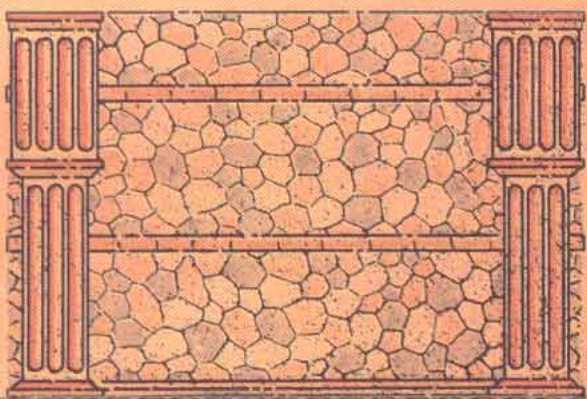
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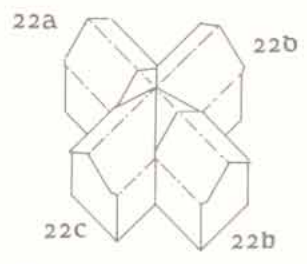
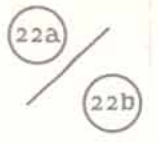
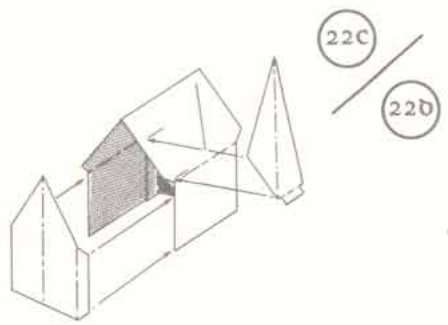
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GREYHAWK[®] ADVENTURES

Official Game Adventure

Falconmaster

by Richard W. and Anne Brown

The discovery of an evil cult in the City of Greyhawk has caused city officials to seek assistance in wiping out this new menace. Their greatest worry? The cult's leader has disappeared, and officials fear that she is simply gathering strength for her ultimate assault on the city.

Can your adventuring party find the cult's leader and put a stop to her plans before she puts a stop to you?

Falconmaster is the second of a three-part series of adventures for the ADVANCED DUNGEONS & DRAGONS[®] 2nd Edition role-playing game that began with *Falcon's Revenge*. It can also be played as a stand-alone module. Set in the famed City of Greyhawk, it gives adventurers a taste of life in the big city—with *someone or something* brewing trouble. *Falconmaster* is designed for five to seven characters of levels 5 to 7.



This adventure contains the fold-up buildings shown here, representing one of Greyhawk's most prestigious temples. These buildings are fully compatible with the *Cities of Mystery* accessory, enabling further expansion of any existing set or providing the beginning of a new, exciting system of gaming!



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